Swords & Glory, vol. 2

Tékumel Player's Handbook

for

Adventures in Tékumel



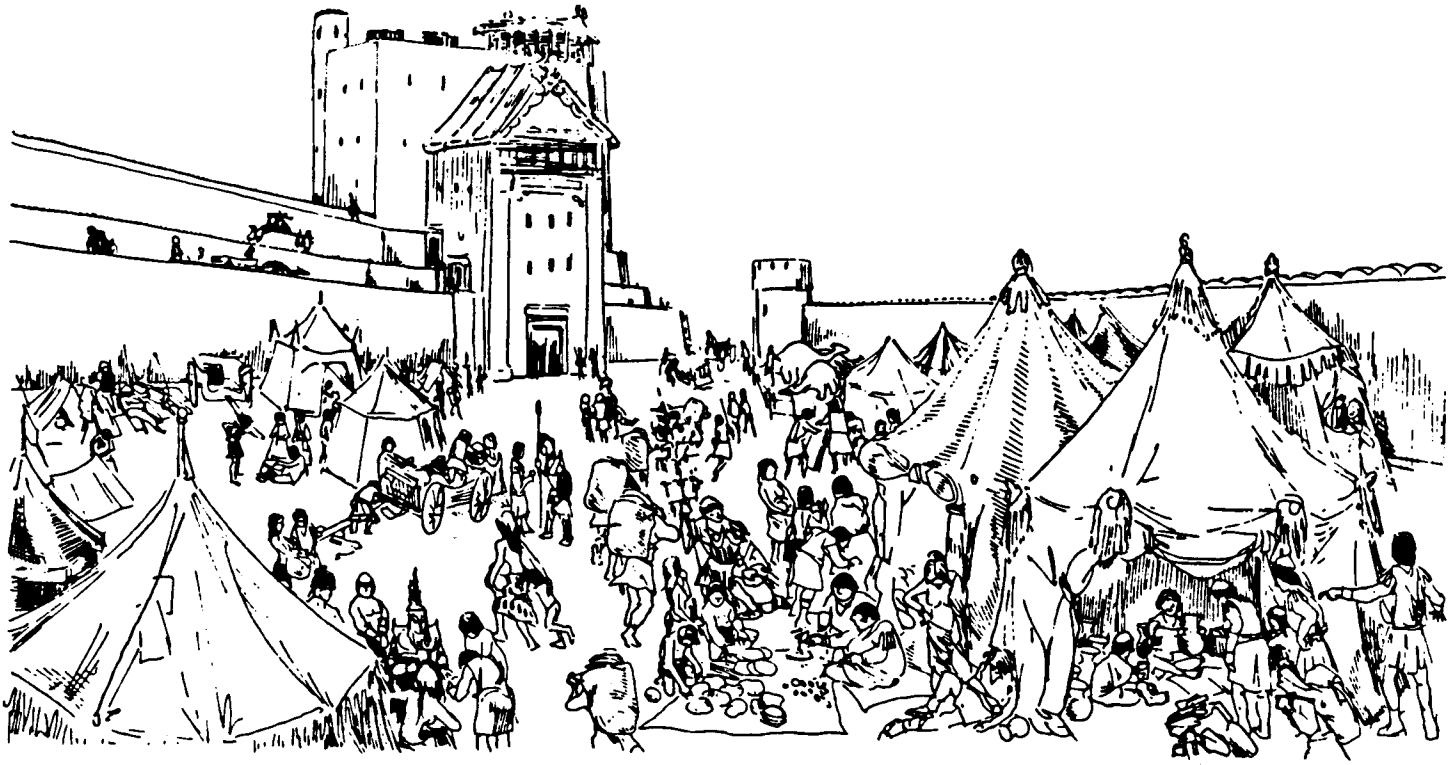
Tita's House of Games

SWORDS AND GLORY

ADVENTURES ON TÉKUMEL

By M.A.R. Barker

2.000. THE PLAYERS' HANDBOOK



Sákbe road fortress and caravan encampment

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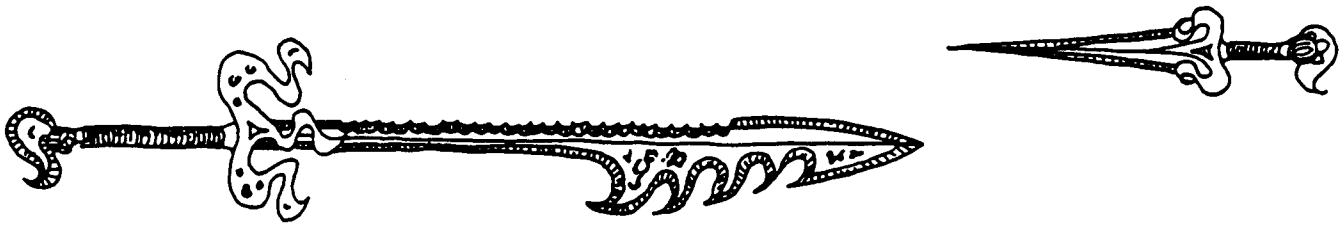
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sword and dagger carried by Tsolyáni Legion of Searing Flame

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SWORDS AND GLORY
ADVENTURES ON TÉKUMEL
By M.A.R. Barker

2.000. THE PLAYERS' HANDBOOK

2.100. INTRODUCTION

The fantasy role-playing game presented in the following pages is based upon the fictional world of Tékumel. An introduction to this mythos will be found in the Sourcebook: i.e. Volume I of this series. Most of the background information needed for the play of this game is contained in Volume I, and these materials are thus not repeated here. Instead, references to the Sourcebook are given; these are clearly identifiable since they all begin with the numeral *1* followed by a decimal point and a 3- or 4-digit Section number: e.g. "1.550. CLAN," "1.960. ARMOUR AND WEAPONS." A complete list of these topic-based Sections is provided in the Table of Contents to Volume I, and the index to the Sourcebook can be used to find all major references to more specific data: e.g. the nation of Salarvyá, the *Chlén* beast, the various nonhuman species, and other subjects.

The Sections of this Handbook begin with the numeral *2*, again followed by a decimal point and a 3- or 4-digit number. Most of the *game* information required by the players is given here, while those further Sections meant for the referee are presented later and are prefixed by the numeral *3*.

2.110. NECESSARY PLAYING AIDS.

Aside from pencils and paper to keep records, the Sourcebook mentioned above, and this Handbook, players need the following:

1. The four large terrain maps. While these are not strictly obligatory for play purposes (and indeed a group can get by with just one set which can be brought out and consulted as needed), they are useful in orienting players to their geographical and physical environment. These maps are described in detail in Secs. 1.110, 1.300, and 1.414.
2. Character Record Sheets. These display each character's physical and other abilities and statistics, experience, social level, finances, possessions, and other game-related factors. A sample Character Record Sheet is appended at the end of this Handbook.
3. Play-Sheets. These summarise the tables used to determine combat, movement, sorcery, and other constantly needed information. A set of Play-Sheets should be included in this Handbook.
4. One or more pairs of "percentile dice." These are actually vigesimal (20-sided) dice. One die of the pair is usually of one colour, and the second is of another: e.g. one red die and one black die. Each die displays two complete sets of numerals from *1* through *0* (and note that *0* is customarily read as *10* and not *zero!*). These two sets of numerals should be painted by the purchaser in two different colours (if the manufacturer has not already done this): e.g. one series of *1-0* in black and the other series in red, etc. This game does NOT require 6-sided, 4-sided, 8-sided, 12-sided, or other types of dice. Abbreviations and interpretations of dice rolls will be given in Sec. 2.130.

2.120. OPTIONAL PLAYING AIDS.

The following materials are useful:

1. Graph paper. Parties exploring the "Underworlds" (the subterranean labyrinths which lie beneath many of the cities and ancient sites of Tékumel; cf. Sec. 1.424) should map their progress if they wish to find their way out again easily. This is best done by having one of the party maintain a careful map on a sheet of graph paper, using a scale of one square = 3 m.
2. Hex paper. Pads of sheets printed with small hexagons are available from the publishers of this game. These may prove useful for the depiction of irregular terrain: e.g. out-of-doors locales, natural caverns, and the like. Although graph paper can also be employed for this purpose, hex sheets offer greater flexibility.
3. Miniature figures. Special lead figures for Tékumel are also obtainable from the publishers of this game (or from a shop specialising in wargaming supplies). These figures are made to a 25 mm scale: i.e. a figure of a human male averages 25 mm in height. Since the average height of a man on Tékumel is about 172 cm, a metre = approximately 15 mm. In this scale a room 3 m square would be 45 mm on a side, and a 50 m corridor would be 750 mm long. These lead figures are not strictly necessary for the play of the game, of course, but they do add tremendous visual appeal and verisimilitude. They come unpainted and must be painted and based by the purchaser. This provides scope for the painter and the modeller, and if really complete visual simulations are desired, one will find that wargaming shops may also carry lines of furniture, treasure chests, weapons, and other items in this scale. Cardboard walls, scenery, etc. are also available. For those with less time, interest, or talent, however, it must be noted that one can "make do" with cardboard markers, differently coloured dice or game pieces, or other makeshift expedients—anything to show the relative positions of the characters and their opponents in an adventure. It is often necessary to decide who can see whom, who can reach a certain objective, how near or far a given item is from a character, etc., and these things are best presented visually. The floor-plan of a room can thus be sketched quickly on a sheet of graph or hex paper, and figures or markers are then placed on this.

4. Further readings. Aside from the Sourcebook, several ancillary Tékumel-related publications can be had from the publishers of this game. These include (1) "The Tsolyáni Language" (by M.A.R. Barker, Minneapolis, 1978); (2) "The Book of Ebon Bindings" (by M.A.R. Barker, Minneapolis, 1978); (3) "The Armies of Tékumel: Volume I, Tsolyánu" (by Gary Rudolph and M.A.R. Barker, Minneapolis 1978); (4) "Missúm!" (by Gary Rudolph, Minneapolis, 1978); and (5) two issues of "The Tékumel Journal" (ed. by Gary Rudolph, Minneapolis, 1977-8—of which only no. 1 is still in print). The first of these works is strictly for the linguist, although it does contain a traveller's guide and the words and phrases needed for life in Tsolyánu. The second deals with advanced demonology and high-level sorcery. The third presents the statistics of the Tsolyáni army in wargaming terms and includes some pictures of the troopers of various Legions. The fourth is a set of wargame rules for larger battles on Tékumel. The fifth contains articles, pictures, and other information relating to many aspects of this fictional world. Several further publications, "scenario packs," etc. are planned.

2.130. THE INTERPRETATION OF DICE ROLLS.

In this work abbreviations will be kept to a minimum since it is the author's contention that strings of letters and acronyms detract from the readability and playability of a game. Constant references to various types of dice rolls require the following abbreviations and interpretations, however:

Interpretation of dice rolls

Abbreviation	Interpretation
D10	Only one of the pair of "percentile dice" is rolled. The uppermost numeral is read as the score. The colour of the die and the (painted) colour of the numeral are ignored. This produces a result of from *1* through *0* (i.e. *10*).
D20	One die is rolled, as above. One colour of the two numeral series (Sec. 2.120) now stands for *1-10*, and the other colour is used for *11-20*. A red three (for example) may be read as a score of *3*, while the black three on the die indicates *13*. The thrower must announce in advance which colour is to denote which series.
D100	Both dice are thrown. The thrower states in advance which colour of die stands for the decades (i.e. *10, 20, 30, 90,* etc.). The painted colours of the numeral series on the dice are ignored. If the red die is to show the decades and the black die of the pair denotes the digits, then a roll of *8* on the first die and *3* on the second gives a score of *83*. A roll of *0* on the first die and *5* on the second is read as *5*. If *0* is rolled on each die, the result is not read as *0* but as *100*. The range possible with "percentile dice" is thus *1-100*.
. . . x . . .	Multiple rolls of a given type of die or dice are indicated by this formula: e.g. *5xD100* = five rolls of the two percentile dice; their scores are then added together.
. . . − . . .	Pips are subtracted from a die/dice score in this fashion: e.g. *D10 − 2* = a result of from *1* through *10* but minus *2*. A die roll of *8* would thus result in a score of *6*.
. . . + . . .	Pips are added to a die/dice score in this way: e.g. *D100 + 20* = a result of *1-100 + 20*. A roll of *53* would thus be read as a final score of *73*.

2.140. TYPES OF DECISIONS.

Most of the rule Sections given below are "obligatory": their instructions must be followed both by the players and the referee if the game is to be played. A few Sections are marked as "optional"; i.e. the group can include them in the game or not, as desired. Some decisions, furthermore, are personal options and are termed "player decisions"; others are "referee decisions"; and a few are "group decisions." This last type requires the concurrence of all of the players and the referee and depends upon the group's style of play and game objectives. All of this will be clarified in the following pages.

2.200. ESTABLISHING A CHARACTER.

Each player develops a character to represent himself in the game. Initially such a character consists of just a series of dice rolls and statistics taken from the tables below. This is the rough outline. As the game progresses, the player adds details, colour, and life—drawn from game-events and also from his or her imagination—until the character becomes as real as the protagonist of a novel. The Sourcebook will help in determining how a character may respond to various cultural stimuli,and one quickly finds ways of fitting one's own personality into the character's diced-for capabilities. The dice may produce limitations which are not quite so welcome, however: e.g. a player who enjoys being a fighter rolls a small, weak character; one who likes playing a sorcerer fails to attain sufficient psychic ability, etc. Depending upon the playing style of the group, such poor specimens may be allowed to "wander off into the sunset," and the player is permitted by the referee to roll up another persona—after all, the game is meant to be an enjoyable fantasy, and it is not fun to be saddled with an unsuitable character for the forseeable future. Methods of "fudging" on the dice rolls are given in the referee's Sections, but a player should not resort to them without the concurrence of the referee and the other players!

2.210. BASIC ATTRIBUTES.

The tables provided in the following Sections produce adult human males: the inhabitants of the great continent shown on the large terrain maps. Those who wish to play women or other types of characters must consult Sec. 2.220 ff. A description of human racial types found in this part of Tékumel is given in Sec. 1.411, while the nonhuman races are discussed in Sec. 1.413.

The tables given below may seem complicated. If one follows instructions as one does in a cookbook, however, the establishment of a character will be facilitated. Special modifiers given in the text are kept to a minimum, but these materials should be read carefully in any case.

2.211. HEIGHT, BUILD, AND STRENGTH.

Three rolls of D100 are made in this Section. The first is made against the leftmost vertical column. The second vertical column provides the character's height in metres. Another roll of D100 is then made against the second horizontal line from the top in the table. This gives the character's overall somatype—his "body-build." These two results are cross-referenced (reading across on the height line and down in the body-build column) to obtain the Height-Build factor. This is of great importance in determining the character's combat abilities, etc.

Height and Build

Dice roll and height		Dice roll and body-build types				
Score	Height	01-05 Very slender	06-20 Slender	21-65 Medium	66-95 Heavy	96-100 Stout
01	1.43	08	09	12	15	13
02	1.45	09	10	14	17	14
03	1.48	10	11	16	19	15
04	1.50	10	11	18	21	16
05	1.52	11	13	20	23	18
06-10	1.55	14	16	23	26	21
11-20	1.57	17	19	26	29	24
21-40	1.60	20	22	29	32	27
41-60	1.62	24	26	33	36	31
61-80	1.65	28	31	38	41	36
81-85	1.68	33	36	43	46	41
86-90	1.70	37	41	48	51	46
91-92	1.72	42	46	54	57	51
93-94	1.75	46	51	60	63	56
95	1.77	50	57	67	70	62
96	1.79	54	63	77	81	69
97	1.83	58	69	87	93	80
98	1.85	63	76	98	106	92
99	1.88	69	84	110	120	101
100	1.91	76	93	123	135	111

Exact body weights are irrelevant to the game system. A healthy human male between 18 and 35 years of age and 1.75 m tall should weigh about 70 kg, if he is of medium build, for example. Those who are interested may consult tables available from health organisations, insurance companies, etc.

Anomalies of physical strength require a third roll of D100. A very slender person may be abnormally strong, while a tall, heavy individual may be disproportionately puny. The character's build-type column is found in the following table, the dice are rolled, and any resulting modifier is added to the Height-Build factor. This result is the preliminary Height-Build-Strength factor. Note that this roll does not change either the character's height or the build-type itself.

Strength roll chart

Modifier added to the Height-Build factor	Build types and dice scores				
	Very slender	Slender	Medium	Heavy	Stout
0	01-40	01-30	01-25	01-20	01-35
5	41-60	31-50	26-45	21-40	36-55
10	61-70	51-65	46-60	41-55	56-65
15	71-80	66-75	61-70	56-65	66-75
20	81-90	76-85	71-80	66-75	76-85
30	91-95	86-90	81-85	76-80	86-90
40	96-99	91-95	86-90	81-85	91-95
50	100	96-99	91-95	86-90	96-99
60	—	100	96-99	91-95	100
70	—	—	100	96-99	—
80	—	—	—	100	—

As an example, one may take Chargêsh, a warrior of whom more will be heard later. He scored 63 on his height roll and is thus 1.65 m tall. His body-build roll was 67, and he is therefore of heavy build. His Height-Build factor is basically 41, but he did well on his physical strength anomaly roll, scoring 77. He thus adds 30 to his Height-Build factor for a total of 71. Not a bad physique for a fighter, although certainly no Goliath!

2.212. STAMINA.

One's ability to perform strenuous actions for an extended period depends partially (but not entirely) upon one's height, body-build, and strength. Running for hours, swimming long distances, climbing, fighting, carrying heavy burdens—all are subsumed under the "Stamina" factor. Arbitrarily—and admittedly a little unrealistically—this same factor will be used to ascertain the body's resistance to poisons, disease, pain, and hypnosis. The times needed to recover from unconsciousness or to heal after being wounded also depend upon Stamina.

The character's preliminary Height-Build-Strength factor (i.e., the total resulting from the three dice rolls in Sec. 2.211) is found in the second horizontal line of the following table. D100 are then rolled against the leftmost column, and their score is cross-referenced with the preliminary Height-Build-Strength factor to determine Stamina. The result is entered on the Character Record Sheet.

Stamina factor					
	Preliminary Height-Build-Strength factor				
Dice score	08-20	21-30	31-65	66-90	91-up
01-10	5	10	15	20	25
11-30	10	15	20	25	30
31-65	15	20	25	30	35
66-90	20	25	30	35	40
91-100	30	40	45	50	55

Returning to the example of Chargêsh, his Height-Build-Strength factor falls between 66 and 90. He rolls a 58, giving him a Stamina of 30.

2.213. DEXTERITY.

Agility and physical adroitness depend to a large extent upon the individual's build-type. The build-type obtained in Sec. 2.211 is found in the following table. D100 are rolled in this column, and one then reads over to the leftmost column where a modifier is given. This is added to or subtracted from the Height-Build-Strength factor. After this modifier is applied, furthermore, the score of the Dexterity roll itself is noted in the appropriate place on the Character Record Sheet. It will be useful in determining the success or failure of actions involving agility and skill but not necessarily strength or stamina: e.g. picking locks, walking along a narrow ledge, firing an arrow, tossing an object at a target, etc.

Dexterity modification					
Modifier to the Height-Build factor	Build types and dice scores				
	Very slender	Slender	Medium	Heavy	Stout
−15	01	01-01	01-05	01-07	01-15
−10	02-03	03-06	06-10	08-16	16-30
−5	04-08	07-15	11-25	17-27	31-60
0	09-30	16-50	26-60	28-70	61-85
+5	31-60	51-70	61-80	71-90	86-95
+10	61-75	71-85	81-90	91-95	96-97
+15	76-85	86-96	91-97	96-98	98-99
+20	86-95	97-98	98-99	99	100
+30	96-100	99-100	100	100	—

The warrior Chargêsh is not dexterous. He scored a 25, and since he is of heavy build he subtracts 5 from his Height-Build-Strength factor of 71, giving him a new factor of 66. At least he did not score a −10, which would have caused him to be more of a danger to his friends than to his foes! Ritual sorcery requires precise bodily gestures and positions (Sec. 1.620), and a clumsy gawkhammer with a −15 Dexterity is more likely to blow himself into the Paradises of Teretanê than to achieve his desired effect; the temples thus refuse to teach sorcery to anyone of such low Dexterity, and those with a −10 Dexterity modifier are unlikely to be allowed to progress beyond the elementary stages of the first or second level spells. Chargêsh, however, is a fighter and is not too seriously hampered by his Dexterity, although he will never be much admired for his adroitness.

2.214. BODY DAMAGE POINTS.

The human body does not vary much from individual to individual in its capacity to resist wounding. A sword blow in the right place can kill or disable a big person just as it does a smaller and weaker one. There is a certain amount of variation, of course, and this is represented in the following table. If one wishes to avoid being hurt, one had best acquire better armor and master the skills of the warrior—or stay out of combat altogether.

The following table gives the total stocks of Body Damage Points available to characters with different Height-Build-Strength factors (I.E. the results of Sec. 2.211 only, excluding any modifiers for Dexterity and/or Intelligence; cf. Secs. 2.213 and 2.215). Body Damage Points are destroyed through being hit in combat, by disease, and for various other reasons, to be discussed below. When one's stock has been depleted by certain percentages, negative modifiers are applied to one's Combat Values (Sec. 2.8211). Very severe damage causes unconsciousness and death. Body Damage Points are restored through sorcery and also through rest and healing (either medical or natural).

Generally speaking, one's stock of Body Damage Points does not change in any permanent way. One who loses a limb subtracts its Body Damage Points, of course, but sorcery and/or healing will usually restore them all. Body Damage Points do not increase with experience, skill, or social status, although they can indeed be expanded (with difficulty) by developing one's physique from one body-build category to another (e.g. from "medium" to "heavy"); cf. Secs. 2.211 and 2.411.

Normal combat (Sec. 2.820 ff.) utilises only the Body Damage Point totals. These totals are broken down, however, to show the points represented by individual body areas. These are needed for maiming (see above), and they are also employed in an optional "detailed" combat Section that allows for hitting specific targets on an opponent's body. Depending upon the group's gaming style and preferences, this optional Section can be utilised for duels and one-on-one combats in which all of the participants' statistics have been worked out in advance.

One first finds the major column containing one's preliminary Height-Build-Strength factor (i.e., the results of Sec. 2.211—and not including any modifiers for Dexterity and/or Intelligence). A D10 is then rolled to ascertain whether the character's physique is a little weaker than average for his/her somatype (result "A"), average (result "B"), or stronger and more resilient than normal (result "C"). The D10 score is read as follows: 1-2 = A; 3-8 = B; 9-10 = C. Only one roll is made against the table; all of the results of the sub-column then apply to the character. In other words, one does not take the Damage Points for one's head from sub-column A, the Points for one's torso from sub-column B, etc. It is assumed that all characters are reasonably healthy specimens, and there is thus no need to make special rolls for deformities, weak eyesight, and the like.

Body Damage Points																
	Preliminary Height-Build-Strength factor															
	08-30			31-70			71-85			86-up						
Body area	A	B	C	A	B	C	A	B	C	A	B	C				
Head	3	4	5	4	5	6	5	6	7	6	7	8				
Each arm (x2)	2	3	4	3	4	5	4	5	6	5	6	7				
Torso	6	7	8	7	8	9	8	9	10	9	10	11				
Abdomen	4	5	6	5	6	7	6	7	8	7	8	9				
Each leg (x2)	3	4	5	4	5	6	5	6	7	6	7	8				
TOTALS:	23	30	37	30	37	44	37	44	51	44	51	58				

The warrior Chargêsh uses his original Height-Build-Strength factor of 71. He scores a 7 on his D10 roll for a result of B in the 71-85 column. He thus has a total of 44 Body Damage Points, of which 6 are in his head, 5 in each arm, etc. Again, he is no mighty-thewed hero, but he will indeed make a creditable fighting man.

2.215. INTELLIGENCE.

This factor simulates the character's powers of reasoning, learning, and remembering. It may also provide a modifier to the Height-Build-Strength factor, representing the individual's ability to react intelligently to events and crises. Later it will be seen that Intelligence is also crucial to mastering the skills of magic (Secs. 1.620 and 2.239). D100 are rolled, and their score is entered on the Character Record Sheet.

Intelligence

Dice score	Result	Modifier to the Height-Build-Strength factor
01-05	Hopelessly stupid	−20. Any plus modifier gained in Sec. 2.213 is nullified. Best to let this person "wander off into the sunset," since he/she will not be much fun to play!
06-20	Dull	−10. −5 also from any Dexterity modifier gained in Sec. 2.213. Such a character may be useful as a thick-headed warrior—but not for much else. He cannot master complex skills, cannot use technological items without constant guidance, and can never learn such things as sorcery, foreign languages, courtly manners, etc.
21-40	Average	0. No bonuses or penalties.
41-60	Above average	+5. A little more intelligent than the run-of-the-mill person—but nothing special.
61-80	Intelligent	+10. A clever fellow who may be able to learn the arts of sorcery (cf. the relevant Sections), employ most technological devices, and master languages and some other skills with relative ease.
81-95	Astute	+15. Such a person has an excellent chance to make progress in the temples, the army, or in various other professions.
96-99	Gifted	+20. As above, but to an even greater extent; such an individual may be clever enough to innovate and develop inventions—within cultural limitations (cf. Sec. 1.1000, ff.).
100	Genius	+30. Roll again for Dexterity (Sec. 2.213) and choose either the new score or the previous one, whichever is higher. Other benefits of being a genius will appear in following Sections.

Chargêsh scores 50 for his Intelligence. While no mighty intellect, at least he is not likely to purchase any bridges over the Mssúma River from wandering street peddlars.

2.216. PSYCHIC POWERS.

Two rolls of D100 are made in this Section. The first defines the limits of one's "psychic reservoir" (that which the Tsolyáni call the *Pedhêtl* "the Enemy"; cf. Sec. 1.620). This indicates the maximum amount of other-planar energy one can store within oneself at one time. Both the ritual and the psychic magic-user draw upon this reservoir to cast spells, and when spell-casting has depleted its contents, it may be "refilled" during rest or sleep, when more energy trickles through from the Planes Beyond. This Psychic Reservoir roll requires no table and produces no modifiers. The score of the D100 is entered in its proper place on the Character Record Sheet, and its use will be given later.

The second D100 roll simulates the innate ability to use the paranormal powers of the mind: the capacity to tap the "psychic reservoir" as it were. This talent is like another sense or a "set of muscles," which some persons possess to a greater or lesser degree than others. The fundamentals of "magic" on Tékumel are discussed in Sec. 1.620. D100 are rolled against the following table, and the score of this Psychic Ability roll is entered on the Character Record Sheet.

Psychic ability

Dice score	Result
01-10	Anti-psychic: not only is the person devoid of psychic talent himself, but he "dampens" the psychic powers of others within 1.5 m of himself (i.e. within a 3 m circle with himself as its centre). No spells—ritual or psychic—can be cast as long as a "psychic dampener" is within this range!
11-69	Non-psychic: psychic magic cannot be learned or used, although ritual magic may indeed be mastered if one's score here is over 49, and certain other criteria are met—all described below.
70-90	Somewhat psychic: the individual can learn and use psychic magic.
91-99	Highly psychic: psychic spells can be mastered with ease.
100	Abnormally psychic: less other-planar energy is needed to cast certain spells, and there are other benefits as well, to be discussed below.

Chargêsh scores 89 on his Psychic Reservoir roll and 87 on his Psychic Ability roll. He thus has the psychic talent and the capacity to master psychic magic, but his intelligence was just barely adequate for this. Although his mother wanted him to study for the priesthood, Chargêsh opted to become a warrior instead.

2.217. COMELINESS.

The "handsomeness" or "beauty" of the character is determined by another roll of D100. One's appearance is realised, of course, in terms of the prevailing standards and preferences of one's society; cf. Sec. 1.411. The delicate tattooes of the Livyáni nobleman may not seem attractive to the N'lŏss, for example, nor do the latter's greased and braided hair and beards appeal to the cultured maidens of Tsâmra. "Beauty is in the eye of the beholder," as a perusal of the Sourcebook will indicate.

D100 are rolled against the following table, and the result is entered on the Character Record Sheet. The ramifications of these scores will become clear later when the individual rolls against the Non-Player Character Reaction table or that which deals with Sexual Attraction.

Comeliness

Dice score	Result
01-05	Hideous: the character is "ugly enough to arouse the passions of a Shunned One," as the Tsolyáni idiom puts it, and should probably wear a masque—or a simple bag over the head.
06-20	Unprepossessing: certainly no beauty by any of the standards of Tékumel!
21-50	Average: ordinary enough to be inconspicuous—a truly forgettable face.
51-70	Good-looking: a pleasure to look at but no star!
71-90	Handsome/beautiful: may make a few hearts go pitter-pat but still nothing really exceptional.
91-99	Extremely handsome/ravishingly lovely: causes heads to turn and invitations to arrive from those of the opposite sex.
100	Gloriously handsome/wondrously beautiful: a veritable Paris or Helen of Troy! Such an individual will receive offers of marriage (or perhaps less-permanent liaisons), rich gifts, and introductions into high society. He or she will also be in peril of being abducted or forced to participate in orgies, and slavers are always on the lookout for such fine specimens!

Chargésh scores a 23 for Comeliness. He is at the low end of the average range, but people will not run screaming at the sight of him. He is also likely to be ignored by the more lissome maidens he may meet, but he hopes that his clan will eventually find him "a nice respectable girl."

2.218. CHARISMA.

This factor represents one's ability to charm, delight, cozen, and fascinate an audience. A high score here is needed if one is to be a Leader of Men (or of women—or of other beings, for that matter), an orator, a Don Juan, or even a spellbinding raconteur of Mu'ugalavyáni ethnic jokes.

D100 are rolled. The dice roll is modified by the character's Comeliness, however (Sec. 2.217). A Comeliness of 01-05 = −15; 06-20 = −5; 71-90 = +5; 91-99 = +10; and 100 = +15. The result is entered on the Character Record Sheet.

Charisma

Dice score	Result
01-05	Anti-charismatic: most people take an automatic dislike to this character. He has all the charm and finesse of an Ahoggyá who is kicked awake after gorging himself at a feast.
06-20	Non-charismatic: such an individual tends to be ignored, cannot seem to get his points across, and is considered a better follower than a leader. A nice fellow, perhaps, but not a winner.
21-80	Average: an ordinary person, like most people, whose Skein of Destiny contains some successes and a great many petty failures.
81-90	Charismatic: such a character may make a good merchant, a successful politician, or a good leader.
91-99	Very charismatic: this is the sort of person to whom others instinctively turn for guidance. People listen when he speaks, and he possesses some kind of innate fascination for members of the opposite sex.
100	Highly charismatic: this individual has the potential to become another Napoleon or an Alexander the Great. He may not be overly good-looking, nor need he be strong and physically impressive; others look to him for leadership.

Chargésh scores an 88 for Charisma. He is popular with his comrades, liked by his clan, and mildly appealing to women. He is not too likely to offend his superiors and can look forward to a rather smooth and successful career, providing that he does not espouse any unpopular causes or choose the wrong people as his friends.

2.219. AGE.

Ages younger than 16 and older than 40 are omitted since few players would wish to use characters in these ranges. D10 is rolled against the following table.

Die score	Result	Die score	Result
1-2	16-20 years old	6-8	26-30 years old
3-5	21-25 years old	9-10	31-40 years old

A character's exact age is found by rolling another D10. For the first three categories above the scores are interpreted as follows: 1-2 = 0; 3-4 = +1; 5-6 = +2; 7-8 = +3; and 9-10 = +4. D10 is rolled for the last range also, but then each pip of its score adds another year, beginning with 0 and ending with 9: e.g. a roll of 1 = 31, 2 = 32, etc.

[Optional: some players may find it interesting to be able to establish their characters' precise birthdays. This can be done down to the hour, minute, and second with successive rolls of D100, as follows:

Time period	Interpretation of the D100 roll
Month	Each increment of 8 points on the dice = 1 month; 97-98 = the five intercalary days at the end of the Tsolyáni year (Sec. 1.1050); reroll 99-100.
Day of the month	Each increment of 3 points = 1 day; reroll 91-100.
Hour of the day	Each increment of 4 points = 1 hour; reroll 97-100.
Minute/second	Each increment of 1 point = 1 minute/second; reroll 61-100.

Chargésh scores a 5 for his age and is thus in the 21-25 year old group. He rolls a 3 and adds +1 to 21 for an age of 22. One of his clan-fathers is interested in astrology, and his precise birth data are needed. He scores 57 for the month, which indicates that he was born in Firasúl, the 7th month of the Tsolyáni calendar. A 38 then makes his birthday the 12th day of this month. He rolls 63 and thus drew his first independent breath during the 16th hour. A 35 and an 05 make the exact time 16:35:05—or 4:35:05 P.M. Chargésh himself cares little for all of this, although it is nice to receive gifts from his clansmen on his birthday.

2.220. OTHER TYPES OF CHARACTERS.

The following cannot be used as "player characters": animals, semi-intelligent beings (cf. the Sections listing the creatures of Tékumel), inanimate objects (not even those given life through

sorcery: e.g. an enchanted sword, an ensorcelled tree), Underworld creatures, the undead, demons and beings from the Planes Beyond (Sec. 1.620), and such other entities as the referee may deem too upsetting to the game. (A referee may indeed devise statistics for any of the foregoing categories, if he wishes; this depends upon the playing style of the group and the "flavour" of the campaign.) The following Sections detail characters other than average human males which are permissible under the present game system.

2.221. WOMEN.

A woman who has declared herself to be *Aridâni* ("independent") is the legal and social equal of her male counterparts in the Five Empires. There is thus considerable scope for a female character. Women have even greater prestige in the northern matriarchies of Yân Kôr and Saâ Allaqi, and only in the little northwestern state of Ghatôn is any significant chauvinism encountered. All of these matters are discussed in Secs. 1.520 and 1.530. Any player may choose to develop a woman character.

The women of Têkumel are smaller and lighter than their menfolk, on the average (Sec. 1.411). The tables and dice rolls given in Secs. 2.211-2.218 must therefore be modified. Only changes are noted below; the rest is rolled as for a male character. The advantages of being female are then summed up at the end of the list, and the corresponding disadvantages are noted in another line or two. This same format will be followed for other character types in Secs. 2.222 and 2.223.

Attribute	Modification to Secs. 2.211-2.218
Height	− 10 to the dice roll; a score of 0 or less (i.e. 0 through − 9) subtracts 1 cm for each pip from 1.43 m: e.g. a score of 05-10 = − 5; 1.43 m − 5 cm = a height of 1.38 cm.
Body-build	Replace the Body-build column headings in Sec. 2.211 with the following: 01-20 = Very Slender; 21-45 = Slender; 46-90 = Medium; 91-98 = Heavy; 99-100 = Stout.
Strength	− 5 to the dice roll; minimum 1 (i.e. there is no further penalty for a final score of 0 through − 4).
Dexterity	+ 10 to the dice roll; any score over 100 = a modifier of + 35 to the Height-Build-Strength factor.
Body Damage Points	As given in Sec. 2.214 except that any result of "C" is rerolled.
Psychic Ability	+ 5 to the dice roll. The benefits of a score over 100 will be discussed later. [Note that the "Psychic Reservoir" roll is not changed.]
Advantages	A woman is likely to be more dexterous and slightly more psychically gifted than a man. Her stature and slenderness may be helpful in many situations. If she is an *Aridâni* she can function legally and socially as an equal (or better in the north, except in Ghatôn).
Disadvantages	A female's smaller size and body-build, her decreased chances of a high strength modifier, and her limited Body Damage Points are deterrents to her being a mighty warrior. She can make up for these factors with a good dexterity and a thorough training. An exceptionally tall and strong woman, moreover, is a match for an average or less-than-average male fighter even so.

2.222. N'LÓSS.

Special modifiers are needed for a N'lóss character. These northwestern barbarians are both very tall and extremely strong; cf. Sec. 1.411 and also the index of the Sourcebook for references. A player may not freely choose to establish a N'lóss character, however. If the provenience table (Sec. 2.231) is used, the appropriate score must be made there. Otherwise permission must be obtained from the referee.

Attribute	Modification
Height	Add 30 cm to the height result (i.e. do not add 30 to the dice roll itself but rather to the height obtained from this roll in column 2 of Sec. 2.211).
Body-build	+ 5 to the dice roll; any score of over 100 (i.e. 101-105) = Extremely Powerful, and the factors for these rolls are: 101 = 122; 102 = 134; 103 = 147; 104 = 161; and 105 = 176.
Strength	+ 10 to the dice roll; any score which produces a modifier over 80 = a modifier of 100.
Total Height-Build-Strength	Add 20 to the final factor obtained in Sec. 2.211 (excluding any later bonuses for Dexterity, Intelligence, etc.).
Dexterity	− 10 to the dice roll; any score which produces a modifier of less than − 15 = − 20.
Body Damage Points	As given in Sec. 2.214 but 1 is added to each body area of the result: e.g. a N'lóss who has a Height-Build-Strength factor greater than 86 and scores a result of "C" adds 7 to 58 for a total of 65 Body Damage Points.
Intelligence	− 10 from the dice roll; a score of less than 0 = Hopelessly Stupid. This penalty is due to cultural deprivation rather than to any real lack of intelligence. The N'lóss are not often skilled in the finer points of the societies of the Five Empires, and their own tribal societies tend to disdain the benefits of reason, logic, and technological sophistication.
Psychic Ability	− 5 from the dice roll; a score of 0 or less = Anti-psychic.
Comeliness	As given in Sec. 2.217 when dealing with other N'lóss. When confronted with a need to influence a non-N'lóss, 15 is subtracted from the Charisma score. A result of 0 or less is taken as Anti-charismatic
Advantages	The power and strength of the N'lóss are obvious. They make excellent fighters, and their culture values bravery, heroism, and physical prowess.
Disadvantages	The N'lóss are neither subtle nor dexterous. Although good individual fighters, they resist discipline and may refuse an order with which they disagree. Their morale also tends towards brittleness. They are excellent in a charge, but if the combat turns against them or becomes a long, slow battle of attrition, they may break and run off to regroup and regain their morale before charging again.

As an example, the young N'lóss warrior Têregh may be taken. Têregh's scores and resulting statistics are as follows:

Téregh, N'lûss warrior	
Attribute	Dice rolls and results
Height	Dice score 94 = 1.75 m + 30 cm = 2.05 m tall.
Body-build	Dice score 23 + 5 = 28 = Medium.
Strength	Dice score 45 + 10 = 55 = a modifier of + 10.
Total Height-Build-Strength	60 (i.e. a height of 1.75 cross-referenced against Medium build) + the Strength modifier of + 10 = 70; 20 more points are added because Téregh is a N'lûss: 90.
Stamina	Dice score 13; for a person with a Height-Build-Strength factor of 90, this gives a Stamina of 25—not too good!
Dexterity	Dice score 87 – 10 = 77 = a modifier of + 5; Téregh's Height-Build-Strength factor increases to 95.
Body Damage Points	Die score 7; for a person with a basic Height-Build-Strength factor of 90, this produces a result of "B" = 51 + 7 for being a N'lûss = a total of 58.
Intelligence	Dice score 69 – 10 = 59; Téregh is still above average and adds + 5 to his Heigh-Build-Strength factor for a new total of 100.
Psychic Reservoir	Dice score 88.
Psychic Ability	Dice score 50 – 5 = 45; Téregh is Non-psychic.
Comeliness	Dice score 69; Téregh's Comeliness is considered a 59 by non-N'lûss.
Charisma	Dice score 80; when dealing with non-N'lûss, Téregh's Charisma is reduced to 65.
Age	Die score 8 = 26-30 years old. He rolls D10 and adds 0 to the minimum age in this range; Téregh is 26 years old. Since the N'lûss are largely illiterate and do not keep records there is no way to determine his precise age.

Téregh is rather an average specimen by N'lûss standards. He should still be able to scatter the average warriors of most other human nations all over the scenery—if he can only control his temper and his morale!

A N'lûss woman can be established by combining the modifications given in this Section with those in Sec. 2.221. Most N'lûss females are not trained as fighters, however.

2.223. NONHUMANS.

Members of 9 of the 15 known nonhuman species of Tékumel may be used as "player characters." This requires either the appropriate score on the provenience table (Sec. 2.231) or the permission of the referee. Players may not develop characters who are members of the four inimical races (the Hlûss, Hlutrgú, Shunned Ones, and Ssú), the very alien Mihálli, or the aqueous Nyaggá—unless the referee is willing to establish an "anti-human" campaign or scenario. The statistics for the six "unusable" races are included below, nevertheless, for this purpose. All of the nonhuman species are described in Sec. 1.413, and further references will be found in the index to the Sourcebook. Nonhuman characters are produced by applying the following modifications to Secs. 2.211-2.219.

1. Ahoggyá:	
Attribute	Modification
Height	As given in Sec. 2.211. The Ahoggyá vary between 1.41 and 1.60 m, however, and each of the 20 increments in the table is thus treated as an increase of 1 cm: e.g. an Ahoggyá scores 45 for its height; instead of being 1.62 m tall, it is 1.49 m high.
Body-build	Only the Medium, Heavy, and Stout columns of Sec. 2.211 are employed; any other result is rerolled.
Strength	+ 20 to the dice roll; a modified score of 101-110 = a modifier of 90; 111-120 = a modifier of 100.
Total Height-Build-Strength	Multiply the results of Sec. 2.211 by 3. The Ahoggyá are famous for their great strength.
Stamina	+ 20 to the dice roll; any modified score over 100 adds + 10 to the listed factors: e.g. an Ahoggyá with a Height-Build-Strength over 91 who scores over 100 has a Stamina of 65.
Dexterity	– 20 to the dice roll; a score of 0 through – 9 = a modifier of – 20; – 10 through – 19 = a modifier of – 30.
Body Damage Points	Minimum total: 60 (i.e. a result of "A" = 60). Details: head/carapace = 12; 4 arms at 3 each = 12; body (no distinction between the torso and the abdomen) = 12; 4 legs at 6 each = 24. A result of "B" adds 1 to each body area (i.e. a total of 70), and a result of "C" adds 3 to each body area (i.e. a total of 90).
Intelligence	– 10 to the dice roll; a score of less than 0 = Hopelessly Stupid (in human terms).
Psychic Reservoir	– 20 to the dice roll.
Psychic Ability	– 20 to the dice roll; 1 in every 4 Ahoggyá is an Anti-psychic.
Comeliness	Relevant only to other Ahoggyá.
Charisma	Mainly relevant only to other Ahoggyá; – 40 when attempting to influence non-Ahoggyá—and – 60 when trying to persuade a Shên!
Advantages	The strength and power of the Ahoggyá are proverbial. These beings have eyes on each of the four sides of their barrel-like bodies and thus cannot be flanked or taken from the rear. They may strike two blows per round against a foe on any one side, and if surrounded, they may hit at enemies on all sides (i.e. four blows per round). The Ahoggyá are generally fearless.
Disadvantages	Their gruffness, rude ways, and rank smell make them unappealing to humans. They can never rise very high in the hierarchies of human states, and after serving as mercenaries for a few years they almost invariably will wish to return home.

2. Hláka:	
Attribute	Modification
Height	As given in Sec. 2.211. The Hláka range from 1.40 to 1.59 m. Each of the 20 increments given in the table is thus considered to be an increase of 1 cm. Cf. the example under the Ahoggyá, above.

Body-build	Only the Very Slender and Slender columns of Sec. 2.211 are employed; any other result is rerolled.
Strength	− 10 to the dice roll. A modified score of less than 0 = a modifier of − 10.
Dexterity	+ 15 to the dice roll. A score over 100 = a modifier of + 40.
Body Damage Points	Minimum total: 18 (i.e. a result of "A" = 18). Details: Head = 2; 2 arms at 1 each = 2; 2 wings at 1 each = 2; torso = 4; abdomen = 2; 2 legs at 2 each = 4; tail = 2. A result of "B" adds 1 to each body area (i.e. a total of 28), and a result of "C" adds 2 to each body area (i.e. a total of 38).
Comeliness	Relevant only to other Hláka.
Charisma	Mainly relevant to other Hláka; − 20 when attempting to influence non-Hláka.
Age	Multiply the age found in Sec. 2.219 by 1.25.
Advantages	The major advantage of the Hláka is their ability to fly.
Disadvantages	The Hláka are weak on the ground, hate walking long distances, and abhor sea voyages. Their curiosity and constant chatter make them annoying to humans (and dangerous when silence is needed). They are skittish and rather cowardly, and they refuse to wear armour or carry other than their own weapons (Sec. 1.960).

3. Páchi Léi:

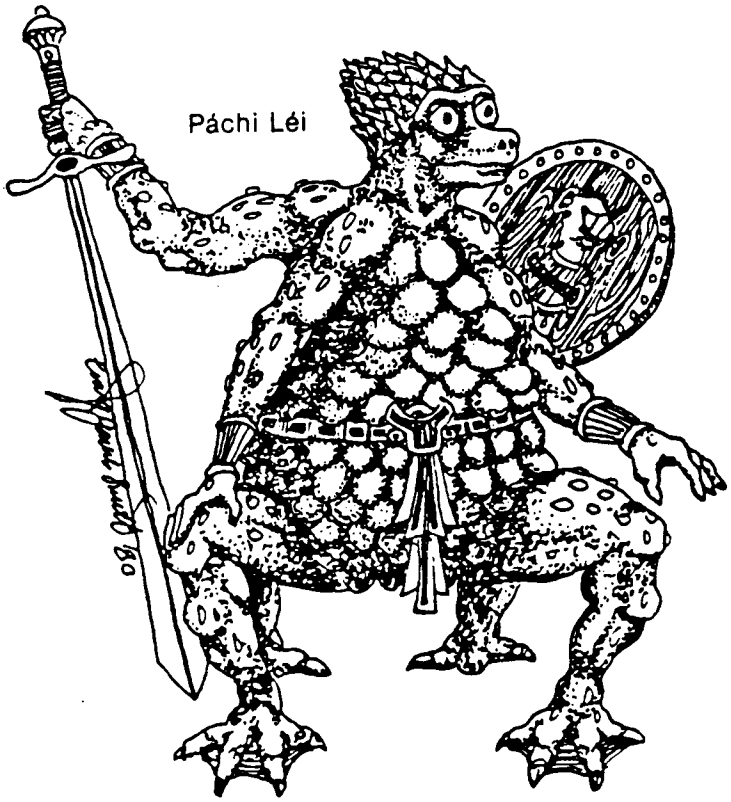
Attribute	Modification
Height	This species varies between 1.53 and 2.01 m in height; add 10 cm to any height found in Sec. 2.211.
Body-build	As given, except that any result of Very Slender is rerolled.
Body Damage Points	Minimum total: 31 (i.e. a result of "A"). Details: head = 5; 4 arms at 1 each = 4; torso = 6; abdomen = 4; 4 legs at 3 each = 12. A result of "B" adds 1 to each body area (i.e. a total of 42), and a result of "C" adds 2 to each body area (i.e. a total of 53).
Psychic Reservoir	+ 10 to the dice roll.
Comeliness	Relevant only to other Páchi Léi.
Charisma	As given when dealing with other Páchi Léi; − 5 when trying to influence other species.
Advantages	The Páchi Léi can see well in the dark. Their "sixth sense," moreover, gives them a 50 percent chance of perceiving ambushes, secret doors, etc. within a 3 m range (i.e. a 6 m circle) if they are searching. This is reduced to 30 percent if they are not halting to look. The Páchi Léi have four arms and while they can strike only one blow per round, they can hold other weapons or objects in their extra hands and use these alternately. They are good climbers and jungle experts. They are sociable and interested in man's affairs, and they thus progress as humans do in the hierarchies of the continent.
Disadvantages	In spite of their size, the Páchi Léi are rather delicate and have about the same Body Damage Points as men do.

4. Pé Chói:

Attribute	Modification
Height	The Pé Chói range from 1.63 to 2.21 m in height. Add 20 cm to any of the first 10 increments in Sec. 2.211 and 30 cm to any of the remaining 10: e.g. a Pé Chói who scores a 45 is 1.62 + 20 = 1.82 m tall, while one who rolls a 90 is 1.70 + 30 = 2 m in height.
Body-build	Only the Very Slender, Slender, and Medium columns are employed; any other result is rerolled.
Total Height-Build-Strength	Multiply the results of Sec. 2.211 by 1.5.
Dexterity	+ 10 to the dice roll; any score which produces a modifier over + 30 = a modifier of + 40.
Body Damage Points	Minimum total: 38 (i.e. a result of "A"). Details: head = 4; 4 arms at 2 each = 8; torso = 7; abdomen = 6; 2 legs at 4 each = 8; tail = 5. A result of "B" adds 1 to each body area (i.e. giving a total of 48), and a result of "C"adds 2 to each body area (i.e. a total of 58).
Psychic Reservoir	+ 20 to the dice roll.
Psychic Ability	+ 15 to the dice roll.
Comeliness	+ 5 to the dice roll; humans consider the Pé Chói beautiful.
Age	Multiply the age found in Sec. 2.219 by .66.
Advantages	The Pé Chói are graceful and agile. They can strike two blows against a foe per round (although only against the same foe and with some loss of accuracy and force). Their hearing is excellent: faint sounds are perceived at a range of 60 m. If they search, they have a 90 percent chance of detecting ambushes, secret doors, etc., and they still have an 80 percent chance of this even if they are just passing by. They also possess a vestigial telepathic ability which lets them sense the presence (but not the thoughts or other details) of living beings within a 2 m range (i.e. a 4 m circle). This same sense tells them whenever another Pé Chói has died within a 5 km range. This race is graceful, cultured, and clever, and they thus progress well in the hierarchies of man's societies.
Disadvantages	The height and stick-like thinness of the Pé Chói make them unsuitable for some kinds of exploration. Although they are strong and well-disciplined, their build puts them at a disadvantage against heavier shock troops. If wounded, their chitinous exoskeleton takes longer to heal and is more resistant to sorcerous healing. They have a double set of lungs, the lower pair of which is situated in the abdomen with its breathing openings between the overlapping segments of the upper tail. A Pé Chói can drown, therefore, in about a metre of water and can never swim. They refuse to cross streams on foot and fear sea voyages greatly.

The Nine Friendly Races

approximately to human scale



Páchi Léi



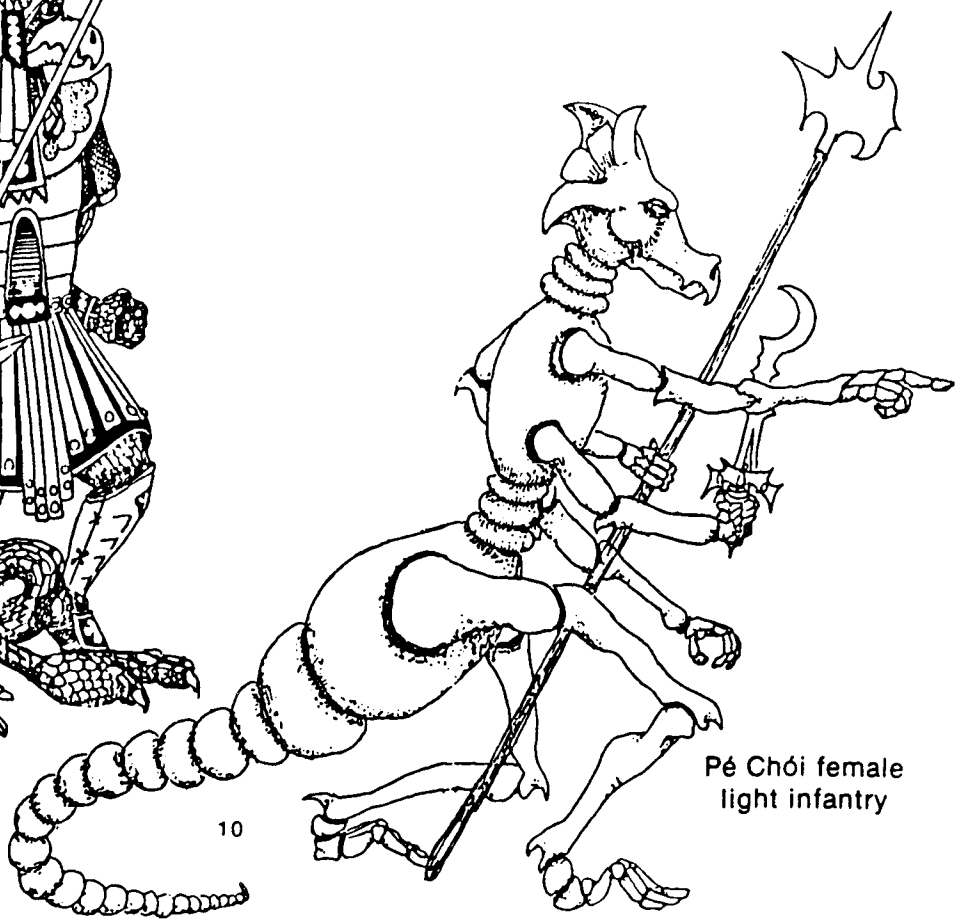
Tinalíya



Pygmy Folk
serving with Yán Kór



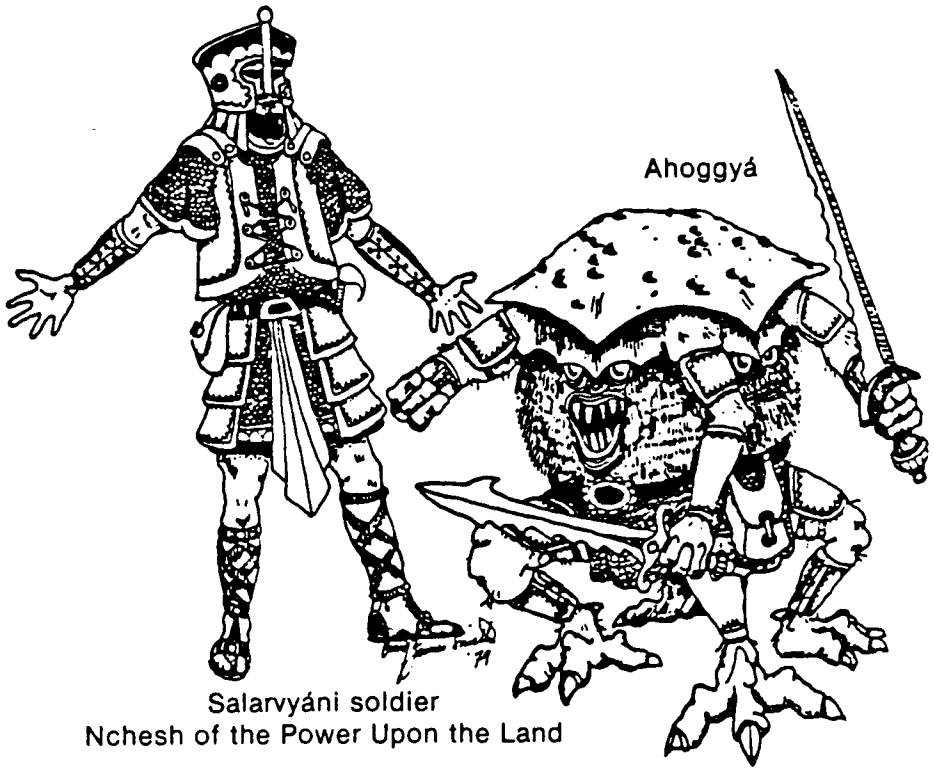
Shén heavy infantry



Pé Chói female
light infantry

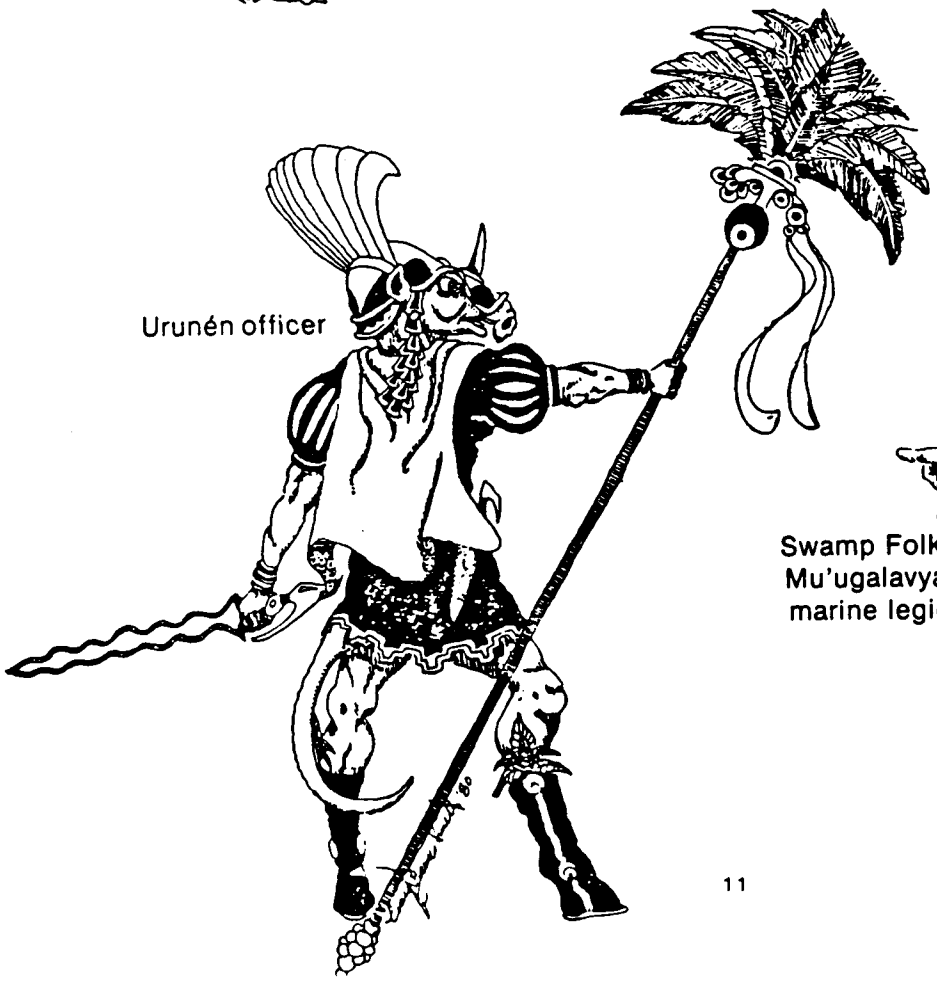


Hláka



Ahoggyá

Salarvyáni soldier
Nchesh of the Power Upon the Land



Urunén officer



Swamp Folk in
Mu'ugalavyáni
marine legion

5. Pygmy Folk:

Attribute	Modification
Height	This species varies between .43 and .91 m in height. Subtract 1 m from the height found in SEc. 2.211.
Body-build	Only the Very Slender and Slender columns of Sec. 2.211 are employed; any other result is rerolled.
Strength	– 10 to the dice roll; a result of less than 0 = a modifier of 0.
Total Height-Build-Strength	Multiply the results of Sec. 2.211 by .5. The Pygmy Folk are weak as compared to humans.
Dexterity	+ 20 to the dice roll; a score of 101-110 = + 10 to the modifier; a score of 111-120 = + 20 to the modifier.
Body Damage Points	Minimum total: 19 (i.e. a result of "A"). Details: head = 2; 2 arms at 1 each = 2; torso = 5; abdomen = 3; 2 legs at 3 each = 6; tail = 1. A result of "B" adds 1 to each body area (i.e. giving a total of 27), and a result of "C" adds 2 to each body area (i.e. a total of 35).
Comeliness	Relevant only to other Pygmy Folk.
Charisma	Mainly relevant only to other Pygmy Folk; – 20 when attempting to influence members of other species.
Age	Multiply the age found in Sec. 2.219 by 1.25.
Advantages	The Pygmy Folk can see in the dark, and their hearing at close range is even better than that of a Pé Chói: e.g. they are able to hear very faint sounds through a stone wall 30 cm thick. They are excellent at tunnel-burrowing and are well fitted for underground exploration. They are also good climbers and natural swimmers.
Disadvantages	The Pygmy Folk are at a disadvantage as fighters because of their small size and slender build. They make up for this by attacking in larger groups. Alone, they are not very brave, but they are ferocious fighters when accompanied by others of their own species (i.e. not members of other races). The Pygmy Folk have a bad reputation, moreover: they are thought to be devious, sly, cruel, and overly greedy. They care little for loyalty and friendship and are distrusted by humans. This prevents them from advancing very high in the hierarchies of human societies.

6. Shén:

Attribute	Modification
Height	The Shén range between 1.83 and 2.31 m in height. Add 40 cm to the height obtained in Sec. 2.211.
Body-build	Only the Medium, Heavy, and Stout columns of Sec. 2.211 are used; any other result is rerolled.
Strength	+ 20 to the dice roll; a modified score of 101-110 = a modifier of 90; 111-120 = a modifier of 100.
Total Height-Build-Strength	Multiply the results of Sec. 2.211 by 3. No adult Shén can have a Height-Build-Strength factor of less than 90.
Dexterity	– 20 to the dice roll; a score of 0 through – 9 = a modifier of – 20; – 10 through – 19 = a modifier of – 30.
Body Damage Points	Minimum total: 55 (i.e. a result of "A"). Details: head = 7; 2 arms at 5 each = 10; torso = 11; abdomen = 7; 2 legs at 6 each = 12; tail = 8. A result of "B" adds 1 to each body area (i.e. a total of 63), and a result of "C" adds 2 to each body area (i.e. a total of 71).
Intelligence	– 5 to the dice roll; a score of less than 0 = Hopelessly Stupid (in human terms).
Psychic Reservoir	– 20 to the dice roll.
Psychic Ability	– 10 to the dice roll; a score of less than 0 = Anti-psychic.
Comeliness	Relevant only to other Shén.
Charisma	Mainly relevant only to other Shén; – 20 when attempting to influence other species; impossible to influence an Ahoggyá.
Age	Multiply the age found in Sec. 2.219 by .66.
Advantages	The Shén are powerful fighters, ferocious in battle and possessed of high morale. During a combat round they may strike at an enemy on their flank or to their rear with their great, knobbed, mace-like tail (as well as at a foeman facing them). They accept orders and discipline well, but once in combat it is difficult to halt them or give them new commands.
Disadvantages	This species tends to be clumsy: they rarely employ bows and depend upon their light pistol-like crossbows (Sec. 1.960). They are also poor at sorcery. Temperamentally, they are gruff and harsh, disdaining sorcery, knowledge, and the refinements of their human neighbors. They thus progress well within the mercenary legions maintained by the Five Empires but are considered indifferent scholars and priests. Their divisions into "egg-groups" and their ferocity during the summer mating season (Secs. 1.413 and 1.510) make the Shén dangerous even to one another.

7. Swamp Folk:

Attribute	Modification
Total Height-	Sec. 2.211 is employed as for a male human; the total factor is then multiplied by 1.10.
Stamina	+ 10 to the dice roll; a Stamina of more than 55 = 60.
Body Damage Points	Minimum total: 28 (i.e. a result of "A"). Details: head = 3; 2 arms at 2 each = 4; torso = 6; abdomen = 3; 4 legs at 3 each = 12. A result of "B" adds 1 to each body area (i.e.giving a total of 37), and a result of "C" adds 2 to each body area (i.e. a total of 46).
Psychic Reservoir	Maximum 30; any other result is rerolled.
Psychic Ability	The Swamp Folk have no psychic talents at all. No roll for Psychic Ability is made for them. Only one individual in 50 is a "psychic dampener", however: D100 are rolled, and a score of 01-02 = a "pyschic dampener."
Comeliness	Relevant only to other Swamp Folk.
Advantages	Although this species is not psychically gifted, it has the ability to sense "wrongnesses": changes in direction, tunnels which curve or slant upward or downward, and interdimensional nexus points (Sec. 1.620). The Swamp Folk are natural swimmers and excellent sailors, and their fighting abilities at sea are unparalleled. They are friendly and fit well into man's hierarchies.
Disadvantages	This species is totally unable to employ sorcery (although ancient "magical" technological devices can indeed be used). The Swamp Folk dislike being very far from the sea, and in a hot, dry region they require double the water ration needed by a human being.

8. Tinaliya:

Attribute	Modification
Height	This race varies between .56 and .75 m in height. Each increment in Sec. 2.211 is treated as an increase of 1 cm: e.g. a Tinaliya who scores an 82 is .56 m + 11 cm = .67 m tall.
Body-build	Only the Very Slender column is used; no roll is required.
Strength	− 20 to the dice roll; a modified score of less than 0 = a modifier of − 20.
Total Height-Build-Strength	Multiply the results of Sec. 2.211 by .66.
Dexterity	+ 10 to the dice roll; a score over 100 = a modifier of + 35.
Body Damage Points	Minimum total: 28 (i.e. a result of "A"). Details: head = 3; 2 arms at 3 each = 6; body (no distinction between the torso and the abdomen) = 7; 4 legs at 3 each = 12. A result of "B" adds 1 to each body area (i.e. giving a total of 36), and a result of "C" adds 2 to each body area (i.e. a total of 44).
Intelligence	+ 5 to the dice roll; a score of over 100 = a modifier of + 35 to the Height-Build-Strength factor, and the Dexterity may be rerolled as stated in Sec. 2.215.
Psychic Reservoir	+ 20 to the dice roll.
Psychic Ability	+ 15 to the dice roll.
Comeliness	Relevant only to other Tinalíya.
Charisma	− 5 to the dice roll. The absolute literalness of this species can be frustrating.
Advantages	The Tinalíya are intelligent, learned, and curious. They are also good fighters, despite their small size. Their psychic talents are excellent, as is their skill with machines. They fit into man's societies fairly well.
Disadvantages	Their small stature and slight build are obstacles to being powerful warriors, and the disturbing literal-mindedness of the Tinalíya also create misunderstandings and problems.

9. Urunén:

Attribute	Modification
Height	This race averages a little taller than man; 2 cm are added to the height found in Sec. 2.211.
Body-build	A result of Stout is rerolled; other columns are employed as given.
	Stamina
Stamina	− 5 to the dice roll; a score of less than 0 = a Stamina of 5.
Body Damage Points	Minimum total: 34 (i.e. a result of "A"). Details: head = 6; 2 arms at 3 each = 6; torso = 7; abdomen = 5; 2 legs at 5 each = 10 (the Urunén tail is nonprehensile and is included in the points for the abdomen). A result of "B" adds 1 to each body area (i.e giving a total of 41), and a result of "C" adds 2 to each body area (i.e. a total of 48).
Intelligence	+ 5 to the dice roll; a score over 100 = Genius.
Comeliness	Relevant only to other Urunén.
Advantages	This species is clever, organised, and sophisticated. Contact with them is so recent that many facets of their society have not yet been ascertained. They appear to be on a par with man.
Disadvantages	The Urunén have only one minor disadvantage when compared with man: they lack binocular vision because their eyes are set wide apart on either side of their heads.

The two neutral (or "neutral-hostile") races are given next. As said above, it is not possible to establish "player characters" who are members of these species, but the data needed to create detailed characters may be of use nevertheless. Charisma and Comeliness are ignored since they are irrelevant to the game.

10. Mihálli:

Attribute	Modification
Body-build	A result of Stout is rerolled; the other columns are employed as usual.
Strength	+ 10 to the dice roll; a modifier of more than 80 = 90.
Stamina	+ 5 to the dice roll; a stamina of more than 55 = 60.
Dexterity	+ 20 to the dice roll; a score of 101-110 = + 10 to the modifier; a score of 111-120 = + 20 to the modifier.
Body Damage Points	Minimum total: 37 (i.e. a result of "A"). Details: head = 5; 2 arms at 4 each = 8; torso = 8; abdomen = 6; 2 legs at 5 each = 10. A result of "B" adds 1 to each body area (i.e. giving a total of 44), and a result of "C" adds 2 to each body area (i.e. a total of 51).
Intelligence	+ 10 to the dice roll; a score of over 100 = a modifier of + 40 to the Height-Build-Strength factor.
Psychic Reservoir	+ 50 to the dice roll.
Psychic Ability	+ 30 to the dice roll.
Age	Unknown, although this species is said to live for up to 200 years.
Advantages	The Mihálli are the most powerful magic-users on Tékumel. They have the ability to change shape and adopt the form of any living being, one of the undead, a demon, etc. They cannot fight with the powers of that being, however, and if the being has more than two arms and two legs, the Mihálli can simulate these, but these extra limbs will appear to be paralysed. Another means of detecting a Mihálli shape-changer is its gleaming red eyes. There is a 20 percent chance of seeing these and recognising the creature per round, providing that the other person states that he/she is deliberately looking.
Disadvantages	The Mihálli are only average fighters. They are few in numbers, and they are rarely found in inhabited regions. Their main disadvantage is their complete unpredictability, however; their actions must be treated as random dice rolls. They may aid a party during one round and combat it the next, and it is also said that they occasionally fight against each other.

The Four Hostile Races

approximately to human scale



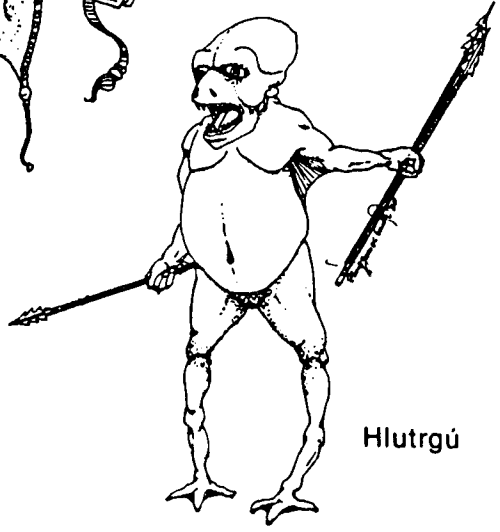
Black Ssú warrior



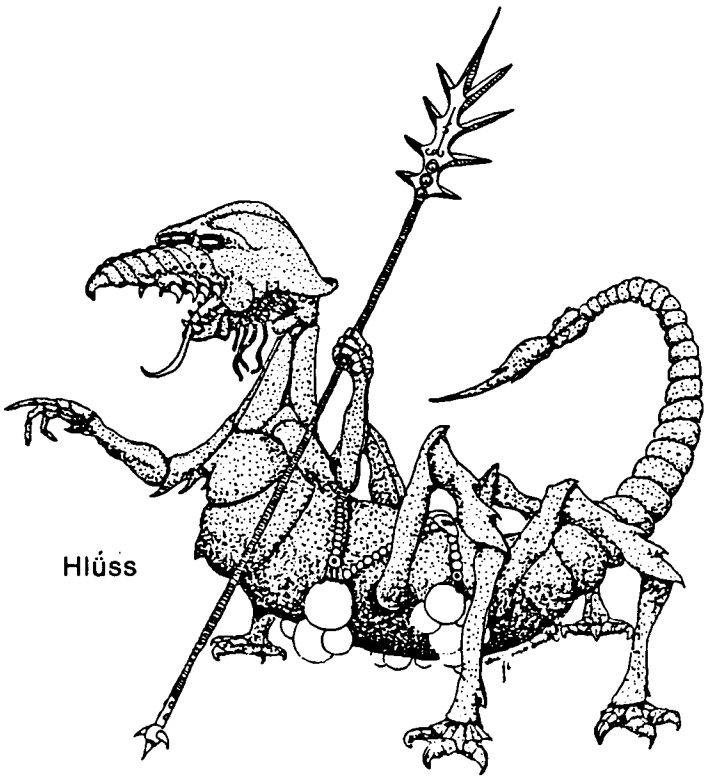
Grey Ssú



Shunned Ones



Hlutrgú



Hlűss

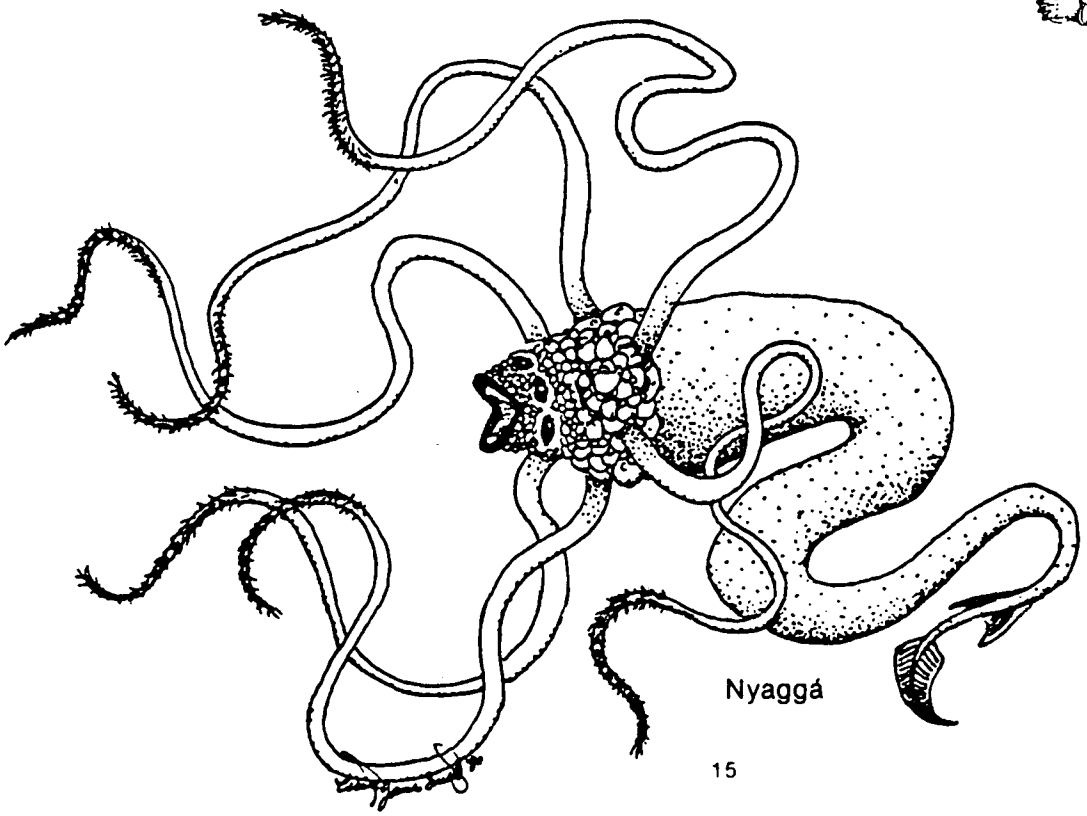


human scale

The Two Neutral Races



Mihálli warrior



Nyaggá

11. Nyaggá:

Attribute	Modification
Length	This aqueous race varies from 3 to 5 m in length. Each increment on the height table in Sec. 2.211 is treated as an increase of 10 cm over 3 m (i.e. a score of 01 = 3.1 m).
Body-build	Reroll any results of Very Slender or Stout; the other columns are employed as given.
Strength	+ 20 to the dice roll; a modifier of more than 80 = 90.
Total Height-Build-Strength	Multiply the results of Sec. 2.211 by 2.
Dexterity	+ 20 to the dice roll; a score of 101-110 = + 10 to the modifier; a score of 111-120 = + 20 to the modifier. See also under Disadvantages below.
Body Damage Points	Minimum total: 52 (i.e. a result of "A"). Details: head = 3; body = 20; tail = 5; 6 tentacles at 4 each = 24. A result of "B" adds 1 to each body area (i.e. giving a total of 61), and a result of "C" adds 2 to each body area (i.e. a total of 70).
Intelligence	+ 10 to the dice roll; a score of over 100 = a modifier of + 40 to the Height-Build-Strength factor.
Psychic Reservoir	– 10 to the dice roll.
Psychic Ability	– 5 to the dice roll.
Age	Unknown.
Advantages	Underwater the Nyaggá are unparalleled. They are powerful, dexterous, and clever, and only their essential neutrality prevents them from halting all human shipping on Lake Parunál.
Disadvantages	This species cannot function for more than about 3 hours on shore. They lose half of their Dexterity and also half of their movement allowance when on land, and a determined party of humans can usually slay them there.

o

The four inimical races are as follows:

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12. Hlúss:

Attribute	Modification
Height	This species varies between 1.22 and 1.62 m when standing on four legs. A score of 01 in Sec. 2.211 = 1.22 m, and each subsequent increment = an increase of 2 cm. A Hlúss gains about another metre of height if it rears up on its back legs.
Body-build	Only the Slender, Medium, and Heavy columns in Sec. 2.211 are employed; any other result is rerolled.
Total Height-Build-Strength	Multiply the total found in Sec. 2.211 by 2.5. No Hlúss can have a Height-Build-Strength factor of less than 40.
Dexterity	+ 5 to the dice roll; a modified score of over 100 = a modifier of + 35.
Body Damage Points	Minimum total: 46 (i.e. a result of "A"). Details: head = 5; 2 arms at 3 each = 6; thorax = 8; abdomen = 5; 4 legs at 4 each = 16; tail = 6. A result of "B" adds 1 to each body area (i.e. giving a total of 56), and a result of "C" adds 2 to each body area (i.e. a total of 66).
Psychic Reservoir	+ 10 to the dice roll.
Psychic Ability	+ 10 to the dice roll.
Age	Multiply the age found in Sec. 2.219 by 2.
Advantages	The Hlúss are powerful warriors and skilled sorcerors. They may rear up in combat and use their middle pair of limbs as tearing weapons, although they do not wield weapons with these hands. They may also strke at a foe on their flanks or to their rear with their prehensile tail, which is fitted with a paralysing sting.
Disadvantages	This species is not numerous and prefers to remain at sea on the great nest-ships. They occasionally make quick raids on seaside settlements but rarely attempt to consolidate territory gained through warfare. They tend to be unimaginative fighters and do not employ ruses or strategems often. They can be detected at sea by their droning, buzzing sound, and their bodies give off an acidic, sweet odour which can be smelled at a distance of 30-40 m.

13. Hlutrgú:

Attribute	Modification
Height	This species ranges between 1.23 and 1.71 m; 20 cm are subtracted from each increment on the table in Sec. 2.211.
Body-build	Only the Very slender, Slender, and Medium columns are employed; any other result is rerolled.
Total Height-Build-Strength	Multiply the results found in Sec. 2.211 by 1.5.
Stamina	+ 5 to the dice roll; a Stamina of more than 55 = 60.
Dexterity	+ 5 to the dice roll; a score which would produce a modifier of more than + 30 = + 35.
Body Damage Points	Minimum total: 35 (i.e. a result of "A"). Details: head = 5; 2 arms at 4 each = 8; torso = 8; abdomen = 6; 2 legs at 4 each = 8. A result of "B" adds 1 to each body area (i.e. giving a total of 42), and a result of "C" adds 2 to each body area (i.e. a total of 49).
Psychic Reservoir	– 5 from the dice roll.
Age	Multiply the age obtained in Sec. 2.219 by 2.
Advantages	The Hlutrgú fight implacably and ferociously, never checking morale. They are natural swimmers and good sailors, using small coracles to raid human shipping and settlements.
Disadvantages	The Hlutrgú do not fight as disciplined soldiers but as a howling mob. They rarely wear armour and prefer their own simple weapons (Sec. 1.960). Although they are not hampered in the use of sorcery, they are not really very good at it.

14. Shunned Ones:

Attribute	Modification
Height	This species varies between 1.85 and 2.33 m. 42 cm are added to the result obtained in Sec. 2.211.
Body-build	Only the Very Slender, Slender, and Medium columns in Sec. 2.211 are employed; any other result is rerolled.
Total Height-Build-Strength	Multiply the results of Sec. 2.211 by 2. No Shunned One can have a Height-Build-Strength factor of less than 40.
Stamina	Outside of their sealed cities the Shunned Ones' Stamina subtracts 10 from the dice score in Sec. 2.212. 5 is the minimum Stamina, however. Within their own environment a Shunned One adds 20 to the Stamina dice score.
Body Damage Points	Minimum total: 34 (i.e. a result of "A"). Details: head = 4; 2 arms at 4 each = 8; torso = 7; abdomen = 5; 2 legs at 5 each = 10. A result of "B" adds 1 to each body area (i.e. giving a total of 41), and a result of "C" adds 2 to each body area (i.e. a total of 48).
Psychic Reservoir	+ 15 to the dice roll. The Shunned Ones have a rather high psychic capacity.
Psychic Ability	+ 20 to the dice roll.
Age	Multiply the age found in Sec. 2.219 by 3.
Advantages	The Shunned Ones are excellent sorcerers and knowledgeable in the use of ancient technological devices. It is said that they can even repair and recharge "Eyes" and other mechanisms. Their terrible stench is also beneficial to them; humans and other species can smell the Shunned Ones as much as 60 m away, even in a mild contrary breeze! An immediate morale check is required of those who would fight this alien and merciless race.
Disadvantages	The Shunned Ones are few and rarely venture outside of their sealed cities (except by subterranean tubeway; cf. Sec. 1.425). They cannot survive for more than a week in Tékumel's present atmosphere, and they are thus limited to quick forays and expeditions. They are only average fighters and must depend upon sorcery and ancient devices to defend themselves.

15.a. Grey Ssú:

Attribute	Modification
Height	This race ranges between 1.71 and 1.90 m in height. A score of 01 in Sec. 2.211 = 1.71 m, and each subsequent increment = an increase of 1 cm. A Ssú gains about .75 m in height if it rears up on its hind legs.
Body-build	Only the Very Slender, Slender, and Medium columns of Sec. 2.211 are used; any other result is rerolled.
Strength	+ 5 to the dice roll.
Body Damage Points	Minimum total: 41 (i.e. a result of "A"). Details: head = 4; 2 arms at 3 each = 6; torso = 7; abdomen = 6; 2 front legs at 4 each = 8; 2 rear legs at 5 each = 10. A result of "B" adds 1 to each body area (i.e. giving a total of 50), and a result of "C" adds 2 to each body AREA (i.e. giving a total of 59).
Psychic Reservoir	+ 20 to the dice roll.
Psychic Ability	+ 30 to the dice roll.
Age	Multiply the age obtained in Sec. 2.219 by 2.
Advantages	The Grey Ssú can see relatively well in the dark, although they prefer a dim blue light. They are excellent sorcerers, and each Ssú also has a 20 percent chance of hypnotising an opponent instead of striking during a given combat round (the latter must then make a special dice roll to prevent this; otherwise the victim can be ordered to combat his friends, run away, etc.). Only the Ahoggyá, the Swamp Folk, and the Tinalíya are immune to this power. The Ssú are good fighters. The middle pair of limbs can be used to hold a shield or another weapon, although the latter cannot be used with any great accuracy or force. A Ssú warrior may thus be allowed two blows per combat round, but the second will be less effective. The Ssú are also good at tunneling and never become lost underground.
Disadvantages	This species favours quick forays and underground raids to open field battles. They wear little armour (Sec. 1.960), and they are also poor archers (though passable crossbowmen). The Ssú are not good at swimming and become waterlogged and sink if they must remain in the water for more than 10 minutes. They are also somewhat hampered by a rigid command structure; male "leaders" must be present to direct a party; otherwise the Ssú tend to retreat and become demoralised.

15.b. Black Ssú:

Attribute	Modification
Height	These larger cousins of the Grey Ssú vary between 1.93 and 2.41 m in height. 50 cm are added to the height found in Sec. 2.211.
Body-build	Only the Medium, Heavy, and Stout columns of Sec. 2.211 are employed; any other result is rerolled.
Strength	+ 25 to the dice roll; a modified score of 101-110 = a modifier of 95; 111-120 = a modifier of 105.
Total Height-Build-Strength	Multiply the results of Sec. 2.211 by 3. The Black Ssú are perhaps the largest and most powerful nonhumans on Tékumel
Stamina	+ 10 to the dice roll; any modified score over 100 adds + 10 to the listed Stamina factor.
Dexterity	− 20 to the dice roll; a score of 0 through − 9 = a modifier of − 20; − 10 through − 19 = a modifier of − 30.
Body Damage Points	Minimum total: 55 (i.e. a result of "A"). Details: head = 6; 2 arms at 5 each = 10; torso = 9; abdomen = 8; 2 front legs at 5 each = 10; 2 rear legs at 6 each = 12. A result of "B" adds 1 to each body area (i.e. giving a total of 64), and a result of "C" adds 2 to each body area (i.e. a total of 73).
Psychic Reservoir	− 10 to the dice roll. The Black Ssú are less psychically gifted than their smaller relatives.
Psychic Ability	− 10 to the dice roll.
Age	As for the Grey Ssú, above.

Advantages — Much as for the Grey Ssú, except that the Black Ssú are more adroit with their middle limbs; they can fight with a weapon carried in one of their middle pair of hands with about the same skill as with one held in a forelimb. They are thus allowed two blows per combat round. The Black Ssú wear armour and use more sophisticated weapons (Sec. 1.960). They also have hypnotic powers but are less adept at this than their Grey cousins; there is only a 10 percent chance of employing this power during any given combat round, and the dice throw needed to prevent its taking effect is easier to make (see below).

Disadvantages — The Black Ssú are larger, but they are also slower, more ponderous, and less dexterious than the Grey variety. They are not as psychically talented, moreover. The Black Ssú are few in numbers, slow to breed, and remote from most of the lands of mankind—fortunately for the latter! They also suffer from the other disadvantages given about for the Grey Ssú.

The instructions just given are meant to generate the "dominant" sex of each nonhuman species. Other sexes—e.g. the Shén "egg-fertiliser," females (where the dominant sex is male), neuters, etc.—can be ignored for game purposes. The referee can modifiy the above instructions to produce other sexes, of course, utilising the hints provided in Sec. 1.413 and elsewhere in the Sourcebook.

2.230. BACKGROUND.

The following applies largely to human characters. The sourcebook—and the referee's ingenuity—must be used to establish the background for a nonhuman, a rationale for his/her/its being outside of the species' enclave (e.g. trade, service as a mercenary, an ambassadorial mission, etc.), and a reason for consorting with human companions.

2.231. PROVENIENCE.

It is the referee's task to "set the stage": he or she determines where the introductory scenario of the game is to occur, provides each character with a starting point, gets everyone acquainted, finds possible missions for them to undertake, and begins the "story line". All of these matters shall be detailed in the referee's Sections below.

Once the referee has indicated the starting locale for the game, the provenience of each character must be established. Is he/she/it a local citizen, a resident of another part of the same country, a foreigner, a nonhuman, etc.? This decision may be made by the referee, the players as a group, each player individually, or by rolling against the following tables, according to the wishes and playing styles of all concerned.

It is easiest if all player characters are nationals of the same country, or at least from friendly or neutral countries. Even so, characters from different regions within one nation represent diverse sub-cultures and may have divergent customs. The referee may brief each player on his/her/its national attitudes, and readings in the Sourcebook should be assigned. Its index is designed to facilitate this. Different nationalities within the player party may foster rivalries and hostilities. This can be interesting if everyone is sufficiently skilled at role-playing and willing to work at it, but it may also be a source of friction. Beginners and those who want only a "straight adventure game" can ignore national differences. After all, opinions and cultural responses do vary from person to person within a nation, and it is not realistic to expect every citizen to be exactly as described in the Sourcebook!

Characters from hostile nations need not fight one another on sight, moreover. As said in Sec. 1.710, merchants, adventurers, and scholars do wander about the Five Empires without hindrance, even if their home nations are at war! An itinerant Yán Koryáni trader or mercenary may thus fit in with a rag-tag party of Tsolyáni adventurers with no problems. A Livyáni scholar need not fear his companions in a Mu'ugalavyáni merchant caravan any more than those in a party composed of his own countrymen. There are greater possibilities of misunderstanding in a multinational group, of course, and these may become severe if some event or objective arises during an adventure which each nationality wants to resolve to its own benefit.

On the other hand, a party on an official mission for a government, a temple or an important political personage would not welcome a suspicious outsider. Only under extraordinary circumstances would one find a Yán Koryáni soldier willingly accompanying a Tsolyáni military expedition, or a priest of Sárku trooping along with priestesses of Avánthe (Sec. 1.610). Rationales could be devised for such unlikely combinations, but the camaraderie would probably be strained at best! Espionage is also severely punished, and a foreigner who values his health stays far from military installations, sensitive political leaders, and other local sore points. Some groups are automatically hostile, moreover: e.g. not only is it impossible for humans to cooperate with the Hlüss, the Hlutrgú, the Shunned Ones, or the Ssú, but one must also keep an Ahoggyá well away from a Shén —and a member of one Shén "egg-group" separate from members of other, inimical groups (Sec. 1.510).

If the provenience tables are used, the first step is to determine whether the character is a local native, an outsider from some other area of the same country, or a foreigner. The symbol for the referee's chosen starting locale is found on the large terrain maps, and its population size is noted in Sec. 1.422. A representative of the group (or each player individually, if this is the group's choice) then rolls D100 against the following table. The group's/individual's status is then determined by reading across on the appropriate line.

Provenience and dice scores

Locale type	Local resident	Outsider (same country)	Foreigner*
Rural (i.e. no map symbol)	01-80	81-95	96-100
Small town	01-70	71-90	91-100
Town	01-65	66-85	86-100
Large town	01-60	61-80	81-100
Small city	01-55	56-80	81-100
Large city	01-50	51-75	76-100
Metropolis	01-45	46-75	76-100

*Nonhumans are classed as "foreigners" even though they may be legally citizens of the country. If the referee opts to start the game in a nonhuman enclave, however, the resident species becomes the "local residents," and the humans the "foreigners."

A character who is a "local resident" is a native of the starting locale. No further provenience checks are needed.

One who is an "outsider" from the same country requires two further rolls of D20: (a) the first finds the character's general "home region" within the country, and (b) the second determines his/her/its "home locale type."

Die score	Home region*	Die score	Home region*
1-2	North-central	11-12	Southwestern
3-4	Northeastern	13-14	West-central
5-6	East-central	15-16	Northwestern
7-8	Southeastern	17-18	Central
9-10	South-central	19-20	Unusual: e.g. an offshore island, a remote peninsula, etc. (referee's choice)

*These directions and score ranges may be modified by the referee according to the shape of the country: e.g. Salarvyá might be divided into "Northwestern," "Southwestern," "Northwest-central," "Southwest-central," "North-mid-central," "South-mid-central," etc.

Die score	Home locale type*	Die score	Home locale type*
Rural	1-2	Small city	12-14
Small town	3-5	Large city	15-17
Town	6-8	Metropolis	18-20
Large town	9-11		

*Many regions do not contain all of these town and city types by any means. A M'mórchan, for instance, has no choice except to be "rural." The only urban centre in Mudállu is Shigráz, which is classified as a "small town," etc. Impossible results must thus be rerolled, or else the referee may modify the table to fit the map: e.g. in the case of Mudállu, about 90 percent of the population is "rural," living on farms or in tiny hamlets, and only 10 percent might be natives of Shigráz.

If there is more than one choice within a given area, an arbitrary dice roll may be made, or the referee may choose the character's home locale. The system is not meant to be rigid, and geographical irregularities may require either rerolling or arbi trary adjustments. If the scenario is set in Livyánu, for example, and an "outsider" obtains results of "Northwestern" and "Small town," it will be seen that, strictly speaking, there are no small towns in this region on the map. The referee may ask the player to reroll, or he may look a little to the south where there are four small towns. An impromptu D10 roll die roll can then quickly discover which of these is the character's (or the party's) home: i.e. 1-2 = Neáb; 3-4 = Kesáz; 5-6 = Súnuz; 7-8 = Asuáz; 9-10 = reroll.

A result of "foreigner" on the first table in this Section requires a roll of D100 against the following table. Most travelling foreigners in this part of Tékumel are citizens of one or another of the Five Empires, and the table is weighted in favor of this result. Comparatively few citizens of the smaller nations go abroad, and itinerant nonhumans are similarly not proportionately very common. Tsolyáni traders, adventurers, etc. make up a slightly larger number than any of the other four Empires. Note that the table may produce "foreigners" from the same country as that in which the scenario is to take place: e.g. a result of "Tsolyáni" in a game set in Tsolyánu! The referee should allow the player (or group) the option of being "outsiders" (i.e. Tsolyáni citizens from some other region) or of rerolling.

Dice score	Home locale	Dice score	Home locale
01-15	Salarvyá	46-60	Yán Kór
16-30	Mu'ugalavyá	61-80	Tsolyánu*
31-45	Livyánu	81-100	Small nation or nonhuman

*A result of "Tsolyánu" may be further subdivided to specify natives of the five Protectorates: Dó Cháka, Pán Cháka, Chaigári, Kerunán, and Kaijá. Each of these may be allotted 5 percent in a D100 range, with the rest of the Tsolyáni Empire receiving the remaining 75 percent.

If a result of one of the Five Empires is obtained, the player (or party) returns to the last two tables above to ascertain the "home region" and "home locale type."

A result of "Small nation or nonhuman" requires a special D10 roll: 1-6 = citizen of one of the smaller nations; 7-10 = nonhuman.

A foreign character (or party) from one of the smaller nations rolls D100 against the following table. This establishes the homeland of the character[s]. The results are weighted according to the relative proportions of travellers from these various countries in the Five Empires.

Dice score	Home locale
01-09	N'lüss
10-14	Tsolèi
15-17	M'mórcha/Nmartúsha*
18-21	Ghatón
22-26	Pijéna
27-34	Milumanayá
35-44	Saá Allaqi
45-47	Lorún
48-50	Chayákku
51-55	Kilalámmu
56-60	Háida Pakála
61-65	Pecháno
66-69	Jánnu
70-71	Péncha Nagál
72-73	Piltu Dasáru
74-75	Ssrá Ab Tsayá
76-78	Mudállu
79-81	Nuru'ún
82-85	Mihállu**
86-88	Rannálu
89-92	Nyémesel Isles
93	Hrgá Lorúnje
94	Unusual: map 1***
95	Unusual: map 2***
96	Unusual: map 3***
97	Unusual: map 4***
98-100	Off maps****

*There are no borders between the tribal areas of M'mórcha and Nmartúsha. These two areas are considered as one for provenience purposes. Note that characters may not be natives of Lost Bayársha since these strange people never leave their hidden jungle enclave.

**This denotes the modern human inhabitants of Mihállu and not the nonhuman Mihálli (a species to which player characters cannot belong).

***Unusual: i.e. an island, an unknown and unclaimed area on the map, etc. (referee's choice).

****There are further lands not shown on the four terrain maps: e.g. the tribal regions of Tané off map 1 to the west, further land masses beyond the southern ocean, several nations over the pole to the north, etc. The referee may choose one of these and develop it to any extent required.

Once the nation has been identified, the tables for "Home region" and "Home locale type" (above) are employed to narrow down the provenience of the character[s].

Should the character (or party) be nonhuman, D100 are rolled against the following table. Again the scores are weighted to reflect the approximate proportions of the species found travelling about outside of its enclave.

Dice score	Species	Dice score	Species
01-15	Ahoggyá*	61-82	Shén**
16-23	Hláka	83-89	Swamp Folk
24-32	Páchi Lè	90-98	Tinalíya
33-52	Pé Chói	99-100	Urunén***
53-60	Pygmy Folk		

*There are 3 Ahoggyá enclaves. D10 is rolled: 1-4 = the Sharúna Lowlands of southern Salarvyá; 5-8 = Háida Pakála; 9-10 = Onmu Tlé Hléktis. Inhabitants of the first of these are legally Salarvyáni citizens; the Ahoggyá of Háida Pakála are semi-autonomous but pay tribute to the lords of Gorulú and Keruná; Onmu Tlé Hléktis is an independent enclave.

**There are 9 separate Shén states, based upon different "egg-groups" (Sec. 1.510) and mildly hostile to one another. D20 is rolled: 1-8 = Shényu; 9-12 = Mmátugual; 13-14 = Shrûkhe'él; 15 = Qónu; 16 = Ngúa; 17 = Khákh; 18 = Gopúri; 19 = Gál; 20 = Rá.

***The homeland of the Urunén lies far away near the south pole. This race is as yet very rare in the Five Empires, and a chance range of 2 percent is undoubtedly too much. There are now a few scholarly and ambassadorial missions, however, and some may enjoy playing characters of this interesting species.

Once again the "Home region" and "Home locale type" tables may be used to determine the exact provenience of the character[s]. This can be ignored, of course, in the case of small and homogeneous enclaves.

Chargésh was last mentioned as an example in Sec. 2.219. The referee chooses to start the game in the great Tsolyáni port city of Jakálla, and Chargésh scores a 63 and is thus an "outsider": a Tsolyáni citizen from some other part of the Empire. He obtains a 4 on his "Home region" roll and is therefore from the northeast. After a few rerolls, he scores a 19 for his "Home locale type" roll, which makes his home city a metropolis. The only place of this description in this part of the Imperium is Fasíltum. Chargésh is now able to announce proudly that he is a native of the "City of the Chiming Skulls" (Sec. 1.422).

2.232. LANGUAGE.

Characters have complete mastery over the spoken language of their homelands (or of their own ethnic groups within a multi-tongued nation). This knowledge does not necessarily include reading and writing, however; these skills depend upon education, social class, and profession, and they will be dealt with below. Nonhumans living within one of the great human empires (e.g. the Páchi Léi in Tsolyánu, the Pygmy Folk in Yán Kór) speak their own alien and unlearnable (for humans) languages, but they also know enough of the national language of the country to get along there. Those whose enclaves lie outside of a human-dominated area (e.g. the Shén, the Hláka, the Ahoggyá of Onmu Tlé Hléktis) may be monolingual and be quite unable to communicate in any human tongue (but note the following paragraph).

Each player character also knows the language of the referee's starting locale well enough to interact with other members of the party and with non-player characters there. This knowledge may range from "elementary" to "near-native," requiring the following language-mastery categories:

Category	Particulars
I: Elementary	Simple, every-day ideas can be communicated but more complex matters demand long explanations and even sign language, possibly resulting in misunderstandings. The character has a thick "foreign accent," makes constant grammatical errors, and lacks the vocabulary to express many concepts.
II: Intermediate	This implies a good, practical control of the language. The character's accent is still easily recognised as "foreign," and high-level abstractions, metaphors, and jokes will be beyond him/her.
III: Advanced	The character can express and understand almost anything within the cultural milieu. There is still a slight foreign accent, and mistakes will be made occasionally in idiomatic usages.
IV: Near-native	The character has almost no "foreign accent." He/she is familiar with most common idioms, metaphors, and cultural references. Only rarely can a native detect a trace of "foreignness" in such a person's speech.

If the language of the character's homeland is different from that of the referee's starting locale, D100 are rolled against the following table to ascertain the degree of mastery over the latter.

Language-mastery categories and dice scores

Character	Elementary	Intermediate	Advanced	Near-native
Human	01-15	16-60	61-85	86-100
Nonhuman*	01-25	26-75	76-90	91-100

*Shén are given a −5 when using this table, and Ahoggyá deserve a −10! Neither of these species is gifted at language learning. The facile Mihálli roll as for humans, and the Pé Chói, Páchi Léi, and Tinaliya receive a +5 when rolling on the "nonhuman" line. The Hlûss, Hlutrgú, Shunned Ones, and Ssú can never attain a fluency greater than "Advanced," and the Nyaggá never get beyond the "Intermediate" category.

Those who live near a national border may also know something of the tongue of the neighboring country. Characters count the number of hexes on the large terrain maps from their home locales to any foreign nation within 5 hexes (by the shortest route). A roll of D100 is made for each such foreign land within this distance. (Those whose homes are more than 5 hexes from any national boundary do not roll on this table.)

Language-mastery categories and dice scores

Number of hexes to the foreign border	No knowledge	Elementary	Intermediate	Advanced	near-native
1	01-30	31-60	61-80	81-90	91-100
2-3	01-50	51-75	76-85	86-95	96-100
4-5	01-60	61-80	81-90	91-97	98-100

All characters with Intelligence scores of 41 or greater (Sec. 2.215) may check to see if they have had a "chance" opportunity during childhood or adolescence to acquire another tongue: e.g. from a widely-travelled relative, from a foreign friend, etc. Those whose home locales are cities (either "large" or "small": cf. Sec. 2.231) add +5 to their dice scores, while natives of great metropolises add +10.

Number of modern foreign languages known and dice scores

Character	None	One	Two	Three
Human	01-60	61-90	91-97	98-100
Nonhuman	01-70	71-95	96-99	100

The identity of the language[s] is established by another roll of D100:

Dice score	Foreign language known*
01-50	The language of the nearest foreign nation to the character's home locale, as ascertained by counting hexes on the large terrain maps and using the shortest possible route (i.e. "as the crow flies").
51-75	The language of *any* foreign nation immediately contiguous with that in which the character's home locale is situated.
76-85	The player may choose between any of the languages of the Five Empires: Tsolyáni, Mu'ugalavyáni, Yán Koryáni, Salarvyáni, or Livyáni.
86-100	Any of the modern languages listed in Sec. 1.711. Again, this is the player's choice.

*If the dice score on this table permits, a character could acquire the same language previously obtained in this Section: e.g. a Tsolyáni character might have Mu'ugalavyáni because this is the language of the referee's starting locale, and if he comes from Tumissa, he might get Mu'ugalavyáni again by scoring 50 or below here. In such cases the player may (a) reroll to obtain a different language, or (b) add *one* further language-mastery category to his previous knowledge: e.g. thus raising his expertise from "Intermediate" to "Advanced." This choice is left to the player. Note that only in this way can a character go beyond "Near-native" to "Perfect mastery" of a foreign tongue: an absolutely indetectable native command of the language.

The degree of mastery of a language obtained on the foregoing table is next established by rolling on the first table in this Section (above).

Only modern, spoken languages can be learned under the provisions of this Section. Ancient languages (Sec. 1.711), reading and writing, and further modern tongues are taught in the temple schools or are imparted by tutors to the children of the wealthy. More will be said of these matters below.

As a native of Fasíltum, Chargésh speaks Tsolyáni. The referee's first scenario is set in Jakálla (Sec. 2.231), and he gains no further languages there. Fasíltum does lie within 5 hexes of the Dry Bay of Ssu'úm and the barren foothills of Kayál Peak—Milumanayáni territory—and Chargésh thus rolls to see if he knows Milumanayáni. He scores a miserable 02—no competence whatsoever! He does better (barely) by rolling 61 on the "chance" table: he does know one foreign language. Another roll of 67 permits him to choose the tongue of any nation directly contiguous with Tsolyánu. He selects Yán Koryáni, scores 44 on the language-mastery table, and therefore speaks this tongue at the "Intermediate" level. Further rolls could be devised to discover how Chargésh came by this knowledge, but the referee instead exercises his discretion and reminds Chargésh of a certain, brief, intense, bittersweet, little affair with the sloe-eyed daughter of a Yán Koryáni merchant resident in Fasiltum. Chargésh still recalls this infatuation of his flaming youth with some fondness—after all, the girl did him a real favour by teaching him some of her gutteral language.

2.233. RELIGION AND "ALIGNMENT."

Each player freely selects the deity to be worshipped by his/her character from the lists given in Sec. 1.610. One may be a formal adherent of only one divinity at any one time, and—initially—this deity must be one of those worshipped in the character's home locale. For example, a Tsolyáni must choose his/her religious affiliation from Pavár's pantheon of 20 Gods, Goddesses, and Cohorts; a Livyáni has a choice of one of the 13 major deities of Livyánu, etc.

The only other limitation on a character's religion is that there are no atheists on Tékumel. As stated in Sec. 1.610, the Gods are real and immanent, and they will play a part in the game. On the other hand, most characters need not be fanatics unless their players wish them to be. Everyone is expected to make the proper sacrifices, go to the temple, celebrate the festivals, pay tithes, and give whatever "lip-service" is required. The priesthoods are likely to be more serious about their devotions, but within their ranks, too, one encounters hypocrites, greedy materialists, and "time-servers." Only those who are deeply committed to their faiths will be recruited into the secret inner societies mentioned in Sec. 1.610, however,

In addition to personal preferences, players should consider such factors as their characters' clans (Secs. 1.550 and 2.234) and regional provenience (Secs. 1.610 and 2.231).

More importantly for the game, all of the players should consult together regarding their choices of deities.There are NO direct prohibitions against parties composed of worshippers of different deities—or even of different alignments (i.e. Stability and Change; cf. Sec. 1.610)—but a group consisting of people sharing the same goals and principles naturally provides greater trust and mutual cooperation than one comprised of adherents of antithetical sects. The following considerations should be noted.

1. The easiest course is for all characters in the party to worship the same divinity (or a deity and his/her Cohort). Trust, loyalty, and a singleness of purpose are thus maximised.
2. Almost the same degree of reciprocal confidence and cooperation will obtain in a party composed only of followers of the same "alignment": Stability or Change. Here there are subgroupings, however: e.g. Hnálla and Thúmis are closer to one another in interests and principles than they are to Karakán or to Avaánthe. Belkhánu's followers tend to remain aloof, although they certainly favor the other Lords of Stability over those of Change. Hrū'ū, Ksárul, and Sárku form the "Dark Trinity" and are inclined to cooperate, though Sárku stands somewhat apart, even so. Karakán's orientation towards violence is sometimes at cross-purposes with the attitudes of his fellows on the side of Stability, just as Vimúhla's fiery destruction appears alien to the cold, dark, rational machinations of Ksárul and Hrū'ū. Avaánthe's earthy fertility rites are unintelligible to scholarly Thúmis, while Dlamélish' sensuous hedonism strikes Sárku's adherents as foolish and unworthy. The members of a party may indeed belong to various sects, but the referee may issue secret instructions to each sub-group, especially if objectives of importance to the temples are involved. This will occur rarely of course, as long as the party is of low social status and its activities do not compromise higher political or religious issues.
3. A party comprised of followers of inimical faiths can hope for little more than temporary collaboration. The goals of such a mission must be agreed upon in advance, and each sub-group should take steps to protect itself from the others. Overt violence is usually the last resort, but deceit, treachery, and intrigue are common. If the stakes are high enough,



Legion of the Mourners in Sable

In a temple of Hfsh, Mu'ugalavyá

characters may receive guidance and even aid from their temples. No lasting camaraderie can develop, and real hostilities may arise within the player party itself. The referee must thus be careful in allowing such "cross-alignment" adventures. Players must play their roles correctly, as they see them, and those who do not conform to their characters' stated personalities and beliefs may lose the support of their temples—or, if personal greed or friendship for a rival actually leads them to betray their sects, they may be even more seriously punished. This is the task of the referee.

4. Some "cross-alignment" relationships are more likely to occur than others. The followers of Karakán share a love of military glory with the devotees of Vimúhla, and these two temples (together with those of their Cohorts, Chegárra and Chiténg sometimes participate in projects which would benefit them politically. The Temples of Avánthe and Dlamélish feel greater respect and sympathy for one another than either holds for pedantic Thúmis, cold and devious Hrű'ő, or the two war-gods. Although real trust and loyalty cannot endure between such rival sects, there is a greater likelihood of cooperation than between, say, Hnálla and Hrű'ő, Vimúhla and Sárku, etc.
5. Foreigners and nonhumans generally align themselves with those whose principles approximate their own. A devotee of the Mu'ugalavyáni deity Hŕsh is thus more comfortable ina party which follows Vimúhla or Chiténg (or even possibly Karakán) than in one made up of adherents of Hnálla, Thúmis, Hrű'ő, Avánthe, etc. A wanderer from the far northeast who serves Aridzó naturally inclines towards disciples of Hnálla or Karakán. A Shén who worships "The One Who Rends" fits into any party devoted to Change but is most happy with votaries of Vimúhla or Chiténg. A priest of Mretten from the Nyémesel Isles is equally at home amongst adherents of either Avánthe or D!amélish. The secretive Livyáni never discuss their personal convictions and may participate in any group. This apparently allows them more freedom than other nationalities, but in reality the Livyáni are tightly bound by the coils of the dreaded Vrű'uneb (Sec. 1.740). Livyáni citizens abroad are usually under its surveillance and must serve the goals of Livyánu's theocratic state (via secret instructions from the referee)—if they are not members of the Vrű'uneb themselves. Within Livyánu it is rare to find a party composed of members of more than one temple of the Shadow Gods. The Livyáni word for "trust" also denotes "belief in the same deity."
6. Tribal people and those whose divinities have no counterparts in the pantheons of the Five Empires may join any group which appeals to their convictions and which is willing to accept them. Many quickly choose a local deity closest to their tastes and worship him or her "for convenience' sake," thereby avoiding constant bothersome questions and discussion. If, in time, they come to believe in this deity strongly enough, they may arrange for their formal acceptance into the sect. Many such foreigners have gone on to become priests or priestesses and have even risen high in the ranks of the clergy.

Joining a religious sect is not difficult for a foreigner in the Five Empires (except in Livyánu, where it is well nigh impossible). Anyone may attend the public ceremonies in Tsolyánu, Mu'ugalavyá, Yán Kór, Salarvyá, or their client states, and a donation of anything from 10 to 100 *Káitars* will usually motivate some bored priest to perform the first initiation rites and provide a liitle instruction in the catechisms. Those of visibly higher social status must expect to pay more—100 to 1,000 *Káitars*—but they are then treated to more elaborate ceremonials. If desired, a young acolyte may be hired for 10-20 *Káitars* per month to teach the new convert the daily services and prayers. Six months is normally sufficient to accomplish this. For those who can read, handcopied books of theology and doctrine can be had from the temple scriptorium for anything from 50 to 500 *Káitars* apiece, depending upon their length, contents, and embellishments. On the average, it requires about a month to become familiar enough with the public rituals to give the appropriate responses; thereafter the convert may attend such services as desired. On the other hand, new devotees are not allowed to participate in the inner ceremonies, and the temple may demand several proofs of true zeal (both donations and actions) before opening its inner shrines to such persons, even though they be of high social class otherwise. The process of gaining this trust may take anywhere from 6 months to over a year.

It is harder for one who is an established member of one sect to convert to another. Transferring allegiance from a Cohort to the associated deity (or vice-versa) is quite easy, and going from one divinity within the same alignment is only a little more difficult (but note the sub-groupings discussed above). Crossing from one alignment to the other may present obstacles, however. Many clans are indifferent to their members' religious views (Sec. 1.550), but others are fanatically devoted to one alignment or to one deity, and social pressure may then be severe. In extreme cases a clan may expel the defector from its ranks—and then demand *Shámtla* (Sec. 1.740) for the loss of his/her services. A few clans may even have such turncoats killed outright: e.g. the Sárku-worshipping Domed Tomb clan, which would probably resort to the assassin clans to prevent one of its members from going over to any of the Lords of Stability! The clergy of the convert's new temple may also be suspicious and demand evidence of his/her zeal. Several months may pass before the temple authorities are satisfied that the newcomer's motives are purely religious. In all of these cases the new temple may ask for a large donation (as much as a quarter of the person's yearly income or of his/her present wealth, whichever is greater) as a sign of "true faith."

A foreigner who has joined one sect and then wishes to transfer to another is looked upon somewhat more kindly. A period of initial confusion and searching for the threads of one's Skein of Destiny is understandable. Such a person must nevertheless pay the same heavy initiation fees to the new temple, spend several months building up a reputation for trustworthiness, and possibly provide *Shámtla* to a clan which had previously adopted him/her (unless that clan also favours the convert's new sect).

It is very difficult for a priest or priestess to change sects. Clan and family pressures are severe, and even if social obstacles are overcome, it is hard to gain the full trust of the new temple. In practice, only low-level clergy (those of the 1st through 5th Circles; cf. Sec. 1.832) are ever allowed to change sects—again understood to be part of the process of youthful searching and maturation. More senior clergy may retire and become "lay-priests" (Sec. 1.832), if they become disillusioned, but all of the temples share an unwritten covenant not to recruit or accept converts who are members of the higher Circles in another priesthood. In *no* case is priestly rank transferable: a 5th Circle priest must go back to the 1st Circle in his new sect. In those rare cases where a higher Circle priest has undergone a great spiritual experience and thrown himself down before the gates of another temple with a plea to be permitted to join, the previous temple has insisted upon using powerful mental spells to remove all knowledge of its secrets from his memory (i.e. generic and special temple spells, etc.; cf. Sec. 1.620). The right to do this has been upheld in the ecclesiastical courts, although it sometimes results in "brain-death."

Renegade and defrocked priests are normally not members of the higher Circles. The temples' selection processes usually catch such misfits before they reach the exalted ranks. Many permit their minds to be emptied of temple secrets before departing in any case in order to avoid the possibility of being accused of revealing forbidden mysteries—and a subsequent trip to some nameless ecclesiastical dungeon (Sec. 1.740).

The role played by the Gods in the game will be discussed in a later section.

Chargêsh, who has served as an example thus far, hails from the city of Fasiltum. As said in Sec. 1.610, this is one of the strongholds of the worship of mighty Vimúhla, the Lord of Fire. Chargêsh thus thinks it appropriate to devote himself to this puissant deity.

2.234. CLAN, LINEAGE, AND FAMILY STATUS.

The clan systems of the Five Empires and their client states were introduced in Sec. 1.550. Except for slaves and outcasts, nearly everyone in the following countries (listed in alphabetical order) will be a member of one clan or another.

Clan nations

Chayákku	Mu'ugalavyá
Ghatón*	Pechâno
Jánnu	Pijéna
Kilalámmu	Saá Allaqi
Livyánu**	Salarvyá
Mihállu	Tsolyánu
Milumanayá***	Yán Kór

*The Ghatóni clans include only males. Women are treated as chattels. Female characters should thus not start the game in Ghatón, nor is it very enjoyable for women to adventure there.

**In Livyánu the clans are subordinate to the all-powerful temples. All of the members of a Livyáni party will thus belong to clans associatd with just one of the temples, except in special circumstances.

***Clans exist only in the semi-urbanised regions of Milumanayá: i.e. in Pelesár and in the east around Sunráya. In the desert one's loyalty is to the tribe, and all members of a tribe—males, females, and even children—are equals.

In view of the ties which exist between certain clans and particular religious sects (Sec. 1.550), an arbitrary dice roll to determine a character's clan would not be fitting. The referee may wish to select appropriate clans for the characters from the lists provided in Sec. 1.550. Since only Tsolyáni clans are given there, the referee must devise comparable clan-lists for other lands. Further Tsolyáni clans—particularly in the "medium" and "low" groups—may also be created as desired.

Alternatively, each player may roll against the following table to determine the status of his/her clan. It can then be picked arbitrarily (in consultation with the referee) from the lists. If all of the characters serve the same deity (or at least compatible deities within the same alignment), one member of the party may roll just once for the entire group. The peoples of the Five Empires are both class- and clan-conscious, and it would hardly be playable for some members of a party to belong to very high clans and others to the lowest of the low. Playing an arrogant young noble is not difficult, but the obedience, deference, and subservience demanded of those lower on the social ladder might sit hard upon players less lucky with the dice. The possibility of being a slave (Sec. 1.550) has been omitted from the table below for the same reasons.

All characters could enter the game as clanless wanderers from some distant foreign land, of course. Unfortunately, even these would have some sort of social backgrounds in their own countries, and clan- or class-distinctions would logically arise, making camaraderie between the players difficult. Only amongst the dregs of society, the nameless human flotsam and jetsam found in the teeming slums of the great cities, are clan distinctions ignored—and the moment such outcasts gain wealth, their first step is to buy membership in a clan. The benefits of clan backing are obvious (Sec. 1.550), and the stigma of being "clanless" (Tsolyáni: *Nakomé*) prevents any real social advancement, no matter how rich one becomes.

Dice score and clan status

01	Tlakotáni*	31-60	Medium
02-15	Very high	61-85	Low
16-30	High	86-100	Very low

*The Tlakotáni clan is that to which the Imperial family of Tsolyáni belongs (cf. Secs. 1.370 and 1.550). In Mu'ugalavyá its counterpart would be one of the clans from which the Princes of the Four Palaces are drawn: the ruling clan of the First Palace (Sec. 1.810) is the Crimson Victory of Hŕsh, that of the Second Palace is the Scarlet Keepers of the Flame; that of the Third Palace is the Vermillion Banner; and that of the Fourth Palace is the Maroon Tabard. In Livyánu the equivalent of the Tlakotáni might be the Clan of the Cube of Light, to which Dumúz Asqar Gyardánaz belongs. In Yán Kór the nearest match is the High Clan of Ke'ér, although the oligarchies of the cities each have their own ruling clans. In Salarvyá the logical counterpart may be the Chruggillêshmu family of Tsatsayágga, although the other six great feudal families are almost as powerful.

Clan status does not necessarily equate with wealth. As said in Sec. 1.550, there are poor Tlakotáni and rich slavers. Family and personal wealth will be established in the following Section.

Within a clan, however, there are certain prestigious lineages (i.e. extended families descended from legendary ancestors), while others are considered "poor country cousins." The powerful lineages of a clan are more likely to be concentrated in the cities than in the rural areas. Each character must thus find his/her home locale type (Sec. 2.231) in the table below and roll D100 to ascertain the standing of his/her lineage within the clan.

Lineage status and dice scores

Locale type	Very low	Low	Medium	High	Very high
Rural	01-60	61-90	91-97	98-99	100
Small town	01-50	51-85	86-95	96-98	99-100
Town	01-45	46-75	76-93	94-97	98-100
Large town	01-40	41-70	71-90	91-96	97-100
Small city	01-35	36-65	66-87	88-95	96-100
Large city	01-30	31-60	61-85	86-94	95-100
Metropolis	01-25	26-50	51-83	84-93	94-100

Lineage names may be gleaned from the Sourcebook and other published materials dealing with Tékumel, or the referee may make them up. In Tsolyánu, it should be recalled, such appellations are prefixed by *hi-* "of" (and it must also be remembered that *i* is the *i* of *machine*). In other lands the lineage name is added to the personal name as a sort of "last name"; cf. Sec. 1.540.

The nations of the far northeast (Pénchа Nagál, Piltu Dasáru, Ssrá Ab Tsayá, Mudállu, and Nuru'ún) have no clans but only lineages. These are divided into three social classes: warriors (amongst whom the lineage of the ruling family is paramount), priests, and commoners. Natives of these small, sparsely populated countries roll D100 against the following table.

Lineage status and dice scores—northeast lands

locale type	commoner	priest	warrior	ruling lineage
Rural	01-85	86-90	91-98	99-100
Town/city	01-60	61-70	71-96	97-100

Háida Pakála and the islands of Tsolêi base their social systems upon inherited wealth. There is only a tiny priestly class, and the wealthy surround themselves with semi-hereditary retainers. Some of the latter function as soldiers, others as household officials, etc. Tsolêi is less structured than Háida Pakála, but both are put together in the following table. Natives of these areas roll D100.

Lineage status and dice scores—Háida Pakála, Tsolêi

locale type	commoner	priest	warrior	ruling lineage
Rural	01-85	86-88	89-98	99-100
Town/city	01-80	81-85	86-97	98-100

The war bands of the N'lŭss and the Lorún, the tribesmen of M'mórcha and Nmartúsha, and the nomads of Rannálu and Hrgá Lorúnje have at most a rough division into "commoners" and "chief's lineage." A person from one of the "civilised" cities of N'lŭss (e.g. N'lŭssa, Malcháiran, etc.) may roll on the "Town/city" line of the foregoing table. Those from the hinterlands have a 90 percent chance of being "commoners" and only a 10 percent chance of belonging to their band's chiefly family, however. This same pattern is found in the dusty towns of Rannálu (e.g. Birchán, Tkémar, etc.). Mimoré, on the far eastern coast, is more of a Salarvyáni city, on the other hand. There are no cities or towns whatsoever in the other tribal areas mentioned above, and the distinction between "commoners" and chiefs" is of relatively minor importance there.

The society of the Nyémesel Isles is strictly organised into "commoners" and "priests" (i.e. of Mrettén, the Goddess Who Walks Upon the Sea; Sec. 1.610). A native of this region thus rolls D100: 01-70 = a commoner; 71-100 = a member of a priestly family.

No provision has been made above for characters to belong to the assassin clans (Secs. 1.422, 1.550, and 1.740) or to the Salarvyáni thieves' clan, the Den of Profitable Joy (Sec. 1.550). Membership in these clans would restrict players' choices too much and send their characters upon an endless series of increasingly dangerous missions with little hope of social advancement or financial gain. Characters may belong to these clans only with the referee's permission, therefore, and this should be limited to those who are willing and able to play these roles and who can accept the disadvantages.

For a worshipper of Vimúhla from the city of Fasíltum there can be only one desirable clan: the ancient and aristocratic Vríddi (Sec. 1.550). Chargésh is exceedingly lucky; he scores a 04 and joyously writes "Vríddi!" upon his character sheet. As said in Sec 1.540, there are no sub-lineages within the Vríddi clan; all trace their descent back to the legendary minion of Lord Vimúhla, Arkonái Vríddi, who fought beside his master at the legendary Battle of Dórmoron Plain (Sec. 1.340) and whose deeds occupy several stanzas of the "Lament to the Wheel of Black" (Sec. 1.930). Chargésh has a right to be proud of his ancestry.

2.235. FAMILY AND PERSONAL WEALTH.

At the beginning of the game each player checks his/her character's current family wealth (i.e. money available to his/her immediate family within the clan) and also his/her individual, personal "cash on hand." The former may later be borrowed or acquired as a gift, if the character and his/her relatives are on good terms (see below), while the latter may be spent at once as the character wishes.

In the Five Empires (Livyánu, Mu'ugalavyá, Tsolyánu, and Yán Kór), the determination of family wealth is complicated by clan standing, lineage status within the clan, and by locale type. The first two of these factors are cross-referenced on the following table; the letter obtained is then taken to the next table to be compared with the character's home locale type. From this a "family wealth-group" is found, for which further instructions are given below.

Lineage status within the clan

Clan status	Very low	low	Medium	High	Very high
Very low	A	A	B	B	C
Low	A	B	B	C	D
Medium	C	D	E	F	G
High	D	E	F	G	H
Very high	F	G	H	I	J

Clan-lineage values and family wealth-groups*

Locale type	A	B	C	D	E	F	G	H	I	J
Rural	1	1	2	2	2	3	3	4	5	6
Small town	1	2	2	2	3	3	4	5	6	7
Town	2	2	2	3	3	4	5	6	7	8
Large town	2	2	3	3	4	5	6	7	8	9
Small city	3	4	4	5	6	7	8	9	10	11
Large city	3	4	5	6	7	8	9	10	11	12
Metropolis	4	5	6	7	8	9	10	11	12	12

*These tables apply to the Five Empires. In the smaller states of Mihállu, Milumanayá, Pecháno, and Pijéna, family wealth-group values never can exceed 10 (i.e. a result of 11 or 12 = 10). In the still smaller and poorer nations of Chayákku, Ghatón, Jánnu, and Kilalámmu, no wealth-group may be greater than 8, except possibly for the immediate personal family of a king or ruler, which may be as much as 10 (referee's choice).

Natives of the states of the far northeast use the following table. It is also employed unmodified by inhabitants of the "civilised" citiesof N'lŭss and Rannálu (Sec. 2.234). Residents of the comparatively wealthier regions of Háida Pakála and Tsolêi utilise the table as well, but they add 1 to the wealth-group number found (e.g. a 5 becomes a 6).

Family status and wealth-groups—northeast lands

Locale type	Commoner	Priest	Warrior/retainer	Ruling lineage
Rural	1	3	4	7
Town/city	2	4	6	8

A special table is needed for the Nyémesel Isles.

Family status and wealth-groups—Nyémesel Isles

Locale type	Commoner	Priest
Rural	1	4
Town/city	2	7

Tribesmen from the N'lôss hinterlands, the Lorún, nomads from Hrgá Lorúnje and Rannálu, and natives of M'mórcha and Nmartúsha have a wealth-group of 1 if they are "commoners" and 4 if they belong to a "chiefly lineage." The bedouins of the Desert of Sighs have little money, and this is held in common by the tribe in any case; a native of this region therefore has a wealth-group of 1 or 2 at most. Clanless adventurers and wanderers from distant lands are assumed to have no access to family wealth. They may have a little personal cash, however; see below.

The nonhuman races, which have neither clans nor family structures comparable to those of mankind, require special notice. The more organised, class-based species (particularly the Shên and the Urunên) roll for family status on the table given for natives of the far northeast in Sec. 2.234 and then roll again on the wealth-group table for this area provided above. All others roll D100 and multiply the score by 1 through 5, as determined by a further arbitrary die roll. Nonhumans who have adopted human ways and who live in human society (particularly the urban Pâchi Lêi, Pé Chói, and Tinaliya) roll as do other citizens of the Five Empires, although in reality they lack the clan and lineage distinctions found amongst humans. Family wealth has no meaning to the inimical races, the Mihâlli, and the Nyaggá. If characters are to be developed from amongst these races, they must be assigned whatever funds the referee thinks appropriate.

The next step is to enter the following table with one's wealth-group number. D100 are rolled, and the score is multiplied (or divided in one case) by the listed modifier. The result is the sum (in Tsolyâni *Kâitars*) the character's lineage or family currently has on hand.

Family wealth

Wealth-group	Modifier to D100	Wealth-group	Modifier to D100
1	Divide by 2	7	x 30
2	0: no modifier	8	x 50
3	x 2	9	x 100
4	x 3	10	x 300
5	x 5	11	x 500
6	x 10	12	x 1,000

Chargésh belongs to a very high clan. The Vríddi are unique in having no internal lineages, however, and the referee informs him that his clan-lineage value is arbitrarily a *G*. Fasíltum is a large city, giving his family a wealth-group of 9. He rolls a 64, multiplies this by 100, and discovers that his relatives have 6,400 *Kâitars* now in their coffers. He rather hopes that his kinfolk like him, since this may mean a loan or a gift for some project he desires.

A character's immediate, personal wealth consists of (a) from 1 to 10 percent (found by rolling D10) of his/her family wealth, PLUS (b) a fortuitous amount also based upon the family's wealth-group. This last is found in the table below; D100 are olled, and any listed modifier is applied. This produces the number of *Kâitars* the character has in his/her purse.

Personal wealth

Family wealth-group	Modifier to D100	Family wealth-group	Modifier to D100
1-3	0: no modifier	9-10	x 5
4-6	x 2	11	x 10
7-8	x 3	12	x 20

Those who have no family wealth-group (e.g. clanless adventurers, certain nonhumans, etc.) roll D10 against the following table to find a multiplier/divisor. They then apply this to the score of D100. Again, the result is the number of *Kâitars* the character has.

Clanless wealth

D10 score	Modifier	D10 score	Modifier
1-2	Divide by 2	8	x 3
3-6	0: no modifier	9	x 5
7	x 2	10	x 10

Chargésh scores a 7 on his D10 roll, giving him a sum equivalent to 7 percent of his family's 6,400 *Kâitars*: 448 *Kâitars*. (Note that this is NOT a percentage of his family's money itself but rather a sum equal TO it—his relatives still have all their cash after Chargésh has finished rolling the dice!) His family wealth-group is 9. This lets him multiply his D100 score of 44 by 5, adding another 220 *Kâitars* to his exchequer. This is a respectable sum for a young gallant, but Chargésh had best husband his resources carefully; old Jakálla can offer temptations of which even a Vríddi from Fasíltum has never dreamed!

2.236. FAMILY.

Those who desire a fast and unhampered "adventure" game may ignore this Section, while players who wish to simulate "Tékumel-reality" should roll to determine their relatives on the tables below. The decision depends upon the group's style of play. In actuality, of course, young people in many pre-industrial cultures are frequently compelled to act as adults before they are out of their 'teens, and a clan and family are crucially important as sources of aid, advice, and sympathy.

Kinship structures were described in Sec. 1.510 ff. An average lineage group within a clanhouse consists of anywhere from 5 to about 100 members, and there may be from 2 or 3 lineages represented in a small clanhouse to as many as 50 in a great clanhouse in a major urban centre. In addition, a clanhouse contains slaves, servants, employees, and guests of its members. A character who lives at home in the clanhouse in his/her native city will thus be surrounded by relatives, while a person who resides in the clanhouse in a distant location may be accompanied only by members of his/her nuclear family. Only those who are clanless, estranged from their clan, on a long journey, or dwelling in a city in which their clan has no house are likely to live in small, individual lodgings. Some of these factors must be determined by the referee, while others may be left to the player's choice.

Clansmen who are natives of the Five Empires or their client states use the following table to establish their relatives. D100 are rolled.

Relatives

Dice score	Parents*
01-10	None living, or parents unknown
11-20	One parent living; roll D10: 1-5 = father; 6-10 = mother
21-30	Both parents living
31-70	1-5 fathers and 1-5 mothers living; roll D10 and divide by 2 for each
71-90	1-10 fathers and 1-10 mothers living; roll D10 for each
91-100	1-20 fathers and 1-20 mothers living; roll D20 for each

*Plural "fathers" and "mothers" occur not only because of polygyny or polyandry; the kinship systems of the Five Empires classify one's father's brothers as "fathers" and one's mother's sisters as "mothers." One's father's sisters are "aunts," and one's mother's brothers are "uncles." Cf. Sec. 1.510.

Dice score	Siblings
01-10	None living or now known
11-20	One; roll D10 to establish the sibling's sex: 1-5 = brother; 6-10 = sister
21-50	1-5 siblings; roll D10 and divide by 2 to obtain their number and then roll D10 again as above to ascertain sexes
51-80	1-10 siblings; roll D10 as above to establish their sexes
81-100	1-20 siblings; roll D10 as above to establish their sexes

*Children of one's father's co-wives and one's mother's co-husbands are classified as "brothers" and "sisters." In addition, children of one's father's brothers and one's mother's sisters are one's siblings. Offspring of one's "aunts" and "uncles" (see above) are considered "cousins."

If needed, the ages of one's siblings can be found from the following table.

Dice score	Sibling's age
01-10	1-20 years younger than oneself; roll D20
11-30	1-10 years younger than oneself; roll D10
31-49	1-5 years younger than oneself; roll D10 and divide by 2
50-51	Same age as oneself: i.e. a twin (perhaps a 5 percent chance), the child of one's parent's co-wife or co-husband (a 45 percent chance), or the offspring of another pair of one's "fathers" and/or "mothers"; cf. above (a 50 percent chance)
52-70	1-5 years older than oneself; roll D10 and divide by 2
71-90	1-10 years older than oneself; roll D10
91-100	1-20 years older than oneself; roll D20

Within a clanhouse it is easily possible for a person to have close relations with kinsmen other than one's parents and siblings. The existence of such "significant" relatives is checked by rolling D100 against the following table.

Dice score	Important relative
01-20	No one special
21-40	A grandparent; roll D10 for sex, as above
41-60	An uncle or aunt; roll D10 for sex, as above
61-90	A cousin (i.e. the child of an uncle or aunt; cf. above); roll D10 for sex, as above, and check for the cousin's age, if needed
91-100	Some other elder within the clanhouse; roll D10 for sex, as above; the referee must arbitrarily identify this person

If the age of a parent, aunt, or uncle is needed, a "generation" of 25 years may be added to the age found on the table given above for a sibling's age. Two generations may be added (50 years) for a grandparent or a clan-elder. This may need adjustment or even rerolling, if the results are anomalous.

Outside of the Five Empires and those client states which adhere to the clan system, the presence of parents is established by rolling D100 against the following table.

Dice score	Parents
01-25	Both living
26-40	Father living but mother dead
41-55	Mother living but father dead
56-70	Father living but mother dead; father has remarried or already has other wives
71-85	Mother living but father dead; mother has remarried or (in certain societies) already has other husbands
86-100	Both parents dead

Siblings, their ages, and other important relatives are found from the tables above. A result of "both parents dead" but 20 siblings may seem a little odd, but such anomalies should occur rarely—and can usually be explained away by a clever referee in any case.

The foregoing tables are used to find some nonhuman families as well. The monogamous races (the Hláka and the Swamp Folk) and the polygynous Urunén employ the last table above to determine the existence of parents. The Pygmy Folk, the Pé Chôi, and the Shén replace the "uncle or aunt" line in the "important relatives" table with "third sex": i.e. a Pygmy Folk hermaphrodite, a Pé Chôi neuter, or a Shén "egg-fertiliser" who played a major role in raising the character. The remaining races have nothing comparable to the human family, and they thus do not use this Section. See also Secs. 1.510 and 2.223.

Chargésh is a Tsolyáni and a clan-member. He scores a 40 on the table for parents, giving him 1-5 "fathers" and 1-5 "mothers". His first D10 roll is a 7, and this is divided by 2 and rounded up to produce 4 "clan-fathers" (among whom, presumably, his genetic father is included). He next scores a 3, giving him 2 living "clan-mothers." A result of 62 on the next table provides 1-10 siblings, and a D10 roll then refines this down to 3. Further rolls for each indicate that all of Chargésh' siblings are sisters. Chargésh then rolls a 97, and the required D20 roll indicates that the first sister is 14 years older than he. Another score of 69 makes the second girl 1-5 years older than Chargésh also. A D10 roll of 9 is divided by 2 and rounded up to make her elder to him by 5 years. (In this case rounding is not really necessary: 4.5 could be read as four and a half years.) The third sister turns out to be 3 years older as well. He is thus the youngest child in his family and the only male, both probable causes of the serious spoiling he received in infancy. A D100 roll of 97 followed by a D10 score of 1 indicate that he was taken in hand by some elderly male clansman, however, and this saved him from complete spoiliation. The referee arbitrarily decides that this person must have been Kelmáru hiVrĺddi, the clan's aged historian and Keeper of the Relics. Chargésh spent many happy hours of his youth in the Red Sandstone Hall of Ancestral Victories listening to Kelmáru's quavering recitation of the epics, fingering the time-dimmed banners, and longingly stroking the great, curved Salarvyáni swords brought home by his forefathers from the Mmilláka Campaign of 1,329 A.S. Kelmáru has long since passed to his reward in Vimúhla's fiery paradises, but Chargésh still buys a *Hmèlu* beast each year and sacrifices it at the temple in the old man's memory.

2.237. MARRIAGE AND CHILDREN.

Again, this Section may be treated as optional, particularly by younger players. In reality, of course, most young adults in pre-industrial societies are married at an early age, and to be unmarried and childless at age 30 is a source of embarrassment for both men and women. A man without a family is still considered a child amongst the N'lűss and he cannot be chosen chief of his war-band. Even some nonhuman species (e.g. the Hláka and the Swamp Folk) look upon a childless adult as aberrant.

Although a family is a serious responsibility, one need not cart one's spouse[s] and offspring about on journeys or difficult missions. Cf. Secs. 1.510 through 1.560. The extended family systems and the great, rambling clanhouses of the Five Empires provide more child-care and adult supervision than is generally possible in societies oriented more towards individualism. Many adults, both male and female, thus leave their families in the care of their clans (or, in non-clan-based societies, with other relatives) while they are off on a journey or some important project, going home to visit them only occasionally.

The following table is employed by all humans and by those nonhuman races which have comparable family structures (Secs. 1.510 and 2.223). The age-ranges of the latter must be adjusted to match the categories of the table. It is also noteworthy that rural people tend to marry earlier than city-dwellers. Members of high and very high clans, scions of chiefly lineages, and children of the priestly families of the Nyémesel Isles do not wed until a little later than other groups in these societies, and such characters thus use the following table at a modifier of +5 to their D100 scores. A roll within the ranges given below indicates that the character is married; anything above shows that he/she is single.

Age-ranges and dice scores within which one is married

Character's sex and provenience	16-20	21-25	26-30	31-40
Males: Rural	01-30	01-40	01-55	01-75
Town/city	01-20	01-30	01-45	01-65
Females: Rural	01-40	01-50	01-65	01-85
Town/city	01-35	01-45	01-60	01-80

If one spouse is found, the character rolls again on the preceding table with a +20 modifier to the dice score to determine whether he/she has a second wife/husband. If such a person exists, a third roll is made at a +30 modifier—and again at a +40, a +50, etc. until a result of "unmarried" is obtained. The monogamous nonhuman races and the "good clan girls" mentioned in Sec. 1.520 need not check for plural mates. The age of a spouse is established with the table given in Sec. 2.219. If this results in a husband being younger (by more than 1-5 years) than the wife, or a wife being older than her husband (by the same amount), a confirming D10 roll is made: 1-2 = the result stands; 3-10 = the spouse's age is rerolled.

One need not be married to produce children. Questions of marital fidelity are discussed in Secs. 1.520 and 1.530. The following table is used to ascertain the existence of children, and if a child is found, there is a 70 percent chance that it will be the offspring of a legal spouse (if the character is married) and a 30 percent chance that it will be born to a slave or concubine. In the latter case the character may choose between acknowledging the child as his/her legal heir or sending it off to the slave quarters to be raised there. Cf. Sec. 1.721.

Number of children

Character's age-range	None	One	Two	Three	Four	Five
16-20	01-80	81-95	96-100	—	—	—
21-25	01-65	66-90	91-95	96-100	—	—
26-30	01-50	51-75	76-90	91-95	96-100	—
31-40	01-40	41-60	61-85	86-90	91-95	96-100

Infant mortality is high. A D100 roll is made for each child: 01-35 = the child is deceased; 36-100 = the child is living. The sex of each child is determined by rolling D10: 1-5 = male; 6-10 = female. Children's ages are found from the following table.

Children's ages

Character's age-range	Child's age
16-20	1-2 years; roll D10: 1-5 = 1 year; 6-10 = 2 years
21-25	1-5 years; roll D10, divide by 2, and round up (or, if desired, retain a .5 as half a year)
26-30	1-10 years; roll D10
31-40	1-15 years; roll D20, and if the score is over 15, subtract 5

Children of the same age may be twins, triplets, etc. (10 percent chance). They may also be the offspring of co-spouses or of slaves or concubines.

Chargésh is a 22 year old male, the product of an urban environment, and a member of a very high clan. He thus has only a 25 percent chance of being married, and he scores a 100—and heaves a sigh of relief, since his plans do not include a family for some time to come. He rolls a 67 on the table for children, however, making him the unwilling father of one. Since he is not married, this cannot be the child of a wife. He next rolls to see if the mother is one of the slaves in his clanhouse or the concubine his clan-fathers gave him on his 15th birthday. A 43 (lower than the 71-100 needed for this) shows that this is not the case. The infant must be the by-product of one of Chargésh' youthful peccadilloes. No one has come to the Vríddi clanhouse demanding *Shámtla* (Sec. 1.740), and it is therefore probable that the mother either passed the baby off as hers by some other man, or that it died at birth. A score of 40 indicates that the child still lives. A D10 score of 2 denotes a male, and a further D10 roll of 6 divided by 2 gives its age as 3 years. Thinking back, Chargésh realises that this was about the time of his romance with the Yán Koryáni girl mentioned in Sec. 2.232. He recalls that shortly after their affair had broken up, her clan married her to a pleasant, moon-faced ninny of a trader within her own clan. Come to think of it, people did comment upon her baby's resemblance to the Vríddi: the same hawk-nose, high cheekbones, deep-set eyes . . . Perhaps she blamed it all on the dry desert air of Fasíltum?

2.238. EDUCATION.

What little education exists on Tékumel was discussed in Sec 1.831. The following levels of schooling are needed:

1. None: the character cannot read or write. He/she may have a good command of oral literature and tradition, of course, and simple arithmetic can be done mentally or by counting on the fingers.
2. Elementary: this level is attained through the tutors of many lower and medium clanhouses and in the primary schools of the temples. The character can read and write his/her native tongue (if it has a script; Sec. 1.711). Basic arithmetic and practical business procedures may be known, and the person also has a smattering of information about other concerns of the society. Even if the character's native tongue has no writing system, there is still a 50 percent chance of being literate in some other language learned in Sec. 2.232. In most cases this will be the tongue of the referee's starting locale, but the referee may substitute another of the languages known to the person instead.
3. Intermediate: the character is fully literate in his/her native tongue (again assuming it is a written language). In addition, there is a 70 percent chance of knowing the script of one second modern language acquired in Sec. 2.232 (player's choice). If the character is literate in this second language and also speaks a third, there is a further 50 percent chance of having learned its script as well. For example, Chekú'unish Arodlé, a Mu'ugalavyáni, has an intermediate education. He can thus read and write Mu'ugalavyani. He was born near the Livyáni border and obtained a knowledge of Livyáni in Sec. 2.232. He scores a 30 on his D100 roll and therefore knows the Livyáni script. The referee's starting locale is Jakálla, and this character thus also must speak some Tsolyáni. He scores a 60, unfortunately, and will have to "buy" literacy (Sec. 2.239) in this tongue, if he wants it. Those with intermediate educations are acquainted with the rudiments of modern knowledge: politics, their religious tenets, a bit of history, and possibly some literature. This sort of education can be had from the temple academies or through private tutelage in a wealthy clan or ruling family.

4. Advanced: the character is literate in all of the languages he/she has gained in Sec. 2.232 and has also been exposed to some of his/her culture's refinements: art, literature, theology, the epics, history, a little science, etc. Particular specialisations will be established in Sec. 2.239. Such an education costs a great deal and can only be had through the higher institutes and seminars of a temple or through tutors provided by a very wealthy clan or ruling family in a literate society (e.g. the Nyémesel Isles).

Access to an education depends upon provenience, clan-lineage status, and /or social class, and wealth. The family wealth-groups established in Sec. 2.235 are used in the following table. One finds the column containing one's wealth-group and rolls D100 to ascertain one's educational level at the start of the game. Young characters (those in the 16-20 age-range) apply a modifier of −5 to their dice scores. Clanless adventurers and others who have no wealth-group numbers (e.g. certain nonhumans) are unlikely to have a good education. They roll D10, divide by 2, and round up to obtain the wealth-group number they employ in the table.

Family wealth-groups and dice scores

Amount of education	1	2	3	4
None	01-90	01-80	01-70	01-60
Elementary	91-99	81-95	71-90	61-85
Intermediate	100	96-99	91-97	86-95
Advanced	—	100	98-100	96-100
(cont.)	5	6	7	8
None	01-50	01-40	01-30	01-20
Elementary	51-80	41-75	31-65	21-50
Intermediate	81-90	76-85	66-80	51-70
Advanced	91-100	86-100	81-100	71-100
(cont.)	9	10	11	12
None	01-10	01-02	01	—
Elementary	11-40	03-30	02-20	01-10
Intermediate	41-60	31-50	21-40	11-30
Advanced	61-100	51-100	41-100	31-100

Illiterates need not despair. They may buy Reading/writing with skill points; cf. Sec. 2.239. Whenever the referee deems that a character has attained sufficient skills in a higher educational/provenience group, he/she may be permitted to advance in overall educational level: e.g. a character who begins with an Intermediate education and then gains skills in the Advanced category (by purchasing them with extra points at the start of the game, or by studying them during the game) may be said to have improved his/her education to an overall Advanced level. The point at which this is allowed is left to the discretion of the referee.

Chargésh has a family wealth-group of 9. He scores a 59 and finds that he is well educated. His clan sent him to the Sanctuary of the Ever-Burning Flame in Fasíltum, and the priests there did all they could to fill his unwilling skull with learning. He is literate in both Tsolyáni and Yán Koryáni, the languages he acquired in Sec. 2.232. What he makes of himself will be seen below.

2.239. SKILLS.

Everyone learns certain skills during childhood and adolescence. This is simulated by providing characters with "skill points" at the start of the game and allowing them to "buy" levels of skills they desire from the lists given below. Part of one's skill point total is arbitrary, depending upon one's Intelligence (Sec. 2.215) and one's age (Sec. 2.219). The remainder is the score of a D100 roll, representing chance opportuniies arising during adolescence. The arbitrary portion of one's skill points is found in the following table:

Arbitrary skill points

Intelligence score	Age-ranges and skill points given			
	16-20	21-25	26-30	31-40
01-20	5	10	15	20
21-40	8	15	20	25
41-60	15	20	30	40
61-80	25	40	60	75
81-95	35	60	90	100
96-99	50	80	110	125
100	65	100	140	150

Skills are divided according to their logical provenience: (1) "tribal" crafts are known to nomads, the N'lüss and the Lorún, and natives of such regions as M'mórcha, Nmartúsha, and Rannálu. (2) "Rural" skills are practiced by peasants and inhabitants of small towns throughout the Five Empires and simliar locales. (3) "Urban" skills are the arts and crafts of town- and city-dwellers. This is again divided, however, into skills found mainly in the lower and middle classes and those which are the prerogative of the upper classes: (3) is thus titled "Urban," and (4) is the "Upper class" list.

These divisions correlate to a large extent with family wealth-groups (Sec. 2.235). Most tribesmen belong to wealth-groups 1 and 2; peasants to wealth-groups 1 through 4 (and occasionally 5 or 6); townsmen may be very poor (i.e. wealth-group 1), but most are of wealth-groups 2 through 7; and a better education (and money!) make the upper class arts and pursuits the province of wealth-groups 8 through 12—although occasionally a lucky youth may gain access to them, even though his family is less affluent. These ranges must be shifted downwards in the case of the smaller and poorer societies: e.g. Pijéna, the states of the far northeast, and the Nyémesel Isles; cf. Sec. 2.235. The wealth-groups of the nonhuman species must be determined arbitrarily by the referee, as indicated above.

Educational levels (Sec. 2.238) may also be matched with these divisions. Almost all tribesmen are likely to be illiterate, although a few may "know their letters" to the elementary stage, and an occasional rare individual may have reached the intermediate level. A slightly higher percentage of rural people will be able to read and write; some will have an intermediate education; and a few will have been fortunate enough to catch the eye of some wealthy clan-brother or priestly patron and thus been granted an advanced education. A majority of urban middle class people (natives of anything from a "town" to a "metropolis," in the terms used in Sec. 2.231) will still be illiterate, but a goodly number will have an elementary education; many will have reached the intermediate stage; and the upper classes (and certain lucky but less wealthy youths) will have had access to advanced studies. This correlation is by no means exact, but it is enough for game purposes.

The skill lists therefore have three sets of headings: (1) provenience, (2) family wealth-group ranges which usually have access to these skills, and (3) appropriate educational levels for these competences. The referee must combine these three factors for each character in order to find the proper column from which that character must select his/her skills. An illiterate peasant must choose all of his/her skills from the "rural" column. A townsman of the middle classes (i.e. wealth-groups 2 through 7) and an intermediate education must select skills from the "urban" list. A member of the upper classes (wealth-groups 8 through 12) must pick from the "upper class" group, even if he/she has no education whatsoever—such a wealthy but indolent youth will have few skill choices, and it serves him/her right for having frittered his/her adolescence away in pleasure and dissipation! Anomalies—persons with more or less wealth or education than may normally be found for their provenience—must be decided by the referee (see below).

Skill points are "invested" as follows:

1. At the start of the game, all of a character's available skill points must be completely utilised. Points cannot be "saved" for later use, and any points left over (i.e. which were not invested, or which are fewer than 5, the cost of one level of a skill of minimum complexity) are simply lost. These skill points are of no further use after a character has been established. skill development during the course of the game is done by a different method, to be described below.
2. The cost of one level of a skill is given in parentheses after its name in the following lists. Skills are divided according to their assumed levels of complexity: easier arts and crafts cost as little as 5 skill points per level, while more difficult skills and fields of study are priced as high as 20 or even 25 points.
3. Acquiring only one level of a skill gives little more than a "hobbyist's" competence; cf. Sec. 1.840. The character knows a little about the subject but has no real grasp of it. A second level adds more expertise, and a third level brings the person to the stage of "apprentice." Every three levels thereafter raise the character one ability level, as defined in Sec. 1.840: e.g. 6 levels of a skill make the person a "journeyman," 9 a "craftsman," etc. In practical terms, advanced levels of all skills add ability and experience; many provide further regional and/or historical competences; and some give knowledge of sub-topics and special divisions of the skill. The use of skills during the game will be discussed in a later Section.
4. A few skills have limitations on the number of levels required for mastery: e.g. Reading/writing need be taken only to the second level for each language; there are five levels for any modern language and ten for an ancient or classical tongue, etc. Most skills have no maximums, however: the more levels obtained, the better qualified the character is. Practical maximums—the levels beyond which it makes little sense to go on investing points—must be decided by the referee. Ten levels of Swimmer, for example, might make a character reasonably at home in the water, whereas one could go on bettering one's abilities as a warrior or a sorcerer indefinitely without ever reaching any top limit.
5. Some skills provide language competences in addition to those gained in Sec. 2.232. The elementary level of a modern, spoken tongue is acquired by buying one level of the Interpreter skill. Four more levels would give the person native proficiency. Languages acquired in Sec. 2.232 can also be improved by adding levels of the Interpreter skill: e.g. if Chargêsh wished, he could improve his Yán Koryáni from the intermediate to the native stage by purchasing 3 more levels of the Interpreter skill and allocating them to Yán Koryáni. The Interpreter skill must be bought separately, of course, for each language, and it may be used for any modern tongue. It does not include literacy, however, and 2 levels of Reading/writing must be purchased for any language in which one wishes to be literate.
6. Ancient and classical languages were not available under the provisions of Sec. 2.232. At the start of the game they can be bought with skill points, however, usually through acquiring levels of the skill of Language. Each ancient or classical language has 10 levels of competence, and there are certain limitations on the "forbidden" languages of the temples (Sec. 1.711, and see below).
7. Three skills provide competence in a modern, spoken language at no further cost in skill points: Merchant, Ship Captain, and Slaver. A language gained through these skills can be improved as stated in the skill descriptions, or it may be developed by purchasing levels of Interpreter and allocating them to the language. For instance, one who buys 3 levels of the Merchant skill receives the elementary level of any modern tongue free. The second level of this language can then be had by purchasing 3 more levels of Merchant, or—more quickly and cheaply, if the person does not wish to expend more points on the Merchant skill—by buying a level of the Interpreter skill and adding it to the language.
8. In addition to the skill of Language itself, four (and possibly five) skills give competences in an ancient or classical language. The levels of mastery differ from skill to skill (see their descriptions in the lists). These skills are: Alchemist, Apothecary, Historian, Philospher, (and Scholar, q.v.). The tongue thus acquired cannot be improved by adding more levels of these skills themselves, however, but rather by buying levels of the skill of Language and allocating them accordingly.
9. Social rank in one of the hierarchies of the societies of the Five Empires (Sec. 1.800 ff.) is automatically acquired at the start of the game by purchasing levels of the following skills: Official, Priest, and Soldier. A fourth, Philosopher, can provide priestly rank if the character does not also take the skill of Priest itself. See the skill descriptions for the details. The referee must adjust the status of nonhumans and others who do not share the social structures of the Five Empires.
10. In order that there be no misunderstanding, ONLY the skills of Warrior and of Assassin provide fighting prowess, and ONLY the skills of Shaman and Sorcerer enable a character to employ magic. Each level of Sorcerer acquired at the start of the game must also be matched, level for level, with a level of the skill of Priest: e.g. if one buys 2 levels of Sorcerer, one must also purchase 2 levels of Priest.
11. Very few skills occur in all four provenience lists. Those wishing to acquire skills from lists other than their own may do so by the following methods:
    a. One may pay extra costs per skill level: DOUBLE for a skill in a column adjacent to one's own, TRIPLE for one in a column separated from one's own by another column, and QUADRUPLE for a skill in a column three columns removed from one's own list. A peasant thus pays double to acquire a level of an urban skill, and a tribesman would pay four times the listed cost for an upper class skill (as would a nobleman who bought a tribal skill).
    b. One may pick a single skill from a column headed by one's educational level, if this is higher than that heading one's provenience column. For example, a tribesman with an intermediate education can select one skill from the urban list (which is headed also by "intermediate")—but none from the intervening rural column. The direction of this concession is always UPWARD; a peasant with an advanced education can choose one upper class skill, but this does not work in reverse: a nobleman with only an elementary education cannot obtain a skill from the rural list without paying the aforementioned triple costs for it. A skill obtained in this special way costs only its normal, listed price per level.

The choices of which skills and how many levels to buy of each are left to the players. All of one's skill points may be invested in just one skill, making the character a highly trained but very limited specialist, or one may purchase single levels of several skills (assuming that one has the points to do so), creating a "Jack-of-all-trades-but-master-of-none." The same may be done with languages: one may choose to speak a little of several or to know one extremely well. The question of professions will be dealt with later in Sec. 2.240 ff. This should be read before making skill decisions. The cost in skill points for each level of a skill is given in parentheses directly below it in the following lists. Also included in these parentheses are numerals indicating "prerequisites": abilities or knowledge the character must have before this skill can be selected. These latter are:

Numeral	Meaning
1	Literacy is needed for this skill. An illiterate character must somehow acquire two levels of the "Reading/writing" skill before choosing this one
2	This skill is available only in appropriate locales: e.g. a tribesman from a flat, densely forested region cannot choose "Mountaineer" or "Desert Expert"; a townsman from the arid lands around Khirgâr cannot select "Swimmer," "Sailor," "Ship Captain," or other skills connected with the sea. Such a person may acquire "Fisherman," however, since there are streams and lakes in northern Tsolyânu. His/her expertise will be very different from the "Fisherman" who grew up on the seacoast, of course.
3	The character must have a minimum intelligence score (Sec. 2.215) of 30 to select this skill
4	An intelligence score of 50 or greater is required
5	An intelligence score of 61 or greater is required
6	This skill has special prerequisites; these will be described in the discussions following the skill lists

The headings of the skill lists may be recapitulated: the top line is the approximate provenience group; the second line contains the family wealth-groups probable for the majority of persons in this group; and the third line gives the maximum educational level obtainable by members of the group.

Tribal 1-2 None	Rural 1-6 Elementary	Urban (1)2-7 Intermediate	Upper class (1-7)8-12 Advanced
Animal/bird knowledge (10; 2)	Animal husbandry (5)	Apothecary (15; 1, 4)	Administrator (10; 1, 3)
Basket weaver (5)	Baker (5)	Architect (15; 1, 4)	Alchemist (20; 1, 4)
Boat builder (5; 2, 3)	Barber (5)	Armourer (15; 3)	Antique collector (10; 1)
Butcher (5)	Basket weaver (5)	Artist/sculptor (10; 4)	Arms and armour collector (10)
Desert expert (15; 2, 3)	Boat builder (10; 2, 3)	Assassin (25; 6)	Artist/sculptor (15; 4)
Fisherman (5)	Bootmaker (5)	Baker (5)	Astrologer (20; 1, 5)
Fletcher (10; 3)	Butcher (5)	Barber (5)	Astronomer-navigator (20; 1, 5)
Hunter (10; 3)	Carpenter (5; 3)	Basket weaver (5)	Author (15; 1, 4, 6)
Mineral recognition (15; 4)	Cook (5)	Beast trainer (10; 4)	Botanist (20; 1, 4)
Mountaineer (10; 2)	Dyer (5)	Bootmaker (5)	Courtesan/Don Juan (10; 6)
Plant recognition (15; 4)	Farmer (5)	Bricklayer (5)	Dancer (10; 3)
Sailor (5; 2)	Fisherman (5)	Business administrator (10; 1, 4)	Engineer-architect (20; 1, 4)

Tribal 1-2 None	Rural 1-6 Elementary	Urban (1)2-7 Intermediate	Upper class (1-7)8-12 Advanced
Shaman (20; 6)	Fletcher (10; 3)	Butcher (5)	Etiquette and courtly manners (10; 3)
Speaker (20; 6)	Hunter (10; 3)	Carpenter (5; 3)	Falconer (10; 3)
Swimmer (5; 2)	Mason (10; 3)	Carpetmaker (5; 3)	Geographer (20; 1, 5)
Tanner (5)	Merchant (10; 3)	Cook (5)	Geologist (20; 1, 4)
Tracker (10; 3)	Miller (5)	Dancer (10; 3)	Historian (20; 1, 4)
Trapper (10; 3)	Miner (5)	Dyer (5)	Hunter (10; 3)
Warrior (20)	Moneylender (10; 3)	Entertainer (15)	Interpreter (20; 4, 6)
Weaponmaker (15. 4)	Official (15: 1. 4)	Farmer (5)	Jewel collector (10; 3)
Weaver (5)	Potter (5)	Fletcher (10; 3)	Land administrator (10; 1, 3)
	Priest (20: 1. 4)	Glassblower (5; 3)	Language (20; 4, 6)
	Reading/writing (10: 3)	Grocer (5)	Mathematician (20; 1, 5)
	Rope/net maker (5)	Interpreter (20; 4, 6)	Musician (15; 3)
	Sailor (10: 2, 3)	Jeweller-goldsmith (15; 3)	Numismatist (15; 1, 3)
	Smith (10; 3)	Language (20; 4, 6)	Official (15; 1. 4)
	Soldier (20: 3, 6)	Lawyer (15; 1, 4)	Orator (15; 1, 4, 6)
	Sorcerer (20; 1. 6)	Locksmith (10; 3)	Philosopher (20; 1, 5)
	Swimmer (5)	Mason (10; 3)	Physician (20; 1. 5)
	Tailor (5)	Merchant (10; 1, 3)	Poet (15; 1, 5)
	Tanner (10)	Miller (5)	Priest (20; 1, 4)
	Warrior (20)	Miner (5)	Reading/writing (10; 3)
	Weaver (5)	Moneylender (10; 1, 3)	Scholar (20; 1, 5, 6)

Urban (1)2-7 Intermediate	Upper class (1-7)8-12 Advanced
Musician (15; 3)	Shipping administrator (10; 1, 3)
Official (15; 1, 4)	Soldier (20; 4, 6)
Panderer (5)	Sorcerer (20; 1, 6)
Paper/ink maker (10; 1, 3)	Swimmer (5)
Perfumer (10; 1, 3)	Warrior (20)
Physician (20; 1, 5)	Wine connoisseur (10; 1)
Potter (5)	
Priest (20; 1, 4)	
Prostitute (5; 6)	
Reading/writing (10; 3)	
Rope/net maker (5)	
Sailmaker (5)	
Sailor (10; 2, 3)	
Scribe-accountant (15; 1, 4)	
Shipbuilder (15; 1, 2, 4)	
Ship captain (20; 1, 4)	
Slaver (10; 3)	
Smith (10; 3)	
Soldier (20; 4)	
Sorcerer (20; 1, 6)	
Swimmer (5; 2)	

Urban (1)2-7 Intermediate
Tailor (5)
Tanner (10)
Warrior (20)
Weaver (5)
Wheelwright-carter (5)
Winemaker-brewer (10; 3)

These lists are by no means exhaustive. There are several hundred separate and identifiable skills and professions in the Five Empires alone. The referee may therefore devise more if desired.

Some of the above-mentioned skills are self-explanatory. Others require comment.

Tribal skills:

Animal/bird knowledge: immediate recognition of species found in the tribe's habitat and familiarity with the habits and qualities of these animals, etc. There is a 50 percent chance of making correct guesses about similar species in other regions. Includes the ability to train domesticable fauna within the tribe's experience. This takes about 1-5 months to complete, depending upon difficulty and the tasks demanded of the creature.

Boat builder: various tribes of M'mórcha, Nmartúsha, and Rannálu build small coracles of leather; the N'lôss and the Lorún make rafts, dugouts, and bark canoes

Desert expert: ability to live in an arid region and find any water available there; knowledge of desert flora and fauna; capability of concealing oneself in the desert and utilising other features of the environment

Fletcher: ability to make self-bows, composite bows, and longbows, plus their ammunition—but not crossbows or larger missile weapons

Hunter: knowledge of food animals and their habits; ability to use hunting spears, clubs, throwing sticks, bows, or slings (depending upon the tribe; Sec. 1.960); useful in conjunction with Tracking and Trapping. Every tribal male (or female amongst the Lorún) should have at least 2 levels of this skill in order to survive

Mineral recognition: ability to identify and use minerals employed by one's tribe as paints, poisons, medicines, etc; capability of recognising deposits of these minerals; no relevance to the finding of gold, gems, or precious metals used by the larger cultures, however

Mountaineer: knowledge of climbing and survival techniques at high altitudes; no expertise in "technical" mountain-climbing: e.g. roping, pitons, or other complex methods

Plant recognition: familiarity with plants and food sources within the habitat of one's tribe; knowledge of roots, herbs, etc. used for paints, poisons, medicines, ropes, cloth, etc. A tribal woman character must take at least two levels of this skill

Sailor: experience in small boat handling; only applicable in locales where boats are regularly used: e.g. western M'mórcha

Shaman: knowledge of tribal sorcery, religion, and some healing. In order to use magic one must have the following minimum scores in ALL THREE of the talents of Intelligence, Psychic Ability, and the Psychic Reservoir (Secs. 2.215 and 2.216). This will apply to rural, urban, and upper class sorcerers as well; see below. A high score in one or two of these three qualities does NOT make up for a deficiency in the third. Those who lack these minimums cannot use sorcery of any kind, although they can operate ancient magico-technological devices (Sec. 1.620)

Branches of sorcery and minimum scores needed

Talent	Ritual magic only	Psychic magic only	Both branches
Intelligence	65	55	75
Psychic ability	50	70	80
Psychic reservoir	60	60	60

Tribal skills:

Speaker: ability to orate and harangue one's tribe. Requires a Charisma score of 81 or higher (Sec. 2.218). This skill also provides a modern foreign language (and if used only for this purpose, the Charisma requirement is waived). The language should be one logically available to the tribal character, of course. Only spoken competence is included. It is thus similar to the Interpreter skill (below)

Tracker: expertise in tracking both animals and intelligent beings, particularly in the sort of terrain inhabited by one's tribe

Trapper: knowledge of nets, pits, ropes and sinews, other trapping devices, and the animals which can thus be caught

Warrior: ability to fight in the customary tribal fashion and to employ all of the weapons of war utilised by one's people. This does not imply any knowledge of the arms and armour of the larger nations, nor any discipline as a soldier. Tribal warriors generally fight as individuals or perhaps a loosely organised band under a war-chief; cf. Secs. 1.822 and 1.960. Acquiring expertise in specific weapons will be detailed later in the Sections dealing with combat

Weaponmaker: ability to manufacture all of the weapons and protective gear used by one's tribe, except for bows and arrows, which are the province of the Fletcher. In the case of the N'lŏss, this may include a little smithing, but most other tribal peoples cannot work metals and must import metal tools and weapons from elsewhere

Weaver: knowledge of clothmaking and the garments worn by one's tribe; cf. Sec. 1.950

Rural skills:

Animal husbandry: knowledge of animals and fowl used for food in one's locale; familiarity with feed, forage, herding, and veterinary medicine

Cook: ability to prepare the simple dishes of a rural culture

Farmer: expertise in crops, soils, fertilisers, sowing, reaping, plant diseases and pests, etc.

Fletcher: much as for the tribal Fletcher's skill

Hunter: as for the tribal Hunter's skill, but with specialised knowledge of local animals. This skill also includes some expertise in traps, furs, and a little tracking ability (but not to the same extent as the tribal Hunter skill)

Mason: experience in crude stoneworking and rural construction

Merchant: familiarity with regional products, costs, wholesale and retail prices, markets, official practices, etc; cf. Sec. 1.730 ff. A rural merchant does not strictly require Reading/writing, but literacy will be important to one who wishes to climb the social ladder

Miner: expertise in tunneling, ore extraction, and possibly basic smelting. Miners can recognise deposits of the minerals which they have mined, and there is a 25 percent chance of making a good guess about other common ores and stones as well.

Moneylender: knowledge of rates, interest, speculation, prices and commodities; cf. Sec. 1.730 ff. Like the rural merchant a village moneylender may be illiterate and do all his sums in his head

Official: familiarity with rural bureaucracy and government. The exact duties of an official must be specified by the referee; cf. Sec. 1.810. At the start of the game, a character is promoted one administrative Circle (Sec. 1.810) for each three levels of this skill purchased. If the player and the referee wish, the character may still hold his/her post as the game opens; otherwise it is assumed that he/she has already given it up—or been sacked?

Priest: implies an intermediate education (although rural priests may only have studied to the elementary level), temple training, knowledge of the rituals and dogmas of one's sect (Secs. 1.610 and 2.233), and perhaps a little healing and medical expertise (but not to the extent of the urban Physician skill). The priestly skill does NOT necessarily include sorcery; the skill of Sorcerer must be purchased separately (below). At the start of the game, a character is promoted one priestly Circle (Sec. 1.832) for each three levels of this skill acquired. If the player does not wish his/her character to hold formal rank in the temple hierarchy (and thus be subject to its regimen), he/she may opt to make the character a Lay Priest; cf. Sec. 1.832 for details. The status of nonhumans and characters whose native lands lack a Circle system must be decided by the referee

Reading/writing: this skill is used to acquire both native and foreign language literacy. A maximum of two skill levels is all that is needed for each language: e.g. if one knows Tsolyáni and Salarvyáni but can read/write neither, then four levels of this skill make the character literate in both. Literacy in the ancient and classical languages (Sec. 1.711) is NOT acquired with this skill, however; instead, one must purchase levels of the skill of Language (see the urban and upper class lists, below). Another important use of the Reading/writing skill is to raise one's overall educational standard (Sec. 2.238). This may be done up to the normal level for one's provenience (see the preceding lists) or even beyond it. Four levels of the Reading/writing skill must be bought in order to gain one level of general education—and it may thus sometimes be cheaper to pay the extra points mentioned under (11, a), above, for skills in columns other than one's own, rather than raise one's educational level by this means. Still, a better education aids a person in his /her climb up the social ladder, and this option is thus left to the player. An urban person with no education can thus gain an intermediate education by purchasing eight skill levels of Reading/writing for 80 points—or an advanced education for 120 skill points. This provision applies only when a character first enters the game; once he/she is established, further skills and education must be gained as described in Sec. 2.420 ff.

Smith: knowledge of smelting, forging, and other techniques; some expertise in making weapons and armour, but not to the extent of the urban Armourer (below). Bronze and copper are the metals usually worked by village smiths. See also the Tanner skill, below

Soldier: this skill is only available through formal military service: an army, a temple guard, a city militia, or the *Sákbe* Road guards (Secs. 1.821 and 1.740). The referee may choose an appropriate unit from the published sources (e.g. "The Armies of Tékumel; Volume I: Tsolyánu," by Gary Rudolph and M.A.R. Barker, Minneapolis, 1978), or one may be created to fit. This skill cannot be chosen by natives of lands lacking standing armies and a military tradition. If the player and the referee wish, the character may still be an active member of his/her unit; otherwise it is assumed that he/she has already left the service when the game begins. At the start of the game, a character is promoted one military rank (Sec. 1.821) for each three levels of this skill purchased. It is strongly suggested that the Soldier skill be combined with levels of the skill of Warrior (below), however, since the former does NOT include fighting prowess but rather a knowledge of military organisation, discipline, procedures, formations, marching and drilling, and other matters required by the "career soldier." To be a good fighter, one must buy levels of the Warrior skill

Sorcerer: only available normally through a temple academy (Secs 1.620 and 1.832). There is only a 5 percent chance that a rural youth may have learned some sorcery from a wandering Lay Priest (Sec. 1.832) or a private tutor. At the beginning of the game, those who have studied magic in a temple MUST match each level of the Sorcerer skill with one level of the skill of Priest (above). A Priest-Sorcerer need not remain in the temple hierarchy, of course, but may become a Lay Priest. This skill has the same strict prerequisites as were given for Shaman in the tribal list: one whose scores in Intelligence, Psychic Ability, AND the Psychic Reservoir are too low cannot learn or practice sorcery. The acquisition of specific spells and magical powers will be discussed later in the Sections dealing with sorcery

Tanner: skill both in manufacturing leather goods and also in the working of *Chlén*-hide (Sec. 1.960) into tools, weapons, and armour. A rural tanner thus knows the basic techniques but lacks the refinement of the urban artisan who makes *Chlén*-hide into arms and armour; cf. under Armourer in the urban list

Warrior: as for the tribal Warrior, but with expertise in weapons available in the rural environment: fists, daggers, spears, self-bows, possibly longbows (in such specific areas as the Kúrt Hills), and perhaps a little crude swordsmanship. A peasant who has served as a soldier (above) will know more of urban weapons and fighting styles. There are no minimum physical or intellectual requirements for this skill, but it is obvious that those better endowed will have a greater chance of winning a fight. Acquiring expertise in specific weapons will be detailed later in the Sections dealing with combat

Weaver: familiarity with the techniques of weaving the coarser varieties of cloth used in the villages; cf. Sec. 1.950

Urban skills:

Apothecary: knowledge of medicines, drugs, poisons, aphrodisiacs, and other chemicals commonly used in the culture; cf. Secs. 1.412, 1.920, and 1.1010. This skill does NOT permit much invention or research. It does include intermediate competence in one of the following ancient languages, however: Bednálljan Salarvyáni, Classical Mu'ugalavyáni, Classical Tsolyáni, Duruób, Engsvenyáli, or Tsáqw (Sec. 1.711), depending upon the player's choice and the character's provenience

Architect: practical expertise in planning and building urban dwellings and edifices: methods, materials, surveying, crude mapping, some simple mathematics, and useful geometry are included

Armourer: knowledge of metals, *Chlén*-hide (Sec. 1.960), leather, and other relevant materials; ability to produce all weapons and defensive gear used in the culture (but not necessarily foreign weapons—and innovation is not encouraged!); cf. Sec. 1.960. This skill includes smithing, but only a smith will make tools, fittings, and parts for non-military items

Artist/sculptor: practical knowledge of art-forms, materials, and techniques; ability to produce items aesthetically pleasing to the upper classes of one's culture. This skill may be subdivided into painters, sculptors, engravers (who also work on weapons and armour), fabric workers, manuscript illuminators, calligraphers, woodcarvers, and others as needed; cf. Sec. 1.1030

Assassin: available only to members of the assassin clans (Secs. 1.422, 1.550, and 1.740). The weapons and sub-skills of the assassin are discussed in Sec. 1.960, and methods of acquiring specific competences will be detailed later in the Sections dealing with combat

Beast trainer: ability to train common animals (e.g. dogs, birds, and some others; cf. the Sections covering the animals of Tékumel, given later) for such purposes as entertainment, guarding, fetching, etc. Advanced practitioners may also train certain semi-intelligent creatures native to their regions (e.g. the semi-human, dog-like *Rényu*), and/or various dangerous beasts for the *Hirilákte* Arenas (Secs. 1.422 and 1.740). Animal trainers have little social prestige, however

Business administrator: expertise in operating an urban business or clan-enterprise; knowledge of bookkeeping, products, prices, government practices, etc. Similar to the skill of Merchant (below), but the latter is more oriented towards inter-city or international trade

Cook: familiarity with the foods, ingredients, and cuisine of the urban people of one's region; advanced practitioners may be versed in the haute cuisine of the upper classes (Sec. 1.920)

Dancer: lower class dancers are usually practitioners of the erotic arts and may thus belong to the Temples of Dlamélish, Hrihàyal, or even Avánthe; upper class dancers perform the epics at noble feasts and public functions (Sec. 1.930). Dancers as a class lack much social prestige, however

Entertainer: this skill has many sub-divisions: acrobat, juggler, storyteller, singer, etc; cf. Dancer and Musician in this same list. Of all the types of entertainers, only the singers of epic poetry, the puppeteers, and the gambling masters who referee such games as *Tsahltén* (all discussed in Sec. 1.930) possess any social prestige, and even this is not sufficient to gain them access into upper class society as equals. Magicians who obtain their effects by sorcery and sleight-of-hand artists both come in this category. The latter are considered interesting because they do not create their "magic" through other-planar power but by dexterity and skill.

Farmer: a townsman may operate a farm in the country and will have much the same expertise as the rural farmer. Indeed, an experienced urban farmer may have more knowledge of the technical processes of farming than his/her peasant counterpart

Fletcher: as for the rural form of this skill, except that the townsman bowyer-fletcher can make better bows and arrows and is also able to manufacture crossbows, quarrels, and other archery equipment. Advanced practitioners may combine with carpenters, soldiers, and engineers to produce ballistae, onagers, and their ammunition

Glassblower: familiarity with the techniques and materials of glass production. Certain types of glassware are trade secrets, of course, known only to local artisans (e.g. the red glass of Mu'ugalavyá and the beautiful purplish crystal glassware of Púrdimal)

Interpreter: knowledge of the spoken form of one modern language (Sec. 1.711). This skill must be purchased separately for each language desired, and at the start of the game each level raises the character one degree of competence (i.e. from elementary, to intermediate, to advanced, etc; cf. Sec. 2.232). Five levels are all that is needed for "indistinguishable native" mastery, and no further levels can be added to one's competence in that tongue. Literacy must be purchased separately, however; cf. Reading/writing. This skill cannot be applied to the ancient or classical languages; cf. Language, below

Jeweller-goldsmith: knowledge of the precious metals and gems of one's region and the ability to manufacture adornments popular in one's society. This skill does not necessarily include knowledge of the gems or styles of foreign lands, nor does it contain competence in assessing the origins or historical values of ancient pieces: cf. the skill of Jewel Collector in the upper class list, below

Urban skills:

Language: each level of this skill raises the character one degree of language competence (Sec. 2.232) in an ancient or classical tongue. Levels must be separately purchased for each language desired. There are 10 possible levels, moreover: elementary, intermediate, advanced, near-native, and almost native (as for a modern language); in addition there are: knowledge of variants used at different periods in the past, knowledge of ancient literature in the language, knowledge of scholarly and technical authors and treatises in the language; mastery of regional dialects of the tongue, and proficiency in the esoterica of the language (e.g. symbologies, ciphers, mystic and numerological significances, etc.) One may NOT choose a language which is sacred to a temple (Sec. 1.711). Methods of learning these will be provided later. Such forbidden languages include: Thu'úsa, the Tongue of the Lord of Worms, and the Ţongue of the Priests of Ksârul. Permitted languages are: Ai Ché, Ancient N'lûssa, Bednálljan Salarvyáni, Classical Mu'ugalavyáni, Classical Tsolyáni, Duruób, Engsvenyáli, Llyáni, Mihálli, Sunúz, and Tsâqw. See Sec. 1.711

Lawyer: proficiency in the legal system of one's nation. Advanced levels include competence in the laws of other lands, international trade laws, and ecclesiastical law (invariably combined with a large proportion of priestly skill. See Sec. 1.740)

Locksmith: knowledge of bronze, *Chlén*-hide, and (rarely) iron devices used to seal chests, doors, fetters, etc. Advanced levels cover the construction of these mechanisms, devising and building secret doors and traps, learning the strange locks of the nonhuman races, and mastering the complex locking devices of the ancients

Mason: familiarity with types of workable stone, cutting, dressing, polishing, and carving stone, plus some practical architectural skill

Merchant: a more sophisticated form of the rural Merchant skill: includes a knowledge of commodities, prices, materials, and commercial usages within one's region. Advanced levels comprise caravan experience, routes, foreign markets, bargaining, offering "inducements" to officials, and possibly even abilities in chicanery and falsifying records! For each three levels of this skill acquired, the character receives one mastery level of a modern spoken language (Secs. 1.711 and 2.232). Literacy must be purchased separately if desired; cf. Reading/writing. Although any modern language may be selected, the referee must see that it is one which the character could logically learn: e.g. a resident of western Livyánu would have few opportunities to learn the tongue of the Nyémesel Isles

Miner: as for the rural variant of this skill, but more sophisticated; some expertise in practical mineralogy

Moneylender: knowledge of interest rates, usury, foreign coinages, (Sec. 1.731), etc. Again, this skill is more sophisticated than its rural counterpart

Musician: this skill must be divided into instrumental and vocal competences, and both of these may be further sub-divided into specific instruments and singing styles (Sec. 1.930). Most musicians have little or no social prestige, although those who perform the great epics may sometimes gain acceptance into upper class social circles

Official: as for the rural form of this skill, except that an urban bureaucrat has more knowledge of city, province, and national government and the "channels" through which things are accomplished

Panderer: knowledge of physical attributes and erotic practices; an ability to judge "beauty" as conceived by one's countrymen. This skill has a negative social value

Paper/ink maker: knowledge of materials, processes, pigments, inks, illumination, and the manufacture of books and scrolls

Perfumer: ability to prepare fragrances (but little or no knowledge of unrelated chemicals or processes); expertise in judging one's clientele and in evaluating perfumes. Scents are highly valued in the Five Empires, and if this skill is combined with that of Merchant, there is a good possibility of financial gain

Physician: lower levels include simole wound treatment and bandaging, common nostrums, and recognition of usually encountered illnesses and pathological conditions. Advanced stages comprise further surgical techniques and treatments, familiarity with drugs and medicaments (but not to the extent of the apothecary), a knowledge of less common diseases and conditions, dentistry, simple optometry, and other fields. Only the most advanced and experienced physicians can hope to treat members of other species successfully. See Secs. 1.412 and 1.1010

Priest: as for the rural variant of this skill, but more sophisticated. The urban priest is likely to be more learned in theology, rituals, doctrines, temple organisation, and the politics of the sect. At the start of the game, a character is promoted one priestly Circle (Sec. 1.832) for each two levels of this skill acquired

Prostitute: the "Oldest Profession" is legal throughout much of Tkumel. One who chooses this skill should have a Comeliness of 51 or more (Sec. 2.217), if he/she ever wishes to employ this skill! Prostitutes have no social prestige unless they couple this skill with membership in the Temples of Dlamélish or Hrihâyal (Sec. 1.610). These sects consider the erotic arts to be important adjuncts to their rituals

Reading/writing: as for the rural form of this skill

Scribe-accountant: knowledge of record keeping, filing, letter and manuscript copying (but not calligraphy unless coupled with Artist/sculptor, q.v.) and simple mathematics. This skill is useful to such careers as merchant, priest, official, and others

Shipbuilder: familiarity with the materials and techniques of naval construction; includes practical mathematics and a knowledge of vessel types and qualities

Ship Captain: expertise in sailing, ship-handling, coasts, harbours, sea routes, weather, cargo records, and related fields. Advanced levels include some mercantile skill (as for the merchant, but less sophisticated), foreign customs, and practical navigation (by the compass and astrolabe). For every five levels of this skill acquired, the character receives one competence level in a modern spoken language relevant to his/her travels. Literacy must be separately purchased, however

Slaver: recognition of the values and qualities of slaves; familiarity with markets and business practices (Sec. 1.721). As a type of merchant, the slaver has access to Merchant subskills; see above. This includes the acquisition of a modern spoken language. The profession of slaver has very negative social prestige, and those who wish to be accepted in upper class society should not select it (Secs. 1.550 and 1.721)

Smith: knowledge of metals, tools, forging, and other processes. A smith can manufacture arms and armour, but these will not have the elegance and refinement of an armourer's work. A smith also does not work in *Chlén*-hide

Urban skills:

Soldier: as for the rural variant of this skill. An urban recruit is likely to be more worldly-wise and better educated than a peasant, but the sub-skills to be learned are much the same. Basic levels include the use of the specific weapons favoured by one's legion, formations, marching, drills, encampments, and military practices (Secs. 1.821 and 1.960). Advanced levels comprise further formations and command, field tactics, engineering, sieging and sapping, incendiaries, the use of artillery (but not necessarily its construction, which is the province of special experts), logistics, and grand strategy (taught from textbooks of the ancient masters; Sec. 1.822)

Sorcerer: as for the rural Sorcerer skill (q.v.). There is a 10 percent chance of being able to acquire sorcery from a private tutor or Lay Priest (instead of a temple academy), if desired. The intellectual and psychic restrictions given for Shaman and the rural Sorcerer skill apply here as well

Tanner: as for the rural variant of this skill, but with greater mastery of the techniques; ability to produce fine leather goods and also to work *Chlén*-hide (Sec. 1.960)

Warrior: as for the tribal and rural Warrior skills, but with greater familiarity with urban weapons: e.g. the sword, axe, shield, flail, composite bow, crossbow, etc. Acquiring expertise in specific weapons will be detailed later in the Sections dealing with combat

Weaver: ability to manufacture the finer types of cloth (Sec. 1.950)

Wheelwright-carter: experience with *Chlén* carts, routes, roads, times needed for transport; more advanced carters will know how to build *Chlén* carts, litters, and palanquins, and they will also be expert in the habits, needs, illnesses, etc. of the *Chlén* beast (Secs. 1.415, 1.730 ff, and 1.960)

Winemaker-brewer: this skill may be sub-divided into vintners, brewers of beer (a comparatively low-prestiged group), distillers of brandies and whisky-like beverages, and manufacturers of fine liqueurs (the most highly prestiged of this profession). See Secs. 1.415 and 1.920

Upper class skills:

Administrator: ability to organise and run a private or clan-owned enterprise, supervise a staff, deal with officials, and employ "channels." Much like the urban Business Administrator skill but on a larger scale and more oriented towards supervision than towards a day-to-day involvement with the details. A knowledge of the skill of Etiquette and Courtly Manners is a useful adjunct to this one

Alchemist: practical and theoretical knowledge (within the limitations of the society; cf. Sec. 1.1010) of drugs, poisons, medicines, aphrodisiacs, and chemicals required by sorcerers and others. This skill does NOT include any direct abilities in either medicine or sorcery, however, and these competences must be separately obtained, if desired. Advanced levels provide further chemical expertise, theoretical knowledge, possibilities of research (to be determined by the referee), and the study of the devices of the ancients. A very advanced alchemist may even be granted some minor capabilities in the repair of magico-technological devices. This skill automatically grants the character one ancient or classical language to the advanced level (Sec. 2.232). This must be selected from the list given under the Apothecary skill (above), and it may not include one of the "forbidden" temple-specific languages (cf. Sec. 1.711 and under the skill of Language above). This language can be further improved by adding levels of the skill of Language itself (i.e. not more of the skill of Alchemist)

Antique collector: knowledge of one genre of artifacts from one historical peroid in one geographical region, plus expertise in evaluating and pricing such objects. There are many possible sub-fields within this skill (e.g. furniture, clothing, statuary and art, books and manuscripts, glassware, etc.). and this is thus to be used as a catch-all for those types of collecting which are not listed separately below (cf. Numismatist). Its exact content must be decided by the player and the referee. Advanced levels provide expertise in further periods, areas, styles, regional variants, and categories of artifacts

Arms and armour collector: as one of the variants of the Antique collector skill, this provides knowledge of weapons and armour from another historical period and/or from some specified foreign land. Cf. the Antique collector skill above for possible advanced levels

Artist/sculptor: proficiency in the theoretical and aesthetic foundations of art, as practiced in one's society; practical ability to create works in one artistic field (e.g. painting, sculpture). Advanced levels may provide development within one's present field or expansion into a new area: e.g. a sculptor may use an advanced level to sculpt better, or he/she might take up painting or tapestry-weaving. Each sub-field must thus be recorded separately

Astrologer: like sorcery, this skill is normally taught within the temple academies, and there is perhaps only a 10 percent chance of being able to learn it elsewhere. It includes a knowledge of the visible planets and the two moons (Sec. 1.100) and the ability to use ephemerides, an astrolabe, a compass, and relevant mathematcis needed to produce natal horoscopes and insert transiting bodies (Sec. 1.1010). Advanced levels permit the identification of personality traits from astrological charts, synastry (the comparison of two or more horoscopes to determine, for instance, how the subjects get along with one another), the erection of horoscopes for events and in reply to horary questions. The highest stages of this skill enable the practitioner to make prognostications—some of which may be correct!

Astronomer-navigator: this skill begins from the same astronomical base as Astrology: the heavens, the astrolabe, the compass, ephemerides, etc. It branches off to provide experience in practical navigation, a knowledge of weather, coastlines, ship-handling, and other maritime matters. An astronomer-navigator can navigate more accurately than can a ship captain, and no large vessel would venture out upon the high seas without such a specialist aboard. This skill is taught mainly in special academies: e.g. the Temple of Avánthe in Jakálla, the Temple of Thúmis in Khéiris, the Temple of Ksárul in Penóm, the Temple of Keténgku in Yán Kór City, the Temple of Shiringgáyi in Tsatsayágga, and in the shrines of the sea-related deities of Livyánu (Sec. 1.610)

Botanist: recognition of plants, herbs, fungi, etc; experience in their classification and in the identification of their qualities and uses. This skill is initially limited to the flora of one region, but advanced levels provide expertise in other areas, other types of plants, further knowledge of plant uses, and eventually the study of the deadly "Food of the Ssú," the original vegetation of Tékumel (Sec. 1.414)

Courtesan/Don Juan: the courtesan (a female) and the Don Juan (a male) can flatter, tease, cajole, and charm those who are physically attracted to them. This skill demands a Comeliness (Sec. 2.217) of 71 or above AND a Charisma (Sec. 2.218) of 81 or more. It should also be combined with at least 4 levels of the Etiquette and Courtly Manners skill (below)

Upper class skills:

Dancer: men and women do not dance together in the Five Empires (or indeed in most of the smaller states), but a nobleman may learn to perform the epic dance-dramas (Sec. 1.930) for his friends (but never for money!). An upper class girl may similarly gain prestige through performing the epics, the religious ritual dances of her sect, or through certain more seductive dances presented before her clansmen and any would-be suitors. *Aridâni* women (Sec. 1.520) rarely dance

Engineer-architect: a more scholarly form of the urban Architect skill: knowledge of materials, methods, maps and plans, some mathematics, and the supervision of labourers. Advanced levels cover irrigation (canals and aquedeucts), bridges, fortifications, and palace architecture. Some practitioners may prefer mechanical engineering: pumps, locks for dams, drawbridges, portcullises, traps and devices used to seal tombs, siege engines, water clocks, subterranean tunneling, etc. See Secs. 1.421, 1.940, and 1.1030

Etiquette and courtly manners: knowledge of polite language, gestures, ceremonies, and honorifics needed to succeed socially in the upper classes. A minimum of 5 skill levels is required if the character is not to be thought a boor, while 6 levels are the most one needs for social polish. Manners and customs vary from country to country, and only the first 2 levels of this skill can be carried over to another nation: e.g. a refined Tsolyâni who has 6 levels of this skill would be treated as though he/she had only 2 levels upon travelling to Livyânu

Falconer: expertise in training birds of prey (e.g. the *Kûni* bird, which can also be trained to talk) and their use in hunting. Advanced levels provide more finesse and skill, the capability of training rare birds from other lands, teaching one's birds to seek particular prey, or making a *Kûni* bird act as a flying scout for one's party

Geographer: familiarity with the general geography of the known world, expertise in one particular region or nation, its ecology, demography, products, etc. Advanced levels give knowledge of other areas, more details about specified areas, and eventually a mastery of High Cartography (Sec. 1.1010)

Geologist: knowledge of minerals, fossils, stratigraphy, the likelihood of finding certain ores or gems in a given region, etc. Advanced levels provide expertise in further areas and more detailed competences in these topics. An expert geologist can examine a site and determine the likelihood of finding water, a particular mineral, etc. upon it

Historian: expertise in the known history of the world (within one's cultural limitations); greater familiarity with one specific period and locale (e.g. the Time of the Fisherman Kings in Salarvyâ (Sec. 1.340), or the Engsvenyâli Empire in what is now Tsolyânu (Sec. 1.360). This skill provides the ancient or classical language associated with one's historical field to the advanced level (Sec. 2.232). This must be one of the "non-forbidden" tongues noted under Language in the urban list, and it must be further improved by buying levels of the Language skill itself (i.e. rather than more of the skill of Historian). Advanced levels of the historian's art provide further periods, regions, details, and competence in what is known of archeology and the preservation of artifacts (Sec. 1.1020)

Hunter: a "nobleman's knowledge" of hunting, game animals, predators, hunting weapons (usually the composite bow and the short spear or javelin), and tracking (but not to the extent of the tribal hunter, whose life depends upon an ability to obtain game). Trapping is not considered "noble," and the upper class hunter therefore knows nothing of it. If the hunter wishes to slay animals personally (rather than having this done by serfs and slaves while he/she watches from a palanquin), this skill must be combined with that of Warrior (below). By itself, the Hunter skill contains no implications of one's fighting prowess

Interpreter: as for the urban Interpreter skill (above). This adds abilities in practical field linguistics: the writing down of unknown languages in semi-phonetic characters, the analysis of their structures, the preparation of grammars and dictionaries, etc. See Sec. 1.1020

Jewel collector: knowledge of the gems and ornaments of one historical period and region, plus an ability to appraise their current values. Advanced levels add further historical and/or regional competences and permit more accurate identifications and estimates of prices. Unlike the urban Jeweller-goldsmith skill, this does not include any capability of manufacturing jewellery, smelting metals, or other practical techniques. See Sec. 1.1030

Land administrator: as for the urban Business Administrator and the upper class Administrator skills, except that this is directly oriented towards the running of an agricultural estate: knowledge of crops, prices, labour, animals, methods, economic trends, and management. This skill is vital for those who wish to engage in a large-scale agricultural enterprise or who wish to operate an Imperial fief

Language: as for the urban Language skill (above). This adds the ability to "read" the curious "language flow-chart models" discussed in Sec. 1.1030. There is also a small chance of being able to learn one of the "forbidden" temple-specific languages (cf. under the urban variant of this skill, above): one announces this intention in advance, allocates the skill points to buy the level, and rolls D10: 1-9 = no language is obtained, and the skill points are lost; 10 = a level of the "forbidden" language of the player's choice is purchased. Further levels of this tongue are bought in the same fashion, but each time the successful die score range is expanded by 1: e.g. the second level is available on a roll of 9-10, the third on an 8-10, etc. In each case, an unsuccessful score means that one's skill point investment for that level is irretrievably forfeited

Mathematician: practical and theoretical knowledge of those forms of mathematics known to one's culture (Sec. 1.1010)

Musician: theoretical knowledge of the modern music of one's society, plus historical knowledge of one period and region. Practical ability to sing well or to play one specified instrument (Sec. 1.930). Advanced levels provide further competence in one's field, or in other instruments and styles

Numismatist: expertise in the types and values of coins from one's own nation and time, plus knowledge of the coinage of one distant land OR of one historical period. Advanced levels give more regional or historical competences, plus more accurate identifications and estimates of values. See Sec. 1.731. This is a variant of the skill of Antique Collector (above), but it is a common pastime of the aristocracies of the Five Empires and thus deserves separate listing

Official: as for the rural and urban forms of this skill. The upper class official is expected to know more of the workings of the bureaucracy of his/her nation, the use of "inducements,"

government practices and "channels," and the art of intrigue. Unlike the rural and urban forms of this skill, however, at the beginning of the game a character is promoted one administrative Circle (Sec. 1.810) for each TWO levels of this skill purchased—wealth, clan-status, and influence are valuable commodities!

Orator: practical ability to make charismatic speeches—an important skill for those who wish to become high officials, generals, politicians, etc. This skill has a prerequisite of a Charisma score (Sec. 2.218) of 81 or higher AND a Comeliness of 21 or better (Sec. 2.217). The peoples of the Five Empires lay great stress upon visual appeal and cannot abide an ugly public speaker

Philosopher: this skill is taught mainly in the temple academies and is only rarely (5 percent chance) available elsewhere. On Tékumel there is no "secular" philosophy: systems of thought divorced from the doctrines of the religions, the myths, and the commandments of the Gods. The philosopher is therefore more of a theologian than a secular thinker; cf. Sec. 1.1020. Philosophy includes the tenets of one's sect, the myths and epics, the secret teachings and doctrines of one's deity, ethics (Sec. 1.610), speculations concerning the Gods and their goals upon this Plane, ideas of the afterlife and the heavens and hells of one's faith (Secs. 1.610 and 1.620), and knowledge of the various "parts" of an entity (Sec. 1.620). Advanced levels provide information about past and present doctrines, schools of thought, logic and sophistry, and ecclesiastical history. At the start of the game, for each three levels of this skill acquired, a character is promoted one priestly Circle (Sec. 1.832)—if he/she has NOT already received this promotion bonus by taking the skill of Priest itself. This skill also adds the advanced level (Sec. 2.232) of one of the "permissible" ancient or classical languages (cf. under Language skill). This may be further improved by purchasing levels of the Language skill. Only a priest who is of the 10th Circle may begin the study of the "forbidden" tongue of his/her sect (if it has one), and since this requires 200 skill points (20 x 10), it would be rare indeed to find a character starting the game with this competence

Physician: as for the urban form of this skill, but with more theoretical learning and perhaps less practical experience. Advanced levels include familiarity with foreign medical practices, knowledge of the pharmacoepia of earlier historical periods, more systematic grounding in instruments and techniques, greater sophistication in anatomy, some success in treating other species (Sec. 1.412), and—at the highest levels—even a little progress in curing the otherwise incurable diseases of Tékumel (Sec. 1.412)

Poet: ability to compose and recite verse in the modern, popular tradition of one's country. Advanced levels add abilities in the recitation of the epics, the poetry of other nations and/or periods, versification in other languages known to the character, composition of epic poetry of one's own, and literary criticism (Sec. 1.1030). This skill requires an advanced education, and for best results it should be combined with such skill as Etiquette and Courtly Manners, Orator, or Courtesan/Don Juan, above

Priest: as for the rural and urban skills of Priest, above. This gives greater knowledge of doctrine, theology, the rituals, temple organisation, internal and external sectarian politics, ecclesiastical history, etc. At the start of the game, a character is promoted one priestly Circle (Sec. 1.832) for EACH level of this skill acquired (i.e. at a faster rate than either the peasant or the townsman—the perquisites of class). This however remains at the discretion, if any, of the referee. An advanced education is a prerequisite to taking this skill, however; those who lack this must take the urban skill of Priest and pay the extra points required. An upper class priest also receives the advanced level (Sec. 2.232) of one of the "permitted" ancient or classical languages (cf. under Language, above) OR the advanced level of one modern tongue (cf. under the Interpreter skill, above). This language may be improved by buying further levels of either the Language or the Interpreter skills, whichever applies. For the learning of the "forbidden" temple tongues, cf. under the skill of Philosopher, above

Reading/writing: as for the rural and urban forms of this skill

Scholar: this serves as a catch-all for those arts and sciences which are appropriate to the culture but which have been omitted here. The content of this skill must be worked out by the player and the referee. Almost all "scholars" are members of the temple academies, of course, and the referee may wish to grant the character a language (ancient or modern) if the case requires

Shipping administrator: this is the maritime equivalent of the Administrator and Land Administrator skills. It includes knowledge of cargoes, routes, vessel types, crews, commodities, prices, and markets, but it contains no direct abilities in such skills as Sailor, Ship Captain, Shipbuilder, or Astronomer-navigator. This skill is valuable to those who wish to operate a shipping line or who desire to become naval officers

Soldier: as for the rural and urban variants of this skill, except that at the start of the game, a character is promoted one military rank (Sec. 1.821) for each TWO levels of this skill acquired (i.e. at a somewhat faster rate than the peasant or townsman recruit—again the perquisites of wealth and class!). Much of the upper class soldier's competence will be in the form of "book-learning," however, and he/she need have no capacity as a fighter at all. An aristocratic soldier may be little more than a gilded popinjay whose rank has been bought and paid for with clan money and influence. Fighting prowess is gained only through the Warrior skill, q.v.

Sorcerer: as for the rural and urban forms of this skill (q.v.), and the strict intellectual and psychic prerequisites given under the Shaman skill in the tribal list also apply here. There is a 15 percent chance of being able to acquire sorcery from a non-temple tutor, if this is desired; private tutelage is a privilege of the upper classes, although good teachers of sorcery are very rare outside of the temples. The content of the sorcery studied by the upper classes does not differ measurably from that available to peasants and townsmen: all sources eventually stem from the vast temple libraries and the academies (Sec. 1.831), and during Tékumel's long history little has been learned that has not gone into these repositories, thence to be made available to further generations of scholars. An upper class sorcerer has better opportunities for study. He/she may have funds for finer ingredients, books, manuscript copying, and tutors. The skills of magic are not acquired just from these things, nevertheless; long hours of exhausting training are needed, as well as the innate mental and psychic talents noted above. An upper class mage may thus be more learned than his/her rural or urban colleagues in the lore of magic, the Demon Planes, types of spells, the history of sorcery, and the biographies of famous wizards, but all find themselves on equal ground when it comes to the practical employment of the art

Upper class skills:

WArrior: as for the rural and urban forms of this skill (q.v.), but with less emphasis upon the cruder weapons (e.g. fisticuffs, spears, self-bows, and slings) and more upon the "noble" arms: the sword, the composite bow, and the crossbow (Sec. 1.960). Also stressed are expertise in duelling and the laws and customs thereof (Sec. 1.740), various fighting styles available through private schools and tutors (Sec. 1.960), and training in the particular arms of one's legion (if one is also a soldier). Acquiring expertise in specific weapons will be detailed later in the Sections dealing with combat

Wine connoisseur: expertise in judging fine wines and liqueurs (Secs. 1.415 and 1.920). This ability is similar to the urban Winemaker-brewer's skill (above) but contains no practical ability to manufacture these beverages. Included are familiarity with the qualities and proveniences of various vintages, a knowledge of prices, and theoretical oenology and zymurgy. Advanced levels add further details, regional and international competences, and expertise in the transport, sale, and stocking of alcoholic beverages

Chargêsh hiVríddi again provides a good example. His Intelligence (Sec. 2.215) is 50, and he is 22 years of age (Sec. 2.219). He thus receives 20 skill points from the table given previous to the skill lists. To this sum he adds a D100 score of 79 for a total of 99. This is rounded off to 95 since no skill level costs less than 5 points. Chargêsh has a family wealth-group of 9 and an advanced education (Sec. 2.238). He therefore uses the upper class skill list. He has the Psychic Ability and the Psychic Reservoir to make a presentable sorcerer, but his intellectual shortcomings preclude this (cf. under the skill of Shaman in the tribal list). Many other scholarly skills in the upper class column are barred to him for the same reason: just not enough "upstairs." He does have the intelligence (barely!) to qualify as a soldier, and his physique is adequate for a fighter. Although he could easily reach the rank of *Heréksa* (a type of higher subaltern; cf. Sec. 1.821) by investing 80 of his 95 skill points in the skill of Soldier, he does not fancy being a "desk soldier" with no combat abilities! He therefore buys 2 levels of Warrior for 40 points and 2 levels of Soldier for another 40, making him a *Kuruthúni* (Sec. 1.821) and saving him from the hardships of basic training. He takes one level of Etiquette and Courtly Manners for 10 points, a useful skill for one who dreams of someday becoming an Imperial officer. He uses his last 5 points for the first level of the skill of Swimmer; he can now paddle about without fear of instant drowning. More will be said of Chargêsh' choice of professions in the next Section.

A different line of development is seen in the career of Chargêsh' current inamorata, Alinâ hiNakkodâi of the Clan of the Sweet Singers of Nakomé (Sec. 1.550). She is a slender, darkly intense girl, an *Aridâni* since the age of 18 (Sec. 1.520)—which saved her from an unwanted, clan-instigated marriage—and she is deeply devoted to the Temple of Vimúhla. Her present age of 21 and her Intelligence of 95 give her 60 skill points, to which her D100 roll adds 79 more for a total of 139, rounded down to 135. Her fine mental capacities, her Pyschic Ability of 86, and her Psychic Reservoir of 69 make her a good candidate for the study of both branches of sorcery (cf. above under the Shaman skill in the tribal list and also Sec. 1.620). She therefore invests 40 points in the skill of Sorcerer and 40 more in that of Priest, raising her to the 2nd Circle within her temple hierarchy. She takes the first level of the skill of Alchemist for 20 points. This gives her the advanced level of one ancient or classical language, and she chooses the tongue of the Dragon Warriors, Ancient N'lõssa, which has special relevance to the worship of Vimúhla (Secs. 1.330 and 1.711). She next purchases one level of the skill of Historian for another 20 points, providing her with another ancient language to the advanced level. This time she selects Engsvanyâli, a tongue in which many sorcerous texts are written. (She cannot add the language skill gained through Historian to the same language acquired by the Alchemist skill; it is therefore better for her to choose a completely different language.) She has now expended 120 of her 135 points. She considers using her last 15 points for a level of Etiquette and Courtly Manners but decides that she is not interested in high administrative rank. She thus buys one level of the Artist/sculptor skill. This aids her as an historian because she can specialise in Engsvanyâli art. Her career now appears as a clear road before her: further study of sorcery and alchemy, more history, promotion within the scholarly Circles of her sect (she is as yet uncertain whether to remain in the priesthood or whether to become a Lay Priestess; Sec. 1.832), and art as a hobby on the side. She will probably not wed Chargêsh, even were their clans to give permission. He is bent upon a military career and she upon a priestly-academic one. He serves nicely for the time being, however, and Alinâ has sculpted a rather amateurish bust of him attired in the panoply of an ancient Vriddi warrior. Of this he is exceedingly proud, but she surmises that he would pay her the same elaborate compliments even had she created a chamberpot instead.

Both Alinâ and Chargêsh know Chekú'unish Arodlé, the Mu'ugalavyâni mentioned in Sec. 2.238. He is a townsman and a member of the solidly (or stolidly?) middle class mercantile Clan of the Bronze Oblong in Khêiris. He is 27, a little older than his Tsolyâni friends, and he has an Intelligence of 61. These give him 60 skill points, to which he adds an uninspired D100 roll of 31: a total of 91, rounded down to 90. A family wealth-group of 7 and an intermediate education place him squarely in the urban skill list. His Psychic Ability is 73, but his Psychic Reservoir is a miserable 13, making it impossible for him to learn any form of sorcery. His Height-Build-Strength factor (Sec. 2.211 ff.) is also an undistinguished 32, insufficient for success as a warrior. He thus decides to follow his clan's profession and invests 60 points in 6 levels of the Merchant skill. This provides him with 2 levels of a modern language, and he selects Yán Koryâni. He is illiterate in Tsolyâni (Sec. 2.238), and he thus buys 2 levels of the skill of Reading/writing for another 20 points. He still has 10 points left (not enough to obtain literacy in Yán Koryâni), and he wavers between buying a level of Beast Trainer, one of Fletcher, or one of Locksmith. He finally settles upon the last of these. Chekú'unish will now find himself in some demand as a participant in the trading caravans which crisscross the Five Empires and the lands beyond. He is a "Journeyman" merchant (Sec. 1.840); he knows four of the five major languages of the continent well enough to get along, and he is literate in three of these; and he has a smattering of another useful craft. He may never aspire to military glory or plumb the mysteries of the Gods and the sorcerous arts, but he is experienced in the ways of the world and can look forward to an adventurous (and hopefully prosperous) career and eventually to a respected position within his clan and his community. Chekú'unish does wish to learn a little of the skill of Warrior, even though he may never excel at it. After all a trader must sometimes defend his goods on the road. There will be time for this later, of course.

2.2310. SKILL LEVELS AND SUB-SKILL COMPETENCES.

Complete levels of skills are obtained in Sec. 2.239. Once a character enters the game, however, further levels are broken down into ranges of "skill points." A new level costs so many points to acquire, and these points must be obtained through actions in the game (cf. Sec. 2.420 ff.). Skills are not comprised of the same numbers of points, moreover: some are easier to master than others. Skill types and the points contained in one level of each are as follows:

Skill points per level	
Skill type and the number of points each costs per level in Sec. 2.239	Number of skill points contained in one level of this type
Easy (5)	500
Moderatly easy (10)	800
Complex (15)	1,200
Difficult (20)	2,000
Very difficult (25)	3,000

As can be seen, it is 6 times easier to gain a level of Farmer (an easy skill) than of Assassin (a very difficult one). This is as it should be. The former is relatively simple to master at Tékumel's present technological level, whereas the latter requires months and even years of constant practice and effort to learn.

Several skills have upper limits: a fixed number of skill levels beyond which the skill cannot be taken (cf. Sec. 2.239 (4)). Most other skills have no such limitations; it is technically possible to become a 50th level farmer, a 1,000th level orator, etc. There are logical restraints, however. The following table shows the correlation between numbers of skill levels and the terms used by the craft professions; cf. Secs. 1.840 and 2.239 (3). Although these terms apply mainly to artisans, the concept can be carried over to such "unranked" skills as Poet, Orator, Historian, and the like.

Term	Number of skill levels needed to achieve this status
Hobbyist	1
Apprentice	3
Journeyman	6
Craftsman	9
Master-craftsman	12
High Master-Craftsman	15
Senior Master-Craftsman	18

It is rarely useful in game terms to go beyond 18 levels in any skill. In effect, a baker who is a Senior Master-Craftsman knows all there is to know about baking. Exceptions include Assassin, Shaman, Sorcerer, and Warrior, where greater and greater expertise continues to give increased powers. The skills of Official, Priest, and Soldier also add bonuses to one's status beyond the 18th level.

It is important to reiterate here that skill levels by no means coincide with social status. One who has 10 levels of the skill of Priest does not necessarily belong to the 10th Circle (Sec. 1.832). Skill competence does help in promotion, of course, but there are many other factors as well; cf. Sec. 2.430 ff.

2.2311. SKILL SUB-DIVISIONS.

It is assumed that each additional level of any skill provides further abilities. It is not possible to give specific contents to each level of every skill, but some suggestions are to be found in Sec. 2.239. The success or failure of a specific attempt to use a given skill is determined by the "Skill Success roll"; see Sec. 2.727.

Realistically, sub-competences differ from person to person. One apothecary may be an expert in love potions, another in medicines, and a third in poisons and narcotics. The *Chlén*-hide armour of one tanner may be superb, whereas a fellow craftsman may do better work in the softer leathers—etc. Much of this can be ignored for game purposes—or may be left to the discretion of the referee.

Four common "adventure" skills do have important sub-skills: Assassin, Shaman, Sorcerer, and Warrior. Assassins and warriors acquire expertise in various weapons and fighting techniques. Sorcerers and shamans similarly learn new spells and forms of magic.

Assassins, officials, priests, soldiers, and warriors may also acquire sub-skills appropriate to service in one of the intelligence-gathering agencies or secret police organisations (Sec. 1.740). An assassin has access to these sub-competences as a matter of course, and a recruit in the Omnipotent Azure Legion of Tsolyánu, the *Surgéth* of Yán Kór, the Company of the Mourners in Sable of Mu'ugalvyá, the *Vrú'uneb* of Livyánu, and, to a lesser extent, the intelligence arm of the Chrugilléshmu family of Salarvyá may also be given training in these specialties. Such religious orders as the Ndálu Clan of the Temple of Ksárul, the Incandescent Blaze Society of the Temple of Vimúhla, etc. (Sec. 1.610) maintain their own intelligence units as well, and an occasional character who is a professional priest or Lay Priest (Sec. 1.832) may learn these non-combat espionage techniques also. Such training implies a near-fanatic devotion to the goals of one's organisation, of course; cf. the remarks made concerning the profession of assassin in Sec. 2.241 (8).

Sub-skill competences are less relevant to other professions in the game. Most have no direct effect upon combat and play only minor roles in the special dice throws described in Sec. 2.720ff. Some players do want to know in greater detail what their personae have learned, and such sub-skills may thus serve as interesting background material. Occasionally the referee, too, may use this information to decide what actions a character can perform or what knowledge he/she may have with which to aid the party. For these reasons, the following Sections contain generalised sub-skills for "regular" priests, officials, and soldiers, as well as for the "adventure" skills mentioned above. The referee may devise further "ladders" of sub-skills for other crafts and professions, if he/she desires.

Sub-competences within a skill are acquired and deployed as follows:

1. Each complete skill level (Sec. 2.2310) contains 4 "Competence Unit" points. Within certain limits (see below), these may be expended to "buy" levels of sub-skill competences as the player wishes.
2. A level of sub-skill competence costs from 1 through 4 Competence Unit points, depending upon the difficulty of the specialty and the training needed for it. For example, within the Warrior skill, a level of training in the pike costs just 1 Competence Unit—the pike is, after all, a rather simple weapon. On the other hand, a level of the complex and difficult unarmed martial arts (Sec. 1.960) costs 4 Competence Units.
3. If a sub-skill contains further sub-sub-competences, it is assumed that the acquisition of a skill level makes the char-

acter equally proficient in all of them. For instance, a warrior who buys a level of training in the use of short one-handed weapons can wield a short sword, axe, club, mace, or war-hammer with equal facility.

4. Points gained through different skills must be kept separate. For example, a knowledge of Disguise can be acquired through the assassin clans, through the skills of Official, Soldier, or Warrior (for use by members of the intelligence-gathering agencies), or through the skill of Priest (taught to recruits in the temple secret societies). A character may indeed buy a level of competence in such a sub-skill with Competence Points earned through one skill and then add another level to it with points earned through a different skill: e.g. a level of Disguise acquired through the Assassin skill, followed by another level of Disguise obtained through the skill of Official. Nevertheless, one cannot "mix" points earned through different skills to make up a skill level: e.g. 2 points from the Assassin skill + 2 more points from the Soldier skill to buy a level of Ciphers, a sub-skill which costs 4 Competence Unit points per level.
5. As skill points are gained (Sec. 2.420 ff.), they are noted on the Character Record Sheet. When a complete skill level has been achieved (Sec. 2.2310), the 4 Competence Unit points thus obtained can be deployed. Only complete sub-skill levels have any effect: one gains no benefit whatsoever from half a level of Ciphers, for instance, or one quarter of a level of the unarmed martial arts. One may thus "save" Competence Unit points on the Character Record Sheet until one has enough to buy the sub-skill level one seeks. This provision is useful to a person who cannot immediately find a tutor to instruct him/her in a new technique, weapon, etc.
6. A newly purchased sub-skill level takes effect either at the end of an "adventure" (i.e. when the party has returned to base, rested, and readied itself to start off again) or at the beginning of a new session of gaming, provided that the character already has at least one level previously invested in this same specialty; cf. (7), below. For simplicity's sake, a new sub-skill level cannot take effect during an "adventure."
7. Investing Competence Unit points in a new sub-skill requires the tutor, opportunity, materials, etc. described in Sec. 2.420 ff. Learning a new sub-skill is, in effect, the same as mastering a totally new skill. Once one has achieved the first sub-skill level, however, further progress is made through study, practice, and competence rewards, just as for any other skill. The times needed to master sub-skill levels are shorter than for a completely new and different skill; cf. Sec. 2.420 ff.
8. Skill decline (Sec. 2.426) and certain other reasons may cause a character to lose skill points. One first loses any skill points noted on one's Character Record Sheet, and no impairment of one's talents occurs until these are gone. Only when skill decline cuts into a complete skill level are one's abilities harmed: the last sub-skill level to be gained is deducted. Should the necessary points be regained, this level may be "repurchased" at the end of an "adventure" or at the beginning of a new session of gaming.

2.2312. ESPIONAGE SUB-SKILLS.

The following non-combat sub-skills may be purchased with Competence Unit points earned through the skills of Assassin, Official, Priest, Soldier, and/or Warrior, as described in Sec. 2.2311. The effects of these sub-skills upon the game are detailed in Sec. 2.729.

Cost in Competence Units per sub-skill level	
Disguise	1
Tracking	2
Spying techniques	2
Poisons and drugs	3
Traps and secret door construction and operation	3
Ciphers, secret argots, and codes	4

Sub-skill	Details
Disguise	This permits one to alter his/her appearance, walk, mannerisms, etc. (but not to appear as another species) through the ingenious use of garments, cosmetics, etc.
Tracking	A spy or assassin is trained to track victims through an urban environment, whereas the tribal tracker (Sec. 2.239) pursues game out-of-doors. These two specialties are thus not interchangeable.
Spying techniques	This includes a knowledge of invisible inks, heliography, rapid copying, and an excellent memory (acquired through primitive but effective training). In addition, espionage agents on Tékumel often use semi-intelligent birds and beasts as informants and lookouts. Beast Trainer, Falconer, and the tribal skill of Animal/Bird Knowledge are thus helpful for this specialty—and vice-versa.
Poisons and drugs	An Intelligence factor (Sec. 2.215) of 71 or higher is needed to acquire this sub-skill. In addition, 3 skill levels must first be obtained in one of the following skills: Alchemist, Apothecary, Beast Trainer (animal toxins), Botanist (vegetable poisons), or Physician. The tribal skills of Animal/Bird Knowledge and Plant Recognition may be substituted.
Traps and secret door construction and operation	This sub-skill requires a minimum Intelligence factor (Sec. 2.215) of 71. The learner is introduced to most of the common types of pitfalls, trap-door mechanisms, devices employed to protect chests and boxes, the complex techniques used to build and operate secret doors, etc. The skill of Locksmith is not included, however, and must be acquired separately.
Ciphers, secret argots and codes	Each of the assassins' clans has its own secret language, codes, and signals. Two members of the same clan can communicate easily in normal-appearing speech or writing, while at the same time conveying messages of considerable complexity. The sign language of the deaf and dumb Servitors of Silence who surround the Petal Throne in Avanthár (Sec. 1.370) is taught only to officers of the Omnipotent Azure Legion of the 18th Circle or higher—or to members of the rank of *Dritlán* or above in the Legion's military arm. Even so, this knowledge is imparted only on a "need to know" basis. It is thus not likely to be available often to characters in the game.

2.2313. SUB-SKILLS OF THE ASSASSIN.

The societal restrictions surrounding the assassins' clans (and similar strictures upon members of the intelligence-gathering agencies) must be considered carefully before a player character joins one of these groups; cf. Secs. 1.740 and 2.241 (8). Assassins do not normally wear armour (except as a disguise when acting as soldiers), and they certainly cannot employ such bulky defensive gear when on missions. They are also forbidden by their clan laws from learning or practicing sorcery, although they may use ancient magico-technological devices, books, scrolls, etc. Much the same is true of the intelligence-gathering services and the secret societies of the temples: "public" officials of these bodies and the soldiers or priests of their "visible" units do wear armour and ceremonial vestments—and dress most splendidly when in attendance upon the Petal Throne or when participating in various rituals—but espionage agents and the secret police may be assigned to almost any walk of life and may appear as labourers, merchants, artisans, priests, soldiers, nobles, or even slaves.

In addition to the non-combat espionage skills listed in Sec. 2.2312, assassins are taught certain special weapons and techniques. These are enumerated below, together with the costs in Competence Unit points in the Assassin skill needed to purchase a sub-skill level of each. These weapons are more fully described in Sec. 1.960.

Cost in Competence Units per sub-skill level	
Hand-weapon sub-skills	
The Springing Doom (spring-loaded dagger)	1
The Collar of Forever (garrote)	2
The Teeth of the Demon Tomúa (seashells covered with poisoned spines; dropped where a victim may tread upon them	2
The Dance of Peril (intricate networks of poison-smeared trip-wires	3
The Tender Companion (trained *Alásh* snake)	4
The Worms of Death (clay "coins" containing dormant worms which emerge to eat into a victim's body when the "coin" is broken)	4
Missile weapon sub-skills	
The Whisperer (miniature blowgun)	2
The Summoner upon the Way (small crossbow)	2
The Deliverer from Existence (specially balanced throwing knife)	3
Pa'iya's Kiss (small vials of corrosive acid or poison hurled at a victim; this sub-skill includes the use of the staff-sling with which these are thrown	4

An assassin may also purchase sub-skill levels in the quarterstaff, the unarmed martial arts, the dagger, and fisticuffs and brawling with Competence Unit points earned through the Assassin skill. All other melee and missile weapons (e.g. the sword the spear, etc.) must be bought with Warrior skill points. Most assassins thus attempt to gain competence in the Warrior skill as well as in their own.

2.2314. SUB—SKILLS OF THE OFFICIAL.

This Section is optional. It is intended as "background material" and has little direct effect upon the play of the game (see Sec. 2.2311). The group may thus decide either to use only generalised skill levels (each having no more than vague contents) or to keep records of Competence Unit points, sub-skill levels purchased, etc.

The sub-skills of the Official skill are sequential: one may learn as many as three of them at once (i.e. invest Competence Unit points to buy sub-skill levels), but a minimum of 6 sub-skill levels must be acquired in each lower specialty before one's superiors will permit one to take up the study of a more advanced field. For example, 6 Competence Unit points must be spent (gaining 6 sub-skill levels) on Office Routines before one is allowed to drop this and move on to some more challenging specialty.

Cost in Competence Units per sub-skill level	
Office routine	1
Job-training for one's specific post*	1
Record-keeping, budgeting, and accounting	2
Bureaucratic channels and inter-office relations	3
Town, city and provincial administration and planning	3
Public ceremonials, functions, and protocol	3
National administration and relations with the central government	3
Political theory, economics, and international relations	4
Court etiquette for use in Avanthár (or the highest circles of other nations)	4

*Sub-skill levels in this specialty must be obtained anew if one changes posts. Some abilities may be carried over to a similar post, of course, at the discretion of the referee.

2.2315. SUB-SKILLS OF THE PRIEST.

This Section is optional; cf. Sec. 2.2311 and the introductory paragraph in Sec. 2.2314. The details of priestly sub-competences differ, moreover, from sect to sect, and no detailed descriptions of these can thus be provided.

As said in Sec. 1.832, there are five categories of priests. The professional opportunities open to these are discussed in Sec. 2.241 (5 and 10).

1. The ritual priest is the most numerous type within every temple. He/she is the temple's religious expert and hierophant, the person most concerned with ritual, dogma, the scriptures, and other tenets. Although a ritual priest may acquire other skills, he/she is expected to devote more time to the perfection of his/her competences in the skill of Priest *per se* than to anything else.
2. The administrative priest deals with the running of the temple and its possessions. After obtaining a "basic training" in ritual and dogma, he/she specialises in the mundane affairs of the sect. Useful ancillary skills include Administrator, Business Administrator, Land and Estate Administrator, and Scribe-Accountant.
3. The scholar priest combines the skill of Priest with one or more of the "knowledge" skills given in Sec. 2.239: e.g. Geographer, Historian, Sorcerer, etc. He/she has the usual "basic training" in the tenets of the sect, lives in the temple, participates in some of the ceremonials, and works in the temple's library, academy, or workshops.

4. The military priest learns the basics of the faith through the skill of Priest, combat techniques through the skill of Warrior, and military expertise through the Soldier skill. His/her usual function is to serve in a temple guard unit or a temple-funded legion. If he/she has powerful psychic talents (Sec. 2.216), he/she may join the magical contingent which accompanies every legion. This, however, requires long special training. Cf. Secs. 1.832 and 2.241 (10).
5. The Lay Priest is usually a scholar priest who has opted not to be part of the regimen of the hierarchy. Ritual priests are also found in this group, serving as "house priests" in the clanhouses and palaces of the aristocracy; cf. Sec. 2.241 (10).

There are only two fundamental sets of sub-skills for the skill of Priest, notwithstanding the five types noted above. The first of these is the "ladder" followed by the ritual priest—and also acquired as "basic training" by military priests, scholarly priests, and Lay Priests. The second set of sub-skills is that which is useful to administrative priests. Occasionally these two sets may be allowed to overlap, but the temples do try to prepare their minions for specific roles within the hierarchy.

Like the sub-skills of the Official, priestly sub-competences are rigidly sequential. The system is as given in the second paragraph of Sec. 2.2314.

The sub-skills of the ritual priest are as follows:

Cost in Competence Units per sub-skill level	
Basic dogma and rituals	1
Special feast-day ceremonials (Sec. 1.1050)	1
Scriptures and texts	2
Theology, exegesis, and hermeneutics	3
The "Aspects" (Sec. 1.610) and mythology	3
Ecclesiastical history	3
Comparative study of other sects and doctrines	3
Advanced theology, iconography, symbolics, and apologetics	4
The Inner Doctrines: the arcane and anagogical teachings of the faith	4

The sub-skills available to administrative priests include:

Cost in Competence Units per sub-skill level	
Basic dogma and rituals	1
Record-keeping, tithes, and accounting	1
Structure and channels of temple bureaucracy	2
Temple administration	3
Supervision of temple lands and properties	3
Provincial temple administration	3
Political and sectarian relations with other faiths and with the secular authorities	3
National administration	4
Long-term objectives and higher politics	4

As an example, Alinâ hiNakkodâl (Sec. 2.239) is a 2nd Circle priestess of Vimúhla. At the start of the game she thus has 8 Competence Unit points to invest. Since her goal is to become a scholar in the fields of sorcery, alchemy, and history, all she desires from her temple is "basic training." She can choose from 1 to 3 of the first three fields listed in the first table above. She thus buys 6 sub-skill levels of Basic Dogma and Rituals and 2 of Special Feast-Day Ceremonials. She now has all she needs of the first of these and can go on to more interesting fields the next time she completes a skill level of Priest.

The sub-skills of the Sorcerer and the Shaman are not part of the skill of Priest. A system for the obtaining of spells and magical expertise will be given in the Sections dealing with magic, below.

2.2316. SUB-SKILLS OF THE SOLDIER.

This Section is optional; cf. Sec. 2.2311 and the introductory paragraph of Sec. 2.2314. Except for the sub-skill of Artillery (which can also be acquired with Warrior skill Competence Unit points), the following specialties can only be gained with points earned through the Soldier skill.

Except for the first three sub-skills below, the sub-skills of the Soldier skill are not necessarily sequential. They depend instead upon the legion to which one belongs. It is relatively easy in the Five Empires to join an artillery, sapper, or naval unit, and these each provide their own specialised training. They are not as prestigious as the fighting legions, moreover; the pike, sword, spear, halberd, etc. units are considered "more glorious," and soldiers in these latter contingents are not expected to learn Incendiaries, Artillery, etc. but rather to perfect their abilities in Drills, Formations, Field Tactics, etc.

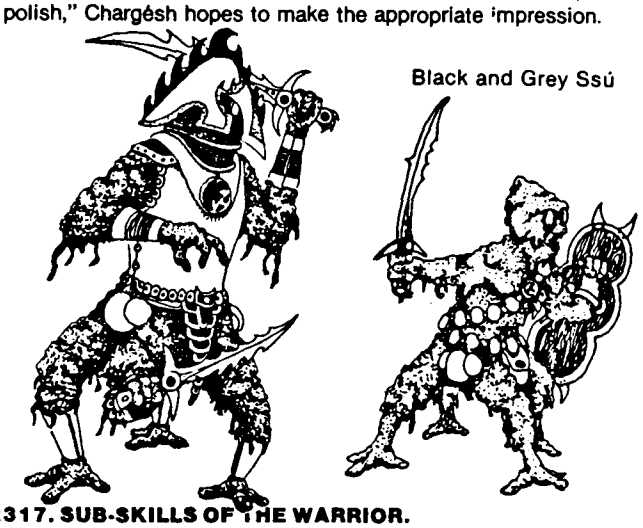
Cost in Competence Units per sub-skill level	
Drills	1
Formations	1
Field tactics	2
Incendiaries	3
Artillery	3
Military engineering and sapping	3
Naval tactics	3
Logistics and grand tactics	4
Grand strategy	4

The details of these specialties may be of interest:

Sub-skill	Details
Drills	This is "basic training" for all soldiers. A knowledge of the standard drills employed by one's nation, commands, and general procedures is essential. One must have at least 6 sub-skill levels in this field before one can hope for promotion to the rank of Lower Subaltern.
Formations	The various formations preferred by one's army are still a part of "basic training." A minimum of 6 sub-skill levels is needed for promotion to the rank of Higher Subaltern. Further sub-skill levels provide expertise in the formations employed by other armies in the Five Empires, the advantages of certain formations vis-a-vis others, etc
Field tactics	This gives a more theoretical competence in the manoeuvres and tactics of the Five Empires. An Intelligence factor of 61 or higher (Sec. 2.215) is needed since one must study the ancient military manuals mentioned in Sec. 1.822. Soldiers are rarely promoted to the rank of Captain without at least 6 sub-skill levels in this specialty, and advancement to the rank of Officer or higher normally demands 12 sub-skill levels or more.
Incendiaries	This covers the use of naphtha, resins, sulphur, oils, and related substances. This specialty is really the province of the artilleryman, who is trained to hurl urns filled with these materials into besieged strongholds. Tutors for this sub-skill are hard to find: perhaps a 5 percent chance per month in a very large city. To learn this specialty properly one should join an artillery legion.

Artillery	The three most important artillery weapons are the ballista, the onager, and the trebuchet (Sec. 1.960). These are taught within special legions of artillerists in Tsolyánu, Mu'ugalavyá, and Livyánu, while in Yán Kór and Salarvyá such specialists form sub-units within legions containing other troop-types (Sec. 1.821). To learn the construction, maintenance, and use of artillery one should belong to an appropriate legion. There is a 10 percent chance per month in a large or very large city, however, of finding a retired soldier who may be willing to act as a tutor.
Military engineering and sapping	This specialty is again the province of separate legions in Tsolyánu, Livyánu, and Mu'ugalavyá; cf. the preceding paragraph. Included are the methods of road-building, bridging, mining, fortifications and earthworks, and the construction of such non-missile engines as the beffroi, the cat, the ram, siege ramps, etc. Architect, Engineer-Architect, and Miner are useful ancillary skills for an expert in this field. The chances of finding a tutor are as for the artillery, above.
Naval tactics	An Intelligence factor of 61 or above (Sec. 2.215) is needed to acquire this specialty, plus at least 3 skill levels in one (or more) of the following: Astronomer-Navigator, Sailor, Shipbuilder, Ship Captain, and/or Shipping Administrator. No nation will normally entrust a ship to one who has less than 9 sub-skill levels in this field, and a minimum of 12 sub-skill levels is normally demanded of a person who seeks the post of admiral of a fleet.
Logistics and grand tactics	This is the science of military movements and supply. An Intelligence factor of 61 or higher (Sec. 2.215) is needed to acquire this specialty since one must study various standard texts (Sec. 1.822). The skills of Administrator, Business Administrator, Merchant, Scribe-Accountant, and even Wheelwright-Carter are useful auxiliaries for this specialty. No soldier is normally promoted to General without at least 6 sub-skill levels in this field, and 10 or more are demanded of a candidate for Senior General.
Grand strategy	An Intelligence factor of 81 or above (Sec. 2.215) is needed to acquire this specialty. In addition, 3 levels in the skill of Administrator are required, plus 3 levels in at least one of the following skills: Engineer-Architect, Geographer, Historian, Land and Estate Administrator, and/or Shipping Administrator. This specialty is important when one participates in staff meetings or when one assesses the military and political ramifications of a military campaign. No major nation will normally appoint an officer to the post of General without at least 3 sub-skill levels of this sub-skill, and promotion to Senior General usually requires a minimum of 6 sub-skill levels.

Chargésh hiVríddi has 2 levels of the skill of Soldier (Sec. 2.239). This gives him 8 Competence Unit points. He buys 6 sub-skill levels of Drills, which relieves him of much of the need to trudge about in the blazing heat and dust as he had to do when he was a raw recruit, and 2 sub-skill levels of Formations. He is on his way to becoming a "proper soldier," and as soon as he can gain another level of the soldier skill, he intends to put 2 more Competence Unit points into Formations and use the other 2 to start his study of Field Tactics. He has his eye on a post in the General's personal bodyguard, and since that worthy is a stickler for "spit and polish," Chargésh hopes to make the appropriate impression.



Black and Grey Ssú

2.2317. SUB-SKILLS OF THE WARRIOR.

Like the sub-skills of the assassin (Sec. 2.2313), this Section is *not* optional. These two skills alone provide expertise in physical combat, and groupings of similar weapons and fighting techniques (Sec. 1.960) form sub-skills within them. A fighter or assassin must therefore keep track of his/her levels in each sub-skill in order to establish his/her Combat Values (Sec. 2.810 ff.).

It is obvious that no one warrior can employ all weapons with equal proficiency. The greatest swordsman in the Five Empires may never have touched a sling, while the village boy whose accuracy with the sling is proverbial among his people is unlikely to have any training in the art of the sword. The armies and military traditions of Tékumel tend to reinforce this, moreover, by creating specialists: e.g. a trooper from a halberd-using legion is apt to have only a passing acquaintance with a sword, axe, or spear—and none at all with missile weapons, unless the unit is one of those which carry bows or crossbows as secondary arms. An average soldier may thus know the primary weapon of his/her legion fairly well and in addition have some competence in the unit's secondary weapon or sidearms. He/she may also be able to wield a dagger and survive the rough-and-tumble brawling of the barracks. An older and more experienced fighter is expected to be good with one or two weapons and to have some abilities with perhaps two or three more. A true expert (e.g. a duelling master; cf. Sec. 1.960) traditionally specialises in just one weapon, group of related weapons, or fighting technique and devotes his/her energies to these to the exclusion of all else.

As seen in Secs. 2.2313 and 2.2316, certain weapons and techniques can be purchased with Assassin or Soldier skill Competence Unit points. All others can be acquired only with points earned through the Warrior skill. The choice of which and how many weapons—and the extent to which each is mastered—is left to the player, although the availability of tutors may provide a limiting factor in some cases. Competence Unit points in the Warrior skill can also be used to buy sub-skill levels in the espionage competences listed in Sec. 2.2312, if the character is a member of an intelligence-gathering agency, a secret police unit, a temple secret society, etc. (Sec. 2.2311).

The weapons and expertise of the warriors of Tékumel are described in Sec. 1.960. It only remains to give the costs in Competence Unit points for sub-skill levels in each.

Cost in Competence Units per sub-skill level	
Melee weapon sub-skills	
Shield*	1
Dagger/knife fighting**	1
Short one-handed weapon: sword, axe, mace, club, war-hammer, etc.	1
Long one-handed weapon: sword, axe, mace, club, war-hammer, flail, etc.	2
Two-handed weapon: sword, axe, mace, club, flail, etc.	3
Polearm: halberd, bill, etc.	2
Short thrusting spear	1
Long spear	1
Pike****	1
Fisticuffs and brawling**	2
Wrestling *(Charâge);* cf. Sec. 1.960	3
Quarterstaff *(Kichâna);* cf. Sec. 1.960**	3
Unarmed martial arts *(Dedarâtl* or *Hu'ôn);* cf. Sec. 1.960**	4
Florentine-style fighting; cf. Sec. 1.960	4
Missile weapon sub-skills	
Dagger/knife throwing**	1
Melee-weapon throwing (club, axe, etc.)	1
Javelin, dart, throwing spear	1
Staff-sling	1
Sling	2
Short bow, longbow	3
Composite bow	3
Light crossbow (cocked with a "goat's foot" lever)	2
Medium or heavy crossbow (cocked with a winch)	2
Bolas***	2
Blowgun***	2
Artillery**	3

*A maximum of 1 sub-skill degree is needed to use a shield at full competence. No more than this is possible or necessary.

**The dagger, fisticuffs and brawling, the quarterstaff, and the unarmed martial arts are all available through the investment of Assassin skill Competence Unit points. The use of the sling-staff is also part of the specialty called "Pa'íya's Kiss" to an assassin; cf. Sec. 2.2313. The sub-skill of artillery can be obtained with Soldier skill points (Sec. 2.2316).

***Both the bolas and the blowgun are rare; cf. Sec. 1.960. Outside of the regions and units in which these weapons are regularly used, there is only a 5 percent chance per month in a very large city of finding a tutor.

****The pike is almost entirely a soldier's weapon. Its unwieldiness makes it relatively useless in non-military combat. In order to learn to use a pike a character should belong to an appropriate legion. A knowledge of this weapon includes a basic understanding of phalanx formations and drills.

The above-listed sub-skills include not only the usual techniques of fighting, aiming, reloading, etc. but also sufficient expertise to maintain the weapon and to effect minor repairs. The manufacture of weapons is not covered, however; this is properly the job of the armourer or the fletcher; cf. Secs. 1.960 and 2.239.

The weapons peculiar to various nationalities, tribal peoples, and nonhuman races are listed in Sec. 1.960. A member of one of these groups should choose first from among his/her "national" weapons, leaving others to be mastered later during the course of the game. If such a character has an "Intermediate" or "Advanced" education, however, the referee may agree that he/she has lived long enough in one of the larger empires to have had an opportunity to learn the weapons and fighting skills of that society. Alternatively, the referee may roll a D10: 1-5 = the character has had a chance to learn a given weapon; 6-10 = he/she has not.

Chargèsh hiVríddi has 2 levels in the Warrior skill (Sec. 2.239). He therefore has 8 Competence Unit points to invest. He uses 1 point to buy a sub-skill level in the shield (all that he will need). He puts 2 more points into the pike in order to keep up with his companions in his legion. Another point is spent on 1 sub-skill level in the dagger, a specialty which he intends to increase later, and he expends his remaining 4 Competence Unit points on 2 sub-skill levels in the use of long one-handed weapons so that he may realise his ambition to be a swordsman.



pikeman of the
Legion of Searing Flame
10th Imperial Heavy Infantry

2.240. PROFESSION, INCOME, AND EXPENDITURES.

2.241. PROFESSION.

A character may start the game employed or unemployed. This depends upon the character's background, the playing style of the group, and the player's choice. It is assumed that a character who has a post is performing his/her duties and is earning a living, while an unemployed person has no source of income and seeks change, adventure, and new fields. An employed individual must devote time to the job, obey his/her superior's commands, and not go wandering off without permission. One who has no employment is not so restricted but has no regular income and must live on his/her personal funds (Sec. 2.235) until a suitable opportunity for a post appears.

It is not intended to lock players into "character classes" or "professions" which cannot be changed during the game. Preceding Sections have provided the means to develop characters with a variety of backgrounds and skills. What one makes of one's character depends upon how these qualifications are used. One can take one of the skills acquired in Sec. 2.239 as one's profession, put all of one's skill points into it, and add to this expertise during the game to create a highly trained but narrow specialist. One can also acquire single levels of several skills and develop this or that one as the occasion arises. One can remain in the same profession throughout one's "game life," or one can change occupations whenever fortune appears to beckon. One can disregard social status and strive instead to become a learned scholar, or perhaps one may wish to hone one's fighting abilities to perfection and become the greatest warrior who ever lived—while holding no social rank whatsoever! On the other hand, one can work one's way up through the echelons of the bureaucracies and eventually command whole legions of soldiers or entire temples full of scholars. As in the game of life itself, this game is largely what the players (and the referee—who in some circles is rather blasphemously and humourously referred to as "god") choose to make of it.

To sum up, one's profession is the job one holds: the way one earns one's living. One's skills may be central to this profession; they may also be quite different from it, or only ancillary to it. A character may try to develop two or more professions, providing that he/she has the time to devote to them. (One cultural restriction on this will be noted below.) A character may have no fixed profession: a Jack-of-all-trades, a roustabout, a marketplace ruffian, or a noble dilettante. Skill development helps one's professional advancement, of course, although it is by no means the only factor. Indeed, the methods by which one develops skills are kept quite separate from the game mechanisms which provide social rank and promotion. These will be detailed below. A "profession" once chosen is entered upon the Character Record Sheet. It is given a small benefit amongst one's other skills; cf. Sec. 2.423.

A character may even lie about his/her profession (to the non-player characters and to the other players, but not, of course, to the referee). If such a fraud or braggart is found out the consequences may be severe, according to the circumstances. Alinâ has told Chargêsh the tale of one Bothúna hiTekkunê, a putative priest of Vimúhla of the 14th Circle who claimed to be a mighty sorcerer from the far-off city of Pagús in Mu'ugalavyâ. At first this worthy was held in high esteem. He was given the post of Opener of the Mouth of Fire in the temple rituals, a stipend as a scholar, access to the innermost libraries, and many other privileges. He gave himself away, however, through ignorance of the rites of the 10th Circle. Before he could be seized he managed to abscond with several valuable books and scrolls. He was apprehended six months later pretending to be a priest of Hnálla in Thráya. The details of his fate need not be set down here.

Although most of the skills listed in Sec. 2.239 can be used as professions and "gamed," many would be boring to play for any length of time. Who would wish to live out the humdrum lives of a baker, a bootmaker, a carpenter, an official in some petty bureau, or even a courtier in attendance upon the Petal Throne itself? The skills of greatest interest in an "adventure game" are those which help the characters perform "deeds of derring-do." All others serve only as "background": useful, perhaps, or even focal in one or another scenario, but not the sorts of professions to be centrally "gamed."

The choice of which skills to emphasize is contingent upon the preferred gaming style of the group. There are only two vital skills for those who enjoy a "pure adventure game" with a minimum of social frills: Warrior and Sorcerer. The former functions as "the infantry" and the latter as "the artillery" in combating foes and gleaning treasures. All other skills are subsidiary. One does need an armourer at times, or a jeweller-goldsmith to evaluate one's discoveries. A physician is important, as is a locksmith. Such talents as swimming, hunting, mountain-climbing, making ropes and nets, tracking, making arrows and repairing bows are all helpful but are not absolutely essential.

Those who would enjoy greater interaction with the cultures of Tékumel cannot ignore the "adventure" skills just mentioned above. They may also wish to stress those skills which provide rank and social position: Priest, Official, and Soldier. Merchants, ship captains, and businessmen may be welcome in such a party as well, as will be those who can help with the expertise of a "scholarly" skill: e.g. Botanist, Geographer, Historian, etc.

Only those whose gaming style focuses strongly upon politics, religion, court intrigues, and the subtler refinements of society need acquire such skills as Author, Courtesan/Don Juan, Dancer, Etiquette and Courtly Manners, Musician, Orator, Poet, and the like. These abilities may be of little use in a rough and ready "adventure" scenario, but they can be crucial to success in a game containing a larger "cultural" component.

Languages were stressed in Secs. 2.232 and 2.239. Tékumel has no universally intelligible lingua franca. The tribal Speaker, the urban or upper class Interpreter, and the student of ancient or classical languages thus all have important roles to play. Linguistic expertise is important even for "pure adventure" gaming: someone has to be able to converse with strangers, read books and scrolls, scan inscriptions, and decipher the despairing graffiti of previous adventurers in the catacombs.

It is now useful to consider the "professional" ramifications of some of the skills listed in Sec. 2.239. What sorts of jobs can persons with these skills hold or expect to find? How much these occupations pay will be discussed in the next Section. Major categories include:

1. Non-remunerative skills: Reading/writing and Swimmer have no professional relevance at all. They are useful competences but cannot be used to earn money.
2. Tribal skills: within the tribal habitat a tribesman or woman probably earns no money at all but uses his/her skills to obtain food, construct a dwelling, make clothing and weapons, and participate in the life of the group. A tribal person who has wandered out into one of the great empires is most likely to be unemployed, or at most to hold such menial jobs as sweeper, common labourer, potboy, etc. Such jobs require no skills and pay correspondingly little. An intelligent tribal youth may apply for admission to a priesthood as an Acolyte (Sec. 1.832). A tribal warrior may similarly hire out as a caravan guard, a private bodyguard, or personal retainer. He/she may also enlist in a military unit. This is a difficult course at first; lowly tribesmen are recruited

into the least prestigious contingents: small town militia, the Sákbe Road guards, and the scruffy "legions" of mercenaries maintained by some of the great empires as auxiliary troops. Such a person's original tribal skills can only be employed if some patron sees a need for them: e.g. a noble hunter who requires a guide, a scholar who is interested in tribal lore (or perhaps in certain ruins lost in the jungles?), a businessman who wishes to exploit new markets, or an explorer who seeks new lands, various minerals, valuable animals and plants, or other oddities. Several further possibilities exist, but it is a rare tribesman indeed who can rise to fame and fortune on the basis of tribal skills alone. A tribal character will thus need the help of the referee's non-player characters (and perhaps of the other player characters as well) until he/she can gain competence and acceptance in a profession valued by the societies of the Five Empires.

3. Rural and urban artisan skills: these provide a steady occupation and a little (very little!) remuneration. Farmers, bakers, barbers, potters, smiths, etc. may pursue their clan occupations throughout their lives, become "Senior Master-Craftsmen," and eventually attain some social rank within their clans (Sec. 1.840). As said above, it would be tedious to play out these careers for any length of time. An artisan character may thus begin the game so employed, but he/she should attempt to acquire competence in one or more of the "adventure" skills as soon as possible. Most clans want their members to succeed in the world—a clanbrother or sister in a high post can aid the clan as much as it can aid him/her—and if the clan has funds to spare, it may advance these to the character for projects it considers worthwhile. A few urban skills can indeed be kept as a character's central profession, or at least as major secondary competences. Any party might be glad to have an apothecary, an armourer, a fletcher, a jeweller-goldsmith, an interpreter, a locksmith, a sailor, or even a lowly rope/net maker in its ranks. A physician is even more vital to a party's wellbeing. Such characters may then acquire secondary competences in fighting, sorcery, or other "adventure" skills. Some (e.g. the physician, the lawyer, the scribe-accountant, and the sorcerer) can be effectively combined with the profession of priest.
4. Mercantile skills: Merchant, Moneylender, Ship Captain (and also Slaver, if one can endure the social stigma) can all be developed into primary professions. Again, they may be combined with secondary fighting abilities and other "adventure" skills. The same is true of the three upper class "Administrator" skills.
5. Ranked skills: the only skills which lead to social rank and position within the hierarchies of the Five Empires and most smaller states are: Official, Priest, and Soldier. These can serve as central professions, providing that players are willing to accept the duties of their posts. Any institutionalised system frowns upon its members wandering off to "adventure" whenever the whim seizes them, and the superiors of the organisation may issue commands or give their underlings missions to perform. These obligations cannot be refused or shirked without harming one's position in the hierarchy.
6. Upper class "knowledge" skills: fields such as Botanist, Geologist, Geographer, Physician, Philosopher, Historian, etc. are usually the pursuits of the privileged priestly class. Occasionally one encounters a person with both scholarly and priestly training in the service of a government, an army high command, a prince or other wealthy noble, or even a powerful clan. The temples frequently hire their specialists out in this fashion, but such employment is rarely long-term except in the case of government service: e.g. dozens of scholars in many fields work in the labyrinthine offices and archives at Avanthár (Sec. 1.422). Only a wealthy dilettante can afford to learn such a skill independently. Poorer scholars must work for pay—a temple stipend, a government salary, or fees charged to a discreet clientele—but the wealthier classes are not expected to earn money directly, and it would be demeaning for a noble to practice medicine, engineering, astrology, or the like in the marketplace. He may indeed practice or teach within his temple's precincts, but any fees received will probably be donated to the temple coffers. He may even refuse the monthly stipend paid to all regular priests. Prince Hekkunákte Tlakotáni, the clan-uncle of the present Emperor, for example, practiced surgery daily at the Temple of Keténgku in Béy Sū and never took money from anyone. (he is now retired and lives at Avanthár.) It is thus feasible for a character to develop one of the "knowledge" skills as his/her primary profession and practice it as a lay priest in private life. It is more likely that such a skill should be secondary, however, and the character's profession will then be that of priest, lay priest, or official (with temple training). A very wealthy character who pursues one of these fields as a personal hobby should not charge for his/her services at all. All such characters may also acquire one or another "adventure" skill to aid them in gaming.
7. Upper class "refinement" skills: many aristocratic pursuits have little or no professional relevance. All of the "collector" skills (e.g. Arms and Armour Collector, Numismatist, etc.) and such talents as Artist/sculptor, Author, Courtesan/Don Juan, Dancer, Etiquette and Courtly Manners, Falconer, Hunter, Musician, Orator, Poet, and Wine Connoisseur are important for an aristocratic life-style but earn no money and are not considered to be "professions." The only income-producing vocations thought proper for an upper class person are the "ranked" skills (Official, Priest, and Soldier) and those which involve the supervision of "noble" enterprises (i.e. the three "Administrator" skills).

The four skills most attractive, perhaps, to players in an "adventure" game have been left to the last. The professional ramifications of the skills of Assassin, Shaman, Sorcerer, and Warrior are as follows:

8. Assassin: the social position of the small and close-knit assassin clans is detailed in Secs. 1.422, 1.550, and 1.740, and the weapons of the assassin are described in Sec. 1.960. A player may take the skill of Assassin as his/her profession only if the referee permits. The expertise of this skill can be acquired in no other way: those who do not belong to one of these clans and follow this profession cannot learn this skill at all. While being an assassin holds an attraction for some players, it creates problems in the game. Not only must the cultural and legal role of the assassin clans be thoroughly understood, but the player must always be governed by the dictates of the clan elders and must try to perform whatever missions they command. Being an assassin thus hampers the player's freedom of action, and it also requires special efforts on the part of the referee: e.g. an assassin usually carries out his/her mission alone or only in the company of fellow assassins, and it may then be necessary to game separately with the assassins of the player party and exclude those who are not assassins, if the referee's secrets are to be kept. Between missions an assassin is supported by his/her clan and may then socialise with non-assassins (who are preferably not told of the character's real profession). An assassin can never quit his/her clan and profession and hope to remain alive within the boun-

daries of the Five Empires and their client states. An assassin who runs off to some remote tribal area or distant country may survive, but he/she will be a very lonely individual indeed —and one who can never relax his/her vigilance.

9. Shaman: the tribal shaman functions as the priest, physician, and sorcerer of his/her community. While resident with his/her tribe, a shaman receives no money for services rendered but may be given special cuts of meat, a house, a spouse or spouses, and other privileges. The customs of various tribal societies differ; cf. Secs. 1.620 and 1.832. A shaman will have some minor healing skills and also has access to other-planar power. He/she may thus acquire spells similar to those used by the sorcerers of the larger states. Shamanistic magic is neither as systematic nor as well developed as that of the larger, literate cultures, however. (Lists of spells appropriate for a shaman will be provided later.) When shamans migrate out into one of the great empires, moreover, they find that while they possess some of the powers of their urban counterparts, they lack the prestige and the social recognition. Most shamans therefore apply to one of the temples, and if they possess the requisite mental and psychic qualifications, they are inducted as Acolytes. Within a few months they may be initiated into the priesthood. Their careers then progress much like those of other priests and sorcerers. At the start of the game, a tribal shaman may begin as a newcomer to the referee's starting locale: unemployed and seeking admission to a temple. If the player has the skill points to buy a minimum of 2 levels of the skill of Priest from the rural or urban lists, it is assumed that he/she has lived long enough in the place to join a temple and become partially acculturated. A shaman who is not a member of any priesthood will find that no temple will teach him/her its magic at any price. The temples are proud, jealous of their erudition, and totally uninterested in teaching those who are not priests or lay priests of their sects. As the Tsolyáni proverb says, "Who serves not the Faith benefits not from the Faith." Within his/her own tribal society, on the other hand, a shaman learns new spells from the older and wiser shamans of the tribe. Advanced shamans may also acquire some of their powers from "dreams" and "spirit-quests." These are really contacts between the *Chusétl* "Shadow-Self" (Sec. 1.620) and certain other-planar beings who may appear during a trance or sleep in the guise of animal totems or the ghosts of dead ancestors. More will be said of this process below.
10. Sorcerer: the professions open to practitioners of magic include:
    a. Priest: as with others of the scholarly "knowledge" skills, sorcery is mainly the province of the temples. Sorcerer-priests thus live and work in their temples, teach, study, subscribe to the temple regimen, and participate in the rituals and other activities. They must devote a percentage of their time to their duties, and they must obey their superiors' commands. They may socialise as they please during their leisure hours, but they cannot ignore an order or wander off without having to pay the penalty: anything from extra duty in the kitchens, to ritual guard duty in the dark underground sanctuaries, to pay stoppage, to corporal punishment, to demotion, to expulsion from the clergy, or worse, depending upon the circumstances. A priest's daily round of work need not be gamed, of course, but the character's freedom of action is likely to be somewhat circumscribed. In compensation, it must be noted that a clever priest can gain promotion faster than a lay priest; he/she has greater access to the sect's politics and intrigues; and it is easier for a priest to acquire other knowledge skills, a secret temple language (Sec. 1.711), and the high-level temple spells (Sec. 1.620) than may be possible for a lay priest who remains a little apart from the centre of temple affairs. See also Sec. 1.832.
    b. Lay Priest: options available to this type of sorcerer include:
        i. A lay priest may take service with a noble patron or clan. This first entails being a "house-priest": someone who performs the daily rituals, does minor healing, acts as tutor for the children, and wards off bad luck. A young sorcerer who shows promise may be aided by the patron to study and acquire greater skill. He/she may then function as a "magical bodyguard," setting up warding spells to protect the patron, guarding him/her on missions, and acting as advisor. As such a person gains repute, his/her services will be sought by higher and higher clans and patrons, and the best such specialists are well paid, carefully protected—and watched. Such wizards as Vridékka hiTlélsu, who watches over Sárku-worshipping Prince Dhich'uné, and gnarled little Doctor Chekrásh, the sorcerous mentor of Princess Ma'in (Sec. 1.380), are justly famous. Whether or not the post of Personal Sorcerer to a member of a royal family can be enjoyably gamed is another matter, however; princes and princesses do not often wander off on private "adventures," and the daily palace routine may be boring for many players.
        ii. A lay priest may become an apprentice to an older and more experienced lay priest who has a private practice. Initially a young assistant may be put to washing pots, cooking, grinding chemicals, and cleaning the master's bedpan. As time goes on, he/she may become senior amongst the master's apprentices, be given more interesting tasks, be sent off on missions, assist in rituals and major spells, and eventually achieve independence and a following of his/her own. Although not as good as that of the temple academies, the instruction obtainable from a true lay priest mage can be quite useful, and a student can always visit the libraries and teachers of his/her temple.
        iii. A youthful graduate of the temple academies can also set up shop in the marketplace at once. Customers will want healing, love potions, help in finding lost objects or persons, good luck charms, an exorcism now and then, and other magical aid. A "bazaar sorcerer" does not earn much, particularly at first, and must strive to build up a clientele.
        iv. The armies of the Five Empires and many smaller states also employ both priests and lay priests to serve in their battlefield magical contingents (Sec. 1.821). This requires special training (see below), and it offers comparatively little in the way of remuneration or prestige. A sorcerer who wishes to enter this field should acquire at least 3 levels of the skill of Soldier and perhaps 2 or 3 of Warrior.
11. Warrior: the following professional opportunities are open to fighters:
    a. Most warriors are also soldiers. The Five Empires and most smaller states are constantly in need of troops, and it is easy to enlist. The most prestigious legions are harder to join, expensive (requiring "inducements" to officers and the recruiting masters of the Palace of

Ever-Glorious War; cf. Sec. 1.810), and quite class-conscious: foreigners and lower class citizens need not apply. A soldier in a good legion is also expected to maintain a suitably opulent life-style, and many a poorer clan has scrimped and saved to buy accoutrements and armour for one of its promising young scions. Aside from the various standing armies (Secs. 1.821 and 1.822), a soldier may enlist in such less discriminating units as the Sákbe Road guards, a temple guard unit, a city militia, the tomb police, or even a prison guard contingent (Sec. 1.740). In the smaller states these distinctions may not exist, and all of the shabby retainers of this or that petty "king" or prince may grandly call themselves "soldiers." Being in the military again places some limitations upon a character's freedom of action: one may remain idle in training, be sent off to battle, given guard duty in some Imperial bureau, or be sent off to a lonely watchtower on the frontiers of desolation. Orders must be obeyed. Military justice is, to say the least, severe.

b. Many fighters seek employment in the personal entourage of a noble, an official, a high clan elder, and the like. By combining the skills of Warrior and Priest, one can be hired to guard the pontiff of a temple. These posts are all similar to formal army service but tend to be less restictive and structured. They also pay less, carry less prestige, and offer less hope of social advancement. In time, however, with the favour of one's patron, good connections, and money, a clever and ambitious retainer can aspire to a respectable place in society.

c. Free-lance fighters are often hired for short periods to serve as caravan guards, bodyguards for those who need extra protection, sentries for a clan's warehouses and goods, and other temporary purposes. A warrior who has something of the skill of Sailor may be hired as a member of the fighting complement of a merchant vessel. (Naval personnel require some abilities as soldiers, however, in addition.) Such itinerant mercenaries are poorly paid, hold low social positions, and have short life-expectancies. Even if they become wealthy (e.g. through a lucky find of treasure in the catacombs), they will find it hard to gain respect in the culture. The best warrior in the world is only a common ruffian unless he/she also belongs to a good clan, holds an office or rank, and acquires the veneer of the upper classes. As a rare example of success, one may cite the career of Korúnme hiChaishyáni, who came to Jakálla as an impoverished foreign immigrant some years ago. After working for a time as a low-class mercenary for one of the less affluent members of the Clan of Sea Blue (Sec. 1.550)—who also operated certain less reputable enterprises on the side—Korúnme's fighting prowess (plus the wealth he had managed to acquire from his patron's ventures) earned him a place in the Legion of Sérqu, Sword of the Empire (14th Imperial Heavy Infantry). Further adventures brought him to the personal notice of General Sérqu, and he was slowly promoted up through the ranks to the post of Molkár of the Legion (Sec. 1.821). Korúnme's loyalty to his General—plus the need to fill a gap in the power stucture of the Military Party (Sec. 1.380) created by the untimely death of the commander of the Legion of Mnáshu of Thri'il (10th Imperial Medium Infantry)—caused General Sérqu tp propose Korúnme for the vacant post. Prince Eselné the leader of the Military Party, concurred. To delay while seeking a more aristocratic candidate would give the Prince's rivals time to offer a replacement of their own. In order to make Korúnme palatable to the court at Avanthár, General Sérqu obtained a special dispensation from his clan (the Golden Sunburst; Sec. 1.550) and adopted Korúnme into its ranks—indeed, into his own lineage, the Chaishyáni. He further strengthened this bond by marrying his sister, Nelél, to the foreigner. The Military Party has thus taken a rather long gamble on this person, much to the chagrin—and envy—of its opponents. Such occurences are very uncommon, but others can be found in the history of the Five Empires. It is somewhat easier to rise in this fashion in the smaller, less structured states: e.g. Akurghá, the Warlord of Pelesár in Milumanayá, was once a common soldier in the Mu'ugalavyáni army. The best example of all, perhaps, is the career of Baron Ald of Yán Kór (Sec. 1.380).

d. As a last choice, a warrior can become a gladiator in one of the *Hirilákte* Arenas (Secs. 1.422 and 1.740). An experienced fighter can earn considerable wealth in this way and enjoy the plaudits of the multitudes. Gladiators have no lasting prestige, however, and once their bodies have been dragged out of the arena, they are quickly forgotten. Only a very few such warriors (including several *Aridáni* women and an occasional non-human) have been clever enough to quit while still alive, invest their winnings in a business, and move up into the higher spheres of society. One instance of this is is Harúkka hiTuminé. (The son of a freed slave, this man has no right to the famous Tuminé lineage-name, but his braggadocio is known to all, and nobody really minds.) After making a fortune as a gladiator in the arenas of Béy Sú and Jakálla, Harúkka retired, bought membership in a decent, middle-class clan (the Blazoned Sail; cf. Sec. 1.550), and invested in the clan's shipping ventures. He has also acquired two wives, six concubines, eleven children, and a permanent audience of admiring striplings to whom he endlessly recounts the exploits of his youth.

As can be seen from the foregoing, the term "profession" in this game does not denote a fixed "character class" but rather only the means by which a character makes his/her living. Each player strives to put together a "package" of useful and relevant skills from the lists given in Sec. 2.239, develop these as the opportunity arises, and expolit them to obtain better and better jobs in his/her field of greatest interest. Most players will choose one or more of the "adventure" skills, perhaps one of the "ranked" skills to provide a basis for later social advancement, a "knowledge" skill if possible, and whatever else seems likely to come in handy.

Only one combination is really difficult to develop to any great degree: Warrior and Sorcerer (or Assassin-Sorcerer, Warrior-Shaman, Assassin-Shaman). The reason for this is cultural. No temple is willing to invest its time, energy, and instruction in a person who is not going to serve its goals as a priest or lay priest. Similarly, no army or military organization is going to want to train an individual who spends a good part of his/her time at a temple practicing spells. In game terms, thus, a priest, lay priest, or shaman can acquire no more than 5 levels of the Warrior skill (and none at all of the Assassin skill, unless he/she is a member of one of the assassin clans). Conversely, no fighter, soldier, or assassin can obtain more than 5 levels of Sorcerer or Shaman. Upon reaching this stage, a priesthood will simply refuse to accept the person into its classes, and a military superior will tell him/her to get back to the business of soldiering. Even a wealthy dilettante

will find it hard to develop these two skill categories simultaneously. Private tutors are indeed available, but at the higher levels really good instruction can only come through a temple academy (or senior lay priest mage) on the one hand, or through a military legion or duelling master's school on the other (Sec. 1.960). Both of these would rather attend to their more devoted students, and neither would wish to waste time on someone who cannot make up his/her mind between these two fields.

Nothing precludes a character from becoming both a priest and a soldier, of course. Such a person can become a temple guard or a member of one of the temple-supported legions. See also Sec. 1.950 for the deleterious effects of metal weapons, armour, etc. upon magic.

The professions open to nonhumans are largely governed by their racial talents and predilections (Secs. 1.413 and 2.223). Most such characters will either be fighters (including soldiers but not assassins—the clans of the latter do not admit nonhumans) or priests (including ritual priests, lay priests, sorcerers, and specialists in the other "knowledge" skills). Some nonhumans (e.g. the Pygmy Folk) are frequently found as merchants; the Swamp Folk excel as sailors and ship captains; the Tinalíya are fine scholars; the Shên and the Ahoggyá make excellent warriors, etc. Very few nonhumans are to be found in the "rural" or "artisan" professions in the Five Empires, although these are common enough within their own enclaves. The referee may also create specifically "nonhuman" skills, if desired. It is perhaps easier to ignore these unless they become directly relevant to the scenario.

Chargésh hiVríddi has already made his professional choice: to be a soldier. As a worshipper of Vimúhla, he would like to join the Legion of the Lord of Red Devastation (18th Imperial Medium Infantry), but his modified Height-Build-Strength factor (Sec. 2.213) is only 66, and a minimum of 75 is needed to wield the great two-handed swords favoured by this unit. He could join the old and respected Legion of the Clan of the Broken Bough (19th Imperial Archers), which serves Vimúhla and is based at Fasíltum, but he does not fancy himself an archer—missile troops have less prestige than the heavy and medium infantry of the Imperium. He therefore opts to enlist in the Legion of the Searing Flame (10th Imperial Heavy Infantry), an ancient unit which had been disbanded during the reign of Emperor Métlunel I "the Foolish" (Sec. 1.370) and is only now being revived under the patronage of Prince Mirusíya (Sec. 1.380). This legion uses the pike and has the long sword as its secondary weapon. Chargésh is ignorant of the former but feels he can easily learn—"Just poking with a long stick," as his old mentor, Kelmáru hiVríddi (Sec. 2.236) used to tell him. Swordsmanship has always interested Chargésh, on the other hand, and he already has acquired a little competence as a warrior (Sec. 2.239), which he now applies to the mastery of the long sword. The Vriddi clan is pleased to support Chargésh' application for enlistment. He begs the use of a steel breastplate from the clan armoury, receives a steel helmet as a gift from his clan-fathers, and soon finds himself marching off to Béy Sû in the legion's second Cohort (Sec. 1.821). From there it is rumoured that the unit will join the great army being sent north to Thri'íl and thence through the Pass of Skulls to fight the Baron's allies, the Saá Allaqiyáni.

Alinâ hiNakkodái also has her profession firmly in mind. She is a priestess of the 2nd Circle, a good candidate for further promotion, and a student of sorcery, alchemy, and history. Chargésh pleads with her to take up battlefield magic so that she can be with him in the magic-using contingent of his legion (Sec. 1.821). Alinâ, however, has no wish to go trudging off through the dust and heat to fight some distant, meaningless war. She thus bids him farewell with many tears—not all of them insincere by any means.

Chekú'unish Arodlé has planned quite another type of career. Much money can be made from supplying the troops of the Tsolyáni, and he therefore joins a caravan headed north with a clan-owned cargo of *Chlén*-hide shields and weapons to be sold in Thri'il. In this, he himself has also invested his own meagre savings of 550 *Kâitars*. He is surprised and pleased to see his friend, Chargésh hiVríddi, striding along the *Sákbe* road attired in a new and resplendent uniform of a legion unfamiliar to Chekú'unish. Chargésh has given his ill-fitting steel breastplate and heavy helmet over to one of his two clan-provided slaves to carry for him, but it is obvious that he is still unaccustomed to the heat and the hardships of travel. Two *Kâitars* of "inducements" are enough to obtain permission for Chargésh to ride in one of Chekú'unish' *Chlén* carts, and the journey is much cheerier thereafter. Chekú'unish hopes that his comrade's military status will protect the caravan from the roistering troopers and camp-followers who throng the caravanserais along the *Sákbe* roads at night (Sec. 1.423).

2.242. INCOME.

Characters who have regular jobs earn monthly incomes. Certain scions of wealthy clans may receive allowances from their kinsmen similarly. The earnings of both of these types of characters are computed from the tables provided below. This Section does not apply to the following: the unemployed, those who only take temporary jobs and missions, tribal persons within their own home locales (i.e. where money is little known and used; Sec. 2.241), and aristocrats who have neither a job nor a clan allowance.

Income gained through employment is quite different from family wealth and also from a character's personal wealth at the start of the game (Sec. 2.235). The former does not really belong to the character but to his lineage, while the latter is what he/she has to begin with and is never replenished.

A salary or stipend remains the same until the character's employment status changes. The income of a self-employed person, businessman, or private practitioner (e.g. a physician) is rerolled at the end of each game month and may thus vary considerably.

1. As stated in Sec. 2.241, the skills of Reading/writing, Swimmer, and Language earn no money.
2. Slaves: the lowest of the low receive no wages but may be given a copper *Qirgál* (Sec. 1.731) now and then for spending money. An owner is responsible for a slave's upkeep, of course; cf. Sec. 2.243. More valuable slaves—concubines, entertainers, tutors, fine cooks, major domos, and the like—are not paid salaries but do expect better food and clothing, more money and gifts, and some leisure time; see Sec. 1.721.
3. Servants: household help, sweepers, maids, butlers, stewards, bodyguards, and other non-slave employees earn according to the locale in which the post is held: a rural peasant clan-house, a middle-class urban dwelling, a wealthy urban clan-house or mansion, or a noble palace. Wages differ from country to country, moreover: in one of the smaller states (e.g. Pechâno, Hâida Pakâla) they must be reduced by 25 percent, and by as much as 50 percent in one of the towns on the periphery (e.g. Kilalâmmu, Rannâlu, or Nuru'ún). To find a servitor's salary, one cross-references the type of work performed with the locale of the post. This produces a minimum (in some cases zero) to which one adds the score of a die or dice. The latter may be multiplied or divided by a further factor: e.g. "10 + (D10x2)" = 10 *Kâitars* plus the score of a 10-sided die, the latter being multiplied by 2. Kasúru, Chargésh' family butler, belongs to this category: he earns 10 + his die score of 8x2 = 10 + 16 = 26 *Kâitars* per month.

(Although salaries are produced in Tsolyáni Káitars, adjustments to other currencies can be made from Sec. 1.731, if desired.) A servant who is unhappy with this salary can either quit or ask for more money next month (i.e. a chance to re-roll). Too frequent demands may get the employee sacked, however.

Servants' wages

	Locales, minimums, dice rolled, modifiers		
Type of servant*	Rural	Urban	Upper class**
Untrained boy/ girl	0 + (D10/5)***	0 + (D10/3)	0 + (D10/2)
Labourer, porter, torchbeaer	0 + (D10/3)	0 + (D10/2)	0 + D10
Minor lackey, flunky, maid	0 + (D10/2)	0 + D10	5 + (D10/2)
Butler, overseer	0 + D10	10 + D10	10 + (D10 × 2)
Personal valet,	10 + D10	20 + (D10 × 2)	30 + (D10 × 3)
Major domo,	30 + (D10 × 2)	50 + (D10 × 3)	100 + (D10 × 4)

*Employees trained in professions listed in Sec. 2.239 are paid according to their skill levels and the complexity of the skill; cf. (4) below. This category includes entertainers, bodyguards, house-priests, scribe accountants, physicians, cooks, and others who work in a household or clanhouse. Nonhuman servitors are paid double or triple the salaries earned by humans because of their comparative scarcity.

**Wealthy urban clanhouses and the palaces of the aristocracy are both included under the heading of "upper class." The latter do pay better, of course: half again or double the wages produced here. The referee may use further multipliers for the household salaries of a prince, ruler, or the Imperial palace at Avanthár.

***The symbol "/" denotes "divided by": e.g. D10/2 = the score of a 10-sided die divided by 2. Fractions are retained as percentages of one *Káitar*; cf. Sec. 1.731.

4. Skilled employees: one who uses a skill listed in Sec. 2.239 as a profession and who is hired by a clan, business, or household (i.e. is not self-employed) finds his/her monthly salary from the table below. The skills of Assassin, Sorcerer, Warrior, and Priest (only as a "house-priest"; cf. Sec. 2.241) are included here since these persons work in "private practice." The "ranked" skills of Official, Priest, and Soldier have fixed salary scales and are dealt with under (6). The method of ascertaining a skilled employee's salary is as follows:
   a. The locale of the employment is found, as under (3).
   b. The employee's skill level (in the leftmost column) is cross-referenced with the locale to produce a salary minimum, an added random die/dice roll, and sometimes a multiplier or divisor for the latter, as under (3). This gives the salary in Tsolyáni Káitars for an "easy" skill: i.e. one which costs 5 skill points per level to acquire in Sec. 2.239. "Easy" also correlates with "lower-class" or "menial."
   c. More complex—and prestigious—skills earn better wages. The results of (b) are multiplied as follows:

Skilled-wage multipliers

Skilled category	Skill cost per level	Multiplier for (b)
Easy (lower-class, menial)	5	0
Moderately easy (middle-class, artisan)	10	2
Complex (upper middle-class professional)	15	3
Difficult (elite professional)*	20	4
Very difficult (highest professional)*	25	5

*Note the exceptions below under (d).

   d. In some cases the complexity of a skill does not correlate with its earning potential. Such skills and their salary multipliers are as follows:

Free-lance skill multipliers

	Locale and multiplier for (b)		
Skill and job particulars	Rural	Urban	Upper class
Priest: as a "house-priest" and not a member of a temple hierarchy	2	3	4
Sorcerer: in "private practice" working for a senior sorcerer	3	4	5
Sorcerer: as a "magical bodyguard"	5 (rare)	5	7 (and up!)
Free-lance warrior: as a clan-guard, caravan guard, or bodyguard	0	2	4
Free-lance warrior: as a clan-guard, caravan guard, or bodyguard	0	2	4
Free-lance warrior: as a gladiator	—	3	5 (and up!)
Free-lance warrior: as a noble's bodyguard	2 (rare)	4	6 (and up!)
Assassin	3 (rare)	5	6
Assassin	3 (rare)	4	6

Salary			
Employee's skill level	Locales, minimums, dice rolled, and modifiers		
	Rural	Urban	Upper class
0-1*	0 + (D10/3)	0 + (D10/2)	0 + D10
2-3	0 + (D10/2)	0 + D10	5 + D10
4-6	0 + D10	5 + D10	10 + (D10 × 2)
7-9	5 + D10	10 + (D10 × 2)	30 + (D10 × 3)
10-12	10 + (D10 × 2)	20 + (D10 × 3)	50 + (D10 × 5)
13-up	20 + (D10 × 3)	40 + (D10 × 5)	100 + D100

*One who has no skill levels at all in a profession is at a skill level of 0. Such an employee is a rank beginner.

5. Part-time employees: if needed, a skilled worker's charges per hour are computed by dividing the salary produced in (4) by 40 (assuming a 40-hour work-week). Part-time employees become important to the game when a character wishes to hire a tutor to teach him/her a new skill (Sec. 2.420 ff.). A teacher must have 6 skill levels more than a pupil (Sec. 2.425), and it is thus unnecessary to give fees for lower-level practitioners. Tuition costs are invariably higher than what the same worker might ask per hour for using his/her skill. If a skill occurs in more than one provenience column in Sec. 2.239, it can be seen that one can hire a cheaper tutor by going to less sophisticated locales: e.g. Warrior. A peasant teacher of the Warrior skill does charge less than his/her urban counterpart, and the latter is less expensive than an upper-class duelling master (Sec. 1.960). The quality of the instruction varies, of course; a peasant can only teach the weapons and techniques used in the villages, whereas an upper-class tutor can impart all of the refinements known to the Five Empires. There is also a great difference in prestige. Tuition charges are as follows:

Tuition charges				
Employee's skill level	Locales and tuition costs			
	Tribal	Rural	Urban	Upper class
7-9	1-3	1-5	4-13	16-25
10-12	3-7	4-13	11-20	21-40
13-15	6-15	12-31	18-37	26-125
16-18	13-22	26-45	36-135	100-500
19-up	26-125	41-140	61-160	600-1,400

6. Self-employed persons: those who operate their own businesses, have private practices (e.g. an independent physician, apothecary, sorcerer, etc.), manage an enterprise for their clans, run their own caravans, or sail their own vessels also base their monthly incomes upon the last table in (4), above. Business earnings vary, however, and must be recalculated at the end of each game month. This is done as follows:
   a. An "employee's salary" for the profession is found according to the locale and the person's skill level, as in (4).
   b. This is first multiplied for skill complexity, as indicated in (4,c). The product is then further multiplied by a random number generated by a D10 roll. This is treated as profit or loss, as shown below.

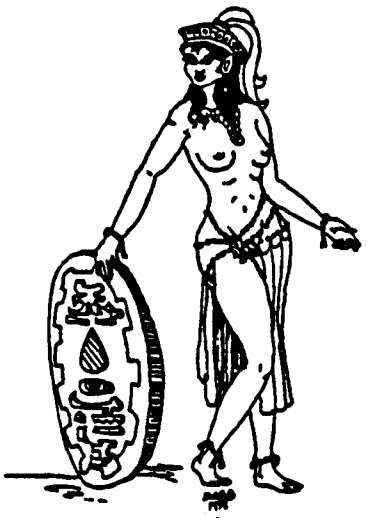
Private practice income		
Die score	Multiplier	Effect upon income
1	× 10	Subtract as loss
2-3	× 5	Subtract as loss
4-6	× 0	Add as income
7-9	× 5	Add as income
10	× 10	Add as income (a very good month!)

   c. Merchants, slavers, moneylenders, business administrators, and ship captains who have returned from a voyage must take greater risks. Their D10 scores (as in (b)) are interpreted as follows:

Merchant income		
Die score	Multiplier	Effect upon income
1	× 20	Subtract as loss (calamity!)
2	× 20	Subtract as loss
3-5	× 5	Subtract as loss
6-7	× 5	Add as income
8	× 10	Add as income
9	× 20	Add as income (bonanza!)
10	× 50	Add as income (fortune smiles!)

   d. Dancers, entertainers, musicians, prostitutes, and panderers who are independent entrepreneurs interpret their D10 roll as shown below:

Independent entertainers' income		
Die score	Multiplier	Effect upon income
1-8	0	The amount found in (4) is added to one's income
9	× 5	Add to income (tips and gratuities)
10	× 10	Add to income (tips and gratuities from noble patrons)



dancing priestess of Diamélish with silver chains, bells, and ceremonial stone shield used in the 27th Wicked Act

e. Farmers multiply the results of (b) by 2 during the months of Didóm and Halír (Sec. 1.1050) during which the winter and summer crops are harvested and sold. Professional fishermen similarly multiply the result of (b) by 2 during the months of Didóm and Langála when the great fish-runs are expected.

f. It may be interesting to game the activities of a merchant, ship captain, etc. Some suggestions for this are provided in a later Section.

7. "Ranked" professions: the emoluments of officials, priests, and soldiers are more or less fixed throughout the Five Empires and their client states. These are as follows:

a. Officials: bureaucrats are paid according to their Circles (Sec. 1.810). Rural and small town officials earn 25 percent less than the sums listed below, and those who work in a town, large town, or small city receive 10 percent less. At the highest levels there are many extras and perquisites. An Imperial Governer, Legate, or palace courtier spends little of his/her salary upon day-to-day living. These officials rely instead upon clan or temple support to maintain an opulent household, give and attend social functions, appear "in state" at ceremonies, and make lavish gifts to their supporters. Internationally, the Mu'ugalavyáni pay their administrators 10 percent more than the Tsolyáni scale, the Salarvyáni 10 percent less, and the other two empires about the same. Bureaucrats in the smaller states (e.g. Pijéna, Saá Allaqi) receive 20 percent less, and officials of the little principalities of the periphery (e.g. the towns of N'lõss, Kilalámmu, and Nuru'ún) earn 50 percent less. Official salaries (in Tsolyáni *Káitars*) are as follows:

Official salaries

	Circle membership					
	1	2	3	4	5	6
Pay	10	15	20	30	50	70
[Cont.]	7	8	9	10	11	12
Pay	90	110	150	200	300	500
[Cont.]	13	14	15	16	17	18
Pay	700	900	1,000	1,200	1,500	1,800
[Cont.]	19	20	21	22-up		
Pay	1,900	2,000	3,000	5,000-up (varies)		

b. Priests: the Circles of the priesthoods are paid as given above for officials. A priest of a Cohort (Sec. 1.610) receives 10 percent less than a servitor of a major deity. Various types of priests are also paid differently: ritual priests (Sec. 1.832) are paid "at scale," administrative priests 5 percent more, and all others (including scholars and lay priests resident in the temple) 5 percent less. Temple guards are usually paid as soldiers, although a senior pontiff may also employ private bodyguards (cf. (4) above). The highest ecclesiastical posts are accompanied by many perquisites: slaves and servants, elegant quarters, the best food and drink, rich vestments, education for one's children, and temple priestesses as concubines. Internationally, the Livyáni compensate their clergy the best, paying up to 20 percent more than their Tsolyáni counterparts. The Salarvyáni pay 10 percent less, and the other empires about the same. The smaller states (e.g. Pechánо) pay 20 percent less, the Nyémesel Isles 10 percent more, Tsoléi 30 percent less, the smaller states of the far northeast 40 percent less, and the Ghatóni are the worst paymasters of all: their clergy receive no more than food and clothing, and they are sometimes whipped through the streets when the fishing is poor or there has been a natural catastrophe. For the tribal shaman, cf. Sec. 2.241 (9).

c. Soldiers: military pay is roughly the same throughout the Five Empires, although the Mu'ugalavyáni do give their troops 5 percent more than the Tsolyáni, and certain of the Salarvyáni feudal families pay 10 percent less. Soldiers in the smaller states (e.g. Milumanayá, Pijéna) get 15 percent less, and the shabby soldiery of Háida Pakála, the states of the far northeast, Tsoléi, N'lõss, and other peripheral regions receive 50 percent less. Temple guard contingents are given 5 percent less, *Sákbe* Road guards 10 percent less, city militia and the tomb police 15 percent less, and the constabulary of a village 50-70 percent less than the wages shown below. The private bodyguards of the nobility were treated under (4) above. See Sec. 1.821. Soldiers' wages are:

Soldiers' wages

	Rank		
	Soldier	Senior Soldier*	Lower Subaltern
Pay	10	15	30
(cont.)	Higher Subaltern	Captain	Lower Officer**
Pay	70	200	500
(cont.)	Higher Officer	General***	
Pay	800	1,500 up	

*The rank of Senior Soldier *(Kuruthúni)* exists only in Tsolyánu; cf. Sec. 1.821. This rate of pay is used for the lowest ranks of noncommissioned officers in Mu'ugalavyá and Salarvyá, however.

**Only in Tsolyánu is there a rank (the *Molkár*) between a Captain and a Higher Officer; cf. Sec. 1.821.

***A General's pay depends upon his/her experience, prestige, clan-status, religion, and politics. A new and untried General receives the wages given above, while a veteran may be paid as much as 4,000 *Káitars* per month. It is said that General Kettukál hiMraktiné, First General of the Empire and commander of the First Legion of Ever-Present Glory (Sec. 1.380) earns 9,000 *Káitars* a month.

8. Investments: three skills in the upper class list in Sec. 2.239 provide income. These are:

Skill	Particulars
Administrator	Investment in shops, factories, caravans, and trade.
Land and estate administrator	Investment in farms, orchards, vineyards, and agricultural products.

Shipping administrator	Investment in ships, cargoes, and maritime trade. Each ship is calculated separately.

Other types of enterprises can be adapted by the referee. An investor need not supervise a venture personally. He/she may be only a "coupon-clipper," investing funds and taking a share in the profits (or loss). One who owns a major share in an enterprise may play a more active supervisory role, if desired. In most cases an investor provides capital only for the ventures sponsored by his/her clan, and very few thus own diversified holdings in several fields. A clan which operates more than one business almost invariably has each one managed by a different clan member. See Sec. 1.732 ff. The profit or loss from an investment is calculated at the end of each game month as follows:

a. D100 are rolled. The investment skill is cross-referenced with the score to produce a percentage. The amount of the investment is multiplied by this percentage to give a sum in Tsolyáni *Káitars*.

Investment profit

	Dice scores and percentage-multipliers					
	01-10	11-30	31-90	91-95	96-99	100
Administrator	.01	.02	.05	.08	.10	.15
Land and estate administrator	.00	.01	.03	.05	.12	.20
Shipping administrator	.00	.00	.05	.10	.20	.30

b. The sum found under (a) is added to or subtracted from the character's treasury according to the results of a D10 roll: 1-3 = subtract; 4-10 = add.

c. Agricultural and fishing profits and losses may be further doubled during the months noted in (5,e). A D10 roll is made: 1-8 = profit/loss is not doubled; 9-10 = profit/loss is doubled.

9. Other upper class income: as stated in Sec. 2.241, the other skills given in the upper class list in Sec. 2.239 do not produce income as such. Many scholarly skills are assumed to be part of a priest's or lay priest's daily tasks, while other "noble" pursuits are considered only avocations. There is nothing unusual or ignoble, however, in accepting an honorarium in cash, kind, or influence from a superior, a high official, or a government for some special service or production. Such a gift may range from 50-100 *Káitars* for writing an historical monograph, to 100-200 *Káitars* for composing a poetic eulogy of one's patron, ruler, or deity, to 1,000-3,000 *Káitars* for engineering and building a new fortification, to somewhat more for winning a great military victory—etc. No exact rules can be given for this, and the referee must rely upon the scenario, the nature of the task, and the non-player reaction table (given later) to determine how much the recipient appreciates the service and what reward is appropriate for it.

10. Allowances: a wealthy clan or lineage (of family wealth-groups 9-12; cf. Sec. 2.235) may provide an allowance for an unemployed young scion, providing that the relationship is neutrally friendly, affectionate, or very affectionate. (This latter is ascertained by the referee from a table given later.) The amount of this stipend is found when the character begins the game, and it remains constant until he/she obtains employment paying a roughly equivalent amount, or until he/she does something to improve or worsen relations with the clan or lineage, requiring the allowance to be rerolled. The amount of an aristocratic stipend is found by rolling D100 and multiplying their score by the appropriate figure from the following table:

Clan allowance

Family attitude	Family wealth-group and multipliers				
	9	10	11	12	(up)
neutrally friendly	×0	×0	×2	×5	×10
Affectionate	×0	×2	×3	×6	×15
Very affectionate	×2	×3	×6	×10	×20

11. "Inducement" income/payments: almost everyone gives and takes "bribes" as a matter of course. This practice permeates all levels of society, and there is nothing "ignoble" about it. A villager gets a copper *Qirgál* (Sec. 1.731) for showing a traveller the road; an armourer is given a *Káitar* or so for a good piece of work—and for completing it on time; a gate guard receives a few silver *Hlásh* for letting a suppliant in to see an official (much more in an important case); a scribe is rewarded with several *Hlásh* for NOT putting a dossier at the very bottom of his stack of work. At more exalted levels, an Imperial Governor is offered larger sums by clans desiring building and supply contracts; a high priest is given a tract of land in return for political support; and the grandees of the court at Avanthár are provided with lavish gifts in return for laying their clients' petitions before the Petal Throne. These "inducements" may be gamed, of course, and in addition each character should also compute an approximate monthly average as follows:

a. One's monthly income is multiplied by a percentage obtained by rolling D100 against the table given below. Everyone must do this, but only regular income is considered: i.e. salaries, business and investment profits, aristocratic allowances, etc. Not included are funds generated from Underworld treasure finds, gifts or loans from other characters, loot obtained from a mission or expedition, and other such non-recurring sources. In the case of unemployed characters, the referee will set an arbitrary "income" based upon the character's visible life-style.

b. A D10 roll is next made to see whether the sum found in (a) is added to the character's treasury as income or subtracted from it as an expenditure that month: 1-7 = the amount is added; 8-10 = the amount is subtracted.

The "inducement" table can now be given:

Inducements

Income (in Kaitars)	Inducement multiplier percentages and scores						
	0*	.05	.10	.20	.50	.75	1.00
1-100	01-30	31-80	81-99	100	—	—	—
101-500	01-20	21-70	71-95	96-99	100	—	—
4,001-8,000	01-05	06-50	51-75	76-80	81-87	88-95	96-100

12. Special clan support: funds for special purchases or projects may be provided by an individual's clan, providing that the relationship is affectionate or very affectionate (as determined by the referee from the table given later). The amount requested and the nature of the venture are crucial. Clans tend to be conservative, and anything viewed as a harebrained scheme, an unnecessary expense, or something far from the clan's usual interests will almost certainly be refused, no matter how close the relationship, and no

matter how "right" the character may believe it to be. For example, a traditional military clan may buy a member a suit of *Chlén*-hide armour but would refuse to purchase steel arms because of the latter's great cost. Should the member attain high rank in the army, however, the clan might change its mind. A temple-oriented priestly clan would rarely buy any arms for a member but would probably support his/her education and use its influence to gain him/her promotions in its favoured priesthoods. A clan of rural agriculturalists or a stodgy mercantile clan might well refuse both of these requests and insist that the member remain in the clan's profession if he/she desires its help. The referee must decide these factors.

This month Chargésh hiVríddi has earned the grand sum of 15 *Káitars* as a *Kuruthúni* (Senior Soldier; Sec. 1.821) in the Legion of Searing Flame (Sec. 2.241). His family wealth-group of 9 (Sec. 2.235) and an affectionate relationship with his clan (determined by the referee) entitle him to an upper class allowance. His D10 score is 34, which becomes 34 *Káitars* under the provisions of (10) above. He next checks for "inducements." (The group may agree to ignore this for such small wages, but the method may be demonstrated here.) Chargésh' income falls into the 1-100 category in (10). His score of 44 multiplies his 15 + 34 = 49 *Káitars* by .05: 2.45 *Káitars* (i.e. 2 *Káitars* and 9 silver *Hlásh*). He scores a 1 on his D10 roll, allowing him to add these inducements to his monthly earnings: a total of 51 *Káitars* and 9 *Hlásh*.

As a Second Circle priestess, Alíná hiNakkodái also has a salary of 15 *Káitars* per month. She belongs to a medium lineage in a high clan in a large city (Secs. 2.234 and 2.235), giving her a family wealth-group of 8—insufficient for a clan allowance. She checks for "inducements." Her income falls between 1 and 100 *Káitars*. Her D100 score of 87 multiplies her wages by .10: 15x.10 = 1.5 (i.e. 1 *Káitar* and 10 *Hlásh*). Unfortunately, her D10 score is 10, compelling her to pay out this sum instead of receiving it. This reduces her earnings this month to 13 *Káitars* and 10 *Hlásh*.

Chekú'unish Arodlé has 6 levels of the urban Merchant skill (Sec. 2.239). He is not self-employed: he neither owns his own caravan nor has he been put in charge of one by his clan. He thus uses (4) to find his wages. The table in (4) gives him 5 + D10 as his formula, and Chekú'unish scores an 8: 5 + 8 = 13 *Káitars*. The skill of Merchant is a "moderately easy" skill, however, and this provides a multiplier of 2 under (4,c): 13x2 = 26 *Káitars*. His family wealth group is 7, precluding him from getting a clan allowance. Chekú'unish' income falls between 1-100 *Káitars* for "inducement" purposes. His D100 score is 53, which multiplies his earnings by .05: 26x.05 = 1.3 *Káitars* (i.e. 1 *Káitar* and 6 *Hlásh*). His D10 roll is a 6, which lets him add this meagre sum to his monthly income for a total of 27 *Káitars* and 6 *Hlásh*. At this stage of his career every little bit helps!

Investment income may be illustrated by another example: that of Artukáz Ma'asén, a Livyáni nobleman of Tsámra. This worthy has invested 5,500 *Shí'idok* (the equivalent of 11,000 *Káitars;* cf. Sec. 1.731) in the weaving and cloth manufacturing business anciently sponsored by his high noble clan (the Bright Wings of Ndárka). Using (8) above, Artukáz rolls D100, scores a 67, and finds on the "Administrator" line that his investment is multiplied by .05: 5,500x.05 = 275 *Shí'idok*. His D10 score under (8,b) is a 6, letting him add this sum to whatever else he may have earned this month. Assuming for the moment that this is Artukáz' total income, he must now check for "inducements." His income is between 501 and 1,000 *Káitars* (remembering that a *Shí'idok* is worth 2 *Káitars*, and 275x2 = 550 *Káitars*). His D100 score in (11) gives him a multiplier of .10: 275x.10 = 27.5 *Shí'idok* (i.e. 27 *Shí'idok* and 1 *Fayáz;* cf. Sec. 1.731). Artukáz scores a 5 on his D10 roll and adds this sum to his earnings: 275 + 27.5 = 302 *Shí'idok* and 1 *Fayáz* this month. (This non-Tsolyáni example illustrates how the system works with foreign currencies. The group may decide to employ Tsolyáni *Káitars* throughout, however, for ease of play.

At first glance this system will assuredly appear complex. Most players quickly find the paragraphs and tables relevant to their characters, however, and learn the mechanics. Income is calculated only on the last day of each game month, moreover, and the referee may have everyone do this simultaneously and enter the results on their character record sheets.

2.243. EXPENDITURES.

A character's monthly expenditures depend upon his/her income and life-style. A clansman in good standing usually resides in the clanhouse (Sec. 1.550), where food, lodging, and some other amenities are provided in return for work and cooperation in clan enterprises. The temples offer food, lodging, and some clothing and vestments to their regular clergy. Lay priests may also live at a temple without charge temporarily (Sec. 1.832). The armies, *Sákbe* Road guards, militia, temple guards, tomb police, gladiatorial schools, and noble households all have quarters and messing arrangements for their soldiers, retainers, and other employees. Only those who are completely independent (e.g. heads of households, residents in a hostel, etc; cf. Secs. 1.920 and 1.940) must pay directly for their upkeep.

Each month every character finds his/her current life-style in the table below, rolls D100, and multiplies that month's income (Sec. 2.242) by the percentage given. The amount produced is subtracted from the character's wealth as "expenditures." (Even if a loss results from Sec. 2.242—from a poor investment, for instance—the month's expenditures are calculated upon the sum found there, and *both* the loss and the expenditure percentage must be paid.

Only regular income is taken into account when calculating expenditures (cf. the case of "inducements" in Sec. 2.242 (11)). Money and goods obtained from treasure finds, battle loot, gifts or loans from other characters, and interest received upon loans (unless the character is a professional merchant or moneylender) are exempt.

The monthly expenditure sum covers the costs of food, lodging, ordinary clothing, sundries, clan contributions, temple tithes, and other ungamed day-to-day expenses. Taxes (see below) are not included, nor are special purchases: e.g. equipment for an adventure, armour, slaves, a feast or party, gamed "inducements," etc.

Salaries for hired retainers are also not covered by this sum. These must be paid individually (Sec. 2.242). The upkeep of slaves is also not included. A slave needs a minimum of about a *Káitar* per month to keep soul and body together. Many more humane owners provide better food, clothing, and amenities for their slaves, and as a rule of thumb, it may be said that a slave should be given about 3 percent of his/her purchase price per month for upkeep. A bearer slave who originally cost 145 *Káitars would* thus get the equivalent of 4.35 *Káitars* (i.e. 4 *Káitars* and 7 *Hlásh* to live on each month. A beautiful and talented dancing girl, on the other hand, may be bought for between 5,000 and 24,000 *Káitars* (Sec. 2.380), and her owner should spend 150-720 *Káitars* a month on her food, garments, musical instruments and accompaniment, lessons, trinkets and jewellery, accommodation, and sundries, if she is to be kept happy and satisfied with her life. If such a girl belongs to an aristocrat's household, it becomes a matter of prestige and "noble action" to provide her with luxuries. A panderer or the leader of a troupe of entertainers, on the other hand, cannot afford such high standards and must give her less. The sums spent by a character upon his/her slaves are thus left to the player's discretion. Lavish gifts and money do not neces-

sarily produce loyalty, of course; cf. Sec. 1.721.

Aside from employees and slaves, a household may contain spouses (wives of male characters and husbands of *Aridáni* women), children, and perhaps adult dependants. The dice rolls below are modified by adding 5 to the score for each spouse and adult dependant and 1 for each child under the age of 12.

The rate to be paid by a character who has spent portions of a month in different environments must be set by the referee. Travellers, priests who have lived part of the month at home, army personnel who have spent some days in the barracks and some in their clanhouses, etc. should calculate their expenditures upon the environment in which they have spent the largest portion of the month—or, for simplicity's sake, they may be assessed at the "Independent" rate.

Before reckoning monthly expenditures, a character must add the tax charged by the local government to the percentage found in the table above. Tax rates were discussed in Sec. 1.736 but may be summarised here:

Tax rates

Percentage of monthly income to be paid as tax*	Nation[s]
1 percent	Tsolyánu, Mu'ugalavyá, Yán Kór, Saá Allaqi, Ghatón, Milumanayá, Mihállu
1.5 percent	Salarvyá, Pecháno (but the latter charges 4 percent from any Salarvyáni national resident there)
2 percent	Livyánu
3 percent	Pijéna
No state tax	All others

*As said in Sec. 1.736, low-level earners are often allowed to escape without payment of any tax. Collection is more costly than the sums realised are worth. Note that ALL income—including treasure finds, art objects, etc.—is supposedly taxable.

Monthly expenditures

Life style and income ranges (in Kaitars)	Percentage of income expended and dice scores: .20	.30	.50	.70	.90	1.00	1.50*
Independent:							
1-100	01-05	06-20	21-50	51-80	81-90	91-95	96-100
101-500	01-08	09-25	26-70	71-90	91-95	96-97	98-100
501-1,000	01-10	11-30	31-75	76-95	96-97	98-99	100
1,001-2,000	01-15	16-35	36-80	81-97	98	99	100
2,001-up	01-20	21-40	41-85	86-98	99	100	—
Clanhouse:							
1-100	01-10	11-30	31-60	61-85	86-95	96-98	99-100
101-500	01-15	16-35	36-65	66-90	91-97	98-99	100
501-1,000	01-20	21-40	41-70	71-95	96-97	98-99	100
1,001-2,000	01-25	26-45	46-75	76-97	98-99	100	—
2,001-up	01-30	31-50	51-80	81-98	99	100	—
Army, temple, etc. barracks or camp:							
1-100	01-15	16-35	36-65	66-90	91-97	98-99	100
101-500	01-20	21-40	41-70	71-95	96-98	99	100
501-1,000	01-25	26-45	46-75	76-97	98-99	100	—
1,001—2,000	01-30	31-50	51-80	81-98	99	100	—
2,001-up	01-35	36-55	56-85	86-99	100	—	—

*Unusually heavy expenses may cause a character to spend more than he/she has earned during a month. The upper limit of such extravagance is arbitrarily set at 50 percent more than one's monthly income. This must be paid somehow: by dipping into savings, taking a loan, etc. Going into arrears is not permitted. Moneylenders are available, but their rates are usurious: 60-90 percent compounded per month! Failure to pay one's debts promptly may lead to enslavement (Sec. 1.721).

Chargésh hiVriddi made 51 *Káitars* and 9 *Hlásh* this month Sec. 2.242). He is now a soldier and therefore uses the army barracks expenditure rates. He scores an 80 on his D100 roll, and since his earnings fall into the 1-100 *Káitar* category, he pays 70 percent of his income out as expenses. The tax in Tsolyánu is 1 percent, making this 71 percent: 51.45x.71 = 36.53, which the tax collector kindly rounds down to 36.5 (i.e. 36 *Káitars* and 10 *Hlásh*). Chargésh is left with just 14 *Káitars* and 19 *Hlásh* with which to sample the delights of the town through which his army unit passes.

Alinà hiNakkodái made 13 *Káitars* and 10 *Hlásh* this month. She lives in the vast temple of Vimúhla in Fasiltum and therefore uses the same rates as Chargésh. Her D100 score is 63: 50 percent of her earnings must go for her daily needs. Normally her paltry income would be overlooked by the tax collectors, but this month she is unlucky. She must add the Tsolyáni tax of 1 percent: 13.5x.51 = 6.89, rounded up by the tax man to 6.9 (i.e. 6 *Káitars* and 18 *Hlásh*). She has only 6 *Káitars* and 12 *Hlásh* left, and she begins to wonder gloomily whether she should get married or perhaps become a courtesan . . .

As a merchant travelling with a caravan, Chekú'unish Arodlé employs the "Independent" rates. His earnings were 27.3 *Káitars,* and his D100 score is 11, giving him an expenditure percentage of 30. Since he is on the road—and glib with his tongue—he manages to evade the tax collectors. 37.5x.30 = 8.19, which is rounded up by the unkind gods (or the referee) to 8.20. Chekú'unish' expenses this month are thus 8 *Káitars* and 4 *Hlásh,* leaving him with 19.1 *Káitars* (i.e. 19 *Káitars* and 2 *Hlásh*) to spend.

This month Artukáz Ma'asén made money. Suppose, however, that he had scored a 1 on his D10 roll in Sec. 2.242 (8,b) and had had to subtract this sum as a loss instead of adding it. He lives in his clanhouse, and his income falls into the 501-1,000 *Káitar* category. His D100 score is 93, causing him to pay 70 percent of his income/losses as expenses. The 2 percent Livyáni tax raises this to 72 percent. His expenditures are therefore 302.5 x.72 = 217.8, which the tax collectors at the temple of Ndárka raise to 218 *Shi'idok.* As it is, Artukáz has to pay out 218 *Shi'idok* and keeps only 84.5 for himself. If he had made the calamitous die score postulated above, he would have had to pay out 302.5 *Shi'idok* as an investment loss PLUS 218 *Shi'idok* for the month's expenses: i.e. 520 *Shi'idok* and 1 *Fayáz*—an overwhelming blow! Artukáz gives thanks to Ndárka for a favourable D10 roll.

Each month one must also pay the wages of one's employees and the upkeep of one's slaves. Chargésh has two bearer slaves, the gift of the Vríddi clan. He is lucky to be on affectionate terms with his kinsmen; they have also given him 80 *Kaitars* to cover the expenses of his little entourage. This generosity is probably due to a desire to maintain the clan's prestige. The Vríddi are proud, and, as the Tsolyáni proverb puts it, "A poor man must ever bow to his inferiors." Chargésh decides to feed and clothe each slave at the rate of 2 *Kaitars* per month. This should last them (and him!) 20 months, by which time he hopes to have acquired great wealth from the looting of Saá Allaqiyáni cities. What the slaves think about this arrangement is not recorded.

Alinà hiNakkodái has neither employees nor slaves. She has the part-time services of two old temple servitors and pays them 10 *Hlash* apiece. This reduces her wealth to 5 *Kaitars* and 12 *Hlash* this month. Perhaps that whey-faced high priest might not make such a bad husband after all! She is an *Aridáni* and can divorce him whenever she pleases.

Chekú'unish Arodlé also has no servants or slaves. He uses the cooks and attendants provided for the caravan by his clan. A *Káitar* in tips is all he needs to spend. His profits for the month are thus 18 *Káitars* and 2 *Hlásh.*

Artukáz Ma'asén has the employees of his clanhouse and its myriad slaves to serve him. He divides 5 *Shí'idok* amongst them all and considers himself lavishly generous. His only personal servant is a valet. The wages for this man are found in Sec. 2.242 (3). A personal valet in an upper class household receives 30 + (D10x3) *Káitars* per month. Artukáz' D10 score is a 6: 30 + (6x3) = 48 *Káitars.* Two *Kaitars* equal one *Shí'idok,* making the valet's salary 24 *Shí'idok.* This month Artukáz' balance sheet looks like this:

Artukáz' balance sheet

Income	Expenditures
302.5 *Shí'idok*	218 *Shí'idok* as general expenses
	5 *Shí'idok* as gratuities
	24 *Shí'idok* as wages
302.5 *Shí'idok*	minus 245 *Shí'idok* =
	57.5 *Shí'idok* total profit this month

2.300. ENCUMBRANCES AND PRICES.

Each character must purchase equipment at the start of the game from the lists which follow. Thereafter further items can be bought from the marketplaces whenever the need and the opportunity arise. Mercantile practices are discussed in Sec. 1.730 ff. Depending upon the individual's skills and interests, a certain amount of "adventure gear" is usual: e.g. arms, armour, rope, climbing equipment, rations, sacks, backpacks, lanterns, etc.—all of which are NOT included in the expenditures calculated in Sec. 2.243. Prices for these items are given below. Each item must be entered upon the character record sheet as it is acquired. An object which is not so recorded is assumed not to be in the character's possession, even though he/she may remember buying it. Things do get lost, strayed, or stolen.

Some scenarios require more than the abstract system of income and expenditures provided in Secs. 2.242 and 2.243. The prices of food, clothing, entertainment, housing, and other necessities and luxuries are thus also provided below. These are used whenever such a purchase is gamed.

Equipment price lists are closely connected with encumbrances. A character can only carry and wear so much and still remain agile. Wherever relevant, therefore, "encumbrance costs" are given for each item. These are not the weights of these articles. Weight is only part of the matter; bulkiness and unwieldiness must also be considered. Gold is very heavy, for example, weighing 19.3 grammes per cubic centimetre, whereas most other materials are lighter. Yet it is easier to carry a compact object of gold than a lighter but larger and clumsier item. The encumbrance cost of a thing is therefore an impressionistic statement of its weight PLUS the difficulty it causes a character to carry it about. After examining the lists of commonly needed articles in the following Sections, the referee should be able to make quite accurate estimates of the encumbrance costs of objects not included here.

Two encumbrance costs are given for most articles, separated by a "/": the first is the object's cost when it is carried in the hand or worn in its customary way as a garment, and the second is the cost assessed when the same item is tied, slung, hung, packed, wrapped, or otherwise loaded as "baggage" onto a character. A helmet worn on the head causes little bother. Slung over the shoulder or stuffed into a backpack, on the other hand, it can get in the way. A sword held in the hand is not a major encumbrance. Hung at the waist or slung over the back on a strap, the same weapon can bang against the body, get caught between the legs, trip one up, get tangled in one's belts and clothing, and impede action considerably. This is even more true of spears, pikes (which have no business being used in a constricted place!), staffs, large containers, and other paraphernalia often required by adventurers.

In order to avoid excessive bookkeeping, each player must prepare lists of his/her character's possessions and indicate their distribution upon the latter's person. In most cases, shifting an item from one's hands into a backpack does not create enough encumbrance to hamper the character seriously, and for general gaming purposes such changes can be ignored—although the referee must be kept apprised at all times of what the character is carrying in his/her hands ready for use, since this may affect combat or other "adventure" actions. Only in the event of the addition of a major encumbrance need the character's encumbrance limit (see below) and the item's cost be checked. The player must then state where and how the article is being carried.

2.310. ENCUMBRANCE LIMITS.

The amount of encumbrance a character can carry and still remain agile depends upon his/her Height-Build-Strength factor: the total found in Secs. 2.211, 2.213, and 2.215. This number —quite arbitrarily—is the character's encumbrance limit. He/she may carry articles whose encumbrance costs add up to 100 percent of this figure without too much difficulty, although he/she is then "fully loaded."

Carrying less than one's limit permits one to move faster and more agilely. A burden greater than one's limit slows the character down and hampers him/her in the performance of various actions. These matters will be detailed in the sections concerning movement and combat, below.

Women, the N'lŭss, and the nonhuman species modify their Height-Build-Strength factors according to the rules given in Secs. 2.221, 2.222, and 2.223.

Further modifiers—due to wounds, illness, privation, etc.—to the Height-Build-Strength factor are given in Sec. 2.411. These are mostly temporary and no longer apply once the cause is removed. Any change in the Height-Build-Strength factor affects the encumbrance limit, of course, since these two numbers are the same.

The length of time a character can carry his/her encumbrances depends upon the amount carried and also upon the Stamina factor (Sec. 2.212). A burden of less than 50 percent of one's encumbrance limit can be borne all day, or until the character otherwise tires. Amounts greater than one's limit can indeed be carried —but for much shorter periods.

Encumbrance limits

	Percentage of encumbrance limit carried and the time for which it may be borne (in hours ("h") and minutes ("m"))					
Stamina factor	51-75	76-100	101-150	151-200	201-250	251-300
5-10	6 h	4 h	2 h	30 m	5 m	—
15-25	8 h	6 h	4 h	40 m	10 m	5 m
30-40	12 h	8 h	6 h	1 h	30 m	10 m
45-up	16 h	10 h	8 h	1 h 30 m	40 m	20 m

As an arbitrary game device, a character's encumbrance limit is counted as his/her own encumbrance cost: the amount needed to carry the character him/herself. Belongings are extra. A character with an encumbrance limit of 60 who is carrying 100 percent of his/her possible encumbrances thus costs 120 to transport. This can be brought back down to 60 by distributing his/her possessions to other members of the party. Two or more characters can also split the cost of carrying an individual, and this may be the only way of conveying an incapacitated comrade for any distance.

A word about the weights and encumbrance costs of gold and gems may not be out of place. The Tsolyáni *Káitar* weighs about 3 grammes (Sec. 1.731). This gives 333.3 *Káitars* per kilogramme. Using pure gold at a weight of 19.3 grammes per cubic centimetre, one can get about 6.4 *Káitars* into a cubic centimetre of space, 100 *Káitars* into 15.6 cc, 1,000 *Káitars* into 156.3 cc, etc. A kilogramme of *Káitars* takes up a little over 52 cc in a pouch or backpack. This does not take the irregularities of the coins into account, of course, and the referee may rule that a kilogramme of *Káitars* requires 75 to 100 cc of space.

Gems are lighter but more bulky. One metric carat weighs 200 milligrammes, and one *Káitar* is thus equivalent to 15 carats of gems. Allowing for the weights of various minerals, an estimate of 4,000-5,000 carats per kilogramme does not seem unlikely. The Tsanggái Diamond, part of the great treasure of the Temple of Qame'él in Tsámra, weighs 199.6 carats. Its dimensions are: 21.87 mm x 31.25 mm x 34.37 mm—approximately 23.49 cc. One carat thus requires .117 cc of space, or, conversely, there are about 9 carats per cubic centimetre. A kilogramme of gems therefore takes up between 444.5 and 555.5 cc of volume—again not including room for irregularities and the spaces between the stones, which may well bring the needed space up to 800-1,000 cc. Gems have a comparatively greater value by weight than gold, of course, and they are thus a good means of transporting one's wealth. A safer—and still lighter—method is to obtain a "letter of credit" (Sec. 1.731).

A kilogramme of gold (333.3 *Káitars*, rounded off, perhaps, to 350) is given an encumbrance cost of 1. A kilogramme of gems is assessed at 3. It must be repeated that the encumbrance cost of an object is NOT the same as either its weight or its volume. A block of gold weighing 10 kilogrammes is much less of an encumbrance than a wooden statue weighing the same amount. The former may be given an encumbrance cost of 10 (if carried in a backpack), whereas the latter could well be double or triple this, depending upon its size, shape, and delicacy. These matters must be arbitrated by the referee.

Chargésh hiVríddi has a Height-Build-Strength factor of 66 (the product of Secs. 2.211, 2.213, and 2.215). His encumbrance limit is therefore 66. Should he become unconscious, his comrades would be charged an encumbrance cost of 66 to carry him —after first divesting him of his belongings, of course. Chargésh has a Stamina factor of 30 (Sec. 2.212), which permits him to carry 100 percent of his encumbrances for 8 hours.

2.320. ARMS AND ARMOUR.

The weapons and equipment of the warriors of Tékumel are discussed in Sec. 1.960. The prices, encumbrance costs, and other details of these items are given below. The particulars of the following table are:

1. Price: the amount (in Tsolyáni *Káitars*) for which an item may ordinarily be bought in the marketplaces of the Five Empires. Prices are stated in ranges: the lower figure is the cheapest and least well-made item of its class available, and the higher number is the cost of a good (but not necessarily the best) specimen. These are "post-bargaining" prices, moreover. A merchant may start with a much higher quotation, and if so minded, he/she may refuse to come down to these rates at all. The referee will roll (usually a D10) to find the article's quality and real price, and will then roll on the non-player character reaction table (given later) to see how the seller feels about the customer and the proferred bargain.
2. Prices are given for *Chlén*-hide (Sec. 1.960) or bronze articles. Iron and steel are so rare as to almost never be offered for open sale. Should an iron or steel article become available, however, its price is found by multiplying the cost of the *Chlén*-hide item in the list by a factor found by a D10 roll against the following table:

Cost of iron articles

	Type of iron/steel and price multipliers			
Die score	Soft iron	Steel	Excellent steel	Enchanted steel*
1	x 20	x 50	x 100	x 500
2-3	x 50	x 100	x 300	x 1,000
4-6	x 100	x 300	x 500	x 3,000
7-8	x 300	x 500	x 1,000	x 5,000
9	x 500	x 1,000	x 3,000	x 7,000
10	x 1,000	x 3,000	x 5,000	x 10,000

*See Secs. 1.620 and 1.960.

3. Encumbrance costs are as stated in Sec. 2.310. The numeral before the slash is the cost charged when the item is carried in the hand (maximum: one item per hand) or worn as a garment. The number after the slash is the cost of the same article when it is hung, tied, or otherwise attached to the person, or when it is carried in a pouch or backpack.
4. The weight of *Chlén*-hide is approximately one third that of bronze, iron, or steel (Sec. 1.960). Encumbrance costs for items made of these metals are therefore triple those given below.
5. Nonhumans pay the encumbrance costs listed below when wearing their own armour and carrying their own weapons. They also pay the same prices when they have these articles manufactured by their own artisans. If these accoutrements are made for them by another race, however, they must pay double. The weapons and armour of one species never fit another, of course. Should a human have to carry a nonhuman's gear, he/she must pay double the encumbrance cost for an article made for an Ahoggyá, Hlôss, Shén, or Black Ssú, and one half for a piece of equipment made for a Pygmy Folk or Tinaĺya.

Arms and armour

Price range (in Tsolyáni Káitars)	Encumbrance costs	Article[s]
1-10	0/.5	Dagger, knife
3-12	1/2	Short sword
5-14	1/3	One-handed long sword, scimitar
6-15	1/4	One-handed mace, club, morning star, warhammer, flail
8-17	2/5	Longer one-handed mace or flail, heavy one-handed axe
11-20	4/10	Two-handed sword, mace, flail
13-22	5/10	Halberd, poleaxe, other polearm
1-5	1/3	Javelin, dart
2-11	3/8	Short spear, quarterstaff
3-12	4/10	Long spear, short pike
10-19	6/—	Long pike. (This weapon is too long to be slung on one's back)
3-12	3/5	Short self-bow
35-44	3/5	Short composite bow
10-19	3/7	Longbow of *Séresh* wood
40-130	3/7	Long composite bow
60-150	4/8	Light crossbow
80-170	5/10	Medium crossbow
100-190	7/12	Heavy crossbow
5-50	2/3	Quiver for 20 arrows or box for 30 crossbow quarrels
15-24	.5/0	20 arrows. (Up to 10 arrows may be carried bunched in the hand at no cost. More than this number cost .5. When carried in a quiver arrows add no extra cost)
20-29	.5/0	30 crossbow quarrels. (as above)
1-5	0/0	Leather sling
2-11	.5/1	20 leaden sling pellets. (Up to 5 sling pellets may be carried in the hand at no cost. More than this number cost .5. When carried in a pouch sling pellets cost 1)
3-12	1/3	Bolas
4-13	3/5	Blowgun
8-17	.5/1	20 blowgun darts. (This weapon is rare in the Five Empires; cf. Sec. 1.960)
15-24	2/5	Incendiary fire-pot. (This is the nearest thing in the warfare of Tékumel to the "Molotov Cocktail": a rather fragile clay pot filled with a mixture of naphtha and powdered limestone. It weighs about 2 kg and contains a litre or so of inflammables. It has a wick which must be lit before throwing it either by hand or with a staff-sling. Cf. Sec. 1.960)
3-12	2/7	Staff-sling. (Cf. above)
2-11	.5/3	Light helmet
6-14	1/4	Medium helmet
15-24	2/7	Heavy helmet
12-21	3/7	Gorget collar and shoulder defences: the *Tsukéhlmri.* (Cf. Sec. 1.960)
20-29	3/9	Breastplate
13-22	2/7	Backplate
2-11	1/4	Simple pectoral breastplate held on with straps
8-17	1/2	Set of 2 vambraces for the lower arms
10-19	1/3	Set of 2 greaves for the calves
10-19	1/2	Mail kilt to protect the abdomen and upper thighs
15-24	1/2	Set of tasses or pteruges to protect the abdomen and upper thighs
8-17	1/3	Pair of plate-shod boots or sabatons
20-65	3/9	Shirt or tunic of chainmail, scale mail, or hardened leather (cuir boulli)
10-55	2/4	Shirt or tunic of leather
1-5	.5/1	Small targe or buckler
5-14	2/5	Medium shield
10-19	3/8	Large shield
15-24	9/15	Pavise
1-10	0/.5	Baldric, belt, tabard. (This includes the sword-clip (Tsolyáni: *Sarélqe*) which serves instead of a scabbard for the odd-shaped blades of Tékumel; cf. Sec. 1.960)
10-55	2/4	Cape or mantle. (This is the better military version of the traveller's cloak; cf. Sec. 2.340)
200-1,000	—/200-400	Ballista. (Larger or smaller varieties may cause the price to vary; cf. Sec. 1.960)
700-1,600	—/500-1,400	Onager. (As above)
1,000-2,800	—/1,000-2,800	Trebuchet. (As above)
20-40	6/10	Ballista bolt
3 per kg	2 per kg	Stone ammunition for onager or trebuchet. (These are neatly chipped into round stone balls by members of the masons' clans)

To simplify the purchase of armour, the price ranges, encumbrance costs, and details of the equipment of the various troop-types of the Five Empires are given below. See Sec. 1.821.

Averaged suits of armour

Troop types	Price range (in Tsolyáni Káitars)	Encumbrance cost	Articles
Light infantry: skirmishers, slingers, sappers, archers, artillerymen, and some marines	32-104	4.5/13	Light helmet, breastplate pectoral, vambraces, leather tunic
Medium infantry: many pike and spear units, most crossbowmen, some marines, etc.	69-122	11/32	Medium helmet, gorget collar, breastplate, backplate, vambraces, greaves
Heavy infantry: many pike and spear units, halberdiers, etc.	111-192	15/42	Heavy helmet, gorget collar, breastplate, backplate, vambraces, greaves, mail kilt, tasses, sabatons

Each player should prepare three "possessions lists" for his/her character and provide copies to the referee. The first list states which belongings the character carries when going about his/her daily activities; the second inventories what he/she carries when travelling; and the third enumerates the character's possessions when he/she is adventuring or is prepared for combat. Each of these inventories must provide encumbrance cost totals and indicate where and how each article is carried or packed. This method will save much time during the game.

As a member of the Legion of Searing Flame, Chargésh hi-Vríddi is a heavy infantryman. Most of his gear he divides between his two porter slaves while on the march, but when he is attired for battle his encumbrances are as shown below. The prices Chargésh paid for his equipment are also given.

Price (in Kaitars)	Encumbrance cost	Article	How carried
0 (gift)	6 (2 x 3)	Heavy steel helmet	Worn
0 (gift)	9 (3 x 3)	Steel breastplate	Worn
15	2	Backplate	Worn
10	1	Pair of vambraces	Worn
18	1	Pair of greaves	Worn
12	1	Mail kilt	Worn
20	1	Set of tasses	Worn
14	1	Plate-shod boots	Worn
14	2	Medium shield	Held in hand
7	.5	Dagger	Worn at belt
9	3	Long sword	Worn at belt
16	6	Long pike	Held in hand
50	2	Cape	Worn
3	0	Baldric-belt	Worn
188 K.	35.5		

Chargésh also carries some extra clothing and other articles in a backpack. These will be discussed in the next Sections.

2.330. ADVENTURE GEAR.

The table below is organised like that of the preceding Section.

Adventure gear

Price range (in Tsolyáni Káitars)	Encumbrance costs	Article[s]
1-5	2/8	15 m of rope. (Strong enough to support perhaps 200kg of dead weight)
1-2	5/10	3 m-long pole or staff of *Tlu* wood
.5-.9	.2/.4	Bronze or *Chlén*-hide spike (40 cm long)
.1-.5	.5/1	Wooden stake (1 m long)
1-2	.5/1	Wooden mallet; bronze or *Chlén*-hide saw, chisel or other handtool
.6-1	.3/1	Torch. (1 m long. The head is wound with cloth and dipped in pitch—about 15 cm in diametre. This burns for about 2 hours)
2-11	1/3	Bronze lantern with glass cover. (About 20 cm high and 10 cm in diametre. This burns for 2 hours per flask of oil)
.1-.5	.1/.1	Wax candle; small oil-filled clay lamp. (These burn for about 1 hour each)
.6-1	.3-.6	Glass or pottery flask (fragile!) containing about half a litre of oil for the lantern or the lamp. (This oil is made from animal fat or vegetable substances. It is relatively slow-burning and cannot be used for a "Molotov Cocktail"; cf. the incendiary fire-pot in Sec. 2.320)
1-5	.1/.2	Flint, steel, and tinder. (The small piece of iron or steel makes this item a bit costly)
21-30	.1/.2	Compass. (A glass-covered pottery bowl of oil upon which one floats a sliver of magnetised iron. These are rare in the marketplace)
50-90	.2/.3	Astrolable. (A bronze instrument used to find the altitudes of celestial bodies. Important for astronomers and astrologers)
40-85	.5/1	Ephemerides. (A thickish book or scroll which gives the daily positions of the sun, moons, and planets for astronomical and astrological calculations. One of these books contains 10 years of celestial positions, and the buyer must thus specify which years are wanted. Ephemerides are available through the temples of Thúmis, Ksárul, and their Cohorts, although other temples sometimes prepare them as well)
1-5	.5/1	Pen-box. (Dimensions: 25 x 8 x 5 cm—1,000 cc. This contains up to 5 reed pens and a cake of carbon ink. The ink is mixed with water, and a better pen-box also has a little clay jug for this purpose
.1-.5	.1/.2	Roll of paper or papyrus. (Dimensions: 40 cm wide and 1 m long)

Price range (in Tsolyáni Káitars)	Encumbrance costs	Article[s]
.5-.9	.1/.2	Roll of parchment or vellum. (Dimensions as for paper)
1-10	.3/.6	Paint-box. (Dimensions: 15 × 10 × 5 cm—750 cc. This contains cakes of red, green, blue, white, yellow, and sometimes russet-orange water-based pigments, a tiny brush, and a little stoppered jar for water. There is room also for some gold and/or silver leaf and the fixative by which these are applied to a page)
.3-.7	0/0	Bunch of buds of the *Tsúral* plant. (These are used as an aphrodisiac and also as a means of repelling certain dangerous creatures. They must be fresh (1-2 days old at most) for the latter purpose)
1-5	.2/0*	Leather belt pouch. (100-200 cc capacity)
2-6	.5/1*	Small sack of stout cloth or leather (10,000-20,000 cc capacity)
4-8	1/2*	Large sack of stout cloth or leather (20,000-30,000 cc capacity. Still larger sacks may be purchased for proportional prices)
10-55	6/8*	Small leather backpack. (Dimensions: 45 × 35 × 19.5 cm—a little over 30,000 cc. This can hold, for example, 1 week's rations for 1 person, 2-3 flasks of lantern oil, a lantern, flint, steel, and tinder, a compass, a pen-box and paper, and about 10,000 cc of other items. It is not large enough to store weapons larger than a dagger, and if stakes or torches are carried, they will protrude from the top)
20-65	8/12	Large leather backpack. (Dimensions: 60 × 40 × 25 cm—60,000 cc or about .06 of a cubic metre. This holds all of the items listed above, plus some extra clothing, a cape or mantle, possibly a blanket, a weapon or two as long as a short sword or mace, about 5 spikes or stakes, 2-3 torches or a lantern, etc. Longer weapons will still protrude from the top, and a bed-mat, water/wineskin, and other larger articles must be tied, slung, or strapped on separately)
2-6	2/3	Blanket. (Large enough for 1 person—or 2 if good friends)
.6-1	2/3	Bed-mat. This is made of woven reeds or cloth matting. It is usually rolled and strapped to the outside of a traveller's pack
1-2	.3/.5	Personal toilet articles. (These consist of a bronze or *Chlén*-hide razor, a clay pot of *Vé* paste (used as soap), *Anái* sticks (chewed to clean the teeth), a comb, scissors, a small bronze or silver mirror, etc. All of these take up about 1,000 cc of space)
1-2	1/3	Rations for 1 person for 1 week. (Poor fare comprised of hard bread, dried fruits, a bit of cheese, etc. These occupy about 10,000 cc of space)
3-7	2/4	Better rations for 1 person for 1 week. (These include bread, dried meat, preserved fruits, nuts, and tubers. Such rations take up about 15,000 cc of space)
1-2	2/3*	Small leathern water-bottle. (This holds 2 litres of liquid, enough to supply the normal needs of 1 person for 1 day)
3-7	4/6*	Large leathern water/wineskin. (This holds 4 litres—4 kg—of water)
2-6	2/4	Pot and skillet for cooking. (The pot is about 20 cm in diametre and 15 cm high—4,700 cc. It is often filled with raw foodstuffs and hung on the outside of a traveller's pack. The skillet is a slightly convex, flat metal plate with a handle. It is about 25-30 cm in diametre)
20-80	4/7*	Physician's leather bag. (Dimensions: 35 × 30 × 20 cm—21,000 cc. This contains bandages, salves, drugs, and medicaments used to treat wounds, burns, abrasions, certain diseases, and a few common poisons)
50-140	4/7*	Sorcerer's leather bag. (Dimensions are as given above. This holds the paraphernalia of the ritual sorcerer (Sec. 1.620). Chemicals, coloured chalks, powdered and liquid substances, sacrificial knives and ritual symbols, a book or scroll or two, and other magical items comprise the usual contents. These differ of course according to the owner's abilities and temple affiliation)
5-14	10/15	Stretcher or litter. (Dimensions: 2 m long × 60 cm wide. This can be carried rolled up on one person's shoulders. When laden with an incapacitated comrade, it must be borne by two bearers)
11-20	8/11	Wooden or leathern chest. (Dimensions: 1 m long by 50 cm wide by 25 cm high. This is considered to be empty until filled by the purchaser, in which case its weight and encumbrance increase. Larger or smaller

Price range (in Tsolyáni Káitars)	Encumbrance costs	Article[s]
		chests, bound with metal or *Chlén*-hide straps, etc. are available; their prices and encumbrance values are left to the discretion of the referee.
26-45	18/30	Wooden or leathern trunk for goods storage. (Dimensions: 1.5 m long by 1 m wide by 50-75 cm high. See the preceding item.

*Encumbrance costs quoted for the water-bottle, the water/wine-skin, and the physician's and sorcerer's bags are for these items when they are *full*. Those listed for pouches, sacks, and backpacks are for these articles when *empty*. It is possible, for example, to stuff a large backpack with 600 kg of *Káitars* (Sec. 2.310), but this would result in a weight which no one individual could lift!

Chargésh hiVríddi purchases flint, steel, and tinder; 5 candles, a blanket, a bed-mat, personal toilet articles, a small water-bottle, and a pot and skillet. These cost him a total of 11 *Káitars* and 10 *Hlásh* and add 13.7 to his encumbrances. He then buys a small backpack for his gear. This is an expensive one, of the best *Vringálu*-hide, and costs him 55 *Káitars*. The encumbrance cost of this is 8. He pays 2 *Káitars* more for a nice belt-pouch, and this adds nothing to his burden when he wears it. Chargésh' balance sheet is as follows:

Income (in *Káitars*)*	Expenditures
668 (Sec. 2.235)	188 (arms & armour; Sec. 2.320)
14.95 (Sec. 2.243)	68.5 (gear; Sec. 2.330)
80 (clan gift)	4 (payments to slaves)
762.95	minus 260.5
502.45 balance	

*Sub-divisions of the Tsolyáni *Káitar* are given in decimal form here. Chargésh actually has 502 *Káitars* and 9 *Hlásh*.

Chargésh has taken a letter of credit for 300 of his *Káitars*. He can cash this at any Vríddi clanhouse in the country, and certain other friendly clans would gladly convert it into gold for him as well (although for a small fee—perhaps .01 percent). He conceals 100 *Káitars* more in his backpack and carries the rest in his belt-pouch. When travelling, Chargésh wears and carries only the following items: dagger, sword, cape, baldric-belt, pouch, and backpack. This gives him an encumbrance cost of 21.7, to which he will add some extra clothing in the next Section.

2.340. CLOTHING AND JEWELLERY.

The garments of the peoples of this part of Tékumel are discussed in Sec. 1.950. It is impossible to provide the details and prices of all articles, of course, and the following list is only a sampling, to which the referee may add other items as the need arises. The list is organised like those in the preceding two Sections.

Clothing

Price range (in Káitars*)	Encumbrance costs	Article[s]
1-2 *Qirgál*	0/.1	Loincloth of cheap fabric for a slave, peasant or lower class person**
10-14 *Qirgál*	0/.1	Straw or wooden-soled cheap sandals
3-7 *Hlásh*	0/.1	Kilt of *Firyá* cloth. (Suitable for a lower or middle-class person)**
7-11 *Hlásh*	0/.1	Sleeveless cloth vest. (Suitable for a lower or middle-class person)**
10-19	.1/.3	Over-tunic of *Firyá* cloth. (Suitable for a lower or middle-class person)**
1-2	0/.1	Leather belt or set of cross-straps**
1-5	0/.2	Leather sandals, slippers, or shoes**
2-11	1/2	Broad, decorative collar of *Chlén*-hide. (Suitable for a middle-class or upper-class person)**
4-8	1/2	Calf-high leather boots
5-9	3/5	Heavy cloak or travelling mantle of *Hmélu* or *Hmá* wool**
7-16	1/3	Strong, high, leather boots for long-distance travel
5-24	1/4	Various types of headdress. (Suitable for middle- and upper-class townsmen, priests, and bureaucrats)**
3-7	0/.2	Kilt of silky *Gúdru* cloth. (Suitable for a middle- or upper-class person)**
10-19	.1/.3	Elaborately decorated over-tunic or vest of *Gúdru* cloth. (Suitable for a middle- or upper-class person)**
20-60	.1/.3	Finest quality pleated kilt of *Gúdru* cloth. (Suitable for an upper-class person)
40-130	1/3	Aristocrat's elegant headdress or ceremonial helmet**
100-500	2/4	Aristocrat's ornate *Chlén*-hide collar. (This has upcurving shoulder epaulets and is ornamented with inlay, semi-precious stones, repoussé work, etc.)**
200-1,200	3/6	Aristocrat's over-tunic, robe, or tabard. (Embellished with small gems, gold and silver embroidery, brocade, etc.)
300-1,200	.2/.5	Mantle, veil, pelerine, or pelisse. (Made of the finest *Thésun* gauze (Sec. 1.415) and sewn with small gems and brilliants)

*Price ranges less than 1 *Káitar* are given in Tsolyáni coinage in this table instead of in decimal parts of a *Káitar*.

**Prices and descriptions are for articles of medium quality. More or less expensive items can be found. Should a character wish to purchase a better kilt, for example, the referee should multiply the listed price by 2 or 3.

The costs of women's apparel are comparable to the above. A skirt costs about as much as a kilt, a bodice as much as a sleeveless vest, a kirtle as much as a tunic, etc. More decorated varieties will cause the listed prices to be multiplied by 3. The harnesses of straps worn by some nonhuman races (Sec. 1.950) are sold in many human cities, and these can be had for 1-10 *Káitars*, depending upon their complexity, quality, and style.

The costs of complete costumes are given below. On the average, about 25 percent should be added to the prices of women's apparel.

Averaged costume prices

Social class	Price range (in Kaitars)*	Encumbrance	Articles
Slaves, very low class	.5-.75 *Hlásh*	0/.2	Loincloth, straw sandals
Low class	3.5-7.5 *Hlásh*	0/.2	Kilt, sandals
Middle class	3.5-9.8	.1/.8	Kilt, sandals, vest, over-tunic, belt
Upper middle class	22-68	2.1/6.8	Kilt, shoes, belt, over-tunic, collar, headdress
Upper class	39-121	2.2/6.9	Kilt, shoes, belt, over-tunic, collar, headdress
Highest upper class	662-2,997	6.3/15	Kilt, shoes, over-tunic, belt, collar, headdress, mantle
Priest of Circles 1-12. (Secs. 1.832 and 1.950	25-500	7/15	Ceremonial vestments: kilt, shoes, belt, over-tunic, collar, elaborate headdress, tabards, plaques, pectoral, stole, and other ritual garments. (Normal daily wear is as for an upper-middle- or upper-class person, as given above. Lay priests rarely wear ceremonial costumes)
Priest of Circles 13-up	750-15,000	15/25	Ceremonial vestments, as above, but heavier and made of brocade, precious metals, etc. (Upper- or highest-upper-class costumes are worn as everyday garb. Lay priests almost never own such vestments—and may borrow them from the temple should they be needed. Cf. Sec. 1.950)
Soldier of the ranks of Subaltern through Lower officer (Secs. 1.821 and 1.950)	50-500	10/20	Ceremonial uniform and armour, as described in Sec. 2.320 but much more elaborate. (An off-duty soldier's costume is much like that of other civilians of his/her class)
Soldier of the ranks of Higher Officer and General	1,000-10,000	20/30	Ceremonial uniform and armour. (As above but made of precious metals and set with gems)

*For ease of calculation, price ranges below 1 *Káitar* are given in decimal parts of a *Hlásh* or a *Káitar*.

Chargésh hiVrĺddi does not wear an upper-class headdress while travelling, nor does he put on the heavy steel helmet. He buys a peasant's broad-brimmed straw hat for 2 *Qirgál* instead. He also has only one of the stiff, bulky *Chlén*-hide collars. This is stowed in his backpack where it won't get in the way. He otherwise wears the costume of the Tsolyáni upper classes: kilt, over-tunic, belt, and travelling boots. These cost him 27 *Káitars* and have an encumbrance cost of 1.1. In his backpack he carries a change of clothing: shoes, two kilts, another over-tunic, a vest for casual wear, and the aforesaid collar. He paid 33 *Káitars* for these garments, and their encumbrance cost is 3. He has thus spent 60 of his 502 *Káitars* and 9 *Hlásh*, leaving him with 442 *Káitars* and 9 *Hlásh*. His encumbrance cost while marching is now 21.7 + 4.1 = 25.8. This is no burden at all, really, for a sturdy youth. If he stores all of his belongings in his backpack (Secs. 2.320, 2.330, and this Section), he has an encumbrance of 74.3—more than his permitted 66. This is an overload and would slow him down. Fortunately he has porters. Sometimes the thought crosses his mind to carry some of his equipment himself, but he quickly discards any such egalitarian sentiments. After all, what are slaves for? If it had not been written in their Skeins of Destiny, they would not be slaves now.

Jewellery prices are harder to calculate—and a purely abstract system will be provided later for the rapid evaluation of treasure finds. If a character wishes to purchase jewellery or have it assessed in detail, however, the following data may be used.

The price of an item of jewellery is found by determining the cost of the metal, the prices of any gems, and the goldsmith's and the gem-cutter's manufacturing charges. Bars or ingots of pure precious metals command the following prices.

Metal prices

Metal	Price per gramme	Grammes per cc
Gold	10 *Hlásh*	19.3
Silver	10 *Qirgál*	10.49
Platinum*	20 *Káitars*	21.5
Electrum**	7 *Hlásh*	16 (approximately)
Copper	.1 *Qirgál*	8.92
Iron/steel***	25-50 *Káitars*	7.86

*Platinum is very rare and is difficult to work. Occasional pieces are recovered from the ruins of the cities of the ancients, however.

**Electrum is a naturally occurring alloy of about 4 parts gold to 1 part silver. It is only occasionally employed for jewellery.

***Iron and steel are almost never used to make jewellery in spite of their great value. Many people are superstitious about these metals and prefer them only for weapons, ritual implements, etc.

A goldsmith's manufacturing charges run from 20 to 60 percent of the value of the metal for average work and from 50 to 140 percent for the best craftsmanship. A gem-cutter may ask from 30 to 70 percent of the value of the uncut stone.

As examples, one may give the average weight ranges, cubic centimetres, and prices in Tsolyáni *Káitars* (not including the manufacturer's fee) for some common varieties of gold jewellery. These do not include gems, of course, and if one were to buy them ready-made, their prices would be marked up another 50 to 100 percent!

Averaged jewellery prices

Item	Weight range (in grammes)	Cubic centimetres needed	Price range (for the gold alone) in Káitars
Ring	10-20	.5-1	5-10
Narrow bracelet	20-30	1-1.5	10-15
Wide bracelet, armlet, anklet	50-250	2.6-13	25-125
Necklace	50-250	2.6-13	25-125
Tiara	75-300	3.9-15.5	37.5-150
Belt plaque	50-100	2.6-5.2	25-50
Collar	100-1,000	5.2-51.8	50-500

The approximate prices of still larger items can be ascertained by using the same ratios. A complex headdress of golden plates may weigh as much as 3 kg. Its "base price" would accordingly be 1,500 *Káitars*.

The price of a gem depends upon its nature, its rarity, the number of carats it contains, and its cut. Faceting is common for many transparent and translucent stones, since this reflects light from within the stone. Opaque stones are often given a "cabochon" cut: this consists of rounding and polishing. Some are also carved into cameos and intaglios, while others are engraved. The following table lists many of the common gemstones of Tékumel, their usual size ranges (in metric carats), their prices per carat, and the type of cut most often given to them. The size and quality (i.e. price per carat) of a particular stone can be found by rolling various multiples of D5 (i.e. D10 divided by 2 and rounded down), D10, or D20.

Gems

Gem	Size range (in carats)	Price range (per carat)	Cut
Alexandrite	1-5	8-17	Faceted
Amber	1-20	.5-5	Cabochon
Aquamarine	1-20	2-11	Faceted
Chrysoberyl	1-10	1-20	Faceted (or cabochon if a "catseye")
Coral	1-100	.5-2.5	Cabochon or carved
Coral (Glass)*	1-100	1-20	Cabochon or carved
Diamond (ordinary or coloured)	.5-10	20-400	Faceted
Diamond (blue-white)	.5-10	50-1,000	Faceted
Emerald	.5-10	25-500	Faceted
Garnet (Pyrope or Rhodolite)	1-20	1-5	Faceted or cabochon
Ivory**	Varies	.5-2.5	Carved
Jadeite	1-100	20-40	Cabochon or carved
Lapis lazuli	1-50	1-3	Cabochon
Nephrite	1-100	1-5	Cabochon or carved
Obsidian	10-200	.5-2.5	Cabochon
Opal	1-20	3-15	Cabochon
Opal (black)	1-10	15-300	Cabochon
Opal (Flame)***	1-20	30-600	Cabochon
Pearl	.5-5	1-20	Needs no cutting
Pearl (black)	.5-5	3-60	Needs no cutting
Ruby	.5-10	20-400	Faceted
Sapphire (blue)	.5-5	10-200	Faceted or cabochon
Sapphire (red or orange)	.5-5	5-100	Faceted or cabochon
Sapphire (black star)	.5-10	40-800	Cabochon
Shell *(Chet'ú)****	Varies	1-5	Carved
Shell *(Nhâ)*****	Varies	.5-2.5	Carved
Topaz	1-20	1-10	Faceted
Tourmaline	1-20	1-5	Faceted or cabochon
Turquoise	1-200	2-5	Cabochon
Zircon	1-50	1-10	Faceted

*Glass coral is obtained only from the waters of Lake Parunâl. Its iridescence and many hues are much appreciated everywhere. See Sec. 1.415.

**"Ivory" is actually comprised of the skull and larger bones of a sea creature which inhabits the shallow bays along the southern coasts of Tsolyánu, Mu'ugalavyá, and eastern Livyánu. It is not found elsewhere. See Sec. 1.415.

***The "Flame Opal" is not a true "stone"—anymore than is amber. It is the secretion of a species of tree found in the Páchi Léi forests of Pán Cháka. It is quite rare and is held in high regard by the temples of Vimúhla and Chiténg. See Secs. 1.415 and 1.832.

****These two types of shell occur only in the seas around the Nyémesel Isles. They are highly prized elsewhere, and their carving and painting constitutes a major art-form amongst the artisans of the temples of Mrettén. See Sec. 1.1030.

Innumerable other semi-precious stones are found as well: e.g. agate, amethyst, bloodstone, carnelian, chalcedony, malachite, moonstone, rock crystal, etc. These are assumed to occur in the 1-10 carat range and cost perhaps 1-5 *Káitars* per carat.

The antiquity of a piece of jewellery adds anywhere from 10 to 1,000 percent to its value. This is contingent upon its provenience, rarity, its maker (if known), and the artistry of its workmanship. The productions of the "High" period of the Priestkings of Éngsvan hla Gánga, for example, are considered to be the best. The creations of Hóti of Purdánim, Deqélnu Ázh of Jakálla, and Trímun Póro of Gánga are so precious as to be unavailable at any price. The last known sale of an article by one of these masters—a tiara by Hóti—brought in over 100,000 *Káitars*. Bednálljan jewellery is also esteemed but is less costly (though older) because of the heaviness of its design. The same is true also of the crude, squarish styles of the Llyáni and Dragon Warrior periods (Secs. 1.310 and 1.330). The very rare and extremely ancient artifacts of the ages before the Time of Darkness and of the Latter Times are not always as valuable as their great age might suggest. Glass, plastic, artificial gems, and other such materials are not highly favoured by the modern cultures of Tékumel.

Encumbrance costs for small quantities of precious metals and jewels need hardly be calculated. Only half a kilogramme or more will burden a character sufficiently to be counted. See Sec. 2.310.

One who has taken the skill of Goldsmith-jeweller (Sec. 2.239) may wish to buy a small scale, set of weights, and vials of testing chemicals. These come in a small box and cost 20-29 *Káitars* altogether. Their encumbrance cost is .1/.2. A rather poor magnifying glass is sometimes available for 5-9 *Káitars*, although its use and manufacture are not known outside of the major cities; cf. Sec. 1.1010. This is too small to add anything to one's encumbrances.

Chargésh hiVríddi has very little jewellery. His clan-mothers gave him a small ruby ring when he attained puberty. This contains 14 g of gold and a stone of 1 carat of mediocre quality. If he had bought the ring himself, the gold would have cost 7 *Káitars*, the ruby 80 *Káitars*, and the jeweller's fee 35 *Káitars*: a total of 122 *Káitars*.

2.350. FOOD, DRINK, DRUGS, AND POISONS.

The wealthy agricultural plains of the Five Empires and their client states produce an abundance of food. It is impossible to give the prices of all of the myriad foodstuffs used on Tékumel, of course, and the following must suffice. Most foods are sold by the *Psé* (.75 kg; cf. Sec. 1.1040), although grain is supplied in sacks weighing 50 *Psé* (37.5 kg). For ease of calculation, the prices of a few major staples are quoted in terms of kilogrammes (and not *Psé*). The cost per sack is added for items sold in this fashion. All of these prices are given in Tsolyáni *Qirgáls* or in *Hlásh*. There are 20 copper *Qirgáls* in a silver *Hlásh*, and 20 *Hlásh* per gold *Káitar*—i.e. 400 *Qirgáls* per *Káitar*; cf. Sec. 1.731. Food is relatively inexpensive. It costs more in a city and less in the countryside where it is produced. It is much dearer in remote, infertile, or ill-supplied regions. Prices also vary with the harvests, the weather, and other economic factors, being anywhere from one half of the listed prices in a good year to over 100 times these

amounts during a drought or famine. Foods and eating customs are discussed in Secs. 1.415 and 1.920. The following are only approximate averages.

Foodstuffs

Commodity	Price per kg (in Qirgáls)	Price per sack (in Hlásh)
Dná grain	2-6	4-11*
Wheat	3-7	6-13
Rice**	5-9	9-17
Dmí sugar	8-12	15-23
Salt	1-5	2-10
Fodder (for *Hmélu, Hmá,* or *Chlén)*	.5-2.5	1-5
Vegetables***	1-5	2-10
Dlél fruit	4-8	8-15
Másh fruit	7-11	13-21
Meats:		
Hmélu, Hmá	14-18	
Tsi'íl	11-15	
Jakkóhl	27-31	
Reptiles	4-8	
Other (e.g. insects)	10-14	
Poultry:		
Káika	7-11	
Game birds	30-34	
Fish:		
River species (like cod, bass, etc.)	4-8	
Sea species (similar to salmon, pike, tuna, etc.)	6-10	

*Prices given for sacks do not fit neatly into a D10 roll. Should a random price be wanted, a D10 is used and any superfluous numbers are rerolled.

**Rice is as cheap as *Dná* grain in those regions where it is grown; cf. Sec. 1.415. Rates given here are for such cities as Jakálla and Bèy Sū. Similar adjustments must be made for wheat and *Dná* in a rice-growing region.

***There are innumerable varieties of vegetables. The "fancier" kinds preferred by the upper classes may cost as much as 10-19 *Qirgáls* per kilogramme.

Another way of looking at food prices is to consider the costs of various types of complete meals. The following are the prices one might pay when ordering a meal through a food-preparing clan or in a public hostel; cf. Sec. 1.920. These prices may be reduced by one half when the food is prepared at home or in one's clanhouse, barracks, or temple.

Averaged meals

Cost per person	Particulars
1-3 *Qirgáls*	Food fit only for slaves: a gruel of boiled *Dná* chaff, a crust of bread, perhaps a stew of cheap vegetables and "leavings," rarely cheese and almost never meat
10-19 *Qirgáls*	Lower-class fare: *Dná* bread, wheat bread, or rice; a vegetable stew; perhaps a bit of meat; a side dish of vegetables; and possibly fruit
1-2 *Hlásh*	Middle-class food: better bread, a richer stew, more side dishes, a pudding or pastry, fruits, etc.
3-5 *Hlásh*	Prosperous family fare: more variety and better quality
1-5 *Káitars*	Aristocratic food: fine breads and pastries; several meat, poultry, or fish dishes, and occasionally game; vegetable stews; sauces and hot pickles; imported condiments; and various sweets and confections
10-50 *Káitars*	A feast fit for a nobleman: elaborate meat and fish dishes; platters of roasted birds; shellfish (if near the sea or a large lake); hot and spicy stews of *Hmélu* meat and vegetables; the finest breads; the best condiments and relishes; trays of sweetmeats, pastries, and sugary preserves; sometimes sherbets and essences cooled with ice brought by runner from the mountains, etc.

Beverages, drinking customs, and related matters (e.g. the lack of "taverns" on Tèkumel) are discussed in Secs. 1.415 and 1.920. Many drinks are sold by the cup or glass (usually containing about 2 *Tsértse*—.6 litres; cf. Sec. 1.1040). Alcoholic potables are supplied by the bottle (9 *Tsértse*—2.7 litres), by the jug (1 *Kuvmu*—3 litres), and by the keg or large clay jar (1 *Nmécha*—60 litres). The encumbrance costs of these containers and their contents are: 1 bottle = 1/1; 1 jug = 2/4; and a keg = 60/80.

The prices of several common beverages are listed below. These are "per bottle" unless otherwise noted.

Beverages

Beverage	Price (per bottle)	Particulars
Chumétl	1 *Qirgál* per glass/cup	*Hmélu* buttermilk mixed with salt and hot spices. This is the common non-alcoholic drink of Tsolyánu, Yán Kór, Salarvyá, and Mu'ugalavyá. It is not popular in Livyánu. The Ahoggyá cannot stomach it at all
Tuór	1-3 *Qirgál* per glass/cup	Sugary sherbet made from essences and water. This is the favorite drink of Livyánu and parts of Mu'ugalavyá. Some varieties cost as much as 50 *Káitars* for a tiny thimbleful because of the rare herbs and ingredients used
Lás	10-14 *Qirgals* per pot (6 cups)	Hot tea made of the black, needle-like leaves of the *Tiu* tree. This is typical of the north and north-east. Some drink this black, while others add *Hmélu* milk and sugar. In Chayákku salt is added instead
Hèngka	1-5 *Hlásh*	Beer brewed either from wheat or from *Dná*. As a generic term, this also includes various types of ale and mead. Beer is considered a lower-class beverage, although the Ghatóni prefer their thick black brew to almost any other drink
Faóz	2-6 *Hlásh*	Beer made from rice. This is the usual lower-class Livyáni potation
Ngálu	1-5 *Kaitars*	Wine: a sharp, rather dry, red wine made from the grape-like fruit of the *Nalúm* vines. This is popular throughout the Five Empires and most smaller states but is most characteristic of the great central Tsolyáni and Mu'ugalavyáni plains. The best vin-

		tages come from Sokátis, Thráya, and Usenánu in Tsolyánu, Ch'óchi in Mu'ugalavyá, and Fálli in Livyánu. The very best vintage may cost as much as 50-100 *Káitars* per bottle
Drónu	3-12 *Kaitars*	The sweet, heavy, black wine of Salarvyá, made from the *Urtsé* berry, the fruit of a broad-leafed deciduous tree. The best vintages come from Koylúga and Jaekánta, and some of these cost between 50 and 100 *Káitars* per bottle
A'ásh	1-3 *Káitars*	A powerful distilled whiskey-like drink made from *Dná*, wheat, or other grains. It is considered raw and plebeian and is most popular around Urmish and Katalál in Tsolyánu. It is also found around Kúrdis in Mu'ugalavyá and throughout the N'lüss country and the far north. The Yán Koryáni produce an extremely potent variety called *Jékw*
Datsú	2-6 *Káitars*	A heavy, purplish brandy distilled from the fleshy fruit of the *Dlél* tree. The best varieties come from the Kraá Hills in northern Tsolyánu, from northeast of Khéiris in Mu'ugalavyá, and from around Nufésh and Kakársh in Livyánu. The Salarvyáni brands are inferior. The best *Datsú* costs as much as 50-100 *Káitars* per bottle
Másh	6-10 *Káitars*	A fine, sweet, yellowish apricot-pineapple-flavoured brandy made from the golden fruit of the tall *Másh* tree of western Tsolyánu. The orange-tinted varieties of Háida Pakála are also justly famous, while the Livyáni vintages from Hráis suffer by comparison. The best *Másh* costs perhaps 100-500 *Káitars* per bottle
Tsuhóridu	50-90 *Káitars*	A generic name for several liquers made from the crushed seeds of certain swamp ferns. The vintages of Púrdimal are renowned, as are those of the swamps along the Putuhénu River in Mu'ugalavyá. Distilling *Tsuhóridu* to sell to humans is a cottage industry among the Swamp Folk. Less preferred brands come from Penóm in Tsolyánu and the Sharúna Lowlands in Salarvyá. The best of these liqueurs costs 500-1,000 *Káitars* per bottle and is usually sold by the thimbleful! Some kinds of *Tsuhóridu* produce odd mental effects, others are aphrodisiacs, and a few are addictive and debilitating. Physicians warn against the use of these beverages

The relatively harmless and pleasant social drugs served in the Five Empires and their client states are described in Sec. 1.920. These are sold by the *Mló* (3.75 g), or by the *Psé* (.75 kg), if one is buying for a large party. The prices per kilogramme and the amounts required for an effective dosage for an adult are listed below. These substances cost less, of course, in the region in which they are produced, and this information is given as well.

Narcotics

Narcotic	Price per kg (in Káitars)	Adult dosage	Provenience and particulars*
Airá grass	31-50	2-11 g	Found in highland grassy areas everywhere; usually used as an anaesthetic (Sec. 1.1010) but also chewed and brewed as a tea for its numbing effects
Chümaz	51-100	4-13 g	Livyánu
Drársha	500-800	10-15 g	Salarvyá and Háida Pakála
Hnéqu weed	26-45	50-up g	Nearly universal; best varieties come from Sokátis in Tsolyánu and Nufésh in Livyánu. Regular users may have to chew over 100 g to obtain the desired effects
Mághz	200-500	10-15 g	Mudállu, Nuru'ún, and other states of the far northeast
Ntó	100-300	2-3 g	M'mórcha and Nmartúsha
Osí	700-1,000	3-5 g	Nyémesel Isles
Shrá	5,000-10,000	5-6 g	The states of the far northeast; very rare in the Five Empires
Vípu	151-250	5-6 g	Háida Pakála; prohibited in Salarvyá and almost unknown in the Five Empires elsewhere
Zu'úr	10,000-12,000	1 g	Possession, sale, and use of this dangerous drug are capital crimes throughout the Five Empires; cf. Sec. 1.412

*The effects of these narcotics are described in Sec. 1.920. This information need not be repeated here.

The roots of the *Fssá* plant are chewed only by the Shén. They have a nauseating effect upon humans. A Shén can obtain a kilogramme of this drug for about 500-1,000 *Káitars*, and a dosage of 20-50 g is usual. The *Mmuókh* bark eaten by the Páchi Léi is available only in western Tsolyánu. It costs 11-30 *Káitars* per kilogramme, and a dosage consists of anywhere from 25 to 100 g. The drugs employed by other nonhuman species are so rare as to preclude their listing.

Many poisons are known on Tékumel. Most of these are meant to be ingested, and only a few are effective when applied to weapon blades and arrows.

Inorganic poisons include nitric acid (prepared from blue vitriol, alum, and potassium nitrate), sulphuric acid (made from green vitriol and silica), arsenic (often associated with ores of Stibnite or silver in southern Yán Kór), antimony (similarly found with ores of lead and silver), strychnine (a by-product of roasting ores of copper and lead), and such corrosives as lye and Salt of Tartar. Prussic acid is rare, being made by a secret process by the priests of Shiringgayl in the Salarvyani cities of Jgresh and Jaekanta. Most of these items can be had from a large apothecary's shop in the cities of the Five Empires, and some alchemists also prepare them.

Ingestible organic poisons are similarly numerous. They include the bulbous root of the *Chral* plant of Saá Allaqi, which causes a slow, numbing death; the juices of the "Food of the Ssu" (Sec. 1.414), which act as corrosive agents; the innocuous-appearing buds of the yellow *Delé* flower of Tsolei, which are tasteless and kill within 4-5 hours; the *Ssalán* roots of central Tsolyanu, which inhibit respiration and cause death within 10-30 minutes; *Tlebas* leaves, found in Livyanu, which are brewed to make a deadly tea which is then mixed into wine and other beverages and is fatal within 10-15 minutes; and *Znaláz* berries from the Tláshte Heights of Livyánu, which are dried, ground, and mixed into meat dishes, killing within 15-20 minutes. All of these may be had from a well-stocked apothecary's shop and sometimes from the alchemists of the temple schools.

Another species of the "Food of the Ssu" is employed to poison arrows, and the Mu'ugalavyani legion of "Dune Leapers" (Legion IX of the Fourth Palace; cf. Sec. 1.960) utilise a decoction of *Onumish* leaves to envenom their crossbow quarrels. Only the former is generally available, however, and it is fatal within 2-3 minutes.

Animal, insect, and reptile venoms are almost always harmless if swallowed, causing ill effects only when injected through the skin. The venom of the rare Alash snake of the Desert of Sighs in Milumanaya is favoured by the assassin clans (Sec. 1.960), while the tribesmen of M'morcha and Nmartusha prefer the venom of the puff-spider. Both of these are extremely deadly, killing within seconds. In Livyanu the Llûneb of the Pinnacle of Euz, based in Hrais, utilises *Aulleb* lizard venom for the non-fatal poison into which their arrows are dipped; cf. Sec. 1.960. The assassin clans make use of the spores of the *Sagun*, a creature of the Underworlds, sometimes sealing them into fragile shells which are then thrown or left where a victim may tread on them. If inhaled, these spores prove fatal within 3-5 minutes at most. None of these is regularly stocked by apothecaries or alchemists, although the assassin clans and certain government agencies (e.g. the Omnipotent Azure Legion in Tsolyánu) do maintain small supplies. Tékumel's flora and fauna exhibit a great many other poisonous species, but the toxins produced by the majority of these deteriorate rapidly and cannot be stored by any means now known to the planet's savants. The venom of the *Feshenga*, the *Lri*, the *Geredrya*, and the *Zrne*—to name just a few—can be used only if taken from a freshly dead animal.

The prices per gramme for poisons, the number of grammes needed for an effective dose, and various particulars are provided below.

Poisons

Poison	Price per gramme (K)	Effective dose	Particulars
Inorganic:			
Antimony	5-9	.5-1 g	Ingested; irritant; tasteless and odourless; available in most major cities
Arsenic	4-13	.5-1 g	Ingested; irritant; tasteless and odourless; available as above
Lye	2-6	1-up g	Ingested or external; corrosive; strong taste and distinctive odour; available as above
Nitric acid	7-16	1-2 g	Ingested or external; corrosive; available only from a large apothecary's shop or through an alchemist
Prussic acid	50-59	.5-1 g	Ingested; systemic; available only in Salarvyá as noted above
Strychnine	8-17	1-3 g	Ingested; systemic; available in most larger cities
Sulphuric acid	10-19	.5-1 g	Ingested or external; corrosive; as for nitric acid
Vegetal:			
Chrál root	21-30	1-2 g	Ingested; systemic (a blood poison); odourless but has an unpleasant taste; available in Saá Allaqi and the north
Delé buds	51-100	1-2 g	Ingested; systemic (a nerve poison); tasteless but has a sweetish, flowery odour; available in Tsolei and Livyánu
Food of the Ssú (1)	41-100	1-2 g	Ingested; systemic (a blood poison); has a strong, unpleasant odour; available in many cities and towns
Food of the Ssú (2)	81-100	1-2 g	Injected; systemic (a nerve poison); as above
Onúmish leaves	26-45	1 g	Injected; systemic (a nerve poison); tasteless and odourless; available in western Mu'ugalavyá
Ssalán root	16-35	1-3 g	Ingested; systemic (a nerve poison); tasteless and odourless but has a bitter taste; available in any large city
Tlébas leaves	36-55	2-3 g	Ingested; systemic (a neuromuscular poison); has a mild salty-acid taste but no odour; available in any large city
Znaláz berries	101-200	1 g	Ingested; systemic (a neuromuscular poison); odourless but tastes like roasted meat; available in Livyánu and southern Mu'ugalavyá

Poison	Price per gramme (K)	Effective dose	Particulars
Animal:			
Alásh snake venom	300-500	.01 g	Injected; harmless if swallowed; systemic (a nerve poison); a colourless, odourless liquid; available only from the assassin clans or directly from the tribesmen of the Desert of Sighs—and rare even there
Aullèb lizard venom	200-400	.3-.5 g	Injected; systemic (a nerve poison but non-fatal); a blackish ichor which smells like rotting wood; available only in western Mu'ugalavyá
Puff-spider venom	300-700	.02 g	Injected; harmless if swallowed; systemic (a neuromuscular poison); a greenish, odourless, tasteless liquid; available in southwestern Mu'ugalavyá and northern Livyánu, or directly from the tribesmen of M'mórcha and Nmartúsha
Sagún spores	500-900	.5 g	Inhaled; reaction with body tissues cause the spores to develop into a thick, mucus-like bluish-white fungus which halts respiration and clogs other orifices; available in many of the Underworlds below Tékumel's ancient cities

Ingested poisons can be neutralised by flushing out the stomach with water mixed with lime or chalk, drinking egg albumen, or, in the case of certain alkaloids (e.g. lye) swallowing a strong decoction of *Lás* tea leaves. An injected poison must be localised by sealing off the wound at once with a tourniquet. The rapidity with which the venoms of the *Alásh* snake and the puff-spider work makes this relatively useless, however. A few useful antidotes are listed below.

Antidotes

antidote	Price per gramme (K)	Effective dose	Particulars
Anjé fruit paste	1-10 *Hlásh*	20-50 g	A useful specific against ingested poisons; this thick greenish paste coats the stomach and offers a 90% chance of neutralising inorganic and vegetal ingested toxins; it is not effective against the Food of the Ssú and *Delé* buds, however; available throughout the Five Empires; it must be fresh (no more than 1 day old) to work
Onqé bean soup	10-19 *Qirgáls*	10-20 g	A strong emetic; useful against ingested poisons; used alone, it gives a 50% chance of recovery, and when used before employing *Anjé* paste, it adds another 5% to the latter's chances of curing a victim; available throughout the Five Empires
Ardúro bark (chewed)	2-6 *Káitars*	10-20 g	Another specific against ingested poisons, particularly *Delé* buds and *Ssalán* root, against which it has an 80% chance of effecting a cure; against other poisons it offers a 60% chance; available in Chayákku and the states of the far northeast but now beginning to be imported into the Five Empires
Khápa cactus berries	1-5 *Kaitars*	50-100 g	A specific against *Alásh* snake venom—if swallowed in time (i.e. at once!); provides a 75% chance of recovery; available in the Desert of Sighs in Milumanayá and now in some apothecary's shops in the larger cities of the Five Empires
Ó Tí leaves (swallowed in paste form)	10-100 *Káitars*	3-5 g	A remedy for the toxin og the puff-spider; causes a a catatonic sleep which may last for 10-15 hours and gives a 65% chance of recovery; available from the Tinalíya in northern Livyánu and from a few Livyáni apothecaries and alchemists

Other-planar magic (Sec. 1.620 has a 100 percent chance of success against inorganic poisons. It is also 90 percent efficacious against the deadly spores of the *Sagún*, for which there seems to be no other antidote. It works less well (70 percent chance of recovery) against the other vegetal and animal toxins noted above; this is for the reasons given in Sec. 1.412. Rules for the neutralization of poisons through both medicine and sorcery will be provided later.

2.360. LODGING, RENTAL, PURCHASE OF BUILDINGS AND LAND.

Most inhabitants of the Five Empires live in their clanhouses. Priests reside in dormitories or suites within their temples, and soldiers are housed in barracks or quarters within their legion's compound. These matters are discussed in Secs. 1.421 ff. and 1.940.

A traveller or visitor whose clan has no branch in a city may have to stay in a public hostel in the Foreigners' Quarter (Sec. 1.422). These are operated by special clans and occasionally by private individuals. (See Sec. 1.940 for a list of good hostels.) When travelling abroad, one may prefer a hostel run by a native of one's own country (or of one's own species). Large cities usually have a wide range of such accommodations. A hostel provides a place to sleep (according to its standard), and the hostelkeeper can arrange for food to be served in the guest's chambers by members of the food-preparation clans. Only in the lowest hostels will one find "public rooms" for common dining or drink-

ing (Sec. 1.920). Most people eat with their families and comrades in their rooms in order to avoid questions of relative social class and prestige. The charges for various types of hostel accommodations are given below:

Lodging

Rental per diem in Káitars	Particulars
1-5 *Qirgàls*	Lodging for the poorest of the poor: a roof, straw or a cheap mat to sleep upon, and one meal of the cheapest food available. Privacy is unknown, and a room may be crowded with as many guests as the hostel-keeper can fit in—plus hordes of undesirable insects
1-5 *Hlàsh*	Lower-class accommodations: a large shared room, cleaner straw, better food, and fewer unwelcome bedfellows
6-25 *Hlàsh*	Lower-middle-class lodgings: a small private room (almost a cell), a common bathroom, a clean sleeping mat, and poor but hopefully edible food
1-3 *Káitars*	Middle-class accommodations: a larger, airier chamber, a common or semi-private bathroom, a new bed-mat, a few pieces of furniture, and mediocre food
4-13 *Káitars*	Upper-middle-class quarters: a large outer room and 1-2 smaller sleeping rooms, a private bathroom, nice furniture, quarters for 1-3 servants or slaves, and good but undistinguished food
10-50 *Káitars*	Upper-class lodgings: a large and pleasant suite of rooms, a private bath for oneself and another for one's family or servants, elegant furnishings, varied and excellent food, and occasionally separate kitchen facilities for those who have their meals prepared by their own servants or slaves
76-175 *Káitars*	Noble lodgings: a very large suite of apartments, including a sitting room, several sleeping rooms, quarters for one's entourage and family, private baths, a massage room, etc; the best furniture and decorations; the finest cuisine; and guards supplied by the management to watch one's possessions

*The highest known daily rental for hostel accommodations is found at the Abode of Imperial Blue on the western riverbank overlooking the Tsolyáni capital-fortress of Avanthár: the Suite of Indelible Repose is priced at 1,000 *Káitars* per night. Cf. Sec. 1.940.

Rental for extended periods is possible but a little difficult in many cities because almost all buildings are clan-owned and in use. There is about a 25 percent chance per week of finding a suitable dwelling for rent or purchase. This can be increased to a 30 percent chance per week by hiring an agent (Tsolyani: *Mératokol;* cf. Sec. 1.940) for a fee of one percent of the sale price.

The following are the monthly rentals and likely purchase prices of various types of houses and property in a large city. These are reduced by 25 percent in a smaller city, large town, or town, and by 40 percent in a village or rural region. The chances of finding a suitable house or building go down by 5 percent per week after the first week, however, because of the unavailability of property for sale or rental in such an environment. The details of house types are given in Sec. 1.421.

Rental and building prices

Monthly rental	Likely sale price	Particulars
5-9 *Hlàsh*	30-50 *Káitars*	Hut or tenement hovel: one room, dirt floor, no bathroom (sewage is carried out in a bucket or just thrown into the street), and a thatched or tiled roof
2-6 *Káitars*	300-500 *Káitars*	Small house or shop: 2-3 rooms, dirt or stone floors, tiled or thatched roof; walled courtyard
10-19 *Káitars*	500-1,000 *Káitars*	Medium-sized house or shop: 4-5 rooms, stone or tiled floors, bathroom and kitchen, courtyard, and perhaps a small garden in some regions
26-125 *Káitars*	1,000-10,000 *Káitars*	Large house or shop: 10-12 rooms as above. (Possibly some rooms rented out to sub-tenants—who are almost impossible to evict under Tsolyáni law!)
100-500 *Káitars*	5,000-19,000 *Káitars*	Very large house or small mansion, suitable for a minor clanhouse or for an upper-class family: 20-30 rooms, as above but more elaborate; possibly a small attached garden or orchard, fountains, servant quarters, and a colonnaded upper roof for whiling away the hot afternoons
1,000-1,500 *Káitars*	26,00-45,000 *Káitars*	Large clanhouse, mansion, or small palace: 50-100 rooms, as above but still more elaborate; includes slave quarters, kitchens, storehouses, workrooms, and all that goes with a small noble estate
3,000-12,000 *Káitars*	100,000-1,000,000 *Káitars*	Very large clanhouse or palace suitable for a wealthy noble: two or three main buildings, wings containing servant and slave quarters, workrooms, storerooms, etc, a small private temple, gardens and colonnades, and other out-buildings

Officials who are granted an Imperial fief or the rulership of a district or province (Sec. 1.810) rarely need to rent or buy a dwelling, of course, since accommodations almost invariably go with the post. Some of these residences and small fortresses are hundreds of years old.

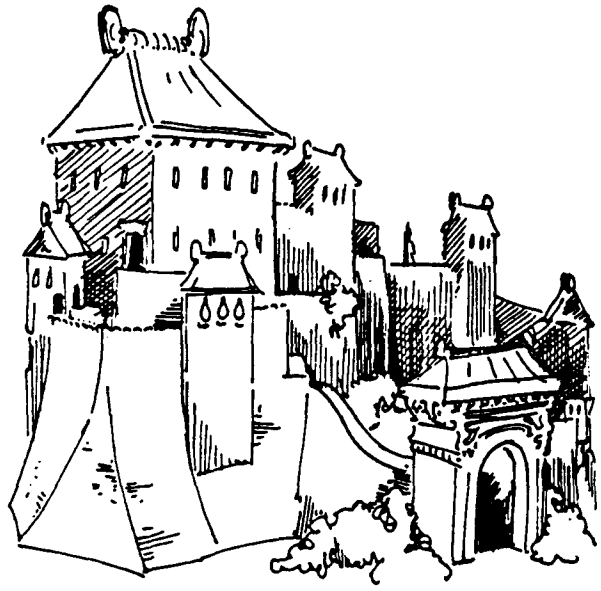
Building a new residence requires the purchase of land (see below), a payment of 10-19 percent of the above listed sale prices as "inducements," and a further charge of 6-10 percent as the architect's fee. Thereafter the construction itself costs from 76 to 150 percent of the price of an existing building. A ruined building or an old fortress can sometimes be acquired for 26-45 percent of the cost of a mansion or palace (above), to which one must add the "inducements," the architect's fee, and the cost of restoration: 51-70 percent of the above-mentioned prices. Building costs are higher in rural and remote areas, due to a shortage of labour and proper materials: perhaps another 11-19 percent of the total price. In some less-organised nations (e.g. Milumanayá, the states of the far northeast, Háida Pakála, etc.) a ruined building can be had simply by occupying it and declaring "squatter's rights"—if the local ruler does not object. It is illegal

to fortify dwellings within a town or city in the Five Empires, although this is sometimes permitted in rural and remote regions by paying "inducements" to the resident officials: 21-30 percent of the sale price of the building.

The clans, temples, and governments of Tékumel do not often sell land to individuals (Sec. 1.735). If available, it is sold by sections of a square *Tsán* (1.78 square kilometres—a *Tsán* measures 1.33 km). The following prices are for non-urban land in central Tsolyánu. These must be adjusted for property elsewhere: e.g. from no cost at all in a tribal area where ownership is by custom or force of arms; to 50 percent of the prices below in a remote and infertile region; to double, triple, quadruple—and up!—these prices for desirable land in or near a city. Land is not usually rented, although in some societies one may become the tenant of a local landlord or fiefholder, paying in cash, labour, service, and/or produce. There is only a 15 percent chance of finding a piece of land for sale each month within a given hexagon of the terrain maps. This applies to "clear" hexagons, and the referee must judge the possibilities in other types of terrain as he/she sees fit. The kind of land available (see the following table for details) is found by rolling a D10: 1-3 = unimproved or infertile; 4-5 = poor; 6-8 = mediocre; 9 = good; and 10 = the best. Another D10 roll is made to ascertain how much land is for sale: 1 = one tenth of a *Tsán*; 2 = one fifth of a *Tsán*; 3 = one quarter of a *Tsán*; 4-6 = one half of a *Tsán*; 7-8 = three quarters of a *Tsán; 9 = one square Tsán;* 10 = 1-5 (randomly rolled) square *Tsán.*

Land prices

Price per square *Tsán* (in *Káitars*)	Particulars
5,100-10,000	Unimproved land, possibly unfit for much agriculture; swampland, forest, jungle, mountainside, etc; possibly contains 1-2 households
10,000-100,000	Poor agricultural land, including 1-10 peasant households
80,000-170,000	Mediocre agricultural land, including 1-20 peasant households
120,000-210,000	Good, well-watered agricultural land, including 1-50 peasant households or a small village
180,000-270,000	The best agricultural land, including a village of 1-100 households or 1-100 rural dwellings



2.370. TRANSPORT.

Since Tékumel lacks horses or other medium-sized beasts of burden, all land transport is done either on the backs of slaves or by *Chlén* carts; cf. Sec. 1.732. Transportation by river or sea is common, however, wherever this is feasible.

A bearer-slave carries 35-45 kg of goods in a large basket strapped to the shoulders and supported by a tumpline across the forehead. On a *Sákbe* Road (Sec. 1.423) a caravan can make 40-60 km per day, and 30-50 km is not unusual for a party of trotting porters on one of the better secondary roads.

The only draft animal in this part of Tékumel is the six-legged, armoured *Chlén* beast; cf. Sec. 1.960. In order to understand the economic value of this creature, some further data must be provided. A *Chlén* is approximately 5-6 m long from snout to spiky tail. It stands some 3-4 m high, weighs 7,000-9,000 kg, lives 50-75 years, consumes about 200 kg of straw and forage per day, and drinks about 170-200 litres of water daily. It has a gestation period of 21 months, and it produces no more than one calf at a time, born oviparously in a leathery sac. The *Chlén* is relatively docile and will fight only if attacked or tormented. It is rather slow, moving at a speed of only 3 km or so per hour, and it cannot work or pull a cart for much more than 5 hours per day. Its great strength makes it an important economic resource nevertheless. It is too expensive an animal to be owned by most peasant families, but the lands of the Five Empires and most of the smaller states are owned in large tracts by the clans, the temples, the governments, and great private landholders. These vast estates are admirably suited to cultivation with the aid of the *Chlén*. Wherever it is not feasible to use a *Chlén* (e.g. on a very small tract of land), there is no other recourse but to have slaves or members of one's clan or family pull the ploughs manually.

Bulk commodities are transported mainly by *Chlén* cart. These come in two sizes: a smaller one which is drawn by one *Chlén* and carries 600-900 kg of cargo, and a larger kind pulled by two of these animals, which holds 1,800-2,700 kg. These average only some 15-20 km per day.

Upper-class persons travel either on foot or in palanquins or litters; cf. Sec. 1.732. These are carried by slaves, mainly, and only a few prefer to journey in the lumbering, slow *Chlén* carts. A litter makes only slightly less rapid time than a caravan of porters: perhaps 35-55 km per day at best.

Slaves can be bought (see the next Section) or hired from the mercantile clans. *Chlén* beasts and carts are to be had similarly from the suttler clans. Litters and palanquins are largely privately owned, although in some larger cities (particularly in Mu'ugalavya) these, too, can be hired by the day.

Purchase of transport

Price in Káitars	Particulars
51-100	Poor to mediocre quality *Chlén* (male or female)
100-300	Male *Chlén* in prime condition
150-350	Female *Chlén* in prime condition
26-45	*Chlén* calf (male or female)
81-100	Small *Chlén* cart
131-150	Large *Chlén* cart
36-55	Small litter (for one passenger, carried by 2 porters)*
101-200	Larger litter (for 1-2 passengers, carried by 4 porters)*
201-300	Large inter-city litter (for 1-2 passengers, carried by 8 bearers, plus a relief of 8 bearers)*
401-500	Very large inter-city or "state" litter (for 2-4 persons, carried by 16-up bearers with the same number as a relief)*

*These prices do not include the porters; cf. Sec. 2.380.

Rentals charged for porter slaves, *Chlén* carts, and litters are given below. No charge is made for the return if the renter's clan has a branch in the city of destination; otherwise the same rates apply on the return trip.

Rental of transport

Rental per diem in Káltars	Particulars
10 *Hlásh*-1 *Káltar*	Porter slave (and burden-basket)
1-5	*Chlén* beast (for heavy work)
5-14	Small *Chlén* cart and driver
16-35	Large *Chlén* cart, driver, and stableboy/girl
1-5	Small litter (including bearers)
10-19	Larger litter (including bearers)
21-30	Large inter-city litter (including porters and relief)
51-100	Very large inter-city litter (including porters and relief)

Commercial ships are described in Sec. 1.732 and military craft in Sec. 1.822. It is easiest to calculate cargo and passenger fares per 100 *Tsán* (i.e. one hexagon on the large terrain maps). These are:

Ship fares and cargo rates

Price per 100 Tsán in Káltars	Particulars
4-13	Cargo (per 100 kg; a metric tonne thus costs 40-130 *Káltars*)
8-17	Slaves or animals
21-30	Deck passage per adult (children go for half fare)
41-60	Semi-private cabin passage per adult (children as above)
101-200	First-class cabin passage per adult (children as above)

Boats and ships can be purchased for the following prices:

Ship prices

Price (K)	Particulars
51-150	Small boat (3-5 m long; capacity 6 persons or 4 persons plus baggage)
500-800	Fishing boat (9-13 m long; capacity 10-20 persons or 6-15 persons plus baggage)
1,000-5,000	Large passenger craft or small river barge (15-18 m long; capacity 50-70 persons or 4-6 metric tonnes of cargo)
7,000-11,000	Small merchant ship: the *Hrú*
14,000-23,000	Large merchant ship: the *Tnék*
12,000-21,000	Small warship: the *Séscha*
23,000-42,000	Medium warship: the *Srûgánta*
51,000-70,000	Large warship: the *Qél*
101,000-200,000	Very large warship: the *Zírunel*
250,000-350,000	Largest warship: the Tsolyáni *Mrishurén*, the Livyáni *Cháosaz*, the Mu'ugalavyáni *Nu'útla*, etc.

A new set of sails costs about 7-10 percent of the original cost of the ship. Ordinary refitting costs approximately 3-4 percent of this price, refitting for minor damage 5-6 percent, and major repairs anywhere from 10 to 70 percent. This must be adjudicated by the referee.

2.380. SLAVES.

Some of the social ramifications of slavery are detailed in Sec. 1.721. Prices vary greatly from rural to urban markets: e.g. slaves cost 25 percent more in a city than in a town. A town, in turn, is 10 percent more expensive than the itinerant slavers' caravans one meets in rural areas. The latter do not often have talented or comely merchandise for sale, of course, since the best wares are understandably saved for the wealthier markets of the great cities.

Slave prices also differ from nation to nation. Tsolyanu and Mu'ugalavya are the cheapest, while prices in Yan Kor, the far northeast, and Livyanu are 10 percent higher. Western Salarvya is on a par with Tsolyanu, but slaves are rare in the east, and the merchants of such cities as Chichuvu, Ssormu, and Jaekanta charge 15 percent more than their colleagues in the west. Haida Pakala is the most expensive of all: 20-25 percent more than Tsolyanu. This is due to problems with supply—and also to the ill treatment meted out to slaves there, which takes a dreadful toll each year.

Aside from menial labour and household tasks, slaves are frequently bought for their skills. In the table which follows, a "trained" slave is defined as one who has more than 6 skill levels (Sec. 2.239) in a particular craft or profession.

Other factors which influence the price of a slave include age, health, comeliness, provenience, and, in the case of nonhumans, species. The following modifiers are percentages of the prices given in the table, and these must be totalled and applied to a slave's price. Some of these factors may not always be relevant: e.g. a noble looking for a tutor for his children may care little about a slave's age, while an estate-overseer seeking field hands has no interest in a labourer's comeliness.

Modifiers to slave prices

%age modifiers	Particulars
−40	Over 50 years of age
−40	In obviously poor health, crippled, very puny etc
−20	A Comeliness factor (Sec. 2.217) of 01-05
−10	A Comeliness factor of 06-20
−5	A native of M'mórcha, Nmartúsha, Rannálu, or the Lorún regions of the far north. Such persons are considered "savage" and difficult to domesticate
−10	A native of Háida Pakála. Natives of this area are thought to be dishonest and sly
−15	A native of Pijéna. The Pijenáni are believed to be lazy, devious, treacherous, and sometimes dangerous
+10	A tribesman from N'lüss. These are valued for their great size and strength; cf. Sec. 2.222.

The following table is applicable to the cities of Tsolyánu and Mu'ugalavyá. It may be modified for other locales as noted above.

Slave prices

Price (Káitars)	Particulars
10-50	Untrained boy/girl (up to age 16)
40-80	Average untrained adult in mediocre condition. Such a slave is fit for lighter outdoor work, household and garden tasks, etc.
60-150	Untrained adult in excellent condition. A male is able to do heavy labour, and a female can perform such work also but is more usually put to gardening, animal care, housework, and similar tasks
70-160	Trained house-servant (male or female): butlers, stewards, maids, lackeys, etc.
130-220	Slave trained (see above) in an "easy" skill: e.g. farmer, baker, barber
190-690	Slave trained in a "moderately easy" skill: e.g. sailor, smith, mason, locksmith
600-1,500	Slave trained in a "complex" skill: e.g. architect, armourer, apothecary
700-1,600	Major domo, house-steward, chief accountant, etc.
1,500-3,400	Slave trained in a "very difficult" skill: e.g. interpreter, historian, physician
1,000-5,000	Untrained youth or maiden (16-25 years of age) with a Comeliness factor (Sec. 2.217) of 85-100
3,000-12,000	Trained entertainer: acrobat, dancer, juggler, mime, singer, etc; cf. Sec. 1.930
5,000-24,000	Trained courtesan or dancer (with a Comeliness factor of no less than 85); epic singer; puppeteer; gambling master for *Tsahltén;* gladiator or wrestler; cf. Sec. 1.930
2,000-11,000	Nonhuman (usually untrained or only poorly trained in human skills) of a species which occurs in the area: e.g. a Tinalíya in Livyánu, an Ahoggyá in southwestern Salarvyá
10,000-29,000	Nonhuman (as above) of a species rare in the area: e.g. an Ahoggyá in Livyánu, a Hláka in the Nyémesel Isles, a Shén in eastern Salarvyá
15,000-34,000	Rarities, curiosities, and "specials": e.g. dwarves, giants, albinoes, women with eyes of different colours, extremely rare nonhumans, etc.

As stated in Sec. 1.721, it is uncommon to find priests or priestesses, sorcerers, and members of the upper classes as slaves. Warriors and ex-soldiers are frequent enough, but it is against the laws of most of the states of Tékumel to arm slaves—nor would a sensible owner do so since slavery is often the result of debt, crime, and other factors which suggest that the person may not be reliable. Assassins are never found as slaves; cf. Sec. 1.721.

Wages paid to employees—those who are legally free—are given in Sec. 2.242.

2.390. ENTERTAINMENT.

Some of the diversions enjoyed by the peoples of Tékumel are mentioned in Sec. 1.930. Although slaves are frequently trained in these arts, there are many free entertainers as well. Small local clans can thus be called upon to provide performances at feasts and parties, and one encounters wandering troupes and individuals also. The entertainment professions command very little social prestige, and *Sákbe* Road guards and city militiamen often extort "inducements" from such performers in return for letting them ply their trade at fairs and parties.

More respect is commanded by popular musicians, singers and dancers of the great epics, famous courtesans, the puppeteers and judges of the game of *Tsahltén* (Sec. 1.930). A few gladiators, wrestlers, and players of *Marotlán* (Sec. 1.930) are also accepted into higher society, although this is contingent upon their skill and good luck.

An upper-class host in a Tsolyáni city pays the fees listed below for various types of entertainers. These are "per person" and must be multiplied by the number of performers hired. These charges are halved in a smaller town and quartered in a village or rural locale. This range is actually much broader, of course: all the way from a copper *Qirgál* or two for a few minutes with a slatternly "Easement of the Way," as the prostitutes who frequent the *Sákbe* Road way-stations are called, to perhaps a thousand *Káitars*—for much the same time period and for the same basic functions—for a famous and accomplished courtesan. It is said that the current "Belle of Bey Su," Lady Elué hiDlarútu, receives 2,000 *Káitars* a night for her services. She is a 10th Circle priestess of Hrihályal, it must be added, and has a Comeliness factor in the high 90's.

Entertainers' fees

	Number of skill levels held and fee ranges		
Type of performer	1-6	7-12	13-up
Acrobat, tumbler, juggler, mountebank, common prostitute	1-5 *Hlásh*	16-25 *Hlásh*	2-11 *Káitars*
Instrumental musician (member of a band), illusionist, story-teller	5-9 *Hlásh*	1-2 *Káitars*	3-12 *Káitars*
Instrumental soloist, singer, dancer, actor, mime, tableauist, better-quality courtesan	11-20 *Hlásh*	2-6 *Káitars*	5-14 *Káitars*
Gladiator, wrestler, very popular singer or dancer, higher illusionist (i.e. one who employs sorcery)	1-3 *Káitars*	4-13 *Káitars*	7-16 *Káitars*
Singer or dancer of the epics, famous gladiator or wrestler, high-class courtesan	3-12 *Káitars*	9-28 *Káitars*	31-50 *Káitars*
Puppeteer, very famous gladiator or wrestler, renowned actor, very high-class courtesan	16-25 *Káitars* (rare at this level)	31-50 *Káitars*	71-170 *Káitars*
Famous performer of the epics, judge of *Tsahltén*	—	51-150 *Káitars*	100-1,000 *Káitars*

Should one wish to host a party in a public hostel or in the house of a winemaker's clan (Sec. 1.920), a large but inexpensive room can be hired for about 1-3 *Káitars* per night, a better chamber or small suite for 6-10 *Káitars*, and fairly sumptuous accommodations for 51-100 *Káitars*. This depends upon the establishment, of course: a poor hostel or clanhouse may have nothing better to offer than a plain room (charging 1-10 *Hlásh* for it), while an elegant upper-class hostel may ask 500-1,000 *Káitars* a night for a spacious suite of palatial apartments. Food and drink can be arranged through the hostel-keeper or Clan-head, and if gambling is to be done, the house usually demands a "cut" of 2 percent of all money wagered. The prices of meals and beverages are given in Sec. 2.350.

Instruments may be purchased through the entertainers' clans, games and gambling equipment through the merchants' clans, and birds and animals from professional animal trainers. The prices and encumbrance costs of some of these items follow:

Prices of entertainment items

Price range in Káitars	Encumbrance costs	Article[s]*
25-125	1/3	*Sra'úr*
100-1,000	7/14	*Tenturén*
11-30	.2/.5	Small flute or horn
20-110	3/6	Drum or gong
1-5	.1/.3	Tambourine
200-600 (and up!)	2/4	Dancer's costume (including some cheap glass jewellery)
500-1,500 (and up!)	10/20	Epic singer's or dancer's costume and masque (including no jewellery)
2-11	.2/.4	Set of *Daqú* draughts and board
4-23	.5/1	Set of counters, sticks, dice, and board for *Dénden*
1-5	0/0	Set of *Kévuk* dice
10-100	.1/.2	Set of *Tsahltén* sticks
16-25	0/.1	Pack of cards for *Ao'áb* or *Nárku*
50-140	—	Hunting dog (a large variety, similar to an Irish setter; other breeds exist as well
400-800	—	*Kōni* bird trained for hunting. If carried on the wrist an encumbrance cost of .5 is charged, and transporting the bird in a cage on one's back costs 4
900-1,800	—	*Kōni* bird trained both to hunt and to speak
1,000-5,000	—	*Rényu* (a canine-headed, semi-intelligent biped which can be trained to track, hunt, and perform simple services)

*Descriptions of most of these items are provided in Sec. 1.930.

Chargésh hiVríddi buys a pair of Kévuk dice for 4 *Káitars*. This leaves him with 438 *Káitars* and 9 *Hlásh* but adds nothing to his encumbrances. He manages to win 18 *Káitars* from comrades in his unit but loses 30 the next night to Chekú'unish Arodlé. Not all Mu'ugalavyáni are as blockheaded as they are reputed to be. Chargésh takes his loss philosophically. His unit is encamped next to a contingent from the Legion of Mnáshu of Thrl'íl (10th Imperial Medium Infantry), and these northerners are supposed to be reckless with their money.

2.400. CHARACTER DEVELOPMENT.

Once the game begins, the factors established in Sec. 2.200 ff. will be altered—probably many times—as the character's basic attributes, skills, and social status undergo changes. These increases and decreases must be kept current on the Character Record Sheet since a person's prowess and abilities in the game depend upon them.

2.410. CHANGES IN BASIC ATTRIBUTES.

Changes in a character's "basic attributes" (Sec. 2.210 ff.) are checked for at the end of each game month. This is entirely at the discretion of the referee. Some of these statistics may be modified during the month as well, due to such causes as starvation, lack of water, illness, wounds, recovery from injury or disease, the actions of certain creatures, or the use of revivification spells upon the character. All of these are checked for whenever the situation arises, as will be seen below.

2.411. CHANGES IN BODY-BUILD.

A character's body-build factor (Sec. 2.211—and not including any modifiers gained or lost in Secs. 2.213 and 2.215) may be modified as follows:

1. Exercise and/or prolonged physical exertion can alter a character's body-build (but not his/her height, of course). Normal labour, travel, and an occasional strenuous "adventure" are insufficient to cause any change, however. The referee must judge whether a check is to be allowed or not, contingent upon the character's duties, opportunities, and activities. Should a check be indicated, the procedure is as given below:
   a. The player rolls D10: 1 = a loss of 1-2 points due to overstrain; 2-8 = no change; 9 = an addition of 1-2 points; 10 = an addition of 1-5 points. Within these ranges points are randomly determined: e.g. if 1-2 points are indicated, D10 is rolled, and 1-5 = 1, and 6-10 = 2.
   b. Points generated under (a) are applied to one's original score in the first table in Sec. 2.211. One moves horizontally along the line representing one's height: from "Very slender" to "Slender" to "Medium," etc. If a "Stout" character increases his/her body-build sufficiently, he/she moves *back* along the line to "Heavy." One's factor may also increase beyond the maximum in the "Heavy" column; this is taken as an additional anomaly of physical strength. One never rerolls or modifies the second table in Sec. 2.211, however. Conceivably one could go off the *left* side of the table as well, losing points from the "Very slender" minimum. This is interpreted as an anomaly of physical weakness. It does not affect the character's height, of course.
2. Starvation creates *weekly* changes in one's Height-Build-Strength factor. Lack of water depletes this factor by the *day*. The same table is used for both of these causes, being read as "weeks" in the case of hunger and "days" when the character thirsts. For this purpose the Height-Build-Strength factor obtained from both tables in Sec. 2.211 is employed —i.e. not including any bonuses acquired through Dexterity or Intelligence.

Deprivation

Height-Build-Strength factor**	Number of days/weeks of deprivation and % of HBS factor lost**				
	2-3	4-5	6-7	8	9
8-30	50	75	90	100	—
31-60	45	70	85	100	—
61-90	40	65	80	95	100
91-135	35	60	75	90	100
136-up	30	55	70	85	100

*Several species of nonhumans have Height-Build-Strength factors which are multiples of those of humans; cf. Sec. 2.223. These are depleted at the same proportional rates, however. An Ahoggyá who scores a 60 in Sec. 2.211 multiplies this by 3 in Sec. 2.223. The creature nevertheless uses the 31-60 line in the table. Being without water for 4-5 days would thus cause a loss of 70 percent of its Height-Build-Strength factor, just as for a human. In reality, there are slight differences between the various races, but these can be ignored for game purposes.

**A loss of 100 percent = death. A kindly referee may grant a character one more day/week, provided that he/she has shelter and remains totally inactive.

3. Recuperation from starvation and thirst occurs at a rate of 30 percent during the first week in which the character resumes eating/drinking, and 10 percent per week thereafter until all of the loss has been restored. There are also certain magical spells that can bring about immediate recovery see the Sections dealing with magic.
4. Injuries cause a loss of Body Damage Points (Sec. 2.214). As these add up to various percentages of a character's total, "degrees of wound/illness gravity" are created. These, in turn, do two things: (a) produce negative modifiers for one's Combat Values (Secs. 2.810 and 2.811); and (b) deduct percentages of one's Height-Build-Strength factor, affecting one's ability to move, carry encumbrances, engage in further combats, etc. Combat modifiers are noted in the two Sections just mentioned above, while percentages subtracted from one's Height-Build-Strength factor for various degrees of wound/illness gravity are as follows:

Body Damage

Percentage of Body Damage Pts lost	Degree of wound/ illness gravity	%age lost from the HeightBuildStrength
01-09	Unimpaired	0
10-25	Minor wound	25
26-50	Serious wound	50
51-75	Grave wound	75
76-90	Critical wound	90
91-99	Fatal wound	95
100	Dead	—

5. Healing through sorcery is instantaneous and leaves no scars or ill effects. Recovery from wounds either through natural processes or with the aid of a physician depends upon the "Recovery roll"; cf. Sec. 2.722 (2).
6. The ability to avoid disease is based upon one's Stamina factor (Sec. 2.212) and the "Resistance roll" derived from it (Sec. 2.722 (2)). The referee decides upon the "degree of wound/illness gravity" represented by the disease (cf. Sec. 1.412 and also the referee's Sections), and also upon the likelihood of the character's being infected. The player then makes the "Resistance roll" at the difficulty level stated by the referee. If this is successful, the character does not become sick. A failed "Resistance roll" causes the character to fall ill, and the player must make further "Recovery rolls" at intervals given in Sec. 2.722 (2). A successful "Recovery roll" by a sick character moves his/her condition up the (i.e. from the starting point of the disease towards health), while a failed "Recovery roll" sends him/her in the other direction, down from "minor" through "serious," to "grave," to "critical," to "fatal," and off the table to death.
7. Most diseases respond to sorcery, to medical treatment, or to both. Some which are either incurable or else very resistant to known cures are mentioned in Sec. 1.412.
8. The effects of poisons and drugs (Sec. 2.350) are usually instantaneous or so rapid as to require no time scale. Unless the poison is slow-acting (decided by the referee), a victim loses ALL of his/her Height-Build-Strength factor and dies within the periods specified in Sec. 2.350. Drugs produce less lethal effects, of course, and the referee must determine arbitrarily how much of the victim's Height-Build-Strength factor is lost and for how long. A "Resistance roll" is permitted to one who is poisoned or drugged, but the difficulty level of this test is usually a "Very difficult test" or a "Real challenge"; cf. Sec. 2.722 (2). The referee may apply further minus modifiers to the "Resistance roll" needed to escape the effects of certain exceedingly deadly toxins (e.g. the bite of the *Alásh* snake).
9. Certain magical spells neutralise the effects of poison at once without residual ill effects. If an antidote is taken in time (Sec. 2.350), a victim recovers at rates that vary according to his/her Stamina factor (Sec. 2.212).

Antidote recovery

Stamina factor	Number of days required for an antidote to restore a poison/drug victim to full health*
5-20	1-10
25-40	1-5
45-up	1-3

*The actual number of days within these ranges is established by a random die roll.

10. Injuries caused by animals and plants fall either into the "wounds" or the "poisons" categories (nos. 4 and 8, above). The damage done by these is included with their descriptions in the referee's Sections.
11. A revivification spell (see the Sections dealing with magic) causes a character to lose 1-10 points (randomly rolled) from his/her Height-Build-Strength factor. This loss may be permanent or temporary; a D10 is rolled: 1-6 = the loss is permanent; 7-8 = the loss is temporary, lasting 1-3 months; 9-10 = the loss is temporary, lasting 1-5 weeks. Certain very high level spells produce no loss at all.

As an example, Chargésh hiVrĺddi (Sec. 2.200 ff.) has an original Height-Build-Strength factor of 71 (Sec. 2.211). Life in the Tsolyáni army is arduous, and at the end of the second month the referee grants him a chance to improve his physique. He scores a 10 on his D10 roll. A second roll produces a 5; this is divided by 2 and rounded down to give him 2 points. (Rounding down can never result in a number lower than 1, of course.) Chargésh now has a Height-Build-Strength factor of 43, but he is already of Heavy build, and this does not change. He is simply 2 points more powerful.

Some five years ago, Alinā́ hiNakkodái contracted a disease at the "serious" level of wound/illness gravity. She failed her first "Resistance roll" and thus lost 50 percent of her Height-Build-Strength factor (cf. (4), above). Two days later she made her "Recovery roll" (Sec. 2.722 (2)) and went from "serious" condition to "minor." Her temple physician was soon able to restore her to complete health.

2.412. CHANGES IN STAMINA.

The Stamina factor is altered only when one's Height-Build-Strength factor is increased or decreased beyond the limits of the character's original column in the table in Sec. 2.212. Chargésh hiVrĺddi has a total Height-Build-Strength factor of 71 (Sec. 2.211 ff.). The 2 points gained in Sec. 2.411 do not take him beyond the 66-90 range, and his Stamina remains unchanged. On the other hand, a person who has 65 points and adds 2 would enter the 66-90 range in Sec. 2.212 and would increase his/her Stamina factor accordingly.

2.413. CHANGES IN DEXTERITY.

A character who continually engages in some very dexterous task or profession (e.g. goldsmith-jeweller, artist, sculptor) may gain in Dexterity. This does not occur through occasional use of one's abilities but implies prolonged practice and effort. An artist who paints once in a while therefore is not allowed an increase, but a warrior who assiduously attends a duelling master's school (Sec. 1.960) may be permitted it. If the referee grants permission, the player rolls a D10: 1-8 = no change; 9 = 1-2 points

(randomly rolled) are added; 10 = 1-5 points are added (randomly rolled) to the character's original score in Sec. 2.213. These points may affect the character's bonus for his/her Height-Build-Strength factor.

Alinâ hiNakkodâi is of slender build, and her original Dexterity score is 60, to which she adds 10 points for being a woman (Sec. 2.221): a total of 70. She spends two months working hard at her sculpture (Sec. 2.239), and at the end of this period the referee grants her a Dexterity check. She scores a 9, and a second roll indicates that this produces 2 points. Her Dexterity factor score is now 72, which raises her Dexterity modifier to her Height-Build-Strength factor from +5 to +10.

2.414. CHANGES IN BODY DAMAGE POINTS.

As with Stamina (Sec. 2.412), a character's body Damage Points undergo a lasting change only when a modification to the Height-Build-Strength factor places him/her in a different category in the table in Sec. 2.214. For instance, Chargésh hiVríddi originally came just within the 71-85 range in this table, and the acquisition of two more points in Sec. 2.411 still leaves him a long way to go before he exceeds 85. Should he do so, he would still belong to sub-category "B" in the table; he would then have 51 Body Damage Points.

Body Damage Points are depleted through injury or disease, of course. These are automatically restored when the character is healed or cured. Only in the case of a permanent injury—one which cannot be relieved by either medicine or magic (e.g. the complete loss of a limb)—are Body Damage Points lost forever.

2.415. CHANGES IN PSYCHIC ABILITY.

Prolonged study of sorcery or the shamanistic arts may aid in developing a character's Psychic Ability (Sec. 2.216). This study must be done in one long, concentrated period under the guidance of a skilled teacher. Other duties, travel, social pursuits, etc. must all be laid aside, and a check is allowed only once every six months. At that time, if the referee permits, D10 is rolled: 1-2 = a loss of 1-2 points from the character's score in Sec. 2.216 due to over-strain; 3-9 = no change; 10 = an increase of 1-5 points. It is very difficult to develop this faculty beyond the level one has to begin with.

The Psychic Reservoir factor (Sec. 2.216) never changes.

2.416. CHANGES IN COMELINESS.

The only other factor in Secs. 2.211-2.218 which can be changed during the game is that of Comeliness; cf. Sec. 2.217. This can be increased temporarily through cosmetics (or a better tailor!), and there are also certain spells which can make a character better looking.

It is easier to diminish a character's Comeliness. This may occur through wounding, the ravages of disease or privation, etc. Sorcery heals perfectly without a mark, but if this fails or is unavailable, one who has suffered a grievous head wound or who is the victim of prolonged starvation or illness (more than 3 weeks in the former case and 2 months in the latter) must roll D10: 1 = the character's Comeliness decreases by 2 levels in the table in Sec. 2.217 (e.g. from "Handsome/beautiful" to "Average"); 2-3 = the person's Comeliness is lowered by one level (e.g. from "Handsome/beautiful" to "Good-looking"); 4-10 = no change. A loss due to privation or disease may eventually restore itself (there is a 20 percent chance of this per game month), but a wound or scar may mar the individual's looks for life. Even for this, however, there are certain magical remedies which may help; cf. the Sections dealing with sorcery.

2.420. SKILL DEVELOPMENT.

Every character begins with various levels of one or more skills; cf. Sec. 2.239. Some of these skills may be further broken down into sub-skills; cf. Sec. 2.2311 ff. Both of these may be further developed once the character has entered the game. New skills and sub-skills may be learned, and unused competences may decline and slowly be forgotten. The following Sections detail these processes.

2.421. SKILL MAINTENANCE.

A character can maintain his/her primary professional skill (Sec. 2.241) by simply doing his/her duty during a given month. The warrior or soldier who obeys orders, faces no opponents, and "does the job"; the tailor who spends the month sewing in the tailor-shop; the priest who goes about the humdrum business of the temple; the historian who studies, writes, and teaches in the academy—all fall into this category. Nothing is added to the skill, but nothing is lost.

2.422. SKILL DEVELOPMENT: PRACTICE.

A skill can be improved slowly through practice. This is as follows:

1. At the beginning of the game month each player informs the referee of his/her intention to practice a given skill. At the end of this month the referee decides whether practice has indeed taken place. Requirements are:
   a. Opportunity must be present. A period of at least 2 hours per day must be set aside for each skill practiced, and this can be interrupted for no more than 4 "holidays" during the month. Practice demands concentration. It cannot take place while one is travelling, "adventuring," sick, wounded, or performing other time-consuming duties (referee's discretion). Casual study (e.g. reading a book while riding in one's litter, making an occasional arrow after dinner, etc.) does not constitute practice.
   b. Daily duties and personal activities also require time. One cannot practice continually for 8 hours per day. During each game month, therefore, a maximum of TWO skills can be practiced. In addition, one can maintain one's professional skill (gaining no points in it, however), as said in Sec. 2.421. Skills which are practiced must be two *different* skills—not the same skill "practiced twice." Unpracticed skills must "lie fallow" to await their turn in some subsequent month.
   c. Sub-skills are ignored for purposes of practice. One practices a skill in its entirety, notes the points gained upon the Character Record Sheet, and when a complete skill level has been achieved, the Competence Unit points gained (Sec. 2.2311) are then invested in sub-skill levels. A warrior, for example, need not practice the dagger, the sword, the spear, etc. all separately.
   d. The materials, equipment, and premises needed for a skill must all be present. A smith needs a forge; a glass-blower requires pipes and bellows; a tanner must have vats of chemicals, etc. Practice cannot occur without these. Many skills demand less, of course: perhaps no more than a few books and scrolls, a small box of ingredients, a musical instrument, or just a private place in which to read, sing, declaim, compose poetry, and the like.
2. If the referee agrees that practice has taken place, the player rolls D10 at the end of the game month: 1-2 = no improvement; 3-5 = 1-10 points (randomly determined) are added; 6-8 = 1-20 points are gained; 9 = 1-100 points are earned; and 10 = 2-200 (i.e. D100x2) points are acquired. These points are noted upon the Character Record Sheet, and when one level

is complete (Sec. 2.2310), the character may begin upon a further level. If the skill has sub-skills (Sec. 2.2311), these may be purchased at this time. Points in excess of the number needed for a complete skill level are "saved" and are thus used to start a new level.

2.423. SKILL DEVELOPMENT: STUDY.

Practice denotes effort alone or with comrades of approximately the same skill level. Study implies lessons with a teacher. In the case of a warrior, this may be a veteran soldier or an accredited duelling master (Sec. 1.960). A shaman studies under an older and wiser shaman. Priests and sorcerers are instructed by scholars within their temple academies or by Lay Priests in the marketplace. Procedures for gaining skill points through study are:

1. At the beginning of the game month the player informs the referee of his/her intention to study a given skill. The referee then determines whether a tutor is available or not (cf. the referee's Sections, below). If a tutor is found—or if one is already employed from some preceding month—study begins or continues.
2. A teacher must have at least 6 complete skill levels more than the pupil, and the latter can never rise to more than 2 levels below the level of the instructor. For example, an armourer with 7 skill levels can teach a first level novice, but no amount of study with this teacher can improve the tyro beyond the 5th level.
3. If the skill studied has sub-skills (Sec. 2.2311 ff.), a teacher must be found who possesses at least 6 sub-skill levels in a given specialty beyond the level of the student in order for study to take place. For example, a warrior who has 1 sub-skill level in the use of two-handed weapons must find an instructor who has 7 sub-skill levels in this specialty in order to improve his/her expertise in this weapon group. A teacher cannot impart sub-skills which he/she does not know.
4. Study requires the same opportunities, materials, tools, and premises as does practice; cf. Sec. 2.422 (1, a and d).
5. Only one skill can be studied per month, demanding a minimum of 3 hours per day. Four holidays per month are allowed. In addition, the same—or another—skill may be practiced, and one can also maintain one's professional skill with no gain or loss (Secs. 2.421 and 2.422).
6. If the referee agrees that a character has studied a skill at the end of the game month, a check is made. The number of skill points gained depends upon the teacher's level (or sub-skill level) *beyond* that of the pupil: e.g. a tutor with 9 levels is 8 levels beyond a beginner who has 1 level. A D10 roll is made, and this is followed by a second random die/dice roll to determine the number of points within the ranges given in the following table. Increases are noted on the Character Record Sheet. When a complete skill level has been achieved, any sub-skill Competence Unit points are deployed, as stated in Sec. 2.422 (2).

Skill development: study

Teacher's level beyond that of the student	Die scores and skill point ranges*				
	1-2	3-5	6-8	9	10
6-7	1-10	1-20	1-50	1-100	2-200
8-9	1-20	1-50	1-100	2-200	3-300
10-11	1-50	1-100	2-200	3-300	4-400
12-13	1-100	2-200	3-300	4-400	5-500
14-up	2-200	3-300	4-400	5-500	6-600

*A score within the 1-50 range is produced by rolling D100 and dividing by 2, with no score ever being less than 1. 2-200, 3-300, etc. are found by rolling D100 and multiplying the score by 2, 3, and so forth.

2.424. SKILL DEVELOPMENT: COMPETENCE REWARDS.

A skill competence reward represents not the acquisition of expertise but the benefits of using already-acquired abilities successfully. The warrior who defeats a foe, the sorcerer who aids the party or confounds an enemy, the merchant who makes a large sum of money, the physician who succeeds in a difficult cure—all deserve some recompense for their efforts. This may be applied even to the crafts, the "knowledge" skills of the scholar, etc.: e.g. the baker whose pastries delight the customer, the poet who recieves the plaudits of the audience, the hunter who brings home much meat for the tribe, and the like. In some cases reward-deserving actions are easily quantifiable: e.g. the number of foemen slain by a fighter, the tally of useful spells cast by a sorcerer, the amount of money earned by a merchant); in others there can be no precise standards. It would be tiresome to "game" the baker's successes and failures with his/her cakes, the architect's calculations and planning, or the poet's search for the Muse. A mechanism is thus needed for "ungamed" competence rewards, and this is presented first below. Thereafter systems of competence rewards will be provided for skills which can be quantified and gamed.

1. "Ungamed" competence rewards are based upon the chances of an opportunity arising during a game month for a character use a skill and display his/her abilities. This is how a baker, a poet, an official, an architect, etc. gains skill points. This method is employed for all but the "gamed" skills (see below) and for the "utility" skill of Reading/writing (which can only be improved through practice and/or study). Competence rewards are used for most skills in addition to practice and study. A priest may thus gain points for the skill of Priest through practice, through study, and also try for a competence reward in this same skill. An historian may study with a tutor and at the same time see whether he/she has experienced a "break-through" in knowledge which provides points through a competence reward. Procedures are:
   a. Opportunities, materials, tools, and premises must be available for each "ungamed" skill; cf. Sec. 2.422 (1, a & d).
   b. At the end of each game month every player rolls D10 for each "ungamed" skill he/she possesses: 1-8 = no opportunity for a test of the person's abilities has occurred this month; 9-10 = such an opportunity has arisen.
   c. If an opportunity occurs, its level of difficulty is found by rolling D10: 1-4 = an "Easy test"; 5-6 = a "Harder test"; 7-8 = a "Difficult test"; 9 = a "Very difficult test"; and 10 = a "Real challenge." At this point the player may "back down" and choose not to take the test. This causes him/her to lose 1-20 skill points (randomly rolled) automatically.
   d. If the player opts to take the test, he/she cross-references the complexity of the skill (Sec. 2.239) with the level of difficulty of the test and rolls D20 to see how well he/she has done. A result of "Failure" indicates that the character has botched the problem, and a number of skill points is deducted from his/her skill level total accordingly. "Accomplishment" denotes a successful result—but nothing exceptional. A "Resounding success" means what it implies: a job worthy of admiration. These results are abbreviated in the following table: "F," "A," and "S."

Ungamed competence scores

Skill complexity*	Type of test and scores signifying Failure, Accomplishment, or a Resounding Success				
	Easy test	Harder test	Difficult test	Very difficult	Real challenge
Easy	F: 1-2	1-3	1-4	1-5	1-6
	A: 3-12	4-13	5-14	6-15	7-16
	S: 13-20	14-20	15-20	16-20	17-20
Moderately easy	F: 1-3	1-4	1-5	1-6	1-7
	A: 4-13	5-14	6-15	7-16	8-17
	S: 14-20	15-20	16-20	17-20	18-20
Complex	F: 1-4	1-5	1-6	1-7	1-8
	A: 5-14	6-15	7-16	8-17	9-18
	S: 15-20	16-20	17-20	18-20	19-20
Difficult	F: 1-5	1-6	1-7	1-8	1-9
	A: 6-15	7-16	8-17	9-18	10-19
	S: 16-20	17-20	18-20	19-20	20

*There is also the "very difficult" skill category which contains the skill of Assassin. This skill receives "gamed" competence rewards; see below.

e. The degree of success or failure found in (d) is now cross-referenced with the complexity of the skill and the type of test. A D100 roll is made, and this is multiplied by 2, 3, 4, etc. to find larger ranges: e.g. 10-1,000 = D100 x 10. The following table is based upon a test at the "Difficult" level. Points gained for a test at the "Easy" level are quartered; those for a "Harder" test are halved; those for a "Very Difficult" test are doubled; and those for a "Real Challenge" are tripled. Points for a failure are *deducted* from the character's skill level, while those for an accomplishment or a resounding success are *added* to it. For example, a resounding success at the "Easy" test level in a "Difficult" skill produces D100 x 10 ÷ 4. On the other hand, a resounding success at the "Real Challenge" level in the same skill gives D100 x 10 x 3.

Ungamed competence points

Skill complexity	Skill point ranges produced by failure, accomplishment, or a resounding success		
	Failure	Accomplishment	Resounding success
Easy	1-100	1-100	3-300
Moderately easy	3-300	3-300	5-500
Complex	4-400	5-500	7-700
Difficult	5-500	7-700	10-1,000

2. "Gamed" competence rewards for assassins, shamans, sorcerers, and warriors include points for defeating enemies.
   a. The assassin and the warrior receive points for foes slain or incapacitated in physical combat (including missile fire). The shaman and the sorcerer similarly get points for defeating a foe with magic. No points are granted for a "friendly" fight: e.g. a practice duel, subduing a drunken comrade, etc. The situation must be "life-threatening"; this is at the referee's discretion.
   b. If only one person defeats an opponent, there is no problem in calculating competence rewards; cf. (f), below. When more than one combatant is involved in a victory—and particularly if both warriors and sorcerers have taken part—problems may arise. "Victory points" (cf. (f), below) are figured differently for a warrior and for a magic-user, for instance, and there is also the question of who did the most damage and hence deserves more points. There are no easy solutions. The following suggestions may be adopted, discarded, or modified according to the playing style and preferences of the group.
      i. The "killer" (i.e. the person whose blow or spell finally brings down the foe) calculates his/her "Victory points" as shown in (f), below, and takes them all. Other participants in the melee get nothing. Simultaneous "kills" are diced for: the high throw takes all. Uninvolved members of the party get nothing, of course.
      ii. "Victory points" are calculated as shown in (f), below, for the "killer." He/she receives half of these points. The remainder is divided equally among the other active participants in the melee. These points are always added to the *skill used:* i.e. a warrior or assassin increases his Warrior or Assassin skill totals with these points, while a magic-user adds them to his/her Sorcerer or Shaman skill total—whichever is used. This remains true even if the "killer" employs a quite different skill from that used by the one aiding him/her. For example, a fighter with 11 skill levels is the "killer" of an opponent possessing 17 skill levels. If aided by 2 other warriors and one magic-user, the "killer" divides the 100 "Victory points" as follows: 50 to himself, and 50 to the others. The latter each take 16 points and dice for the remaining 2 points. The two warriors add these points to their Warrior skills, while the magic-user increases his/her Sorcerer skill by this amount. This method creates some anomalies but does reflect the participation of the "killer's" helpers.
      iii. A more complex but fairer method is to keep track of the Body Damage Points subtracted from an enemy's total through each fighter's blows and/or spells. When the melee is over, each person calculates the number of "Victory points" they would get if they had slain the foe unaided. This amount is then adjusted according to the percentage of damage done to the opponent. For instance, if the enemy is a creature with 100 Body Damage Points, and a warrior reduces this foe by 20 points, a second warrior takes off 40, and a sorcerer employs a spell to destroy the remaining 40 points, then the first fighter gets 20 percent of whatever "Victory points" he would earn at this skill level; the second person gets 40 percent; and the magic-user gains 40 percent. Each of these amounts will be different, of course, since they are based upon the skill levels of the warriors and the sorcerer versus the Warrior skill level *and* the "Magical Resistance factor" of the defeated opponent respectively.
   c. A warrior or assassin gets no points for downing an enemy with magic (e.g. an "Eye"). A shaman or sorcerer likewise receives no reward for defeating an

opponent in physical combat (e.g. knocking the foe on the head with a club or stabbing him with a dagger). Only if a fighter also has some skill levels in the Sorcerer or Shaman skills, or a magic-user has a level or two of the Warrior skill, are points given—and then only to the relevant skill. Physical combat points go to the Warrior or Assassin skills (whichever is used in the fight), and victories through magic provide rewards only for the Sorcerer or Shaman skills. No points are given for defeating an enemy with an "Eye," book, scroll, amulet, or other magico-technological device; such aids require no skill to use.

d. "Victory points" earned through physical combat are *never* added to the skill of Soldier but instead go to one's Warrior or Assassin skill, whichever was used in the fray. In the same way, points gained by defeating an enemy with magic augment one's Sorcerer or Shaman skill and never that of Priest. The skills of Soldier and Priest are increased through practice, study, and "ungamed" competence rewards. Occasionally, too, the referee may award points to these skills in recognition of an especially ingenious application of their expertise (see below).

e. As the game proceeds, each player notes "victory points" on his/her Character Record Sheet. When these points —together with any earned through practice and study —add up to a complete skill level, the latter takes effect, either at the end of an "adventure" or at the start of a new session of gaming (cf. Sec. 2.2311). Learning a totally new skill or sub-skill requires more time, however; see Sec. 2.425.

f. "Victory points" are determined by comparing the winner's skill with that of the loser. The procedure for physical combat differs somewhat from that used for sorcerous conflicts:

   i. An assassin or a warrior finds his/her skill level in the table below and cross-references this with that of the loser to find the number of points to add to his/her skill total. Only complete levels are counted; never partial ones. Subskill levels in specific weapons are also ignored: e.g. Verúsha hiBalám, a 10th level warrior, has invested most of his Competence Unit points in the sub-skill of long one-handed weapons, while Shómish Kagái, also a 10th level warrior, has spread his points over several weapon sub-skills. Verúsha has a high Combat Value (Sec. 2.810 ff.) when he fights with the sword but is practically helpless if compelled to change to another weapon. Shómish, on the other hand, has a lower Combat Value all across the board but is much more versatile. None of this matters for the purpose of assessing "victory points"; both count as 10th level warriors.

   ii. A shaman or a sorcerer employs his/her skill level not against the opponent's skill level but against the latter's "Magical Resistance factor" (Sec. 2.725). This alone is relevant. The loser's Warrior level, social rank, and/or prowess in other skills are of no importance here. The "Magical Resistance factor" of a sorcerer or shaman may be very high, whereas that of a warrior, animal, or other being unversed in magic is likely to be comparatively low. This may be true even without sorcerous training: e.g. a 20th level warrior might have a "Magical Resistance factor" lower than that of an untrained but psychically gifted child, and the most puissant nobleman in all the land may be defensively weaker than a peasant who chances to be born with an innately high Psychic Ability and a capacious Psychic Reservoir (Sec. 2.216). Both Verúsha hi-Balám and Shómish Kagái are warriors with no competence in sorcery. Both happen to have fairly average psychic talents, and their "Magical Resistance factors" are 1 (Sec. 2.725). If Alinâ hi-Nakkodái, a 2nd Circle sorceress, defeats either of these men, she receives 100 points for her Sorcerer skill. Should she be lucky enough to defeat Yenúeb Chéka, a Livyáni sorceress with 16 levels in the magical arts and a "Magical Resistance factor" of 19 (cf. Sec. 2.725), she would gain 1,100 points for this one victory alone. Her chances of success are not exactly auspicious, unfortunately.

g. The table for gamed "victory points" is as follows:

Gamed "victory points"

Winner's skill level	Loser's Warrior/Assassin skill level, or "Magical Resistance factor roll," and points gained						
	0-3*	4-8	9-13	14-18	19-23	24-28	29-33**
1-3	100	300	500	800	1,100	1,400	1,900
4-6	75	100	300	500	800	1,100	1,400
7-9	50	75	100	300	500	800	1,100
10-12	25	50	75	100	300	500	800
13-15	15	25	50	75	100	300	500
16-18	10	15	25	50	75	100	300
19-up**	5	10	15	25	50	75	100

*This includes opponents with "minus" "Magical Resistance factors"; cf. Sec. 2.725.

**This table may be progressed further at the same rates for still more powerful combatants.

3. "Gamed" competence rewards for shamans and sorcerers also include smaller numbers of points for using successful "non-agressive" spells during an "adventure." Points for "aggressive" spells (i.e. those used to defeat a foe in combat) are given only for victories; cf. (2), above. There are many other types of spells, however: healing, elicitation, communication, etc. If these are cast to aid the magic-user and/or the party (and not just to gain points!), they are rewarded according to the caster's skill level and the difficulty of the type of spell (cf. Sec. 1.620 and the Sections dealing with sorcery). These points are also added to the character's Shaman or Sorcerer skill total at the end of an "adventure" or session of gaming.

Spell-casting competence points

Caster's skill level	Type of "non-agressive" spell cast & pts gained		
	Universal	Generic	Temple
1-3	30	60	120
4-6	25	50	100
7-9	20	40	80
10-12	15	30	60
13-15	10	20	40
16-18	5	10	20
19-up	3	6	12

4. The mercantile skills (Administrator, Business Administrator, Land Administrator, Merchant, Moneylender, Shipping Administrator, and Slaver) receive "gamed" competence rewards at the end of each game month according to the total net profit (i.e. gross profit, minus any expenses and/or losses) made by the character through the use of the skill. These profits must be made for the character himself/herself and not those he/she earns for a clan or other organisation employing him/her. A financial loss deducts the same number of points from the person's skill level. No change occurs in the skill level of a merchant (etc.) who has neither made nor lost money during the month through the skill, and he/she is ineligible for "ungamed" competence rewards. No points are given to a merchant—nor for that matter to any other character—for money gained through treasure finds, looting, gambling, personal loans, interest on non-mercantile debts, or other non-commercial causes. "Gamed" competence rewards for the mercantile skills are:

Mercantile skill points

Merchant's skill level	Income earned during the month (in Tsolyáni *Káitars*) and skill points given			
	1-1,000	1,001-5,000	5,001-10,000	10,001-up
1-3	100	300	500	1,000
4-6	75	100	300	500
7-9	50	75	100	300
10-12	25	50	75	100
13-15	15	25	50	75
16-18	10	15	25	50
19-up	5	10	15	25

5. A physician compares his/her skill level with the gravity of a wound or illness to produce "gamed" competence rewards for cures or healing. Degrees of gravity are defined according to the percentage of the patient's Body Damage Points (Sec. 2.214) which have been depleted.

Patient's wound/illness gravity

Degree of gravity of a wound or illness	Percentage of Body Damage Points lost
Minor	10-25*
Serious	25-50
Grave	51-75
Critical	76-90
Fatal	91-99**

*No points are given for healing a patient who has lost less than 10 percent of his/her Body Damage Points.

**When a character reaches 100 percent damage, he/she is dead.

Points are given for a cure or healing during an "adventure" and are noted on the Character Record Sheet. If a new skill level is achieved, this takes effect at the close of the "adventure" or at the start of a new session of gaming. It must be noted that cures and healing through magic count as "helpful non-aggressive spells" (see (3), above). No points are given for healing with an ancient magical or technological device, a book, a scroll, etc. This is true also of sorcery employed for other purposes.

Physician's skill points

Physician's skill level	Degree of wound/illness gravity and points given				
	Minor	Serious	Grave	Critical	Fatal
1-3	30	60	120	240	480
4-6	25	50	100	200	400
7-9	20	40	80	160	320
10-12	15	30	60	120	240
13-15	10	20	40	80	120
16-18	5	10	20	40	80
19-up	3	6	12	24	48

6. Still other "ladders" of "gamed" competence rewards can be devised by the referee. Points may also be granted for special ingenuity in the use of a skill: e.g. to a locksmith who opens a dangerous chest without damage to himself/herself or to the party, to a soldier who wins a battle, etc. Such awards should be made only for a "Resounding success" in a "Real challenge"; cf. (1), above. They should be on the order of the "gamed" competence rewards for the use of "helpful non-agressive spells" by sorcerers and shamans, although greater amounts can be granted for more difficult and challenging actions. See also Sec. 2.727.

2.425. LEARNING SKILLS.

One can learn a new skill or sub-skill after the start of the game. The method is as follows:

1. A willing teacher of the requisite status must be obtained (Sec. 2.423 (1)). This is easy in the case of an aristocrat who can buy slave tutors or hire the best instructors from the temples or the marketplace. It is also a simple matter for a townsman whose clan has the skill or sub-skill as its profession. Duelling masters and Lay Priests are also generally available in the larger cities, although there is a chance that the latter may be frauds. Priests, Lay Priests, and members of the upper classes should have no trouble finding temple scholars to teach them the "knowledge" skills. Mastering a tribal skill is harder since teachers are rare outside of the tribe's habitat. It is still more difficult for a peasant to learn an upper-class skill. Aristocratic tutors and the priesthoods rarely want to waste their time on village hayseeds unless there is clearly something to be gained from it. Money does make many roads easy, of course, and if a wealthy parvenu really wants to acquire such arts as etiquette, history, poetry, and the like, a tutor can probably be found eventually. Tuition costs are listed in Sec. 2.242 (5).
2. Opportunities, materials, tools, and premises must be available; cf. Sec. 2.422 (1, a and d).
3. One can learn a new skill or sub-skill while maintaining a professional skill, practicing one skill, and studying one skill—all during the same game month. Learning a new competence requires more time, however. This varies according to skill complexity and is also partially determined by a D10 roll. The latter is modified by the learner's Intelligence factor (Sec. 2.215): a −1 is applied to the D10 score if the character's Intelligence is 01-30, and a +1 is added if his/her Intelligence is 81 or above. Some skills (e.g. Goldsmith-Jeweller, Armourer, Artist, Musician, Physician) are also modified by the student's Dexterity (Sec. 2.213): a −1 is applied for any score in Sec. 2.213 which produces a negative modifier on the table there, while a +1 is added for any Dexterity score which creates a modifier of +20 or above. Both of these modifiers are employed if they apply. The D10 roll for skill learning time is as follows:

Learning skills

Skill complexity	D10 scores and months needed to learn the first level of a new skill				
	1	2-3	4-7	8-9	10
Easy	5	3	2	1	15 days
Moderately easy	6	4	3	2	1
Complex	7	5	4	3	2
Difficult	8	6	5	4	3
Very difficult	9	7	6	5	4

4. The time required to learn a new sub-skill within a skill (Sec. 2.2311 ff.) is half of that found on the table in (3).
5. A period of at least 2 hours per day must be set aside for the learning of a new skill or sub-skill.
6. No effective use of a new skill or sub-skill can be made until the first level or sub-level has been achieved. Thereafter the character can employ the competence, and progress is made as for other skills through practice, study, and competence rewards. The speed with which further levels or sub-levels are gained then depends upon the character's actions—and luck with the dice.
7. If the player feels that the teacher's fees are excessive or that the time needed to learn the first level of the skill or sub-skill is too long, he/she may seek another tutor, bargain for the tuition cost, and roll on the table in (3) again. Many teachers are available for rural and urban skills, fewer for those of the upper classes, and very few indeed for tribal skills outside of the tribe's territory. The sub-skills of the assassin and the espionage agent (Secs. 2.2312 and 2.2313) are also hard to come by.
8. Skills are difficult to acquire through self-study or experience. A person who has successfully climbed a mountain cannot claim to know the skill of Mountaineer. Only prolonged practical efforts can give a character the first level of a skill or sub-skill through the "teach yourself method." This applies to the crafts, the arts, and the "knowledge" skills alike. Some (e.g. Assassin) cannot be mastered through self-study at all. If the referee permits a character to learn a skill or sub-skill without a teacher, the time required is 3 times that found in the table in (3), above. In some cases the referee may wish to set this learning time at an arbitrary figure in order to reflect special situations.
9. Nonhumans may learn any of the skills of mankind available to them. The converse is not true. For game purposes the special skills of the nonhuman races (as devised by the referee) are inaccessible to humans.

2.426. SKILL DECLINE.

Skills decline through disuse. Information, adroitness, and the "finer points" are forgotten, and the delicacies of technique slip away. In game terms, it is not envisaged that this Section will be used often, and some groups may wish to treat it as optional. As has been seen above, one's main professional skill can be practiced, studied, given competence rewards, or just maintained at no cost. Other skills similarly receive points through practice, study, and competence rewards. Yet it is not realistic to have characters possessing great numbers of skills, often at advanced levels, which never decline even though they are rarely if ever used. This Section is meant to limit this. The procedure is as follows:

1. No decline occurs during the first 3 months that a skill is not maintained, practiced, or studied, or in which no competence reward is given for its use.
2. At the end of the 4th month (see above) of disuse, a D10 roll is made. The chances of decline depend upon this and also upon the complexity of the skill (Sec. 2.239). If a decline is indicated, a second roll of D100 is made as shown in the 3rd column of the table below. The score is multiplied by 2, 3, etc. in order to obtain the higher ranges shown: e.g. 3-300 = D100x3. These points are subtracted from the character's current skill level. If this loss cuts into a previously complete skill level or sub-skill level, an ability gained thereby is lost.

Skill decline

Skill complexity	Die scores indicating decline*	Points deducted
Easy	1-2	1-100
Moderately easy	1-3	2-200
Complex	1-4	3-300
Difficult	1-5	5-500
Very difficult	1-6	7-700

*A D10 score above these ranges indicates no decline this month.

3. If the skill remains unused (as in (1)) during the 5th month, the check shown in (2) is made again at the end of this month. If decline occurs, the point ranges given in the table above are doubled: e.g. the loss for a "complex" skill is then D100x6.
4. The rate of decline remains as in (3) during the 6th, 7th, 8th, and 9th months. Thereafter it doubles again: e.g. a "complex" skill declines at a rate of D100x12. Decline stops, however, when the upper level of the first skill or sub-skill level is reached. No skill or sub-skill specialty declines beyond this. One always retains at least a "hobbyist's" competence in a field one has once learned.
5. One must resume practice, study, maintenance (of one's professional skill only—that in which one is employed or earns most of one's living), or gain a competence reward in order to halt decline. The month in which points are once more given to a skill counts as the "first month" (cf. (1), above), all over again. Any further decline then progresses from there. Once decline is halted, competence in the skill may be restored through the usual methods of skill point acquisition.

2.430. CHANGES IN SOCIAL STATUS.

High competence in one or more skills does not necessarily correlate with exalted social status. The mighty-thewed warrior may be an impoverished slum-dweller, while the Supreme General of All the Armies may be a "desk soldier" who has never fought in combat. The brilliant sorcerer may drag out his existence in some village shrine, whereas a totally mediocre sycophant wears the pontificals of Grand Adept and receives the obeisances of the multitude. The diligent administrator may end his career as he began it, pushing papers in some dingy office, while the dainty princess who knows less of state affairs than a *Chlén* beast knows of the bottom of the sea can send legions out to die to satisfy an afternoon's whim. "Only the Gods weave one's Skein of Destiny," as the Tsolyani proverb has it. Or, to quote another old saw, "There just ain't no justice. . ." In order to make an interesting game, however, certain grim realities

must be softened and players given a chance to progress both in skill competences and in social position. These two things are separate, nevertheless, though interrelated. Skill competence progress is dealt with in Sec. 2.420 ff., and attention can now be directed towards the complex issues of social advancement.

Outside of the Five Empires and their client states social levels are comparatively simple. One is born into a warrior or priestly clan in the states of the far northeast, a chiefly lineage in N'lǒss, or into the priesthood of Mrettén in the Nyémesel Isles. One's place in life then depends upon one's talents, energy, luck, and in some cultures, wealth. Within the great empires, on the other hand, there are 6 major hierarchical structures in which one can find a niche for oneself.

1. The ancient nobility is mentioned in Sec. 1.720. Aristocratic titles date from Bednálljan and Engsvanyáli times and are conferred now only as marks of special governmental favour. It is almost impossible to acquire a noble title except through birth. Provisions for this are omitted in the Sections dealing with background (Sec. 2.230 ff.) because of the very small number of titles possible. If the referee wishes, however, a character who is born a member of a very high clan in Sec. 2.234 may be allowed to roll D100: a score of 99-100 = he/she is indeed the heir to a noble title. In general, these titles are fairly meaningless now in the Five Empires (except possibly in Salarvyá—and in Mihállu), and they can thus be ignored for game purposes. They confer no extra wealth, but they do give considerable prestige in the right circles.
2. Clan titles are discussed in Sec. 1.840. These are also not very useful for game advancement since every clan member is born a "Clan-Brother" or "Clan-Sister." Only age, seniority, adherence to the societal norms, high skill in the clan's approved profession[s]—and politicking—can raise an individual to the posts of Clan-Elder or Clan-Head. While this is possible within the game, it may not be entertaining to play, and clan promotions are therefore left to the referee's discretion.
3. Craft titles are also found in Sec. 1.840. These are conferred by a vague consensus of one's clansmen and also one's colleagues in the craft. They add prestige and help in attracting wealthy customers, but they do not change one's social class: a baker is still a baker, whether he/she be an Apprentice or a Senior Master-Craftsman. Craft titles are not given to those who are not "professionals," moreover. One must ply the craft as one's major profession and belong to the relevant clan in order to gain acceptance. No matter how skillful an "amateur" may be, he/she is not permitted to open a shop, sell wares, or make a regular living in the craft. One may be an expert winemaker, for instance, but the winemakers' clans would swiftly prohibit any attempt to sell one's vintages on the open market (although an occasional bottle for one's family or friends will not offend anyone). In game terms, thus, craft titles are conferred automatically by having the skill as one's primary profession, achieving the requisite skill levels (cf. Sec. 2.2310), and belonging to the appropriate clan or organisation.
4. A useful "ladder" of social achievement is provided by the bureaucracies (Sec. 1.810). These are divided into "Circles" (ignoring the myriad names of specific posts), and characters can measure their advancement in these terms. One must have Official as one's primary professional skill (Secs. 2.239 and 2.241), find a job, and then rise up through the ranks by means of practice, study, and "ungamed" competence rewards (Sec. 2.240 ff.). If the sub-skill system is used (Sec. 2.2314), an official's specialties can be kept track of, providing further background and "colour" to the character.
5. Another important "ladder" is that of the priesthoods, discussed in Secs. 1.832, 2.241 (10), and 2.2315. Like the bureaucracies, the clergy is organised into "Circles" (again ignoring the multitude of specific priestly titles). A character who has Priest as his/her primary profession uses practice, study, and "ungamed" competence rewards to advance upwards through the ecclesiastical hierarchy.
6. The 6th hierarchy is that of the military (Secs. 1.821, 2.241 (11), and 2.2316. One who has Soldier as his/her profession advances by means of practice, study, and "ungamed" competence rewards. Army ranks are fewer than those of the administration or the clergy, and a table of equivalences is thus needed. Abbreviations are: "S = Soldier; "LS" = Lower Subaltern; "MS" = Medium Subaltern; "HS" = Higher Subaltern; "C" = Captain; "O" = Officer; "HO" = Higher Officer (found only in Tsolyánu); and "G" = General. A still higher rank, that of Senior General, is temporary; cf. the discussion in Sec. 1.821.

	Social status							
	Military ranks and minimum Circle equivalents							
Nation**	S	LS	MS	HS	C	O	HO	G
Tsolyánu	1	2*	3	5	7	12	15	20
Mu'ugalavyá	1	2	3	5	8	—	—	20
Salarvyá	1	2	3	5	8	15	—	20
Yán Kór	1	3	4	5	8	14	—	20
Livyánu	1	3	—	5	8	14	—	20

*Eastern Milumanayá is organised like Tsolyánu; Pijéna, Saá Allaqi, Ghatón, and Chayákku like Yán Kór; and Pecháno like Salarvyá. For the armies of the other smaller states and the nonhuman races, see Sec. 1.821.

** *Tsolyánu has no rank of Lower Subaltern, but that of *Kuruthúni* provides a useful equivalent; cf. Sec. 1.821.

2.431. PROMOTION AND DEMOTION.

A character who is a member of a bureaucracy, a priesthood, or an army may apply to the referee at stated intervals for a promotion check. Such a character must have an income—earning post in the hierarchy. A warrior in private service (Sec. 2.241 (11)) is not eligible, although his/her master or mistress may repay heroic service by promotion to the head of the bodyguard, a cash bonus, etc. (Such events should be "gamed.") A Lay Priest may increase in skill competence and "Circle" membership through experience, but scholars of this kind usually remain aloof from the responsibilities of temple rank (Secs. 1.832 and 2.241 (10)). Unemployed officials, clergy, and soldiers cannot apply for promotion, of course. The promotion check is made as follows:

1. Whenever the skill competence of an official or a priest achieves a new skill level (not a sub-skill level; cf. Sec. 2.2311 ff.), or whenever a soldier attains the rank-equivalent skill levels shown in Sec. 2.430 (6), a promotion check may be requested. This is the player's prerogative and is not automatic.
2. If a character fails a promotion check or opts not to attempt it because of a preponderance of negative modifiers (see below), he/she may try again upon completing another skill level. For example, a soldier who is passed over at level 5 for Higher Subaltern may try again upon reaching level 6 in the skill of soldier.
3. One may be promoted or demoted more than one Circle or military rank at a time only under special circumstances; cf. Sec. 2.432.

4. There is also a chance of demotion. One may have irritated a superior or behaved in a fashion thought unseemly by one's hierarchy. This is allowed for below, but the referee may ignore this or "game" the situation in order to give the player a chance to think his/her way out of the problem. There is a very small chance of being sacked entirely, similarly, and this, too, is allowed for in the table.
5. The promotion check consists of a D100 roll (see (6), below). There are several possible modifiers, however, and it is best to note all applicable plusses and minuses, total them, and then make the roll. The process may seem complex, but many modifiers are used only in uncommon situations. If followed in "cookbook" fashion, the method will soon become familiar. Modifiers are:
   a. Age; cf. Sec. 2.219.
      i. Characters between 16 and 20 years of age may rise no higher than the rank of Higher Subaltern in an army or the 5th Circle of a priesthood or bureaucracy. Those 21-25 years old may hold the rank of Officer or belong to the 14th Circle—but no higher. Persons of age 26 and above may rise to any rank.
      ii. Older persons (31-40 years of age) are less desired at lower ranks and more preferred at higher ones. A modifier of −2 is given to members of this age-group for promotion to any rank from Soldier through Captain or any ecclesiastical or governmental Circle from 1st through 8th. Thereafter age becomes a positive factor: persons 31-40 years of age receive a +2 for promotions to ranks *higher* than those just mentioned.

Promotion modifiers

b. Comeliness; cf. Sec. 2.217. Modifiers are:

Comeliness factor	Modifier	Comeliness factor	modifier
01-05	−6	71-95	+2
06-20	−3	96-99	+3
21-70	0	100	+6

c. Charisma; cf. Sec. 2.218. Modifiers are:

Charisma factor	Modifier	Charisma factor	Modifier
01-05	−15	81-90	+10
06-20	−10	91-99	+15
21-80	0	100	+20

d. Clan/lineage status and family wealth; cf. Sec. 2.235. Family wealth-group numbers provide modifiers as follows:

Family wealth group	Modifier	Family wealth group	Modifier
1-3	−10	8-9	+5
4-5	−5	10-11	+10
6-7	0	12	+15

e. Auxiliary skills; cf. Secs. 2.239 and 2.420 ff. No modifier is given for competence in one's professional skill (i.e. Official, Priest, or Soldier); the right to roll for promotion is reward enough. Useful ancillary skills do provide modifiers, however; these are given per *complete* skill level (i.e. not for partial levels or for sub-skill levels; cf. Sec. 2.2311 ff.). For example, an official with 6 levels of the skill of Architect adds +3 to the promotion check roll.

Promotion modifiers: auxilliary skills

i. Official: useful auxilliary skills and modifiers are:

Modifier per skill level	Skill[s]
+2	Administrator; Etiquette and Courtly Manners
+1	Business Administrator; Land Adminstrator; Scribe-accountant; Shipping Administrator
+1 for every 2 levels*	Architect; Assassin; Courtesan/Don Juan; Engineer-architect; Geographer; Historian; Interpreter; Language; Mathematician; Merchant; Moneylender; Orator; Priest; Shipbuilder; Ship Captain; Soldier; Sorcerer; Warrior

*No modifier is received for an intermediate level; e.g. 5 levels of Architect gives only a +2.

ii. Priest: useful auxilliary skills and modifiers are:

Modifier per skill level	Skill[s]
+2	Shaman; Sorcerer
+1	Administrator; Alchemist; Interpreter; Language; Philosopher; Physician
+1 for every 2 levels*	Apothecary; Architect; Artist/sculptor; Assassin; Astronomer-navigator; Author; Botanist; Business Administrator; Engineer-architect; Etiquette and Courtly Manners; Geographer; Geologist; Historian; Land Administrator; Mathematician; Musician; Official; Orator; Paper/ink Maker; Poet; Scholar; Scribe-accountant; Shipping Administrator; Soldier; Warrior

*As above under (i).

iii. Soldier: useful auxilliary skills and modifiers are:

Modifier per skill level	Skill[s]
+2	Assassin; Warrior
+1	Administrator; Armourer; Engineer-architect; Fletcher; Land Administrator; Shipping Administrator
+1 for every 2 levels*	Architect; Astronomer-navigator; Desert Expert; Etiquette and Courtly Manners; Geographer; Hunter; Interpreter; Mountaineer; Physician; Priest; Sailor; Ship Captain; Sorcerer; Tanner; Tracker; Wheelwright-carter

*As above under (i).

f. "Inducements" are a time-honoured means of obtaining promotion. These need not always be in cash. Simple bribery is acceptable at the lower levels, but it is considered crude in the higher echelons. Acceptable forms of "greasing the wheels" include: gifts to

one's superiors (e.g. arms, jewellery, magical items, slaves, etc.); donations to one's hierarchy (e.g. money to help fund one's legion or temple); holding public games in the *Hirilâkte* Arenas (Sec. 1.740); hosting elegant social functions; making rich sacrifices; and doing non-monetary favours. All of these must be evaluated by the referee in financial terms. "Inducements" are good for only one attempt at promotion; more is expected when one tries again. Sums greater or lesser than the listed amounts are either too paltry to have any effect, or else they are excessive and do more harm than good. If a character does not offer the minimum in "inducements" (i.e. enough to gain a +1 modifier), the referee rolls D10: 1-3 = a −15; 4-6 = a +10; 7-9 = a −5; and 10 = 0 (the authorities are happy without any bribe—a rare event!). The actual amount is left up to the player. "Inducement" amounts and modifiers are given in the following table for *Circles 1-3* only; see below for higher ranks. See also the equivalences for military ranks versus Circles in Sec. 2.420 (6).

Inducements for promotions

Modifier	Base amounts Circles 1-3	Modifier	Base amounts Circles 1-3
+1	500	+7	6,000
+2	1,000	+8	7,000
+3	2,000	+9	9,000
+4	3,000	+10	12,000
+5	4,000	+11	15,000
+6	5,000	+12*	20,000

*This table cannot be progressed further by giving more money; a +12 is the maximum possible.

Promotion to ranks and Circles beyond the 3rd requires more "inducements." The base amounts shown above are multiplied by the following factors to gain the same modifiers: e.g. a modifier of +10 for promotion to the 15th Circle (or to the rank of Higher Officer in the Tsolyâni army; cf. Sec. 2.430 (6)) requires an "inducement" of 12,000x10 = 120,000 *Kaitars* (or the equivalent in gifts, etc.)!

Circles	Multiplier	Circles	Multiplier
4-6	×2	13-15	×10
7-9	×5	16-18	×20
10-12	×7	19-up	×30

g. Influence and political manouevring may be gamed, in which case the referee must assign an appropriate modifier. "Ungamed" intriguing for promotion is simulated by a D100 roll. This is modified by the candidate's Intelligence factor (sec. 2.215): 01-05 = −30; 06-20 = −15; 21-40 = −5; 41-60 = 0; 61-80 = +5; 81-95 = +10; 96-99 = +15; and 100 = +20.

Influence in promotion

Dice score	Modifier	Dice score	Modifier
01-10	−15	51-80	+5
11-20	−10	81-95	+10
21-50	−5	96-100	+15

h. Another factor is the presence or absence of rivals: others who are candidates for the same post. This may either be gamed or taken from the following table. A modifier of −2 per rival is given for promotions to the 1st through the 7th Circles (or equivalent military ranks). At higher levels one's competitors are likely to be more dangerous and resourceful, and a modifier of −3 per rival is applied. D100 are rolled.

Rivals for promotion

Dice score	Number of rivals
01-05	1-20 rivals; roll D20
06-15	1-10 rivals; roll D10
16-60	1-5 rivals; roll D10, divide by 2, and round up
61-80	1-3 rivals; roll D10: 1-3 = 1; 4-7 = 2; 8-10 = 3
81-90	1-2 rivals; roll D10: 1-5 = 1; 6-10 = 2
91-100	No significant rivals exist

i. Public honours and dishonours must be gamed. The former consist of such things as medals (e.g. the "Gold of Glory"; Sec. 1.822), the bestowal of an ancient title (Sec. 1.720), public triumphs (given for military heroes and others who perform exemplary services for their governments), being chosen to perform the highest rituals of one's temple, etc. Dishonours include being badly defeated in a military battle, losing the standard of one's legion (the *Kâing;* Sec. 1.821), dismissal from a priesthood or government for heresy, peculation, or other "ignoble" cause, being "drummed out of the corps" for cowardice, high treason, becoming a slave, being jailed for debt, imprisonment for major felonies, and the like. A public honour adds +20 to one's promotion roll score, while a public dishonour subtracts −20. Such incidents are also remembered later: when a character tries for a further promotion, a public honour adds +10 on his/her next attempt and a permanent +5 thereafter. A public dishonour subtracts −10 on the character's next try and a −5 forever afterwards.

6. Once all applicable modifiers have been totalled, D100 are rolled. There is no compulsion to roll, and if too many negative modifiers make the test appear unduly risky, the player may refuse to take it, thereby remaining at his/her current post or rank.

Promotion roll

	Circles and dice scores needed to achieve		
Result	1-3	4-6	7-9
Dismissal	01-05	01-04	01-03
Demotion	06-15	05-10	04-08
Passed over	16-60	11-70	09-80
Promotion	61-100	71-100	81-100

10-12	13-15	16-18	19-up
01-02	01	—	—
03-07	02-06	01-05	01-04
08-90	07-95	06-98	05-100
91-100	96-100	99-100	101-up*

*In order to gain promotion at this exalted level, one must have a number of positive modifiers in addition to luck with the dice.

7. Dismissal, demotion, and promotion take place immediately. One who has been sacked is told to collect his/her belongings and leave. There is no appeal. A demoted employee is "called on the carpet," lectured, and reassigned. (This does not count as a "public dishonour," fortunately.) A promoted candidate is ceremoniously given a place on the next highest dais in the bureaucracy (Sec. 1.426). A priest or priestess is ritually consecrated within the sanctuary of the temple. A soldier receives the insignia of higher rank before the troops and is publicly confirmed in his/her new command. Each of these events requires about one day to complete.
8. There is one final consideration: dismissals, demotions, and promotions cannot take place while a character is out of touch with his/her organisation: e.g. off "adventuring" in some foreign land, in a region where his/her temple is not represented, etc. "Battlefield promotions" do occur, of course, as long as there is a higher officer there to award them, but changes in official or priestly rank must be performed within the relevant bureau or temple. A character who achieves a level in his/her professional skill while away from his/her hierarchy can "save up" a promotion check until he/she returns. Two or more checks may be "saved up" in this fashion, but they all must be taken immediately upon reporting back to his/her superiors. They cannot be deferred to await more favourable modifiers; to do so is, in effect, to refuse to take the check and thus to remain at the character's present rank or post.

2.432. UNDESERVED AND DOUBLE PROMOTIONS AND DEMOTIONS.

All promotions, demotions, and dismissals may be "gamed," of course: e.g. a general may order the advancement of a soldier for "valour displayed on the field of battle," or an Imperial Prince may take it into his head to promote a follower—or demote him/her—on the basis of no more than a whim. A government or temple may also promise elevation in status in return for success in some especially hazardous mission. These matters are left to the referee.

Players may initiate the promotion process themselves, however. This simulates walking into the chambers of one's superior and saying, "Sir, I think I have done well and now merit advancement." This may be seen as justified, but it may also be taken as sheer cheekiness and deserving of demotion instead. Once, therefore, at any time during the game year, a player has the right to add up modifiers (a), (b), (c), (d), (e), (f), and (l) from Sec. 2.431 and roll the dice. If successful, Well and good. If not, the character has only brashness to blame. D100 are rolled.

Promotion on player's inititiative

Dice score	Effect
01-20	Double demotion: the character loses 2 Circles which may bring him/her down in military rank; cf. the equivalences in Sec. 2.430). If this reduces the candidate below the 1st Circle in a priesthood or bureaucracy or below the rank of Soldier in an army, he/she is expelled from the organisation forthwith. This then counts as a "public dishonour"; cf. Sec. 2.431 (5, l).
21-40	One demotion: the applicant is reduced one Circle (which may or may not take him/her down one army rank). Again, reduction below the 1st Circle or the rank of Soldier results in dismissal, but this does not count as a "public dishonour."
41-90	No effect: one's superiors listen politely but ignore the request.
91-97	Single promotion of one Circle (which may or may not raise the candidate one army rank.) This automatically creates 1-10 (roll D10) jealous rivals whenever the character next tries for promotion.
98-100	Double promotion: the character is advanced two Circles (which can never result in a promotion of more than one army rank, however). This produces 5-25 (i.e. a D20 roll + 5) jealous rivals the next time the candidate comes up for a promotion.

2.440. EXAMPLES.

Examples of skill development have largely been postponed until now in order that the system may be seen in its entirety, together with the methods for promotion and demotion.

Chargésh hiVríddi begins the game with 2 levels of the Warrior skill, 2 of Soldier, one of Etiquette and Courtly Manners, and one of Swimmer (Sec. 2.239). He has neither the time nor the opportunity to develop these skills on the march north, but when he arrives in Avanthár his legion spends a month in barracks awaiting the start of the campaign season. Chargésh then tries to advance his competences as follows:

1. He could simply maintain his professional skill (Soldier) but decides to practice it instead. He scores an 8 on the D10 roll in Sec. 2.422 and then a 9 on the subsequent D20 roll, giving him 9 points in this skill.
2. He seeks out a veteran trooper, one Marján hiVessúma, who teaches swordsmanship to recruits in the Legion of Searing Flame. This man has 10 levels in the skill of Warrior, giving him 40 Competence Unit points (Sec. 2.2311). Marján has invested 20 of these in 10 sub-skill levels of the use of long one-handed weapons, giving him 8 more than Chargésh has (Sec. 2.2317). Marján is an urban tutor (i.e. a townsman and not an upper-class duelling master). He charges 11-20 *Káltars* per month on the table in Sec. 2.242 (5). After some bargaining, a D10 roll fixes his fee at 15 *Káltars* per month. At the end of one month of study, Chargésh scores a 6 in Sec. 2.423 and follows this with a D100 roll of 73. He adds 73 points to his Warrior skill total, but he is far from achieving a new skill level and cannot invest these points as yet.
3. Chargésh gains no competence rewards for his Warrior skill since he has not yet defeated anybody. The referee rules that he is not permitted "ungamed" competence rewards for his remaining two skills: there is little use for Etiquette and Courtly Manners in his army barracks, and his military duties leave him no time for swimming in the muddy Mssúma River. He could also try for an "ungamed" competence reward in the Yán Koryáni language (under the heading of the Interpreter skill), but again the referee says that he has no occasion to speak the language, no tutor is available, and duty prevents Chargésh from befriending any Yán Koryáni travellers or merchants who might be in the camp.
4. In addition to maintaining, practicing, and studying skills, Chargésh can also learn one new skill. He wants to master the craft of armourer—always useful for a soldier—and he

approaches Tuón hiNaródu, the regular armourer for the Legion of Searing Flame. This worthy has 8 levels in the skill of Armourer and will do as a tutor for now. Chargésh' Intelligence (Sec. 2.215) is a mediocre 50, and he gets no modifier for learning. He must apply a −1 for his poor Dexterity (Sec. 2.213), however. His D10 score in Sec. 2.425 (3) is a 7, reduced to 6. Armourer is a "complex" skill (Sec. 2.239), and Chargésh must thus spend 4 months learning the first level of it. He manages to hire Tuón for 7 *Káitars* per month (Sec. 2.242 (5)—straining his resources somewhat—and begins his lessons.

Aliná hiNakkodái has 2 levels in the skill of Priest, 2 of Sorcerer, 1 of Historian, and 1 of Artist/sculptor. In addition, she has two classical tongues (Ancient N'lõssa and Engsvanyáli) to the advanced level (Sec. 2.239), and these she can improve by adding levels of the skill of Language. This month she attempts to increase her abilities as follows:

1. She can maintain her professional skill of Priest and simply hold her ground in it. Like Chargésh, however, she decides to practice it instead. She scores an 8 in Sec. 2.422 (2) and follows this with a D20 roll of 18. Satisfied, she adds 18 points to this skill on her Character Record Sheet.
2. She is more interested in sorcery and wishes to study this. She contacts Réttesh hiMarúttu, one of the scholars of her temple's academy. He has 9 skill levels of Sorcerer. He offers to charge her only 5 *Káitars* per month for tuition. (He is an urban practitioner, rather than a member of the more sophisticated upper classes.) She can barely afford it but agrees. She scores a 4 on the table in Sec. 2.423 (6), giving her 1-20 points. She rolls a 5 and adds this to her skill total. Hardly worth it, she thinks disappointedly.
3. Aliná can only practice one skill and study one other during the month. She must therefore let her remaining skills lie undeveloped—unless she can manage an "ungamed" competence reward for one or more of them. She lives in her temple, after all, and there are thus opportunities, materials, tools, and premises for all of them. She checks them one by one under the provisions of Sec. 2.424 (1, b). A chance for development does arise in her Historian skill. A score of 3 in (1, c) shows this to be an "Easy test," and she opts to try it. She scores a 13 on the table in (1, d), indicating that she accomplishes the task, though not with any startling success. Historian is a "difficult" skill, and she scores 46 on her D100 roll in (1, e) and multiplies this by 7 to give her 322 points for her work in history this month. She feels a little better about her progress.

Chekú'unish Arodlé has 6 levels of Merchant and one of Locksmith. He also knows various amounts of 3 modern languages (Secs. 2.238 and 2.239) in addition to his native Mu'ugalavyáni. In effect, he has 3 different Interpreter skills, each of which can be studied, practiced, etc., just like his other skills. He develops his skills as follows:

1. He practices his professional skill of Merchant. There is ample opportunity for this in the sprawling city of camp followers around the army barracks at Avanthár. He scores a 2 in Sec. 2.422 (2), however, netting him nothing.
2. He does receive a "gamed" competence reward for his Merchant skill, nevertheless. He manages to peddle several cartloads of crossbow quarrels to the *Dritlán* (Higher Officer) of the Legion of the Storm of Fire (21st Imperial Medium Infantry), one of the units being sent north for the spring campaign. He realises 5,350 *Kaitars* from this transaction—although he owes most of this as a personal debt to his Clan-Brother, Jekkánish Arodlé, who backed the venture. Chekú'unish still gains the competence reward of 300 points for his Merchant skill (Sec. 2.424 (4)) since the consignment was legally his at the time of the sale. Chekú'unish is smugly pleased with himself. The poor Tsolyáni officer did not guess that Chekú'unish would have gladly parted with these wares for about half the price he got.
3. Chekú'unish would like to practice or study his locksmithing. There are no tools or facilities while on a commercial journey, nor is a tutor available. This skill must thus remain undeveloped this month.
4. He chooses to practice his Yán Koryáni instead. He befriends a merchant from this northern land and visits him daily. A 7 and then a lucky roll of 20 in Sec. 2.422 (2) give him 20 points for this gutteral tongue under the heading of the Interpreter skill.
5. He also checks for "ungamed" competence rewards in locksmithing and in all 3 of his foreign languages. A "Difficult test" arises in his learning of Livyáni (Sec. 2.424 (1, b and c). Interpreter, the skill under which the test must be taken, is a "difficult" skill, and his chances are thus not good. He does creditably, however, scoring a 16 on the table in (1, d). He rolls a 63 on the table in (1, e), multiplies this by 7, and adds 441 points to his Livyáni skill.

As an example of "victory points" through combat, one may cite the adventures of Marján hiVessúma, mentioned above. This soldier slew five bandits (or were they really Salarvyáni spies?) the last time he was on patrol in the mountains east of the city of Hekéllu. He compares his Warrior skill (not his Soldier skill) level with theirs in Sec. 2.424 (2, g). Two of the foe were scruffy rascals with but 6 levels of Warrior apiece; two had 9 levels; and one fellow was quite good, with 14 levels. Marján gets 50 × 2 for the two low-level fighters, 75 × 2 for the two higher bandits, and 100 for their leader: a total of 350 points. Not bad for a few minutes' work—and he managed to loot 53 *Káitars* from their bodies before his Captain came up to see what was happening.

Murúgdu hiKortunél, a senior student of sorcery in Aliná's temple, has returned from a mission into the labyrinths below Fasiltum. His party battled a band of "adventurers"—looters, really—there, and Murúgdu was lucky enough to get off a potent spell. The enemy leader, a Lay Priest apparently (but with no identification!), and two of his minions fell like idols dropped off the temple roof. The rest turned and fled. Murúgdu is a 7th level sorcerer, and the "Magical Resistance factors" of the foe proved to be 14 for the leader and 2 each for the two followers: 300 + 50 × 2 = 400 points (Sec. 2.424 (2, g)). Murúgdu also has 4 levels of the skill of Physician, and when the battle was over he healed one seriously wounded comrade and another whose injuries were grave. This gives him 50 + 100 = 150 points in Sec. 2.424 (5) to add to his medical abilities. He brags of these exploits to Aliná, but she considers this long-faced youth something of a ninny and shows no interest (though she is secretly a little envious).

An example of a promotion check may also be added: the case of Réttesh hiMarúttu, Aliná's teacher of sorcery. This friendly, balding, little man has 9 levels in the skill of Sorcerer and is a 7th Circle priest. He has just gained another skill level of Priest (not Sorcerer—though this would help), and he applies for promotion to the 8th Circle. His modifiers are as follows:

1. Réttesh is 49 years of age: a −2 applies when checking for promotion to Circles 1-8; cf. Sec. 2.431 (5, a).
2. His Comeliness is 56: no modifier in Sec. 2.431 (5, b).
3. He is a charming fellow; his Charisma of 83 provides him with a very welcome +10 in Sec. 2.431 (5, c).
4. He is a member of family wealth-group 5: a −5 in Sec. 2.431 (5, d).

5. His 9 skill levels of Sorcerer add a +18 in Sec. 2.431 (5, e). In addition, he has 6 levels of Language (Llyáni), giving him a +6, and 4 levels of another Language skill (Engsvanyáli), providing him with a +4. He also has 5 levels of Historian, which give him a +2: altogether a total of +30.
6. He can only afford an "inducement" of 5,000 *Káitars*. He receives a +2 for promotion to the 8th Circle in Sec. 2.431 (5, f).
7. He is not skilled at politicking. A D100 score of 47 in Sec. 2.431 (5, g) gives him a −5.
8. He checks for rivals in Sec. 2.431 (5, h), scores a 38, and follows this with a D10 score of 8. Divided by 2, this creates 4 rivals for his hoped-for post: a modifier of −12.
9. Réttesh has never received any public honours, nor has he suffered a public dishonour. He gets no modifier in Sec. 2.431 (5, i).

Réttesh balances a +42 against a −24 for a total modifier of +18. He opts to try for the promotion, scores a 68 on his D100 roll in Sec. 2.431 (6), and finds that his modified score of 86 makes his promotion a relatively easy matter. He is to be consecrated as an 8th Circle priest of Lord Vimúhla the following night, and he makes a point of inviting Aliná, hoping that she may take more than a scholarly interest in him when she sees him attired in the flame-orange robes and splendid headdress of the solemn and magnificent service. Alas for the dreams of little men. . . ! Aliná has her sights set on better things.

2.500. THE ROUND OF PLAY AND TIME SCALES.

It is the task of the referee to "set the stage and begin the tale": to devise the environment (based upon the Sourcebook, plus a goodly dollop of personal imagination), to draw the maps of the cities and the Underworld labyrinths, to place the hazards and hide the treasures, to set the creatures and the monsters in their lairs, to think out a bit of a story-line with which to start, and to introduce the players' characters to the non-player characters of Tékumel. Suggestions for all of these things will be provided in the referee's Sections later.

The players' job is to develop their characters, react to the referee's descriptions, say what their personae are doing, and, on occasion, roll dice to see how well they have fared.

The game is played in "rounds." The referee calls upon each player in turn to state his/her character's actions. When all have had their say, and the reactions of the non-player characters, creatures, etc. have been assessed, another round begins. The referee may then begin subsequent rounds with different players in order that the same person need not always go first. As the group becomes more and more familiar with the game and its setting, these rounds become almost automatic until—at its very best—the role-playing game becomes almost an unfolding novel, one in which the readers (i.e. the players) are the protagonists and aid in the weaving of the story-line.

Three time scales are employed in the game. A change-over from one to another is announced by the referee, and all affected characters must then act within the same temporal framework. These scales are:

1. "Ungamed" time: the players and the referee may agree to let a period elapse without much specification. Such an interval may be measured in minutes, hours, days, weeks, months, or even years: e.g. a few minutes spent waiting for someone to appear, a morning of shopping in the marketplace, several days of uneventful travel, a week passed in "normal duties," a month of study in one's temple, a year of imprisonment, etc. Months and years of "ungamed" time should be allowed only rarely: something of note must surely transpire within such lengthy intervals! Perhaps only when a player has dropped out of the game and later returns needing to "catch up" might several "ungamed" years be permitted to elapse for him/her. A calendar sheet is provided in the referee's Sections for the recording of game time. It is important that everyone understand and concur in the passage of "ungamed" time; otherwise synchronisation may be lost, with resultant confusion and disagreement.
2. The one-minute "turn" (abbreviated "T" in later Sections) is used for more detailed action: e.g. exploring a small area, moving through an Underworld labyrinth, and other more precisely specified "adventuring."
3. The six-second "combat round" (abbreviated "R" below) is needed for battles and still more "fine-tuned" activities. There are 10 "combat rounds" per "turn."

Whatever time scale is used, the referee must judge whether or not a given action can be performed within the specified period —and if not, then how many periods will be needed for it? Guidelines for this (for the turn and the combat round, at least) are provided in Sec. 2.710.

Players must adhere to reasonable limits in deciding what their characters are to do. A consultation about the party's best course of action can take place during an "ungamed" interval or during several gamed one-minute turns when the situation permits. If quick thinking and rapid responses are called for, however, the players will not be allowed to develop an elaborate plan, debate its merits and defects, and eventually lay it before the referee like the workings of a well-oiled clock! Indecision, discussion, and delay must be penalised by the loss of turns and/or combat rounds. Only if a player "calls time out" should game time stop: e.g. to ask for more information about what a character sees, hears, or experiences.

Conversations between characters should also be gamed. This heightens realism. Orders, advice, suggestions, comments, and even jokes should all be spoken "in character" like the lines of a play, rather than being abstractly discussed or described. This is particularly important for the six-second combat round. It is very difficult to put a party into neat (and maximally efficient) order in such a short time in any case, and about all that can be realistically managed in the excitement of battle is an occasional curt, shouted command: e.g. "X, get over here!" "Y, use your spell!" "Z, stay where you are and watch that door!" Or just: "Help!" In the event of a dispute the referee may wish to time a combat round with a stop-watch. In this way complicated and unrealistic strategies and actions can be held to a minimum.

If miniature figures or other pieces are employed to mark characters' positions, players should not be allowed to manoeuvre these always to their best advantage: "A is wounded and is falling back; B is moving over into A's slot; C is advancing into B's place," etc. This is not realistic. There is a chance that orders may be misheard, misunderstood, or simply ignored. Depending upon such factors as proximity to the person issuing an order, noise, visibility, and willingness, a character in the heat of combat or a dangerous "adventure" situation may or may not obey a command. A dice roll will be provided for this in a later Section. Players must decide upon their own characters' willingness to heed an order, of course.

A player whose character is not present at an event is not allowed to comment, advise, or give information concerning it. For instance, if a character is left on a ship, he/she cannot discuss a situation encountered by a shore party until members of the latter return to tell him/her of it.

It is also a good general practice to rule that anything said by a player during game time is indeed being uttered by his/her character. One of the most enjoyable features of a true role-

playing game is the creation of "atmosphere," just like that of a well-told story. This is a fragile thing, and it is all too often disrupted by irrelevant jests and banter. The peoples of Tékumel tend towards pride, seriousness, hauteur, and xenophobic touchiness, and non-player characters may not appreciate a joke made at their expense—particularly if it comes from someone of lower social status (Sec. 1.910). A player who cannot repress a clever jibe can always "call for time out," of course, and how often this is permitted must depend upon the gaming style of the group.

The foregoing should be almost all that is needed by the experienced gamer in order to start play. Beginners may want to know more about the interaction which takes place between themselves and the referee, however. The latter functions as the eyes and ears of all of the characters, rather like the narrator of a radio play. He/she describes the surroundings, furnishings, objects, events, and beings encountered by the party. He/she also speaks for all of the non-player characters. (Many a player has been frustrated into a state of bubbling fury by the stolid bumptiousness of the Tsolyáni peasant, the oily deviousness of the pompous bureaucrat of Jakálla, or the unremitting greed of the recalcitrant gate-guard.) The referee may have to carry on a colloquy with himself/herself acting the roles of several non-player characters, when this occurs within the hearing of a player character. ("We have concealed the poison in the golden sphere of your ceremonial staff, my lord." "Think you not that the Prince's guards will look for it there?" "Not so, mighty master. Derékku has bribed the man who sees to the possessions of His Highness' guests." "Then, perhaps—Hah! Who is that lout listening behind the pillar! Seize him!" . . . Etc.)

Activities in "ungamed" time normally require only a statement of intent from the player. Almost anything within the character's capabilities can be done, as long as it fits into the time scale, and any necessary opportunities, materials, or other factors are present. For example: "I'm travelling along the Sákbe Road all day, stopping for lunch at Usenánu, and continuing north until darkness falls. Then I'm getting off the road at some caravanserai and will look for a food-preparation clan or perhaps just some vendors in the open market." If the referee determines that nothing untoward occurs, the player's statements are accepted, and the actions take place. If the referee decides that an action or a part of an action is impossible or highly unlikely, the player may be told to amend his/her statement and do something else. A difficult action may require a roll of the dice. ("You want to climb a tree? In full armour? Make a Dexterity throw!")

The one-minute turn demands more precision and quicker thinking but is essentially similar. The options are the same: movement, speaking, examination of the surroundings—all are done just as one would do them in reality within the limits of the time scale. For instance: "I'm running forward to help my comrades." "I'm stopping to get my spare dagger out of my backpack." "I'm addressing the watchman, saying, 'Sir, is it too late to be allowed to enter the city tonight?'"

The six-second combat round provides less opportunity for planning and discussion. In this short interval one can advance, attack, fire a missile, defend, retreat, dodge, run away, etc. Other activities can be performed as well, if they fit within the time scale: e.g. reach into one's pouch for an object, ready and cast a spell, jump a chasm, snap out a quick command, or start to climb a wall. It is all a matter of informing the referee of one's action, obtaining his/her agreement that it is feasible, and possibly rolling dice to determine the outcome.

Players should avoid letting one of their number decide, speak, and act for them. An aggressive "party leader" may be very useful, but this prevents more reticent persons from playing active roles in the game. Tekumel's rigid class system does make it hard for a peasant youth to speak up in the presence of an individual of higher status, of course, but every player should act his/her part and respond when called upon. ("Lord Chétusu has ordered me to stand behind him and keep watch, and that is what I'm doing.")

2.600. SCALES, TERRAIN, AND MOVEMENT.

The scope of the game requires several distance scales. In "ungamed" time a party may travel many hundreds of kilometres across Tekumel without doing more than keeping a tally of the days spent, whereas the scale of the combat round must be measured in just metres.

2.610. THE TERRAIN MAPS.

Each hexagon of the four terrain maps measures 100 Tsolyáni *Tsán* from side to side. One *Tsán* is equal to 1.33 km, and the distance across a hexagon is therefore 133.33 km; cf. Sec. 1.300. The terrain types depicted on the maps are described in Sec. 1.414; the city symbols (which indicate population sizes) are defined in Sec. 1.422; and the *Sákbe* Road system is discussed in Sec. 1.423.

Long-distance travel is normally done in the "ungamed" time scale (Sec. 2.500) and is measured in terms of the number of days required to cross a hexagon. Traversing a hexagon from angle to angle should take a bit longer, but this can be ignored. The referee must decide the time needed to cross a portion of a hexagon.

2.611. LAND MOVEMENT.

Two sets of land-travel speeds are given: the first is for small parties (1-50 persons), and the second is used by larger groups. Walking is assumed for both of these; cf. below for modifications for *Chlén* carts and palanquins.

The following table gives the average number of kilometres which can be covered in a day ("Kpd") at various speeds. This is followed by the number of days required to traverse a hexagon ("Dph" = days per hexagon). The latter are rounded up or down to the nearest whole number. The resultant irregularities simulate the unpredictabilities of travel. People do not move at neatly uniform rates, and the time taken to rest, cook, make camp, etc. is represented by this rounding.

Land movement—daily rates

		Small party		Large party	
Terrain type[s]*	Speeds	Kpd	Dph	Kpd	Dph
Sákbe Road	Leisurely	35	4	19	7
	Average	45	3	30	5
	Forced	70	2	40	3
	Utmost	85	2	55	2
Clear**	Leisurely	25	5	15	9
Desert	Average	35	4	25	5
Wetlands	Forced	60	2	35	4
	Utmost	75	2	45	3
Open forest***	Leisurely	10	13	8	17
Swamp	Average	13	10	11	12
Low mountains	Forced	18	7	16	8
	Utmost	25	5	20	7
Dense forest	Leisurely	5	27	4	33
Dense swamp	Average	10	13	7	19
High mountains****	Forced	13	10	10	13
	Utmost	16	8	14	10

*Any terrain type may contain further local features which may slow a party down. This is left to the referee.

**Clear terrain (and some desert regions) contain some fairly good secondary roads in well-traveled areas. Slightly faster progress may be allowed within the boundaries of the Five Empires, for example.

***Movement costs in difficult terrain are arbitrary. Bridging, blazing a trail, hard climbing, etc. may delay a party further.

****The very highest peaks must be climbed, of course, and this is very slow. The costs given here are for mountain passes and regions where there is still some sort of tertiary road or path.

A party comprised of men carrying their baggage on their backs (about 35 kg at most) can maintain the forced march speed for three days out of five and must then employ the average or leisurely pace for the following two days. The "utmost" speed can be kept up for only two days out of every five; two days of rest or the "leisurely" pace must follow, and the fifth day can be spent marching at "average" speed. Palanquins and litters can attain the "forced" speed only one day out of five and cannot travel at the "utmost" speed at all. The great, slow *Chlén* carts (Sec. 1.732 and 2.370) achieve a maximum of 15 km per day, and even this is possible only on the Sákbe Roads and in "easy" clear, desert, or wetland terrain. In open forest and low mountains a *Chlén* cart can manage only about 10 km per day at most, and these vehicles are prohibited in swamps (of both sorts), dense forests, and high mountains.

Very large parties suffer from sheer size. Organizing the day's march, getting through traffic on the *Sákbe* Roads, etc. may delay a big force as much as another day or two per hexagon crossed. A column of 10,000 men marching 10 abreast produces 1,000 ranks, and allowing 1.2 m for each rank, this column stretches out at least 1,200 m along the road. The first men in the contingent will be setting up camp and eating dinner while the last marchers are still trudging along about a kilometre away!

Within all of the Five Empires (and also Pechâno, Saá Allaqí, Shényu, Mmatuguál, and Chayákku) there are systems of speedy messengers. Running in relays, these individuals can carry a light packet of dispatches along a good road (or the uppermost tier of a *Sákbe* Road) about 180 km per day.

Travel rates vary somewhat for the nonhuman races. In the game, most nonhumans will be accompanying human comrades, however, and since the faster species usually adjust their pace to that of their slower companions, these differences can be ignored. Only if a group is composed solely of a nonhuman race need the following percentage modifiers be applied to the rates given in the table above.

Nonhuman modifiers to movement rates

Species	Movement rate difference[s]
Ahoggyá	+ 10 percent; + 20 percent in swamps
Hláka	– 10 percent walking; average flying distance is about 100 km per day (for 5 hours), and a Hláka pushed to the utmost can fly approximately 200 km per day. [This race would make excellent messengers except that they are a bit scatterbrained. They also consider such duty to be beneath their dignity.
Hlüss	As for humans
Hlutrgú	– 5 percent; + 20 percent in swamps and wetlands
Mihálli	+ 5 percent; + 10 percent for short distances up to 1 km
Páchi Léi	As for humans; + 10 percent in forests
Pé Chói	+ 10 percent
Pygmy Folk	– 10 percent over long distances; otherwise the same as humans
Shén	+ 20 percent over distances of 5 km or so; as for humans otherwise
Shunned Ones	+ 5 percent
Ssú	+ 5 percent; + 10 percent in mountainous country; the black Ssú are slower: as for humans over most terrain and + 5 percent in hilly regions
Swamp Folk	– 5 percent in most terrain; + 30 percent in all types of swamps
Tinalíya	– 10 percent; – 10 percent, however, in mountainous terrain
Urunén	As for humans

Terrain map movement speeds are irrelevant for the Nyaggá, for animals, and for other creatures. Rates for shorter distances will be given in a later Section.

2.612. WIND AND WEATHER.

The determination of weather conditions is more important to movement at sea than to overland travel—at least on a hot, humid planet such as Tékumel. The following system will thus probably be employed more in marine scenarios than in those occurring on land—although it must not be forgotten that wet weather can play havoc with bowstrings and the skeins used in torsion catapults!

Wind and weather

1. Wind speed: D20 is rolled against the following table:

Die score	Wind speed	Die score	Wind speed
1-4	Same as the previous period	13-15	Brisk breeze
		16-17	Wind
5-8	No wind	18-19	Strong wind
9-12	Mild breeze	20	Violent wind

2. Wind direction: D10 is rolled against the following table:

Die score	Wind direction	Die score	Wind direction
1-2	Same as the previous period	6	From southeast
		7	From the south
3	From the north	8	From southwest
4	From northeast	9	From the west
5	From the east	10	From northwest

3. Weather conditions are established by finding applicable modifiers in (a) or (b) and then rolling D100 on the table in (c). Anomalies may arise in any randomly generated table, of course, and if these occur (e.g. dense fog and a violent wind in an arid desert), they can either be taken as rare occurrences or else rerolled.

3.a. Modifiers for weather on land are:

i. Terrain:

Terrain type[s]	Modifier	Terrain type[s]	Modifier
Clear	0	Dense forest,	+ 15
Desert	– 30	High mountains,	
Open forest	+ 5	Wetlands	
Low mountains	+ 10	Swamp	+ 20
		Dense swamp (rain-forest)	+ 25

ii. Seasonal:

Months*	Modifier	Months*	Modifier
1-3	+ 15	6-9	– 10
4-5	+ 5	10-12	– 5

*The first three months (Hasanpór, Shápru, and Didóm) are wet and humid; the next two (Langála and Fésru) are more pleasant; the next four (Dréngar, Firasúl, Pardán, and Halir) are very hot; and the last three (Trantór, Lésdrim, and Dohála) are cool and dry; cf. Secs. 1.110 and 1.1050.

b. Modifiers for weather at sea depend largely upon the locale: such northern seas as the Pentrúrta Deeps tend to be more stormy, while the great southern oceans are less so.

Northern waters		Southern waters	
Months	Modifier	Months	Modifier
1-4	+ 20	1-3	+ 15
5-6	+ 10	4-5	+ 5
7-9	0	6-10	– 5
10-12	+ 5	11-12	+ 5

c. The weather determination table is given below.

Dice score	Weather	Dice score	Weather
01-40	Clear to partly cloudy	66-70	Fog
		71-75	Dense fog
41-45	Misty or hazy	76-95	Light rain
46-65	Cloudy to heavily overcast	96-98	Heavy rain
		99-100	Strong storm

4. Changes in wind speed, wind direction, and weather conditions are all found by rolling D100 on the following table. The first two of these factors are checked once every four hours (i.e. two dice rolls are made), while the last should be re-examined only once each 24-hour day (or every 12 hours in the case of heavy rain or a violent storm). Again, anomalies are best rerolled until the referee is satisfied that a given set of conditions is logical for the season and the locale.

Change in weather

Dice score	Modification
01-50	No change: wind speed/wind direction/weather conditions remain the same as in the previous period
51-65	Go up one line on the table for which the roll is made: e.g. from "Mild breeze" to "No wind"; from "east" to "northeast"; or from "Cloudy to heavily overcast" to "Misty or hazy." If this score would take one off the top of any of the three tables, go down one line instead: e.g. from "Clear to partly cloudy" to "Misty or hazy."
66-80	Go down one line on the table for which the roll is made: e.g. from "Fog" to "Dense fog." If this score would take one off the bottom of a table, go up one line instead: e.g. from "Violent wind" to "Strong wind."
81-90	Go up two lines on the table for which the roll is made: e.g. from "Mild breeze" to "Same as the previous period." If this score would take one off the top of a table, go down two lines instead.
91-100	Go down two lines on the table for which the roll is made: e.g. from a "Southwest" wind to a "Northwest" wind. If this score would take one off the bottom of a table, go up two lines instead.

The referee may also choose to use common sense in altering wind and weather conditions. For example, a brisk breeze or a wind may cause a morning mist to clear in one hour, fog in two hours, and dense fog in about three hours.

2.613. SEA MOVEMENT.

Mercantile ships are described in Sec. 1.732 and military vessels in Sec. 1.822. The needs of a role-playing game may be best served by ignoring many details and establishing a simple system of sea movement. Only the wind speed table (Sec. 2.612 (1)) is used for this (wind direction and weather being omitted), and a vessel's movement per day is then taken from the following table:

Averaged sea movement

Wind speed*	Movement/day	Wind speed*	Movement/day
No wind	None: becalmed	Wind	1 hexagon
Mild breeze	.5 hexagon	Strong wind	1.5 hexagons
Brisk breeze	.75 hexagon	Violent wind	2 hexagons

*In this simple system, wind speed may be checked only once per day.

Whenever there is a "Strong wind" there is a 10 percent chance of damage to the ship. A "Violent wind" raises the chances of damage to 20 percent, and a D100 roll is thus made for each day during which these conditions obtain. One "damage" result does no real harm to the craft's seaworthiness, but two or more such results may have serious consequences. When two "damage" results have been scored, D100 are rolled against the following table. A third "damage" result requires another roll with greater possibilites of catastrophe, and each time still further "damage" results occur the dice are rolled again—with a considerable likelihood of a fatal calamity. In the following table an effect of "A" = repairable damage (although some gear may be lost overboard); "B" = considerable damage not repairable at sea: sails, masts, or spars may be lost, and the ship's speed is reduced by one half; and "C" = extreme damage: a roll of D10 is made: 1-6 = the vessel drifts helplessly; 7-10 = the ship sinks.

Damage to ships from storms

	Number of "damage" results and dice scores which produce effects		
Effects*	2 "damage" results	3 "damage" results	4 or more "damage" results
A	01-80	01-60	01-40
B	81-95	61-90	41-80
C	96-100	91-100	81-100

*Two consecutive results of "A" = a result of "B" automatically; two results of "B" similarly = a result of "C"; and two consecutive results of "C" = the vessel sinks (i.e. a D10 roll for this is unfortunately no longer necessary).

If a sea engagement is to be played out as a detailed scenario, further data and a detailed movement system are needed. Wind speed, wind direction, and weather are all ascertained (Sec. 2.612), and small ship models or pieces are moved over a mapsheet covered with hexagons. For battle actions the scale of the latter should be 1 hexagon = 1 km, but for a longer "chase" scenario each hexagon = 5 km. Boarding actions require deck plans drawn to the "miniature figure" scale; see below.

Oared movement is given in terms of rowing speeds, kilometres covered per hour ("Kph"), and also kilometres covered per 10-minute turn ("Kpt"). Movement rates are rounded off to the first decimal. These may be further reduced to the nearest whole number if desired.

Oared ship types and movement rates*

	Sêscha		Srûgânta		Qêl		Zîrunel	
Speed	Kph	Kpt	Kph	Kpt	Kph	Kpt	Kph	Kpt
Leisurely	4.6	.8	5.5	.9	6.5	1.1	4.8	.8
Average	6.8	1.1	7.0	1.2	7.8	1.3	5.5	.9
Fast	8.3	1.4	8.7	1.5	9.8	1.6	7.4	1.2
Ramming	10.2	1.7	10.7	1.8	13.2	2.2	9.8	1.6
Racing	12.8	2.1	13.5	2.6	14.1	2.4	13.5	2.6

*All of these military ships are described in Sec. 1.822.
**Still larger ship types are rare. Their speeds are about .75 of that of the *Zîrunel*.

Rowers can keep up a "leisurely" pace for 12 hours per day, an "average" rate for 8 hours per day, and a "fast" speed for only 4 hours per day. A "ramming" speed can be sustained for only 30 minutes at most, while a "racing" rate can be supported for no more than 10 minutes. A 2-hour rest period is required after any of these periods. Long sea journeys are usually made at the "leisurely" or "average" speeds, or else with the help of sails. Most warships, moreover, are "coasters" and prefer to keep within sight of land.

Sailed vessels may travel at their current speeds as long as weather and wind permit. About 5 minutes are needed to raise or lower sails in order to change speed. Rates are given for the four warships (all of which carry sails as well as oars) and for the two merchantmen as was done above.

Sailing ship types and movement rates*

	Séscha		Srûganta		Qél	
Speed	Kph	Kpt	Kph	Kpt	Kph	Kpt
Mild breeze	4.6	.8	5.4	.9	5.5	.9
Brisk breeze	7.9	1.3	7.8	1.3	8.3	1.4
Wind	10.9	1.8	10.4	1.7	13.9	2.3
Strong wind	13.9	2.3	13	2.2	14.8	2.5
Violent wind	17.6	3	17.8	3	22.2	3.7

[cont.]	Zírunel		Hrú		Tnék	
Speed	Kph	Kpt	Kph	Kpt	Kph	Kpt
Mild breeze	5.4	.9	3.7	.6	2.8	.5
Brisk breeze	7.4	1.2	7.2	1.2	5.6	.9
Wind	11.7	2	10.2	1.7	9.3	1.6
Strong wind	13.9	2.3	13	2.2	13	2.2
Violent wind	18.5	3.1	15.8	2.6	15.6	2.6

*Cf. also the preceding table. Commercial ships are described in Sec. 1.732.

Although it is not the intention to provide a complete set of wargaming rules for sea battles here, a few further observations may be made:

1. If the wind is blowing from astern, a vessel can maintain her course: e.g. a ship sailing west may continue to do so if the wind is from the northeast, east, or southeast. Square-rigged craft (e.g. the Livyáni version of the *Séscha*) obtain their best speeds with the wind directly astern: such a vessel increases her sailing speed by 10 percent. There will be some drift, of course, if the wind persists from the same aft quarter (e.g. from the northeast on a ship sailing west); the ship then drifts about 15 percent of her forward speed in the direction of the wind (i.e. southwest in this example).
2. If the wind is blowing beam-on (i.e. from the north or south onto a vessel sailing west), the ship drifts 25 percent of its forward speed in the direction in which the wind is blowing. A lateen-rigged craft (e.g. the Tsolyani *Srûganta* or *Qél*) achieves her fastest speeds with a beam-on wind, increasing her rates of travel by 10 percent.
3. If the wind is coming from one of the fore-quarters (i.e. from the northwest, west, or southwest onto a ship sailing west), an oared vessel is slowed by 15 percent of its forward speed, and a sailing ship loses 25 percent of her forward momentum. Again, a continuous wind from one of the fore-quarters will cause a drift of 15 percent of the craft's forward speed in the direction of the wind.

The chances and effects of ramming, oar-shearing, etc. are left to the discretion of the referee. If a sea-battle scenario is to be played, it may be best to employ one of the several sets of wargaming rules for ancient/mediaeval naval engagements available on the market.

2.620. REGIONAL MAPS.

A lengthy scenario played in a small area of a large terrain map may oblige the referee to develop smaller-scale maps showing localised features in detail. The purpose for which such a map is needed governs its complexity, and it can be done to any degree of elaborateness, ranging from a scribble on a piece of scratch-paper to a hexagon sheet upon which professional cartographic symbols have been affixed.

The scale of a regional map depends upon the referee's ingenuity in fitting one or more of the terrain-map hexagons onto the smaller-scale map. A set of six regional maps for the northwestern regions of the Tsolyáni Empire, much of Pijéna, and western Yán Kór has been prepared, and the hexagon sheet used for these has 44.5 side-by-side hexagons along its length and 29.5 offset rows of hexagons across its width. Three of the terrain-map hexagons can be placed on the sheet, each measuring 14 smaller hexagons from side to side, with 2.5 small hexagons left over at the end. Two further rows of half-hexagons then fit above and below this central row of three. The problem with this format is that the scale of the small hexagons is not an even number, either in kilometres or in Tsolyáni *Tsán*; 133.33 km divided by 14 = 9.52 km, and 100 *Tsán* divided by 14 = 7.14 *Tsán*. Nevertheless, by rounding this to 10 km (or to 7 *Tsán*) one can achieve a roughly accurate time and distance scale for movement at the rates given in Sec. 2.611.

The contents of a regional map are left to the referee. No set of rules can generate the details of a large terrain hexagon randomly, but most referees (in this writer's experience) seem to be able to make good guesses about localised features: fields, villages, towns, roads, woods, streams, fortifications, ruins, etc. All appear to flow forth naturally once one has the basics of the region in mind. The referee may also devise generalised terrain maps or geomorphs which can represent almost any hexagon of the same terrain type. Several methods for doing this are to be found in the wargaming literature.

2.630. CITY MAPS.

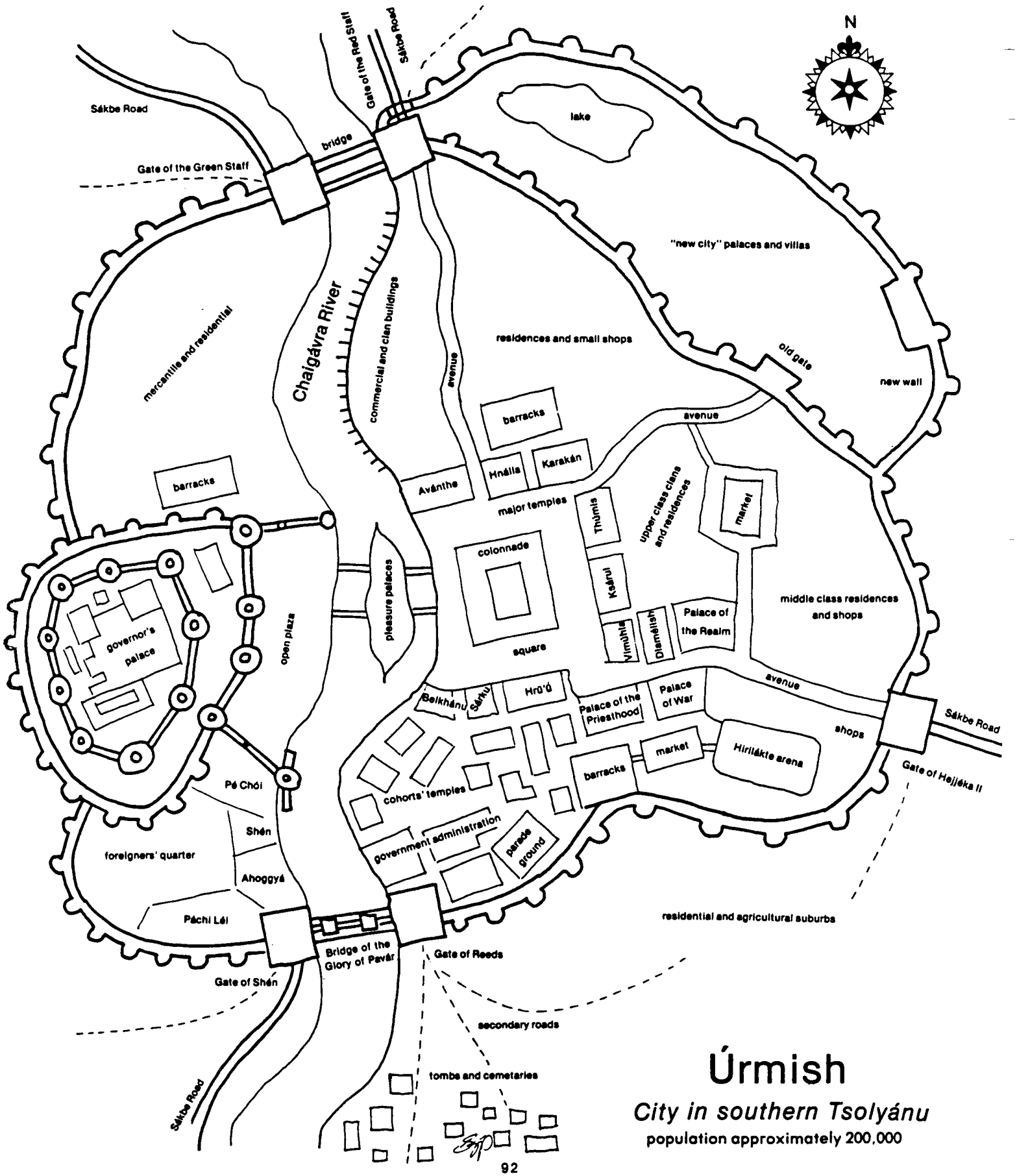
Maps of cities are more complex. They require careful attention to scale and also an understanding of the workings of pre-industrial urban societies. The metropolises of Tékumel, like those of ancient Earth, are by no means neatly planned, squared off, and arranged into sections; cf. Sec. 1.422. In view of the time and work needed for a city map, one has to consider the uses to which it is to be put. Once a player has oriented himself to a city and learned the locations of the buildings of importance to him/her, the map is rarely used. It is enough to say, "I am going down to the marketplace," and there is little reason to trace his/her path through the streets on the map. Only for the simulation of a siege or house-to-house chases and fighting will a city map be of much direct "game" use.

If a city map is to be drawn up, a scale of one hexagon = 100 m is fine for a smaller settlement, whereas a great metropolis (e.g. Béy Sû) may demand a scale of one hexagon = 300-400 m. (The map of Jakálla previously published by this writer is scaled to about 120 m per hexagon, but unfortunately this is an artistic representation only and is not strictly to scale.)

2.640. BUILDINGS AND THE "UNDERWORLDS."

Plans of houses, temples, palaces, fortifications, and the subterranean labyrinths which lie beneath many of the more ancient cities (Secs. 1.421, 1.424, and 1.426) are necessary for detailed "adventuring." Rectangular rooms and straight-sided passageways and walls make graph-paper more suitable for such maps than hexagon-sheets. This is not to say that circular, oval, and irregular shapes do not exist—indeed, neatly squared constructions may be in the minority—but graph-paper is more convenient for mapping, and movement in a straight line is easier to describe to the players, who are not allowed to see the referee's maps. Hexagons are appropriate for winding caves, rough terrain, and asymmetrical edifices, of course.

A map of a building or an Underworld thus consists of graph-paper plans of one or more storeys or levels. Sheets divided into 10 squares per 25 mm are most useful since these provide enough room to develop the vast temples, sprawling fortifications, and elaborate tombs and mazes which characterise the great cities of Tékumel. The ground scale is one square (or hexagon) = 3 metres.



Úrmish

City in southern Tsolyánu

population approximately 200,000

2.641. MOVEMENT IN BUILDINGS AND THE "UNDERWORLDS."

Progress through buildings and the underground labyrinths is measured in terms of the number of 3-metre squares (or hexagons) a character can traverse during the one-minute turn (sec. 2.500). This is further broken down into rates for the six-second combat round.

The speeds a character can achieve depend upon his/her encumbrance limit and the amount of impedimenta he/she is carrying; cf. Sec. 2.310. Encumbrance penalties due to wounds, illness, or privation must also be taken into account; cf. Sec. 2.411 (2, 4, and 6).

An example will make this clear. Chargésh hiVríddi has a total Height-Build-Strength factor—and hence an encumbrance limit (Sec. 2.310)—of 66. The encumbrance costs of his weapons and armour come to 35, as seen in Sec. 2.320. His backpack and adventure gear (Sec. 2.330) increase his burden by 21.7: 35 + 21.7 = 56.7, or about 86 percent of his total capability. (It is assumed that he is not going to carry his extra clothing with him when going into battle or on an "adventure.") If he purchases rations, tools, torches, and other equipment, he will soon find himself overburdened. He will therefore bring along porters to carry some of his possessions. Thus far Chargésh is doing well.

A problem arises if Chargésh were to suffer a "serious" wound —may Vimúhla's Flame forfend! He would then lose 50 percent of his Height-Build-Strength factor (Sec. 2.411 (4)). Fifty percent of his 71 (the unmodified Height-Build-Strength factor is used without any modifiers for Dexterity and/or Intelligence) is 35.5, which leaves him a little below the 150 percent overload limit (Sec. 2.310). He can still struggle along for awhile carrying all of his encumbrances, or he can hand some over to his companions and thus be able to keep up the pace for at least another hour. Thereafter he must give part of his possessions over to others. At this point it can be seen that porters are very useful indeed!

Chargésh' future would appear much darker were his wound status to pass from "serious" to "grave." A "grave" wound reduces his Height-Build-Strength factor by 75 percent of his original unmodified total in Sec. 2.211: i.e. 71 × .75 = 53.25, leaving him with a Height-Build-Strength factor (and hence an encumbrance limit) of just 17.75. He must now discard a good part of his possessions. This he would be loath to do—but better to live without one's goods than to perish with them all alone. If Chargésh were now to sustain a "critical" wound, he would lose 90 percent of his 71 points: 63.9, leaving him just 7.1—barely enough to stagger. Without sorcery to heal him, Chargésh would soon be no more than a memory. Fortunately for him, however, this example is purely hypothetical.

The speeds used in movement through buildings or in the Underworld labyrinths are defined as follows:

1. Slow: this is the rate used for careful exploration, mapping in detail, searching for secret doors and traps, etc. Crawling on the hands and knees reduces this speed by one half, and inching along on the belly is done at just 25 percent of this speed.
2. Walk: this allows determined progress, watching one's footing, and looking ahead. Occasional glances can be cast upward or to the sides or rear. Maps can be made, but it is more difficult to perceive secret doors or traps.
3. Fast walk: this pace is best employed in lighted or well-known areas. One can watch the footing and see what lies ahead. Mapping cannot be done, and secret doors, traps, and ambushes are very hard to detect.
4. Run: this speed is not safe where one is unsure of the footing. Mapping, secret door detection, etc. are not possible, and one can see only the most salient features of an area.
5. Sprint: this rate can be used only by unencumbered characters (i.e. those carrying 0-25 percent of their encumbrance limits). It can be maintained for just two combat rounds, and it is therefore best utilised for panic-stricken flight or hot pursuit. There is a good chance of losing one's footing, and one turn must be taken to regroup a party after stopping. Mapping and detection are quite impossible, and only vague impressions of the surroundings can be gained as one runs by. A sprint must also be in a straight line.

Three movement distances are provided in the following table: "Mpt" = metres per one-minute turn; "Mpr" = metres per six-second combat round; and "Spt" = the number of 3-metre squares or hexagons traversed per turn. The last of these is the most important for movement over the referee's graph-paper or hexagon-sheet maps. Decimals have been rounded up or down to the nearest whole number.

Encumbrance in movement

	Percentages of encumbrance limit carried and distances*											
	0-25			26-50			51-75			76-100		
Speeds	Mpt	Mpr	Spt	Mpt	Mpr	Spt	Mpt	Mpr	Spt	Mpt	Mpr	Spt
Slow	15	2	5	15	2	5	12	1	4	9	1	3
Walk	45	5	15	45	5	15	36	4	12	30	3	10
Fast walk	90	9	30	90	9	30	70	7	24	60	6	20
Run	200	20	67	150	15	50	100	10	33	90	9	30
Sprint**	—	42	14	—	—	—	—	—	—	—	—	—

[cont.]	101-150			151-200			201-250		
Speeds	Mpt	Mpr	Spt	Mpt	Mpr	Spt	Mpt	Mpr	Spt
Slow	7	1	2	6	1	2	3	(.3)	1
Walk	24	2	8	21	2	7	15	2	5
Fast walk	42	4	14	36	4	12	21	2	7
Run	60	6	20	39	4	13	—	—	—
Sprint	—	—	—	—	—	—	—	—	—

*Playability demands definite limits. A character who is carrying 99 percent of his/her encumbrance limit therefore moves at the 76-100 rates, while one who is burdened with 101 percent must use the 101-150 column. The latter may hand over a few of his/her possessions to a less-encumbered individual, of course.

**As said above, this speed can be kept up for only two combat rounds. The figure "14" is thus the number of squares traversed per combat round in this case.

Speed bonuses and penalties for the nonhuman races are provided below. These will often be irrelevant since a party normally moves at the pace of its slowest members. They should be applied to groups comprised only of a given species, however. Cf. also Sec. 2.611.

Nonhuman modifiers

Species	Movement bonus or penalty percentage modifier to human speeds
Ahoggyá	+ 10 percent
Hláka	– 10 percent walking; Hláka can fly only in very large chambers: their aerial speed is then 330 m per turn, 33 m per combat round, and 110 squares per turn
Hlüss	0
Hlutrgú	– 5 percent

Species	Movement bonus or penalty percentage modifier to human speeds
Mihálli	+ 10 percent
Páchi Léi	0
PéChói	+ 10 percent
Pygmy Folk	– 10 percent in open halls and large rooms where they must keep up with humans; + 10 percent in narrow tunnels, caves, and passages
Shên	+ 20 percent in open spaces; – 10 percent in confined spaces
Shunned Ones	+ 10 percent
Ssú	+ 10 percent; + 20 percent in rough tunnels and caverns. This applies both to the grey and black varieties of this race—their dens and burrows are precisely this sort of terrain
Swamp Folk	– 10 percent
Tinalíya	– 5 percent in open chambers and big caverns; + 20 percent in constricted caves and tunnels
Urunén	0

A rest of at least 20 minutes must be taken at the end of each period of time, as defined in Sec. 2.310, as well as at the end of a "sprint" (cf. above). Failure to rest means an immediate loss of 50 percent of one's speed, a doubling of the times needed to perform other activities, and a loss of 30 percent of one's Height-Build-Strength factor. A person can indeed continue with these penalties for another full period (except for the "sprint," which cannot be done while fatigued), but at the end of this time the individual falls exhausted and must rest for at least 4 hours before continuing.

A human needs an area about a metre wide in which to move and fight. Three persons may thus march abreast through most of the passages of the Underworlds. Smaller races (the Hlutrgú, Pygmy Folk, and Tinalíya) can get four individuals abreast, and the larger species (the Ahoggyá, Shên, and black Ssú) may get two. Two ranks can occupy a 3-metre square or hexagon, giving each rank 1.5 m in which to walk. A party may close ranks to three per square or hexagon, but this leaves those in front little room in which to wield weapons or perform other actions, and those in the centre of the party can do almost nothing at all.

The following considerations anticipate the Sections dealing with combat (Sec. 2.820 ff.). They are inserted here because of their importance to movement through buildings and the Underworlds.

1. Those in the front rank of a party can fight or cast spells at an opponent. Missiles and magic may indeed be fired from a second rank (but not from farther back); this requires a "Dexterity roll" at the "Difficult test" level of difficulty; cf. Secs. 2.723 and 2.823.
2. Warriors carrying long spears or pikes can fight from a second rank, or even from a third rank outside, but at a disadvantage; cf. Sec. 2.823. Only one rank of all other weapon types may fight.
3. Only two persons using polearms (or two-handed swords employed as chopping or stabbing weapons) can fight side by side in a 3 m space. A two-handed weapon utilised in this fashion is treated as a long one-handed weapon for damage purposes, using damage table C; cf. Sec. 2.829.
4. Just one fighter has full room to swing a two-handed sword, mace, club, or flail in a 3 m space. These weapons then receive their full damage benefits; cf. Sec. 2.829.
5. A sorcerer who casts a ritual spell (Sec. 1.620) needs an area 1.5 m in diametre, while one who uses psychic magic requires only one metre. Thus, three psychic magic-users can operate side by side in a 3 m square or hexagon, but only two ritual sorcerers (or one ritual and one psychic mage) can work in this same space.

2.650. THE MINIATURE FIGURE SCALE.

Detailed melees or "adventure encounters" between just a few characters can be interestingly simulated with miniature lead figures. Several Tékumel figures are currently available from wargaming shops and dealers, and enterprising modellers can easily add many more by modifying other figures from various fantasy and ancient/mediaeval lines. One should have a figure to represent each character or creature. The surroundings can be simulated with models, cardboard mock-ups, or maps and plans drawn on hexagon-sheets or graph-paper. When nicely painted, miniature figures provide maximum visualisation and "colour."

Those who do not use figures may still find it useful to employ cardboard pieces, markers, or just differently coloured dice to show the relative positions of the characters. One can then see who is fighting whom, who can see what, and what actions can logically be performed.

The figures available for Tékumel are made to a scale of 25 mm = the height of a man. The average male human on Tékumel stands about 1.72 m tall, and a metre thus equals approximately 15 mm. At this scale, a room 3 m square becomes 4.5 cm on a side, and a 50 m passage is 75 cm long on the map or wargaming table.

This "true 25 mm scale" produces unwieldy distances. Even ignoring the one-minute turn and using the six-second combat round, the 9 m distance covered by an unencumbered person at a fast walk becomes 13.5 cm, and a round of running (20 m) equals 30 cm. The dimensions of an average wargaming table are about 122 × 244 cm, and this represents 81 × 163 m at this scale. A table tennis table is 152 × 274 cm, which gives 101 × 183 m. An unencumbered figure can thus sprint over three-quarters of the way across the width of the smaller table in one combat round!

The "true 25 mm scale" is thus most useful for actions in rooms and passages where long movements are precluded by walls and corners. It can also be employed for small encounters out-of-doors where movement consists of advancing short distances, going from one flank of a party to the other, jockeying for position, jumping for cover, and similar actions. It is certainly the best scale for scenes in which each character's activities must be carefully plotted.

A somewhat smaller scale is now coming into vogue amongst wargamers. In this, the height of a man equals 15 mm (or about 9 mm per metre). No figures are currently available for Tékumel in this scale, but those who favour it may modify various ancient/mediaeval and fantasy figures to suit. Movement distances can then be decreased proportionately, which in effect gives more "space" on the wargaming table and hence allows larger actions.

2.651. MOVEMENT FOR THE MINIATURE FIGURE SCALE.

The following table presents the speeds for the "true 25 mm" scale in centimetres for the six-second combat round. Distances are again rounded to the nearest whole number.

Movement for the miniature figure scale

	Percentages of encumbrance limit carried and distances in centimetres						
Speeds	0-25	26-50	51-75	76-100	101-150	151-200	201-250
Slow	3	3	2	2	2	2	1

Walk	8	8	6	5	3	3	3
Fast walk	14	14	11	9	6	6	3
Run	30	23	15	14	9	6	—
Sprint	63	—	—	—	—	—	—

Speed bonuses and penalties for the nonhuman races must be kept in mind; cf. Sec. 2.641. Fatigue and other matters discussed there also apply.

2.652. FIGURE BASE SIZES.

Figure bases—the little rectangles of cardboard, wood, etc. upon which the figures are glued—represent the area of ground needed by a character to stand, move, and fight. For example, a 15 mm x 20 mm base (now used in many ancient/mediaeval wargaming rules for close-order infantry) equals a frontage of 1 m and a depth of 1.3 m. A Shén, however, is a larger creature and needs an area 1.5 to 2 m square. The latter size (equivalent to 30 mm x 30 mm in scale) is chosen for convenience. One unavoidable problem is the way the manufacturer has sculpted the figure: an extended tail or widely stretched limbs may demand a base larger than that dictated by the scale. Figure base sizes for the 25 mm scale are as follows:

Figure base sizes

Base size	Species
15 mm x 20 mm	Humans, Hlutrgú, Pygmy Folk, Tinalíya
20 mm x 20 mm	Urunén, Shunned Ones, Mihálli
20 mm x 30 mm	Swamp Folk, N'lŭss*
20 mm x 40 mm	Pé Chói**, Nyaggá
30 mm x 30 mm	Páchi Léi, Ssú (both grey and black), Hlŭss, Hláka, Shén
45 mm x 45 mm	Ahoggyá***

*The N'lŭss are human, but these huge barbarians need more room.
**The Pé Chói may have either a 15 mm or a 20 mm frontage. The extended tail of the current figure demands a 40 mm base depth, although in reality 30 mm is all that should be needed.
***The Ahoggyá also should have a 30 mm x 30 mm base, but the size of the available figure makes this impossible. The Ahoggyá are large and pugnacious creatures, and giving them a little extra room is really not out of place!

Base sizes for animals and other creatures must be contingent upon the dimensions of the figures. None is available for Tékumel now, although several fantasy figures can indeed be adapted to represent some of them.

Further details of actions employing miniature figures will be provided in the Sections dealing with combat, below.

2.660. LARGER COMBATS.

Rules for wargaming larger military actions with miniature figures cannot be presented here for reasons of space. Large battles (the *Qadárdali*; cf. Sec. 1.822) are fought between armies numbering many thousands of troops, and for these one would need a scale of one figure = 50 or even 100 persons. One set of wargaming rules ("Missúm!" by Gary Rudolph, Minneapolis, 1978) has already been published, and a second is being finalised as of this writing.

Combats involving large numbers of characters do occasionally occur in a role-playing game, however, and it may thus be useful to present one more scale: one figure = 6 persons (standing in 2 ranks and 3 files). In this scale 5 mm = 1 m. Movement is awkward if the one-minute turn is used (e.g. a 45 m walking pace equals 22.5 cm on the wargaming table), and it thus seems better to utilise the six-second combat round instead.

The base sizes given for the "true 25 mm scale" can still be employed, but a character's figure now represents him/her plus 5 other persons.

Formation densities must be taken into consideration. Heavy and medium infantry fight in close or loose order, while light infantry are spread out in opsn order. Close order frontage is simulated by a 15 mm base (i.e. 3 soldiers, each occupying 1 m), loose order by 20 mm, and open order by 30 mm. Tactics and troop training are quite advanced on Tékumel, however, and occasionally heavy infantry may be ordered to fight in loose or open order, or light skirmishers may be put into close order as the situation demands. Rather than rebasing the figures to depict these various frontages, it seems better to measure the desired frontage of a unit and space the figures out along it with gaps between them. This permits the same figure to serve as an individual at the 25 mm scale and also as the representation for 6 soldiers at this scale.

2.661. LARGER SCALE MOVEMENT.

Military speeds simulate the movements of bodies of troops. They are thus slower than those given above for small parties of individuals in no order. Bonuses and penalties for the nonhuman races apply, of course.

Speeds must be redefined for military purposes:

1. Slow: the speed at which troops march in battle array.
2. March: the rate at which soldiers move in column.
3. Quick-time: a doubled pace employed to move rapidly in column or for a move preceding a rush or a charge (see below).
4. Rush: a trotting speed used to bring up reserves or move in column behind one's battle line. Every two combat rounds at this pace must be followed by one at slow speed. The rush rate is also utilised by light infantry when skirmishing or evading; such troops may move at this pace for up to one hour, but this must be followed by a 10-minute rest.
5. Charge: this is the pace employed for the final dash forward to contact the foe. It can be used for only two six-second combat rounds at a time. If a charge falls short, it must be followed by one combat round at slow speed, then another at quick-time before another round at charge rate can be ordered. This speed is also used for routing troops. Units in flight throw away their longer weapons and shields, and this rate can therefore be maintained for four combat rounds before the troops stop exhausted and disorganised.

Characters are no longer classified according to their encumbrances at this scale but are grouped into "troop types," as shown in Sec. 2.320: i.e. "light infantry" (including peasant levies, camp-followers, magic-users, and other noncombatants), "medium infantry," and "heavy infantry." This applies to nonhumans as well: e.g. an unarmoured Shén moves at the rates given for light infantry, plus a 20 percent bonus for being such a large creature.

Military speeds are given in metres per one-minute turn ("Mpt") and in centimetres per turn ("Cpt") for the three troop-types:

Larger scale movement

	Troop-types and movement distances per turn					
	Light infantry		Medium infantry		Heavy infantry	
Speeds	Mpt	Cpt	Mpt	Cpt	Mpt	Cpt
Slow	25	13	25	13	25	13
March	50	25	50	25	50	25
Quick-time	80	40	80	40	70	35
Rush	150	75	130	65	110	55
Charge	165	83	145	73	125	63

Speeds for the six-second combat round are given in metres per round ("Mpr") and centimetres per round ("Cpr") for the three troop types.

	Troop-types and movement per combat round					
	Light infantry		Medium infantry		Heavy infantry	
Speeds	Mpr	Cpr	Mpr	Cpr	Mpr	Cpr
Slow	3	2	3	2	3	2
March	5	3	5	3	5	3
Quick-time	8	4	8	4	7	4
Rush	15	8	13	7	11	6
Charge	17	9	15	8	13	7

The Hlâka fly 330 m per turn and 33 m per combat round. In this scale this is equivalent to 165 cm per turn and 17 cm per combat round.

2.662. TERRAIN EFFECTS.

Movement rates are affected by the terrain, as is the unit's ability to maintain a formation. The following table presents this information for the three troop types. Abbreviations are as follows:

Abbreviation	Meaning
F	The unit can move in formation in this type of terrain. Speeds are as given in Sec. 2.661.
O	The unit can move through this terrain, but it is "out of formation." Speeds are reduced by one-half.
I	This terrain is almost impassable. Troops can indeed cross it as individuals, but at one-quarter of the speeds given in Sec. 2.661 and in no order whatsoever.

A period of at least three minutes (3 one-minute turns) must be taken to reform a unit of Cohort size (400 men) disordered by terrain.

Terrain effects

		Speeds				
Terrain type[s]	Troop types	Slow	March	Quicktime	Rush	Charge
Flat ground, gentle slope	Light	F	F	F	F	F
	Medium	F	F	F	F	F
	Heavy	F	F	F	F	F
Rocky or ploughed ground, moderate slope, light underbrush	Light	F	F	F	F	F
	Medium	F	F	F	F	O
	Heavy	F	F	F	O	O
Shallow water, open forest, steeper slope, marshy ground	Light	F	F	F	O	O
	Medium	F	F	O	O	O
	Heavy	F	O	O	I	I
Deeper water, forest, very steep slope, swamp, low obstacle	Light	F	O	O	I	I
	Medium	O	O	I	I	I
	Heavy	O	I	I	I	I
Very deep water, dense forest, extremely steep slope, breast-high obstacle, dense swamp	Light	O	I	I	I	I
	Medium	I	I	I	I	I
	Heavy	I	I	I	I	I

Since this is not a detailed set of miniatures rules, the times needed to build bridges, climb cliffs, etc. are left to the discretion of the referee.

2.700. "ADVENTURE ACTIONS."

Characters are expected to act within the limitations of a time scale (Sec. 2.500), a movement and distance scale (Sec. 2.600 ff.), and—hopefully—the bounds of realism and common sense. It is difficult, nevertheless, to visualize what one's chances of success in a given situation may be when one has never actually experienced an action oneself. For instance, how long does it take to pry enough caulking out of the hull of a wooden warship with a dagger to cause a serious leak—while swimming underwater and with carnivorous fish nibbling at one's giblets? Answer: probably too long to make the results worthwhile. Some guidelines are needed, and the next Section therefore presents a list of timings for commonly needed "adventure actions," particularly those used in exploration and combat scenarios. The subsequent Section then provides tables and dice rolls for the determination of the success or failure of a character's actions. Since the game purports to simulate "real life," it is patently impossible to cover all contingencies (or even a very large part of them), and these materials must be constantly supplemented by the decisions of the referee.

2.710. "ADVENTURE ACTION" TIMINGS.

The timings given below are for reasonably optimal circumstances. The referee may extend them to allow for darkness, confusion, the excitement of battle, and other factors. "T" = a one-minute turn, and "R" = a six-second combat round.

Adventure action timings

Time needed	Actions
10 T	Put on a complete suit of heavy armour (Sec. 2.320) unaided
5 T	Put on a suit of heavy armour with the help of a comrade
	Put on a suit of medium armour (Sec. 2.320) by oneself
	Strip off a suit of heavy armour (and the garments beneath it) by oneself
3 T	Put on a suit of light armour (Sec. 2.320) or chainmail by oneself

	Strip off a suit of medium armour by oneself
	Raise a drawbridge or portcullis with a winch
2 T	Put on or strip off a pair of greaves or vambraces
	Strip off a suit of light armour or chainmail oneself
	Put on or take off a breastplate and backplate
	Open a large gate or a pair of heavy double doors
	Hammer a spike into soft stone or hard clay
	Cross a breast-high obstacle in heavy armour
1 T	Put on or take off a suit of leather armour or priestly vestments. Ceremonial vestments take as much time as a suit of heavy armour, however, or even longer in some cases!
	Put on or take off an arming cap and a heavy visored helmet
	Open a heavy door or bar it shut
	Hammer a spike or stake into rubble, earth, or a crevice in stone
	Cross a breast-high obstacle in medium armour
	Obtain an object from a backpack: i.e. pull the pack around, search inside, and extract the object ready for use in the following turn/round
	Dig .03 cubic metres of earth or rubble
	Search a 3-metre-square area of wall or floor for a secret door or trap; search a chest, etc. for traps
	Search .25 cubic metres of earth or rubble for artifacts
	Search a body for possessions
	Light a fire with flint and steel
	Consult a map or compass
	Take a bow or crossbow from one's back, string it, and load it ready for firing during the following turn or round
5 R	Climb 3 m of stairs or steep slope in heavy armour
	Cross a breast-high obstacle in light armour
	Put on or take off a suit of clothes (kilt, tunic, etc.)
	Light a torch or lantern from a fire already lit
	Reload a heavy crossbow for firing in the following turn or round
3 R	Climb 3 m of stairs or steep slope in medium armour
	Descend 3 m of stairs or steep slope in heavy armour (without having to make a "Dexterity roll" at the "Harder test" level to see if one has fallen and hurt oneself; cf. Sec. 2.723)
	Reload a medium crossbow for firing in the following turn or round
2 R	Climb 3 m of stairs or steep slope in light armour
	Descend 3 m of stairs or medium slope in medium armour (cf. under "3 R" for "heavy armour," above)
	Climb 6 m of rope in medium, light, or no armour. This is difficult for a person in heavy armour and requires a "Dexterity roll" at the "Difficult test" level to accomplish at all; cf. Sec. 2.723
	Throw a rope so as to catch upon some projection (again requiring a "Dexterity roll" at the "Difficult test" level)
	Erect a ladder
	Read a spell from a book or scroll. This takes effect during the third round, but an "Initiative roll" (Sec. 2.822) is required if the spell is being cast at a target who does not desire it
	Change from a weapon in one's hand to one slung over the back on a strap, etc. If a character is in melee, he/she can only dodge, defend with a shield, or retreat from melee during the rounds needed to obtain the new weapon; cf. Sec. 2.823

Remaining actions in the list are all performable within one combat round. "Action points" are given to these, and a character may perform one or more actions during a round according to the number of "Action points" he/she has to expend. This depends upon the character's Dexterity modifier (the left-most column in the table in Sec. 2.213). This is as follows:

Action points

Character's Dexterity Modifier	Action points available
−15 through −10	3
−5 through 0	4
+5 through +10	5
+15 through +20	6
+30-up	7

One may exceed one's Action point limit only under the influence of certain spells; cf. the Sections on magic. Within the limit, a character may expend anywhere from 0 (i.e. no action at all) up to the maximum. Unexpended Action points do not accrue from round to round; they are simply lost.

Adventure actions and points cost

Action points cost	Actions
3	Climb 3 m of stairs or steep slope in no armour
	Descend 3 m of stairs or steep slope in no armour (without having to make a "Dexterity roll" at the "Harder test" level to see if one has fallen and hurt oneself; cf. Sec. 2.723)
	Strike a blow with a hand weapon
	Cast a ritual or psychic spell. The former cannot be cast while moving at all, but the latter can be employed if the caster manoeuvres (see below) no more than 3 m during the round. Some spells also take more than one round to prepare; cf. the Sections on magic. Psychic spells—but *not* ritual enchantments—can be cast when the magic-user is in hand-to-hand combat
	Fire and reload a bow or a sling. This may be done while moving but not in hand-to-hand combat
	Reload a light crossbow or staff-sling. Another Action Point must be spent to fire this weapon (i.e. a total of 4). One may fire while moving but not reload it (except for the Shén, who can reload their pistol crossbows while moving), and one may neither fire nor reload once one is engaged in hand-to-hand combat. Note that it always requires a minimum of one Action Point to fire a missile weapon that is loaded and ready in the hands
	Throw a spear, javelin, dart, bolas, dagger, knife, rock, or other hand-held object. This may be done while moving but not in hand-to-hand combat
	Change from a weapon in one's hand to one scabbarded at the belt. This may be done while moving and also in melee; the first weapon must be dropped unless double "Action points" are paid
	Fire an "Eye" or other hand-held ancient technological device. "Eyes" and certain other small mechanisms may be fired both while moving and also in hand-to-hand combat
	Change from a weapon held in one hand to one already carried in the other for use during the following round. This may be done while moving and also during hand-to-hand combat. The first weapon must be dropped, however, unless double "Action points" are paid

Strike with both weapons when fighting in Florentine-style; cf. Sec.s 1.960 and 2.2317

Take a weapon or other object from a comrade and ready it for use in the following round. This can be done while moving, but a "Dexterity roll" at the "Difficult test" level (Sec. 2.723) is needed. This cannot be done in melee

Take an object from a belt-pouch or hand-held sack and ready it for use in the following round. This may be done while moving but requires a "Dexterity roll" at the "Easy test" level. If done in hand-to-hand combat, the roll is made at the "Very difficult test" level; cf. Sec. 2.723

Pick up an object from the ground (etc.) within 1 m of the person. Twice the Action points are needed for an article 2 m away and triple for an item 3 m distant. More than one round is required for objects still farther off. Again, a "Dexterity roll" at the "Easy test" level (Sec. 2.723) is required—or at an even greater level of difficulty if the object is very small, or if it lies amidst several articles, rubble, etc.

Stand up from a prone position

Open an unlocked door or secret door

2 Descend 3 m of stairs or steep slope in no armour and carrying no more than 75 percent of one's encumbrance limit (Sec. 2.310)—without having to make a "Dexterity roll" at the "Harder test" level to see if one has fallen and hurt oneself

Strike a blow with a dagger, knife, "The Springing Doom," a rock, the fists, the unarmed martial arts, wrestling, or other hand-held object (Secs. 2.2313, 2.2317, and 2.840). One may also attempt a blow with a short one-handed weapon at this cost, but this is not automatic; a D10 is rolled: 1-7 = the blow costs 3 Action points; 8-10 = the blow costs only 2 points

Manoeuvre (i.e. move) up to 3 m forward within 45 degrees of the character-figure's base front; cf. Sec. 2.823 (list 2, 5). One who is not engaged in hand-to-hand combat may move as given in Sec. 2.641, but if one is striking or being struck at during the round, "manoeuvring" is the maximum allowed. "Manoeuvring" is also permitted to missile-firers who emerge from behind cover to shoot and then conceal themselves again

Unfasten and drop a shield from one's arm. This may be done while moving or even during hand-to-hand combat

Change from a weapon held in one hand to an "Eye" already held in the other. The "Eye" may be aimed and fired in the same combat round, if one still has sufficient Action Points. The other weapon need not be dropped

Dive for cover within 2 m of the person. This may be done while moving, requiring a "Dexterity roll" at the "Harder test" level (Sec. 2.723), and also during hand-to-hand combat (using the same roll). In the latter case, an opponent may strike a free blow—but at a deduction for hitting; cf. Sec. 2.823 (list 2, 13). Reaching cover farther away takes more than one round, at the referee's discretion

Jump horizontally or upwards

Change posture upwards: e.g. from lying to sitting, sitting to kneeling, or kneeling to standing erect

Draw a weapon from a belt scabbard when one's weapon-hand is unencumbered. Note that 3 Action Points are needed to do this when one is grappling or in hand-to-hand combat, however.

Turn around (i.e. 180 degrees)

Strike a blow with a secondary appendage: e.g. a Shén's tail, a beast's claw (its mouth being its primary weapon), etc.

1 Jump downwards. A "Dexterity roll" is required at whatever difficulty level the referee decrees, depending upon the height and/or distance

Change posture downwards: i.e. from standing to kneeling, kneeling to sitting, etc.—or just dropping prone

Drop a weapon or other object from the hand. This may be done while moving or during hand-to-hand combat

Roll over, if prone

Turn 45 degrees to the right or left. A psychic spell or a missile may then be fired, providing one has enough Action points left to do this. A ritual spell cannot be employed while moving or turning at all

Look 90 degrees to the right or left

2.720. "ADVENTURE" DICE ROLLS.

Each time a character attempts an action which he/she may not be able to accomplish, D100 are rolled against the appropriate table below. The choice of which table is used is left to the referee. A score within the successful range indicates that the action has been performed as the player wishes, while an unsuccessful throw denotes failure—with possibly unpleasant consequences.

In some cases the referee must also decide upon the difficulty level of a proposed action. It is much easier to break through the flimsy door of a princess' boudoir than to smash through the thick wooden door of a cellar or of one of the chambers of the Underworlds. There are thus five "difficulty levels," ranging from an "Easy test" to a "Real challenge"; cf. Sec. 2.424 (1).

2.721. THE "HEIGHT-BUILD-STRENGTH ROLL."

This is used for actions which call for a combination of strength, dexterity, and intelligence (Secs. 2.211, 2.213, and 2.215). The character's modified Height-Build-Strength factor is utilised. As examples, one may cite opening barred doors by force, climbing cliffs, jumping chasms, swinging across a gap on a rope, wrestling a bulky object along a corridor, etc. Arbitrarily, tests which demand strength alone are also included here: e.g. holding a door shut against foes, lifting a heavy weight, bending a bar of metal, and similar actions. Optionally, however, the referee may ask a player to use the unmodified Height-Build-Strength factor obtained in Sec. 2.211 alone, without any modifiers gained through dexterity or intelligence, for such tests.

In cases where two or more characters can join in performing an action, the Height-Build-Strength factor of the most powerful individual is employed, and a modifier of −10 is applied to the dice score for each additional helper. For example, breaking open a stout wooden door is classified as a "very difficult test." Chargèsh hiVríddi has a modified Height-Build-Strength factor of 66 (Sec. 2.215). He thus has a 25 percent chance per combat round of getting the door open by himself. If one comrade helps him, this chance is raised (in effect) to 35 percent, and two companions would make it 45 percent. No more than three humans (or two Shén or black Ssú, or one Ahoggyá) can find space to work at smashing an average-sized door at one time.

Height-Build-Strength action roll

Height-Build-Strength factor	Action difficulty-level and successful dice score ranges: Easy test	Harder test	Difficult test	Very difficult test	Real challenge
01-20	01-50	01-40	01-30	01-20	01-10
21-75	01-55	01-45	01-35	01-25	01-15
76-135	01-60	01-50	01-40	01-30	01-20
136-up*	01-65	01-55	01-45	01-35	01-25

*Nonhumans with very powerful physiques (Sec. 2.223) may be given still better chances of performing actions requiring great strength, but a "real challenge" should still provide a substantial chance of failure. An Ahoggyá trying to smash open a heavy bronze door, for example, would still find this a formidable task. At the referee's discretion, a further modifier of −10 may be applied to the creature's dice score.

2.722. THE "STAMINA FACTOR ROLLS."

Three dice rolls are based upon the Stamina factor obtained in Sec. 2.212.

1. The "Endurance roll":this is used to determine how long a character can continue an action: e.g. swim, run, stay awake, bear a burden, fight while wounded (Sec. 2.8211), hang onto a precarious hand-hold on a cliff, etc. At appropriate intervals—minutes in some cases and hours in others—the dice are rerolled. This is done at a modifier of +5 to the dice score the first time, +10 the second, +15 the third, etc.

The "Endurance roll"

Stamina factor	Action difficulty and successful dice score ranges: Easy test	Harder test	Difficult test	Very difficult test	Real challenge
5-15	01-50	01-40	01-30	01-20	01-10*
20-35	01-55	01-45	01-35	01-25	01-15
40-50	01-60	01-50	01-40	01-30	01-20
55-up	01-65	01-55	01-45	01-35	01-25

*There is always a 1 percent chance of success, no matter how many minus modifiers are applied.

2. The "Recovery roll" is used when sorcery is unavailable and a character must recover naturally or with the aid of a physician. This roll determines the changing condition of a person affected by injuries, illness, poisons, drugs, or unconsciousness. It is made at 5 minute intervals by badly wounded persons in combat; cf. Sec. 2.8211. Thereafter it is made once every day for wounds, once every 2 days for illnesses, once every 12 hours for poisons and drugs (unless an antidote is taken; cf. Sec. 2.411 (9)), or as the referee decrees.
   a. A succesful "Recovery roll" moves the patient's condition one or two degrees along the table below from its starting point: e.g. a "serious" wound towards a complete cure, from "serious" to "minor," to "unimpaired" (cf. Sec. 2.411 (4, 6, and 8)). A percentage of the victim's lost Height-Build-Strength factor returns, together with the percentage lost from his/her Body Damage Points stock. These two percentages are the *same*. For example, Chargésh hiVríddi has a Height-Build-Strength factor of 71 (using the number gained in Sec. 2.211 unmodified for Dexterity and/or Intelligence). A "critical" wound occurs when he loses 76 percent (and up to 90 percent) of his 44 Body Damage Points: i.e. 33-40 points. This leaves him between 11 and 4 Body Damage Points, depending upon the severity of the wound, and gives him an immediate −7 modifier to his Combat Values (Sec. 2.8211). Once the melee is ended, he uses his reduced Height-Build-Strength factor as the basis for further movement, encumbrance carrying, "adventuring," and combat. A successful "Recovery roll" restores him to "grave" condition: he now has 50 percent of his Height-Build-Strength factor back (i.e. 36) and 50 percent of his Body Damage Points (i.e. 22). A further lucky "Recovery roll" improves his condition to "minor" wound status, giving him 75 percent of his Body Damage Points (i.e. 32 and 20, respectively). Another successful "Recovery roll" restores his full strength.
   b. A failed "Recovery roll" takes the victim's condition in the other direction: e.g. from "serious" to "grave" wound status. If Chargésh' hypothetical "critical" wound were to become "fatal" through a failed "Recovery roll," he loses 95 percent of his Height-Build-Strength factor (i.e. 67 of his 71 points), 95 percent of his Body Damage Points (i.e. 42 of his 44 points), and a −10 modifier is applied to his Combat Values (Sec. 2.8211). One more unfortunate "Recovery roll" would send poor Chargésh off to Vimúhla's paradise of flaming ecstasy!
   c. If sorcery fails, a character must recover naturally, as shown above. A physician's ministrations increase a patient's chances on the "Recovery roll" table by a modifier of −2 to the dice score for every level the doctor has in the skill of Physician. A doctor with 10 skill levels thus provides a −20 modifier to the roll. [Note, as stated in Sec. 2.424 (5), a physician earns competence rewards for healing various degrees of wound/illness gravity. These are calculated from the lowest point reached by the patient: e.g. if an originally "minor" wound becomes serious through a failed "Recovery roll" and is then healed by a doctor, the latter receives the points listed for curing a "serious" condition.]
   d. The "Recovery roll" is as follows:

The "Recovery roll"

Stamina factor	Amount of wound/illness change & dice score ranges: 2 degrees worse	1 degree worse	No change	1 degree better	2 degrees better
5-10	01-25	26-50	51-75	76-90	91-100
15-20	01-20	21-40	41-70	71-85	86-100
25-35	01-15	16-35	36-65	66-80	81-100
40-50	01-10	11-30	31-60	61-75	76-100
55-up	01-05	06-25	26-55	56-70	71-100

   e. The "Recovery roll" may be needed rather infrequently since so many injuries and ailments can be cured by sorcery. It is useful, nevertheless, to note the percentages of both one's Height-Build-Strength factor and one's Body Damage Points needed for each degree of wound/illness gravity (Sec. 2.411 (4, ff.)) on one's Character Record Sheet for ease of play.
3. The "Resistance roll" is made when a character is exposed to illness, poisons, drugs, paralysis, and the like. The difficulty level of the test is decided by the referee. For example, a bout of influenza may count as an "Easy test" for a healthy character, whereas the bite of an *Alásh* snake or a puff-spider is a "Real challenge"—and indeed, such lethal toxins

may be given a further negative modifier of +5 or +10 on the table below! An antidote causes recovery, if applied in time (Secs. 2.350 and 2.411 (9)). Hypnotism counts as a "Very difficult test," and if the character fails the roll, he/she is under the hypnotist's command until a later roll (taken at 3 minute intervals) succeeds. Pain resulting from wounds and illness is subsumed under the loss of Height-Build-Strength factor points (Sec. 2.411 (6, ff.)), and no "Resistance roll" need be separately made. The referee may require it, however, to assess the resistance of a character to torture. A failed check for endurance of pain calls for a subsequent D10 roll: 1-7 = the person confesses and tells all he/she knows; 8-10 = the victim loses consciousness. (In severe cases a score of 10 may mean that the character dies.) A "Recovery roll" (cf. (2), above) is employed at 5 minute intervals to test for a return to consciousness: any improvement (i.e. a result of "1 degree better" or "2 degrees better") indicates that the character has regained his/her senses. The "Resistance roll" is as follows:

The "Resistance roll"

	Difficulty level of the test & successful dice score ranges				
Stamina factor	Easy test	Harder test	Difficult test	Very difficult test	Real challenge
5-10	01-40	01-30	01-20	01-10	01-05
15-20	01-45	01-35	01-25	01-15	01-10
25-35	01-50	01-40	01-30	01-20	01-15
40-50	01-60	01-50	01-40	01-30	01-20
55-up	01-70	01-60	01-50	01-40	01-30

2.723. THE "DEXTERITY FACTOR ROLL."

This is used when a character performs actions requiring agility and physical adroitness (but not much physical strength; cf. Sec. 2.721). Examples include: diving for cover, dodging an attack, shooting past a front rank of friends, balancing on a narrow ledge, snatching up an object off the floor, carrying or handling a fragile article, tossing a rope so as to catch it upon some projection, catching a comrade who is falling, successfully snatching an object thrown to one through the air, and the like. See Sec. 2.724, below, for a related type of test.

The "Dexterity roll" is based upon the modifier obtained in Sec. 2.213: i.e. the plus or minus figure gained in the left-most column there. Once the referee has decided the difficulty level of the test, the character finds the appropriate line in the following table and rolls D100.

The "Dexterity factor roll"

Dexterity factor modifier	Action difficulty level & successful dice score ranges				
	Easy test	Harder test	Difficult test	Very difficult test	Real challenge
−30	01-05	01-04	01-03	01-02	01
−20	01-10	01-07	01-05	01-03	01-02
−15	01-20	01-15	01-12	01-09	01-07
−10	01-30	01-20	01-15	01-12	01-09
−5	01-40	01-30	01-20	01-15	01-12
0	01-50	01-40	01-30	01-20	01-15
+5	01-60	01-50	01-40	01-30	01-20
+10	01-70	01-60	01-50	01-40	01-30
+15	01-80	01-70	01-60	01-50	01-40
+20	01-85	01-75	01-65	01-55	01-45
+30	01-90	01-80	01-70	01-60	01-50
+40	01-95	01-85	01-75	01-65	01-55

2.724. THE "INTELLIGENCE ROLLS."

Two useful dice rolls are subsumed under this heading:

1. The "Intelligence roll": this is used to judge situations which demand reasoning, recognition, and/or memory. Examples include: understanding instructions; copying someone's actions correctly (e.g. imitating a person who is operating one of the subterranean tubeway cars (Sec. 1.425) so as to get the same result); perceiving the significance of a clue or piece of data; mimicking a person (of one's own sex and species, of course); recognising a being or thing one has seen before; remembering information (which the character ought to know); learning by observation (e.g. watching a sailor handle a ship—this may give the person a little knowledge but not enough to qualify as a level of the Sailor skill); etc. It must be stressed that no degree of intelligence and no amount of dice rolling can cause a character to deduce or understand matters completely outside of his/her experience. Using complex ancient devices; comprehending a language for which one has no "Rosetta Stone" (e.g. a tongue spoken before the Time of Darkness or during the Latter Times; cf. Sec. 1.200); mastering a sorcerer's spells through observation; inventing machines, substances, or processes which are unlikely in Tékumel's pre-industrial cultures; developing businesses or social reforms which do not fit the society and for which the character has no logical precedent —all are either quite impossible or else are left to the discretion of the referee. Again, there are levels of difficulty, one of which is assigned in each instance by the referee. Remembering to bring an item of equipment (not specifically mentioned at the start of the "adventure" by its owner); recognising a face glimpsed once in a crowd; recalling someone's name or other particulars; identifying an innocuous-looking object as potentially dangerous; perceiving changes in one's surroundings (but see Sec. 2.728 for "visibility" and "audibility" rolls); deducing a person's motives from his/her expression or other actions—all may be classed as "easy" or "harder" tests. Deciphering the meaning of a glyph in an unknown tongue from a few previous clues; learning to work the console buttons of a tubeway car; reading a map or plan not in one's own language; figuring out the mechanism of a trap or secret door; realising that a drink or a dish of food may be poisoned when one has no other information to lead one to this conclusion are all likely to be anything from "difficult" tests to "real challenges." A player is not expected to roll for every identification or decision, of course. Only in places where a character lacks the information, intelligence, or cultural background to analyse a question and solve it need the "Intelligence roll" be employed for deduction, recognition, and remembering. Other causes (e.g. the unriddling of the mechanism of a secret door or a trap) must be tested each time the occasion arises. If a test is called for, the character's Intelligence factor score (Sec. 2.215) is compared with the following table, and D100 are rolled.

The "Intelligence roll"

	Action difficulty level and successful dice score ranges				
Intelligence factor	Easy test	Harder test	Difficult test	Very difficult test	Real challenge
01-02	01-05	01-04	01-03	01-02	01
03-15	01-12	01-09	01-07	01-05	01-03
16-20	01-15	01-12	01-09	01-07	01-05
21-40	01-20	01-15	01-12	01-09	01-07
41-60	01-40	01-30	01-20	01-15	01-12

Intelligence	Easy	Harder	Difficult	Very Difficult	Challenge
61-80	01-60	01-50	01-40	01-30	01-20
81-95	01-70	01-60	01-50	01-40	01-30
96-99	01-80	01-70	01-60	01-50	01-40
100	01-90	01-80	01-70	01-60	01-50

2. The "Intelligence-Dexterity roll": this test is made in exactly the same way as the "Intelligence roll" just described in (1), except that the character's Dexterity modifier (Sec. 2.213) is applied to the Intelligence factor. For example, Chargésh hiVríddi has an Intelligence factor of 50 (Sec. 2.215); he is not very dexterous and has a modifier of −5 in Sec. 2.213. He thus uses the table in (1) at a combined factor of 45—still well within the 41-60 range. This roll is called for when the situation demands a combination of shrewdness and agility. Examples include: opening a possibly trapped chest; stealing an article or cutting someone's purse; picking a lock (used only by non-locksmiths; the latter employ the "Skill Success roll," below); operating a delicate device (cf. the "Dexterity roll" in Sec. 2.723, which is utilised when one only wishes to carry or handle such an object); working the mechanism of a secret door; reaching into a nest of vipers to take some item lying there; attempting to evade a watcher undetected; picking one's way silently through underbrush; extracting the correct object from one's backpack, belt-pouch, or other container while under stress; etc. Modifiers to the "Intelligence-Dexterity roll" include:
   a. A character who takes the time to perform an action deliberately and carefully receives a modifier to his/her dice score. One who expends double the normal time is granted a −5, triple the time a −10, quadruple the time a −15, and so on up to a maximum of −25. For example, about one minute is needed to operate the mechanism of a secret door or to open a sealed chest. These modifiers would apply if a character were to take 2, 3, 4, etc. minutes to complete these tasks.
   b. Familiarity also provides modifiers. A −5 is given to a character who performs an action in the same fashion he/she has used at least 10 times before. A −10 is given for an act done in the identical way 20 times, a −15 for an action accomplished 30 times previously, and so on up to a maximum of −25. A thief who has employed the same "modus operandi" 10-19 times before thus receives a −5 on his dice score, while a priest who has used the same secret door in the Underworld 20-29 times is granted a −10. If someone regularly and constantly performs an action in the same way, the referee has the option of either lowering the difficulty level of the test or of allowing the character to waive the "Intelligence-Dexterity roll" entirely and only take the time needed for the action. This, unfortunately, is the case with many of the more intelligent creatures of the Underworlds: they are at home in their dark labyrinths and are familiar with secret doors, traps, and other features of these places.

2.725. THE "PSYCHIC ROLLS."

Two important dice rolls are included in this Section:

1. The "Magical Resistance factor roll" is employed to avoid the undesirable effects of a magical spell, scroll, book, talisman, amulet, "Eye," or other device operated by other-planar power (Sec. 1.620). It is useless against physical missiles or substances propelled by such energy: e.g. a stone cast by telekinesis. The saving throw for talismans, amulets, eyes and other miscellaneous magical items is set at 20th level.
   a. Any intelligent being (including demons, certain creatures of the Underworlds, and other sorcerously-created entities) struck by an aggressive spell (cf. the Sections dealing with magic) is allowed this roll. Such beings also have the right to waive the roll if they wish to be affected automatically by the enchantment (e.g. a spell of Healing).
   b. Semi-intelligent creatures (e.g. the *Srô, Sérudla, Rényu, Kôni, Dzór,* etc.) have the same rights as given under (a). These beings are described in the referee's Sections, below.
   c. Non-intelligent animals, androids, automatons, the undead, and non-rational inanimate objects cannot distinguish between a beneficial, friendly spell and a hostile one. Such entities and objects must thus always attempt the "Magical Resistance factor roll" whenever sorcery is used upon them. Enchanted objects are invariably permitted this check, while the referee may use it or not as he/she wishes for ordinary, non-enchanted items: e.g. a door hit by a spell meant to blast it open, an invisible object which the sorcerer wishes to make visible, etc. Ancient magical items and enchanted objects save at level 20. 'Newer' enchanted objects save at the level of the caster up to a maximum of 20th level.
   d. As said above, the "Magical Resistance factor roll" is of no use against physical entities created by magic (these must be combated with ordinary weapons or with certain other spells), physical missiles hurled by magical power, inimical substances (e.g. poison gas or lava; these must be avoided or dealt with in other ways), or spells which affect a character's surroundings but not him/her directly (e.g. a spell which creates a pit beneath a person's feet; this acts upon the earth and not upon the character himself/herself).
   e. The "Magical Resistance factor" is originally based upon a character's scores in Intelligence, Psychic Ability, and the Psychic Reservoir (Secs. 2.215 and 2.216). These are added together, and the result gives an equivalent to one or more levels of the Sorcerer and/or Shaman skills. The range varies between a minus number (e.g. an Ahoggyá who gets low scores on all three rolls; cf. Sec. 2.223 (1)) and 380 (i.e. a Mihálli who obtains a 100 on each of the three rolls and adds the bonuses listed in Sec. 2.223 (10)). Humans, however, vary only between 03 and 300. Chargésh hiVríddi, for instance, has an Intelligence of 50, a Psychic Ability of 89, and a Psychic Reservoir of 87: a total of 226. Alinâ hiNakkodâi has an Intelligence of 95, a Psychic Ability of 86, and a Psychic Reservoir of 69 for a total of 250. Both have a basic "Magical Resistance factor" equivalent to 2 levels of the Sorcerer/Shaman skills. The table of correspondences is as follows:

"Magical Resistance factor" equivalences

Intelligence, Psychic Ability and Psychic Reservoir totals	Equivalent Sorcerer/Shaman skill levels granted to the "Magical Resistance factor"
00-below	−5
01-50	−3
51-100	−1
101-150	0
151-200	+1
201-250	+2
251-300	+3
301-350	+4
351-up	+5

f. The fundamental "Magical Resistance factor" is increased by one level for each skill level (Secs. 2.239 and 2.421 ff.) the character has in the skills of Sorcerer and/or Shaman. Chargésh, for example, is not a sorcerer, and his factor therefore remains at +2. Alinâ is a 2nd level sorceress, and her factor is a +4.

g. Proximity to sorcery and information picked up casually from colleagues provide a further small bonus. Every 5 levels of the skill of Priest adds a further level to one's "Magical Resistance factor"—providing that one does indeed have a smattering of the skill of Sorcerer to begin with: at least 2 skill levels. This bonus is granted for *levels* in the skill of Priest and NOT for membership in *Circles* in the hierarchies or for status in any other "knowledge" skill. Promotion depends upon many social factors (Sec. 2.430 ff.), but the "Magical Resistance factor" is contingent solely upon one's innate abilities and upon training. An instance is Rûtar Chré, originally a shaman from Rannâlu. Rûtar's innate abilities (under (e), above) give him a base of +3. He has 3 levels of the skill of Shaman, plus 4 levels of Sorcerer added after he arrived in Tsolyânu. He also has 5 levels of the skill of Priest. His "Magical Resistance factor" is thus a healthy +11. The fact that he is only a 3rd Circle priest in the Temple of Karakân is irrelevant here—though it is surely a sore point with Rûtar.

h. The "Magical Resistance factor" of semi-intelligent creatures is set at 0. Most animals of human size or smaller have a factor of −1, although those of some very large species are higher because of the amount of other-planar power needed to work a spell upon their great bulk. Non-magical, unenchanted, inanimate objects have a factor of −5.

i. Creatures and objects created or enchanted by a spell have the "Magical Resistance factor" of the mage who laid the enchantment upon them. This is based upon the caster's *skill level* only, of course, and ignores the mage's innate abilities (i.e. (e), above) and any bonus gained for levels in the skill of Priest. The "Magical Resistance factors" of many creatures are provided in the referee's Sections below, but those of "specials" must be kept track of in the referee's lists.

j. A character who wears enchanted steel armour (of at least "medium infantry" coverage: a helmet, breastplate, backplate, vambraces, and greaves; cf. Sec. 2.320) or who carries a large shield of enchanted steel, is granted a bonus of one level for his/her "Magical Resistance factor." Lesser amounts of protection give no bonus, nor do defenses of non-enchanted metals or other substances. No more than one level is given for greater coverage or for items enchanted by a higher-level mage—although the referee may introduce occasional "specials" which provide more protection. This bonus is also granted to devotees of Sârku, Durritlâmish, and similar deities from other lands for armour and/or a large shield made of enchanted copper. Worshippers of other gods who attempt to use these special copper weapons receive no bonus, however. Enchanted armour and weapons may be disenchanted with certain spells, but their "Magical Resistance factors" are as noted above under (i).

k. The skill level of the spell-caster (NOT including bonuses for his/her innate abilities or for levels in the skill of Priest) is cross-referenced with the "Magical Resistance factor" of the target in the following table. This table is based upon the casting of a "Universal" spell (see Secs. 2.921 and 2.942). If the caster employs a "Generic" spell, he/she advances down the table 1 line: e.g. from a Sorcerer/Shaman skill level of 7-9 to the 10-12 line. If he/she utilises a "Temple" spell, his/her Sorcerer/Shaman skill level is increased by 2 lines: e.g. from 7-9 down to 13-15. The added complexities and power of these types of spells make it more difficult for a target to defend against them. Once the caster has identified the spell the target rolls D100. A successful score indicates that the spell does not take effect (although some very powerful spells do some damage even then). An unsuccessful score—one which exceeds the ranges shown in the table—causes the spell to affect the target to its full extent.

The "Magical Resistance factor roll

Caster's Sorcerer/ Shaman skill level*	Target's "Magical Resistance factor" and successful dice score ranges**				
	−5	−3	−1	0	1-3
1-3	01-10	01-15	01-20	01-25	01-30
4-6	01-09	01-14	01-19	01-24	01-25
7-9	01-08	01-13	01-18	01-23	01-24
10-12	01-07	01-12	01-17	01-22	01-23
13-15	01-06	01-11	01-16	01-21	01-22
16-18	01-05	01-10	01-15	01-20	01-21
19-21	01-04	01-09	01-14	01-19	01-20
22-24	01-03	01-08	01-13	01-18	01-19
25-27	01-02	01-07	01-12	01-17	01-18
28-30 (up)	01-01	01-06	01-11	01-16	01-17
[Cont.]	4-6	7-9	10-12	13-15	16-18
1-3	01-35	01-40	01-50	01-60	01-70
4-6	01-30	01-35	01-45	01-55	01-65
7-9	01-25	01-30	01-40	01-50	01-60
10-12	01-24	01-25	01-35	01-45	01-55
13-15	01-23	01-24	01-30	01-40	01-50
16-18	01-22	01-23	01-29	01-35	01-45
19-21	01-21	01-22	01-28	01-34	01-40
22-24	01-20	01-21	01-27	01-33	01-39
25-27	01-19	01-20	01-26	01-32	01-38
28-30 (up)	01-18	01-19	01-25	01-31	01-37
[Cont.]	19-21	22-24	25-27	28-30	31-33
1-3	01-80	01-90	01-95	01-98	01-99
4-6	01-75	01-85	01-90	01-95	01-98
7-9	01-70	01-80	01-85	01-90	01-95
10-12	01-65	01-75	01-80	01-85	01-90
13-15	01-60	01-70	01-75	01-80	01-85
16-18	01-55	01-65	01-70	01-75	01-80
19-21	01-50	01-60	01-65	01-70	01-75
22-24	01-45	01-55	01-60	01-65	01-70
25-27	01-44	01-50	01-55	01-60	01-65
28-30 (up)	01-43	01-49	01-50	01-55	01-60

*The skill levels of a person who is both a shaman and a sorcerer are added together when calculating his/her "Magical Resistance factor" (cf. the example of Rûtar Chré in (g), above). They are NOT added together when such a character casts spells, however. Rûtar casts a shamanistic spell at level 3 and a sorcerous spell at level 4. His innate abilities and status as a priest are not taken into account here either.

**The table may be progressed further at the same rates for higher level characters.

2. The "Divine Intervention roll": a player may opt to take this check when his/her character is in the direst of straits and about to perish. The character must have at least one free combat round (in which he/she is not under physical or magical attack and does nothing else) in order to gather up his/her powers and pray mightily. This roll is allowed only once per week, and thereafter the supplicant cannot engage in combat for a period of 48 hours. The "Divine Intervention roll" is NOT permitted just to gain information, wealth, or other petty reasons. The deities have better things to do than to cater to the avarice and curiosity of just one out of their many millions of worshippers. Even an anguished plea for help may go unheeded or bring down retribution. The fact that a devotee's life and limb are at stake may be singularly uninteresting to his/her deity; billions of creatures have lived and died throughout the aeons, and a god must take the long view, after all. A successful roll also does not necessarily mean that the supplicant's wishes are granted. The deity's feelings about being disturbed must be ascertained from a table provided in the referee's Sections. The worshipper's request should be short, succinct, and clearly worded. A simple appeal to "get us out of here!" may result in the party's being transported to the deity's personal paradise to enjoy eternal bliss, for example—life and death are only different Planes of Being (Sec. 1.620). The deity may also move the party to another chamber, a place out-of-doors, or even to another time or Plane. One can only summon one's own personal deity (Secs. 1.610 and 2.233); others either do not reply or else may be annoyed enough to punish the impudent outsider. The Divine Intervention roll is made as follows:
   a. A modifier of +1 is added to the dice score for each level the supplicant has in the skill of Priest. A shaman receives the same modifier for each level of the Shaman skill when summoning the animal or "dream person" archetype he/she serves. (It is theorised that these entities may be no more than other Aspects of the gods of the great empires; cf. Sec. 1.832.) Sorcerers, warriors, and practitioners of other skills get no bonus at all. Social rank is also quite irrelevant.
   b. A supplicant's chances can be improved through the sacrifice of items (and in some cases entities) of interest to his/her deity. In general, these offerings should be things or beings which are antithetical or harmful to the deity's theology and predilections (Sec. 1.610). The undead are inimical to the faiths of both Hnálla and Belkhánu, for instance, and a worshipper of one of these deities recieves a bonus for sacrificing one or more of them. On the other hand, the undead are the particular creations and favourites of Sárku, and a supplicant who offers up an undead being to this God can expect to be visited with all of the wrath the Lord of Worms can muster. A list of the deities of mankind, the sacrifices they prefer, and the modifiers given for the latter is presented below. The referee must assign values to "specials," ambiguous items, and also to offerings made by a nonhuman to one of his/her/its gods from the information provided in Secs. 1.610 and 1.832.

Modifiers for the various deities

Deities	Modifier	Offering
All	+10	Each magical book or miscellaneous magical item (cf. the referee's Sections)
Hnálla, Drá*, Aridzó, Quóth the Many-Eyed, The Shadowed One, The One of Light**	+3	Each undead being or "monster" created by or operating on other-planar power (but not animals)
	+2	Each "Eye," magical device, talisman, amulet, or spell*** which creates cold, darkness, paralysis, blindness, or the undead
	+1	Each 5,000 *Káitars* worth of clear or white gems (e.g. blue-white diamonds, ivory, shell)****
Karakán, Chegárra, Guodái, Ru'ungkáno, Nyésset of the Pinnacle, Aridzó, The One of Light, The Sea-God of Ashékka	+3	Each fighter with more than 5 levels of the Warrior skill who serves the Lords of Change
	+2	Each priest, sorcerer, or other important intelligent being (i.e. not a slave) who serves the Lords of Change
	+1	Each 5,000 *Káitars* worth of clear red gems (e.g. rubies, garnets (Rhodolite), fire opals, red zircons)
Thúmis, Keténgku, Qame'él, The Lost One of the Sea, The One of Light	+3	Each magical weapon or device which originates on another Plane or which connects Tékumel to one of the Demon Planes
	+2	Each "Eye," etc. (as under Hnálla, above) which creates ignorance, sleep, or open wounds (e.g. a Wall of Swords)
	+1	Each 5,000 *Káitars* worth of grey or milky-hued gems (e.g. white opals, pearls, grey jade)
Avánthe, Dilinála, Kirrinéb, The Lost One of the Sea, The Sea-Goddess of Kakársha, Shiringgáyi, She Who Strides the Wind, Mrettén, She Who Is Not Seen, Váris	+3	Each suit, large or medium shield, or weapon of enchanted steel or enchanted copper
	+2	Each "Eye," etc. (as above) which creates cold, paralysis, darkness, or stasis
	+1	Each 5,000 *Káitars* worth of clear blue gems (e.g. blue diamonds, sapphires, zircons, or moonstones
Belkhánu, Qón, Ndárka, Súr	+3	Each undead being or magical device which creates the undead
	+2	Each "Eye," etc. (as above) which causes teleportation, telekinesis, interplanar travel, or communication with the dead
	+1	Each 5,000 *Káitars* worth of golden or yellow gems (e.g. yellow diamonds, topazes, tourmalines, or zircons)

Deities	Modifier	Offering
Hrõ'õ, Wurú, The Shadowed One, Vrusaemáz, The Horned One of Secrets, Heshuél, The Mad One of Hlikku	+3	Each magical weapon or device which creates heat, light, or explosions
	+2	Each "Eye," etc. (as above) which creates heat, light, stasis, tranquility, or which dispels or blocks magic
	+1	Each 5,000 *Káitars* worth of purple gems (e.g. sapphires, garnets (Rhodolite), amethysts, topazes, tourmalines (Rubellite))
Vimúhla, Chiténg, Hŕsh, Guodái, Ru'ungkáno, The Lord of Sacrifices, Heshuél	+3	Each fighter with more than 5 levels of the Warrior skill who serves the Lords of Stability
	+2	Each priest or sorcerer who serves the Lords of Stability
	+1	Each 5,000 *Káitars* worth of orange or red-orange gems (e.g. pink diamonds, Flame Opals, garnets (Pyrope), carnelians, red sapphires, spinels, zircons)
Ksárul, Grugánu, Qame'-él, Ru'ungkáno, The Horned One of Secrets, Kikumársha, The Mad One of Hlikku	+3	Each magical weapon or device which specifically hinders or destroys the "monsters" of the Underworlds (including the undead, androids, automatons, and other-planar beings—but not animals or living beings)
	+2	Each "Eye," etc. (as above) which hinders or dispels magic
	+1	Each 5,000 *Káitars* of dark blue or blackish gems (e.g. black Nephrite, black opals, black star sapphires, onyx, obsidian, tourmalines (Indicolite), turquoises, zircons)
Sárku, Durritlámish, Quyó, Black Qárqa, Súr	+3	Each suit of armour, large or medium shield, or weapon of enchanted steel
	+2	Each "Eye," etc. (as above) which heals or revivifies, or which is directed specifically against the undead
	+1	Each 5,000 *Káitars* worth of brown gems (e.g. amber, black star beryls, Tigerye quartz, topazes, tourmalines (Dravite), yellowish-brown zircons)
Diamélish, Hrihéyal, Kirrinéb, The Lost One of the Sea, She Who Strides the Wind, Mrettén, Shiringgáyi, Váris	+3	Each youth or maiden who serves the Lords of Stability and who has a Comeliness of 81 or above
	+2	Each magical weapon or device (including "Eyes," etc. as above) which causes slowness, cold, numbness, paralysis, loss of sexual functions, or sleep
	+1	Each 5,000 *Káitars* worth of green gems (e.g. emeralds, green diamonds, green sapphires, Jadeite, Malachite, green Nephrite, Cats-eye opals, blue-green tourmalines, zircons)
The Pariah Gods: The Goddess of the Pale Bone, The One Other, The One Who Is	+3	Each priest, sorcerer, or warrior with 5 skill levels or more who serves one of the other deities
	+2	Each other intelligent being who does not serve the Pariah God being summoned
	+1	Each 5,000 *Káitars* worth of black gems (e.g. black star sapphires, black opals, black pearls, onyx, obsidian, Hematite, meteoric iron. The Goddess of the Pale Bone also accepts items of bone or ivory)

*There is a good chance that Drá the Uncaring may not be interested in the offerings at all. A D10 is rolled: 1-7 = Drá ignores the sacrifice; 8-10 = Drá grudgingly accepts the offerings for reasons of his own.

**Many of the non-Engsvanyáli deities appear in more than one group in the list for theological reasons not understood by mankind. A worshipper of one of these gods must pick only one group, however, to which he/she is more "attuned." This must be permanently noted upon his/her Character Record Sheet. It is not permitted to obtain bonuses from more than one group.

***Spells may be sacrificed from a scroll or a book; they then disappear. A spell may also be offered up directly from a supplicant's mind. It vanishes from his/her memory and must be learned anew.

****All of the deities accept precious metals in lieu of gems. Full bonuses are given only as follows, however: Hnálla and Hrõ'õ for platinum; Karakán, Vimúhla, and Belkhánu for gold; Avánthe, Diamélish, Thúmis, and Ksárul for silver; Sárku for copper; and the Pariah Gods for iron or steel. The deities accept other metals at "half price": e.g. 10,000 *Káitars* in gold is needed to gain a +1 from Hnálla, Avánthe, Sárku, etc. None of the gods gives any bonus for tin, lead, zinc, aluminum, or other metals.

c. It is harder to gain Divine Intervention from one of the major deities than from the Cohorts and their counterparts. A modifier of +10 is therefore given to a supplicant who seeks aid from the latter, but the help they can provide is correspondingly less. The Cohorts are described in Sec. 1.610, but they may be listed again here for convenience: Drá, Chegárra, Keténgku, Dilinála, Qón, Wurú, Chiténg, Durritlámish, Hrihéyal, Guodái, and Vrusaemáz. All others are "major" deities.

d. Once all modifiers have been totalled, D100 are rolled against the following table. The character's basic "Magical Resistance factor" is used: i.e. the total of his/her Intelligence, Psychic Ability, and Psychic Reservoir (cf. 1, e, above).

The "Divine Intervention roll"

Basic Magical Resistance factor	Chances of divine intervention & dice scores		
	Retribution	No effect	Intervention
00-below	01-70	71-99	100
01-50	01-65	66-95	96-100
51-100	01-60	61-91	92-100

MR	Retribution	No effect	Intervention
101-150	01-55	56-87	93-100
151-200	01-50	51-83	84-100
201-250	01-45	46-79	80-100
251-300	01-40	41-75	76-100
301-350	01-35	36-71	72-100
351-up	01-30	31-67	68-100

e. If a result of "Retribution" is obtained, a D20 is rolled:

Retribution

Die score	Result
1	The worshipper and all other devotees of the same deity (including those of his/her Cohort) in the party (within about a 100 m radius) are instantly slain. The supplicant can never be revivified, but his/her companions can be restored to life through the usual sorcerous means.
2	The worshipper alone is slain and cannot ever be revivified.
3-10	The character loses 75 percent of his/her original stock of Body Damage Points (Sec. 2.214). If this reduces him/her below zero, he/she dies. Revivification is possible.
11-15	The character loses 50 percent of his/her original stock of Body Damage Points (as above)
16-18	The character loses 25% of his/her original stock of Body Damage Points (as above)
19	The character loses 10% of his/her original stock of Body Damage Points (as above)
20	The character is not harmed. The deity was not really very upset after all.

2.726. THE "COMELINESS/CHARISMA ROLLS."

Two dice rolls are included in this Section:

1. The "comeliness roll" is employed whenever the character attempts to use his/her outward physical charms to arouse another character's interest. This covers both sexual attraction and also the ability to "make a good impression." The result of this roll provides the referee with a modifier to use in determining the reaction of the viewer.
   a. A modifier of −10 is given for a dirty, bedraggled, or unkempt appearance. A +10 is added to the dice score, conversely, for neatness, an especially elegant costume, the tasteful use of cosmetics, etc. A character who has a low score in Sec. 2.217 can nullify this to some extent by wearing a masque or veil; this permits the person to roll on the 21-50 line in (b), below. Such garments are usually part of the ceremonial vestments of certain temples, and they may thus arouse curiousity. Another roll is required when the masque is removed, of course.
   B. The scoreof the Comeliness factor roll (Sec. 2.217) is used in the following table. A result of "Very poor" may cause the viewer to be disgusted and repelled, while "Excellent" may lead to amorous advances, admiration, or—if the character is unlucky—to being kidnapped by slavers or a would-be swain.

The "Comeliness roll"

Comeliness	Degrees of success and dice score ranges				
	Very poor	Poor	Average	Good	Excellent
01-05	01-60	61-90	91-98	99	100
06-20	01-40	41-70	71-95	96-98	99-100
21-50	01-20	21-60	61-90	91-95	96-100
51-70	01-15	16-40	41-80	81-90	91-100
71-90	01-10	11-20	21-70	71-85	86-100
91-99	01-05	06-15	16-50	51-70	71-100
100	01-02	03-10	11-30	31-50	51-100

2. The "Charisma roll" is appropriate whenever a character wishes to impress someone with the force and attractiveness of his/her personality. Making a speech, convincing one's hearers of the rightness or wrongness of a plan, persuading or deceiving someone with clever words and a smooth manner, seducing someone—all are tested with this roll. It again provides a modifier which aids the referee in assessing the reactions of the audience. It is impossible to require that player characters be totally governed by the results of this roll, of course, although this is indeed desirable within reason. The referee must decide when the situation calls for this test and when it does not, moreover; e.g. it is pointless to attempt it in arguing with one of the undead, an animal, or a person who does not speak one's language. A modifier of −10 is applied when the roll is used in very difficult social circumstances: a peasant, for instance, who tries to impress the nobility at a sophisticated court function—or, conversely, an effete aristocrat who desires to befriend or persuade some of the ruder inhabitants of the slums of Jakálla. A stranger caught outside the walls of the Foreigners' Quarter (Sec. 1.422) is also given a −10 modifier, and this is increased to a −20 in xenophobic Livyánu. Further details are:
   a. A modifier of −5 is given for a dirty, bedraggled, or unkempt appearance, and a +5 is applied for personal and/or sartorial elegance; cf. (1, a), above.
   b. A modifier of +1 is applied for each skill level the character has in any of the following skills: Assasin, Author, Business Administrator, Entertainer, Lawyer, Merchant, and/or Philosopher. A modifier of +2 is added to the dice score for each level possessed in any of the following skills: Courtesan/Don Juan, Etiquette and courtly manners, Orator, Poet, and/or Speaker. Cf. Sec. 2.239.
   c. Once all applicable modifiers have been totalled, D100 are rolled on the following table, using the character's Charisma score in Sec. 2.218.

The "Charisma roll"

Charisma factor	Degrees of success and dice score ranges				
	Very poor	Poor	Average	Good	Excellent
01-05	01-60	61-90	91-98	99	100
06-20	01-40	41-70	71-95	96-98	99-100
21-80	01-20	21-60	61-85	86-95	96-100
81-90	01-15	16-50	51-75	76-85	86-100
91-99	01-10	11-40	41-65	66-80	81-100
100	01-05	06-30	31-60	61-75	76-100

2.727. THE "SKILL SUCCESS ROLL."

Individual instances of skill usage are tested by this roll. Just how tasty is the baker's cake? Is the winemaker's product really the veritable ambrosia of the Gods, or is it only another presumptuous little rustic vintage? How well does the locksmith succeed in opening the corroded bronze gate in the labyrinth? How seaworthy is the vessel which the shipbuilder proudly displays to the customer? These and similar matters all fall within the purview of "skill success."

This roll tests specific, "gamed" instances of skill usage. It is thus unrelated (in game mechanics) to the monthly averages which produce an artisan's income (Sec. 2.242) or to the monthly chances of "ungamed" competence rewards (Sec. 2.424).

It is important to note that competence rewards are not given for success with this roll—nor are deductions for failures! This prevents players from manufacturing endless loaves of bread, casks of wine, fine glass bottles, etc. in order to gain points through nothing more than repeated dice rolling. As said in Sec. 2.424 (6), however, the referee may optionally grant small competence rewards for especial ingenuity in employing a skill, for aiding or saving one's party through "skill success," and the like. Such rewards should be on a par with those given to a sorcerer or a shaman for the casting of helpful "non-aggressive" spells; it is only necessary to replace the "Universal," "Generic," and "Temple" headings of the table in Sec. 2.424 (3) with the various levels of skill difficulty: i.e. "Easy or moderately easy" (lumping these two categories together), "Complex," and "Difficult." A character who has 4 levels of the skill of Baker would thus receive 10 points for a "resounding success," while a geologist with 4 skill levels would be given 60 points for an analogous success with his/her skill.

The "skill success" of assassins and warriors is tested through combat. That of shamans and sorcerers is likewise demonstrated through accomplishments in spell-casting, and the achievements of a physician are proved by the conditions of his/her patients. All of these are given separate competence rewards in Sec. 2.424, and these skills are thus ineligible for the roll described here. Since competence rewards for the mercantile skills (e.g. Merchant, Slaver) are provided only on a monthly basis in Sec. 2.424 (4), specific instances of the use of these skills can indeed be tested with this roll—if they are not "gamed."

Again, there are levels of difficulty to be assigned by the referee. Any baker should be able to produce an edible loaf of *Dná* bread (an "easy test" even for a person with 1-3 levels of the Baker skill), but an elegant confection topped with sugar-icing statues of the heroes of the Battle of Dórmoron Plain might well daunt even a Master-Craftsman: a "real challenge." Solving a modern lock ought to be an "easy test" for a trained locksmith (one with 4-6 skill levels), whereas opening one of the complex—and often dangerous—seals upon one of the tombs of the Underworlds must constitute a formidable trial of skill.

The "Skill Success roll" is performed as follows:

1. The following table is appropriate only to an "easy" skill: one which costs 5 points per skill level to "buy" in Sec. 2.239. More difficult skills are given minus modifiers: a "Moderately easy" skill receives a −5; a "Complex" skill a −10; a "Difficult" skill a −15; and if the referee ever agrees to test non-combat success in the "Very difficult" skill of Assassin, a −20 may be given.
2. A modifier of −5 is given for an Intelligence factor of 01-20; a +5 is added to the dice score for an Intelligence of 81-99; and a +10 is granted for an Intelligence of 100; cf. Sec. 2.215.
3. For those skills which require physical dexterity (e.g. Glassblower, Fletcher, Armourer), a modifier of −10 is given if the character's score on the table in Sec. 2.213 produces a minus modifier. A plus modifier in Sec. 2.213 gives a modifier of +5.
4. A result of "Failure" on the following table signifies a botched job, a cask of wine which turns to vinegar, a lock which does not open, a cake which falls in the oven, etc. "Accomplishment" denotes success, although not a production one can point to with pride. A "Resounding success" is what the name implies: a masterpiece of its class. If competence rewards are given for skill usage at all, they should only be for "resounding successes" when faced with "real challenges." The table is as follows:

The 'Skill success roll"

	Type of test and scores signifying failure ("F"), accomplishment ("A"), or resounding success ("S")				
Skill level	Easy test	Harder test	Difficult test	Very difficult test	Real challenge
1-3	F: 01-30	01-40	01-50	01-60	01-70
	A: 31-70	41-80	51-85	61-90	71-95
	S: 71-100	81-100	86-100	91-100	96-100
4-6	F: 01-20	01-30	01-40	01-50	01-60
	A: 21-65	31-75	41-80	51-85	61-90
	S: 66-100	76-100	81-100	86-100	91-100
7-9	F: 01-15	01-25	01-30	01-40	01-50
	A: 16-60	26-70	31-75	41-80	51-85
	S: 61-100	71-100	76-100	81-100	86-100
10-12	F: 01-10	01-20	01-25	01-35	01-45
	A: 11-55	21-65	26-70	36-75	46-80
	S: 56-100	66-100	71-100	76-100	81-100
13-15	F: 01-05	01-15	01-20	01-30	01-40
	A: 06-50	16-60	21-65	31-70	41-75
	S: 51-100	61-100	66-100	71-100	76-100
16-18*	F: 01-03	01-10	01-15	01-25	01-35
	A: 04-45	11-55	16-60	26-65	36-70
	S: 46-100	56-100	61-100	66-100	71-100

*The table can be progressed further for still higher skill levels. A 1% chance must always remain, however, that even a very great expert may still fail in a given task.

5. No timetable can be given for making another attempt after a failure. A locksmith may try an easy test again after a minute or so; a real challenge may require several minutes to half an hour or more to complete. A baker must wait about an hour while preparing more dough. An armourer whose breastplate is penetrated by the first test arrow or a shipbuilder whose latest production slides down the ways—and straight to the bottom—may have wasted weeks or even months of labor. These matters must be decided by the referee.

2.728. THE "PERCEPTION AND COMMUNICATION ROLLS."

This Section contains five "adventure" dice rolls which cover the chances of seeing, hearing, and understanding in the game.

1. The "Visibility roll" determines what a character can see.
   a. No roll is necessary in broad daylight out-of-doors or in a good light and with no obstructing cover. A table of sightings is presented below.

Automatic visibility at various distances

Distance	Items one can see
15 km	Tall temple towers, the mass of a city lying across a flat plain
10 km	Lower towers, domes, major buildings, tall sails on a calm sea, a *Sákbe* road
4 km	Individual buildings, pylons, large gates, etc.
2 km	Low city walls or earthworks, very large animals (e.g. a *Srô*), the glitter of armour, a line of *Chlén* carts on an open road
1,500 m	A large body of soldiers (as a dark, unbroken line), large animals (but smaller than a *Srô*: e.g. a *Sérudla*), a single *Chlén* cart in the open
1,200 m	Individual companies or Cohorts of troops, large artillery pieces (e.g. an onager or trebuchet)
1 km	A line of fencing or other low obstructions
800 m	Some details of troop facing and formations, the arm and leg movements of marching troops
600 m	The number of files which make up a unit of troops, shield sizes, shapes, and major colours, the identity of nonhuman contingents
450 m	The heads of individuals and the shapes of their headdresses, weapon types
300 m	The ornaments on armour, the heraldry and blazoning of standards
200 m	The identities of individuals in a front rank
100 m	Facial expressions and most other non-concealed details

b. Light fog, mist, and rain halve all of the above distances. Darkness quarters them, even with both of Tékumel's moons up. One moon (*Kásht* or *Gayél;* cf. Sec. 1.100) reduces sighting to 15 percent of the distances given in (a), and a moonless night or a thick fog brings visibility down to only 5 m or so. Pitch darkness (or a real "pea-souper" fog) effectively reduces sighting possibilities to zero.

c. The "Visibility roll" is most likely to be used in explorations or night attacks when there is very little light. A single candle illumines a circle about 10 m in diametre. Each additional candle increases this by approximately 5 m, although items at the perimeter appear as little more than dim shapes. Recognition is also made difficult by any sort of haste or stress. A resin torch (or even several torches) extend visibility out to no more than 30 m or so. A lantern is assumed to equal a torch in candle-power, although this is probably overgenerous. In any case, whenever a character using a candle, torch, or lantern in otherwise total darkness enters a new room, turns a corner, emerges from a staircase, etc., the player rolls D20 and informs the referee of the score. (To save time, this is done by just one player for a larger party. Only one roll per party is allowed, however, and the players must choose which of their number rolls the die.) The basic score for success within the 10 m circle for candles or the 30 m circle for torches and/or lanterns is 1-8; 9-20 = significant items or entities are not seen. Characters and parties which have no light can *always* see others which are carrying illumination, of course. Most of the denizens of the Underworlds can see in the dark, moreover, obviating any need for them to make this roll. If a character or a party fails this roll, the other party achieves "surprise"; cf. the Sections on combat, below.

d. Those who prefer more detailed gaming may add the following optional modifiers to the roll given in (c). Once the referee has been told the score of the D20 roll, he/she totals all applicable modifiers and informs the party of what is seen.

Visibility modifiers

Modifier*	Circumstance
−5	For each torch, lantern, or other light source carried by the object's party
−3	The object viewed is at least half again as large as a human: e.g. a bulky statue, a large animal
−2	The object viewed is moving: e.g. a person trying to slip across the viewer's field of vision
−2	The party is using more than 3 candles or lanterns within a 10 m circle or more than 3 torches within a 30 m circle
−1	The item viewed is the only significant object in the area: e.g. a single foeman in a bare room
+1	The item viewed is one of several significant objects in the area: e.g. an animal standing amidst bushes
+1	It is foggy or raining heavily
+2	The party is using less than 3 candles or lanterns within a 10m circle or less than 3 torches within a 30 m circle
+2	For each 5 m beyond the perimeters of the 10 m circle for candles/lanterns or the 30 m circle for torches that the party attempts to see
+2	The item viewed is partially concealed: e.g. a person lurking in the shadows or hidden by furniture
+3	The object viewed is very small: e.g. a snake an insect, a small box, a little purse lying on the floor, a secret door (if the party is just passing by and not deliberately searching; cf. (2), below)
+3	There is heavy fog, a duststorm, etc.
+5	The item viewed is almost completely concealed: e.g. a person behind draperies or a large pillar, a chest nearly buried in rubble. Total concealment or pitch darkness makes sighting impossible, of course, as does a spell of Invisibility; cf. the Sections dealing with magic, below

*These modifiers are cumulative: e.g. a large animal that is moving and is the only significant object in the area has a total modifier of −3 + −2 + −1 = −6. A very small insect scuttling across the floor amidst other significant objects has a total modifier of −2 + +1 + +3 = +2.

2. The "Discovery roll" is employed when a character or a party stops to search deliberately for a specific object and has sufficient light.

a. Each searcher rolls D20. A secret door, a large trap (e.g. a pitfall, a hidden dart-throwing mechanism), or other big concealed object is discovered on a score of 1-8; 9-20 = the item is not seen. A smaller hidden object or trap (e.g. poisoned spines set in the latch of a chest) is found on a D20 score of 1-6; 7-20 = the item remains unseen. The following modifiers may optionally be applied by the referee to this score: (a) a −1 for every

4 levels the searcher has in the skill of Locksmith when searching for a secret door or a trap in a lock or bolt; (b) a +3 for an Intelligence factor (Sec. 2.215) of 01-20; a −1 for an Intelligence of 81-99; and a −3 for an Intelligence of 100; and (c) a −1 for each doubled period (cf. Sec. 2.710 for timings) taken by a searcher to examine an area or an object.

b. Once a secret door or trap is found, one or more members of the party may make "Intelligence rolls" (Sec. 2.724 (1)) to see if the device can be understood without touching it. Success in this roll reduces the "difficulty level" of the test one or two degrees (referee's discretion) when a Locksmith next tries a "Skill Success roll" (Sec. 2.727) or another person attempts an Intelligence-Dexterity roll" (Sec. 2.724 (2)) to open the door or disarm the device. Once this has been accomplished, the person who performed the action will remember how to operate this particular mechanism for at least one week, and he/she need make no further roll to work the device again. After a week or so, however, the referee may require him/her to make an "Intelligence roll" at the "Easy test" level to see if he/she still recalls the method. The "difficulty level" of the problem increases by one degree for every month that elapses thereafter until the operation of the door or trap once more becomes a new test for the person. One turn must be taken for a locksmith or other character to show others in the party how to work a given secret door or trap.

3. The "Audibility roll" is used when a party or a character stops to listen at a door, a corner, in a forest, etc. in order to detect unseen beings or activities beyond.

a. A D20 is rolled, and only one roll is permitted per party. The listener hears any entities present on a score of 1-8; 9-20 = he/she hears nothing. A character or party which fails this roll is "surprised" when the door is opened, the corner is rounded, etc.; cf. the Sections on combat, below.

The "Audibility roll"

Modifier*	Circumstance
−5	The unseen entities are making a loud noise: e.g. yelling, arguing, fighting, roaring, etc.
−3	The unseen entities are making some noise: e.g. speaking at a conversational level, walking along with armour and accoutrements jingling, etc.
−1	The unseen entities are whispering, muttering, or making a very small amount of noise
−1	There is more than one unseen entity
+2	The unseen entities are attempting to move stealthily, wearing soft garments and/or little armour, and deliberately remaining quiet
+2	The unseen entities are professional assassins or certain agile and nimble-footed animals (listed later)
+3	The unseen entities are standing absolutely still, lying in ambush, etc., and all that can be heard is soft breathing, etc.
+4	The listeners' own party is making noise: e.g. talking, moving, changing positions, jingling weapons and belongings, shifting objects about, etc.

*These modifiers are cumulative. An assassin who is moving has modifiers of +2+ + ± = +4, for example, and if he/she is standing still, this is increased to a +5.

4. The "Combat Audibility roll" is required when a character shouts orders, advice, information, etc. to others in his/her own party during the noise and excitement of a melee. This attempts to simulate a little of "the fog of war."

a. No roll is needed when the intended hearer is within a circle 3 m in diametre with the speaker at its centre. Hearing is automatic.

b. Beyond the 3 m range the speaker rolls a D20 to ascertain whether his/her words have been understood: 1-8 = the hearer gets the message and comprehends it; 9-20 = the clangour of combat drowns out the speaker's voice.

c. The following modifiers are provided for those who enjoy more detailed gaming; cf. (1, d), above.

The "Combat Audibility roll"

Modifier*	Circumstance
−3	The intended hearer is currently unoccupied and is looking about for something further to do
−1	The intended hearer is looking directly towards the speaker. Miniature figures or markers are useful to show the direction in which a character is looking: anything within a 45° arc of the front of the figure (i.e. 22.5 degrees on each side of a line drawn directly forward from the centre of the figure's base) is within the character's line of sight and immediate attention
+1	The intended hearer is not looking directly towards the speaker but off to one side; cf. just above
+1	The intended hearer's native language is different from that of the speaker: e.g. a N'lŭss —who may speak Tsolyáni quite well—is given an order in Tsolyáni by a Tsolyáni officer. In stress situations an "accent" does cause problems
+2	For each 3 m (or part thereof) that the intended hearer is beyond a 6 m circle with the speaker as its centre. A maximum of 15 m is about all one can reach by voice communication in the chaos of combat. A diagramme will make this modifier clear:

Distance:	Speaker's 3 m circle	4-6 m	7-9 m	10-12 m	13-15 m
Modifier:	No roll	0	+2	+4	+6

+2	The intended hearer is not involved in combat but is engaged in some other absorbing activity: e.g. climbing a cliff to get a shot at the foe, looting, tending the wounded, getting an article out of a pouch or backpack, readying a spell, etc.
+3	The intended hearer has his/her back directly (or nearly so) to the speaker
+3	The intended hearer is in melee during the combat round in which the speaker addresses him/her. This applies to warriors who are physically fighting or who are firing missiles, and also to magic-users who are casting offensive or defensive spells that round.

*These modifiers are cumulative.

d. If the speaker fails this roll, the intended hearer must keep on with what he/she is doing. A character in melee will continue to fight; an unoccupied person will turn to engage the nearest enemy or perhaps perform some other logical action; and a person who has nothing else to do may even rest a round to take stock of the situation (referee's discretion). On the following round the speaker may try again. If the speaker's desired action is something the intended hearer might think of anyway, the referee may require him/her to make an "Intelligence roll" (Sec. 2.724 (1)) at the "Easy test" level. Very obvious actions may be allowed with no roll needed: e.g. "Throw off your armour and jump, you fool! The ship's on fire!"

e. Even if the speaker's message is understood, there is no compulsion upon the hearer to act as ordered—other than such social strictures as a soldier under the command of an officer. A player may have his/her character obey or not, as he/she thinks best, while a non-player character's reaction may merit a check for willingness by the referee. A soldier or experienced warrior is expected to heed an order given by a recognised commander, but others may not be so well-disciplined. Slaves may cower, run away, or defend themselves with no thought of the wishes of their masters.

5. The "Language Intelligibility roll" may be called for whenever characters who are not native speakers of the same language try to communicate. This test is not needed when there is time to use sign language, speak slowly, repeat oneself, and choose one's words with care. It should be used during stress situations, however, particularly when one person attempts to convey a complex plan or idea to someone who lacks the language skill to comprehend it.

a. Language competence levels are given in Sec. 2.232. The speaker's command of the language is cross-referenced with that of the hearer, and the speaker's player (or the referee, in the case of a non-player character) rolls D100 against the following table. A modifier of + 10 is given for an Intelligence factor (Sec. 2.215) of 01-20; a − 5 for an Intelligence of 81-99; and a − 10 for an Intelligence of 100.

The "Language Intelligibility roll"

	Hearer's competence and successful dice score ranges				
Speaker's ability	Elementary	Intermediate	Advanced	Near-native	Native
Elementary	01-20	01-30	01-40	01-50	01-60
Intermediate	01-30	01-40	01-50	01-60	01-70
Advanced	01-40	01-50	01-60	01-70	01-80
Near-native	01-50	01-60	01-70	01-80	01-90
Native	01-60	01-70	01-80	01-90	—

b. A failed roll may be repeated during the following turn or combat round (whichever time scale is being used). The referee may also roll a D10: 1-7 = the message was not understood at all; 8-10 = a misunderstanding occurs: the referee gives the hearer some other message (which should be logical under the circumstances), and the hearer must act upon it appropriately within the limits of the role: e.g. "But, Sir, I thought you said to DROP the little boat. I didn't understand that you wanted it lowered slowly. Awfully sorry!"

c. The ancient languages (Sec. 1.711) are rarely spoken but are read and are used in the liturgies of several temples. One who tries to speak one of these archaic tongues rolls on the table in (a) at a modifier of + 5. The table is also used for the reading of inscriptions, books, scrolls, etc. The person's language competence level is then cross-referenced with the *same* level along the top of the table: e.g. a character who has an "advanced" knowledge of Engsvanyáli uses the "Advanced" column when reading a text in this tongue and therefore has a 60 percent chance of understanding it. Competences beyond the "Near-native" level (cf. Sec. 2.239) make comprehension 95 percent likely. The referee may make the test harder in such cases as a cramped scribal hand, a tattered and fragile manuscript, a half-effaced or eroded monument, etc.

2.729. ESPIONAGE SUB-SKILL MODIFIERS.

Modifiers to some of the "adventure" dice rolls given above are provided by the espionage sub-skills available to assassins and also to officials, priests, soldiers, and warriors who are members of the intelligence-gathering agencies; cf. Sec. 2.2312. These are as follows:

Espionage sub-skill modifiers

Sub-skill	Details
Disguise	A character who has a logical reason (referee's discretion) to suspect the presence of an assassin or a spy makes an "Intelligence roll" (Sec. 2.724 (1)). Greater expertise in Disguise makes recognition more and more difficult by increasing the "difficulty level" of the test:

Number of sub-skill levels possessed	Difficulty level of the test
1-3	Easy test
4-6	Harder test
7-9	Difficult test
10-12	Very difficult test
13-15	Real challenge
16-up	Cannot be detected visually at all but only through mistakes, uncharacteristic actions, etc.

Tracking	Each sub-skill level in this specialty counts as the equivalent of one skill level on the "Skill Success" table in Sec. 2.727. The assassin must make a successful score on this table after every 5 one-minute turns in order to keep the prey in sight. This counts as a "Difficult test" for the assassin. If the target eludes the pursuer, the latter must make 3 consecutive successful scores (in 3 successive turns) in order to pick up the scent again. After 2 such series of failed rolls, the assassin must give up the chase, at least for the time being. Alternatively, the referee may have the pursuer roll *against* the scores of the pursued: a very poor and unsuccessful score by the former and a very good and successful score by the latter indicates that the victim has frustrated pursuit on this occasion. (This is an example of "competitive rolling," of which more will be said below.) This same method may be used for the skills of Fisherman, Hunter, etc. if a chase scenario is to be played out.

Spying techniques	This specialty gives a modifier of −1 per sub-skill level possessed when making an "Intelligence roll" (Sec. 2.724 (1)) to test one's memory. Each sub-skill level also adds a +1 to the dice score in making a "Skill Success roll" (Sec. 2.727) in the skills of Animal/Bird Knowledge, Beast Trainer, Falconer, and Hunter. Assassins and espionage agents often utilise semi-intelligent birds and animals as messengers and observers.
Poison and drugs	Aside from giving the assassin or spy the ability to recognize toxins and narcotics and to know their dosages and effects, each sub-skill level possessed gives the intended victim a +1 when using the "Difficult test" column of the "Intelligence roll" (Sec. 2.724 (1)) in order to detect the presence of one of these substances in her food or drink.
Traps and secret door construction and operation	Each sub-skill level possessed is the equivalent of one skill level when the character uses the "Skill Success roll" (Sec. 2.727) to construct a trap, secret door, etc. Each sub-skill level also adds a +1 to the skill of Locksmith when "Skill Success rolls" are made for this ability. Each sub-skill level furthermore gives a −1 to the "Intelligence roll" (Sec. 2.724 (1)) when an assassin or spy tries to understand the workings of a secret door or a trap, and a −1 is also given per sub-skill level to an assassin or agent who employs the "Intelligence-Dexterity roll" (Sec. 2.724 (2)) to open a secret door or to disarm or set a trap.
Ciphers, secret argots, and codes	Each sub-skill level gives a hearer or a reader a +3 on the "Intelligence roll" (Sec. 2.724 (1)) when trying to guess that an assassin or spy has spoken in code or included a secret message in a document. Each sub-skill level also gives a +5 on the same dice roll to a person attempting to decode an assassin's or a spy's code. The converse is true when an asasin or agent is given a strange cipher to decipher: each sub-skill level possessed gives him/her a −3 to be able to solve the code, again using the "Intelligence roll" (Sec. 2.724 (1)). Such a test is usually a "Real challenge," however.

2.7210. SPECIAL ABILITIES OF THE NONHUMAN RACES.

The unique talents of the nonhuman species are recapitulated below from Sec. 2.223. In some cases these provide modifiers to the "adventure" dice rolls given above, while in others completely new rolls are needed.

Special abilities of the nonhuman races

Species	Special capabilities and details
Ahoggyá	Charisma: a modifier of −40 is applied when an Ahoggyá attempts to persuade or influence an individual of another species; a −60 is used when the other being is a Shén. This modifier applies to the table given in Sec. 2.726 (2,c).
Páchi Léi	Charisma: a modifier of −5 is used when a Páchi Léi tries to persuade or influence a member of another species; cf. the Ahoggyá, above. Visibility: a Páchi Léi sees at 75% of a human's daylight abilities in torchlight, candlelight, etc. No roll is normally needed in Sec. 2.728 (1). Discovery: a Páchi Léi has a 50% chance of detecting ambushes, traps, secret doors, etc., if he/she/it stops to search. This is reduced to a 30% chance if it is not deliberately looking and is just passing by. This replaces the roll in Sec. 2.728 (2).
Pé Chói	Discovery: a Pé Chói has a 90% chance of perceiving ambushes, traps, and secret doors, if he/she/it stops to look, and an 80% chance of this if not deliberately searching. This replaces the roll in Sec. 2.728 (2). Audibility: a Pé Chói has excellent hearing and can perceive even faint sounds at a distance of as much as 60 m if there are no intervening obstructions. When listening at doors, corners, etc., a Pé Chói is given a −3 on the table in Sec. 2.728 (3). Telepathy: a Pé Chói automatically senses the presence of living beings (but not their thoughts or other particulars) within a circle 4 m in diametre with himself/herself/itself as its centre. No roll is needed. This same sense tells a Pé Chói whenever another of the race has died within a 5 km range, although the exact cause cannot be known. The Pé Chói are relentless and will take revenge upon the murderer of one of their race, if the person is identified. They do understand about armies and mercenaries, however, and vengeance is not exacted for a death that occurs in battle. Indeed, both Tsolyánu and Mu'ugalavyá field Pé Chói auxiliaries, and these contingents would fight one another without qualms.
Pygmy Folk	Charisma: a modifier of −20 is applied to the roll in Sec. 2.726 (2,c) whenever one of this species tries to persuade or influence a member of another race. Visibility: the Pygmy Folk see at 80% of human daylight capability in the dark—and at 90% of this capability in torchlight. Even in total darkness they have a 20% chance of seeing dim shapes and outlines, particularly of moving beings or objects. This replaces the roll in Sec. 2.728 (1). Audibility: the Pygmy Folk hear even better than the Pé Chói. They can hear faint sounds at about 100 m, and they receive a modifier of −4 on the table in Sec. 2.728 (3).
Shén	Charisma: a Shén is given a modifier of −20 on the table in Sec. 2.726 (2,c). It is impossible for a Shén to persuade or influence an Ahoggyá. The latter may even do the opposite just to spite the Shén.
Swamp Folk	Magical Resistance: this species has no Psychic Ability whatsoever, and the Swamp Folk thus roll on the table in Sec. 2.725 (1,k) at a "Magical Resistance factor" of −1. Sensitivity: the Swamp Folk have an 80% chance of sensing "wrongnesses": changes in direction, sloping tunnels, and also interdimensional nexus points within a 5 m circle (with themselves as its centre).

Species	Special capabilities and details
Hlûss	Odour: the sweetish, acidic smell of this species can be recognised at distances of as much as 30-40 m. This is a liability, not a capability. Sound: the Hlûss nest ships make a droning, buzzing noise which is audible over long distances at sea. Smaller parties of fighters, etc. do not make this susurration.
Mihâlli	Shape-changing: a Mihâlli can do this at will, appearing as any other being approximately its own size (including a rather diminutive Shên or a Pê Chôi, although it can only operate two of the latter's four forelimbs at a time). A viewer can detect a transformed Mihâlli by its glowing red eyes. There is a 20% chance of this per combat round, providing that the player informs the referee of his/her intention to look first. There is almost no chance of recognising a transformed Mihâlli accidentally.
Shunned Ones	Odour: like the Hlûss, above, this species has a distinctive odour: in this case a terrible, pervasive stench which can be perceived at a distance of as much as 30 m. For distances beyond this range out to about 60 m, the referee may roll a D10: 1-5 = the smell is perceived and recognised; 6-10 = the smell does not reach the other party or character.
Ssú (Grey)	Visibility: a Ssú can see at 50% of a human's daylight capacity in torchlight, etc. Even in total darkness it has about a 10% chance of perceiving dim shapes and a 15% chance of discerning movement. This replaces the roll in Sec. 2.728 (1). The Ssú actually prefer a dim blue light, and in this they see at 100% of a human's daylight capabilities, while men and other beings are reduced to 50% of their abilities. Hypnosis: a Grey Ssú has a 20% chance each combat round of using this power upon 1-3 (rolled randomly) opponents who are looking in its direction and who are within a 20 m range. The Ssú then does not strike any blow that round. A "Resistance roll" (Sec. 2.722 (3)) is needed to withstand this hypnosis, and this counts as a "Very difficult test." A hypnotised character can be told to fight his/her own comrades, remain motionless, flee, give information, etc. and must perform willingly as commanded.
Ssú (Black)	As for the Grey Ssú, except that there is only a 10% chance per combat round of the Ssú's using hypnosis, and the "Resistance roll" (Sec. 2.722 (3)) against this is easier, counting as a "Harder test."

Further special dice rolls for animals, beings of the Underworlds, etc. will be described as these are introduced in the referee's Sections.

2.7211. MISCELLANEOUS "ADVENTURE" DICE ROLLS.

1. The "Competitive roll" is not a new test at all but rather a means of resolving contests between characters each striving to perform the same action to his/her own advantage—or between characters who want to perform the action versus others desiring to prevent it. Both the players' characters and the non-player characters operated by the referee are eligible. For example, one person tries to open a door, while an opponent on the other side struggles to keep it closed; this calls for a "competitive Height-Build-Strength roll" (Sec. 2.721). One character pursues another for a long distance; this requires a "competitive Endurance roll" (Sec. 2.722 (1)). A character tries to reach a weapon lying on the ground before an enemy (who is approximately the same distance away) can do so; here a "competitive Dexterity roll" (Sec. 2.723) is needed. A character tries to learn a technique or gain information through observation, while the person being observed wants to keep the matter secret; a "competitive Intelligence roll" (Sec. 2.724 (1)) is required. One character seeks to persuade a party to follow a certain plan, and another argues against it; a "competitive Charisma roll" (Sec. 2.726 (2)) is made. Even the "Skill Success roll" (Sec. 2.727) can be competitive: e.g. when two orators vie for the favour of a crowd, when the works of two craftsmen are judged, etc. Further details include:
   a. The rolls mentioned in the examples above are those most likely to be used competitively. Those which rarely if ever can be employed in this way are the rolls which depend largely upon the character's innate abilities and are not susceptible to external influences: e.g. the "Recovery" and "Resistance" rolls (Sec. 2.722 (2 and 3)); the "Magical Resistance factor roll" and the "Divine Intervention roll" (Sec. 2.725); and the "Comeliness roll" (Sec. 2.726 (1)). If the optional modifiers are used, then the "Perception and Communication rolls" (Sec. 2.728) are not eligible for competitive rolls; the modifiers take opposition to the accomplishment of the action into account. Should the modifiers not be employed, however, then "competitive rolls" are in order: e.g. one party wishes to see or hear another group, whereas the latter want to remain undetected. Combat rolls are not included in this system, of course, since success in battle is separately dealt with in later Sections.
   b. The referee decides when a "competitive roll" is appropriate and sets the "difficulty level" (if there is one). The participants (possibly including the referee himself/herself) total any relevant modifiers, and each makes the same roll: e.g. fighters scrambling for a fallen weapon all use the "Dexterity roll" (Sec. 2.723). If neither side achieves a "successful" score, then the action is not accomplished at all and must be attempted again during the following turn or round (or as soon as the referee deems feasible). If one side is successful and the other is not, then the action occurs as the winner wishes. If both sides succeed, then the best score (i.e. the *most* successful roll) causes the event to transpire as the victor desires. No "second try" is allowed except in cases of failure by all concerned, or in such cases as are described in (2), below.
2. The "Repeated roll" is employed when the action is a longer process extending over several turns or combat rounds: e.g. a character tries to haul a heavy object slowly up out of a pit; a person spends several minutes attempting to understand the symbols on an ancient map; a swimmer endeavors to reach the shore, etc. Each time a "successful" score is obtained, a little progress occurs. A "resounding success" either gives greater accomplishment or else complete achievement of the task. Failure, on the other hand, implies no progress or an actual set-back. A really poor score signifies a more serious turn of events, if not a catastrophe:

e.g. the rope breaks and the heavy object plummets back down upon the person trying to raise it. These rolls may also be "competitive": e.g. two parties engage in a tug-of-war hauling upon a rope. Another good example is the series of repeated, competitive tests taken by an assassin or spy versus a person who is attempting to elude pursuit (Sec. 2.729).

3. The "Referee's All-Purpose Panacea roll" is included here with some trepidation, although, to be perfectly honest, this is what almost all referees use, and in this writer's opinion this is as it should be. Partisans of more "structured" games are prone to criticise role-playing games because of their lack of coverage of all game-situations and also because of the great freedom permitted the referee. Yet it must be recalled that a role-playing game attempts to simulate reality in much greater detail than does chess, for instance, and it is patently impossible to devise tables to cope with every conceivable exigency. Does the animal come out of its cave? Does it turn to the right or to the left? Does it attack this character or that one? Does the guard turn around in time to see the foe slinking past? Does the ship capsize when the mighty sea-creature comes up underneath it, or does it slide off and remain afloat? How sturdy a tree does the scout find to climb? Does the plank break when the armoured warrior tries to cross it? A dozen or more such situations arise during every hour of gaming, and no game system can cover them all. Many depend upon pure luck, while others should clearly have a greater or a lesser chance of success. All that can be done is to let the referee give an arbitrary percentage chance for the accomplishment of the action. The players then roll the dice when their characters are involved, and the referee does this for actions performed by his/her non-player characters, and also for natural events and other non-animate occurrences. A highly successful score denotes performance according to the character's wishes, while a poor score signifies failure—and a really bad one may cause a calamity. A mediocre roll indicates a lack of progress or an action just barely accomplished: e.g. the warrior gets across the chasm, but the plank creaks and sways alarmingly under his feet, and it seems doubtful that anyone else will be able to traverse it.

A number of further rolls can no doubt be devised, but these are best left to the referee and to the group's gaming style and "house rules." Almost anything can be rolled for, particularly if it is something that cannot otherwise be predicted from the situation. Do I get seasick? Did I enjoy the dinner? Do I find the merchant in his shop? Am I so intoxicated that I do not comprehend the insult? What does my stomach think of my eating the *Chí* melon and other Shên dishes? Or even, how well did I please my partner in bed last night? None of this need be codified here.

2.800. COMBAT.

The system of combat presented below is admittedly complex. Those who prefer a more rapid and less detailed game are welcome to ignore those refinements which seem excessive. A few further optional Sections are added at the end for use in very detailed combats (e.g. a duel), in which all of the participants' statistics have been previously established.

2.810. THE COMBAT VALUE.

Every character, creature, etc. has a "Combat Value." The use of this is described in later Sections. The Combat Value is found as follows:

1. A character's "Basic Combat Value" consists of his/her innate physical abilities: i.e. the Height-Build-Strength factor found in Sec. 2.211, plus any modifiers for Dexterity and/or Intelligence (Secs. 2.213 and 2.215). The basic "physical" Combat Values for various Height-Build-Strength ranges are:

Basic Combat Value			
Character's H-B-S factor	Combat Value	Character's H-B-S factor	Combat Value
00-below*	−5	251-300	+5
01-25	−4	301-350	+6
26-50	−3	351-400	+7
51-75	−2	401-450	+8
76-100	−1	451-500	+9
101-125	0	501-550	+10
126-150	+1	551-600	+11
151-175	+2	601-650	+12
176-200	+3	651-700	+13
201-250	+4	701-750**	+14

*A Height-Build-Strength factor of −1 to −25 is appropriate for small animals the size of a cat or a fox. Still lower factors may be assigned to even smaller creatures, such as a bird, reptile, or insect, and the Combat Values of these animals might be anywhere from −6 through −15. Such Combat Values are likely to be rarely needed, however, since success in killing a small snake or swatting an insect is taken as automatic—although a "Dexterity roll" (Sec. 2.723) at the "Harder test" difficulty level may be required in order to hit the creature.

**The greatest Height-Build-Strength factor possible for an intelligent being is 725. This can be obtained by an Ahoggyà who makes perfect scores on all the rolls in Secs. 2.211, 2.213, 2.215, and 2.223. Such a character is of course very unlikely. Still higher physical Combat Values do exist for large and powerful animals, however. These are given in the descriptions provided in the referee's Sections.

2. A character (including an animal or other creature) who has no competence in the Warrior skill uses the basic physical Combat Value whenever he/she/it fights. This is true whether the being employs "tooth and nail," bare fists, or a melee weapon (Secs. 1.960 and 2.2317). Even so, intelligent beings who are non-warriors cannot use the following at all: wrestling, the quarterstaff, the unarmed martial arts, and Florentine-style fighting. Sub-skill levels must be acquired in these specialties before they can be utilised. In In addition, a minimum Height-Build-Strength factor of 75 (including any modifiers for Dexterity and/or Intelligence) is needed to wield a two-handed weapon. All other melee weapons can be used by intelligent (or even semi-intelligent) entities. For example, Chekú'unish Arodlé, the Mu'ugalavyáni merchant, has a Height-Build-Strength factor of 32. A +10 bonus for an Intelligence of 61 is cancelled out by a wretched Dexterity which gives him a modifier of −10. He can thus use a sword, a spear, a halberd, etc. all at a Combat Value of −3. On the other hand, a powerful beast with a Height-Build-Strength factor of 575 fights with its teeth, claws, tail, etc. at a Combat Value of +11. Chekú'unish does not wish to encounter such a creature!
3. A non-warrior similarly employs his/her basic physical Combat Value when using any missile weapon which costs no more than *one* Competence Unit per sub-skill level to learn (Sec. 2.2317). Chekú'unish can thus throw a knife, a club, a javelin, etc. or even use a staff-sling at his basic physical Combat Value of −3, but he cannot employ any other mis-

sile weapon. He may, however, fire a loaded crossbow or even a loaded artillery piece at this same Combat Value. He lacks the expertise to reload these, even so.

4. A non-assassin cannot use the special weapons listed in Sec. 2.2313 at all. The referee may optionally permit a non-assassin to pick up and wield certain of these during a melee, however. In such cases a further −2 is deducted from the user's basic physical Combat Value, and Warrior expertise counts for nothing. Chekú'unish can thus snatch up the Springing Doom (a spring-loaded dagger) and use it —but at a Combat Value of −5.
5. An assassin who has no competence in the Warrior skill employs only his/her basic physical Combat Value when fighting with the warrior weapons permitted in (2) and (3), above.
6. A +1 is added to the basic physical Combat Value for *each* sub-skill level (Sec. 2.2311) possessed in a given weapon, group of weapons, or fighting technique within the Warrior skill. An assassin receives this same +1 per sub-skill level for the special arms of the Assassin skill (Sec. 2.2313). This modifier applies *only* to the weapon (etc.) learned, however. Others—excluding those which are completely prohibited without actual training; cf. (2) and (3) above—are used at the basic physical Combat Value. If Chekú'unish were to obtain Warrior training and gain 2 skill levels, he would have 8 Competence Unit points (Sec. 2.2311). Were he to invest all of these in 4 sub-skill levels of the use of long one-handed weapons (Sec. 2.2317), he would fight with a long sword, axe, mace, etc. at a Combat Value of +1: i.e. +4 minus his basic physical Combat Value of −3. He would still wield all other permitted melee and missile weapons at his basic physical Combat Value of −3.
7. A specialist's training does provide some general expertise. Further to (6), above, a warrior who has 8 or more sub-skill levels in any *one* weapon or group of weapons in the *melee weapon category* (Sec. 2.2317) is given an across-the-board bonus of +2 on *ALL* melee weapons except those which require special training (cf. (2), above). Eight or more sub-skill levels in one of the restricted weapons (e.g. the unarmed martial arts) give *NO* bonus to one's Combat Values in other melee weapons, however. Should Chekú'unish continue his hypothetical training and gain 8 sub-skill levels in the use of long one-handed weapons, he would add a +2 to his Combat Value in these, and he would also add a +2 to his Combat Values in all other non-restricted melee weapons: e.g. a spear, a dagger, etc. He would still be unable to use a two-handed weapon because of the Height-Build-Strength limitation; cf. (2), above. On the other hand, Besúnu hiTánkolel has 15 sub-skill levels in the unarmed martial arts but no competence in other melee weapons at all. He has a Combat Value of +15 (plus his basic physical Combat Value) when using his specialty but fights with other permitted melee weapons at his basic physical Combat Value only. Although Besúnu knows one of the "restricted" fighting techniques, this gives him no mastery of the others, and he, like Chekú'unish, is unable to employ wrestling, the quarterstaff, or Florentine-style fighting at all—unless he decides to invest some Competence Unit points in sub-skill levels of these.
8. No across-the-board bonus is possible for missile weapons (Sec. 2.2317). Advanced expertise (i.e. 8 or more sub-skill levels) in one weapon or weapon group does give a bonus to other weapons of the same general nature, however. Once one has 8 sub-skill levels in one weapon or weapon group in one of the following sub-categories, a +2 is added to one's Combat Values in the other weapons in the sub-category. No bonus is given to weapons in any of the other groups.

Sub-category A	Sub-category B	Sub-category C	Sub-category D
Dagger/knife-throwing	Staff-sling	Short bow, longbow	Light crossbow
Melee-weapon throwing	Sling	Composite bow	Medium or heavy crossbow
Javelin, dart, throwing spear			

The bolas, the blowgun, and artillery form separate sub-categories of their own. It is important to note that a bonus for 8 sub-skill levels or more in a missile weapon does *not* carry over to the melee weapon category—nor does a melee weapon expertise bonus add anything to one's Combat Values in missile weapons. Either the weapon cannot be used at all (cf. (2) and (3), above), or else it is wielded at the basic physical Combat Value. For example, Dólon hiVórodu, a veteran archer in the Legion of the Peaks of Kráá (12th Imperial Archers) has 10 sub-skill levels in the short bow and longbow (Sub-category C). He thus adds a bonus of +2 to his Combat Value in these weapons and also to his abilities with the composite bow—a weapon which he does not know *per se* but which is similar enough to "carry over." He gets no bonus for other missile or melee weapons and can therefore use those in Sub-category A at his basic physical Combat Value only. He can also manage a staff-sling (a rather easy weapon) at this same Combat Value (though he considers this weapon beneath his dignity as an archer). He cannot use a sling, a crossbow, bolas, a blowgun, or artillery at all, though he can fire a crossbow or even an artillery engine if these are already loaded for him. Dólon's legion employs short maces as its sidearm, and he has attained 4 sub-skill levels in the use of short one-handed weapons —not enough to gain him a bonus under (7), above.

9. No "carry-over" bonuses exist within the skill of Assassin. Each of the specialty weapons listed in Sec. 2.2313 must be separately learned and sub-skill levels acquired in it.
10. A further bonus of +1 is added to a warrior's (but not an assassin's) Combat Values for each 4 complete skill levels (NOT sub-skill levels) in the skill of Soldier. Just being around weapons and warriors does offer opportunities for learning. This bonus applies to all of one's Combat Values within *BOTH* the melee and missile weapons categories. It does not help in using weapons in the "restricted" groups, of course; cf. (2) and (3), above.

The basic physical Combat Value is entered on the Character Record Sheet. Changes in this (due to wounds, illness, etc.; cf. Sec. 2.411) must be duly made. One first invests Competence Unit points gained through levels of the Warrior and/or Assassin skills acquired at the start of the game (Secs. 2.239 and 2.2311) in sub-skill levels of as many or as few weapons as one wishes. As points are earned through skill development (Sec. 2.420 ff.), they are noted on the Character Record Sheet until a complete skill level is achieved, whereupon further sub-skill levels in these (or other) weapons can be purchased. Combat values in one's various weapons must be kept up-to-date. Whenever combat occurs, the player states which weapon his/her character is using and what the latter's Combat Value with this weapon is.

The weapons and sub-skill levels acquired by Chargésh hi-Vríddi in Sec. 2.2317 are recapitulated here to show how the system works. His Height-Build-Strength factor of 66 gives him a mediocre basic physical Combat Value of −2. He has 1 sub-skill level in the shield (and no Combat Value need be established

for the shield since this is only peripherally a weapon). He has 2 sub-skill levels in the pike, 1 in the dagger, and 2 in the use of long one-handed weapons. He is too inexperienced as yet to receive any bonuses for advanced expertise (cf. (7) and (8), above) or for 4 or more levels in the Soldier skill. His Combat Values are thus as follows:

Chargesh hi'Vrĺddl's combat values

Factors	Dagger	Long one-handed weapons	Pike	Missile weapons*	Other melee weapons**
Basic physical Combat Value	−2	−2	−2	−2	−2
Subskill levels	+1	+2	+2	0	0
Total values	−1	0	0	−2	−2

*Those in Sub-category A in (8), above, plus the staff-sling.
**Those not in the "restricted" group; cf. (2), above.

A more advanced example is provided by Marján hiVessúma (Sec. 2.440). His Height-Build-Strength factor of 106 gives him a basic physical Combat Value of 0. He has 6 levels in the skill of Soldier and is a *Herêksa* (Higher Subaltern) in Chargêsh' legion. Marján has 10 levels in the Warrior skill, providing him with 40 Competence Unit points. He invests 1 of these in the shield, 2 in the dagger, 2 in the pike, 15 in the short bow and longbow (=5 sub-skill levels), and 20 in the use of long one-handed weapons (=10 sub-skill levels). Marján's Combat Values are shown below:

Marján hiVessúma's combat values

Factors	Dagger	Long one handed weapons	Pike	Short bow bow, longbow	Other melee weapons	Other missile weapons*
Basic physical Combat Value	0	0	0	0	0	0
Sub-skill levels	+2	+10	+2	+5	0	0
Melee weapons expertise bonus	+2	+2	+2	—	+2	—
Missile weapons expertise bonus	—	—	—	0**	—	0**
Soldier skill bonus	+1	+1	+1	+1	+1	+1
Total Combat Values	+5	+13	+5	+6	+3	+1

*Only the composite bow—the only other weapon in Sub-category C—and the "simple" missile weapons in Sub-category A, plus the staff-sling.
**He has not yet acquired 8 sub-skill levels in a missile weapon and is hence ineligible for a "general expertise" bonus in this category.

Dôlon hiVôrodu, the archer mentioned above, has a Height-Build-Strength factor of 113, which produces a basic physical Combat Value of 0. He is a 5th level Soldier and holds the rank of *Tirrikámu* (Lower Subaltern) in his legion. His 9 Warrior skill levels provide him with 36 Competence Unit points. He buys 10 sub-skill levels in the short bow and longbow with 30 of these, and he puts 4 into the use of short one-handed weapons, 1 into the dagger, and 1 into the shield. Dôlon's Combat Values appear as follows:

Dôlon hiVôrodu's combat values

Factors	Dagger	Short one handed weapons	Short bow, longbow	Other melee weapons	Other missile weapons*
Basic physical Combat Value	0	0	0	0	0
Sub-skill levels	+1	+4	+10	0	0
Melee weapons expertise bonus	0	0	—	0	—
Missile weapons expertise bonus	—	—	+2	—	+2
Soldier skill bonus	+1	+1	+1	+1	+1
Total Combat Values	+2	+5	+13	+1	+3

*These include the composite bow (it is a member of Sub-category C together with the short bow and the longbow), the "simple" missile weapons in Sub-category A, and also the staff-sling.

A much more advanced example is that of M'ŕ Chŝs, the *Kási* (Captain) of the 3rd Cohort of the Legion of the City of Chri (7th Imperial Shên Auxiliary Heavy Infantry). The reptilian Shên are exceedingly powerful creatures, and M'ŕ Chŝs is no exception: his Height-Build-Strength factor of 376 (!) gives him a basic physical Combat Value of +7. He has 10 levels of the Soldier skill and also has achieved 23 levels of the skill of Warrior. He invests the 92 Competence Unit points produced by the latter skill as follows: 1 in the shield; 20 in 10 sub-skill levels of long one-handed weapons; 5 in 5 sub-skill levels of the pike; 30 in 10 sub-skill levels of two-handed weapons; 2 in the dagger; 4 in fisticuffs and brawling; 10 in 5 sub-skill levels of the polearm; and 20 in 10 sub-skill levels of the light crossbow (the Shên pistol-grip crossbow counts as this; cf. Sec. 1.960). M'ŕ Chŝs is indeed a well-trained and dangerous fighter. His Combat Values are as follows:

M'ŕ Chŝs' combat values

Factors	Dagger	Long one-handed weapons	Two-handed weapons	Pike	Pole-arms
Basic Physical Combat Value	+7	+7	+7	+7	+7
Sub-skill levels	+2	+10	+10	+5	+5
Melee weapons expertise bonus	—	—	—	—	—
Soldier skill bonus	+2	+2	+2	+2	+2
Total Combat Values	+13	+21	+21	+16	+16

[cont.] Factors	Fisticuffs and brawling	Light cross-bow	Other melee weapons	Other missile weapons*
Basic physical Combat Value	+7	+7	+7	+7
Sub-skill levels	+4	+10	0	0
Melee weapons expertise bonus	+2	—	+2	—

Soldier skill bonus	+2	+2	+2	+2
Total Combat Values	+15	+21	+11	+11

*These include medium and heavy crossbows (also members of Sub-category D), the "simple" missile weapons in Sub-category A, and the staff-sling. The Shén are a little too clumsy to make good archers and rarely employ the sling.

Jerésa hiNaluné is a member of the *Mikárun Onélikh* ("Black Y") Clan, one of the societies of professional assassins permitted to function within the Five Empires (Secs. 1.422, 1.550, 1.740, 2.2312, 2.2313, and 2.241). Her rather nondescript appearance conceals a brilliant mind and an exceedingly dexterous physique. Her Height-Build-Strength factor is 88, giving her a basic physical Combat Value of −1. Jerésa has 12 levels in the Assassin skill, giving her 48 Competence Unit points. Some of these she chooses to invest in the "Espionage" specialties (Sec. 2.2312): 5 go into 5 sub-skill levels of Disguise and 10 are used for 5 sub-skill levels of Tracking. These abilities are not directly combat-related, and thus no Combat Values need be established for them. (She does gain modifiers on certain "adventure" dice rolls, however; cf. Sec. 2.729.) The remainder of her Assassin skill Competence Unit points are invested as follows: 10 are put into 5 sub-skill levels of "The Collar of Forever"; 15 are used for 5 sub-skill levels of "The Dance of Peril"; and 8 are spent on 4 sub-skill levels of "The Summoner upon the Way" (Sec. 2.2313).

Jerésa also has 8 levels in the skill of Warrior, providing her with 32 Competence Unit points. She expends these as follows: 3 are put into 3 sub-skill levels of the dagger; 8 go into 8 sub-skill levels of the use of short one-handed weapons; 5 are used for 5 sub-skill levels of dagger/knife-throwing; and the remaining 16 she invests in 4 sub-skill levels of *Hu'ón,* the system of unarmed martial arts taught in the Temple of Ksárul, to which she belongs. Jerésa sometimes wonders if she has not invested in too many abilities and thus spread herself too thin. She is nevertheless considered a good, all-around, middle-level assassin, and she has completed over 40 missions for the greater glory of her clan. Her various Combat Values are shown below:

Jerésa hiNaluné's combat values

Factors	The Collar of Forever	The Dance of Peril	The Summoner upon the Way	Dagger	Short one-handed weapons
Basic physical Combat Value	−1	+1	+1	−1	−1
Sub-skill levels	+5	+5	+4	+3	+8
Melee weapons expertise bonus*	—	—	—	+2	+2
Total Combat Values	+4	+4	+4	+4	+9

[cont.] Factors	Unarmed martial arts	Dagger/ knife-throwing	Other melee weapons	Other missile weapons*
Basic physical Combat Value	−1	−1	−1	−1
Sub-skill levels	+4	+5	0	0
Melee weapons expertise bonus*	—	—	+2	—
Total Combat Values	+3	+4	+1	−1

*The "missile weapons expertise bonus" and "soldier skill bonus" lines are omitted. Jerésa does not have enough sub-skill levels for the former, and she has no experience as a soldier.

**Only those included in Sub-category A, plus the staff-sling.

Neither Aliná hiNakkodái nor Cheku'unish Arodlé are warriors. They have only their basic physical Combat Values to call upon should they become embroiled in a melee. Aliná has a Height-Build-Strength factor of 68 and thus a basic physical Combat Value of −2. She is a little better off than Chekú'unish, whose Height-Build-Strength factor of 32 gives him a rather poor basic physical Combat Value of −3. Neither would be of much use in a battle, although there is no prohibition against their fighting if the situation demands it.

2.811. ENCUMBRANCES AND COMBAT VALUES.

A character's encumbrance limit is arbitrarily the same as his/her Height-Build-Strength factor. The lengths of time he/she can carry various amounts of encumbrances and the speeds at which he/she is able to move are given in Secs. 2.310 and 2.641. Depending upon one's Stamina factor (Sec. 2.212), encumbrances also create minuses for one's Combat Values. No deduction occurs for *any* character who is burdened with less than 50 percent of his/her encumbrance limit, and *no* character may fight *at all* if he/she is loaded with more than double his/her permitted limit. For amounts between these two extremes, the following table is employed:

Encumbrance and combat value

	Percentage of encumbrance limit carried and deductions applied to one's Combat Values			
Stamina factor	51-75	76-100	101-150	151-200
5-10	−1	−2	−3	−5
15-25	0	−1	−2	−4
30-40	0	0	−1	−3
45-up	0	0	0	−2

Chargésh hiVríddi has a Stamina factor of 30 (Sec. 2.212) and a Height-Build-Strength factor—and hence an encumbrance limit—of 66 (Sec. 2.211 ff.). He can carry up to 100 percent of his encumbrance limit at no penalty. If he burdens himself with 67-99 points of encumbrances, he subtracts a −1 from all of his Combat Values, and if he carries 100-132 points of encumbrances, this modifier becomes a −3. He cannot do battle at all—including missile firing, sorcery (if he were a magic user), etc.—when he is laden with more than 132 encumbrance points. The only exception is the casting of "psychic" spells, which can indeed be employed when one is encumbered; cf. the Sections on sorcery.

2.812. FATIGUE AND COMBAT VALUES.

Combat is here defined as including not only the actual exchange of blows, missiles, or spells, but also everything else from the first shot, enchantment, or advance on through readying weapons, circling for position, climbing walls or obstacles, the fight itself, retreat, pursuit, and the like. When a "combat" begins and ends is left to the referee, and he/she should note the rounds elapsed on a scrap of paper or keep track of them by counting them off with dice.

Most melees are of short duration. The combat round is only 6 seconds long, and a battle lasting up to 10 rounds causes no problems of fatigue to a healthy person. In longer engagements the following considerations apply.

1. A character may fight without penalty for as many combat rounds as he/she has Stamina factor points (Sec. 2.212): e.g. Chargésh hiVrĺddi has a Stamina factor of 30 and may therefore remain in combat for 30 rounds without resting.
2. The length of a required rest is found by rolling a D10, dividing by 2, and rounding up. The result is the number of minutes that the character must retire to take a "breather" before he/she can return afresh to the fray. A score of 7, for instance, indicates a rest of 4 minutes must be taken before the character can resume fighting.
3. This need for rest is applied to warriors, sorcerers, and all those who participate actively in the combat at all (referee's discretion). It is unnecessary for those who take no strenuous part: e.g. persons in the back ranks or in a "reserve"; these are considered "fresh" until they move up to join the combat. Rest is also not required for animals, creatures of the Underworlds, automatons, androids, the undead, and such other entities as the referee desires.
4. A character can indeed remain in combat for more rounds than he/she has Stamina factor points. He/she then fights at a modifier of −4 to all of his/her Combat Values.
5. If a character is attacked while resting (cf. (2), above, he/she fights at a modifier of −2 to all of his/her Combat Values.
6. Once a combat is ended, a mandatory rest period (as described in (2), above) is required of all active participants. Should these characters be attacked anew during this time, (5) applies.

See Secs. 2.310 and 2.641 for rest periods necessitated by movement.

The referee may optionally multiply needed rest periods by 3 for those who have suffered anything from a "serious" through a "fatal" wound (Secs. 2.411 (4) and 2.8211), or who were incapacitated by magic during a combat. Even if wounds or magical injuries are healed by sorcery, there is a loss of energy and strength.

2.820. THE COMBAT SYSTEM.

2.821. SURPRISE.

There are no possibilities of achieving surprise when both parties meet in unobstructed terrain in broad daylight. As soon as visibility distance is reached (Sec. 2.728 (1,a)), sighting is automatic unless there are extenuating factors. In other situations surprise occurs as follows:

1. A sleeping being is surprised on a D20 score of 1-16. The sleeper must then make a D20 score of 17-20 in order to wake up and negate surprise. One roll is allowed to each character who is sleeping, even if he/she is not being attacked that round. If the roll fails, a sleeper under attack automatically awakens in the following round. An unengaged person who fails the roll makes an "Intelligence roll" at the "Easy test" level (Sec. 2.724 (1)) every round thereafter until he/she wakes up. The referee may allow sleeping characters to wake up naturally, if the combat is a noisy one.
2. In other situations the "Visibility roll" (Sec. 2.728 (1, c and d)) is used. Only one roll is made for each party (unless it is split into two or more groups which cannot see what the others are doing). There are four options: (a) the surprised party makes the roll without modifiers (best for rapid, non-detailed gaming); (b) the surprised party applies the modifiers given in Sec. 2.728 (1, d); (c) a "competitive roll" is made without modifiers (Sec. 2.7211 (1)) by both parties; and (d) both parties apply relevant modifiers in Sec. 2.728 (1) and make a "competitive Visibility roll." This is slower but more accurate. An example will illustrate these four possible methods.
   a. Party A lays an ambush in partial cover for party B. Only party B rolls; a D20 score of 1-8 = the ambush is seen; 9-20 = the ambushers achieve surprise.
   b. Party B applies a +1 for several significant objects in the area and a +2 for partial concealment. Party B has in effect 5 chances out of 20 to see the ambush in time to negate the surprise.
   c. A "competitive" roll is made by both parties: both must secure a 1-8 on a D20 to succeed. If neither does this, or if party B succeeds and party A does not, there is no surprise. If party A makes a successful score and party B does not, then the ambush works as planned. If both parties score within the 1-8 range, then the lowest score—the "most successful"—wins, and surprise occurs or does not occur as the victor wishes.
   d. A "competitive" roll is made as in (c), but party B is given the disadvantageous modifiers listed above in (b). Party A must score a 1-8, whereas party B must achieve a 1-5 in order to obviate the surprise of the ambush.
3. The "Audibility roll" (Sec. 2.728 (3, a and b)) is employed when sighting is impossible but the other party may be heard: e.g. in an adjoining room, around a corner (and not revealed by torches or illumination of their own), hidden in a forest, etc. The same options apply as in (2), above, depending upon the group's gaming style.
4. In cases where both seeing and hearing are possible (e.g. when one party is creeping up through underbrush to attack another, with weapons and armour jingling and bushes crackling underfoot), the referee may require *both* a "Visibility roll" and an "Audibility roll." The options given in (2), above, apply, but party A must then win both rolls in order to achieve surprise.

If surprise is obtained, the character or party gaining it has one "free" combat round in which to act before the opponents can do anything at all. The latter cannot move or perform other actions during this round. They must stand and receive missile fire or hostile spells, or if the "surprisers" are within reach range (see below), they may be struck at in melee and get no blow in return. Anyone killed, stunned, incapacitated by wounds, or immobilised by magic cannot react in any way: he/she is *hors de combat* and is unable even to make a feeble plea for Divine Intervention (Sec. 2.725 (2)). A surprised person or being struck by a spell is still allowed a "Magical Resistance factor roll," however; cf. Sec. 2.725 (1).

2.822. INITIATIVE.

If there is no surprise, or if the surprise round has been completed, the order of initiative is next established: the right to act first during a combat round. This simulates better preparedness and quicker reactions—as well as "the fortunes of the battlefield."

Achieving initiative in this combat system is largely a matter of chance. Everyone in both parties (including slaves and other noncombatants who may wish to get out of the way, flee, cower, or defend themselves as best they can) rolls a D20 at the start of each round. The highest score acts first, followed by the next highest, and so on down to those who have rolled lowest. If two or more characters throw the same number, their actions are simultaneous and may require "plotting" if both are moving and if their paths intersect.

Going from highest to lowest, thus, each character in turn performs his/her actions for the round. As these are resolved, those farther down on the initiative "roster" may take heed of prior actions and respond to their best advantage.

A fighter engaged by two or more opponents (up to a maximum of four) must score higher than any of them in order to strike first. For example, Chargésh hiVríddi rolls a 12, while the three Milumanayáni bandits he is fighting score a 9, an 8, and a 13. The last foeman strikes first, followed by Chargésh, and then the two remaining opponents get their chances. During his initiative "turn," however, Chargésh can allocate his defense (his shield) to a later opponent. See (12) in the second list in Sec. 2.823.

An exceptionally dexterous character (one who has 6 or 7 Action points; cf. Sec. 2.710) can strike two blows in one round—or even three with a dagger. All of these must be struck when one's initiative "turn" comes up. Chizú Kurdéq, the famous Yán Koryáni knife-fighter, has 7 Action points, and if she gets the initiative, she can strike three times at an opponent before he/she can do anything in return. Multiple blows must all be directed against the same opponent, however; cf. (1) in the second list in Sec. 2.823.

In this combat system there is just one factor which supersedes the initiative roll: weapon length. In the first round *only* of hand-to-hand melee the fighter with the longer weapon automatically strikes first. In subsequent rounds the initiative roll is used, as it is when the combatants are armed with weapons of the same length. Weapon length is irrelevant to those not involved in the melee, of course, and a pikeman can be downed from some distance away by an archer or a magic-user before his initiative "turn" comes to strike at a foe within reach range (see below). In descending order, from the longest to the shortest, weapon length groups are as follows:

Weapon length group			
Weapon	Length group	Weapon	Length group
Pike	1	Long one-handed weapon*	7
Long spear	2		
Short thrusting spear	3	Short one-handed weapon	8
Polearm, halberd, etc.	4	Knife, dagger, "The Springing Doom"	9
Quarterstaff	5	All others**	10
Two-handed weapon	6		

*Including Florentine-style fighting, although if only the dagger is used, length group 9 is employed instead

**Many assassin weapons are not true melee weapons at all and thus have no length group. These include: "The Teeth of the Demon Tomúa," "The Dance of Peril," "The Tender Companion," and "The Worms of Death." "The Collar of Forever" is classed in length group 10. Cf. Sec. 2.2313.

A character killed, stunned, or incapacitated during another character's prior initiative "turn" gets no chance to strike, shoot, cast a spell, or act in any way. If he/she/it is still conscious and is a psychic magic-user, a psychic spell may indeed be cast—but not a ritual spell, since this requires the free and active use of the hands and certain bodily postures and motions.

2.823. COMBAT ACTIONS.

A character not engaged in hand-to-hand melee during a combat round may do one of the following:

1. Stand and fire missiles or spells. At the time one's initiative "turn" comes up, a target must be within range and also within one's "line of sight": i.e. an arc extending forwards at a 45 degree angle from the front corners of the character-figure's base front (Sec. 2.652). If miniature figures or markers are not used, then this "line of sight" must be decided by the referee.
2. Turn or manoeuvre as one wishes and then stand and fire a missile or a spell (either ritual or psychic), provided that one has the Action points needed to do this within one round (Sec. 2.710) and also provided that one is not within reach range (Sec. 2.824) of an opponent at any time during the round and hence technically "in melee." Targeting is within the "line of sight"; cf. (1), above.
3. Advance towards contact with the foe at whatever speed one wishes (and possible for one's character). Actions permitted while moving are specified in Sec. 2.710. It is important to state that one cannot move and strike a blow in the same combat round except as stated in (5) and (9) in the following list.
4. Advance in a "dodging rush" towards the foe. This is done at the fastest speed possible for the character (Secs. 2.641 and 2.651), but one can then cover only HALF of the listed distances. This gives a missile-firer a modifier of −3 to his/her Combat Value when shooting at the "rusher" during the round, and it adds a +3 to the "Magical Resistance factor" of the "rusher" against hostile spells (Secs. 2.810 and 2.725 (1)). Each combat round at the "dodging rush" speed must be followed by another at some other speed, or by a round of standing still. A "rusher" who moves into an opponent's reach range during the round can strike no blow at this time but must await the initiative roll at the start of the following round. He/she then receives a modifier of +1 to his/her initiative roll score for the first round of melee only.
5. An unengaged missile-firer or magic-user who has no target within range and line of sight when his/her initiative "turn" comes, and who performs *no* other action during the round, may opt to take "pass-through fire" at any foe entering his/her range and line of sight later in the round. For this purpose, the "line of sight" has no arc to either side but consists of a line drawn directly forward from the centre of the character-figure's base front. Any foeman entering this zone may be fired upon. One may not shoot or cast a spell at an enemy whose initiative "turn" has come up before one's own and who is no longer within range and line of sight when one's "turn" occurs.

A character who is within reach range (see Sec. 2.824) of an opponent during a combat round may engage in melee. Details are:

1. Strike one or more blows with a hand weapon; cf. Secs. 2.710 and 2.822. One may strike forward only within one's line of sight (cf. (1), above). If one has the Action points, one may turn to strike at a foeman to the side or even completely behind oneself; this requires a high Dexterity factor, of course; see Sec. 2.710. A character whose Dexterity allows him/her to strike multiple blows must strike all of these at the same opponent. One cannot split one's attacks amongst several foes. It must be emphasized that nothing back of one's line of sight may be struck at without paying the Action point needed to turn (Sec. 2.710). This applies to most bipedal species and to creatures with vision organs placed frontally in an upper head. Some races require special comment, however:
   a. The Ahoggyá, the Nyaggá, and a number of animals and other entities of Tékumel have organs of vision all around their bodies. Their line of sight thus extends out in all directions.
   b. An animal which employs its mouth as its primary weapon, and claws, tentacles, etc. as secondary weapons may strike with the latter at an opponent behind its line of sight. This is done within a 90 degree arc measured from the centre of its base. A modifier of −1 is

applied to the creature's Combat Value when it strikes such a blow behind its actual line of sight, however.

c. A creature which has a snake-like body and which fights by enmeshing an opponent in its coils also has a 90 degree line of sight extending out to its front and sides. No Action point need be paid to strike at a foe within this zone.

d. An animal whose head is mounted on a long, flexible neck has a 360 degree line of sight. Still other vision arrangements will be mentioned in the descriptions in the referee's Sections.

2. Nonhumans who have more than one pair of hands (e.g. the Ahoggyá, Páchi Léi, Pé Chói, Ssú, and various animals) may strike at one or two opponents within their lines of sight separately. This is done at the appropriate Combat Value for each weapon used. An Ahoggyá may hit at a third opponent during the same combat round, but this is struck at a modifier of −2. No more than three opponents may be attacked during a round by such a being, no matter how many limbs it possesses.
3. Races which strike with their tails (e.g. the Hláka, Hlûss, Shén, and many animals) have a "rear" line of sight extending out at a 45 degree angle from the back corners of their bases. A few creatures which can strike over their heads at an opponent in front (like the scorpion of old Earth) will be noticed in the referee's Sections. A "tail blow" is struck at the being's basic physical Combat Value (Sec. 2.810). No bonus is added for Warrior or Soldier skill competences. See also Sec. 2.710.
4. Fire a psychic spell; cf. Sec. 1.620 and the Sections on magic. A ritual spell cannot be cast at all while in hand-to-hand combat, unless the sorcerer has the Action points (Sec. 2.710) to move out of contact, is not followed up by any opponent, and then stands still to cast the spell with hands and body free to perform the requisite gestures. Ritual sorcery is much safer at longer ranges!
5. Manoeuvre (i.e. move) up to 3 m. This must always be within a forward direction: an arc 45 degrees from the front corners of the character's base front. One cannot manoeuvre directly to the sides or rear, although if one has enough Action points, one may turn (either before or after manoeuvring) and strike a blow. One cannot hit or cast a "touch range" spell (cf. (19), below) and then manoeuvre out of reach range (Sec. 2.824) without allowing the foe to strike back. A character within reach range at any time during a round always has the right to a return blow unless he/she is slain, stunned, or otherwise incapacitated during some opponent's prior initiative "turn."
6. Striking an opponent directly from the rear (i.e. not from an angle on a flank but facing the rear of the opponent's character-figure's base) adds a +3 to the attacker's Combat Value (Sec. 2.810) for that round with the weapon the character is using. Striking a foeman on the unshielded side (usually the right)—again not at an angle but directly facing that side of the figure's base—adds a +1 similarly. This does not apply to animals and those beings whose vision extends farther around their bodies than mankind's (e.g. the Ahoggyá). There is no bonus for any other type of "flank attack."
7. Follow up a retreating opponent, stepping into the space vacated. This counts as manoeuvring; see (5), above. If one is no longer in melee with any opponent, one can move, turn to face another foeman, or perform some other action for which one has the Action points. An unengaged fighter can move at the rates given in Secs. 2.641 and 2.651.
8. Step over a fallen enemy, providing that he/she is no more than twice as big as oneself. This again counts as manoeuvring; see (5), above. Getting past a downed foe who is more than twice one's size (e.g. a large animal) counts as traversing a breast-high obstacle; see Sec. 2.710.
9. Pursue a routing enemy at any speed up to and including sprinting; see Secs. 2.641 and 2.651. A pursuer who catches a foe in flight adds a +3 to his/her current Combat Value. This is the only case in which one may move at the rates given in Sec. 2.641 and 2.651 and still strike a blow in the *same* combat round. (Otherwise movement stops, and both fighters must await the initiative roll at the start of the next round.) If a pursued foeman turns at bay, combat continues normally. The pursued character may also continue to flee, and if he/she is caught again this same paragraph once more applies.
10. Stop to kill an incapacitated or unconscious foe. The attacker uses the "Hitting with Total Surprise" table in Sec. 2.825. A shield provides no cover for the defender, but medium or heavy armour does help; cf. Sec. 2.825. See (14), below, for attacks against a conscious, still active character who is lying prone.
11. Defend only and strike no blow during the round. One who "defends" in this way can perform no other action during the round. A modifier of −3 is applied to each opponent's current Combat Value. A character who carries a medium or large shield (but not a small targe) can also "defend" against missiles, gaining the same benefit. "Defending" is useless against hostile spells, however.
12. Although all of one's blows (Sec. 2.710) must be struck against the same opponent, one can use a shield to protect oneself against a different foeman in a multiple melee. (This does not count as "defending," of course, since one is striking during the round.) Should Chargêsh be attacked by three assailants, for example, he can hit at one and use his shield to defend against another—the one he thinks may be the most dangerous. He counts as shieldless against all foes except the one against whom he allocates his shield's protection. One can also "save" one's shield to defend against an opponent whose initiative "turn" has not come up yet. During one's own "turn," thus, one can strike a blow and at the same time announce that one is using one's shield against a foe within manoeuvring range, an archer, etc. whose "turn" will occur later in the round.
13. Dive for cover; cf. Sec. 2.710. This can be done only during one's initiative "turn," and one can do nothing if one is killed, stunned, etc. during some opponent's prior "turn." One can also "save" this action and use it later in the round against an opponent whose "turn" has not yet come up (see (12), above). One must specify the opponent and the action, however: e.g. "If that sorcerer casts a spell at me, I'm diving for cover." An opponent within reach range is allowed one free blow against one who dives for cover, even if the latter has already performed this action earlier in the round. This is struck at a modifier of −5 to the opponent's current Combat Value. A missile-firer who shoots at a character who has dived for cover earlier in the round fires at a modifier of −5 to his/her Combat Value, and if a magic-user casts a spell at the character, the latter is given a +5 to his/her "Magical Resistance factor." One who dives for cover can perform no other actions during the round, and he/she counts as "prone" (see (14), below) at the start of the following round. Diving for cover denotes an emergency panic reaction and allows no time to plan or gain an advantageous position.

14. A physical attack against a prone character is made at a modifier of +5 to the assailant's current Combat Value. (See below for hitting with a "touch range" spell.) A missile-firer receives a modifier of −3 when shooting at a prone character (the effects of "cover" are discussed later), and a prone person is given a modifier of +3 to his/her "Magical Resistance factor" (Sec. 2.725 (1)) against hostile spells fired from beyond "touch range" distance. A prone character cannot "defend" (see (11), above), nor can he/she strike a blow with anything longer than a short one-handed weapon against an opponent who is standing over him/her. A dagger or knife thrust is allowed against a foeman who stoops to loot, inspect the "body," or cast a "touch range" spell, provided that the weapon is in the prone character's hand or immediate reach. (Getting it from a belt scabbard costs Action points; cf. Sec. 2.710.) A prone character strikes all blows at a modifier of −3 to his/her current Combat Value with the weapon used. A prone person may fire an "Eye" or even cast a psychic spell at a target within range and line of sight; cf. (4), above.
15. The modifiers given in (14) become a +3, a −2, and a +1 respectively when an attack is made against a character who is crouching, sitting, or kneeling. Such a character can "defend" (see (11), above) or even strike a blow (only one, however, no matter how many Action points he/she may have—unless he/she gets up first and still has the Action points to strike more than once, a thing possible only while under the influence of certain spells). A blow struck by a crouching, sitting, or kneeling character is made at a modifier of −2 to his/her current Combat Value as long as he/she remains in the non-erect position.
16. Retreat up to 2 m per round facing the enemy. If the foe follows up (see (7), above), melee continues as before. If not, then combat is broken off. A retreating character must pay Action points to look around (Sec. 2.710); otherwise he/she may stumble over obstacles behind, step back upon his/her comrades, etc., causing disorder.
17. Turn to flee. Turning around costs 2 Action points (Sec. 2.710), and one may spend further points on manoeuvring (see (5), above). Any foeman originally within reach range is nevertheless permitted a free blow (in addition to his/her regular blow[s] struck during his/her own initiative "turn") at the fleeing character's back at a modifier of +3 to his/her current Combat Value. If the fleeing person wins the initiative roll in the following round, he/she may run away at any permissible speed (Secs. 2.641 and 2.651). The victor may pursue (see (9), above), as may any other unengaged foemen. The latter also receive the +3 modifier if they catch the fugitive during pursuit. If, on the other hand, the routing character loses the initiative roll in the round after he/she turns to flee, the victor gets a second free blow at his/her back at the same +3 modifier. Movement then occurs, and the winner has the option of pursuit or of performing other actions.
18. Grapple the foe. A character who wins the initiative roll (but not one who loses it to the opponent he/she intends to grapple) may announce his/her intention to grapple. Both fighters then make a "competitive Dexterity roll" at the "Difficult test" level (Secs. 2.723 and 2.7211). If the attacker wins (or if the foe also wishes to grapple and does not contest the action), grappling takes place. If he/she loses this roll to an unwilling opponent, the latter avoids grappling and may strike at the attacker at a modifier of +1 to his/her current Combat Value. If grappling occurs, subsequent rounds are fought as usual, but only the following weapons may be used: fisticuffs and brawling, wrestling, the unarmed martial arts, dagger/knife-fighting, and "The Springing Doom" (Secs. 1.960, 2.2313, and 2.2317). Psychic spells and "Eyes" may also be employed. Longer weapons must be dropped. It costs 3 Action points to obtain a knife or dagger from a belt-scabbard (Sec. 2.710), and one who tries to do this while grappling must make a "Dexterity roll" at the "Harder test" level (Sec. 2.723). If this roll fails, he/she forfeits the chance to strike, defend, or otherwise act during that round. One cannot extract an "Eye" or other article from a belt-pouch or sack while grappling. A grappler must have both hands free, moreover; he/she must either be shieldless or else pay the 2 Action points needed to drop his/her shield during the first round of grappling. Against a fighter who retains a weapon or other item in his/her hand longer than a dagger, a grappler strikes all of his/her blows during the round at a modifier of +1 to his/her current Combat Value in the close-combat skill (listed above) he/she is employing.
19. Cast a "touch range" spell. Certain spells are activated only by physically touching the opponent. Armour (except "enchanted" steel; cf. Sec. 2.725 (j)), clothing, or even a shield offers no protection. A magic-user who casts such a spell makes a "competitive Dexterity roll" at the "Very difficult test" level (Secs. 2.723 and 2.7211) against the opponent. If this roll fails, the opponent avoids the touch and may strike at the spell-caster during his/her next initiative "turn" at a modifier of +1 to his/her current Combat Value. If the magic-user wins the roll, the spell takes effect, and the opponent's only defence is his/her "Magical Resistance factor roll"; cf. Sec. 2.725 (1). The magic-user's level of difficulty is reduced to the "Harder test" level against a foeman who is crouching, sitting, or kneeling, while the latter's level of difficulty remains the same. Similarly, a sorcerer who casts a "touch range" spell upon a prone person makes the "Dexterity roll" at the "Easy test" level, whereas the opponent's roll is again unchanged.
20. Hit with the shield. A character who is carrying a shield and who has the one necessary sub-skill level in its use (Sec. 2.2317) may strike with the shield as a weapon. The "shield-striker" makes a "Height-Build-Strength roll" at the "Real challenge" level (Sec. 2.721). If this fails, he/she counts as shieldless during the opponent's next initiative "turn," and he/she also automatically loses the initiative roll against this opponent during the subsequent round. If the shield-hit succeeds, the opponent makes a "Height-Build-Strength roll" at the "Very difficult test" level. If this is successful, the shield-hit is blocked or parried, and both fighters strike their blows as usual. If the opponent fails this roll, he/she rolls a D10:

Shield-hits

Die score	Result
1-2	The opponent cannot strike during the current round (if he/she has not already done so in a prior initiative "turn"). No other damage results
3-6	As above. In addition, the opponent automatically loses the initiative against the "shield-striker" in the subsequent round
7-9	As above under "3-6." In addition, the opponent suffers the loss of 1-2 Body Damage Points (randomly rolled)
10	As above under "7-9." In addition, the opponent must make a "Dexterity roll" at the "Very difficult test" level (Sec. 2.723). If he/she fails this roll, he/she is knocked down and counts as a prone person; see (14), above. Beings with more than two

legs (e.g. Ahoggyá), serpent-like bodies, and creatures more than one and a half times the size of the "shield-striker" cannot be knocked down by a shield-hit. They may indeed lose the initiative and also suffer the loss of Body Damage Points. For them, a result of "10" is the same as a roll of "7-9"

21. A character who fights while blind or against invisible foes subtracts −6 from his/her current Combat Value. This same deduction is made by most beings who must fight in pitch darkness. Certain animals and creatures of the Underworlds can see in darkness, however, and are not penalised (though the deduction for blindness and invisible opponents still applies). The Pygmy Folk subtract only a −1 for darkness, the Páchi Léi deduct a −2, and both varieties of Ssú are reduced by −3. The vestigial telepathy of the Pé Chói also helps, and this species thus subtracts a −4. The Hlüss and the Tinaliya may optionally be given a modifier of −5 (instead of −6); their vision is sometimes just a little better than mankind's in darkness.
22. A character who is fighting in Florentine style (Secs. 1.960 and 2.2317) uses his/her Combat Value in this sub-skill rather than the Combat Value he/she has in either the long sword or the dagger separately. A Florentine fighter pays 3 Action points to strike once with each weapon during the same round (Sec. 2.710). A character who has a very high Dexterity factor may thus be able to strike two blows with the sword and two with the dagger during a round, and each of these requires a separate roll to hit (see below). A Florentine fighter may also opt to strike with *either* the sword *or* the dagger alone during a round, and his/her Combat Value in the weapon employed is then used instead of his/her Combat Value in Florentine-style fighting. This art is largely reserved for duelling and is relatively ineffective against armoured opponents because of the lightness of the weapons involved. Certain nonhumans (e.g. the Ahoggyá and Pé Chói) are permitted two blows per combat round (or more, depending upon the being's Dexterity factor; cf. Sec. 2.710), but this does not constitute Florentine-style fighting. The duelling masters of Salarvyá, Pechâno, and Háida Pakála disdain to teach nonhumans (particularly the Ahoggyá) the art of *Arruché* (Florentine-style combat), and very few nonhumans have ever learned this method of fighting; cf. Sec. 1.960.
23. Missiles and spells may be fired from the second rank of a party. A "Dexterity roll" at the "Difficult test" level (Sec. 2.723) is required when the front rank is in melee. If this roll fails, the archer or magic-user has inadvertently struck one (or more in the case of some spells!) of his/her own comrades in front of him/her. If the front rank is not in melee during the round, the difficulty level of this roll is reduced to a "Harder test." If space permits, this problem can be avoided entirely by spreading the party out to leave at least a metre of space open for a person in the second rank to shoot or cast spells. Characters in the third rank of a party cannot fire or cast magic past their comrades at all (unless spaced very far apart). See also Sec. 2.641.
24. A character armed with a pike or a long spear can fight from the second rank of a party in a confined space (e.g. a narrow hallway), but a modifier of −3 is applied to his/her Combat Value with the weapon. Out-of-doors, three ranks of a formed pike phalanx and two of a formation of long-spearmen may fight; cf. Sec. 2.641. In both cases, the second rank then receives a modifier of −1, and the third rank of pikemen is then given a modifier of −3. When pikemen and/or long-spearmen move through confined areas (e.g. passages narrower than 6 m per 3 fighters) or rough terrain (e.g. underbrush, marsh, rocky or steep slopes, etc.), the referee rolls a D10 at the start of each one-minute turn. A score of 9 or 10 indicates that someone has tripped or tangled his/her long and awkward weapon with those of his/her fellows. The erring pikeman or spearman is randomly identified by a dice throw, and he/she and all others in the first two ranks in front of him/her and also in the first rank behind him/her must make a "Dexterity roll" at the "Easy test" level (Sec. 2.723). A character who fails this roll cannot strike, shoot, cast a spell, or perform other actions during that round. A disordered character's movement is also slowed to one quarter of the rates given in Secs. 2.641 and 2.651. Persons behind a character hampered by disorder are of course reduced to the same movement rates and cannot simply slip past. A disordered character may attempt a "Dexterity roll" at the "Harder test" level (Sec. 2.723) at the start of each combat round subsequent to the disorder in order to regain full movement and activity.
25. Characters in a party cannot interchange ranks freely. A fighter in melee must either slay his/her opponent and then retreat to the rear (See (16), above) or else retreat and not be followed up (see (7), above). Unengaged characters can move at the rates given in Secs. 2.641 and 2.651 but must still pay Action points to turn, etc. One who tries to squeeze past a comrade directly in front of him/her in a confined space (e.g. a narrow passage occupied to "capacity"; cf. Sec. 2.641) must make a "Dexterity roll" at the "Easy test" level (Sec. 2.723). If this fails, the action cannot be completed during the round but may be accomplished automatically without a roll in the following round. If the roll succeeds, on the other hand, the character may move past his/her fellow and also attempt to get by a second comrade during the round in the same way. One cannot move forward or backward more than two ranks during a round, unless there is clear space for movement. If attacked while striving to by-pass a companion in a space filled to capacity, both the character moving and others in the rank moved into fight at a modifier of −2 to their current Combat Values during the round.
26. If a character enters (cf. (25), above) a rank already filled to "capacity" (Sec. 2.641), all in the rank fight at a modifier of −2, as stated above. No ritual spell can be cast by a magic-user in such a rank, although psychic spells and "Eyes" can be fired at no penalty. No more than one such "extra" being can be fitted into an area (as defined in Sec. 2.641) at one time. Should this occur, then no one in the crowded rank can strike, shoot, cast spells, or perform other actions until the situation has been alleviated.
27. Characters routing back through a party in a confined space may cause disorder. Each character in a rank which is passed through by a fleeing comrade must make a "Dexterity roll" at the "Easy test" level (Sec. 2.723) in order to remain fully active. If this roll fails, he/she is disordered and must suffer the penalties described in (24), above. Once disordered, a "Dexterity roll" at the "Harder test" level (Sec. 2.723) is needed to return to normal activity. This paragraph does not apply if there is sufficient space between characters in the back ranks for a fleeing person to run through.

2.824. REACH RANGES.

Every character has a zone to his/her/its front within which a blow may be struck. This is the "line of sight"; cf. (1) in the first list in Sec. 2.823. Creatures with organs of vision extending farther around thei bodies, claws or tentacles on the sides of their bodies, prehensile tails, etc. have subsidiary lines of sight and hence reach ranges with these weapons. For the intelligent and semi-intelligent species, a longer weapon extends a fighter's

ability to hit at an opponent within this zone. When miniature figures or other markers are employed as suggested in Sec. 2.651, the reach range becomes important for hand-to-hand combat. If figures are not used, or if a larger scale is preferred, then the reach range must be adjudicated by the referee. At the "true 25 mm scale" (Secs. 2.651 and 2.652), reach ranges are as follows:

Reach ranges

expressed as percentage of the character-figure's base frontage

Weapon[s]	Reach range
Animal's head (or other primary weapon)*	50
Animal's claws, tentacles or other secondary weapon*	25
Prehensile tail used by the species as a weapon**	25
All close-combat weapons: fisticuffs and brawling, wrestling, the unarmed martial arts, dagger/knife-fighting, "The Springing Doom," "The Collar of Forever," etc.	0***
Short one-handed weapons	25
Long one-handed weapons, Florentine-style fighting	50
Two-handed weapons	75
Polearm, quarterstaff	100
Short thrusting spear	125
Long spear	150
Pike	200

*See (1) in the second list in Sec. 2.823.
**See (1) in the second list in Sec. 2.823.
***There is no reach range with these weapons. Figures must be in base-to-base contact, and the attacker must face the opponent frontally in order to strike. One cannot hit at a foe outside of one's line of sight, but since this extends out at 45° angles from the front corners of a figure's base, two fighters whose bases touch only diagonally at the front corners may still engage one another.

Chargésh hiVrĺddi carries both a long one-handed sword and a pike. As a human, his figure's base size is 15 x 20 mm (sec. 2.652). With the sword, his reach range is 50 percent of 15 mm: 7.5 mm. He can strike with his pike at an opponent within his line of sight inside a reach range of 200 percent of 15 mm: 30 mm. If a foeman has the initiative and strikes at Chargésh frontally, the latter has his shield as part of his defence. This is also true of Chargésh' shield-side (his left). On the other hand, should an attacker with the initiative be fortunate enough to get behind Chargśh' line of sight and hit him directly from the right (unshielded) side or the rear, Chargésh cannot turn to face him (until his own initiative "turn" comes up) and has nothing more than his armour to save him from harm, plus his current Combat Value, of course (see Sec. 2.8210). Chargésh' mediocre Dexterity factor gives him 4 Action points (Sec. 2.710); this is sufficient to turn 45° in either direction during his own initiative "turn" and still strike with a weapon.

Chargésh also has a dagger. Many opponents would gain the initiative over him automatically because of the weapon length factor (Sec. 2.822), but if Chargésh does not have to turn or perform any other action during the round, his 4 Action points are enough to let him strike two blows with this against a foeman in base-to-base contact and within his line of sight. A dagger is not overly useful against an armoured opponent, of course.

2.825. HITTING WITH TOTAL SURPRISE.

An attacker who catches an opponent asleep, intoxicated, or otherwise unable to defend himself/herself and who achieves complete surprise (Sec. 2.821 (1)) uses the following table to hit. He/she must specify whether the blow is meant to wound/kill or whether it is intended only to stun the victim. In the latter case, a blow aimed to render a character unconscious may accidentally do full damage. For every successful hit made on the table below, a D10 is rolled, and a score of 1 indicates that the weapon has unintentionally struck too hard. A "kill" result automatically slays the victim, while a "wound" does the weapon damage listed in Sec. 2.829.

Since the attacker can choose where and how to strike, the victim's armour is of little use. A character in medium armour subtracts −1 from the attacker's die score on the following table, while a person sleeping (etc.) in heavy armour reduces the score by −2. See Sec. 2.320 for armour definitions.

In order to hit a character caught sleeping or otherwise "Totally surprised," the attacker rolls a D10.

Die scores and effects

Attacker's Combat Value	Kill/render unconscious	Wound/temporarily stun	Miss/strike an ineffective blow
up to 0	1	2-3	4-10
1-6	1-2	3-5	6-10
7-12	1-3	4-7	8-10
13-18	1-4	5-9	10
19-24	1-5	6-10	—
25-up	1-6	7-10	—

Unconsciousness lasts from 1 to 20 minutes. The referee rolls a D20 and keeps its score secret from the players. A victim remains temporarily stunned for 1 to 10 minutes, and a D10 is rolled similarly.

A foe who survives the "total surprise" blow subtracts a −2 from his/her initiative roll score (Sec. 2.822) in the next round and fights with a modifier of −3 to his/her current Combat Value with any weapon in his/her hand or within immediate reach. Action points must be paid to draw a scabbarded weapon or reach one farther away; cf. Sec. 2.710. No modifiers are applied in subsequent rounds.

In situations where surprise is less than total (e.g. entering a room or rounding a corner to find an enemy there, catching a guard from behind as he/she makes the rounds, attacking from a prepared ambush, and in almost all other situations where some resistance is possible) the table above is not employed. A character or party with surprise has one free round in which to act (Sec. 2.821). Blows, missiles, etc. are resolved as shown in the following Sections. There are no further penalties, and melee proceeds normally once the surprise round has been completed.

2.826. HITTING IN HAND-TO-HAND COMBAT.

Hitting with a melee weapon is accomplished by cross-referencing the Combat Values (modified as necessary) of the attacker and the defender in the table below and rolling D100. A score within the listed range denotes a hit, and anything above this is a miss. Each blow is resolved in this fashion. As the round proceeds through the roster of characters from the highest to the lowest initiative scores, those whose "turns" come later may have to modify their Combat Values to take opponents' actions into account, allow for wound damage to themselves, and the like. One may change one's mind about one's actions as often as desired during a round—until one's initiative "turn"

occurs; at this point one must act, and thereafter the action[s] cannot be changed or rescinded.

A character's Combat Value is established as shown in Sec. 2.810. Modifiers presented in other Sections are recapitualated below, together with their Section and paragraph numbers, for ease of reference.

Hand-to-hand combat modifiers

Modifier	Circumstance
Various	Encumbrances; Sec. 2.811
Various	Fatigue; Sec. 2.812
– 1	(Animal) striking behind its line of sight with a claw, tentacle, or other "secondary weapon"; Sec. 2.823, list 2, 1, b)
– 2	(Ahoggyá) attempting to strike a third blow during a round; Sec. 2.823 (list 2, 2)
No Soldier or Warrior bonus	(Intelligent species, such as the Hláka, Shén, etc.) with a prehensile tail; Sec. 2.823 (list 2, 3)
+ 3	Hitting directly from the rear; Sec. 2.823 (list 2, 6)
+ 1	Hitting directly on the unshielded side; Sec. 2.823 (list 2, 6)
+ 3	Hitting at a fleeing foe caught in pursuit; Sec. 2.823 (list 2, 9)
Use Surprise Hitting table	Hitting at an unconscious or otherwise totally incapacitated foe; Sec. 2.823 (list 2, 10)
– 3	Hitting at a foe who is "defending"; Sec. 2.823 (list 2, 11)
– 5	Hitting (a free blow) at a foe who is diving for cover; Sec. 2.823 (list 2, 13)
+ 5	Hitting at a prone opponent; Sec. 2.823 (list 2, 14)
– 3	Hitting while oneself prone; Sec. 2.823 (list 2, 14)
+ 3	Hitting at an opponent who is crouching, sitting, or kneeling; Sec. 2.823 (list 2, 15)
– 2	Hitting while oneself crouching, sitting, or kneeling; Sec. 2.823 (list 2, 15)
+ 1	Hitting at an opponent who has tried to grapple and failed; Sec. 2.823 (list 2, 18)
+ 1	Hitting at a foe who grapples while retaining a shield, a weapon longer than a dagger, or other large object in the hand; Sec. 2.823 (list 2, 18)
+ 1	Hitting at a magic-user who has failed to make contact with a "touch range" spell; Sec. 2.823 (list 2, 19)
– 6	Hitting while blind, against invisible foes, or in pitch darkness; Sec. 2.823 (list 2, 21). Different modifiers are given in the same paragraph for various nonhuman species.
– 3	Hitting with a long spear or a pike in a confined space; Sec. 2.823 (list 2, 24)
– 1	Hitting with a pike or a long spear from a second rank in an out-of-doors engagement; Sec. 2.823 (list 2, 24)
– 3	Hitting with a pike from the third rank in an out-of-doors engagement; Sec. 2.823 (list 2, 24)
– 2	Hitting from a rank containing more characters than space allows; Secs. 2.651 and 2.823 (list 2, 25 and 26)
– 3	Hitting during the round after one has been "totally surprised" (e.g. asleep); Sec. 2.825
– 1	Suffering from a "Minor wound" (a loss of 10-25% of one's Body Damage Points); Sec. 2.8211
– 3	Suffering from a "Serious wound" (a loss of 26-50% of one's Body Damage Points); Sec. 2.8211
– 5	Suffering from a "Grave wound" (a loss of 51-75% of one's Body Damage Points); Sec. 2.8211
– 7	Suffering from a "Critical wound" (a loss of 76-90% of one's Body Damage Points); Sec. 2.8211
– 10	Suffering from a "Fatal wound" (a loss of 91-99% of one's Body Damage Points)—at 100% loss the character is dead; Sec. 2.8211
– 1	Shaken morale; Sec. 2.8212
– 3	Demoralised; Sec. 2.8212

The table for hitting in hand-to-hand combat is as follows:

Hitting in hand-to-hand combat

Attacker's Combat Value	Defender's Combat Value & dice score ranges to hit			
	– 9 down	– 8 to – 6	– 5 to – 3	– 2 to 0
– 9 down	01-40	01-30	01-20	01-10
– 8 to – 6	01-45	01-35	01-25	01-15
– 5 to – 3	01-50	01-40	01-30	01-20
– 2 to 0	01-55	01-45	01-35	01-25
1-3	01-60	01-50	01-40	01-30
4-6	01-65	01-55	01-45	01-35
7-9	01-70	01-60	01-50	01-40
10-12	01-75	01-65	01-55	01-45
13-15	01-80	01-70	01-60	01-50
16-18	01-85	01-75	01-65	01-55
19-21	01-90	01-80	01-70	01-60
22-24	01-95	01-85	01-75	01-65
25-27	01-99	01-90	01-80	01-70
28-30	01-99*	01-95	01-85	01-75
[cont.]	1-3	4-6	7-9	10-12
– 9 down	01-05	01-04	01-03	01-02
– 8 to – 6	01-10	01-05	01-04	01-03
– 5 to – 3	01-15	01-10	01-05	01-04
– 2 to 0	01-20	01-15	01-10	01-05
1-3	01-25	01-20	01-15	01-10
4-6	01-30	01-25	01-20	01-15
7-9	01-35	01-30	01-25	01-20
10-12	01-40	01-35	01-30	01-25
13-15	01-45	01-40	01-35	01-30
16-18	01-50	01-45	01-40	01-35
19-21	01-55	01-50	01-45	01-40
22-24	01-60	01-55	01-50	01-45
25-27	01-65	01-60	01-55	01-50
28-30	01-70	01-65	01-60	01-55
[cont.]	13-15	16-18	19-21	
– 9 down	01*	01	01	
– 8 to – 6	01-02	01	01	
– 5 to – 3	01-03	01-02	01	
– 2 to 0	01-04	01-03	01-02	
1-3	01-05	01-04	01-03	
4-6	01-10	01-05	01-04	
7-9	01-05	01-10	01-05	
10-12	01-20	01-15	01-10	
13-15	01-25	01-20	01-15	
16-18	01-30	01-25	01-20	
19-21	01-35	01-30	01-25	
22-24	01-40	01-35	01-30	
25-27	01-45	01-40	01-35	
28-30	01-50	01-45	01-40	

[cont.]	22-24	25-27	28-30
-9 down	01	01	01
-8 to -6	01	01	01
-5 to -3	01	01	01
-2 to 0	01	01	01
1-3	01-02	01	01
4-6	01-03	01-02	01
7-9	01-04	01-03	01-02
10-12	01-05	01-04	01-03
13-15	01-10	01-05	01-04
16-18	01-15	01-10	01-05
19-21	01-20	01-15	01-10
22-24	01-25	01-20	01-15
25-27	01-30	01-25	01-20
28-30	01-35	01-30	01-25

*The table may be progressed further. There must always be at least a 1% chance to hit—and a 1% chance to miss.

A score of 100 on the previous table denotes an accident. A D10 is rolled:

Accidents in hand-to-hand combat

Die score	Effect
1	The fighter fumbles and loses the initiative against all melee opponents in the next combat round
2	The fighter's shield strap breaks. The shield is dropped, and no repair can be effected during the battle. Thereafter 1-10 one-minute turns are needed to restore the strap. If no shield is carried, this result is treated as a score of "1"
3	The fighter drops his/her current weapon. 3 Action points must be expended to pick it up again during the following round
4	The weapon flies out of the fighter's hand and lands 1-5 m away (randomly rolled). One combat round is needed to go and pick it up, plus an expenditure of 3 Action points. (The fighter may opt to draw another weapon, retreat, etc.)
5	The hilt/haft of the weapon breaks. The weapon is unusable for the remainder of the battle and requires 11-20 minutes (10 + a D10) to repair afterwards, providing that replacement parts are available
6	The weapon's blade (etc.) breaks, and it can only be repaired by an armourer. A "confirming roll" of a D10 is permitted for steel weapons, however: 1-7 = no breakage, and the result is the same as a score of "5"; 8-10 = the weapon breaks. An enchanted steel weapon breaks only on a "confirming roll" score of 10
7	The fighter accidentally strikes himself/herself. He/she suffers the loss of 1-2 (randomly rolled) Body Damage Points. He/she also loses the initiative to all melee opponents in the following round
8	As for a result of "7," except that the fighter suffers the full damage normally done by the weapon; cf. Sec. 2.829
9	The fighter accidentally strikes a comrade (randomly rolled from those within reach range and line of sight), causing a loss of 1-2 (randomly rolled) Body Damage Points. If no companion is within this zone, this result is treated as a score of "7"
10	The fighter accidentally strikes a comrade within reach range but within a 360° arc—a wild swing! The weapon does its full damage. If no companion is within this zone, this result is treated as a score of "8"

2.827. HITTING WITH MISSILE WEAPONS.

The most important factor in hitting a target with a missile weapon is the firer's skill. The target's Combat Value is irrelevant. The firer thus applies any pertinent modifiers from the lists below to his/her Combat Value with the weapon, finds this Combat Value in the table below, and rolls D100 against the appropriate range column. A result within the listed dice range indicates a hit; anything above this is a miss.

The following modifiers are listed in other Sections:

Modifiers for missile fire

Modifier	Circumstance
Various	Encumbrances; Sec. 2.811
Various	Fatigue; Sec. 2.812
-3	Shooting at an opponent who is advancing in a "dodging rush"; Sec. 2.823 (list 1, 4)
-3	Shooting at a foe who is "defending"; Sec. 2.823 (list 2, 11)
-5	Shooting at a foe who is diving for cover during the round; Sec. 2.823 (list 2, 12)
-3	Shooting at a foe who is prone; Sec. 2.823 (list 2, 14)
-2	Shooting at a foe who is crouching, sitting, or kneeling; Sec. 2.823 (list 2, 15)
-6	Shooting while blind, against invisible foes, or in pitch darkness; Sec. 2.823 (list 2, 21). Different modifiers are given in the same paragraph for various nonhuman species
-2	Shooting from a rank containing more characters than space allows; Secs. 2.651 and 2.823 (list 2, 25 and 26)
-3	Shooting during the round after one has been "totally surprised" (e.g. asleep); Sec. 2.825
-1	Suffering from a "Minor wound" (a loss of 10-25% of one's Body Damage Points); Sec. 2.8211
-3	Suffering from a "Serious wound" (a loss of 26-50% of one's Body Damage Points); Sec. 2.8211
-5	Suffering from a "Grave wound" (a loss of 51-75% of one's Body Damage Points); Sec. 2.8211
-7	Suffering from a "Critical wound" (a loss of 76-90% of one's Body Damage Points); Sec. 2.8211*
-10	Suffering from a "Fatal wound" (a loss of 91-99% of one's Body Damage Points)—at 100% loss the character is dead; Sec. 2.8211*
-1	Shaken morale; Sec. 2.8212
-3	Demoralised; Sec. 2.8212

*When wounded to this extent a character may not reload and/or fire any type of bow or sling. He/she retains sufficient strength to fire a loaded crossbow or artillery piece but not to reload it—or to alter the aim of the latter. Thrown missile weapons also cannot be used by a character suffering from a "Critical" or "Fatal" wound.

The above modifiers are cumulative. In addition, the following special modifiers are applied to the resolution of missile fire.

Special modifiers for missile fire

Modifier	Circumstance
+3	The target is much larger than a human: e.g. a very large animal
+2	The target is somewhat larger than a human: e.g. an Ahoggyá, Shén, or Black Ssú
−2	The target is somewhat smaller than a human: e.g. a Tinaliya or one of the Pygmy Folk
−3	The target is much smaller than a human: e.g. a small animal
−5	The target is very small: e.g. a little snake, a large insect
−3	It is raining or foggy; Sec. 2.612. Dense fog produces the same −6 modifier as does darkness (above)
−2	The target is moving at a rate faster than "Fast Walk"; Sec. 2.641
−3	The target is flying (e.g. a Hláka, a foeman under the influence of a flying spell, various aerial creatures, etc.). This does not apply to a target hovering in the same location in the air. This modifier is not cumulatively added to the previous one; only the appropriate one of these two modifiers is utilised
−2	The firer is moving at a rate faster than "Walk"; Sec. 2.641
−3	The firer is flying (e.g. under the influence of a spell, in an aircar, etc.). This does not apply to the Hláka or to any other winged species, nor is it applicable to one who is only hovering in one place in the air. Again, either this modifier or the previous one is employed, whichever is relevant—but not both
−1	The firer himself/herself is being fired upon by missiles during the round in which he/she shoots
−3	The firer is the target of hostile magic during the round in which he/she shoots. This and the preceding modifier are cumulative
−10	The target is involved with one or more of the firer's comrades in hand-to-hand melee. If the shot misses, a D10 is rolled: 1-5 = another character within 2 m (i.e. a 4 m circle) of the original target is struck (diced for randomly); 6-10 = the shot misses entirely (but see below). This does not apply to shooting into an unengaged flank or the rear ranks of an enemy party, provided that the firer has a clear shot or is on ground high enough above his companions to shoot over their heads
−7	The firer is using "indirect fire," shooting in a high arc over his/her friends (or an intervening enemy unit) in order to hit unseen foe beyond. The firer must have some means of knowing approximately where the enemy is, of course. If a hit is scored, any character within 3 m (i.e. a 6 m circle) of the originally designated target may be hit (diced for randomly): e.g. an archer indicates enemy soldier A and scores a hit. B and C are within range on either side of A. The archer rolls randomly to see whether A, B, or C is struck. Indirect fire is limited to the various types of bows, crossbows, and slings, but not other weapons. See below for artillery.

A missile may miss a front rank target and still strike another directly behind (out to the limit of the missile's range). For a "missed shot," a straight-edge is used to see who may be hit, and a D10 is rolled for each possible target in turn until someone is hit or the shot misses all targets: 1-3 = the shot hits the accidental target; 4-10 = the shot misses and continues on its course. This same die roll is important for multiple targets struck by artillery fire; cf. Sec. 2.829.



Kurt Hills archer
cap of *Chlén*-hide disks sewn on leather, hair in club at back, two braids in front; leather tunic, arm dagger, cloth kilt, wrapped leather leggings and sandals, woven leather rations pouch

During the first round of hand-to-hand combat a missile-firer may still shoot, provided that his/her initiative "turn" comes up before that of any melee opponent. Thereafter a missile weapon cannot be fired or thrown as long as the firer is engaged in hand-to-hand fighting; cf. Sec. 2.710.

Three ranges are provided for most missile weapons. Any distance from the firer to the first number is "short range"; from just over this number out to the second number is "medium range"; and from just beyond the second number out to the third number constitutes "long range." Missiles either do not travel beyond "long range" or else are ineffective.

Four range numbers are given for the onager and the trebuchet. These artillery weapons fire in a high arc and cannot hit a target too close to them. The first number is thus the closest range within which a hit is possible, the second the end of "short range," the third the end of "medium range," and the fourth the outer limit of "long range."

Ranges are presented in four scales: (a) the true distance in metres; (b) the "buildings and Underworlds" scale of one graph-paper square or hexagon = 3 m; cf. Sec. 2.641; (c) the "true 25 mm" scale of 15 mm = 1 metre; cf. Sec. 2.651; and (d) the "small wargaming" scale of 5 mm = 1 metre; cf. Sec. 2.660. Distances are given in squares/hexagons for the "buildings and Underworlds" scale and in centimetres for the 15 mm and 5 mm scales.

Missile weapon ranges

Weapon[s]	Scales and ranges			
	Metres	1 square/hexagon = 3 metres	15 mm = 1 metre	5 mm = 1 metre
"The Whisperer," "The Summoner upon the Way"	5*	2	8	3
Dagger/knife, javelin, dart, throwing spear, bolas, blowgun, "The Deliverer from Existence," other hand-hurled objects	10/20/30	3/7/10	15/30/45	5/10/15
Staff-sling, "Pa'íya's Kiss"	50/90/110	17/30/37	75/135/165	25/45/55
Sling**	60/90/120	20/30/40	90/135/180	30/45/60
Short bow	30/75/90	10/25/30	45/113/135	15/38/45
Longbow	60/150/200	20/50/67	90/225/300	30/75/100
Composite bow	75/130/210	25/43/70	113/195/315	38/65/105
Light crossbow	60/120/180	20/40/60	90/180/270	30/60/90
Medium crossbow	70/150/190	23/50/63	105/225/285	35/75/95
Heavy crossbow	80/160/200	27/53/67	120/240/300	40/80/100
Very heavy crossbow, small ballista	100/170/210	33/57/70	150/255/315	50/85/105
Medium ballista	150/210/300	50/70/100	225/315/450	75/105/150
Large ballista	170/220/360	57/73/120	255/330/540	85/110/180
Small onager	30/100/300/350	10/33/100/117	45/150/450/525	15/50/150/175
Medium onager, small trebuchet	40/120/320/380	13/40/107/127	60/180/480/570	20/60/160/190
Large onager	50/130/380/400	17/43/127/133	75/195/570/600	25/65/190/200
Large trebuchet	50/150/310/360	17/50/103/120	75/225/465/540	25/75/155/180

*Short, medium, and long ranges need not be distinguished for these special weapons of the assassin. The range given here counts as "medium range."

**Slightly greater ranges are possible with a sling using moulded lead shot: perhaps 80/120/150 m. In the three scales employed here these ranges are: 27/40/50; 120/180/225; and 40/60/75.

The times required to string, load, and fire hand-held missile weapons are given in Sec. 2.710. Those for artillery engines will be needed only in a detailed siege scenario, but for completeness' sake they are listed below.

Time needed	Actions
2 T	Reloading a small ballista; it then fires during the first combat round of the third turn
4 T	Reloading a medium ballista or a small onager; it can then fire in the first combat round of the fifth turn
6 T	Reloading a large ballista, medium onager, or small trebuchet, ready to fire in the first combat round of the seventh turn
10 T	Reloading a large onager or a large trebuchet; the machine can then fire in the first combat round of the eleventh turn

The same timings are required to change the aim of an artillery piece by more than 22.5 degrees of a line drawn straight forward from the centre of its base frontage. These times are tripled for trebuchets, since these are not wheeled but constructed on timber foundations.

Even if a hit is scored with an artillery piece, there may be inaccuracies due to the vagaries of the engine. If a hit is made with the ranging shot (i.e. the first shot from a given range at a target), a D10 is rolled: 1-4 = a direct hit is made; 5-10 = the shot misses by 1-5 m (the score of a D10 divided by 2 and rounded up). For shots at the same range and target after the ranging shot, the scores of the D10 are read as follows: 1-7 = a direct hit; 8-10 = a miss by 1-5 m (as above). The direction of the miss from the original target is found by rolling a D10 against the following table:

Artillery inaccuracy

Die score	Direction of the miss*	Die score	Direction of the miss*
1-2	North (i.e. an over-shot)	6-7	South (i.e. under-shot)
3	Northeast	8	Southwest
4	East	9	West
5	Southeast	10	Northwest

*The direction the missile is travelling is arbitrarily "north" on this table.

Bows, crossbows, ballistae, and onagers can be fired in a brisk breeze (but not a stronger wind) by subtracting a −3 from the firer's Combat Value. These weapons cannot be used in rainy weather at all since water damages their strings; cf. Sec. 2.612.

The table for hitting with a missile weapon can now be given. When firing an artillery piece, only the Combat Value of the senior artillerist—the person who is in charge of the engine and who has seen to its loading and aiming—is employed. Anyone, even those with no training whatsoever in the sub-skill of Artillery, can work under the senior artillerist's direction to carry ammunition, winch the hurling arm down, etc.

Hitting with missile weapons

Missile firer's Combat Value	Range distances and dice score ranges to hit*		
	Short range	Medium range	Long range
– 9 down	01-05	01-03	01
– 8 to – 6	01-10	01-05	01-03
– 5 to – 3	01-15	01-10	01-05
– 2 to 0	01-20	01-15	01-09
1-3	01-30	01-15	01-13
4-6	01-40	01-20	01-17
7-9	01-50	01-25	01-21
10-12	01-60	01-30	01-25
13-15	01-70	01-35	01-29
16-18	01-80	01-45	01-33
19-21	01-85	01-50	01-38
22-24	01-90	01-55	01-43
25-27	01-95	01-60	01-48
28-30 (up)	01-98	01-65	01-53

*This table may be progressed further as needed. There must always be at least a one percent chance to hit—and a one percent chance to miss, however.

A score of 100 on the preceding table denotes an accident. A D10 is rolled:

Die score	Effect
1-3	The firer fumbles, gets no shot off during the current round, and loses the initiative (i.e. has an initiative score lower than that of any opponent) in the following round
4-5	The firer drops his/her weapon. 3 Action points must be expended to pick it up in the following round
6-7	The weapon suffers minor damage, repairable within 1-5 one-minute turns (randomly rolled)
8-9	The weapon suffers major damage, repairable within 1-20 one-minute turns (randomly rolled)
10	The weapon breaks and is irrepairable. Various components of a thrown missile weapon, a crossbow, an artillery piece, and various other weapons can be salvaged, but this is possible only later when time permits. Bows, slings, bolas, and blowguns must be completely replaced. A "confirming roll" is allowed for missile weapons made of steel or enchanted steel (e.g. a steel throwing-knife); cf. Sec. 2.826

2.828. SHIELDS AND COVER.

Even if a hit is scored in Sec. 2.826 or 2.827, a further D10 roll is required when the target has a shield or is sheltered by "cover." The following varieties of coverage (and the percentages of the body they protect) are distinguised:

Percentage of coverage	Shield type*	Cover type
20	Small targe or buckler	Minor
40	Medium	Partial
60	Large	Major
80	Pavise	Near-total
90-100	—	Total**

*Varieties of shields are discussed in Sec. 1.960.

**90% coverage denotes the presence of a small aperture through which the character can see and shoot a crossbow or a blowgun (but not other missile weapons). 100% coverage prevents the character from being seen, but it also stops him/her from seeing anything in the direction[s] blocked by the cover: e.g. a solid stone wall. One cannot strike or shoot through 100% coverage without exposing oneself (see below).

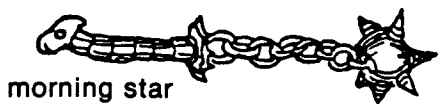
Cover is further classified as "soft" or "hard." These are as follows:

Cover type	Details and examples
Soft	Materials that provide incomplete screening and relatively easily penetrable protection: e.g. bushes, saplings, tall grass, thick draperies, a woven mat, a flimsy partition, delicate furnishings, and the like
Hard	Solid, opaque coverage: earthworks, fortifications, metal, masonry, a thick tree trunk, a wooden wall, stout furniture (although the last two of these give only "soft" protection against artillery bolts and stones)

Further statements relating to shields and cover include:

1. A character carrying a shield counts as shielded against missile fire (and also against an "aimed aggressive" spell, if the shield is made of enchanted steel; cf. Sec. 2.725 (1)). He/she is also shielded against any one hand-to-hand opponent, but if attacked by more than one foeman, the shield must be allocated as protection against only one enemy; cf. Sec. 2.823 (list 2, 12).
2. When a character strikes a blow or fires a missile, a minimum of 40 percent of the body must be exposed. At most, thus, one may screen 60 percent of one's body when acting in melee or when shooting: the equivalent of a large shield. Coverage of up to 90 percent is allowed to one who fires a crossbow or a blowgun (but not other missile weapons) through a small aperture in otherwise solid cover. This reduces the field of vision accordingly to an arc 10 degrees on either side of a line drawn straight forward from the centre of the aperture. One cannot see or shoot at targets outside of this narrow zone.
3. Both hands are needed to load and fire a staff-sling, any type of bow, any kind of crossbow, or to reload an artillery engine. Persons using these weapons therefore cannot carry any type of shield and still shoot. One can hang a shield over one's back, of course, turning around to reload and then turning back again to fire (using 2 Action points for each 180 degree turn, plus the 3 points needed to shoot; cf. Sec. 2.710. Some military units carry shields with sharpened bases which can be driven into the earth (taking 1 one-minute turn to do so) after reaching an advantageous firing position. Others share a shield between two comrades, each holding it while the other fires. This gives both characters a modifier of – 1 each on the "shield roll" table (see below). These methods are only employed by the troops of the Five Empires and their client states, however, and they are not known elsewhere.
4. A slinger, on the other hand, can carry a small targe (but nothing larger) strapped to his/her free arm and still use the sling. Troops armed with hand-held missiles may carry shields, of course.
5. Nonhumans with more than one pair of hands (e.g. the Ahoggyá, Hlüss, Páchi Léi, Pé Chói, and Ssú) can carry a small or medium shield (proportionate to their species) and still fire missiles. The Hláka, too, can fly with a small targe attached to one arm. The weapons and shields preferred by the nonhuman races are discussed in Sec. 1.960.

6. A dexterous missile-firer (but not a fighter striking in hand-to-hand melee) can shoot and duck back behind a pavise, a shield held by a comrade, or into cover within the same combat round. This is a form of "manoeuvring," and 2 Action points must be expended in addition to the 3 points needed to fire during the round; cf. Sec. 2.710. Such a missile-firer may be shot at by an opponent who has chosen to take "pass-through" fire (Sec. 2.823, list 1, 5), or by one whose actions are simultaneous because he/she has achieved the same initiative roll score as the missile-firer (Sec. 2.822). An opponent whose initiative "turn" precedes that of the missile-firer can gain protection from missile fire later in the round only by opting for the "dodging rush" (Sec. 2.823, list 1, 4), choosing to "defend" (Sec. 2.823, list 2, 11), or diving for cover (Sec. 2.823, list 2, 13). Those whose initiative "turns" come up later in the round cannot act to protect themselves and must stand and allow themselves to be fired upon—although those who have shields and face the missile-firer frontally do count as shielded, of course; cf. (1), above.
7. Neither a shield nor any amount of "soft" cover gives any protection against spells. (Note, however, the bonus given to the "Magical Resistance factor" of a character who wears medium or heavy enchanted steel armour or who carries a large shield of enchanted steel in Sec. 2.725 (1, j).) Minor and partial "hard" cover also give no protection against sorcery, but a "shield roll" (see below) is permitted at a modifier of −2 to a character sheltered by major, near-total, or total "hard" cover when he/she is the target of an "aimed aggressive" spell—but not an "areal aggressive" spell; see the Sections dealing with magic, below.
8. A modifier of −1 is applied to the "shield roll" score of a character who has a shield but lacks the one sub-skill level of training needed for its proper use; cf. Sec. 2.2317. This modifier is not employed for a "shield roll" made on the basis of a character's being in some type of cover, however.
9. A pavise requires both hands to carry. Weapons and other belongings must thus be sheathed, slung over the back, or packed away while transporting one of these cumbersome defences. Two persons can carry a pavise using one hand apiece, however, leaving the other free to hold something else. Siege pavises are also often constructed with wheels, allowing them to be pushed by one person.



morning star

The size of a character's shield or his/her degree of cover is found in the following table, and a D10 is rolled. No extra benefit is gained by combining these: e.g. a character carrying a large shield and also concealed by major "soft" cover does not add these two factors together or make two rolls. One chooses the coverage that affords the greatest protection and rolls once; e.g. a fighter who bears a small targe but who is in partial "hard" cover obviously selects the die roll allowed for the latter. No roll is necessary for a character who neither has a shield nor is screened by any form of cover, of course.

The leftmost column gives the D10 ranges within which a shield or cover is ineffective and a hit is made. A score exceeding these ranges indicates that the blow or missile strikes the protection and does not harm the character unless the shield or cover absorbs more damage than it can take; see below.

Roll to hit a shielded character

Die score range within which a hit is made	Type of cover		
	Shield	Soft cover	Hard cover
1-8	Small	Minor	—
1-6	Medium	Partial	Minor
1-4	Large	Major	Partial
1-3	Pavise	Near-total	Major
1-2	—	Total	Near-total
1	—	—	Total*

*I.e. 90% coverage; a character protected by 100% hard cover cannot be hit.

The protective value of a shield or of cover can be destroyed by repeated hits, a heavy melee weapon, or a powerful and/or massive projectile. This can be ignored for rapid gaming, but those who enjoy more detail may employ the following system:

1. Shields are given "damage points" according to their sizes and materials of construction. When these points have been eliminated through enemy blows or missiles, the shield is destroyed. If "weapon damage points" (Sec. 2.829) are left over from a blow or missile which demolishes a shield, these must be absorbed by the character who carries it. Thereafter the character counts as shieldless.

Shield damage points

Shield type	Materials & shield "damage points"			
	Wood, leather, wicker	*Chlên*-hide, bronze	Steel	Enchanted steel
Small	10	12	14	16
Medium	14	16	18	20
Large	18	20	22	24
Pavise	30*	—	—	—

*Pavises are normally constructed only of wood. The table can be progressed further if needed, however.

2. No type of shield offers much protection against a ballista bolt or a stone from an onager or a trebuchet. If the shield's "damage points" are reduced to zero, the character suffers the full damage done by the weapon as if the shield had not existed. Even if all "damage points" are not eliminated, the character is knocked down, and a D10 is rolled. This is also applied to secondary targets struck by a ballista bolt that has passed right through a primary target, and to those within "shatter range" of an onager or trebuchet stone; cf. Sec. 2.829.

Roll for character hit by artillery

Die score	Effect
1-2	The character is miraculously unhurt and may get up again during the following combat round
3-4	The character is unhurt but is stunned for 1-10 combat rounds (randomly rolled)
5-6	The character is stunned, as above, and also suffers the loss of 1-10 Body Damage Points (rolled)
7-8	As just above, except that the victim suffers one half (rounded up) of the damage rolled for the missile; cf. Sec. 2.829
9-10	As above, but the target suffers the full damage rolled for the projectile in Sec. 2.829

3. Many types of "soft" cover cannot be eliminated by missiles (e.g. tall grass) and are really more useful as concealment than as protection. "Soft" cover is also hard to eliminate with melee weapon blows. Arbitrarily, thus, each "degree" of "soft" cover is given 5 "damage points": e.g. "minor soft" cover has 5 points, while "total soft" cover has 25. When these points are gone, the target gains no further advantage from cover. For example, in "near-total soft" cover, Chargésh hiVriddi has 20 "damage points" of protection. A blow or missile that gets past the "shield roll" (above) strikes this cover and does the damage indicated in Sec. 2.829. When the 20 "damage points" are gone, Chargésh must either abandon his cover and seek shelter elsewhere or else fight on without it. He may still have his medium *Chlén*-hide shield to protect himself, of course.
4. Nothing lighter than a medium ballista can do *any* damage whatsoever to "hard" cover. "Hard" protection depends upon the degree of coverage, the material, and the latter's thickness. The following table presents the "damage points" given to various degrees of "hard" cover and types of construction for one "unit of thickness." This last consists of .25 to .5 m for wood, brick, masonry, and solid stone; .5 to 1 m for earth or rubble; and 2 to 5 cm for metal (e.g. the bulkheads sometimes found in the ruins of the ages before the Time of Darkness—no modern nation now constructs walls or fortifications of metal). Half of the "damage points" listed below are awarded for defences from a quarter to a half of a "unit of thickness" wide, while the protection value of still thinner coverage must be decided by the referee. Walls over one "unit" thick receive double, triple (and up) "damage points." A masonry wall 3 m thick thus has 200 $\times 6 = 1{,}200$ "damage points," for instance, and can probably only be battered down by repeated direct hits with stones from an onager or a trebuchet.

Damage points possessed by various types of cover

	Degrees of cover and "damage points" per "unit of thickness"				
Material*	Minor	Partial	Major	Near-total	Total
Wood	10	15	20	40	65
Earth, rubble	15	30	45	75	120
Brick	25	40	60	90	135
Masonry	50	75	100	150	200
Solid stone	60	85	110	160	220
Metal	70	90	120	180	240

*5-10% of these values may be deducted for rotten, crumbling, or dilapidated construction.

2.829. WEAPON DAMAGE

A blow or missile that hits (Secs. 2.826 and 2.827) and gets past any shield or cover (Sec. 2.828) does damage, causing a loss of Body Damage Points (Sec. 2.214). This is reduced by armour; cf. Sec. 2.8210. The amount of damage done is determined by finding the correct table below, rolling a D20, and subtracting the damage listed from the character's current Body Damage Point level. When the latter reaches or surpasses zero, he/she is dead. Weapon damage tables are as follows:

Weapon Damage

Table A		Table B		Table C	
Die score	Damage	Die score	Damage	Die score	Damage
1-4	1	1-3	1	1-2	2
5-10	2	4-6	2	3-4	3
11-16	4	7-9	3	5-6	4
17-19	5	10-13	5	7-9	6
20	Critical hit	14-17	6	10-12	7
		18-19	7	13-15	8
		20	Critical hit	16-17	9
				18-19	10
				20	Critical hit

Table D		Table E		Table F	
Die score	Damage	Die score	Damage	Die score	Damage
1-2	4	1-2	5	1-2	7
3-4	5	3-4	6	3-4	8
5-6	6	5-6	7	5-6	9
7-9	8	7-9	9	7-9	11
10-12	9	10-12	10	10-12	12
13-15	10	13-15	11	13-15	13
16-17	11	16-17	12	16-17	14
18-19	12	18-19	13	18-19	15
20	Critical hit	20	Critical hit	20	Critical hit

Table G		Table H		Table I	
Die score	Damage	Die score	Damage	Die score	Damage
1	10	1	15	1	20
2-3	11	2-3	18	2-3	25
4-5	12	4-5	21	4-5	30
6-7	14	6-7	24	6-7	35
8-10	15	8-10	28	8-10	40
11-13	16	11-13	32	11-13	45
14-16	17	14-16	36	14-15	50
17-18	18	17-18	40	16-17	55
19-20	Critical hit	19-20	Critical hit	18-20	Critical hit

Table J		Table K		Table L	
Die score	Damage	Die score	Damage	Die score	Damage
1	25	1	30	1	35
2-3	30	2-3	35	2-3	40
4-5	35	4-5	40	4-5	45
6-7	40	6-7	45	6-7	50
8-9	45	8-9	50	8-9	60
10-11	50	10-11	60	10-11	70
12-13	55	12-13	70	12-13	85
14-15	60	14-15	85	14-15	100
16-17	65	16-20	Critical hit	16-20	Critical hit
18-20	Critical hit				

The tables employed for the various weapon types are as follows:

1. Most melee weapons require tables A through F:

Damage tables for melee weapons

Weapon	Damage table used
Dagger/knife, "The Springing Doom"*	A
Short one-handed weapon	B
Long one-handed weapon	C
Short thrusting spear, long spear, pike	D
Polearm	E
Two-handed weapon	F

*"The Springing Doom" is usually poisoned. A hit that penetrates armour and does any damage thus requires a "Resistance roll." The level of difficulty depends upon the poison and must be assigned by the referee: cf. Sec. 2.722 (3).

2. Hand-thrown and hand-held missile weapons also utilise tables A through F, but the damage done decreases for medium and long range; cf. Sec. 2.827.

Damage tables for missile weapons

Weapon	Damage table used
Dagger/knife, small thrown rock, "The Deliverer from Existence," "The Whisperer"*, blowgun*	A/A/A
Thrown melee weapon, large thrown rock, "The Summoner upon the Way," Bolas**	B/A/A
Javelin, dart	B/B/A
Throwing spear, short bow	C/B/A
Sling	C/B/B
Sling with metal shot	C/C/B
Longbow	D/C/B
Composite bow	D/D/C
Staff-sling***	E/D/B
Light crossbow	E/D/C
Medium crossbow	E/E/D
Heavy crossbow	F/E/D
Very heavy crossbow	F/F/E

*Missiles fired by these weapons are often poisoned; cf. under (1), above.

**The bolas are able to trip and possibly stun a target. In addition to the damage rolled, thus, a "Dexterity roll" at the "Harder test" level (Sec. 2.723) must be made. If the victim fails this, a D10 is rolled: 1-4 = no further result occurs; 5-7 = the target is stunned for 1-5 combat rounds (randomly rolled); 8-10 = the target is stunned for 1-5 one-minute turns (randomly rolled) and must spend 2 further rounds disentangling himself/herself from the thongs of this weapon.

***This is for a stone hurled by a staff-sling. For firepots or corrosive substances (e.g. "Pa'fya's Kiss"; cf. Sec. 2.2313), see below.

SPECIAL NOTE: Aiming at a specific area of a target (e.g. the eyeholes in a helmet, the unprotected armpit, etc.) is simulated by making the shot more difficult but more effective: a missile-firer may choose to employ a higher (and hence less easy) line to hit in the hitting table in Sec. 2.827; for every line *up* from his/her actual skill level—up to a maximum of THREE lines—a successful shot's damage is raised by one damage table. For example, an archer with 10 sub-skill levels hits on a 01-65 at close range in Sec. 2.827. With a longbow, this does damage according to table D. The bowman may opt to fire at a specific weak point in the opponent's defenses, however, and may use the "7-9," "4-6," or even the "1-3" lines in the table in Sec. 2.827. The shot is thus harder to make, but if it succeeds, it does damage according to table E for the "7-9" line, table F for the "4-6" line, and on table G for the "1-3" line. This option is NOT open to users of rocks, the weapons of the assassin, blowguns, the staff-sling, or artillery. It is possible for all other hand-held missile weapons.

3. Artillery projectiles employ tables E through L; these, too, are dependent upon range.

Damage table for artillery weapons

Weapon	Damage table used
Small ballista	G/F/E
Medium ballista	H/G/F
Large ballista	I/H/G
Small onager	H/G/G
Medium onager	I/H/H
Large onager	J/I/I
Small trebuchet	K/J/J
Large trebuchet	L/K/K

4. Various special weapons and techniques require individual mention.

a. In order to employ the sub-skill of fisticuffs and brawling, one must first "grapple" with the opponent (Sec. 2.823, list 2, 18). If a hit is made, as shown in Sec. 2.826, the damage done then depends upon (a) the sub-skill level of the attacker, and (b) the target's armour: there is a difference between an opponent in no armour or light armour and one in medium or heavy armour, as defined in Sec. 2.320.

Damage tables for fisticuffs

Opponent's armour	Attacker's sub-skill level and table used				
	1-3	4-6	7-9	10-12	13-up
None or light	A	A	B	B	C
Medium or heavy	—*	A	A	A	B

*I.e. no significant damage can be done, except by a "critical hit"; see below.

b. The unarmed martial arts are much like fisticuffs and brawling, above. Once a fighter using these techniques has "grappled" and made a hit, his/her sub-skill level is compared with the opponent's armour in the following table to find the appropriate damage table to employ.

Damage tables for the unarmed martial arts

Opponent's armour	Attacker's sub-skill level and table used				
	1-3	4-6	7-9	10-12	13-up
None or light	A	C	E	G	I
Medium or heavy	A	B	C	C	D

c. The same system is employed for professional wrestling (Tsolyáni: *Charáge;* cf. Sec. 1.960), except that the value of armour is reversed: cumbersome armour is more of a hindrance than a help when confronted with the various holds and strategems of this technique.

Damage tables for wrestling

Opponent's armour	Attacker's sub-skill level and table used				
	1-3	4-6	7-9	10-12	13-up
None or light	A	B	B	C	D
Medium or heavy	A	B	C	D	E

d. No "grappling" is required for fighters using the Saá Allaqiyáni quarterstaff (*Kichána;* cf. Sec. 1.960).

Damage tables for the quarterstaff

Opponent's armour	Attacker's sub-skill level and table used				
	1-3	4-6	7-9	10-12	13-up
None or light	B	B	C	D	D
Medium or heavy	A	B	B	C	C

e. A Florentine-style fighter (Secs. 1.960 and 2.2317) does normal damage against an opponent in light, medium, or no armour: i.e. damage table C is used for a hit with the sword, and table A is employed for a blow with the dagger. Against a foe in heavy armour, however, table B is required for the sword, and if a hit is made with the dagger, a −1 is applied to the score of the die rolled against table A. This is due to the lightness of the weapons used and also to the fact that one cannot put one's full force into both blows simultaneously. No deduction is made for a Florentine-style fighter who uses only one of his/her two weapons during a single combat round, however.

5. One's total, modified Height-Build-Strength factor (Secs. 2.211, 2.213, 2.215, and possibly 2.221, 2.222, and 2.223) may add or subtract points to the damage done by melee weapons (including Fisticuffs and brawling, Wrestling, the Unarmed martial arts, and the Quarterstaff) and hand-hurled missiles (but NOT to other types of weapons). A swordsman who scores a 9 on table C normally does 6 points of damage; if his/her Height-Build-Strength factor is 102, he/she scores 7 points instead. The table for this modifier is given below:

Height-Build-Strength modifiers to damage done

Character's Height-Build-Strength factor	Damage modifier	Character's Height-Build-Strength factor	Damage modifier
01-50	−1	201-300	+3
51-100	0	301-400	+4
101-150	+1	401-600	+5
151-200	+2	601-up	+6

6. Great skill also adds plusses to the damage one inflicts. A +1 is applied for each 6 sub-skill levels one has in a specific weapon: e.g. M'ŕ Chśs, the Shén mentioned in Sec. 2.810, has 21 sub-skill levels in long one-handed weapons. This adds a +3 to any damage he does with his sword. His great Height-Build-Strength factor of 376 gives him a +4 under (5), above, and this added to his +3 for weapons expertise increases any damage he does by +7! Note that this skill bonus also applies to damage done with a missile weapon, unlike (5).
7. The knobbed, prehensile tails of the Shén do damage according to table C, while table B is employed for the rapier-like tails of the Hláka and the barbed caudal sting of the Hlőss. The Hláka poison their tail-blades, moreover, necessitating a "Resistance roll" at the "Difficult test" level if any damage is done; cf. Sec. 2.722 (3). This same roll must be made at the "Very difficult test" level, if one is stung by a Hlőss tail since its paralysing toxin is more potent.
8. A steel blade or projectile point adds to the cutting or piercing power of a weapon and hence to its damage potential. A +1 is applied to the damage done by a weapon made of ordinary steel; excellent steel increases damage by +2, and an enchanted steel weapon uses the next table up: e.g. table D is employed for a long one-handed sword made of enchanted steel instead of table C. Steel is irrelevant to the damage inflicted by blunt weapons: i.e. clubs, maces, flails, quarterstaves, the bolas, sling shot, or artillery stones. (Steel ballista bolt heads can be made but are exceedingly rare.) Certain maces and other blunt weapons can indeed be enchanted to do more than normal damage, but the power of these "specials" lies in the enchantment and not in the materials of which they are constructed; see the Sections dealing with magic and the referee's Sections.
9. The damage tables used for the fangs, claws, tails, etc. of the various animal species will be noted in their descriptions in the referee's Sections.

Most weapons can damage only one opponent per hit. Even if weapon damage points remain after a foeman is slain, these do not "carry over" to a neighboring opponent and are simply lost. There are some exceptions, however:

1. Two-handed weapons, including the battleaxe, the flail, the mace, and the greatsword do "carry over." If an attacker has room to swing (Sec. 2.641), any points remaining after the original opponent is slain are applied to another character within a 1.5 m range on either side of the fallen enemy (but not to a character behind him/her). If there is more than one such secondary target, a random choice is made. This principle also applies to extra points done by a "critical hit"; see below.
2. Of the missile weapons, only the very heavy crossbow and the various types of artillery engines can "carry over" damage points beyond an original target to other foes nearby. Hitting such secondary targets is done as for a "missed shot"; cf. Sec. 2.827.
   a. If the primary target is killed by a quarrel from a very heavy crossbow or a ballista bolt, any remaining damage points are applied to a secondary target directly behind him/her, as determined with a straight-edge. Very powerful projectiles can transfix more than one such secondary target within limited ranges, but each must be slain in turn before the missile passes on to the next potential victim behind. Bolts and quarrels do no damage to foemen on either side of a line of targets, of course.

Secondary missile targets

Weapon	Range in metres behind the primary target within which secondary targets may be hit	Number of secondary targets that may be hit, if each is slain in turn
Very heavy crossbow	2	1
Small ballista	3	2
Medium ballista	4	3
Large ballista	5	5

b. Medium and large ballistae can also fire stones, like the onager and the trebuchet. All of these projectiles have "automatic hit circles" within which ALL targets are hit, and EACH target suffers the full damage rolled for the missile. For example, a large onager hitting at medium range uses table I. A D20 score of 14 then does 50 points of damage. If three characters are within the "automatic hit circle," EACH of them suffers the loss of 50 Body Damage Points (modified only by shields, cover, and armour). In addition, a stone that misses and strikes a "hard" surface (e.g. masonry, stone, or metal) has a larger "shatter circle": hits are rolled for all characters within this circle as for "missed shots" (Sec. 2.827), and the damage done by the weapon is divided equally amongst all targets thus struck (with any "left over" points being diced for). Should the three characters just mentioned all be within the "shatter circle" of a stone from a large onager, and should all hit, the 50 points of damage would be apportioned amongst them: 16 points of damage to each, with the remaining 2 points going to the unluckiest of the trio by a random dice roll. For the effects of an artillery missile upon a shield, see Sec. 2.828 (list 2, 2). A "shield roll" is also allowed to a character behind cover: cf. Sec. 2.828 (list 2, 2-4). Any damage points left over after "cover" has been destroyed are absorbed by the character behind. Hit circles for artillery missiles are:

Artillery damage circles

Weapon	Diametre of the "automatic hit circle" in metres*	Diametre of the "shatter circle" in metres*
Medium ballista	1	2
Large ballista	2	3
Small onager	2	3
Medium onager	3	4
Large onager	3	5
Small trebuchet	4	5
Large trebuchet	5	6

*Any character whose base (Sec. 2.652) lies partially within the "hit circle" is considered a potential hit. If artillery fire is to be used frequently in the game (e.g. in an ongoing "military" scenario), it will be helpful to make templates of transparent plastic for the various hit circles in the scale employed. When a hit is scored, the template is centred upon the middle of the primary target's base, and a glance will then reveal which characters nearby may be hit.

A "critical hit" indicates that a blow or missile has struck the target in an especially vulnerable area, doing greater damage than usual. A D10 is rolled against the following table:

Critical hit table

Die score	Effect*
1-3	The damage done for a score of 10 on the table used is multiplied by 2: e.g. a fighter wielding a long one-handed weapon employs table C; if he/she scores a 20 on table C, a die roll of 1, 2, or 3 here causes a loss of 7 × 2 = 14 points to the opponent
4-7	The damage done for a score of 15 on the table used is multiplied by 2: e.g. on table C, this results in 8 × 2 = 16 points of damage
8-9	The damage done for a score of 15 on the table used is multiplied by 3: e.g. on table C, this does 8 × 3 = 24 points of damage
10	The opponent is automatically slain

*Modifiers for the attacker's Height-Build-Strength factor, great expertise in the weapon used, and for a steel weapon are applied to "critical hit" damage, but these are not doubled or tripled; cf. (5), (6), and (8) in the first list given above in this Section.

A character whose Body Damage Points have been reduced to zero or below through normal or "critical hit" damage is dead. Certain weapons and fighting techniques are not necessarily lethal, on the other hand. These include fisticuffs and brawling, wrestling, the unarmed martial arts, and the quarterstaff. When employing one of these, the attacker must inform the referee of his/her intention to kill; otherwise an opponent whose Body Damage Points have been eliminated is NOT dead but only unconscious for 1-10 one-minute turns (randomly rolled). An accidental kill occurs only if the attacker scores a "critcal hit" during the combat (e.g. a 20 on table C) and follows this with a roll of 10 on the "critical hit" table above. Injuries done during such non-lethal combat are not permanent, moreover. If not healed at once with sorcery, they count as a "minor" wound (Sec. 2.411) for a "knockout." One day is needed for recuperation if these wounds are treated by a physician; otherwise they heal naturally within 1-5 days (randomly rolled).

Blunt weapons and objects may also be aimed deliberately to stun. A cutting weapon can be employed for this purpose as well, but there is more risk of a fatal accident. One cannot stun with a piercing weapon (e.g. a slender rapier), a sharp projectile (e.g. an arrow or a quarrel), or with an artillery missile. In all cases, the referee is first informed of the attacker's intention to stun, and combat then proceeds normally. If the would-be "stunner" wins, a D10 roll is made against the following table. If this roll is successful, the opponent is stunned for 1-10 minutes (randomly rolled). A score above the listed range denotes an "accidental kill." Wounds inflicted by "stunning" blows heal as described in the preceding paragraph.

Dice scores to stun

Weapon[s]	Die score range needed to stun
Very short one-handed weapons: blackjack or cosh, sword-hilt, hand-held rock*	1-9
Short one-handed weapon: mace, club, small flail, larger rock, the bolas	1-8
Long one-handed weapon: mace, club, longer flail, spear-butt, heavy stone	1-7
Two-handed weapon: mace, club, large branch, mattock, sling pellet, thrown melee weapon	1-6
Two-handed flail; all cutting weapons; stone from a staff-sling	1-4

*"Unusual" weapons are discussed in Sec. 2.840.

2.810. ARMOUR.

The function of armour is to reduce or block damage done by enemy blows or missiles. The protection afforded by armour depends upon the material of which it is made and also upon its degree of coverage. The defensive value of armour is subtracted from the damage points done by an opponent's weapon (Sec. 2.829). If any damage points remain, they penetrate the armour and reduce the wearer's stock of Body Damage Points (Sec. 2.214). For example, an attacker wielding a long one-handed weapon employs damage table C in Sec. 2.829. Assuming that this character has no damage bonuses for a powerful Height-Build-Strength factor, for high expertise, or for a steel weapon, a score of 10 causes a loss of 7 Body Damage Points to an unarmoured opponent. Should the latter be wearing a suit of "heavy" *Chlén*-hide armour, however, this deducts 4 of the 7 points, and the wearer loses only 3 Body Damage Points during the round.

The defensive values of various types and coverages of armour are given in the following table. Armour is discussed in Sec. 1.960, and the definitions of "light," "medium," and "heavy" coverages are found in Sec. 2.320.

Armour protection values

	Materials of which armour is made and defensive protection values		
Degrees of coverage	Leather, padding	Scale-mail, chainmail*	*Chlén*-hide plate
Light	0	0	1
Medium	1	2	3
Heavy	2	3	4
Degrees of coverage	Ordinary steel	Excellent steel	Enchanted steel**
Light	2	3	5
Medium	4	5	7
Heavy	5	6	8

*Scale-mail and chainmail are usually made of bronze or *Chlén*-hide. If these types of armour are made of ordinary steel, the column for *Chlén*-hide plate is employed; if they are of excellent steel, the column for ordinary steel is used; and should they be constructed of enchanted steel, the column for excellent steel is appropriate.

**This also includes the enchanted copper armour worn by devotees of Sárku and related deities. A few "specials" provide still greater protection. Suits of armour manufactured by some great craftsman of old and enchanted to a higher degree by an ancient mage are sometimes found in the Underworlds and ruins. These will be detailed in the referee's Sections.

The following statements apply to armour:

1. Mixed suits are common. This can be ignored for rapid gaming when the difference in protection is minor, or when the article of better (or worse) armour constitutes only a small part of the whole: e.g. a set of "medium" *Chlén*-hide plate armour that includes a pair of ordinary steel vambraces. If the difference in protection is major, however, a D10 is rolled, and the scores are allocated according to the percentage of each type of armour worn. For instance, Chargésh hiVríddi wears "heavy" armour. His helmet and breastplate are of ordinary steel, while the rest of his harness is of *Chlén*-hide (Sec. 2.241). Frontally, thus, about 50 percent of Chargésh' armour is steel, and the rest is *Chlén*-hide. Should Chargésh be struck, a score of 1-5 = a hit upon his steel armour; 6-10 = the blow or missile strikes his *Chlén*-hide defences. The former has a defensive value of 5, and the latter a value of 4. If hit from the rear, all of Chargésh' armour is *Chlén*-hide.
2. Some nonhumans receive "armour protection" even when no actual armour is worn, due to the natural toughness and thickness of their hides, scales, carapaces, or exoskeletons. Other species are given minus modifiers similarly because of their diminutive size, delicate limbs, or brittle integument. Further plus or minus modifiers are applied to the armour worn by certain races for the same sorts of reasons: e.g. the sturdy and powerful Ahoggyá can wear much thicker and heavier armour than can a human, a dainty Pé Chói, or a little Tinaliya. An Ahoggyá equipped with "heavy" *Chlén*-hide plate armour thus has a defensive value of 4 + 2 + 1 = 7, while a Tinaliya garbed in the same material (but fitted to the species' size and strength) has a defensive value of 4 – 1 – 1 = 2. The armour preferred by the nonhuman races is described in Sec. 1.960.

Armour protection values of nonhuman species

Species	Modifier for natural body coverage	Armour modifier
Ahoggyá	+2	+1
Hláka	–1	—*
Hlõss	+1	0
Hlutrgú	0	—*
Mihálli	0	0
Nyaggá	+1	—*
Páchi Léi	0	0
Pé Chói	–1	0
Pygmy Folk	–1	–1
Shén	+1	+1
Shunned Ones	0	—*
Ssú (Grey)	0	—*
Ssú (Black)	+1	+1
Swamp Folk	0	0
Tinalíya	–1	–1
Urunén	0	0

*"—" = the species does not wear armour; cf. Sec. 1.960.

For simplicity's sake, armour is not destroyed during combat. Once a melee has ended, however, each fighter who has been struck must check his/her gear. A D10 is rolled: 1-7 = no significant damage has occurred; 8-9 = there is minor damage, repairable by the character himself/herself within 1-10 one-minute turns (randomly rolled); 10 = the armour has suffered major damage, which can be mended only by an armourer (see below). Major damage (and minor damage, too, until it is fixed) causes a loss of defensive value; a D10 is rolled: 1-7 = 1 point is lost; 8-10 = 2 points are deducted. This is applied to the suit as a whole. For example, a warrior whose "medium" *Chlén*-hide plate armour has taken damage resulting in a –1 has only 2 points of protection instead of 3. Armour can never be damaged below zero.

Minor damage consists of strap breakage, dents, popped rivets, and the like. Time is needed to fix these (see above), but no dice roll need be made. Major damage necessitates a "Skill Success roll" (Sec. 2.727) by the armourer. The difficulty level of this roll is established by a D10 roll: 1-2 = an "Easy test"; 3-5 = a "Harder test"; 6-7 = a "Difficult test"; 8-9 = a "Very difficult test"; and 10 = a "Real challenge." The first three of these can be repaired on the spot, provided that the armourer has a few tools and is not in combat. This requires 6-15 minutes (randomly rolled). Damage resulting in a "Very difficult test" or in a "Real challenge" can only be mended at an armourer's shop, a military armoury, etc., where a forge, *Chlén*-hide tanning equipment, heavier tools, and replacement materials are available. These latter repairs require 1-3 days to complete (randomly rolled).

For detailed gaming—and particularly when steel and enchanted steel or copper items are involved—it is necessary to establish which piece of a character's armour has been damaged. A die is rolled randomly against the number of articles worn. For example, Chargésh hiVríddi has a steel helmet, a steel breastplate, a backplate (which can be omitted if he has only been struck frontally), a pair of vambraces, a pair of greaves, a mail kilt, a set of tasses, and a pair of mail-shod boots (Sec. 2.320). A D10 roll is thus made against these 8 items, with the extra 2 pips being allocated to the helmet and the breastplate—the easiest areas for a foeman to hit. A score of 10 would then indicate that it is one of his boots that has suffered damage—perhaps a loose plate or a torn seam. (If desired, a further die roll can be employed to ascertain whether it is the left or the right boot that is now defective.) Steel items are permitted a "confirming roll": 1-7 = the material itself is not harmed, but a strap, rivet, hinge, etc. is broken, rendering the item unusable; 8-10 = the steel is dented, cracked, or broken. An enchanted steel item (or one of enchanted copper in the case of the harnesses worn by devotees of Sárku and related deities) suffers minor damage (i.e. strap breakage) on a roll of 1-9, and only a score of 10 damages the metal *per se*, necessitating major repairs.

Armour does not fit everyone universally. A character wishing to wear a breastplate, backplate, greaves, vambraces, etc. belonging to another person must belong to the same "body-build" category and be within 10 cm of the same height (Sec. 2.211) as the latter person. Humans cannot wear nonhuman armour at all, and vice-versa. Indeed, it is difficult even to wield weapons designed for another species, due to differences in weight, grip, and balance. This can only be done, therefore, at a modifier of −2 to one's Combat Value in the relevant sub-skill (Sec. 2.810). A human can wield a melee weapon made for an Ahoggyá, a Shén, or a Black Ssú only by employing it as a two-handed weapon (using his/her competence in that sub-skill) while such small species as the Pygmy Folk, the Tinalíya, and the Hláka can hardly lift the weapons of the three aforementioned very large races at all. The "fit" of armour found in the Underworlds, armourer's shops, military stores, etc. is determined from a table provided in the referee's Sections.

2.8211. WOUNDS.

As a character suffers injuries during combat, the loss of various percentages of his/her Body Damage Points (Sec. 2.214) causes negative modifiers to be applied to his/her Combat Values (Sec. 2.810 ff.) and also deductions from his/her Height-Build-Strength factor (Sec. 2.211 ff.). These are as follows:

Wound damage

Percentage of Body Damage Points lost	Wound status	Combat Value modifiers	% of Height-Build-Strength factor lost
1-9	Unimpaired	0	0
10-25	Minor	−1	25
26-50	Serious	−3	50
51-75	Grave	−5	75
76-90	Critical	−7	90
91-99	Fatal	−10	95
100	Dead	—	100

As the character reaches the more advanced levels of wounding, he/she must make an "Endurance roll" (Sec. 2.722 (1)) in order to remain conscious and in combat. The difficulty level of this test increases with the degree of wound/illness gravity:

Endurance test levels

Wound status	Difficulty level of the "Endurance roll"
Grave	Harder test
Critical	Difficult test
Fatal	Very difficult test

A further "Endurance roll" at the "Real challenge" level is required whenever a character suffering from a "fatal" wound loses another Body Damage Point. This continues until he/she fails the roll, retreats out of combat, or dies.

A character who fails one of these "Endurance rolls" is out of action: unconscious or so deeply in shock as to be unable to function. After 5 one-minute turns he/she checks for any change in his/her condition by making a "Recovery roll" (Sec. 2.722 (2)). A bad result (i.e. "1 degree worse" or "2 degrees worse") is applied at once, while any change for the better (i.e. "1 degree better" or "2 degrees better") restores him/her to consciousness. In the latter case, however, the character's wound status remains the same: the negative combat modifiers listed above still apply, and no lost Body Damage Points or Height-Build-Strength factor points return. He/she is lucky to be conscious and able to function, albeit with reduced capabilities. His/her condition does not change again until (a) further Body Damage Points are lost, requiring another "Endurance roll"; (b) he/she is healed by a sorcerer or a physician; or (c) two days have elapsed and natural healing may take place, necessitating another "Recovery roll"; cf. Sec. 2.722 (2).

As stated above and in Sec. 2.411 (4), the loss of various percentages of one's Body Damage Points also causes comparable losses to one's Height-Build-Strength factor. For simplicity's sake—so that one need not recalculate one's basic physical Combat Value during a melee—these changes do not take place until a combat has ended and the character begins to realise the extent of his/her injuries. If a sorcerer or a physician is not available at this time, the character must indeed recompute his/her basic physical Combat Value, encumbrance limit, fatigue limits, etc., based upon his/her now-reduced Height-Build-Strength factor.

As an example, Chargésh hiVríddi is in melee with a Milumanayáni bandit. The latter is more experienced, and after 3 rounds of fighting Chargésh loses 13 of his 44 Body Damage Points—about 30 percent. He thus has a "serious" wound and now fights at a −3 to all his Combat Values. Two more well-aimed blows reduce Chargésh to 20 Body Damage Points (about 55 percent of his total), creating a "grave" wound. A −5 is now applied to his Combat Values, and he must make an "Endurance roll" at the "Harder test" level of difficulty. His Stamina factor is 30 (Sec. 2.212), and he scores a 23, allowing him to keep fighting. At this point Chargésh would be wise to withdraw, but he is young and foolhardy. Two more blows bring him down to 9 Body Damage Points (approximately 80 percent of his total), and his wound status becomes "critical." His Combat Value modifier is a dismal −7. He makes another "Endurance roll" at the "Difficult test" level, but this time he fails with a score of 55 and falls unconscious. His comrade and mentor in the legion, Marján hiVessúma, manages to slay Chargésh' opponent before the latter can deliver the *coup de grace*.

Five minutes later Chargésh makes a "Recovery roll." He scores a 30, and his wound status passes from "critical" to "fatal." This costs him more Body Damge Points since the minimum loss for a "fatal" wound is 91 percent of one's total: i.e. 40 of Chargésh' 44 points. He remains unconscious. After another five minutes he repeats the "Recovery roll" and gets a 94. He now returns to consciousness. His wound status stays "fatal,"

however. There are no physicians or sorcerers with the patrol, and after the melee Chargėsh must recalculate his Height-Build-Strength factor on the basis of a "fatal" wound. This takes away 95 percent of his original factor of 71, leaving him just 4 points. He must also recompute his Stamina factor, but he finds that a Height-Build-Strength factor of 4 is not even on the chart in Sec. 2.212. His Stamina factor is therefore zero. He is too weak to carry any encumbrances, can barely crawl, and can perform no strenuous actions whatsoever. Marjàn has him borne back to camp on a stretcher and calls for medical attention. Kadársha hiTlėkelmū, the General of the Legion of Searing Flame, orders the young soldier's injuries to be treated. Fortunately for Chargėsh, the efforts of the sorcerers are successful. He is soon restored to health—somewhat shaky, but much wiser.

The following system is optional and may be ignored for rapid gaming. It is used after a melee is over to check for exceptional damage to specific body areas. One D100 roll is made on the following table for a "minor" or a "serious" wound, and two such rolls are required for a character suffering from a "grave," "critical," or "fatal" wound. Various types of severe injuries are listed following the table, and the referee can either select arbitrarily from these or else devise impromptu die rolls. A second "hit" on the same body part is rerolled.

Post-combat exceptional wound damage table

Degree of wound gravity	Body areas and dice score ranges: Head	Upper limb*	Torso
Minor	01	02	03-05
Serious	01-03	04-05	06-09
Grave	01-05	06-08	09-13
Critical	01-07	08-11	12-17
Fatal	01-09	10-14	15-21

Wound gravity	Abdomen	Lower limb*	No exceptional damage
Minor	06-07	08	09-100
Serious	10-12	13-15	16-100
Grave	14-17	18-21	22-100
Critical	18-22	23-27	28-100
Fatal	22-27	28-33	34-100

*A further die roll is used to determine which limb is injured: e. g. the left or the right leg. Some nonhuman races have more than two limbs, and this die roll must be adjusted accordingly; cf. Sec. 2.223. A few species have no abdomen as distinct from the torso, and these two dice score ranges are therefore lumped together: e.g. the Ahoggyá, Nyaggá, and the Tinalíya. Still others have tails. A result of "lower limb" in the case of a Nyaggá denotes a hit on the tail, but in other instances a D10 is rolled: 1-3 = left leg; 4-6 = right leg; 7-10 = the tail. The damage done to animals and other entities can also be determined from this table, but there will probably be few occasions in the game when such exceptional detail is needed. If so, the referee can revise the table to allow for greater or lesser chances of hitting specific body areas.

Exceptional damage is as follows:

Body area	Damage
Head	Skull fractured; eye damage and blindness; ear severed or hearing impaired; jaw broken; teeth smashed; throat or vocal cords injured
Torso	Ribs broken; collarbone or shoulderblade broken; lungs punctured; spine damaged (if hit from behind); upper stomach and/or esophagus injured
Abdomen	Intestines punctured; liver or pancreas injured: groin wound; lower spine damaged (if hit from behind)
Upper and lower limbs, tail	Bone broken; tendons and muscle tissue destroyed; hand or foot broken or smashed; joint injured (e.g. an elbow or a knee); limb completely severed

To illustrate, Chargėsh hiVrĺddi suffered a "fatal" wound during the fray with the Milumanayáni bandits. He makes two rolls and scores a 07 and a 48. He thus took exceptional damage to his head, and a further random roll indicates that this was to the side of his skull, severing an ear. Even this can be healed by sorcery, however, and Chargėsh is lucky. He wakes in the gloom of the sorcerers' tent, feels himself all over, and is relieved to find nothing missing. He vows a small sacrifice to mighty Vimúhla —just as soon as he can afford it.

2.8212. MORALE.

Player characters (and certain non-player characters designated by the referee) may continue in combat as long as they wish—until they either win or perish. Minor characters (e.g. "flunky" warriors, citizens, priests, and especially torchbearers and porters) are by no means made of such stern stuff. When the original number of the party has been reduced by 25 percent, a morale check is made. A second test is required when losses reach 50 percent, a third at 75 percent casualties, and a fourth when 90 percent of the group is either dead or out of action. Thereafter a further morale check is taken after every one-minute turn. Failing a morale check produces the following results upon all those who can see its cause or who can learn of it from comrades.

Morale tests failed

Number of morale tests failed	Morale classes	Modifiers to the Combat Values of the party and other results
1	A-B	– 3 (i.e. "demoralised")
	C-D	– 1 (i.e. "morale is shaken")
	E-G	No effect
2	A-B	Rout
	C-D	– 3
	E-F	– 1
	G	No effect
3	A-D	Rout
	E-F	– 3
	G	– 1
4	A-F	Rout
	G	– 3
5	A-G	Rout

Each species of animal, type of Underworld creature, etc. belongs to a fixed morale class. Morale class ratings are thus listed with the descriptions of such entities in the referee's Sections. The morale classes of the intelligent races, on the other hand, vary according to such factors as occupation, training, and religious persuasion. Certain generalities can still be made: e.g. the Hláka tend to be timid and skittish, whereas the gruff, pugnacious Ahoggyá may keep on fighting against insurmountable odds. Even so, it is occasionally possible to find a courageous Hláka or a cowardly Ahoggyá, but this must be left to the referee. The following list presents the "average" morale class ratings of various types of people and also of those nonhuman races that can be generalised. Species not included below—the Mihálli, Páchi Léi, PéChói and the Urunén—have morale class ratings based upon occupation and experience, much like human beings.

Morale classes

Morale class*	Character type or species
A	Slaves, porters, torchbearers, peasants, lower-class urban dwellers, children; Hláka
B	Most average citizens, new recruits (i.e. fighters with less than 4 sub-skill levels in any one weapon), common bandits, pirates, thieves, etc.; one of the Pygmy Folk unaccompanied by others of his/her/its kind
C	Young aristocrats, most average soldiers (i.e. those with 4-10 sub-skill levels in any one weapon), most clergy of the non-war temples; most sorcerers and other scholars; Swamp Folk fighting on land; Ssú without a leader; Shunned Ones
D	Aristocrats trained as fighters, veteran soldiers (i.e. those with 11-15 sub-skill levels in any one weapon), most clergy of the war-temples (e.g. Karakán, Vimúhla, Chegárra, Chiténg, Hfsh, etc.); most sorcerers and scholars devoted to the war-gods; Swamp Folk fighting at sea; Ssú with a leader; Nyaggá on land; Tinalíya
E	Experienced adventurers (including bandits, pirates, etc.), elite troops (i.e. those with 16-up sub-skill levels in any one weapon); average Ahoggyá, Hlúss, and Shén; Nyaggá underwater; Pygmy Folk in a group together
F	Adventurers and soldiers who may be classified as "heroes" (usually those with over 15 sub-skill levels in 3 or more weapons and with years of experience); leaders of the Ahoggyá, Hlúss, and Shén
G	Human fanatics; very experienced Ahoggyá, Hlúss, or Shén warriors; the Hlutrgú

*There is also a class H; this is for those animals and other creatures which never check morale but keep on attacking until slain.

Only one morale test is made for a party, no matter how many morale classes it contains. The level of the test is based upon the *highest* class making up 10 percent or more of the party. In a mixed group, thus, one totals the number of individuals in each class and then uses the rating of the *best* class, provided that it comprises at least 10 percent of the group. For this purpose, members of different species (e.g. Pé Chói and humans, average Ahoggyá and average Shén) are counted separately, although they belong to the same morale class. Humans of the same class are all combined together (e.g. average soldiers and priests of the non-war temples). Player characters are placed in the classes to which they logically belong by virtue of occupation, etc., though in fact they may have any morale rating they choose.

For example, Marján hiVessúma, the *Heréksa* (High Subaltern) of the Legion of Searing Flame, is a veteran with 13 sub-skill levels in the art of swordsmanship (Sec. 2.810). His morale class is thus D. He took 10 average soldiers (class C) and 10 recruits (class B) with him when he went on his last patrol in the Milumanayáni highlands. Chargésh hiVríddi, a new recruit, counted as class B, even though he had every intention of either winning or dying gloriously, as seen in Sec. 2.8211. The highest morale class making up 10 percent of Marján's patrol was C, that of the average soldiers, and it was at this level that all morale tests were made. Had these troops all been slain, the party's morale would have been reduced to the recruits' B level in spite of Marján's presence.

A more complex instance is the expedition sent into the Underworld below Fasĺtum to perform certain necessary ceremonies at the Shrine of Unendurable Splendour of the Temple of Vimúhla. It consists of 10 slaves (class A); 5 recruits (class B); 15 average soldiers (class C); 5 Pé Chói mercenaries (also class C but counted separately); 10 priests—of whom Aliná hiNakkodái is one (class D since this is a war-temple); 5 veterans (also class D); and two huge Ahoggyá of average experience (class E): a total of 52 individuals. The highest morale class containing 5 or more persons (10 percent of the total) is class D, and this is the rating at which the party takes its morale tests. Aliná, however, has never been down into these crumbling, echoing catacombs before, and she privately fears that her morale may turn out to be class A—or even lower if that were possible—should the party run into trouble! Fortunately for her, the trip is relatively uneventful. Nothing more fearsome than a great *Dlaqó* beetle puts in an appearance, and the rituals are performed in the timeworn shrine without hindrance.

Morale tests are made by rolling a D20 against the following table.

The morale test

% lost from original number*	Morale classes and die score ranges needed to remain in combat		
	A	B	C
25%	1-12	1-14	1-16
50%	1-8	1-10	1-12
75%	1-4	1-6	1-8
90%	1-2	1-4	1-6
Each test thereafter	1	1-2	1-4

D	E	F	G
1-17	1-18	1-19	1-20
1-14	1-16	1-18	1-20
1-10	1-12	1-14	1-16
1-8	1-10	1-12	1-14
1-6	1-8	1-10	1-12

*This number is recalculated at the end of an "adventure," or, at the referee's discretion, after the party has enjoyed a period of rest and safety. It is not recomputed during an "adventure" as the group goes from one combat to another. The loss of one's companions is not so soon forgotten!

For those who prefer greater verisimilitude, the following modifiers may be applied to the testing party's die score on the preceding table.

Modifiers to the morale test

Modifier	Circumstance
–1*	Meleeing a species smaller than oneself (i.e. smaller than the majority of the party)
–1	Each enemy priest or sorcerer killed or captured
–2	Each large treasure found, amounting to 100 *Káitars* or more per person, if it were divided equally amongst all but slaves
–2	Each very large beast, insect, or creature of the Underworld killed (e.g. a *Sró, Sérudla, Hrá, Ru'ún*)
–2*	Meleeing a party half the size of one's own or smaller

−3	Each senior enemy leader killed or captured. This applies only to recognised officers or commanders of a hostile force, and it is not used for animals, creatures of the Underworlds, semi-intelligent beings, androids, the undead, automatons, etc.
−4	The major objective of the mission has been attained. This is applicable only when the party has been given a specific goal to achieve
+1*	Meleeing a species larger than one's own (i.e. larger than the race to which the majority of the party belongs)
+1	Each of the party's priests or sorcerers killed or captured
+2	Each large treasure found or seen but not obtained, amounting to 100 *Káitars* or more per person, if it were divided equally amongst all but slaves. This applies also to treasuers gained but lost during the course of an "adventure"
+2*	Meleeing a party half again as large or larger than one's own
+2*	Meleeing a very large beast, insect, or creature of the Underworld (e.g. a *Srô, Sérudla, Hrá, Ru'ún,* etc.)
+2*	Humans meleeing the Hlüss, Shunned Ones, or Grey Ssú
+3*	Humans meleeing the Black Ssú
+3*	The party is surrounded or cut off from retreat and is the same size as or outnumbered by the enemy
+3*	The party is fired upon by magic and has none of its own with which to defend or reply
+3*	Meleeing fanatics when not fanatic oneself
+4*	The party is attacked by surprise, from the rear, or from ambush. This applies only if the morale test must be taken in the round following that in which these events occur: e.g. a group that loses 25 percent of its members during a surprise round
+4	The party's recognised senior leader (e.g. a military officer, a high priest) is slain or captured
+4	The goal of the party's mission has been found or seen but cannot be obtained or achieved

*Modifiers marked with an asterisk are temporary and cease to apply once the cause is removed. Others are permanent throughout an "adventure" but do not apply in later "adventures." These should be noted on a piece of paper as the game proceeds.

Routing characters run straight away from the source of danger at the fastest possible speeds (Secs. 2.641 and 2.651). A random die roll is made when two or more escape routes are possible, or when the group is threatened from more than one direction. If surrounded, most routers will surrender and plead for mercy, although there is a 20 percent chance that soldiers and the clergy of the war-temples (e.g. Karakán, Vimúhla, Chegárra, Chiténg, Hŕsh, etc.; cf. Sec. 1.610) will prefer suicide to being taken alive. Player characters may do as they see fit, although it must be noted that it is considered "noble" (Sec. 1.610) to accept one's fate. Many prisoners do not attempt to escape for this reason. Sacrifice, enslavement, or possibly ransom (for wealthier captives) are all that those taken in battle can hope for, but, as the Tsolyáni proverb says, "It is ignoble to struggle against the weave of one's Skein of Destiny."

Marján hiVessúma's patrol may be used again as an illustration. It was ambushed in the barren hills northeast of Thri'ĺ as the Tsolyáni expeditionary force pushed north towards the Pass of Skulls. Of Marján's 20 men, 3 were killed by arrows, sling stones, and hurled rocks during the surprise round. This was insufficient to cause a morale test—5 casualties were needed. About 35 Milumanayáni tribesmen and poorly trained bandit-soldiers (all of morale class B) then poured out of the rocks from three sides, and 2 more Tsolyáni troopers were slain in the next 3 rounds, requiring a 25 percent morale check. Using the C column in the table, Marján added a +2 for fighting a party half again as large as his own. He scored a 12. This +2 = 14, but a score over 16 was needed to cause a rout. The Tsolyáni stayed in the fight, and soon 9 foemen were down, occasioning a Milumanayáni morale test. They rolled a 9 on column B of the table, subtracted a −2 for being over half again as many as the Tsolyáni, and easily stayed in melee. A few rounds later Marján's patrol had lost 4 troopers and 6 recruits, necessitating a 50 percent morale check. By this time, however, Chargésh had fought his battle with the Milumanayáni leader, and Marján had finished the fellow off. The +2 modifier for being outnumbered still applied, but the Milumanayáni chieftain's death heartened the legionaries and gave them a −3. Marján rolled a 4: 4+2−3=3, and the Tsolyáni held fast. The Milumanayáni suffered 9 more casualties in the next few rounds, and then it was their turn to make the 50 percent check. They still outnumbered the Tsolyáni by enough to gain the −2 modifier, but their leader's demise added a +3. They rolled a 15: 15−2+3=16. A score of 10 or less is needed for a party of morale class B to remain in combat at the 50 percent test level, and the foe thus turned and fled. Marján's troops pursued, and after the battle was over he found that his patrol had suffered 13 casualties (7 dead and 6 injured—including Chargésh), while 24 Milumanayáni bodies were counted. Some of the latter might have been only wounded, but Marján made no effort to restrain his legionaries, contenting himself with looting 12 paltry silver coins and a flat piece of *Hmélu* bone incised with Milumanayáni writing from the purse of the fallen chieftain. The latter he managed to present to a *Molkár* (Officer) of his Legion, receiving a gold *Káitar* for his trouble. Better to hand it to an officer directly than to pass it on through his *Kási* (Captain), who would probably have given him nothing but a "well done!" for his pains.

2.830. SORCEROUS AND MEDICAL HEALING.

Healing spells belong to the "ritual" category (cf. Sec. 1.620 and also the Sections dealing with magic, below). They therefore cannot be cast by a mage who is himself/herself engaged in hand-to-hand combat. It is impossible, furthermore, to cast a healing spell upon a comrade who is fighting or moving actively about; such a spell requires concentration, knowledge of the exact location and extent of the injury, and time to "focus" the energies of the Planes Beyond upon the patient.

A wounded character must therefore withdraw from battle and find some sorcerer or shaman of his/her party who is not in combat, has both hands free to cast ritual spells, and who can concentrate upon the needed enchantments. Comrades may of course drag a downed fighter back "behind the lines" for treatment. Even so, the best time to heal the wounded is after a battle is over and all have had time to sort themselves out, see to the injured, repair damaged weapons and gear, loot enemy bodies, and say a few last words over slain co-religionists.

A member of one of the intelligent species will no doubt wish to waive his/her right to a "Magical Resistance factor roll" (Sec. 2.725 (1)) when subjected to a healing spell. Semi-intelligent beings, animals, etc. must make this roll since they cannot distinguish helpful from hurtful magic. Sorcerous healing is instantaneous and leaves no marks or scars. If less than 10 percent of the patient's stock of Body Damage Points still be missing after healing spells have been applied, the person may return at once to full normal activity. Larger percentages of lost Body Damage Points result in various degrees of incapacitation, as seen in Sec. 2.8211: e.g. negative Combat Value modifiers, a lower Height-Build-Strength factor, a decreased Stamina factor, a reduced encumbrance limit, etc.

There is a possibility that sorcerous healing may not "take"; cf. the Sections dealing with magic. Should a healing spell fail, sorcery cannot be used again to cure the same wound (or wounds) either by the unsuccessful mage or by any other sorcerer or shaman. Conversely, if one spell succeeds in healing a portion of a patient's wounds (i.e. restores some but not all lost Body Damage Points), then further healing spells will invariably operate to restore the rest; there is no longer any chance of failure.

Should magic be unsuccessful, one must resort to the slower but more certain techniques of the physician; cf. Sec. 1.1010. A doctor aids an injured person or creature by adding his/her medical expertise to the latter's "Recovery rolls," as stated in Sec. 2.722 (2). Like the sorcerer or shaman, a physician cannot treat anyone while fighting in hand-to-hand combat—or while the patient is fighting or moving about actively. A relative degree of quiet and safety is needed in order to minister to an injured individual.

Further statements relating to medical healing include:

1. A certain amount of minor "battlefield first-aid" is possible. This may be applied by anyone and needs no competence in the skill of Physician. It cannot be accomplished while either the impromptu doctor or the patient is in hand-to-hand combat. No "Recovery roll" is necessary, and a D10 is rolled: 1-4 = 1 lost Body Damage Point is restored; 5-6 = 2-3 points (randomly rolled); 7-8 = 4-5 points (randomly rolled); 9 = 6-10 points (randomly rolled with a D10, divided by 2 and rounded down); 10 = no effect: first aid fails. This treatment can only be attempted once upon a given wound or combination of wounds. It cannot be repeated or tried by a succession of would-be "doctors." Such first-aid may occasionally make the difference between one degree of wound/illness gravity and another (Sec. 2.8211). If so, the patient is lucky! In most cases it may serve only to keep a victim alive until more qualified physicians can arrive.
2. A modifier of −2 is applied to a patient's "Recovery roll" for each level a doctor has in the skill of Physician, as seen in Sec. 2.722 (2). These rolls are made as follows:
   a. Five minutes after a patient has become unconscious due to a failed "Endurance roll" (Sec. 2.8211) or the loss of Body Damage Points through other causes, he/she makes a "Recovery roll"; if he/she returns to consciousness, no further rolls are made at that time. If not, additional rolls are made at 5 minute intervals until the individual returns to his/her senses or dies.
   b. Once a patient is conscious, a further "Recovery roll" is permitted for wounds after a full day (24 hours) has elapsed. Thereafter one "Recovery roll" is made on each day thereafter, and the physician's expertise is applied to each one. This admittedly shortens recuperation time unrealistically, and a referee who desires greater verisimilitude may wish to insert randomly rolled periods of days or even weeks between every permitted "Recovery roll." A severely injured character might thus take several weeks or months to recover. This is left to the gaming preferences of the group.
   c. "Recovery roll" timings for illnesses and poisons are given in Sec. 2.722 (2).
3. The time needed to treat an injury depends upon the degree of wound/illness gravity (Secs. 2.411 (4) and 2.8211). This can be ignored if there is no urgency, but in cases where time is of the essence this should be ascertained.
   a. "First-aid" requires 1-5 minutes to apply. The score of a D10 is divided by 2 and rounded up.
   b. The times needed by a doctor to treat injuries follow:

Times needed by a physician to treat a patient

Degree of wound/ illness gravity	Die rolled (+ any base number) to find number of minutes of treatment
Minor (or less)	D10
Serious	D10 + 5
Grave	D10 + 10
Critical	D10 + 20
Fatal	D20 + 20

Blinded, maimed, or disabled characters upon whom sorcery fails to work must either learn to live with their disabilities or else be retired from the game. Divine Intervention (Sec. 2.725 (2)) is ineffective in such cases since the deities display little of the human quality of compassion, and the life or death of one small individual is usually unimportant to the great scheme of things. On the other hand, the monasteries of Thúmis and Ketengku in the Chákan foothills near the city of Páya Gupá are justly famous, as are the ancient shrines of Ksárul and Grugánu in the mountains northwest (and also northeast) of Thri'íl. Similar hermitages and sanctums exist in the remote regions of other lands as well. The sages of these places are said to have access to higher magic which can sometimes effect miraculous cures—in return for valuable magical items or other services, of course. A few such advanced mages are also retained by the rulers and princes of the Five Empires: e.g. the personal physician of Princess Ma'ín, the renowned Doctor Chekrésh, who is rumoured to be a nonhuman (possibly a Mihálli?) in disguise. Such experts can occasionally be persuaded to aid a loyal retainer, particularly if there are political or other objectives to be gained.

2.840. MISCELLANEOUS WEAPONS AND DAMAGE.

The damage tables in Sec. 2.829 are also employed for various makeshift weapons and injury-causing events, some of which may not be combat-related.

1. Impromptu weapons may include almost anything acceptable to the referee. The following guidelines are very general, and these must be supplemented by the referee as the situations demand.
   a. Damage table A is appropriate for a very short weapon: e.g. a sword-hilt, a blackjack, a hand-held rock, a small vase or statue, and the like. The sub-skills needed to hit with these objects are dagger/knife-fighting in the case of sharp or pointed implements (e.g. a spike) and short one-handed weapons for blunt, club-like weapons. The sub-skill needed to throw one of these items at a target is that of hand-thrown melee weapons.
   b. Damage table B is utilised for somewhat longer articles: e.g. a short stick, a piece torn off from an item of furniture, a larger vase, etc. The sub-skill of short one-handed weapons is required to hit with such an article, and that of hand-thrown melee weapons is used to throw them at a target. Damage table B is also utilised for blows with a spear-butt or similar object.
   c. Still longer and heavier articles use damage table C: e.g. a stout tree branch, a metal lever, a longish urn or statue, and other objects comparable in length to a sword. The sub-skill needed to hit with these is that of long one-handed weapons, and they are hurled with the sub-skill of hand-thrown melee weapons.
   d. Objects needing both hands to wield utilise tables D or E, depending upon their mass: e.g. a very large tree branch, a stout door-bar, a staff topped by a heavy religious or military symbol, and the like. The sub-skill

needed to hit with these articles is that of two-handed weapons, and they are hurled at a target using the sub-skill of hand-hurled melee weapons.

2. Falls and collisions may occur when one fails certain "Adventure dice rolls" (Sec. 2.720 ff.): e.g. a "Height-Build-Strength roll" made to prevent foes from pushing a heavy object over onto a character behind it; an "Endurance roll" failed while clinging to the side of a cliff; an unsuccessful "Dexterity roll" made to keep one's balance on a slippery surface; or an "Intelligence-Dexterity roll" needed to steer one of the aircars of the ancients. Modifiers for armour may apply in the case of collisions, but such protection is relatively useless in avoiding damage from falls. Guidelines are:

Damage from falls and collisions

Damage table employed*	Type of fall or collision
A	Slipping and falling down (e.g. a failed "Dexterity roll" at the "Easy test" level taken to stay on one's feet on a slick surface); running headlong into a comrade; having a door slammed shut upon one
B	Falling down while running (e.g. a failed "Dexterity roll" at the "Harder test" level made while running or sprinting through an unlighted and unknown area of an Underworld labyrinth); dashing headlong into a wall; having a piece of light furniture broken over one's head (and failing a "Dexterity roll" at the "Harder test" level needed to avoid it)
C	Falling down a short staircase (about half a storey); tumbling into a pit 1-2 m deep; colliding with a character who is running straight towards oneself (and both failing "Dexterity rolls" at the "Harder test" level in order to dodge one another)
D	Falling down a one-storey staircase or a ladder; dropping into a hole or pit 2.1-3 m deep; colliding with a moving being twice as big as oneself (see above)
F	Falling down a two-storey staircase or rolling down a steep hillside of the same height; dropping into a pit or falling vertically between 3.1 and 4 m; being run down and trampled by a large animal
H	Tumbling down a steep hillside between 2 and 3 storeys high; falling vertically between 4.1 and 6 m; being run over by a *Chlén*-cart or a very large animal
J	Falling vertically between 6.1 and 8 m
L	Falling vertically between 8.1 and 10 m. Any greater fall automatically kills the character, although a kindly referee may allow a 5% chance of survival and damage at the level of table L

*No damage occurs for short falls into water, mud, or other soft substances, of course. A longer fall (perhaps 2-3 storeys) requires a "Dexterity roll" at the "Difficult test" level; if this is failed, the character suffers damage according to table J.

3. Hitting a target with a dropped rock, boulder, or other heavy object is done with a "competitive Dexterity roll" at the "Harder test" level; cf. Secs. 2.723 and 2.7211 (1). An object that falls by itself requires only the target[s] to roll. In most cases only one target can be struck, although those directly behind him/her must make a roll for a "missed missile," as stated in Sec. 2.827. Large objects may hit more than one character, of course, and this is determined by the referee. The damage table used is also left to the referee's discretion: e.g. a chamber pot dropped from a height of 1 m may cause no more than soiled clothing, but the same item falling from several storeys up becomes a deadly weapon. The following guidelines are for articles dropped from a height of about one storey (4 m). Damage tables are increased by 2 (e.g. from C to E) for each additional 4 m. Rolls for a shield, cover, and/or armour are allowed to targets struck by objects up to 40 cm in diametre, but only "hard" cover is of any use against larger and more massive falling articles.

Damage from dropped rocks, etc.

Damage table employed	Size of rock or other heavy object
B	Very small: 5-10 cm in diametre
C	Small: 11-20 cm in diametre
E	Medium: 21-40 cm in diametre
H	Large: 41-60 cm in diametre
K	Very large: 61-100 cm in diametre
L	Extremely large: e.g. a part of a crenellation, a falling pillar, archway, etc.

4. A character who is drowning makes an "Endurance roll at the "Difficult test" level (Sec. 2.722 (1)) after the first 3 one-minute turns. If this succeeds, a second "Endurance roll" at the "Very difficult test" level is needed after 2 more turns. Still another roll is required at the "Real challenge" level after 1 more turn—and again at the end of each turn thereafter until the character either perishes or returns to the surface. If any of these rolls are failed, it is likely that the character is dead, although an unconscious person pulled out of the water within 20 minutes does have a small chance of revival: an "Endurance roll" is made at the "Real challenge" level; if this is successful, the character is revived. The same roll is permitted to one who has been underwater for 21-30 minutes, but even if revived there is a possibility of brain damage; a D10 is rolled: 1-6 = brain damage occurs (D100 are rolled and their score is deducted from the character's Intelligence factor; cf. Sec. 2.215); 7-10 = a miraculous escape with no lasting ill effects.
5. A character suffocating in mud or any similar substance has the same chances as given above in (4). Immersion in sand, loose earth, rubble, etc. increases these time periods to 6, 5, and 3 turns, respectively: e.g. a buried individual who survives the first check made after 6 turns does not need to roll again until 5 more turns have elapsed. Should he/she still be alive, further "Endurance rolls" at the "Real challenge" level are then made at 3-turn intervals thereafter. The chances of revival after becoming unconscious are as given above under (4).
6. A character trapped in an airless space also perishes within a certain length of time, but this depends upon the size of the chamber and is thus left to the referee. A body-sized coffin may provide 15-20 minutes of air, while a person sealed into a room 3 m square and 1 storey high may survive for anywhere from 30 minutes to an hour. Each additional individual in the chamber reduces these time limits by approximately one half.

7. Fire damage is assessed as follows:
   a. Hand-held lamps and lanterns are fueled with poorly combustible animal or vegetable oils and thus cause insignificant damage when thrown or struck against a target. They may, of course, frighten certain creatures away, and they can also be employed to set larger fires in burnable materials.
   b. In order to hit with a hand-held torch, the attacker and the defender make a "competitive Dexterity roll" at the "Harder test" level; cf. Secs. 2.723 and 2.7211 (1). A defender who has a shield or who is behind cover is permitted to roll for this protection; cf. Sec. 2.828.
   c. An incendiary missile is either hurled (using the thrower's skill with hand-thrown melee weapons; cf. Sec. 2.827) or is shot from a bow, a staff-sling, or an artillery engine (employing the firer's sub-skill level with the relevant weapon; cf. Sec. 2.827). Other weapons cannot shoot blazing missiles or substances. Again, the target may roll for the protection of a shield or of cover; cf. Sec. 2.828.
   d. Lighting an inflammable article with a hand-held torch or lamp is automatic but takes time (cf. Sec. 2.710), unless there are extenuating circumstances (e.g. the character is in melee or is performing other strenuous actions). In such cases a "Dexterity roll" at the "Easy test" level may be required. The same roll may be needed at the "Harder test" level if a character hurls a lighted lamp, lantern, or torch at an inanimate object in order to set it afire. The difficulty level is increased for less combustible substances, greater distances, or other factors.
   e. If a hit is scored under (b) or (c) above, armour provides some protection from a "small" fire but not from a "medium" or a "large" blaze. A "small" fire is defined as one started by a flaming arrow, a torch, or a lamp or lantern which has set combustibles ablaze (but where the fire has not had time to expand). A "medium" fire includes a firepot filled with inflammables (Sec. 1.960), a blazing drapery or voluminous garment, a bonfire, a cooking hearth, and the like. A "large" fire is a bigger conflagration: e.g. a burning building, a forest fire, an incendiary artillery missile, a large pot of blazing pitch, etc. Certain spells also produce fires of various sizes; cf. the Sections dealing with magic. The protection afforded by armour from a "small" fire is found by rolling a D10 against the following table:

Armour protection from fire

Armour coverage*	Score needed to cause damage**
Light	1-8
Medium	1-6
Heavy	1-4
Very heavy; animal covered with horny or chitinous integument	1-2

*Cf. Sec. 2.320 for the definitions of these coverages.
**A score above these ranges indicates no signigicant damage. The burning item strikes the armour and bounces off.

   f. A further D10 roll is needed to ascertain whether a flaming object or missile does damage only in the combat round in which it hits, or whether inflammable garments and/or equipment are set ablaze. No roll is needed for most animals, creatures of the Underworlds, or nearly naked persons, of course, since there is so little possible fuel for an ongoing fire. On the other hand, fires set by sticky substances (e.g. blazing pitch or the Chayakkuyáni version of Greek Fire: cf. Sec. 1.960) continue to burn a target until their fuel is exhausted or they are put out. If an ongoing blaze does occur, the number of combat rounds it burns a victim (unless extinguished) depends upon the person's garments and another D10 roll. (See also (g) below.)

Further rounds that a fire burns

Garment and/or equipment coverage	Score needed to set an ongoing fire	Number of combat rounds the fire burns
Little: a kilt, a vest, a backpack, a quiver of arrows, or a small amount of similar semi-combustible gear	1-4	1-5
More clothing and equipment: a tunic, a short cape, a larger backpack, sack[s], blanket, etc.	1-6	6-10
Still more garments: a cloak or mantle, a "full kit" of gear	1-7	8-17
Full robes or ritual priestly vestments, an elaborate noble's costume, a woman's voluminous skirts	1-8	16-25

   g. Whenever a character falls down or collides with something there is a 10 percent chance (i.e. a score of 1 on a D10) of breaking flasks of oil or clay firepots stored in a backpack, hung at the belt, or slung over the shoulder. This same check for breakage must be made after participation in hand-to-hand combat also. Chances of smashing these containers are much higher, of course, in the event of a longer fall: perhaps 70 percent. Should these objects have been broken, the character's oil-soaked garments add a + 2 to his/her D10 roll in (f), above, for catching fire, and 6-25 combat rounds (i.e. a D20 score + 5) are similarly added to the duration of the blaze.
   h. A victim fully exposed to a fire (e.g. struck by a flaming missile) suffers damage each combat round. The damage table used depends upon the initial size of the blaze and the extent to which it has spread. A character on the periphery of the fire (e.g. someone trying to put it out, a comrade standing next to a burning victim) has the same chance of catching fire himself/herself as was given above under (f). Damage is done to such a "new" fire victim according to damage table A (Sec. 2.829) during each of the first 6 combat rounds; thereafter damage is rolled each round at the fire's current damage level (see below). One who enters or falls straight into the heart of a blaze is burned at the fire's present

damage rate—although the referee may allow a 50 percent chance of not being harmed to a person who has soaked his/her garments in water or some other fire-retardant substance. The following table includes both these increasingly injurious damage tables and also arbitrary rates for the spreading of a fire. In reality, the latter depend upon many factors: the availability and combustibility of fuel, wind strength and direction (Sec. 2.612), etc. The following are thus "average" rates which assume sufficient fuel, moderate inflammability, and no wind. The referee may adjust these rates and damage tables as desired.

Rate of spread of fires

Number of one-minute turns a fire burns at this level	Rate of spread (in all directions) per turn	Damage table employed each combat round for a victim fully exposed to the fire
1-3	25 cm	A (a "small" fire)
4-6	50 cm	B
7-9	1 m	C (a "medium" fire)
10-15	1.5 m	D
16-21	2 m	E (a "large" fire)
22-30	2.5 m	G
31-up	3 m	J

i. Sufficient water, sand, blankets, or other means of cutting off a fire's air supply must be available in order to put it out. Perhaps 3-4 litres of water may suffice for a "small" blaze, while the quantities needed to extinguish larger conflagrations must be determined by the referee. A D10 roll is permitted every 3 combat rounds to put out a "small" fire; every 6 rounds (i.e. each one-minute turn) to quell a "medium" blaze; and every 6 minutes to quench a "large" conflagration. More than one character may attempt this. The following table is for 1-3 "firemen"; a modifier of −1 is applied to the die score if there are 4-6; and another −1 is employed when there are 7 or more characters trying to put out a fire. No more than 4 characters may cooperate to put out a "small" fire, however, and no more than 7 can work to quench a "medium" blaze. Any number deemed appropriate by the referee may assist in extinguishing a "large" fire. It must also be noted that water and/or blankets are useless in putting out the Chayakkuyáni variety of Greek Fire (Sec. 1.960) —indeed, water only causes the flames to spread faster (the rate increases by one degree under (h), above: e.g. from 50 cm to 1 m per turn). Sand, vinegar, urine, mud, or other similar substances are all that are efficacious against this incendiary material. The knowledge needed to make Greek Fire is rare in the south, and very few artillerists there are familiar with it. Should it be employed, a +1 is added to the die score on the following table, no matter what means are used to put it out.

Putting out a fire

Size of fire and current damage table	Effect upon a fire and die score ranges: Fire is totally extinguished	Fire is decreased one damage table*	No effect
Small: A	1-8	—	9-10
Small: B	1-5	6-7	8-10
Medium: C	1-4	5-7	8-10
Medium: D	1-3	4-6	7-10
Large: E	1-2	3-6	7-10
Large:G	1	2-5	6-10
Large: J	—	1-4	5-10

*The physical dimensions of the fire are also reduced. This is left to the referee.

j. Smoke inhalation causes suffocation at the same arbitrary rates given for immersion in sand, etc., under (5). "Endurance rolls" are made for survival, and the chances of reviving after becoming unconscious because of smoke are as presented under (4). In addition, however, there is a 20 percent chance of permanent lung damage. This causes a loss of 1-20 Body Damage Points (randomly rolled) and can be healed only by sorcery and not by a physician. Should magic fail, the character's Stamina factor (Sec. 2.212) is reduced; a D10 is rolled: 1-6 = a loss of 5 points; 7-10 = a loss of 10 points.

k. Lighted torches, lamps, etc. also reduce the oxygen in an airless space. Each such flame-source decreases the air—and the character's survival time, as decided by the referee; cf. (6), above—by one quarter.

8. A pot of boiling water, oil, etc. poured down upon a target below does damage according to table G (Sec. 2.829) only in the combat round in which it hits. A small pot has a "splash circle" of 2 m, and all within this area (cf. the rules for hits with artillery stones in Sec. 2.829) must make "Dexterity rolls" at the "Very difficult test" level (Sec. 2.723) in order to avoid being burned. A larger container has a "splash circle" of 3 m. These same rules apply to pots of molten lead or other metals as well, but damage table K is employed. Should a character be partially or totally immersed in boiling liquid, damage table H is used each round until contact ceases, and immersion in molten metal, lava, and the like requires table L.

9. Skin corrosives (e.g. acid or lye) do damage as follows:

   a. Hitting a target with a container of dangerous chemicals is done with the thrower's sub-skill levels with hand-thrown melee weapons, the staff-sling (e.g. the assassin's weapon, "Pa'íya's Kiss"; cf. Secs. 1.960 and 2.2313), or artillery. Other weapons are not normally used to fire corrosives. (Arrows fitted with acid-filled glass tips are theoretically feasible, but these may do less damage than a regular projectile point because of the small capacity involved. They would also be extremely liable to breakage.)

   b. Dropping a container of chemicals upon a target below is done as described under (8), above. "Splash circles" and rolls needed to avoid contact are the same.

   c. A roll for a shield, cover, and/or armour is permitted, but if this succeeds, all types of shields and armour (EXCEPT enchanted steel, which is immune) suffer damage according to table D each round during the rounds that the chemical remains active (see below).

Once the points of protection afforded by the shield and/or armour are eliminated, the chemical continues to injure the character himself/herself until its combat rounds have run their course or until the substance is neutralised.

d. A corrosive chemical damages a victim each round for one or more rounds. This depends upon the extent of the exposure and also a random die roll. These timings and also the damage tables employed for various degrees of exposure are listed below.

Skin corrosive damage per round

Extent of exposure*	Damage table employed	Number of combat rounds the chemical continues to do damage**
Minor	A	1-2
Small	B	1-5
Medium	D	6-10
Large	F	11-20
Total	H	16-35

*"Minor" contact includes such things as touching a fingertip to a pot filled with the substance. A "small" exposure is produced by a little vial of the chemical: e.g. the assassin's weapon, "Pa'lya's Kiss"; cf. Secs. 1.960 and 2.2313. A pot of corrosives hurled by a staff-sling causes a "medium" exposure, while a "large" exposure results from a bigger container dropped upon a besieger. Total immersion is self-explanatory —and very deadly.

**The exact number of rounds a chemical remains active is found within these ranges by a random die roll: e.g. 11-20 = 10 + the score of a D10, etc.

e. Alkaline skin corrosives are neutralised by washing with vinegar or other mild acids and copious amounts of water. Acids, on the other hand, are treated with a paste of soda or crushed lime. Most physicians carry enough of these substances in their bags (Sec. 2.330) to treat at least one major case. One minute is required to treat a victim for every combat round that he/she has suffered damage. Lost Body Damage Points do not return at once but are restored at a rate of 1-5 (randomly rolled) per day after the neutralising agent has been applied. Sorcery is also efficacious against corrosive damage, of course, and recovery is then instantaneous.

10. Carbon monoxide gas is found in various chambers of the ancient Underworld labyrinths, and it is also produced by the fumes of fires and similar sources. Carbon dioxide or carbonic acid gas is encountered in dank cellars, wells, and the like. Hydrogen sulphide gas occurs in sewers, sealed tombs, and in certain areas of volcanic activity. Methane gas is another peril of the old tunnel systems; it is highly explosive when combined with air and exposed to a flame. All of these can cause death through suffocation within 10-30 minutes, and no dice rolls are made for them. Symptoms include drowsiness, dizziness, collapse, and coma. Fresh air and artificial respiration are the best remedies. A victim who has become unconscious through one of these gases must make a "Recovery roll" (Sec. 2.722 (2). If any improvement results, he/she returns to his/her senses and no further rolls are needed. A result of "1 degree worse" or "2 degrees worse" is applied as usual, and further rolls must be made at the end of five-minute intervals until the victim either obtains a "better" result and recovers, or until he/she dies. Sorcery can also neutralise the ill effects of these gases.
11. Corrosive gases produced by certain artifacts of the ancients are treated as shown under (9), above: a "large" exposure results from immersion in these gases, and damage is done according to (9, d). A physician can treat these injuries, as described in (9, e), and sorcery is also efficacious. A few devices also produce nerve gases, deliquescents, and other kinds of lethal vapours. These are almost instantly fatal (perhaps 3-12 combat rounds, randomly rolled), and only the immediate application of the relevant sorcerous spell can save a victim exposed to them.
12. Ingested and injected poisons may cause illness, paralysis, death, etc.; cf. Secs. 1.960 and 2.350. The referee sets the difficulty level represented by the toxin, and the victim makes a "Resistance roll" (Sec. 2.722 (3)). Should an antidote be taken in time, no "Recovery roll" (Sec. 2.722 (2)) is needed, and the character returns to health within the time periods stated in Sec. 2.411 (8). A character who fails the "Resistance roll" and who lacks an antidote (or cannot apply it in time) dies when the poison is a lethal one. Some narcotics work more slowly, however, causing gradual weakness, internal lesions and bleeding, blindness, coma, and other deleterious effects. The number of Body Damage Points lost per hour, day, week, etc. because of such a toxin is left to the referee. Again, the employment of the proper antidote should halt further damage, and lost Body Damage Points may be permitted to heal naturally or to remain as permanent disabilities, depending upon the action of the drug. Magic is perhaps the best means of restoring injured internal organs, although it is not always reliable.
13. The methods used to simulate illnesses are given in Sec. 2.411 (6). The procedure is very similar to that described for poisons, above.
14. As previously stated, the damage done by the claws, teeth, tails, etc. of the various animal species, creatures of the Underworlds, etc. of Tékumel is specified together with their descriptions in the referee's Sections, below.
15. Certain spells produce "wound" damage and utilise the tables given in Sec. 2.829. Other "aggressive" spells cause other types of injuries: electrical shock, explosions, psychic traumas, etc.; these are detailed individually in the Sections dealing with magic, below.

2.850. COMBAT REFINEMENTS.

The following Sections are optional. Those who enjoy more detail may wish to use them, but they do tend to slow down the game.

2.851. MODIFIERS TO THE INITIATIVE ROLL.

The order in which characters may act during each combat round (termed "initiative") is determined by a D20 roll; cf. Sec. 2.822. Very few modifiers were given for the "initiative roll" in the interests of rapid gaming. In reality there may be several relevant modifiers. One of these which can be applied each round (instead of in the first round only) is weapon length. Longer weapons have an advantage during the first round of a melee and are at a corresponding disadvantage during subsequent rounds. This factor may thus provide plusses and minusses to the initiative roll every round throughout a melee.

Modifiers to the initiative roll

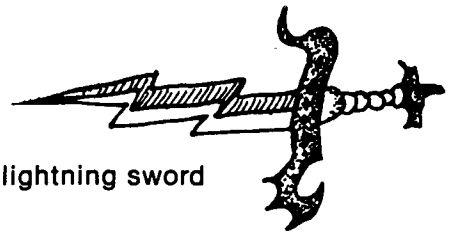
Weapon	Length group	Modifiers	
		First round	All subsequent rounds
Pike	1	Always first	See below*
Long spear	2	+4	−4
Short thrusting spear	3	+3	−3
Polearm, halberd, etc.	4	+3	−2
Quarterstaff, javelin	5	+2	−2
Two-handed weapon	6	+2	+1
Long one-handed weapon	7	+1	0
Short one-handed weapon	8	−1	+1
Knife, dagger, "The Springing Doom"	9	−2	+2
All others	10	−3	+3

*Pikes strike first in the first round of hand-to-hand combat, and opponents get no return blow unless similarly armed with pikes. In subsequent rounds a pikeman subtracts −4. If he/she wins this roll, the foe is held at pike-length, and the pikeman may continue to strike and do damage, while the opponent gets no chance to strike a return blow. If a pikeman loses or ties this roll, however, he/she must drop his/her pike and pay 3 Action points (Sec. 2.710) to change to a secondary weapon.

A person fighting in Florentine style (Secs. 1.960 and 2.2317) uses the row in the table above for long one-handed weapons: i.e. a modifier of +1 in the first round and 0 thereafter.

Nonhumans who are larger and have longer reach ranges than mankind add a +1 to their weapon length modifiers. These include the Ahoggyá, Hlüss, Shén, Shunned Ones, and the Black Ssú. The Hláka, Pygmy Folk, and Tinalíya are smaller than humans and hence subtract a −1 from their weapon length modifiers. All others employ the table as given above. The Hláka, Hlüss, and Shén have tails that are used as weapons; they strike with these at a weapon length modifier of 0. Animals and other creatures hitting with teeth, claws, tentacles, and other appendages also have weapon length modifiers of 0.

The following modifiers are also applied to each character's "initiative roll." If this system is used, all applicable modifiers should be totalled in advance and recorded on the Character Record Sheet.



Hlüss lightning sword

Circumstantial modifiers to the initiative roll

Modifier	Circumstance
	Dexterity factor modifiers; cf. Sec. 2.213
−4	−15
−3	−10
−1	−5
+1	+5
+2	+10
+3	+15
+4	+20 and up
	Shields and cover; cf. Secs. 1.960 and 2.828
−1	Carrying a medium shield
−2	Carrying a large shield
−3	Helping to carry a pavise
−3	In "hard" or "soft" cover that restricts movement: e.g. in tall grass, behind a tapestry, behind or underneath furniture, fighting from a narrow aperture, etc.
	Armour; cf. Secs. 1.960, 2.320, and 2.8210
−1	Wearing medium armour
−2	Wearing heavy armour
	Encumbrances; cf. Secs. 2.310 and 2.811
−1	Carrying 76-100% of one's encumbrance limit
−3	Carrying 101-150% of one's encumbrance limit
−4	Carrying 151-199% of one's encumbrance limit. (One cannot fight at all while burdened with more than this.)
	Fatigue; cf. Sec. 2.812
−2	Fighting on after one's fatigue limit has expired
	Posture; cf. Sec. 2.710
−1	Crouching, kneeling
−2	Sitting
−4	Lying prone
	Wound status; cf. Sec. 2.8211
−1	Suffering from a "serious" wound
−2	Suffering from a "grave" wound
−3	Suffering from a "critical" wound
−4	Suffering from a "fatal" wound
	Miscellaneous
−2	Applied to "surprised" characters in the round following the "surprise round"; cf. Secs. 2.821 and 2.825
−1	Manoeuvring (i.e. moving) during the same round that one strikes or shoots; cf. Sec. 2.823 (list 2, 5)
−1	Attacked while loading a crossbow or other missile weapon that requires more than one round to reload; cf. Sec. 2.710
−1	Changing weapons, taking an object out of a pouch or bag, or performing any action other than striking or shooting during the round that costs 2 or more Action points; cf. Sec. 2.710
−2	Attacked while preparing a spell to be cast during a later round; cf. the Sections dealing with magic, below
−3	Applied to characters who have turned at bay to fight after having been caught by pursuers; cf. Sec. 2.823 list 2, 17). This is used only during the first round of such "post-rout" combat

2.852. HITTING SPECIFIC BODY AREAS.

The foregoing combat system provides only for the hitting of an opponent's "whole body," and damage is deducted from the target's total stock of Body Damage Points without reference to specific body areas. This may suffice for most "adventuring," but occasionally greater detail is needed. For example, an assassin wishes to hurl a vial of corrosives (i.e. "Pa'ĭya's Kiss"; cf. Secs. 1.960 and 2.2313) directly into a victim's face and not have it bounce harmlessly off armour; a warrior aims a blow to blind a foeman; a blowgunner shoots at an unprotected area of a target's body, etc. Two methods of hitting specific body parts are offered below.

1. The attacker announces his/her intention to hit a specific body part in advance. Should a "hit" be made (Secs. 2.826 and 2.827), and should any shield or cover be bypassed (Sec. 2.828), another D10 roll is introduced: 1-2 = the specified body part is hit; 3-9 = the named body part is not hit, and damage is done to the "whole body," subtracting points from the target's total stock of Body Damage Points as usual; 10 = the "hit" is actually a miss—greater concentration is needed to hit a specific body area, and there is thus a higher possibility of missing. If the attacker does hit the body part he/she has named, the target's armour is next taken into consideration, and damage is assessed. This damage is applied to the points contained in that body part alone. These points are listed for human bodies in Sec. 2.214 and for nonhumans in Sec. 2.223. Those for other creatures must be arbitrarily assigned by the referee. Should the points contained in the named body part be eliminated, "exceptional damage" (Sec. 2.8211) is done, and the target is maimed, blinded, etc. as the attacker desires.
2. The second system is more complex—and slower to play. It is useful for duels and other one-on-one combats in which all of the participants statistics have previously been recorded.
   a. The attacker specifies the body part he/she is aiming for each round. If a hit is scored, and if any shield or cover is subsequently bypassed, as described under (1), above, a roll is made on the following table to ascertain where the target is hit. D100 are used:

Hitting specific body areas

Body part	Dice score ranges	Body part	Dice score ranges
Head	01-10	Abdomen	60-79
Left arm*	11-18	Left leg**	80-89
Right arm*	19-29	Right leg**	90-100
Torso	30-59		

*An unshielded righthanded fighter tends to advance the right arm and leg towards the opponent, making it easier to hit these than the left arm or leg. This is normally reversed when a shield is used—and must be reversed again for a lefthanded character.

**See the preceeding note. Further confirming rolls must be made for nonhumans who have more than two upper or lower limbs, and also for those species that possess tails: e.g. a hit on either of a Shên's legs requires a further D10 roll: 1-6 = the leg is hit; 7-10 = the tail is struck. Hits upon animals and creatures with other arrangements of appendages must be adjudicated by the referee.

   b. The attacker's competence in the weapon he/she is using provides a modifier to the above roll. For example, an archer with 11 sub-skill levels in the longbow applies a +6 or a −6 (if needed) to hit the specific body part he/she has named. If the missile is aimed at the target's head and a 16 is scored, a −6 makes this a 10, and the head is indeed hit. (Here a +6 can do no good at all, but the head is usually harder to hit than other body parts in any case.) A hit on the torso normally requires a score between 30 and 59; a ±6 changes this range to 24-65. This modifier is only employed to hit the named body part: e.g. it is not applied to a hit aimed at the head that actually strikes the left leg in order to gain a hit on the abdomen. Modifiers for sub-skill competence are as follows:

Skill modifiers

Sub-skill levels	Modifier	Sub-skill levels	Modifier
0-3	0	13-15	±9
4-6	±1	16-18	±12
7-9	±3	19-up	±15
10-12	±6		

   c. The armour coverage of the body part hit is taken into account when damage is done. This permits a differentiation between a steel helmet and a *Chlén*-hide breastplate, for instance, or for a chainmail tunic but no leg armour; cf. Sec. 2.8210.
   d. Damage points are deducted only from those contained by the body part hit (Secs. 2.214 and 2.223). When these points are eliminated, the body part is no longer functional: e.g. a head wound causes the character to lose consciousness; a torso injury breaks ribs, punctures lungs, and causes collapse; an arm or leg wound makes the limb useless (e.g. a righthanded character must now fight lefthanded, at a modifier of −2 to all of his/her Combat Values, and a shield can no longer be borne): a Shên or other species possessing a prehensile tail cannot use that member; etc. When 1 more point of damage is done to the head, torso, or abdomen than these contain, the character dies. Doing double damage to a body part severs it or destroys it entirely: e.g. if 10 points are done to an arm that can only take 5, it is cut off; cf. Sec. 2.214. Further hits on an already destroyed body part are ignored.
   e. Wound status rolls (Sec. 2.8211) are made as usual, based upon the total number of Body Damage Points lost.

2.860. COMBAT SUMMARY.

It is useful to recapitulate the various steps to be taken in gaming a combat.

1. The Combat Values of all participants are established and noted upon their Character Record Sheets; cf. Sec. 2.810. Deductions for encumbrances are made; cf. Sec. 2.811.
2. When two parties come within visibility range or audibility range, rolls for "surprise" are made (if the situation so indicates); if one character or party gains surprise, a "surprise round" is then fought, and hits and damage are assessed according to step (4); cf. Sec. 2.821.
3. If no surprise occurs, or if the surprise round has been completed, each member of both parties makes an "initiative roll" each combat round; cf. Sec. 2.822 (and also Sec. 2.851, if desired). Each character then acts in order of his/her ranking in the "initiative roll" order; cf. Sec. 2.823.

4. A character who attempts to hit with a melee weapon (or with a "natural" weapon, such as fangs, claws, etc.) employs Sec. 2.826, while a missile-firer uses Sec. 2.827. Sub-steps within the combat round then include:
   a. The attacker rolls to hit the defender. If no hit is scored, the attacker may perform such other actions as he/she wishes and for which he/she has the Action points (Sec. 2.710); the attacker's initiative "turn" then ends.
   b. If a hit is rolled, a defender who has a shield or who is protected by cover is allowed to roll for these defences; cf. Sec. 2.828. A successful "shield/cover roll" deducts damage from the shield or the cover. If the defender has no shield or is not under cover, or if the points represented by these defenses have been eliminated, or if the defender fails the "shield/cover roll," one proceeds to (c), below. Otherwise the attacker's initiative "turn" ends; cf. (a), above.
   c. Once any shield or cover has been bypassed, the attacker rolls for the damage done by his/her weapon; cf. Sec. 2.829.
   d. At this point an optional roll may be inserted to allow for the hitting of specific body areas; cf. Sec. 2.852.
   e. The defender deducts any points of protection afforded by his/her armour; cf. Sec. 2.8210. Any remaining damage is subtracted from his/her stock of Body Damage Points; cf. Sec. 2.214. If Sec. 2.852 (2) is employed, all damage is deducted from the Body Damage Points contained in specific body areas (minus any armour protection).
   f. As damage reaches various percentages of a character's total stock of Body Damage Points, negative modifiers are applied to his/her Combat Values, and at advanced levels of wounding he/she must make "Endurance rolls" (Sec. 2.722 (1)) in order to remain in combat; cf. Sec. 2.8211. Should one of these "Endurance rolls" be failed, the character becomes unconscious or goes into shock for at least 5 one-minute turns; thereafter he/she must make a successful "Recovery roll" (Sec. 2.722 (2)) in order to regain consciousness and be able to perform further actions.
5. Increasing percentages of casualties to the party as a whole require morale checks; cf. Sec. 2.8212. An unsuccessful roll may cause members of certain morale classes to flee, although player characters may continue to fight on if they wish.
6. Some medical and sorcerous healing can be done during combat, but most such treatment is effected after a battle is over; cf. Sec. 2830. At this time "exceptional damage" (Sec. 2.8211) is assessed, and also other post-combat activities are performed: e.g. the repair of weapons and armour, looting, brief services for the dead, etc.

Sorcery in combat is treated in detail in following Sections. It can be summarised here, however, by replacing (4), above, with a step (4a):

4a. A sorcerer who wishes to cast a spell indicates this when his/her inititative "turn" comes up. Some spells can be employed at once, while others require more than one round to prepare.
   a. The magic-user designates his/her target[s] and "fires." No "ritual" spell can be cast while in hand-to-hand combat or while one's limbs are encumbered or needed for other strenuous actions. "Psychic" spells do not suffer from these limitations; cf. Sec. 1620 and also the Sections dealing with magic, below. Sorcery is also hampered by metal, and magic-users must be careful not to wear or carry metal items when attempting enchantments; cf. Sec. 1.950.
   b. No roll to hit is needed in the case of an "areal aggressive" spell cast from a distance. An "aimed aggressive" spell does require a roll to hit because it is directed against a specific target, much like a missile weapon. A "competitive Dexterity roll" (Secs. 2.723 and 2.7211 (1)) must be made by the magic-user and the target when the former attempts to hit the latter with a "touch range aggressive" spell; cf. Sec. 2.823 (list 2, 19) and also the Sections dealing with magic, below.
   c. Neither a shield nor "soft" cover is of any use against a spell. Major (or greater) "hard" cover does permit a "shield/cover roll" against an "aimed aggressive" spell but not an "areal aggressive" spell, however; cf. Sec. 2.828 (list 1, 7).
   d. Armour is also useless against magic. The only exception is a large shield or a suit of medium or heavy armour made of enchanted steel; cf. Sec. 2.725 (1. j).
   e. A target struck by a spell has only one chance to escape the action of the enchantment: the "Magical Resistance factor roll"; cf. Sec. 2.725 (1). If this roll is failed, the target suffers the effects detailed in the spell's description. In some cases these effects are "wounds," and the damage tables in Sec. 2.829 are used. Other types of spells produce results requiring individual descriptions.



Warrior-Priest of Vimúhla with stylised flame helmet

2.900. SORCERY.

The theoretical and cultural fundamentals of "magic" on Tékumel are described in Sec. 1.620. The following Sections provide mechanisms for the employment of the magical arts in the game.

2.910. GENERAL ORIENTATION.

2.911. PERSONAL QUALIFICATIONS.

In order to learn and use sorcery at all, one must possess a sufficiently high Intelligence factor (Sec. 2.215), Psychic Ability, and "Psychic Reservoir" (both in Sec. 2.216). The minimum requirements for these three factors are given under the heading of "Shaman" in the "Tribal" skill descriptions in Sec. 2.239. These qualifications are the same for all magic-users, from the "jungle witch doctors" of M'mórcha to the sophisticated thaumaturges of Avanthár. They are also required of nonhumans and any other entities who would learn and cast spells. (The intellectual and psychic capabilities of the nonhuman races differ somewhat from those of mankind; cf. Sec. 2.223.)

Although a character who lacks the minimum qualifications alluded to above cannot employ spells, anyone with an Intelligence factor of 21 or higher (Sec. 2.215) can use the magico-technological devices of the ancients (e.g. "Eyes"), talismans, amulets, and scrolls or books written in clear, non-coded language (in a tongue the character knows, of course). Even a dullard (i.e. a person with an Intelligence factor of 06-20; cf. Sec. 2.215) can utilise some of the simpler instruments if carefully instructed in their operation.

2.912. THE SOURCES OF MAGICAL LEARNING.

Most sorcerers are either priests or "Lay-Priests" (Sec. 1.832). Such persons usually learn their repertoire of spells through their temples. "Magic" forms one of the special provinces of the ecclesiastical hierarchies throughout the Five Empires and their client states, and these powerful institutions possess the academies, instructors, libraries, and other facilities for study in abundance. Although Lay-Priests do not form part of the administrative or ritual organisation of the temples, they, too, generally acquire their magical knowledge from the temple colleges.

The priesthoods of the smaller states tend to be less learned than their counterparts in the great empires, and students in these lands may wish to seek out the priests, Lay-Priests, and "magical advisors" resident at the courts of local rulers. "Power draws power," as the Tsolyáni say, and certain of these scholars are better versed in their arts than the sacerdotes of the indigenous deities.

A shaman normally seeks instruction from an elder (and hopefully wiser) shaman of his/her tribe. A shaman of one tribe rarely accepts a disciple from another band. Many young shamans thus gravitate to the urban empires in search of further learning.

Magic cannot be taught by the "teach yourself method." Without access to the texts, libraries, and the languages in which sorcerous books are written, a student is completely helpless. A teacher is also necessary to learn the mind-sets, precise gestures, ritual sequences, and other essentials of sorcery. Whether these things are acquired from a temple academy or from a Lay-Priest in "private practice" in the marketplace (Sec. 2.241) is immaterial, but some form of tutelage is required. It is possible for a teacher to set down a sequence of spells in book form for for a student who is travelling abroad (see below), of course; yet this can only be done once a "mind-link" between tutor and pupil has been achieved.

The temples provide instruction only for their own devotees, furthermore: those who have demonstrated their loyalty and zeal. Non-members are never given access to a temple's hoarded store of learning, even when they belong to a closely associated sect (e.g. the temples of a Tsolyáni deity and his/her "Cohort"; cf. Sec. 1.610). This rule is adhered to most strictly, and a mage who breaks it to teach his/her sect's special enchantments to an outsider can expect to be visited with all of the punishments the ecclesiastical courts can devise; cf. Sec. 1.740. A shaman is somewhat less limited in this regard: once an outsider has gained the trust of the tribe, he/she may be accepted for teaching.

2.913. TUTORS.

As said above, every student must have a tutor. The requirements for this are presented in Sec. 2.423. Within every large temple one will find many scholars and experts in the "knowledge skills" (Sec. 2.239), and an acolyte should have no difficulty in engaging an instructor. See Sec. 2.242 (5) for tuition costs. It is the tutor's task not only to teach but also to monitor a pupil's progress and select further studies appropriate to his/her level of intellectual and psychic development. The same is true of the shaman who must oversee the advances made by his/her disciples.

Should a student move from one locale to another, a new tutor must be found and engaged. Within one's own country this is usually quite easy, particularly in the great cities. It presents more of a problem when one travels abroad. One must then prevail upon one's tutor to provide a letter of introduction to the mages of one's own sect resident in the foreign country: e.g. a teacher in the Temple of Karakán in Jakálla in Tsolyánu may write such a note to his/her counterparts in the temple of this deity in the Foreigners' Quarter of Tsámra in Livyánu. The temples of foreign gods accept students from other lands only through conversion, and in some countries this is well-nigh impossible: e.g. a Tsolyáni worshipper of Vimúhla would not be admitted into the classes offered by the Temple of Ru'ungkáno in Livyánu under any circumstances—unless the pupil were himself/herself a Livyáni who had grown up in the faith and had then emigrated abroad. Livyánu, however, is the most xenophobic of all of the Five Empires, and foreigners may find it easier to "convert" and join a temple with similar theological orientations in Salarvyá, Yán Kór, Mu'ugalavyá, or Tsolyánu. The priesthoods of the smaller states vary considerably in this regard; some refuse to accept outsiders at all (e.g. the Priests of Light of Saá Allaqi, the sect of the Mad One of Hlíkku in Yán Kór, the Temple of Mrettén of the Nyémesel Isles), while others are more accomodating (e.g. the temples of Aridzó, Heshuél, and Váris of the states of the far northeast); cf. Sec. 1.610. The temples of the nonhuman species never accept converts of other races.

A student who is likely to be deprived of a tutor for any length of time (e.g. one who undertakes a long sea voyage of exploration) may obtain a magical instruction manual from his/her tutor. This can be prepared by the tutor alone—no one else can do this—since one's teacher is the person with whom one has established a psychic bond. Such a spell-book is invariably in cipher and is sorcerously made to appear as unusable gibberish to all but the intended student. A magical manual contains as many as ten spell levels, arranged in order of ascending difficulty, and each of these is learnable only when the student attains the appropriate level of intellectual and psychic development. This type of "homework" requires much time to write out and consecrate (about two days per spell for the easier enchantments and as much as a week for a higher-level incantation), and it is therefore expensive. Enchantments learned from a spell-book are also rarely as complete and efficacious as those mastered with the help of one's tutor himself/herself, and there is a greater chance that a "book-spell" will not work or may even backfire

and harm the student. A spell thus incompletely learned can be "polished up" and perfected once one returns to one's teacher. More will be said of this method of learning below.

As one progresses higher and higher up the ladder of sorcerous knowledge it will become necessary to change tutors. A teacher must possess at least 6 complete skill levels more than the pupil, and the latter can never rise to more than 2 levels below that of the instructor; cf. Sec. 2.423 (2). A senior scholar rarely takes any interest in the beginning classes but only in the advanced pupils of the temple academy. The same is true of Lay-Priests in private practice. It may therefore be obligatory to seek more and more skilled preceptors three or four times during one's student career. Indeed, one may have to seek out a recognised expert in some other city, particularly when one desires to master some rare and complex incantation not found in every temple academy of one's sect.

2.914. TEMPLE PREDILECTIONS AND BRANCHES OF SORCERY.

Each temple tends to specialise in those fields of magic that jibe with its theological and philosophical orientation; cf. Sec. 1.610. There is a corpus of "Universal" spells, of course: those known to every sect, advanced Lay-Priest, and shaman all across this region of Tékumel. Somewhat more restricted are the "Generic" spells: those found in two or more temples whose orientations overlap. The most recondite of all are the special "Temple" spells, which comprise each sect's most jealously guarded treasures. Some of these are shared between the priesthood of a god and that of his/her Cohort, but there are a few inner secrets that even this close association is not enough to unlock. The only means of learning a forbidden "Temple" spell is to seek out a renegade priest. Even then, such an unfrocked clergyman may balk at teaching a secret so potent—and so liable to end in the dungeons of the ecclesiastical executioners.

The magical proclivities of the Tsolyáni temples are listed in general terms below. "Generic" and "Temple" spells available to devotees of these sects usually fit into one or another of these "branches," as will be seen from the spell descriptions following.

Tsolyáni deities

Deity	Preferred branches of sorcery
Hnálla	Light; stability and tranquility
Karakán	War and bloodshed; courage; weapons
Thúmis	Knowledge; healing; communication
Avánthe	Natural forces; animals and plants
Belkhánu	Departed souls; the Planes Beyond
Hrü'ü	Chaos; darkness; cold
Vimúhla	Fire; wanton violence and destruction
Ksárul	Knowledge; magic, demonology; ancient technology
Sárku	The Undead; tombs, catacombs; worms and vermin
Dlamélish	Hedonism, eroticism; demonology; the physical body

The Cohorts of the Tsolyáni gods (Sec. 1.610) are oriented towards the same objectives as their associated deities. There are minor differences, of course: e.g. Keténgku stresses the healing aspects of Thúmis; Grugánu focusses upon Ksárul's interests in magical devices and spells; Chiténg represents the crueller but more organised side of Vimúhla, etc. Spells available to followers of these entities thus fall within the broad categories shown in the foregoing table, but there are variations in emphasis.

A devotee of a foreign deity will find one or more Tsolyáni counterpart listed in Sec. 1.610. In game terms, such a character may choose from among the spells available to any *one* of these Tsolyáni sects but may not include spells from the other lists. A worshipper of Ru'ungkáno, for instance, may acquire the spells appropriate to Vimúhla, Karakán, or Ksárul but is not allowed to select some from Vimúhla's list, others from Ksárul's corpus, etc. It is hoped to produce a supplement later detailing the unique magical systems of some of the other nations of Tékumel.

A shaman also has a restricted corpus of spells from which to choose. This resembles the "nature focus" of Avánthe but includes the healing abilities of Thúmis and perhaps something of the darker side of Ksárul as well.

2.915. TYPES OF SPELLS.

The difference between "Universal," "Generic," and "Temple" spells are noted above. In addition, one finds a clear dichotomy between "ritual" and "psychic" spells. The former draw and shape power from the Planes Beyond by means of "mind-sets," vocables, gestures, bodily postures, and in some cases substances and ceremonies (for which one requires the sorcerer's bag mentioned in Sec. 2.330). The latter are produced directly by the mind of the mage and need no more than concentration, mental and psychic energy, and the training required to cast them. The contrast between "ritual" and "psychic" spells in combat is indicated in Sec. 2.823 (list 2, 4).

Once one begins to deal with the technical aspects of spells, other differences become apparent. Some enchantments require less energy to cast, while others demand much more (particularly the more powerful "Temple" spells). Certain spells are "aggressive" and are meant to harm or hinder an opponent. Others are "non-aggressive" and provide such utilitarian abilities as the production of light, communications, healing, telekinesis, and the like. Still another line must be drawn between "aimed" and "areal" spells. The former are directed at a specific target, much like a missile weapon. The latter create their effects in a broader area; this may be a circle extending out from the caster at the centre, a location some distance away from the mage, or even a sort of "wall" that eventuates in front of the sorcerer and moves away from him/her at a fixed rate of speed. Further types of spells create phantasmic creatures, open "Nexus Points" (Sec. 1.620) into other Planes, and produce miscellaneous effects too varied to be categorised here. All of these distinctions will become clear from an inspection of the spell lists that follow.

2.920. THE ACQUISITION OF SPELLS.

2.921. SPELL "PURCHASING."

The method through which a sorcerer or a shaman learns new spells is analogous to that by which a warrior acquires sub-skill levels in weapon competences; cf. Sec. 2.2310 ff. There are some differences, however, and the system is thus recapitulated below.

1. Complete levels of the Sorcerer and/or Shaman skills are obtained when a character first enters the game; cf. Sec. 2.239. Thereafter a magic-user earns points towards further levels through practice (Sec. 2.422), study (Sec. 2.423), and "gamed competence rewards" (i.e. defeating opponents with magic and casting useful "non-aggressive" spells; cf. Sec. 2.424 (2 and 3)). One may also maintain one's Sorcerer and/or Shaman skills, and no progress then occurs, though nothing is lost; cf. Sec. 2.421. Should "skill decline" (Sec. 2.425) occur, any points saved for an as-yet-incomplete skill level are lost first, and only when a complete skill level is impaired is the last spell to be acquired removed from the character's list (and so on, until skill decline is halted).
2. A skill level in either the Sorcerer or the Shaman skill contains 2,000 points, earned as stated under (1), above; cf. Sec. 2.2310. For each complete skill level (including those obtained at the start of the game), a character is given 25

"spell purchase points." These are used to "buy" new spells, as shown below.

3. The three "phyla" of spells—"Universal," "Generic," and "Temple"—are mentioned in Sec. 2.914. These are abbreviated as "U," "G," and "T," respectively. In addition, there are 10 levels of spell complexity and potency. These range from an easily learned enchantment of level 1, which produces only minor effects, to the extremely difficult and powerful enchantments of level 10, obtainable by master-sorcerers. The cost of a spell differs both according to its phylum and its level: the cheapest is the "U1" spell, and the most expensive is the "T10." As can be seen from the table below, very advanced spells require more than 20 points to buy, and one must thus "save up" spell purchase points on one's Character Record Sheet until one can afford them. Spell costs are as follows:

Spell costs

	Spell phyla & costs in "spell purchase points"		
Spell level	Universal	Generic	Temple
1	2	4	6
2	4	6	8
3	6	8	10
4	8	10	12
5	10	12	14
6	13	15	17
7	16	18	20
8	19	21	23
9	22	24	26
10	25	27	30

4. Spells cannot be learned in any order one wishes, even if one has the spell purchase points to buy them. The following rules apply.
   a. In reality, a tutor chooses which spells to teach a pupil, based upon his/her perception of the latter's needs and stage of development. In the game, however, spell selection is left to the player, provided that the provisions set forth under (b) and (c), below, are followed. This applies even to the "spell-book" provided by a tutor to a student who is going on a long journey. The player writes out a list of the spells he/she wishes to include in this manual and gives it to the referee. When the player's character achieves a new skill level, the 25 "spell purchase points" thus earned are invested in the spells contained in the book as usual. The spells written in the "spell-book" cannot be changed or substituted, of course, and no further spells can be learned once those in the manual have been mastered—until the student either returns to his/her tutor or finds a new one at his/her destination.
   b. Many enchantments possess more than one level, and a character must obtain all of the lower levels of such a spell before going on to purchase a more advanced one. For example, the spell of "Ascertainment" in the "Universal" phylum includes 5 levels, each of which has different effects. A mage cannot obtain its "U5" form without having first mastered its "U1," "U2," "U3" and "U4" varieties.
   c. A further restriction is based upon the number of complete levels of the Sorcerer or Shaman skill possessed by the character. Less advanced students are not able to assimilate the knowledge and techniques of higher magic. The following tables thus correlates closely with the syllabi followed by the temple academies, Lay-Priests in private practice, and even tribal shamans. It is extremely dangerous, if not impossible, for a student to try to master a spell for which he/she is not yet ready, and the ladder of development shown in the table must be strictly followed. For example, a beginner who has only one level in the skill of Sorcerer can learn any "Universal" spell of the first level. He/she may also acquire the second level of such a spell, if one exists. An experienced mage with 10 skill levels can master a "Universal" spell of any of the 10 levels, provided that the rule given in (b), above, is followed. He/she may also learn "Generic" spells of levels 1-7 and "Temple" spells of levels 1-5, as long as these spells are among those available to his/her temple.

Skill levels and purchasable spells

Character's skill level	Phyla and levels of available spells		
	Universal	Generic	Temple
1	1-2	—	—
2	1-3	1	—
3	1-4	1-2	1
4-5	1-5	1-3	1-2
6-7	1-7	1-4	1-3
8-9	1-9	1-5	1-4
10-11	1-10	1-7	1-5
12-13	1-10	1-9	1-7
14-15	1-10	1-10	1-9
16-up	1-10	1-10	1-10

   d. In actuality there are still higher levels of stamps. These are the arcane lore of "Great Magic": the incantations used to summon the Demon Princes (cf. "The Book of Ebon Bindings," by M.A.R. Barker, Minneapolis, 1978), and the conjurations known to such near-mythical wizards as the immortal Thómar, Subadím the Sorcerer, Nyélmu of the Garden of the Weeping Snows, Hagárr of Paránta, Qiyór the Many-Tongued, and others; cf. Sec. 1.360. In addition, certain of the "magical bodyguards" of the kings, emperors, and great lords of Tékumel (Sec. 2.241) are privy to lesser portions of these secrets. The referee is welcome to introduce whatever he/she wishes of these mighty spells. In practice, however, such powers tend to unbalance the game, and it may be best to restrict them to non-player characters with whom the players' party can interact from time to time.

2.922. SPELL LEARNING TIMES.

Varying periods of time are needed to master new spells.

1. Spells obtained with points derived from skill levels acquired when a character enters the game are already learned. They form part of the character's background, and no game time need be used to perfect them.
2. Once a character is in the game, he/she applies "spell purchase points" acquired upon attaining a new skill level to the buying of spells, as stated in Sec. 2.921. Time must be spent mastering these incantations. This is found by adding the score of a die (see (b), below) to a "base learning time" that depends upon the spell's phylum and level.
   a. "Base learning times" are as follows:

Spell learning times

Spell level	Phyla and number of days needed to learn a spell		
	Universal	Generic	Temple
1-3	1	3	6
4-6	3	6	12
7-9	6	12	18
10	12	18	24

b. The random die roll consists of a D10 divided by 2 and rounded up in the case of "Universal" spells, a D10 for "Generic" spells, and a D20 for "Temple" spells. A high Intelligence factor (Sec. 2.215) provides a modifier to the score of this roll: below 80 = 0; 81-95 = −1; 96-99 = −2; and 100 = −3. Should Murúgdu hiKortunél, the 7th skill level colleague of Alinà hiNakkodái mentioned in Sec. 2.440, wish to learn a new "G4" spell, for instance, he spends a minimum of 6 days + his D10 score. He scores a 6, subtracts a −1 for his Intelligence factor of 87, and must thus spend 6 + 5 = 11 days mastering the new conjuration. Only an extremely high Intelligence factor combined with a lucky low roll can reduce spell learning times below the levels shown in (a): e.g. a character with an Intelligence of 100 who scores a 1 on the D10 roll, producing a −2 to be applied to (a). Even so, learning times may never be less than 1 day for a "Universal" spell, 3 days for a "Generic" spell, and 6 days for one of the "Temple" category.

3. A maximum of 3 spells can be studied at one time. The learning times for these are calculated separately but then run concurrently. For example, Murúgdu finds that he must spend 4 days learning a "U1" spell, 7 days acquiring a "G2" spell, and 17 days mastering a "T1" enchantment. After 17 days he will have perfected all three of these, but should he need the "U1" spell in the meantime, it will be available after the 4-day learning period.
4. Learning an enchantment while away from one's tutor requires a "spell-book" (Sec. 2.913)—or a new tutor at one's destination. It is much harder to master sorcery from a written explanation, and a D10 is thus rolled for each spell to be learned from such a manual: 1-4 = spell learning times are the same as given under (2); 5-9 = the times established under (2) are doubled; 10 = the times found under (2) are tripled. One roll is made for each spell learned, of course.
5. An enchantment acquired from a "spell-book" has a greater chance of failure than one mastered directly from one's tutor; cf. Sec. 2.934. Such an "imperfect" spell can be completely perfected with one's teacher later. One half of the timings found in (2) are required per spell for this.
6. Some spells contained in the magical books and scrolls found in the Underworlds are learned instantaneously. Others are like those contained in the "spell-books" described above; these require the learning times given under (4), above, and they, too, must be perfected with the help of a tutor who knows them. See the referee's Sections.

2.923. FINANCIAL COSTS OF SPELL LEARNING.

For each spell successfully learned a fee is customarily paid to one's tutor. This is in addition to regular tuition charges; cf. Sec. 2.242 (5). The teacher keeps half of this as a bonus, and the rest goes to the temple authorities in return for registering the student's new capability and issuing a Licence of Mastery (Tsolyáni: *Jokállukh hiTrashóm*). Such a document is useful when seeking employment or identifying oneself at a branch of one's temple in another city. Keeping track of these matters is the joint task of a Temple Commandant (Tsolyáni: *Njáshte*) and a special rank of scholar-priest, the "Licentiate" (Tsolyáni: *Jokálto*); cf. Sec. 1.832. One must be able to prove one's status in the Five Empires, and a Licence for a more advanced "Generic" or "Temple" spell may be magically keyed to its owner. It cannot then be forged, and if tendered by someone other than its rightful owner, it appears as gibberish. (This same process is often applied to valuable legal documents, Imperial documents, letters, etc.)

A Lay-Priest in private practice is also supposed to register a pupil's spell knowledge with his/her temple. Although this is usually done, a lazy teacher may neglect it, and an avaricious tutor may keep all of the fee for himself/herself. The student should check with the Office of the Licentiate (Tsolyáni: *Jokaltokán*) to see whether registration has been filed. If not, the only recourse is to plead with the tutor, offer greater "inducements," or even abandon the tutor's classes altogether. It is very difficult to prosecute a legal case against a Lay-Priest in good standing with his/her temple.

Spell learning fees are fixed with the tutor in advance. They are due on the day that a spell is perfected. The following fees are averages. A greedy teacher may charge as much as 100 percent more, whereas a milder individual may ask for as little as 50 percent less. The student is expected to bargain.

Financial costs of spell learning

Spell levels	Phyla and spell learning costs in Káitars		
	Universal	Generic	Temple
1-2	20	50	100
3-4	40	100	200
5-6	100	300	500
7-8	250	700	1,500
9	600	1,500	4,000
10	1,300	2,500	9,000

Occasionally a temple academy or a Lay Priest in private practice may waive the spell learning fee in return for a special task or quest. This is all the more likely when sectarian or political goals are involved: e.g. a temple may "arm" a brilliant and loyal student with powerful spells in order to fit him/her for the performance of certain specified services.

Writing out a "spell-book" (Sec. 2.913) for a student who will be away from his/her tutor for a protracted time costs double the amounts shown above. A maximum of 10 spell levels may be prepared at these prices; thereafter the costs double again, if a second and more advanced spell-book is prepared for the same student. No fees need be paid, of course, for enchantments obtained from ancient books and manuscripts found in the labyrinths of the Underworlds.

Tribal shamans, too, employ rituals, symbols, and "rites of passage" to mark the acquisition of spells by their disciples. Such ceremonies are less elaborate than those of the temples, but they may be exhausting or even painful. Most of the tribal peoples do not use money *per se*, and there is thus no question of financial compensation. A senior shaman may demand a task or an artifact in return for teaching a pupil a new spell. The shamans of M'mórcha, Nmartúsha, Rannálu, and the Lorún regions present their students with "magical tokens" in lieu of Licenses of Mastery. These consist of bits of stone, bone, feathers, reptile skin, and the like, telepathically imbued with messages indicating the disciple's capabilities and status. These tokens can be "read" by other advanced shamans of the same tribe who possess the skill. They mean nothing to the priesthoods of the great empires, however, and a tribal candidate may be asked to demonstrate his/her prowess before a synod of temple scholars before being accepted for further studies.

2.930. SPELL CASTING.

2.931. "PSYCHIC POWER POINTS."

The types and numbers of spells a mage can cast during any one day are limited by his/her astuteness, training, and innate psychic abilities. For game purposes the "basic Magical Resistance factor" is employed; cf. Sec. 2.725 (1, e). The scores of one's Intelligence factor (Sec. 2.215), Psychic Ability, and "Psychic Reservoir" (both in Sec. 2.216) are added together to produce a stock of "psychic power points." Various numbers of these points must then be expended whenever one wishes to cast an enchantment of a given phylum and level of complexity.

Within the limitations of one's fund of "psychic power points" one can employ whatever spells one knows—even casting the same spell over and over again, if need be. When one's points are used up, however, no further sorcery can be worked until one's powers have had time to regenerate and refill one's "Psychic Reservoir" from the Planes Beyond; cf. Sec. 1.620. One can never cast a spell costing more "psychic power points" than one has, even if just one additional point is needed. The spell just does not function.

2.932. SPELL CASTING COSTS.

The cost in "psychic power points" required to cast a given spell is given below. Players should keep a record of expended points on a scrap of paper in order to avoid disputes over the amount of power a sorcerer or shaman has left.

It will be noted that "psychic" spells (symbolised by "P" below) demand slightly more other-planar energy to cast than do "ritual" enchantments (abbreviated as "R"); cf. Sec. 1.620. Magico-technological devices (e.g. "Eyes") and certain other sorcerous artifacts drain only a tiny amount of power from the user, and this is too insignificant to be considered here.

Spell casting costs

Phylum and level of the spell*	Caster's skill level and cost in "psychic power points" to cast											
	1-3		4-6		7-9		10-12		13-15		16-up	
	P	R	P	R	P	R	P	R	P	R	P	R
U1	30	25	20	15	10	5	5	3	3	2	2	1
U2	40	35	30	25	20	15	10	5	5	3	3	2
U3	50	45	40	35	30	25	20	15	10	5	5	3
U4	60	55	50	45	40	35	30	25	20	15	10	5
U5	70	65	60	55	50	45	40	35	30	25	20	15
U6	90	80	70	65	60	55	50	45	40	35	30	25
U7	110	100	90	80	70	65	60	55	50	45	40	35
U8	130	120	110	100	90	80	70	65	60	55	50	45
U9	150	140	130	120	110	100	90	80	70	65	60	55
U10	170	160	150	140	130	120	110	100	90	80	70	65
G1	40	35	30	25	20	15	10	5	5	3	3	2
G2	50	45	40	35	30	25	20	15	10	5	5	3
G3	60	55	50	45	40	35	30	25	20	15	10	5
G4	70	65	60	55	50	45	40	35	30	25	20	15
G5	80	75	70	65	60	55	50	45	40	35	30	25
G6	100	90	80	75	70	65	60	55	50	45	40	35
G7	120	110	100	90	80	75	70	65	60	55	50	45
G8	140	130	120	110	100	90	80	75	70	65	60	55
G9	160	150	140	130	120	110	100	90	80	75	70	65
G10	180	170	160	150	140	130	120	110	100	90	80	75
T1	60	55	50	45	40	35	30	25	20	15	10	5
T2	70	65	60	55	50	45	40	35	30	25	20	15
T3	80	75	70	65	60	55	50	45	40	35	30	25
T4	90	85	80	75	70	65	60	55	50	45	40	35
T5	100	95	90	85	80	75	70	65	60	55	50	45
T6	120	110	100	95	90	85	80	75	70	65	60	55
T7	140	130	120	110	100	95	90	85	80	75	70	65
T8	160	150	140	130	120	110	100	95	90	85	80	75
T9	180	170	160	150	140	130	120	110	100	95	90	85
T10	200	180	180	170	160	150	140	130	120	110	100	95

*Lower level characters cannot acquire advanced spells under the provisions of Sec. 2.921 (4, c). The table has been fully progressed, however, to allow for "referee specials": very high-level spells given as a "gift" to a character by some non-player character "master-magician." The table may also be developed beyond skill levels 16-18 to permit the introduction of "Great Magic" into the game; cf. Sec. 2.921 (4, d).

2.933. LIMITATIONS UPON SPELL CASTING.

The following factors must be taken into account when sorcery is employed.

1. The existence of "fertile" and "barren" magical regions is mentioned in Sec. 1.620. The former include the eastern coast of Livyánu, Ch'óchi in Mu'ugalavyá, the ruins of Hmakuyál in Tsolyánu and also the cities of Púrdimal, Avanthár, and the City of Sárku in that nation, the cities of Hlíkku and Ngakŭ in Yán Kór, Lake Mrissútl and the city of Jgrésh in Salarvyá, the Mihálli ruins of the far northeast, and the Crater of the Unstraightened City. "Barren" regions comprise the Tsolél archipelago, the Unknown Forest and the Plain of Towers to the northwest of Mu'ugalavyá, the mountains of northern N'lŭss, the tundras of the Lorún north of Yán Kór, the Dry Bay of Ssu'úm, the coastal Protectorate of Chadára in Salarvyá, Ranchâka Head on the eastern coast of the continent, the White Water Shoals, and the Ahoggyá enclave of Onmu Tlé Hléktis. All of the far northeastern states—from Chayákku over through Nuru'ún—constitute a "semi-barren" area for sorcery. The costs of spell casting are *halved* in "fertile" areas and are *doubled* in "semi-barren" regions. Spells cannot be cast *AT ALL* in a "barren" zone, and even ancient magico-technological devices and artifacts operate only once in such places and then cannot be used again until they are returned to a more "fertile" locale. Parties that depend heavily upon their magical strength are forewarned.
2. No spell—either "ritual" or "psychic"—can be cast within 1.5 m of an anti-psychic individual: i.e. a "psychic dampener," a character whose Psychic Ability score in Sec. 2.216 is 01-10. An "Eye" or other magico-technological device also does not work when used within this range of such an individual. Spells, etc. cast from outside this 3 m circle do operate on characters within it, however.
3. A "ritual" spell (Sec. 1.620) cannot be cast while one is using one's limbs to fight in a melee (Sec. 2.823 (list 2, 4)), while holding onto the face of a cliff, while bearing objects in one's hands, etc. A "ritual" spell is also impossible when the caster is tied up, immobilised by magic, stunned, or suffering from an arm or leg wound that renders the limb inoperative (Sec. 2.852 (2)). The arms, particularly, must be free, unencumbered, and in working order! In game terms, a mage who employs "ritual" sorcery can carry about 75 percent of his/her encumbrance limit (Sec. 2.310) and still function normally.
4. "Psychic" spells, on the other hand, require no gestures, vocables, or equipment. Such enchantments can be cast as usual, provided that the mage's mind is not affected by wounding, magic, disease, loss of concentration, or the like. Tying up a "psychic" magic-user is futile, and the only way to prevent a "psychic" spell from being cast is to stun or slay its caster. Pitch darkness or a blindfold will render any "aimed" psychic spell useless, however.
5. As stated in Sec. 1.950, the energies of the Planes Beyond are short-circuited by too close a proximity to any sort of metal—or even metal directly connected to a mage: e.g. a piece of metal being dragged along at the end of a rope. A sorcerer or shaman who forgets this and tries to use magic (either "ritual" or "psychic") while carrying or wearing more than about 60 grammes of any type of metal may thus suffer serious injury and even endanger others in his/her party; cf. Sec. 2.934. Fortunately, many of the ancients' magico-technological devices (e.g. "Eyes") are non-metallic, and ritual implements sorcerously consecrated to a deity are also exempted from this rule. The latter cannot be employed as weapons, nevertheless; to do so brings down immediate Divine Retribution; cf. Sec. 2.725 (2, e).
6. There is no prohibition against a sorcerer or a shaman fighting in melee, although it is culturally extremely difficult for such persons to acquire the skills of the warrior; cf. Sec. 2.241. Indeed, a mage is free to utilise armour and weapons of metal, provided that he/she does not attempt to employ magic, or if he/she is willing to take the time to divest himself/herself of all metal articles before attempting a spell; cf. Sec. 2.710. A magic-user who casts only "psychic" spells can wear any amount of *Chlén*-hide armour he/she wishes and may fight with a *Chlén*-hide sword, a stone-headed mace, etc, without disrupting his/her powers. A "ritual" spell-caster, on the other hand, needs more freedom for his/her limbs and is thus permitted only "light" armour coverage (Sec. 2.320) and a *Chlén*-hide weapon.

2.934. SPELL FAILURE.

There are two major causes of spell failure: insufficient expertise and practice, and the presence of too much metal (cf. Sec. 2.933 (5)).

1. An inexperienced mage may blunder in attempting to cast a spell. Mispronounced words, erroneous gestures, incorrect diagrammes, etc. can cause a "ritual" spell to fail, while a lack of concentration, the wrong "mind-set," and failure to control the energies of the Planes Beyond may ruin a "psychic" spell. Each time a magic-user attempts a spell, thus, D100 are rolled.
   a. A modifier of −5 is applied to the D100 score for any spell learned from a "spell-book" and not yet perfected with one's tutor; cf. Secs. 2.913 and 2.922 (4-6).
   b. The following table is designed for "Universal" spells. A modifier of −5 is applied to the D100 score when one casts a "Generic" spell, and a −10 is employed similarly when a "Temple" spell is attempted.
   c. A failed "non-aggressive" spell does not operate, but neither the caster nor his/her party suffers any harm: e.g. should a sorcerer with 4 skill levels roll anything from a 01 to a 15 when casting a "non-aggressive Universal" spell, the enchantment simply does not work.
   d. A bungled "aggressive" spell produces one of three possible results: (a) the spell functions with its full effect, but the caster himself/herself is the centre of its damage circle, or if it is an "aimed" spell, he/she is one of the targets, and the others are chosen randomly from those nearest him/her; (b) the spell works upon the caster alone, and others are not harmed; and (c) the conjuration does not work at all, and no one is injured. These results are symbolised by "A," "B," and "C," respectively, in the table below.
   e. Characters caught by a bungled spell are allowed a "Magical Resistance factor" roll as usual; cf. Sec. 2.725 (1).
   f. The table is as follows:

Spell failure

Character's skill level	Dice score ranges and results		
	A	B	C
1-3	01-05	06-10	11-20
4-6	01-03	04-07	08-15
7-9	01	02-03	04-10
10-12*	—	01	02-05
13-15*	—	—	01-03

*In the interests of rapid gaming, this roll may be treated as optional for characters of level 10 and up. Chances of failure are quite small, and the roll does take up time.

**Characters with 16 or more skill levels cannot bungle a spell in this fashion unless they wish to do so deliberately.

g. A failed spell costs "psychic power points" as usual, even though it does not function; cf. Sec. 2.932.

2. A mage who attempts a spell while carrying or wearing too much metal may cause catastrophic consequences; cf. Sec. 2.933 (5). The skill level of the caster makes no difference. A D10 is rolled.

Spell failure from carrying metal

Die score	Result
1-3	The spell does not function. "Psychic power points" are expended as usual, but there is no effect
4-8	The caster himself/herself is slain unless he/she makes a successful "Magical Resistance factor roll"; cf. Sec. 2.725 (1). For the purposes of this roll, only the caster's skill levels are counted (i.e. Sec. 2.725 (1, e and g) are ignored), and this skill level is cross-referenced with the *same* skill level in the table: e.g. a sorcerer with 7 skill levels rolls against the "7-9" target column and thus has a 01-30 chance of avoiding being killed. If the rolls succeeds, the caster suffers no damage, but the spell still does not operate, and "psychic power points" are used up.
9-10	As just above, except that in addition to the caster, all others within a 3 m circle of the mage are slain unless they make successful "Magical Resistance factor rolls"; cf. Sec. 2.725 (1). The caster's skill level is cross-referenced with each target's "Magical Resistance factor," just as though the spell had been aimed at him/her. If these rolls are successful, the caster and/or the other targets suffer no damage.

2.935. REGENERATION OF "PSYCHIC POWER POINTS."

Time is needed to allow the energies of the Planes Beyond to seep back through the interdimensional "walls" of reality to replenish expended "psychic power points." Four hours of sleep or six of tranquil relaxation are usually enough to restore enough energy to work some magic once again, although certain very taxing conjurations require much more rest: e.g. the incantations used to summon the Demon Princes; cf. Sec. 2.921 (4, d). These may demand two to three weeks of complete inactivity before sorcery can be used anew.

The number of "psychic power points" that can be restored each day varies according to the original size of one's stock of energy: i.e. the figure found by adding one's Intelligence factor, Psychic Ability, and Psychic Reservoir scores together; cf. Sec. 2.931. In addition, there is also a large random factor which seems to depend upon other-planar conditions impossible to describe here; this requires a D100 roll, as shown below.

1. One roll is allowed per day. This is made immediately upon arising from sleep or protracted rest. Further rolls are made similarly on each succeeding day until all expended "psychic power points" have been regained. One may never recover more points than one had originally, of course, and any excess produced by the dice roll is therefore ignored.
2. If sorcery is employed on consecutive days—before one's total stock of "psychic power points" is replenished—a running account must be kept in order not to use more points than one actually has.
3. The table is as follows:

Regeneration of "psychic power points"

Character's original "psychic power points"	Dice score ranges and numbers of "psychic power points" regenerated during a day				
	01-20	21-50	51-80	81-90	91-100
175-200*	20	40	60	80	100
201-250	30	50	80	100	150
251-275	40	60	100	150	200
276-300	50	70	150	200	250
301-up**	60	80	200	250	All

*The minimum number of "psychic power points" a character must have to use magic is 175; cf. Sec. 2.239. This roll is irrelevant to non-magic-users.

**The highest possible stock of "psychic power points" is 390. This can be attained only by a Mihálli (Sec. 2.223) who scores 100 on all three relevant factors and adds the + 10, + 50, and + 30 bonuses given to this species. Such a character will be very rare.

Alinâ hiNakkodâi has in Intelligence factor of 95, a Psychic Ability of 86, and a "Psychic Reservoir" of 69: a total of 250; cf. Sec. 2.239. She enters the game as a second level sorceress and thus has 50 "spell buying points"; cf. Sec. 2.921. She purchases the "U1," "U2," and "U3" levels of three different spell-series: 2 + 4 + 6 = 12, and 12 × 3 = 36. She buys the "U1" and "U2" levels of a fourth series: 2 + 4 = 6. She adds one "G1" spell for another 4 points: a total cost of 46. The remaining 4 points she keeps for future investment. Two of her spell-series belong to the "psychic" category, and two are of the "ritual" group, as is her one "Generic" spell.

On her second mission into the Underworld catacombs, Alinâ's party runs into trouble. First an attack by a horde of *Kurghâ (stinking*, carrion-eating beasts), then an unprovoked onslaught by a huge *Dlaqó* beetle; then another by a monstrous, shambling, bloodsucking *Hrâ*, and finally a confrontation with a gang of would-be temple-looters—all within the space of two hours. Alinâ is not the foremost magic-user in her party, of course, but her various spells come in handy. Without going into the details of the enchantments she uses, the following table shows the type of spells she casts and their costs in "psychic power points."

Type of spell	Phylum and level	Cost per spell to cast in psychic power points	Number of spells cast	Subtotal
Psychic	U1	30	2	60
Ritual	U1	25	1	25
Ritual	G1	35	1	35
Psychic	U2	40	2	80
Ritual	U3	45	1	45
GRAND TOTAL:				245

Alinâ has only 5 of her 250 "psychic power points" left when she returns to her temple dormitory to fall exhausted upon her sleeping mat. The next morning she scores a 64 on her "Spell regeneration roll," giving her 80 of her points back. She is not called upon to perform any further sorcery that day and spends her time practicing the rituals needed for her hoped-for promotion to the 3rd Circle. The following morning she rolls a 96, restoring another 150 points. The day after this she scores an 83, giving her 100 points and bringing her total to 330—80 more than she can use. Alinâ is now once more at full strength.

She also checks on her progress towards a new skill level. Her "U3" spell immobilised two *Kurghá*, giving her 100 points apiece; cf. Sec. 2.424 (2, g). The remainder of her enchantments were "non-aggressive" and add up to 210 points in Sec. 2.424 (3). From this one mission alone, Alinà has earned about a quarter of the 2,000 points she requires for another level in the skill of Sorcerer. Nevertheless, she is not eager to face the whispering darkness and crushing claustrophobia of the Underworlds soon again. —This in spite of the fact that she did find a bit of ancient jewellery in the dust of one of the silent chambers and managed to conceal it from her comrades. A merchant in the marketplace offers her 175 *Kàitars* for this treasure—more money than she has seen in altogether too long a time—and Alinà is well satisfied. She can now afford to pay her tutor, Rèttesh hiMarúttu (Sec. 2.440), to teach her certain more advanced spells. No longer must she depend upon Murúgdu hiKortunèl for the loan of books, moreover, and she considers telling that wet-lipped simpleton to go get himself spayed and keep his hands to himself...

2.940. THE SPELL CORPUS.

The following Sections describe the spells available to sorcerers and shamans. There is no essential difference between a priest and a Lay-Priest in this regard: both have access to the same spells, although the lists differ widely in the "Generic" and "Temple" categories from sect to sect. (The dichotomy between priests and Lay-Priests is mainly societal; cf. Sec. 2.241.) Shamans, however, are provided with a separate spell inventory.

2.941. DEFINITIONS AND ABBREVIATIONS.

Each description contains the spell's number (consecutive throughout all of the lists), the most widely known name in English translation, and its "ritual" or "psychic" status (abbreviated as "R" and "P," respectively).

Each paragraph indented under a spell heading describes one level of the enchantment; cf. Sec. 2.921 (3). The following information is presented.

1. The phylum and level notation: e.g. "U1" = a "Universal" spell of the first (and easiest) level; cf. Sec. 2.921.
2. "Aggressive" or "non-aggressive" status, symbolised by "ag" and "nag," respectively. Although this distinction will generally be clear, there may be "grey areas" and instances of overlap. An ingenious player may find an "aggressive" use for a "non-aggressive" spell, for instance. The referee must adjudicate this whenever it is of importance to the play of the game: e.g. see Sec. 2.934.
3. The spell's method of effect: i.e. whether is is "aimed" or "areal," abbreviated as "ai" and "ar," respectively. These operate as shown below:
    a. An "aimed" spell functions much like a missile weapon.
        i. The caster specifies a target. His/her skill level in the Sorcerer or Shaman skill is taken as his/her Combat Value in the missile fire hitting table in Sec. 2.827. Negative Combat Values are ignored, and only the "Short range" column is utilised. The modifiers given to missile-firers in Sec. 2.827 are applied. As an example, a mage who has 7 levels in the skill of Sorcerer uses the "7-9" line in the hitting table. If his/her target is within the "line of sight" (Sec. 2.823 (list 1, 1)), his/her spell hits it on a D100 score of 01-50, provided that no modifiers apply.
        ii. Should an "aimed" spell miss, a straight-edge is employed to determine whether other targets behind the original one can be hit. A D10 roll is made for each possible secondary victim, as stated in Sec. 2.827. A spell that misses all of its targets continues on until it either strikes some obstruction (perhaps damaging it), or until it dissipates harmlessly at the end of its range.
        iii. All "touch range" spells (abbreviated as "tr") are "aimed." See Secs. 2.823 (list 2, 19) and 2.828 (list 1, 7).
    b. An "areal" spell creates an effect of stated dimensions in a designated place within its range.
        i. No roll is needed to hit the specified locale.
        ii. Many "areal" spells are "non-aggressive," and the caster himself/herself occupies the centre of their circles of effect; see below.
        iii. A special variety of "areal" spell produces a "wall" of energy or matter. This manifests itself 1 m in front of the caster and moves away from him/her at a speed stated in the description.
        iv. Another sub-type of "areal" spell creates phantasms or even substantial creatures and objects within a specified range (usually 1 m) in front of the caster. These then move, fight, and act as he/she directs—and the spell description permits. They remain in existence as long as the spell lasts and then vanish, unless the spell states that these beings and articles are permanent. Magically produced creatures must be combated physically or with magic, just like other hostile foes, although they may also be dispelled with a spell of Disenchantment (no. 5, below).
    c. Various unique spells are neither truly "aimed" nor "areal." These will be described individually below.
4. The circle of effect (abbreviated as "c") of a spell is given in metres ("m"): e.g. "3mc" = a circle of effect 3 metres in diametre.
    a. The circle of effect extends out in all directions around the caster when he/she is the focal point of the spell. The circle of effect similarly extends out from the primary target (or the first target accidentally hit) in the case of an "aimed" spell. An "areal" spell has a circle of effect that focusses upon a specified place (which may also be a target being). There is thus no essential difference between the circles of effect of an "aimed" versus an "areal" spell. The distinction lies in how these spell types are targeted; see below.
    b. Both "aimed" and "areal" spells have circles of effect that function like artillery bursts. Some affect only 1 target, while others can strike as many as 20 beings or more. An "aimed" spell cast for "non-aggressive" purposes really requires no roll to hit (although a roll to see how many targets within the circle of effect are included is needed in many cases). An "aggressive, aimed" spell must be rolled for as stated in Sec. 2.827. If it misses its primary target, it goes on out to the limit of its range, and each target directly behind the primary one is rolled for as a "secondary target" (or a "missed shot"), as detailed in Sec. 2.827. If a spell is cast at primary target A, for instance, and he/she makes the "Magical Resistance factor roll" (Sec. 2.725 (1)) successfully, it goes on out behind him/her where it may hit B, C, D, etc. Each of these secondary targets is rolled for as a "missed shot"; if it strikes any one of them, the spell stops there, and its circle of effect then may include others near one of these secondary targets. An "aimed" spell cannot be cast at the ground between two targets; it must always be aimed to strike some being or object, as allowed in the spell's description.
    c. An "areal" spell is thrown at a location (which may be

occupied by one or more beings, of course). No roll is needed to hit this location, and the spell takes effect there and does not travel on out to the limit of its range if it misses any targets within the circle of effect. If target A gains the initiative and dives for cover before a spell reaches him/her, the spell goes off in that place anyway, and only possible secondary targets within the circle of effect can be struck.

d. Paper or plastic templates can be made for the "true 25 mm scale" (Sec. 2.650) to represent circles of effect: a 15 mm circle for a 1 m circle of effect, 30 mm for a 2 m circle, 45 mm for a 3 m circle, etc. Any character whose figure-base is partially within this template circle is a potential victim. If figures or markers are not used, the various circles of effect must be decided by the referee: characters stated to be in close proximity to one another may be secondary targets. If more targets are available than can be hit by a given spell, a further random die roll must be made to see who is struck. In general, the various circles of effect are equivalent to the following numbers of targets:

Circle of effect	Number of potential targets within the circle of effect who may be hit*
1mc	The primary target only: one being
2mc	The primary target + 1 other being
3mc	The primary target + 1-5 (randomly rolled) secondary targets
6mc	The primary target + 1-10 secondary targets (roll D10)
9mc	The primary target + 1-20 secondary targets (roll 1D20)

*Certain spell descriptions give a specific number of possible targets; this table is then not used.

5. The range of a spell is symbolised by "r": e.g. "10mr" = a spell that produces its effects as far as 10 metres away from the caster.
   a. If the caster ONLY is the focal point of the spell, the circle of effect notation contains "co" (for "caster only"), and the range is "tr" (for "touch range"): e.g. "6mc co; tr" = a spell that the caster uses upon himself/herself; this spell has a circle of effect extending out in a circle 6 m in diametre with him/her as its centre.
   b. A "touch range" ("tr") spell may sometimes also be applied to a target other than the caster: e.g. an "aggressive, aimed" spell that requires the target to be touched in order to affect him/her.
   c. Many spells include the caster in their effects at his/her discretion. This is symbolised by "ci" (for "caster included") in the circle of effect notation: e.g. "3mc ci; 1mr" = a spell that has a 3 m circle of effect; the caster can include himself/herself in this circle, or he/she can cast it upon others at a 1 m range.
   d. Some spells (e.g. Vallation (no. 68)) create effects that begin at a stated range (usually 1 m) in front of the caster and then move away from him/her at so many metres per combat round. These are individually noted.
6. The length of time a spell lasts is shown by "D" (for "Duration").
   a. Spells that produce instantaneous effects and have no further duration (e.g. an energy bolt) are marked with "D: I" (for "Duration: Instantaneous").
   b. Longer durations are given in one-minute turns ("T"): e.g. "D: 3 T" = a spell that lasts for 3 minutes. Combat rounds are not used since no durational spell lasts for less than 1 minute. Still longer lasting enchantments are described in hours, days, etc.
   c. Some spells create only temporary effects, and once they end, or when their caster deliberately cancels them (which can usually be done at any time and another spell cast within the same combat round)—or when their caster is killed, stunned, or made unconscious—an affected character returns to normal. Other spells have permanent effects (noted in their descriptions). A character hit by a "durational" spell can be prematurely returned to normal by a spell of Disenchantment (no. 5), below.
7. A durational spell that can be maintained at the same time that a second spell (either "instantaneous" or "durational") is cast in a subsequent round is marked with "sp" (for "spell permitted"). If this notation does not appear, and the mage tries to cast a second spell, the first one is automatically cancelled and the second takes effect.
   a. A maximum of TWO durational spells can be maintained at any one time. Other spells (instantaneous or durational) can be cast in succeeding combat rounds while a longer lasting durational spell remains in force (if the latter is marked "sp"). One can also overlap spells (even the same one), casting a second conjuration when the first is halfway through its duration. Each new spell costs "psychic power points" to cast, of course.
   b. One who is maintaining a durational spell may move, act, or even engage in melee without hindrance.
   c. Some spell-series do not list "sp" at their lower levels but do include it at higher ones. As long as only the lower varieties (where no "sp" has appeared) are learned, the mage cannot cast them and a second spell at the same time. Once the level at which "sp" first occurs has been mastered, however, this applies to the entire spell-series. Not only can the "sp"-level of the spell be kept up while others are cast, but all lower and higher levels can be so maintained as well. The "sp" notation is therefore given only once in any spell series.
8. The permissibility of a "Magical Resistance factor roll" (Sec. 2.725 (1)) is marked by "mr." When no "mr" appears, this roll is not allowed, and a target is compulsorily affected by the spell. Should some player discover an "aggressive" use for a "non-aggressive" spell for which this roll is not listed, the referee may nevertheless grant it to a target at his/her discretion.
9. Most spells are prepared and cast within the same combat round; cf. Sec. 2.710. No notation is needed for these. Those that require more time to get ready are marked with "PT" (for "Preparation Time") followed by a numeral and either "CR" (for "Combat Round[s]") or "T" (for one-minute "Turn[s]"): e.g. "PT: 2 CR" = the spell needs 2 combat rounds to prepare. It may then be cast when the mage's initiative "turn" comes up during the third round; cf. Sec. 2.822 and 2.851.
   a. One who is readying a spell can perform no other action or engage in melee during the needed combat round[s] or turn[s]. When the optional rules given in Sec. 2.851 are used, a modifier of −2 is applied to such a person's "initiative roll" score should he/she be attacked during the spell regeneration process.
   b. Spell casting points are paid as soon as the mage begins to prepare the enchantment; cf. Sec. 2.932. A prepared spell need not be cast at once but may be "kept cocked" like a loaded crossbow for as long as 5 turns. Keeping this spell in readiness counts as one of the two spells a mage can maintain at any one time; cf. (7, a).

c. Two rounds are always needed to read a spell from a book or a scroll. The spell then takes effect during the caster's initiative "turn" in the third round; cf. Sec. 2.710.

10. Some spells produce physical injuries when a target fails the "Magical Resistance factor roll" (Sec. 2.725 (1)). A few very potent enchantments may still cause lesser degrees of damage even when this roll is successful.
    a. Armour and/or a shield provide no defence against most magical conjurations. The only exceptions are a large shield of "enchanted" steel and/or armour of this same material of "medium" or "heavy" coverage; these provide a modifier to the "Magical Resistance factor roll" in Sec. 2.725 (1, j).
    b. A "Shield/cover roll" is allowed to a target protected by various degrees of "hard" cover; cf. Sec. 2.828 (list 1, 7). This applies to targets of "aimed, aggressive" spells and NOT to those affected by "areal" spells. A "Shield/cover roll" is permitted to a character in physical combat with a magically produced being, of course.
    c. No "Shield/cover roll" is given to a character who is with or near a caster who bungles a spell (Sec. 2.934) or who accidentally hits someone in his/her own party's front rank ahead of himself/herself (cf. Sec. 2.823 (list 2, 23). Such unfortunate companions have not taken cover from the caster because they expect no harm from him/her. A character who does anticipate a miscast spell may so inform the referee and deliberately take cover; the roll is then allowed.
    d. Damage is done according to the tables given in Sec. 2.829. The appropriate table is indicated in the spell's description.
11. Some spells take effect with perceptible manifestations, such as light or sound. Other spells function invisibly and silently. An "M" (for "Manifestation") followed by a description is used for the first category, while the second requires no notation.

The example below summarises the format and abbreviations employed for spell descriptions.

U1-10				co						
G1-10	ag	ai		ci		I			X T	
T1-10	nag	ar	Xmc	tr	Xmr	D: X T	sp	mr	PT: X CR	M
A	B	C	D	E	F	G	H	I	J	K

A. Phylum ("Universal," "Generic," or "Temple") and spell level; cf. Sec. 2.921.

B. "Aggressive" or "non-aggressive"; cf. (2) above in this Section.

C. "Aimed" or "areal"; cf. (3), above.

D. "Circle of effect" ("c") stated in metres ("m"); cf. (4), above.

E. "Caster only" ("co"); "Caster inlcuded" ("ci"); or "Touch range" ("tr"); cf. (5), above.

F. "Range" ("r") stated in metres ("m"); cf. (5), above.

G. "Duration" ("D"): either "Instantaneous" ("I") or stated in a number of one-minute turns ("T"); cf. (6), above.

H. Permissibility of casting a second spell while maintaining the one described: indicated by "sp" ("Spell permitted"); cf. (7), above.

I. Permissibility of making a "Magical Resistance factor roll" against the spell's effects; cf. (8), above, and Sec. 2.725 (1).

J. "Preparation time" ("PT") stated in a number of combat rounds ("CR") or one-minute turns ("T") for those spells that require more than one round to make ready and cast; cf. (9), above.

K. Visible or audible manifestation ("M") of the spell, if any; cf. (11), above.



Priestess of Avánthe

2.942. UNIVERSAL SPELLS.

The following spells are available to sorcerers of all temples and also to shamans.

1. Alleviation [R]

U2; nag: ai; 1mc ci; tr; D: I; PT: 1 CR; this spell neutralises life-endangering toxins (poisons and venoms) within the body of a living animal or being. It has no effect upon alcohol (i. e. an intoxicated person), diseases, or most non-lethal drugs; cf. Sec. 2.350.

2. Ascertainment [P]

U1; nag; ar; 3mc co; tr; D: 2 T; mr; the caster can read the surface thoughts of a member of his/her own species within the spell's circle of effect. He/she can only learn what the target is currently thinking, however, and probing is not possible.

U2; nag; ar; 9mc co; tr; D: 3 T; mr; as above, but the caster can now probe enough to determine the target's basic hostility or friendliness towards himself/herself.

U3; nag; ar; 15mc co; tr; D: 3T; mr; as above; in addition, the caster can perceive the simple thoughts of non-intelligent and semi-intelligent animals (but not of the undead, androids, automatons, demons, or creatures created by sorcery). The general hostility or friendliness of these targets is learned, and the caster is aware of their numbers but not their distance or direction in relation to himself/herself.

U4; nag; ar; 20mc co; tr; D: 4 T; mr; as above; in addition, the caster perceives the thoughts of other intelligent species, although these cannot be understood. The number, distance, and location of such targets cannot be ascertained, nor can the species be precisely identified.

U5; nag; ar; 30mc co; tr; D: 5 T; mr; as above; in addition, the caster learns the numbers, direction, and distance from himself/herself of targets within the spell's circle of effect. The species of intelligent beings is also ascertainable, but their thoughts still cannot be comprehended.

U6; nag; ar; 30mc c0; tr; D: 5 T; sp; mr; as above; in addition, the caster can communicate telepathically with one member of his/her own species within the circle of effect, provided that the latter is willing. An unwilling target may make the "Magical Resistance factor roll" (Sec. 2.725 (1)); if this succeeds, he/she remains undetected. Even if it fails, a target can refuse to speak to the caster, in which case only the probing possible under the U2 variant is allowed.

U8; nag; ar; 45mc c0; tr; D: 5 T; mr; as above; in addition, the caster can comprehend the thoughts of friendly intelligent nonhumans (Sec. 2.223) and can communicate with one member of one of these species within the circle of effect, if the being is willing. "Inimical" and "neutral" species cannot be contacted.

U10; nag; ar; 12mc co; tr; D: 4 hours; mr; the caster establishes a "psychic trap" around himself/herself. This detects and immobilises anyone attempting to cast a "psychic" spell into the circle or probe it from outside. If the "prober" fails the "Magical Resistance factor roll" (Sec. 2.725 (1)), he/she is held motionless for the duration of the spell, unable to think, speak, or otherwise escape from the "trap." The "prober" can be released by a spell of Disenchantment (no. 5) cast by a third party. The caster of the "psychic trap" can move and act normally within it, and if he/she moves, the "trap" travels along with him/her at its centre. The caster of this protective shell can employ both "psychic" and "ritual" sorcery within it as usual, but any comrade inside its circle with him/her who attempts a "psychic" spell will be trapped and immobilised, just as though he/she were an enemy mage. This spell does not distinguish friend from foe.

3. Clairvoyance/Clairaudience [P]

U1; nag; ar; 3mc co; tr; D: 1 T; this permits the caster to see and/or hear through walls or other obstructions (but, curiously enough, not through a barrier sheathed with any type of metal). The target area must be lighted well enough for the caster to see within it with his/her normal vision. This enchantment can be blocked and nullified by the U7 variant of this same spell; see below.

U2; nag; ar; 6mc co; tr; D: 2 T; as above, but with greater range and duration.

U3; nag; ar; 15mc co; tr; D: 3 T; as above similarly.

U5; nag; ar; 20mc co; tr; D: 3 T; sp; as above, but the caster can see into darkened areas (e.g. an unlighted chamber, a sealed chest), and he/she can hear very faint sounds within the circle of effect, such as whispering, breathing, bare feet moving over a carpet, etc.

U7; nag; ar; 20mc co; tr; D: 3 T; this variant blocks lower levels of this same spell, causing their caster to think that he/she has bungled the enchantment (thereby encouraging him/her to spend further "psychic power points" trying it again). Nothing is magically visible or audible through this "curtain of non-perception," but normal vision and/or hearing are not impaired.

4. Control of Self [P]

U1; nag; ai; 1mc co; tr; D: 10 T; the caster can cut off any sensation of pain. He/she may move normally but cannot engage in physical combat.

U2; nag; ai; 1mc co; tr; D: 20 T; as above; in addition, the caster can halt bleeding from his/her wounds. A bad result on a "Recovery roll" (Sec. 2.722 (2)) thus does not take effect until after this spell has expired. A favourable result is applied at once, however. Again, the caster can move normally but cannot fight in hand-to-hand combat while maintaining this spell.

U3; nag; ai; 1mc co; tr; D: 20 T; the caster can grasp an object and not have to let go because of fatigue, etc.: e.g. he/she may hang by one hand from a projection on a vertical cliff for the duration of the spell. An opponent who wishes to break the caster's grip rolls a D10 each combat round: 1-9 = the grip is not broken: 10 = the opponent succeeds in prying the caster's fingers loose from the object.

U4; nag; ai; 1mc c0; tr; D: 30 T; sp; as above; in addition the caster can hold his/her breath for the duration of the spell, providing immunity from inhaled gases, spores, smoke, and lung-affecting toxins. He/she can also remain underwater, buried in the earth, or otherwise cut off from air. Normal movement is permitted, but physical combat is still impossible.

U6; nag; ai; 1mc c0; tr; D: 30 T; as above, but the caster can now fight in hand-to-hand combat while keeping this spell in force.

5. Disenchantment [R]

U4; nag; ai; 1mc; 3mr; D: I; mr (see description); PT: 1 CR; the target is a hostile (or even a "friendly") psychic or ritual "Universal" spell which the caster wishes to dispel. Instantaneous, non-durational spells cannot be affected, since Disenchantment may not be cast in advance or in anticipation, and using it after a spell has struck may nullify the results of the spell but cannot stop the spell itself from hitting. Disenchantment may indeed be employed to dispel a slower spell moving toward the caster or his/her party (e.g. a "wall"), but its primary purpose is to release a person or object from a temporary or semi-permanent enchantment. It has no effect upon spell results that are really indefinite or permanent: e.g. casting it upon a person slain by magic does not bring him/her back to life, nor can one use it upon a revivified individual to cause him/her to die again! It is of no use upon permanently enchanted steel, although temporarily enhanced armour and weapons may be disenchanted; see below. Unless specifically stated otherwise, therefore, Disenchantment is effective against any non-permanent spell in the corpus. An opposing spell does get a "Magical Resistance factor roll," however. The skill level of the sorcerer casting the Disenchantment spell is cross-referenced with the skill level of the mage who cast the opposing spell, as stated in Sec. 2.725 (1, i), for the purposes of this roll. The referee must decide upon an appropriate skill level for a spell whose caster is not known: e.g. an ancient and long-dead sorcerer who has left a spell in effect in some chamber of the Underworld. Each time a Disenchantment spell fails, moreover, a modifier of +5 is added to the opposing spell's chances of surviving another "Magical Resistance factor roll" in Sec. 2.725 (1).

U6; nag; ai; 1mc; 3mr; D: I; mr (see the preceding description); PT: 2 CR; as above, except that the target is a "Generic" spell of levels 1-8 or a "Temple" spell of levels 1-4.

U8; nag; ai; 1mc; 3mr; D: I; mr (see the preceding description); PT: 5 CR; as above, except that the target is a "Generic" spell of levels 9-10 or a "Temple" spell of levels 5-8.

U10; nag; ai; 1mc; 6mr; D: I; mr (see the preceding description); PT: 5 T; as above, except that the target is a "Temple" spell of levels 9-10.

6. Domination [P]

U2; ag; ai; 1mc; 20mr; D: I; mr; the target must be an intelligent being. The caster gains crude control over the target for 1 T, and the latter can then be ordered to flee, fight against his/her friends, or remain immobile for the duration of the spell.

U3; ag; ai; 2mc; 30mr; D: I; mr; as above, but the duration of the control is 2 T, and more targets can be included in the spell at a longer range.

U4; ag; ai; 3mc; 45mr; D: I; mr; as above, but the duration of the control is 3 T.

U5; ag; ai; 1mc; 20mr; D: I; mr; one intelligent being can be brought under more refined mental control for 3 T. A victim may be made to perform more intricate actions: e.g. give guidance, open a chest, remember or forget information, tell falsehoods believably and naturally, etc. An "Intelligence roll" at the "Difficult test" level (Sec. 2.724 (1)) is needed to recognise an individual under this sort of control.

U6; ag; ai; 6mc; 60mr; D: I; mr; the crude mental control described for the U2 variant lasts for 5 turns and is possible at still longer range for more targets.

U7; ag; ai; 3mc; 45mr; D: I; mr; by focussing upon a smaller area of effect and at a lesser range, more delicate control can be gained; cf. the U5 variant. This form lasts for 5 turns.

7. Elicitation [P]

U1; nag; ai; 1mc; tr; D: 1 T; mr; the target is an inanimate object. The caster "sees" a hazy mental picture of the last person or being to handle the item. A "Magical Resistance factor roll" (Sec. 2.725 (1)) is allowed for the object to remain unprobed.

U2; nag; ai; 1mc; 10mr; D: 1 T; mr; the target is an intelligent being (human or nonhuman). The caster "sees" the target's psychic aura and learns how magically powerful the entity is. In game terms, the character is told the target's Sorcerer and/or Shaman skill level—but not his/her religious affiliation, nationality, or other details.

U3; nag; ar; 15mc co; tr; D: 3 T; mr (for enchanted substances); PT: 1 CR; the caster holds a bit of some substance in his/her hand and is guided to any more of the same material within the spell's circle of effect. This is possible only for simple, homogeneous substances, however, and it cannot be used to find devices, books, amulets, talismans, weapons, persons, plants, animals, places, or other complex objects or entities. For example, the caster can concentrate upon a nugget of gold in his/her hand and be led to any more gold within the spell's range. This conjuration distinguishes between various types of gems, different qualities of iron and steel, etc.: e.g. a caster who holds a diamond cannot be guided to rubies, sapphires, or other precious stones.

U4; nag; ai; 2mc; 15mr; D: 2 T; mr; this variant identifies as many as 2 targets' sorcerous and/or fighting prowess: i.e. their Assassin, Shaman, Sorcerer, and/or Warrior skill levels. The targets' general religious "affiliations" (i.e. "Change" or "Stability") are also learned, if applicable.

U5; nag; ar; 20mc co; tr; D: 10 T; sp; mr (for enchanted substances); the caster concentrates upon a simple, homogeneous substance and is guided to any of it within the circle of effect without actually having the material in his/her possession. For instance, he/she thinks of "gold" and is led to any of

this metal within the circle of effect as he/she walks along. This is limited to materials with which the caster is personally familiar, however.

U6; nag; ai; 1mc; 3mr; D: 1 T; mr; the caster can see into an opaque object and perceive its workings: e.g. the locking mechanism of a chest, the area around a door where traps may be set, etc. He/she may lack the technical expertise to understand what he/she sees, of course; this is left to the referee.

U7; nag; ai; 1mc; 1mr; D: I; mr; the caster can detect poison and/or drugs within an object by looking at it. He/she can tell whether the substance is life-threatening or not, but nothing more specific can be known. The target may also be an animal, insect, etc., and the body part containing the venom can be identified: e.g. whether the toxin is carried in the fangs, the tail, etc.

U8; nag; ar; 6mc co; tr; D: 6 hours; mr; the caster is informed of any "psychic" spell or probe entering the circle of effect. It also warns him/her of any being or object (but not a gaseous substance) entering the circle, identifying the intruder's magical and/or fighting prowess, affiliation, deity worshipped, and friendliness or hostility towards the caster and his/her party. A rough idea of the intruder's distance from the caster is gained but not his/her precise direction. The intruding spell or entity is allowed a "Magical Resistance factor roll" (Sec. 2.725 (1)) to remain undetected. If the caster moves, this "automatic warning shell" travels along with him/her.

8. Execration [R]

U9; nag; ai; 1mc; tr; D: 2 T; sp; mr; PT: 5 T; while this spell is in effect the caster can lay a permanent curse upon one inanimate object or write out a curse in the form of an inscription, scroll, etc. The general category of the beings who will activate the execration must be specified: e.g. all who follow Change, all devotees of Avánthe, all Pé Chói, etc. Individuals cannot be named or described: e.g. one cannot curse "all 27 year old priests of Vimúhla who reside in room 32 in the dormitory of the Temple of Vimúhla in Jakálla." Once this spell is cast, the accursed object must be left alone and not moved, picked up, carried, thrown, or disturbed. To do so dispels the curse. If a member of the named category touches the accursed object—even with a pole or other implement—the article explodes, doing damage according to table E to anyone within a 3mc. Armour and/or a shield provide protection. An accursed inscription, writing, or scroll explodes similarly upon being read by one of the designated group. There is no danger to anyone not of the specified category, and the article appears normal and can be used as such. An accursed sword, for instance, can be wielded by the caster or by anyone else not of the named class—but this then dispels the enchantment. An item suspected of being accursed can be rendered harmless by a spell of Disenchantment (the U4 variant).

9. Favouring [R]

U6; nag; ai; 1mc ci; tr; D: 1 hour; sp; PT: 1 T; this spell is cast in advance of an expected melee. While it lasts, it replaces 1-20 (randomly rolled with a D20) lost Body Damage Points (Sec. 2.214) as these are eliminated through physical wounds. Whenever damage is inflicted on the target, thus, lost points are automatically replenished up to the limit found by the D20 roll. These points do not give the target more Body Damage Points than he/she originally had, nor do they add to his/her Height-Build-Strength factor, Stamina, etc. This spell can be cast upon the same target no more than once per day. It is also species-specific: e.g. a human can only employ it upon another human (or upon himself/herself), a Pé Chói can cast it only upon another Pé Chói, etc.

10. Healing [R]

U1; nag; ai; 1mc ci; tr; D: I; this spell permanently heals 1-5 (a D10 divided by 2 and rounded up) lost Body Damage Points (Sec. 2.214) already eliminated through wounds, burns, or other physical injuries. It is not effective against poisons, drugs, diseases, paralysis, or non-physical magical damage. The target may waive his/her right to a "Magical Resistance factor roll" (Sec. 2.725 (1)) in order to allow Healing to work, but even so there is a chance that it may not affect the target. If it fails, it cannot be cast upon the same target to heal the same wound[s]—either by the original caster or by any other mage—and one must resort to a physician; cf. Sec. 2.830. If it does work but does not completely restore the patient's lost Body Damage Points, it may be applied again as many times as necessary without further possibility of failure. The chances of failure are based upon the caster's skill level in the Sorcerer or Shaman skill compared with the target's basic "Magical Resistance factor" (i.e. the total of his/her Intelligence factor (Sec. 2.215), Psychic Ability and "Psychic Reservoir" (both in Sec. 2.216)). A D10 is rolled against the following table:

Target's basic "Magical Resistance factor"	Caster's skill level and successful D10 score ranges					
	1-3	4-6	7-9	10-12	13-15	16-up
03-100	1-3	1-4	1-5	1-6	1-7	1-8
101-175	1-4	1-5	1-6	1-7	1-8	1-9
176-200	1-5	1-6	1-7	1-8	1-9	1-10
201-250	1-6	1-7	1-8	1-9	1-10	—
251-300	1-7	1-8	1-9	1-10	—	—
301-up	1-8	1-9	1-10	—	—	—

U2; nag; ai; 1mc ci; tr; D: I; this variant permanently heals 1-10 lost Body Damage Points (Sec. 2.214). Other factors are as described above.

U3; nag; ai; 1mc ci; tr; D: I; this heals 1-20 lost Body Damage Points, as indicated above. Other particulars are the same.

U4; nag; ai; 1mc ci; tr; D: I; this also heals 1-20 lost Body Damage Points, but a modifier of – 1 is applied to the D10 score for sorcerous healing to work; cf. the U1 variant, above.

U5; nag; ai; 1mc ci; tr; D: I; this heals 3-30 lost Body Damage Points (Sec. 2.214). A D10 is rolled and its score is multiplied by 3. The – 1 modifier is also applied to this variant; cf. the U4 form of this spell.

U8; nag; ai; 1mc ci; tr; D: I; this heals and restores one lost limb or seriously injured body area (Sec. 2.8211) permanently and without scarring. It also repairs lost eyesight, hearing, and other wounds or defects caused by wounds or hostile magic. It does not act upon genetic defects or deformities, however, nor does it heal the ravages of disease, drugs, starvation, or thirst. The – 1 modifier mentioned in the U4 and U5 variants does NOT apply to the D10 roll made to test the effectiveness of this form of the spell upon a patient.

11. Inscription [R]

U10; nag; ai; 1mc; tr; D: 2 T; sp; PT: 5 T; the target is one book, scroll, amulet, talisman, etc. While this spell lasts, the caster can write *one* level of *one* "Universal" spell which he/she knows. This can be cast *once*, and then the paper (etc.) becomes blank and useless. Such a spell may be for the caster's own use later, for another person (even a non-sorcerer), or as part of a spell-book to instruct a learner (Sec. 2.913). The caster can key the spell to a specific individual's mind; it

is then useless gibberish to anyone else. It may also be written in non-coded form, readable by anyone who knows the language (Sec. 1.711). Only "psychic dampeners" (Sec. 2.216) cannot read spells from books, scrolls, etc. This spell does contain a chance of failure, however. Each time it is used a D10 roll is made against the table below. The results are as follows: "A" = success; the spell is correctly inscribed; "B" = the spell is faulty; it does not work when read but is harmless; "C" = the spell is dangerously incorrect; anyone who attempts to read it—the writer, a pupil, or someone else—must make a "Magical Resistance factor roll" (Sec. 2.725 (1)), using his/her "Magical Resistance factor" level against that of the mage who wrote the spell. If this fails, he/she suffers damage according to table C (Sec. 2.829). This damage is done to the head, and the Body Damage Points allotted to the character's head are eliminated first (Sec. 2.214), with any left over further damaging the torso. Such a bungled Inscription spell is thus very often fatal! One may make an "Intelligence factor roll" at the "Harder test" level (Sec. 2.724 (1)) to recognise an incorrectly written spell before attempting to cast it. One more factor must also be noted: it is harder to inscribe "psychic" spells (which depend upon delicate "mind-sets") than those of the "ritual" category. A modifier of +1 is therefore applied to the writer's die score on the table below.

Spell level	Caster's skill level and die score results				
	10-11*	12-13	14-15	16-18	19-up
1-3	A: 1-7	1-8	1-9	1-10	1-10
	B: 8-9	9	10	—	—
	C: 10	10	—	—	—
4-6	A: 1-6	1-7	1-8	1-9	1-10
	B: 7-9	8-9	9	10	—
	C: 10	10	10	—	—
7-9	A: 1-5	1-6	1-7	1-8	1-9
	B: 6-8	7-8	8-9	9	10
	C: 9-10	9-10	10	10	—
10	A: 1-4	1-5	1-6	1-7	1-8
	B: 5-7	6-8	7-8	8-9	9
	C: 8-10	9-10	9-10	10	10

*Characters with less than 10 skill levels normally cannot gain access to this spell at all; cf. Sec. 2.921 (4, c).

12. Invisibility [R]

U2; nag; ai; 1mc ci; tr; D: 2 T; mr; PT: 1 CR; M: the target (the caster or another being, object, etc.) is put slightly out of synchronisation with this Plane and becomes invisible in dim light—but not in daylight. Hitting an invisible target deducts a −6 from the attacker's Combat Values; cf. Sec. 2.823 (list 2, 21). A "Magical Resistance factor roll" (Sec. 2.725 (1)) is allowed to a target who does not wish to be made invisible.

U3; nag; ai; 1mc ci; tr; D: 5 T; mr; PT: 2 CR; M: as above, except that the target is invisible even in broad daylight.

U4; nag; ai; 3mc ci; tr; D: 10 T; sp; mr; PT: 3 CR; M: as above, but with the capability of including more than one target.

U6; nag; ai; 1mc ci; 1mr; D: 4 hours; mr; PT: 1 T; M: as above, but with longer duration and fewer possible targets. The target[s] cannot move out of the circle of effect without becoming visible again. This variant does not move with the caster or targets (as do the forms previoulsy given above), and it is thus often employed to conceal inanimate objects.

U8; nag; ar; 3mc co; tr; D: 2 T; mr; PT: 1 T; M: a softly glowing nimbus of other-planar "light" forms around the caster and lets him/her perceive invisible beings or objects. Others cannot see these entities or articles, however, and must attack them at the caster's direction, applying a modifier of −3 to their Combat Values. An invisible being or enchanted item is allowed a "Magical Resistance factor roll" (Sec. 2.725 (1)) to remain unseen and undetected.

13. Light and Darkness [R]

U1; nag; ar; 3mc co; tr; D: 5 T; M: a ball of dim, whitish light appears at the caster's fingertips and illumines the circle of effect. The caster can move normally while holding this light but cannot let go of it, throw it, set it down, join in melee, or perform other activities requiring both hands. Should he/she do any of these things, the light goes out.

U2; nag; ar; 3mc co; tr; D: 5 T; M: a ball of the blackest darkness of the same size as the light just described envelops the caster and others within the circle of effect. All then fight in pitch blackness, as though blind; cf. Sec. 2.823 (list 2, 21).

U3; nag; ar; 6mc co; tr; D: 10 T; M: a larger ball of brighter light OR of inky darkness is created, as the caster chooses. The caster can set this down and move away from it, leaving it in force. He/she can move and fight normally but cannot cast other spells.

U4; nag; ar; 9mc co; tr; D: 15 T; sp; M: as above but with still greater range and duration. The caster can maintain this while employing other spells.

U5; nag; ai; 2mc; 20mr; D: 10 T; PT: 1 CR; M: a beam of light (or darkness, if desired) is created with which one can illumine an area 2 m in diametre at a distance, much like an electric torch. The caster can move, act, and fight normally but must use one hand to hold and guide the beam. He/she thus cannot cast "ritual" spells. "Psychic" spells may be employed.

U6; nag; ai; 1mc; 20mr; D: 20 T; PT: 1 CR; M: as above, but the beam (1 m in diametre) can be cast into an adjacent area into which the caster cannot see: e.g. a locked room, a sealed chest. This variant is useful in conjunction with the lower levels of the Clairvoyance/Clairaudience spell (no. 3). It can also be employed to dazzle foes hiding in a darkened area: each such individual must make a "Dexterity roll" at the "Harder test" level (Sec. 2.723); failure causes the person to fight as though blinded or in pitch darkness for 1 combat round, applying a −6 to his/her Combat Values; cf. Sec. 2.823 (list 2, 21).

14. Nutrification [R]

U3; nag; ai; 1mc ci; tr; D: I; mr; this fills the target's stomach with nutriment appropriate to his/her species equivalent to one full meal. There is nothing to be seen externally, and the target need not physically eat or drink. A target who does not want to be "fed" in this fashion is allowed a "Magical Resistance factor roll" (Sec. 2.725 (1)).

U4; nag; ai; 3mc ci; tr; D: I; mr; as above, except that more targets may be "fed."

U5; nag; ai; 6mc ci; 3mr; D: I; mr; as above.

U6; nag; ar; 2mc; 1mr; D: 10 T; sp; PT: 1 T; M: this variant creates visible food and drink for 1-10 (randomly rolled) persons. This is simple fare of the sort with which the caster is most familiar: bread, meat, water or wine, fruits, etc. It appears at a range of 1 m in front of the caster and remains until it has been consumed or the spell expires.

15. Perception of the Energies [R]

U2; nag; ar; 3mc co; tr; D: 1 T; mr; the caster perceives the presence of other-planar powers within inanimate objects (including automatons and androids but not the undead). He/she "sees" a glittering halo around any enchanted object but cannot tell the potency of the enchantment or whether the magic will be hostile or friendly towards him/her or others in the party. The object is allowed a "Magical Resistance factor roll" (Sec. 2.725 (1)) to resist being discovered.

U3; nag; ar; 6mc co; tr; D: 2 T; mr; as above, except that the hostility or friendliness of the enchantment contained in the target object is revealed.

U4; nag; ar; 6mc co; tr; D: 3 T; sp; mr; as above, but the caster can detect whether a spell (either "ritual" or "psychic") has been cast within the circle of effect during the past hour. This "sorcerous residue" is perceived as a faint sparkling in the air, and its brightness indicates how recently (approximately, in minutes) the spell was cast and how powerful it was (i.e. its phylum and level). The exact nature of the spell cannot be known, however, nor can its caster be identified. This spell does not reveal the use of magico-technological devices (e.g. "Eyes") since these draw very little psychic power from the Planes Beyond, "boosting" this with energy of their own.

16. Phantasms [R]

U1; nag: ar; 3mc (vertical only); 3mr; D: 1 T; M: a thin film of ectoplasm is erected in front of the caster. This can be made to appear as any common, homogeneous substance: e.g. rock, masonry, earth, brickwork, wood, draperies, etc. If touched by anyone or anything, this "pops" and disappears.

U3; nag; ar; 3mc; 6mr; D: 2 T; M: 1-5 (randomly rolled with a D10, divided by 2 and rounded up) apparitions materialise within the circle of effect in front of the caster. These may be no larger than human-size, although they can be of any species desired. They cannot move out of the circle of effect and make no sound. They stand, wave "weapons," threaten, and look ferocious but have no other powers. If touched, they vanish. These magical "entities" do no damage, even if an opponent believes them to be real. Their main purpose is to frighten a hostile party or cause it to believe that it is outnumbered. An "Intelligence roll" at the "Harder test" level (Sec. 2.724 (1)) is needed to recognise them for what they are.

U6; nag; ar; 3mc; 6mr; D: 2 T; sp; M: as just above, except that these phantasms possess some reality: each has a Combat Value equivalent to the "4-6" line in the table in Sec. 2.826 and 45 Body Damage Points (Sec. 2.214). If made to resemble intelligent beings, they may be given the equivalent of medium *Chlén*-hide armour (Sec. 2.8210): i.e. an armour defence of 3. They cannot move out of their circle of effect (though they may move about within it), nor can they be provided with shields, pikes, missile weapons, magical arms or armour, or sorcerous powers of their own. They can strike only one blow per combat round and do damage according to table C. They cannot be given poison, hypnosis (e.g. phantasms of the Ssú), or other special capabilities. The same applies to animals, undead, automatons, and other possible creations. The main purpose of these entities is to fight physically. They obey only the simplest command to battle whatever enters their circle of effect, and they cannot distinguish between the caster and his/her party and members of an enemy group. They are thus equally dangerous to both sides. They never check morale (Sec. 2.8212). Their "Magical Resistance factor" is the same as that of their caster (Sec. 2.725 (1)), and all may be dispelled at once by a successful spell of Disenchantment (no. 5).

17. Robustness [R]

U3; nag; ai; 1mc co; tr; D: 5 T; this spell lightens any burden up to a maximum weight of 150 kg in addition to the caster's own encumbrances. The caster can carry this, provided that it can be grasped as one unit, loaded onto his/her back, or somehow tied to him/her. This enchantment negates the encumbrance limits given in Sec. 2.310 for the duration of the spell. The size and clumsiness of the burden prevent the caster from engaging in physical combat, however, and this spell is most useful either to carry off a wounded comrade or to transport a large and heavy burden.

U5; nag; ai; 1mc co; tr; D: 10 T; as above, except that the caster can add 300 kg to his/her encumbrances without incurring any movement penalties.

U7; nag; ai; 2mc ci; 1mr; D: 15 T; sp; PT: 1 CR; the power of the preceding variant can be given to one comrade in addition to the caster, or to 2 companions and not including the caster. The number of targets to be included in this spell is rolled for randomly.

18. The Seal Upon the Powers [R]

U10; nag; ar; 10mc co; tr; D: 3 T; sp; PT: 1 T; M: a globe of tiny, glowing particles surrounds the caster. This acts as a barrier between this Plane and the Planes Beyond. No "ritual" magic may be cast within this shell, and none may enter it from outside. "Psychic" sorcery can be employed normally and may pass in or out of the circle of effect. Weapons and missiles, physical entrance or exit, material objects, etc. are unaffected. Beings previously activated by "ritual" magic may go in or out of the sphere (e.g. the undead, automatons, androids, and creatures already created by spells), but no new "ritual" magic creatures can be produced within it. The caster can move, fight, cast "psychic" spells, etc., and he/she can also leave the sphere with the Seal remaining in force. It does not move along with him/her. The prohibition upon "ritual" sorcery prevents the casting of a second Seal spell before a previous one expires. A mage must thus gain the initiative in the following combat round if he/she wishes to establish a second Seal in order to continue its protection.

19. Soporiferousness [R]

U2; ag; ai; 1mc; 15mr; D: I; mr; the target goes to sleep for 5 turns. He/she can be awakened by rough shaking, requiring 2 combat rounds. This spell operates only upon living beings no larger than a Shén or black Ssú. The undead, androids, automatons, demons, and—curiously enough—the Pygmy Folk and the Shunned Ones are immune to it.

U3; ag; ai; 3mc; 30mr; D: I; mr; as above, except that one who fails the "Magical Resistance factor roll" sleeps for 20 T, and 2 full turns are needed to wake him/her.

U4; ag; ai; 6mc; 30mr; D: I; mr; as above. This causes the target[s] to sleep for 1 hour. Five full turns are needed to wake a victim of this variant prematurely.

U5; ag; ai; 6mc; 60mr; D: I; mr; as above, except that one stricken by this spell sleeps for a full 6 hours and 5 turns are needed to wake him/her. Alternatively, this version can put 1 very large animal (e.g. a *Srò* or *Sérudla*) to sleep for the same amount of time.

20. The Sphere of Impermeable Quiescence [P]

U10; nag; ar; 10mc co; tr; D: 3 T; sp; PT: 1 T; this is the "psychic" counterpart of The Seal Upon the Powers (no. 18). No "psychic" spell can be cast within it or penetrate it in either direction. Missiles, hand-weapons, "ritual" spells, physical entrance or exit, etc. are unaffected. Other particulars are as for The Seal Upon the Powers (q.v.), except that "psychic" must be read for "ritual" throughout.

21. Terrorisation [P]

U2; ag; ai; 1mc; 15mr; D: I; mr; this spell causes a target to flee away in utter panic from the caster—or towards a safe refuge, as determined by the referee. The effects of this spell last for 1 turn. One combat round is required for this enchantment to travel from its caster to the target, moreover, and if the latter guesses that it has been cast at him/her (by making an "Intelligence roll" at the "Harder test" level; cf. Sec. 2.724 (1)), he/she can attempt to dispel it with a spell of Disenchantment (no. 5) before it arrives. A target may also elect to dive for cover (Sec. 2.823 (list 2, 13)) or make his/her "Magical Resistance factor roll" (Sec. 2.725 (1))—but not both. If these defences fail, nothing can release the victim from his/her fear until the spell expires, and he/she will make every effort to flee, blindly and precipitously, from the spot.

U4; ag; ai; 3mc; 30mr; D: I; mr; as above, except that the effects of the spell last for 5 T, and it can be cast at more targets at a greater range.

U9; ag; ai; 3mc; 60mr; D: I; mr; a target who fails the "Magical Resistance factor roll" (Sec. 2.725 (1)) rolls a D10: 1-6 = he/she is paralysed with fear and cannot move, fight, or act for 1 T, after which he/she will run away in panic for 5 more turns; 7-10 = he/she makes a "Resistance roll" at the "Very difficult test" level (Sec. 2.722 (3)); if this succeeds, the result is the same as a score of 1-6; a failed roll, on the other hand, literally frightens the target to death: a massive heart failure.

22. Translocation [P]

U1; nag; ai; 10 cm circle; 3mr; D: I; the caster can lift and slowly move a small object (weighing not more than 30 g) by telekinesis. The article cannot be thrown with any force, but it can be brought to the caster or moved to a specified location within the spell's range. Although this is technically an "aimed" spell, no roll is needed to "hit" the object or to move it. A "Dexterity roll" (Sec. 2.723) may be required at whatever level of difficulty the referee decrees if the caster wishes to perform some delicate action with the target object: e.g. insert a key into a lock and turn it.

U2; ag or nag; ai; 20 cm circle; 10mr; D: I; as above, except that a larger object can be moved to a greater distance. The article may weigh as much as 60 g, and it can be thrown with enough force to disconcert a target and cause him/her to lose a combat round: i.e. the spell prevents him/her from striking, moving, casting any type of spell, etc. during the round following that in which the hit is made. When the object is used as a weapon, a roll to hit must be made, employing the caster's skill level with hand-thrown melee weapons (Secs. 2.2317 and 2.827). If a hit is scored, the target is allowed a "Shield/cover roll" (Sec. 2.828) but no protection for armour: a telekinesed object that gets past the shield automatically causes the loss of a combat round. A telekinesed object is physical and not magical, and a "Magical Resistance factor roll" therefore is futile. A target may dive for cover, however, cf. Sec. 2.823 (list 2, 13).

U3; ag or nag; ai; 20 cm circle; 20mr; D: I; as above, except that a longer range is possible, and the object can be hurled with sufficient force to kill an unarmoured target or stun one wearing medium or heavy armour. A roll to hit is made, as described under the U2 variant, and if the target is struck, a D10 is rolled against the following table.

	Armour coverage and die score ranges	
Result	None or light armour	Medium or heavy armour*
No effect	1-2	1-4
Stunned for 1-5 combat rounds**	3-8	5-10
Killed	9-10	—

*A modifier of −1 is applied to the score of a person armoured in enchanted steel—and also to the roll made for a large or very large armoured animal.

**Randomly rolled with a D10, divided by 2, and rounded up.

U5; ag or nag; ai; 30 cm circle; 30mr; D: I; as above, except that the range is still longer, and a larger object weighing up to 300 g can be moved or thrown. Alternatively, two objects weighing up to 150 g apiece can be telekinesed within the same combat round. If these are used a missiles, a roll to hit is separately made for each one, as stated under the U2 variant. Both must be aimed at the same target. Should a hit with a single heavy missile be scored, a modifier of +1 is applied to the target's die score on the table given under the U3 variant. A person wearing medium or heavy armour can be slain on a D10 score of 10 (by applying the +1 modifier). An individual attired in enchanted steel armour cannot be killed, however. When two objects are telekinesed, no modifier is used on the table provided under the U3 variant.

U7; ag or nag; ai; 60 cm circle; 45mr; D: I; as above, but an object weighin up to 1 kg can be moved or thrown. The procedure to hit is as detailed above, and if a target is struck, a modifier of +2 is applied to his/her D10 score on the table given under the U3 form of the spell. An individual in medium or heavy armour is killed on a score of 9-10, and one wearing enchanted steel armour is slain on a score of 10.

U9; ag; ai; 1mc; 60mr; D: I; this lets the caster pick up a mass of small objects or particles (e.g. pebbles, dust, sand) from within the circle of effect and hurl them out to the spell's range limit in a stinging, blinding cloud. This miniature storm covers an area 3m in diametre as it travels, and all within it must make an "Intelligence-Dexterity roll" at the "Easy test" level (Sec. 2.724 (2)) in order to avoid being blinded. A target who fails this roll throws a D10: 1-4 = he/she is blinded for one combat round; 5-7 = he/she is blinded for 1-10 combat rounds (randomly rolled with a D10); 8-9 = he/she is blinded for 1-5 turns (randomly rolled with a D10, divided by 2, and rounded up); 10 = he/she is permanently blinded (but may be cured by the U8 or G5 spell of Healing (nos. 10 or 48)). A duststorm thus created may also be made to hold its place without forward motion, permitting the caster and his/her party to escape behind it.

23. Transportation [R]

U9; nag; 3mc ci; tr; D: I; mr; PT: 1 CR; this spell instantaneously transports the targets (the caster and 2 others, or 3 persons of roughly human size without the caster) back exactly 100 m to the location then occupied by the caster. There is no choice: the spell effectively retraces the caster's previous movements, and it cannot be cast to a longer or shorter distance. It does not distinguish between friend and foe, moreoever: all who are physically in contact with the caster or his/her possessions when it is employed may be targets. One who does not wish to be transported is allowed a "Magical Resistance factor roll" (Sec. 2.725 (1)) to avoid the

journey. Only those possessions held in the hands or physically worn or attached to a target are transported with him/her, and the 3 m circle of effect cannot be exceeded. Should this occur, the spell does not work at all.

24. Warding [R]

U4; nag; ar; 1mc co; tr; D: I T; sp; a defensive shell is created around the caster's body. He/she cannot be struck by blows or missiles (including physical missiles propelled by magical means; cf. the spell of Translocation (no. 22)). Slow-moving objects and substances (e.g. gas) penetrate this shield normally, however, as do both "ritual" and "psychic" spells, the effects of magico-technological devices, amulets, talismans, etc. A person, animal, undead being, etc. can also slowly push into this sphere, taking 2 combat rounds to do so (during which time those inside can strike at him/her with impunity). Once inside, the attacker and the caster may fight with fists, claws, teeth, and very short weapons (e.g. daggers)—but not longer weapons. The caster may move normally (taking the shield along) and may use "ritual" or "psychic" sorcery from within the shell, but he/she cannot strike out of it with a weapon, nor can a physical missile be fired, thrown, or telekinesed from inside it.

U5; nag; ar; 2mc co; tr; D: 2 T; the caster and one other being (friend or foe) receive the protection just described. No physical blow or missile can penetrate the shield in either direction, but those inside it can strike at one another with any long one-handed melee weapon (but nothing longer). Although the caster can move normally and carry the shield along with him/her, a comrade loses its protection upon stepping more than 1 m away from the caster. It requires 3 combat rounds to push slowly into this shield—either to attack the caster or to join him/her.

25. Zoic Domination [R]

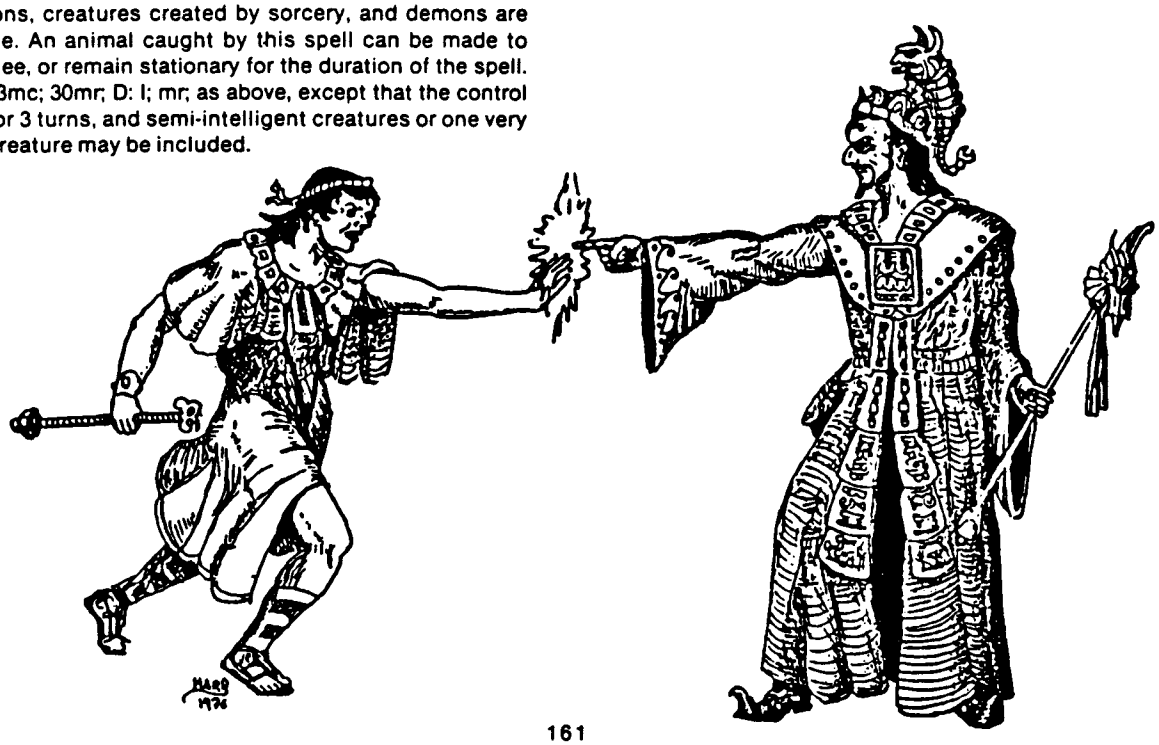
U2; ag; ai; 1mc; 20mr; D: I; mr; crude control is obtained over one non-intelligent animal for 1 turn. Sea creatures smaller than "large" and Underworld beings designated as animals are affected, but bigger animals, the undead, androids, automatons, creatures created by sorcery, and demons are immune. An animal caught by this spell can be made to fight, flee, or remain stationary for the duration of the spell.

U4; ag; ai; 3mc; 30mr; D: I; mr; as above, except that the control lasts for 3 turns, and semi-intelligent creatures or one very large creature may be included.

The spells of the "Universal" phylum are tabulated below according to their numbers, names, types, and levels.

Spell number	Spell name	"Ritual" or "psychic"	Available levels
1	Alleviation	R	2
2	Ascertainment	P	1, 2, 3, 4, 5, 6, 8, 10
3	Clairvoyance/Clairaudience	P	1, 2, 3, 5, 7
4	Control of Self	P	1, 2, 3, 4, 6
5	Disenchantment	R	4, 6, 8, 10
6	Domination	P	2, 3, 4, 5, 6, 7
7	Elicitation	P	1, 2, 3, 4, 5, 6, 7, 8
8	Execration	R	9
9	Favouring	R	6
10	Healing	R	1, 2, 3, 4, 5, 8
11	Inscription	R	10
12	Invisibility	R	2, 3, 4, 6, 8
13	Light and Darkness	R	1, 2, 3, 4, 5, 6
14	Nutrification	R	3, 4, 5, 6
15	Perception of the Energies	R	2, 3, 4
16	Phantasms	R	1, 3, 6
17	Robustness	R	3, 5, 7
18	The Seal Upon the Powers	R	10
19	Soporiferousness	R	2, 3, 4, 5
20	The Sphere of Impermeable Quiescence	P	10
21	Terrorisation	P	2, 4, 9
22	Translocation	P	1, 2, 3, 5, 7, 9
23	Transportation	R	9
24	Warding	R	4, 5
25	Zoic Domination	R	2, 4

sorcerer devoted to Stability versus sorcerer-priest of Sárku or Durritlámish



2.943. GENERIC SPELLS.

"Generic" spells are those available to more than one temple, but not to all; cf. Sec. 2.914. The consecutive numbering and alphabetical order of the previous Section are continued below. The names of the deities whose priesthoods teach and use each spell are abbreviated and entered beneath the spell's name. "Generic" spells are identical for a deity and his/her Cohort, and the latter's name thus need not be entered in the spell list. The deity's abbreviation stands for both: e.g. a worshipper of Dilinála may select any of the spells obtainable by a sorcerer devoted to Avánthe. The following table recapitulates these relationships and gives the deities' abbreviations.

Deity and Cohort	Abbreviation	Deity and Cohort	Abbreviation
Avánthe (Dilinála)	Av	Karakán (Chegárra)	Ka
Belkhánu (Qón)	Be	Ksárul (Grugánu)	Ks
Dlamélish (Hrihávai)	Dl	Sárku (Durritlámish)	Sa
Hnálla (Drá)	Hn	Thúmis (Keténgku)	Th
Hrū'ǵ (Wurú)	Hr	Vimúhla (Chiténg)	Vi

The correspondences of non-Tsolyáni and nonhuman deities with those of the Engsvanyáli pantheon (above) are discussed in Sec. 1.610. These are recapitulated below for ease of reference. As stated in Sec. 2.914, a worshipper of one of these beings may select spells available to the priesthood of *one* Tsolyáni counterpart but may not then choose from the others' lists.

Nation and deity/deities	Tsolyáni counterparts
Mu'ugalavyá:	
Hŕsh	Vimúhla; Karakán; Ksárul
Yán Kór:	
The Mad One of Hlíkku	Hrū'ǵ; Ksárul
The Lord of Sacrifice	Vimúhla
The Sea-God of Ashékka	Karakán
Saá Allaqi:	
The One of Light	Hnálla; Thúmis; Karakán
Salarvyá:	
Shiringgáyi	Avánthe; Dlamélish
Black Qárqa	Sárku
Pijéna:	She Who Is Not Seen; Avánthe
Ghatón:	
The Nature Gods	Any of the Tsolyáni deities
Pechán̈o:	
The Seven Deities of the Rising Peaks	Thúmis; Karakán-Vimúhla; Avánthe-Dlamélish; Ksárul; Sárku-Belkhánu
Quóth the Many-Eyed	[Probably Hnálla-Thúmis?]
Nyésset of the Pinnacle	[Probably Ksárul-Vimúhla—with an admixture of Karakán?]
Livyánu:	
Qame'él	Thúmis; Ksárul
The Shadowed One	Hnálla; Hrū'ǵ
Kírrineb	Avánthe; Dlamélish
Vrusáemaz	Wurú (i.e. Hrū'ǵ, so far as "Generic" spells are concerned—but only Wurú's spells in the "Temple" list)
Guodái	Chegárra; Chiténg (i.e. Karakán or Vimúhla for the "Generic" category, and either of these two Cohorts for this deity's "Temple" spells)
Ru'ungkáno	Vimúhla; Karakán; Ksárul
The Horned One of Secrets	Hrū'ǵ; Ksárul
The Lost One of the Sea	Thúmis; Avánthe; Dlamélish
Quyó	Sárku
Ndárka	Belkhánu
The Sea Goddess of Kakársha	Avánthe
Kikumársha	Ksárul
The One of Fears	Hrū'ǵ; Vimúhla
Háida Pakála:	
She Who Strides the Wind	Avánthe; Dlamélish; Thúmis
The Nyémesel Isles:	
Mrettén, the Goddess Who Walks Upon the Sea	Avánthe; Dlamélish; Thúmis
The States of the Northeast:	
Aridzó	Hnálla; Karakán
Heshuél	Hrū'ǵ; Vimúhla
Váris	Avánthe; Dlamélish
Súr	Sárku; Belkhánu
Rannálu:	
The Mother Goddess	Avánthe; Dlamélish
Ahoggyá:	
No pantheon	Any of the human deities—for convenience' sake only; the Ahoggyá care nothing for deities but do have to align themselves with some temple in order to learn sorcery—at which they are very poor
Hláka:	
Religion incomprehensible	Any of the human deities—for convenience' sake while abroad
Mihálli:	
Religion unknown	Any of the human deities
Nyaggá:	
Religion unknown	Any of the human deities, but probably Avánthe, Hnálla, Hrū'ǵ predominating
Páchi Léi:	
N'ŕg	Hnálla; Thúmis
A'lsh	Hrū'ǵ; Ksárul
Pé Chói:	
The Father of Nests	Any of the Lords of Stability
The Black Old One	Any of the Lords of Change
Pygmy Folk:	
Large and complex pantheon	Any of the human deities
Shén:	
The One of Eggs	Hnálla; Thúmis; Avánthe; Karakán
The One Who Rends	Vimúhla; Hrū'ǵ; Ksárul
The Swamp Folk:	
Complex pantheon	Irrelevant: the Swamp Folk cannot use sorcery
Tinalíya:	
Unnamed monotheistic deity	Any of the human deities
The inimical races: Hlǘss, Hlutrgú, Shunned Ones, and Ssú:	
Pantheons unknown	Any of the Lords of Change

Nation and deity/deities	Tsolyáni counterparts
The Pariah Gods:	
The One Other	Any of the Lords of Change, but often with spells similar to those of devotees of Ksárul
The Goddess of the Pale Bone	Any of the Lords of Change, but focussed upon the sorts of spells available to sorcerers worshipping Sárku and Hrü'ú
The One Who Is	Any of the Lords of Change

The only addition to the spell description abbreviations given in Sec. 2.941 is "prq" (for "prerequisite"): some "Generic" spells cannot be learned until their lower-level counterparts in the "Universal" phylum have been mastered. Such a prerequisite needs to be listed only once at the lowest level of a "Generic" series since the less powerful variants of a spell must always be acquired first before one can go on to higher levels of the enchantment.

"Generic" spells are as follows:

26. Acceleration [P]
Be Hn Ka Vi
G7; nag; ai; 1mc co; tr; D: 1 T; sp; PT: 1 CR; this enhances muscular coordination and communication between the brain and the limbs, enabling the target to move faster. In effect, the target gains 1-3 "Action points" (Sec. 2.710) during each round that the spell remains in force. One D10 roll is made when the spell first takes effect, and the number of "Action points" found is added to the target's usual stock each round until the spell expires: 1-3 = 1 "Action point"; 4-8 = 2 "Action points"; and 9-10 = 3 "Action points."
G8; nag; ai; 1mc ci; tr; 2 T; PT: 2 CR; as above, but the caster (or another target) is provided with 1-5 "Action points" each round. A D10 is rolled, divided by 2, and rounded down.
G9; nag; ai; 1mc ci; 1mr; D: 3 T; PT: 1 T; as above, but the target receives double his/her normal number of "Action points" each round. He/she may thus perform nearly twice as many actions within the same time period. There is a chance of a "burn-out," however: at the end of every turn a D10 is rolled: 1-6 = the target may continue at the accelerated rate; 7-8 = the target senses an impending "burn-out" and must return to normal speed (ending the spell); 9-10 = "burn-out" occurs: the target's muscles and synapses fail; he/she falls unconscious for 1-3 turns (randomly rolled); and he/she also suffers damage according to table E (once only, as soon as "burn-out" occurs, and not every round).

27. Adornment [R]
Av Dl
G1; nag; ai; 1mc ci; tr; D: 5 T; this causes the target to appear as more handsome/beautiful and charismatic. The target's chances of making a "Comeliness roll" or a "Charisma roll" are increased by +5 for the duration of the spell; cf. Sec. 2.726.
G2; nag; ai; 1mc ci; 1mr D: 10 T; sp; as above, but the target's chances are increased by a +10. This variant is species specific: e.g. a human can only cast it upon another human, and not upon a Pé Chói, etc.
G3; ag; ai; 1mc; 10mr; D: I; mr; this creates an effect opposite to the above: one of ugliness and dislike. The target's "Comeliness roll" and "Charisma roll" chances are reduced by −10 for 10 T. This enchantment is invisible, and a target can detect that it has been cast upon him/her only if he/she is told, or if he/she makes an "Intelligence roll" at the "Harder test" level; cf. Sec. 2.724 (1).
G5; nag; ai; 3mc ci; 5mr; D: 30 T; as for the G2 variant but with the possibility of 1-5 (randomly rolled) targets within the circle of effect in addition to the caster.

28. Aeriality [P]
Av Be Dl Hn Hr Ks Th
G2; nag; ai; 1mc co; tr; D: 2 T; sp; prq: the U1-U5 variants of the spell of Translocation (no. 21); the caster can rise vertically to a height of 10 m and drift laterally as much as 1 m. He/she can lift only his/her normal encumbrances (Sec. 2.310). "Psychic" spells can be cast while in the air but not "ritual" conjurations. The caster can fight with melee weapons or throw objects at modifiers of −2 to his/her Combat Values (Sec. 2.810).
G4; nag; ai; 1mc ci; 1mr; D: 3 T; as above, except that the caster (or another target excluding the caster) can fly slowly at a speed of 10 m per combat round. The target may carry as much as 75 kg above his/her normal encumbrances in his/her arms or attached to his/her person. If this extra weight is borne, however, the target cannot engage in melee, fire missiles, or hurl objects. "Psychic" spells can be cast as usual.
G6; nag; ai; 2mc ci; 5mr; D: 5 T; as above, but the target[s] can rise to a height of 20 m and fly at a rate of 20 m per combat round. Targets may melee or fire missiles normally, though a "passenger" must stay close to the caster within the circle of effect. Instead of raising another being, the caster can lift a weight of as much as 175 kg in addition to his/her normal encumbrances, provided that this burden can be grasped as one unit or fastened to his/her person. One who bears this extra weight can melee normally while flying but cannot cast missiles. "Psychic" spells may be employed.
G9; nag; ai; 3mc ci; 5mr; D: 10 T; as above, but 1-5 (randomly rolled) targets in addition to the primary target may fly. "Passengers" must remain within the circle of effect but do not need to be in physical contact with the caster or primary target. All may melee and fire missiles normally, but only "psychic" sorcery can be used. Each target may carry as much as 75 kg in addition to his/her usual encumbrances, provided that this is held in the arms or attached to the person. This again prevents melee or the firing of missiles. Alternatively, the caster may fly alone and carry a weight of as much as 300 kg in addition to his/her regular encumbrances, again provided that this can be grasped as one unit or attached to his/her person; cf. the G4 form above.

29. Alleviation [R]
Av Dl Ks Th
G2; nag; ai; 2mc ci; tr; D: I; prq: the spell of Alleviation (no. 1); this neutralises not only life-endangering poisons but also drugs (except the deadly *Zu'úr*) and alcohol. As many as 2 targets can be cured at once.
G4; nag; ai; 3mc ci; 5mr; D: I; PT: 1 CR; as above, except that 1-5 targets within the circle of effect in addition to the primary target can be cured of drugs, poisons, and also paralysis.

30. Artfulness [P]
Av Hn Ks Th
G1; nag; ai; 1mc ci; tr; D: I; the target is aided to recall a skill accurately. It cannot assist an assassin or a warrior in combat ability, however, nor is it of any use to a sorcerer or a

shaman in the use of magical power. It is most efficacious in enhancing a target's ability to manufacture an object (e.g. a glassblower who wishes to produce a fine goblet) or remembering information learned through a skill (e.g. a geologist who strives to recall the details of certain minerals). This spell adds a +5 to the target's chances of making a "Skill Success roll" (Sec. 2.727). A physician applies a modifier of −5 to a patient's "Recovery roll" (Secs. ±.722 (2) and 2.830 (2)).

G2; nag; ai; 1mc ci; 1mr; D: 2 T; a target's chances with a "Skill Success roll" (Sec. 2.727) are increased by +10, and a physician is given a modifier of −10 when assisting a patient in a "Recovery roll" (Secs. 2.722 (2) and 2.830 (2)). Neither form of this spell is of long duration, and an artisan who needs minutes or hours to manufacture an object will require repeated castings—or must have it cast upon him/her at crucial stages during the process (determined by the referee).

31. Ascertainment [P]
Be Hn Ks Sa Th

G7; nag: ar; 60mc co; tr; D: 2 T; sp; mr; prq: the U1-U8 variants of the spell of Ascertainment (no. 2); this permits a multiway telepathic conversation between persons within the circle of effect, provided that these are willing to communicate. This spell is species specific: e.g. humans can only communicate with humans, Pé Chôi with Pé Chôi, etc.

G8; nag; ar; 120mc co; tr; D: 5 T; mr; as above but with a longer range and duration. This variant is no longer species specific.

G10; nag; ar; 1 km circle co; tr; D: 10 T; mr; as above. This variant is even further enhanced by special training given in the temple academies of these deities to produce a network of rapid telepathic communication that stretches all the way across each of the Five Empires. A message deemed important by the ecclesiastical or secular authorities can be transmitted in this fashion within about half an hour from Jakálla, for instance, all the way to Avanthár. This training is not easily available; it demands about 2 years of hard work and "Psychic meshing" with one's colleagues, and those who have it are expected to remain responsibly at their posts throughout their careers. Telepathic networks are not known in the smaller nations or in nonhuman lands, with the exception of the Pé Chôi and Mihálli enclaves.

32. Benefaction [R]
Av Be Dl Hn Hr Ks Th

G9; nag: ai; 1mc ci; tr; D: I; this spell restores expended "psychic power points" (Sec. 2.931). A D10 is rolled: 1-3 = 1-100 points are regained (randomly rolled with D100); 4-9 = 2-200 points return (i.e. two D100 rolls); 10 = 3-300 points are restored (three D100 rolls are added together). These points replensih those expended by the target and do not add to his/her original total. This spell cannot be cast in advance but only after the target's stock has been depleted by at least 50 points. "Psychic power points" regained through this spell are usable for up to one hour but dissipate thereafter if not used.

33. The Blade of Inexorable Disjection [R]
Ka Vi

G3; nag; ai; 1mc; 1mr; D: 1 T; sp; M: a brilliant sword of ruby-hued energy, the length of a long one-handed weapon. The target (who may not be the caster) can use this like any other sword, but it may not be dropped or given to another person. Should it leave the target's hand, it dissipates. The Blade adds a +2 to the wielder's Combat Value in the sub-skill of long one-handed weapons (but not to other Combat Values), and should a hit be scored, damage is done according to table G. The spell of Disenchantment (no. 5) may dispel this weapon, leaving its user unarmed. No shield can be employed by one who wields the Blade, nor can he/she move (though manoeuvring is permitted), dive for cover, or perform other non-combat actions while holding it.

G4; nag; ai; 1mc; 1mr; D: 2 T; M: as above, but the Blade extends out 2 m and must be employed as a two-handed weapon. This variant adds +4 to the wielder's Combat Value with two-handed weapons (Sec. 2.810), and when a hit is made, damage is done according to table H. Other particulars are as above, except that the caster may use the Blade himself/herself.

34. The Blessing of the Planes [R]
Be Hn Ks Sa Th

G1; nag; ai; 1mc co; tr; D: 1 T; PT: 1 CR; this strengthens the caster's defensive "Magical Resistance factor," adding a +1 to his/her Sorcerer/Shaman skill level when making the roll against hostile spells described in Sec. 2.725 (1): e.g. a sorcerer who has a "Magical Resistance factor" of 6 uses the "7-9" column in the table. One who has a "Magical Resistance factor" of 7 adds +1, but a factor of 8 still falls within the "7-9" column, however. This spell is species specific: e.g. a human can only cast it upon another human.

G2; nag; ai; 1mc ci; tr; D: 2 T; PT: 2 CR; as above, but the target's "Magical Resistance factor" is increased by a modifier of +2 when rolling for protection against hostile spells in (Sec. 2.725 (1).

G3; nag; ai; 2mc ci; 1mr; D: ± T; sp; PT: 2 CR; as above, except that the target's "Magical Resistance factor" is augmented by a modifier of +3. This variant is not species specific.

G7; ag; 1mc; 20mr; D: I; mr; PT: 1 CR; the target's "Magical Resistance factor" (Sec. 2.725 (1)) is reduced by 1-5 levels for a period of 1 turn. A D10 is rolled, divided by 2, and rounded up. This spell cannot be dispelled by Disenchantment (no. 5): the target's defensive "Magical Resistance factor" (but not his/her offensive capabilities) remains reduced until the spell expires.

G9; nag; ar; 3mc ci; 1mr; D: 5 T; PT: 5 CR; as for the G3 variant, except that all living beings (excluding the undead, androids, automatons, and creatures created by sorcery) have their defensive "Magical Resistance factors" increased by 1-10 levels (randomly rolled with a D10 for each character) as long as they remain in the circle of effect. Should a target leave this zone, this defensive bonus is lost and cannot be regained unless another spell of Blessing is cast upon him/her.

35. Comprehension [P]
Hn Hr Ks Th

G1; nag; ar; 3mc c0; tr; D: 5 T; mr; the caster can understand one spoken human language audible within the circle of effect. He/she cannot reply in this language, however. A speaker who does not wish to be "comprehended" is allowed a "Magical Resistance factor roll" (Sec. 2.725 (1)). If more than one person is speaking, the roll is made by the one with the lowest (i.e. the worst) "Magical Resistance factor" only.

G2; nag; ar; 3mc co; tr; D: 10 T; mr; as above, except that the caster can reply in the foreign tongue he/She hears.

G3; nag; ar; 3mc co; tr; D: 15 T; mr; as above, except that nonhuman languages are included. In addition, the caster comprehends documents, inscriptions, etc. in a modern human

tongue (one only per spell cast). This does not work upon the language of the Mihálli for reasons unknown.

G5; nag; ar; 3mc co; tr; 10 T; mr; as above, except that this permits the reading of inscriptions, scrolls, etc. written in any of the ancient languages mentioned in Sec. 1.711 (but not those of earlier periods, unfortunately; the vestiges of their writers' "psychic auras" are now too faint). The caster is also informed in advance if a piece of writing contains a curse (i.e. a spell of Execration; no. 8) or is otherwise magically dangerous to him/her. Ancient Mihálli can be read with the aid of this spell, but the speech of the modern, living Mihálli remains unintelligible.

36. Derangement [P]
Be Hn Hr Sa

G1; ag; ai; 1mc; tr; D: I; mr; the target becomes temporarily insane for 1-5 turns (randomly rolled with a D10, divided by 2, and rounded up), and his/her actions are then randomly determined by the referee. This spell affects only intelligent beings. It is useless against a person who already has a Control of Self spell of the U3, U4, or U6 level (no. 4) cast upon himself/herself, and its magically-induced madness can be removed with a spell of Disenchantment (no. 5).

G2; ag; ai; 1mc; 20mr; D: I; mr; as above, but the target remains insane for 1-10 turns (randomly rolled with a D10).

G3; ag; ai; 2mc; 30mr; D: I; mr; as above, except that the target[s] become insane for 1-20 turns (rolled on a D20).

G5; ag; ai; 3mc; 45mr; D: I; mr; as above, but the duration of the madness is from 1 to 5 days (rolled on a D10, divided by 2, and rounded up).

G8; ag; ai; 3mc; 60mr; D: I; mr; as above, but the victim remains permanently insane, unless a successful spell of Disenchantment (no. 5) is cast upon him/her. Should this remedy fail, the condition is irreversible, and only a lucky "Divine Intervention roll" (Sec. 2.725 (2)) by some friend may restore the person to sanity. This, unfortunately, is often futile since the gods usually pay no more attention to the personal problems of one individual worshipper than does a carpenter to a bent nail.

37. Desiccation [R]
Av Hr Ks Sa

G2; ag; ai; 1mc; tr; D: I; mr; the target loses the use of the body area touched for 1-10 turns (rolled with a D10). The body part affected is found by rolling D100 on the table given in Sec. 2.852 (2, a). A head hit stuns the victim; a torso or abdomen hit stops the flow of blood and causes a brief but totally disabling heart attack; and a hit upon an arm, leg, tail, etc. withers and numbs the member as long as the spell lasts. A U3 spell of Healing (no. 10) or a U6 spell of Disenchantment (no. 5) can heal a victim of Dessication, or this spell may be allowed to expire of its own accord.

G3; ag; ai; 1mc; 20mr; D: I; mr; as above, except that the damage is more severe: a head hit causes a coma that lasts for 1-10 days; a torso or abdomen hit leaves the victim paralysed for 1-20 days; and a hit upon a limb withers it permanently. A spell of Disenchantment (no. 5) is no longer of any use, nor can a physician help. A U8 spell of Healing (no. 10) will restore a withered limb, but even this remedy is futile against the coma or paralysis caused by a head or body hit. The damage must be allowed to heal itself, and this takes time.

G5; ag; ai; 2mc; 30mr; D: I; mr; the target's body fluids are dried up permanently. A victim hit in the head, torso, or abdomen dies at once. A hit upon an arm, leg, tail, etc. withers the member forever, unless a U8 spell of Healing (no. 10) is applied within 1 hour of this spell's taking effect.

38. Domination [P]
Be Hn Hr Ks Sa Th

G5; ag; ai; 1mc; 10mr; D: I; mr; prq: all levels of the "Universal" spell of Domination (no. 6); this creates a powerful mindbar that gives the caster full control over the target's actions, beliefs, knowledge, etc. for 1 day (24 hours). The target must be an intelligent being. A U6 spell of Disenchantment (no. 5) will remove this control. The existence of a Domination spell in a victim's mind can be detected by a spell of Perception of the Energies (no. 15).

G10; ag; ai; 1mc; 10mr; D: I; mr; as above, but the control is permanent unless a U8 spell of Disenchantment (no. 5) is successfully applied. This variant is more difficult to detect with a Perception of the Energies spell (no. 15): a modifier of +10 is given to this spell's "Magical Resistance factor roll" in Sec. 2.725 (1). Even more potent versions of the Domination spell are known to certain of the master-sorcerers of Tékumel. At the highest levels these are indetectable and are resistant to all but the most powerful spells of Disenchantment. The referee may allow characters with more than 30 skill levels in the skill of Sorcerer or Shaman to acquire such puissant enchantments, if desired.

39. Doomkill [R]
Hn Ka Vi

G6; ag; ai; 2mc; 60mr; D: I; mr; PT: 1 CR; M: a noisy, brilliant explosion is produced. This slays the target and destroys all possessions carried upon his/her person. The target may attempt a "Magical Resistance factor roll" (Sec. 2.725 (1)), but even if this succeeds, he/she suffers damage according to table B. A Doomkill has one disadvantage: it requires a special roll to hit. The missile fire tables in Sec. 2.827 are not used, and a D20 is rolled instead: 1-2 = the blast fails to leave the caster's hand and hits him/her, necessitating a "Magical Resistance factor roll," as stated above); 3-7 = the spell falls short; 8-15 = the explosion hits the intended target; 16-20 = the spell overshoots. In the case of an undershot, the distance from the caster to the target is divided into equal 5 m segments (so far as possible), and a random die roll is made to ascertain where the Doomkill strikes. When this spell overshoots, the distance from the target out to the Doomkill's extreme range is divided similarly, and the strike area is rolled for in the same fashion. Any target within the 2 m blast area can be hit, and if there are more than 2 targets within range, random die rolls are made to determine which of them are hit. A Doomkill may never go beyond its extreme outer range.

G8; ag; ai; 3mc; 90mr; D: I; mr; PT: 2 CR; M: as above, but larger and more violent. Hitting is done as described above, and all targets within the circle of effect are slain unless they make the "Magical Resistance factor roll" (Sec. 2.725 (1)). Even if this is successful, damage is done according to table D.

G10; ag; ai; 6mc; 120mr; D: I; mr; PT: 3 CR; M: as above, but the blast is still more intense. Hitting is done as indicated above, and a target who survives by means of a successful "Magical Resistance factor roll" (Sec. 2.725 (1)) suffers damage according to table F. All such fortunate (?) survivors are stunned for 1-5 turns (randomly rolled). The explosion caused by this variant is extremely powerful, and if used in a narrow passage (15 m wide or less), there is a chance that the roof, walls, etc. may collapse. A D10 is rolled: 1-3 = no significant damage occurs; 4-7 = there is a minor collapse in the area of the circle of effect, and all within it suffer further damage according to table C; 8-10 = a major cave-in occurs, burying all targets beneath stones and rubble. Each such victim suffers damage according to table E,

and other comrades must dig these unfortunates out (cf. Sec. 2.840 (5)). A Doomkill that falls badly short may thus engulf the caster's own party!

40. Elicitation [P]
Ks Th
G4; nag; ar; 3mc co; tr; D: 3 T; sp; mr; prq: the U1-U5 levels of the spell of Elicitation (no. 7); the caster can concentrate upon a specific type of magical or technological device (e. g. an "Eye," book, scroll, talisman, amulet, etc.) and be guided to such an item, if one is present within the spell's circle of effect. The caster can move, fight, cast "psychic" spells, and perform other actions while this spell is in force, but he/she cannot gain surprise or initiative (Secs. 2.821 and 2.822). The sought-for device is allowed a "Magical Resistance factor roll" (Sec. 2.725 (1)) to escape detection. The level of the object's "Magical Resistance factor" must be arbitrarily assigned by the referee, depending upon its importance and potency.

41. Empowering and Enervation [R]
Av Dl Ka Vi
G1; nag; ai; 1mc ci; tr; D: 1 T; this increases the Height-Build-Strength factor (Sec. 2.211 ff.) of the target by 1-50 points (randomly rolled with D100, divided by 2, and rounded up) for the duration of the spell. This affects the target's "Height-Build-Strength roll" (Sec. 2.721), Combat Values (Sec. 2.810 (1)), and other relevant capabilities. This spell can be used upon the same target only once per day. It does not affect animals, androids, automatons, creatures created by sorcery, demons, the undead, or other beings animated by other-planar power.
G2; nag; ai; 1mc ci; tr; D: 2 T; as above, except that the Height-Build-Strength factor of the target is increased by 1-100 points (i.e. a D100 roll).
G6; nag; ar; 3mc ci; tr; D: 3 T; sp; as above, but this variant provides 1-100 points of extra Height-Build-Strength to 1-5 (randomly rolled) intelligent beings within the circle of effect for the duration of the spell.
G7; ag; ai; 3mc; 10mr; D: I; mr; this reduces the Height-Build-Strength factor of all targets within the circle of effect by 1-100 points for 3 turns. A victim whose Height-Build-Strength factor is reduced to zero becomes unconscious, and one whose factor is brought down to less than zero dies. This spell is effective against the same target only once per day.

42. Enhancement and Debilitation [R]
Ka Sa Vi
G3; nag; ai; 1mc; tr; D: I; PT: 1 CR; this spell changes "excellent" steel into "enchanted" steel for a period of 1 turn. One item (a helmet, breastplate, shield, etc.) may be acted upon with each application of this spell, and the piece returns to its former status when the spell ends. This enchantment does not affect "ordinary" steel, other metals, or non-metallic materials. An exception is the copper armour worn by devotees of Sárku. A sorcerer who worships the Lord of Worms (or his Cohort, Durritlámish) can enchant copper arms and/or armour with this spell, giving them the same defensive value as "enchanted" steel (Sec. 2.8210). The version of this spell employed by the Temple of Sárku does not work upon steel at all.
G4; nag; ai; 2mc; tr; D: I; PT: 2 CR; this variant changes both "ordinary" and "excellent" steel into "enchanted" steel for 10 turns. A sorcerer who follows Sárku may utilise this spell to achieve the same results with copper.
G7; ag; ai; 2mc; 10mr; D: I; mr; PT: 2 CR; one suit of "enchanted" steel or copper armour (including a shield and/or weapon, if carried) can be temporarily turned into a softer substance for a period of 1 turn. This "debilitation" reduces the defensive value of the affected arms to the level of *Chlên*-hide; cf. Sec. 2.8210. If not dispelled by a U6 spell of Disenchantment (no. 5), there is a chance that the affected armour and/or weapons may remain in this weakened condition when the spell ends; a D10 is rolled: 1-7 = the objects return to their former "enchanted" state; 8-10 = they stay in their debilitated condition until a G10 version of the Enhancement and Debilitation spell is applied to them.
G10; nag; ai; 2mc; tr; D: I; PT: 5 T; one suit of heavy armour (including a weapon and/or a shield) or the equivalent can be permanently enchanted. This must be "excellent" steel (or especially hardened copper, in the case of the Temple of Sárku) to begin with; items of "ordinary" quality are not affected. As stated in Sec. 1.950, metal tends to randomise and disperse the energies of the Planes Beyond, and this spell is both tiring and somewhat dangerous. One who casts this variant can use no further magic for a full month (30 days), although "Eyes" and other magico-technological devices can be employed. He/she also must make a D10 roll each time this spell is used: 1 = he/she dies; 2-10 = no damage ensues.

43. Excellence [P]
Ka Vi
G1; nag; ai; 1mc; tr; D: 1 T; the target's mastery of weapons and fighting techniques is temporarily enhanced: all of his/her Combat Values (Sec. 2.810) are increased by +1 for the duration of the spell. This conjuration is species specific: e.g. a human can only cast it upon another human.
G2; nag; ai; 2mc; 1mr; D: 2 T; as above, except that as many as 2 targets are given this extra expertise.
G3; nag; ai; 2mc; 1mr; D: 3 T; as above, but the targets' Combat Values are augmented by +2 while the spell lasts.
G5; nag; ar; 3mc ci; 1mr; D: 3 T; sp; this increases the Combat Values of all intelligent beings within the spell's circle of effect by +3 for the duration of the spell. The caster may include himself/herself, if desired, and he/she can cast other spells while maintaining this one.
G7; nag; ar; 3mc ci; 2mr; D: 3 T; as above, except that each target's Combat Values are increased by +1 to +5. This is randomly rolled for each target individually.
G8; nag; ai; 1mc; 10mr; D: 3 T; as for the G7 variant, except that this variant is usable upon one non-intelligent or semi-intelligent animal. It does not affect the undead, androids, automatons, creatures produced by sorcery, or demons.
G9; ag; ai; 3mc; 20mr; D: I; mr; this version lowers the Combat Values of each target within the circle of effect by −1 to −5 (randomly rolled) for 1 turn. All intelligent, semi-intelligent, and non-intelligent species are affected, as are the undead. The other classes mentioned under the G8 variant are immune.

44. Far-Seeing [R]
Ka Vi
G1; nag; ai; 1mc co; tr; D: 1 T; PT: 1 CR; this spell provides the caster with a "telescope": objects as distant as 100 m away are seen as though he/she were only 1 m from them. The caster's vision becomes "far-sighted," however, and objects closer than 10 m are seen as though through blurry spectacles. If engaged in hand-to-hand combat while this spell is in effect, the caster fights at a modifier of −3 to

his/her Combat Values, and a "Dexterity roll" (Sec. 2.723) or an "Intelligence-Dexterity roll" (Sec. 2.724 (2)) is made at a modifier of + 10.

G2; nag; ai; 1mc co; tr; D: 2 T; PT: 1 CR; as above, but the caster sees objects as far as 300 m away as though he/she were only 1 m from them. The disadvantages noted under the G1 version apply to this one as well.

G4; ag; ar; 3mc co; tr; D: 2 T; sp; this may be cast either during or in advance of an opponent's spell of Far-Seeing. If a hostile mage uses a lower-level version of the spell to look at the caster (including others within his/her circle of effect) while this variant is in force, the opponent is unable to see anything and is also blinded for 1-10 combat rounds (randomly rolled with a D10), unless he/she makes a "Magical Resistance factor roll" (Sec. 2.725 (1)) successfully.

45. Favouring [R]
Be Ka Vi

G4; nag; ai; 1mc ci; 2mr; D: 1 hour; sp; PT: 2 T; prq: the "Universal" spell of Favouring (no. 9); this spell is cast in advance of a melee and restores 1-50 Body Damage Points (Sec. 2.214) as they are lost. D100 are rolled, divided by 2, and rounded up. If not used, these extra points dissipate at the end of the spell. Other particulars are as for the "Universal" version, above.

G7; nag; ar; 2mc ci; 2mr; D: 1 day (24 hours); PT: 5 T; this variant also restores 1-50 Body Damage Points (Sec. 2.214) as they are lost. It is not species specific but can only be used upon intelligent beings. In addition, it can be cast upon the same target as often as twice per day. This spell does not restore withered limbs, lost eyesight, and similar defects; cf. the spell of Healing (nos. 10 and 48).

46. Guarding [R]
Be Hn Hr Ks Sa Th

G6; nag; ar; 30mc co; tr; D: 6 hours; sp; PT: 5 T; a magic-proof circle is created around the caster. Neither "ritual" nor "psychic" magic may enter or leave the circle of effect, although both types of sorcery may operate within it. Physical beings can cross its boundaries, blows can be struck, and missiles can be fired through it without hindrance. Androids, automatons, creatures produced by sorcery, demons, and the undead are unable to enter the circle, but if they are inside when it is cast they may continue to function, and they can leave the area. This enchantment is stationary; it does not move with the caster. The latter may enter or leave the circle of effect, moreover, while it is still in operation.

G10; nag; ar; 60mc co; tr; 1 day (24 hours); PT: 30 T; this variant has a larger circle of effect and a longer duration. It is used to protect temple sanctuaries, council chambers, the habitations of sorcerers and important personages, etc. from magical espionage or harm. It costs triple the usual "psychic power points" (Sec. 2.932) to cast. It is also more resistant to Disenchantment (no. 5): two consecutive spells of Disenchantment must be cast upon it in order to dispel it.

47. The Hands of Krá the Mighty [P]
Av Be Dl Sa

G2; ag; ai; 1mc; 20mr; D: I; mr; the target is seized by an invisible vice of psychic force, as though by a great pincers. A failed "Magical Resistance factor roll" (Sec. 2.725 (1)) means instant death. Even if this roll is successful, the target suffers damage according to table B.

G4; ag; ai; 1mc; 40mr; D: I; mr; as above, but one who makes the "Magical Resistance factor roll" (Sec. 2.725 (1)) suffers damage according to table E, and one who fails it is completely pulped. This variant is used to perform actions requiring a single burst of great strength: e.g. smash open a stout door, break down a wall of no more than 50 cm thickness of masonry, etc. Such objects are granted a "Magical Resistance factor roll" (Sec. 2.725 (1)) to save themselves. If they make this roll, the referee should allot some minor or partial damage.

G6; ag; ai; 2mc; 80mr; D: I; mr; this variant affects as many as two targets of human size (or 1 Ahoggyá, Shén, or larger creature—or 3 Tinalíya, Pygmy Folk, or animals of smaller sizes) at once. Even if these make their "Magical Resistance factor rolls" (Sec. 2.725 (1)), they suffer damage according to table G. This form of the spell can batter down large gates, break through a masonry wall as much as 2 m thick, topple tall trees, etc. These objects are all allowed "Magical Resistance factor rolls" and suffer partial damage even if they are successful. A G10 spell of Warding (no. 71) blocks this spell entirely (as do certain "Temple" spells; q.v.), as far as buildings, fortifications, and the like are concerned.

48. Healing (R)
Av Be Dl Ka Th Vi

G1; nag; ai; 2mc; 2mr; D: I; prq: the U1 through U5 levels of the spell of Healing (no. 10); this heals 1-20 (randomly rolled with a D20) lost Body Damage Points (Sec. 2.214) for as many as 2 targets of human size simultaneously (a separate die roll being made for each). The table given in no. 10 is used to ascertain whether magical healing works or not, and a modifier of − 1 is applied to each target's score there. A separate roll is made for each target, of course. The caster of this variant cannot apply this spell to himself/herself.

G2; nag; ai; 3mc; 2mr; D: I; as above, but up to 3 patients of human size (or 2 Ahoggyá, Shén, or larger creatures—or 6 Tinalíya, Pygmy Folk, or smaller animals) can be healed at one time. This variant restores 11-30 (10 + the score of a D20) lost Body Damage Points (Sec. 2.214) to each target, and a modifier of − 2 is applied to the patient's score on the table presented under no. 10, above. The caster cannot include himself/herself in the circle of effect.

G4; nag; ai; 3mc ci; 2mr; D: I; as above, but the caster may now heal hisher own wounds as well as those of 2 other beings of human size; see above. Other particulars are as for the G2 variant.

G5; nag; ai; 3mc ci; 2mr; D: I; this heals all lost Body Damage Points (but does not restore the dead to life, of course), restores withered limbs, cures blindness and deafness, dispels paralysis and hypnosis, and is efficacious as a remedy for the G1 through G5 forms of the spell of Derangement (no. 36). (It is of no value against the G8 variant of the Derangement spell, however.) Other details are as for the G2 and G4 versions of this spell.

G9; nag; ai; 1mc; tr; D: I; mr; PT: 1 day; this rather rare variant creates an artificial body into which the personality (i.e. the Intellect, Shadow-Self, Psychic Reservoir, and the Spirit-Soul; cf. Sec. 1.620) of an intelligent being dead for not more than 1 hour can be placed. This is not the same as the person's former body; instead, it is a generalised, characterless form with only average strength (a Height-Build-Strength factor of 38; cf. Sec. 2.211) and mediocre appearance (a Comeliness of 40; cf. Sec. 2.217). The deceased's abilities, knowledge, dexterity, psychic talents, skills, etc. are all present in this new body, but he/she must spend a month in training before he/she can fight at all or before using

"ritual" magic ("psychic" spells can be employed at once). This body can never be revivified, nor can its limbs or other organs be regenerated, although lesser Healing spells do operate upon it. Otherwise it is the character's permanent "new home." This spell is species specific: a human mage can create a human body only for the personality of a deceased human, etc. This variant is useful when a spell of Revivification (no. 76) fails, or when there is not enough left of a corpse to revivify. One who does not wish this kind of "revivification" is allowed a "Magical Resistance factor roll" (Sec. 2.725 (1)).

49. Inscription (R)
All
G10; nag; ai; 1mc; tr; D: 6 T; sp; PT: 1 hour; prq: the "Universal" spell of Inscription (no. 11); as for no. 11, except that spells of the "Generic" phylum known to the caster and his/her temple may be inscribed. These conjurations can be read and used only by devotees of sects that also teach these spells, even when the document is left uncoded: e.g. a worshipper of Sárku cannot use a spell of Intrepidity (no. 50), if he finds it on a scroll, but followers of both Karakán and Vimúhla may do so. Only with a special variant of the "Temple" spell of Inscription (no. 74) can a "Generic" or "Temple" spell used by one sect be made available—even temporarily—to members of another.

50. Intrepidity (P)
Ka Vi
G3; nag; ar; 3mc ci; 1mr; D: 1 T; sp; the morale classes of all intelligent beings are increased by 1 degree for 1 turn: e.g. a member of morale class A becomes a B; cf. Sec. 2.8212. Androids, automatons, demons, the undead, and creatures created by magic cannot be affected.
G5; nag; ar; 6mc ci; 2mr; D: 2 T; as above, but those inside the circle of effect go up 2 morale classes: e.g. from A to C.
G7; ag; ai; 3mc; 10mr; D: I; mr; the morale classes of all within the circle of effect who fail the "Magical Resistance factor roll" (Sec. 2.725 (1)) are decreased by 3 degrees: e.g. members of class D become class A. This condition lasts for 3 turns.

51. Light and Darkness (R)
Hn Hr
G2; ag; ai; 3mc; 30mr; D: I; mr; prq: all "Universal" forms of the spell of Light and Darkness (no. 13); M: a soundless flash of blinding light (in the case of mages devoted to Hnálla) or of Stygian darkness (when cast by a worshipper of Hrü'ű) permanently blinds any target within the circle of effect who is looking in the caster's direction (determined by the facing of miniature figures or by the referee), if the "Magical Resistance factor roll" (Sec. 2.725 (1)) is failed. Only living beings are affected; the undead, androids, automatons, creatures created by magic, and demons are immune. The blindness caused by this spell can be cured by a U8, G5, or T10 spell of Healing (nos. 10, 48, and 146).

52. The Missile of Metállja (P)
Ks Th
G4; ag; ai; 1mc; 30mr; D: I; mr; prq: the U1-U7 variants of the spell of Translocation (no. 22); a silent, invisible bolt of psychic force is fired at the target. The caster may choose whether to slay or only stun for 1-5 (randomly rolled) turns. In the latter case, the victim suffers no further damage.
G6; ag; ai; 3mc; 60mr; D: I; mr; as above, but with the possibility of more targets and a longer range.

53. Necromantic Domination (R)
Ks Sa Th
G1; ag; ai; 1mc; 10mr; D: I; mr; crude control is gained over 1 undead being of the "unintelligent" types (i.e. *Mrúr* and *Shédra*) for 1 turn. The target can be ordered to flee, fight against its fellows, or remain immobile for the duration of the spell.
G2; ag; ai; 2mc; 20mr; D: I; mr; as above, but the control lasts for 2 turns.
G4; ag; ai; 3mc; 30mr; D: I; mr; this gives more detailed control and also affects "intelligent" varieties of the undead. The spell lasts for 2 turns. Targets can be commanded to accompany and fight for the caster, give guidance, and perform simple tasks (e.g. open doors and chests). More complex actions are beyond the abilities of the *Mrúr*, although the *Shédra* can be made to do somewhat more. All undead do retain some intelligence, however; they cannot be commanded to commit "suicide," fight against other undead under the caster's control (though they will indeed combat others not in his/her power), or emerge into daylight, brightly lit rooms, or even into inhabited areas by night.
G10; ag; ai; 2mc; 60mr; D: I; mr; as many as 2 undead can be controlled and attached to the caster's sérvice for 12 hours. This spell can only be used once upon the same undead being, however. When it expires, the creature must be ordered to depart—or the caster may kill it before the spell ends. Otherwise it will attempt to slay the caster the moment it is again free.

54. Nimbleness (P)
Av Dl Ka Vi
G1; nag; ai; 1mc ci; tr; D: 1 T; the target's dexterity is enhanced by a modifier of −5 when making a "Dexterity roll" (Sec. 2.723) or an "Intelligence-Dexterity roll" (Sec. 2.724 (2)).
G2; nag; ai; 1mc ci; 1mr; D: 2 T; as above, but the target's scores on the aforementioned rolls are aided by a modifier of −10.
G4; ag; ai; 1mc; 20mr; D: I; mr; the target's dexterity is decreased by a modifier of +5 when making either of the two rolls mentioned under the G1 variant. This condition lasts for 2 turns.
G6; ag; ai; 3mc; 30mr; D: I; mr; the dexterity of each target within the circle of effect is decreased: a modifier of +10 is applied to his/her scores when making either of the two rolls specified above. This condition persists for 24 hours, and it can only be dispelled with a spell of Disenchantment (no. 5) of the appropriate level.

55. Nutrification (R)
Av Dl
G7; nag; ar; 3mc; 3mr; D: 20 T; sp; PT: 2 T; prq: all forms of the spell of Nutrification (no. 14); M: a feast of excellent food and drink (of the sort known to the caster from personal experience) is created for 11-20 persons (i.e. 10 + the score of a D10). These viands appear at a range of 3 m in front of the caster and remain until they have been consumed or for 20 turns, whichever occurs first.
G9; nag; ar; 6mc; 3mr; D: 30 T; PT: 5 T; M: as above, but 1-50 persons can be fed (i.e. a D100 roll, divided by 2, and rounded up). Although this spell is generally species specific, this variant allows the caster to produce the victuals preferred by other species and even by animals, if desired. It may be noted that most of the peoples of Tékumel are suspicious and superstitious about sorcerously created food; for this reason it is not often used to feed troops or large groups of people, except as a last resort.

56. Perception of the Energies (R)
Be Hn Ks Sa Th

G1; nag; ar; 12mc co; tr; D: 5 T; sp; mr; PT: 1 T; prq: all variants of the "Universal" form of this spell (no. 15); this version is the same as the U3 form, but it has a longer range and a more extended duration.

G2; nag; ar; 3mc co; tr; D: 5 T; mr; PT: 2 T; the caster can perceive that a spell has been cast upon a being (including the undead, androids, automatons, creatures produced by sorcery, animals, etc.) within the spell's circle of effect. Such an ensorcelled being is seen as being surrounded by a faint halo of glittering light. The hostility or friendliness (or, in some cases, the neutrality) of the enchantment cast upon the target is recogniseable but not the spell's exact nature. The caster may then warn others or take such actions as he/she thinks appropriate. This variant is useful in detecting a spell of Domination (no. 6) cast upon a comrade, for example.

G8; nag; ai; 1mc; 2mr; D: 1 hour; mr; PT: 5 T; this variant blocks lower levels of this same spell from operating. One who employs a lesser form of this enchantment perceives nothing out of the ordinary about the being or object, nor does he/she "see" the residue of previously cast spells within the circle of effect, as described under the U4 variant. An "Intelligence roll" at the "Harder test" level (Sec. 2.724 (1)) must be made in order to guess that there is something "wrong" about the entity or article. If this is successful, a spell of Disenchantment (no. 5) will remove this spell and reveal the hidden spell underneath. A second spell of Disenchantment is then needed to dispel the latter as well.

57. Pestilence (R)
Av Dl Sa

G2; ag; ai; 1mc; tr; D: I; mr; this causes the victim to fall ill of a deadly, contagious plague. He/she becomes sick immediately and can no longer function. A spell of Alleviation (nos. 1 or 29) or of Disenchantment (no. 5) must be cast upon him/her within 2 combat rounds; otherwise death is inevitable. There is a 90 percent chance of infecting any other being of the same species who touches the corpse or its possessions. A victim of this plague is easily recogniseable by the huge bluish welts that appear as soon as the spell takes effect, and decomposition begins at an accelerated rate the moment the target dies. Even if the victim recovers, however, there is a 50 percent chance that his/her garments, armour, weapons, and other belongings have become contaminated. This is not visible. One who has been cured should remove everything from his/her person immediately and wash all of his/her possessions with water and *Vé* paste (a soapy substance which acts as an excellent disinfectant); this takes about 10 minutes to accomplish. Arms, armour, and other imperishables may also be cleansed with fire. This plague is species specific, and members of other races can safely handle a corpse and/or its possessions. The plague may remain upon the hands of such a being, however, and there is again a 70 percent chance of infecting others of the deceased's species. Again, the use of *Vé* paste is strongly recommended.

G3; ag; ai; 2mc; 3mr; D: I; mr; as above, but with the possibility of more targets and a longer range. Other details are as described for the G1 variant.

58. Phantasms (R)
Av Be Dl Hr Ks Th

G2; nag; ar; 3mc; 6mr; D: 3 T; sp; prq: all variants of the Phantasms spell (no. 16); M: 1-10 (randomly rolled with a D10) apparitions of approximately human size are materialised within the circle of effect inside the specified range (but not behind the ranks of an opposing party). Other details are as for the U6 variant of this spell.

G3; nag; ar; 3mc; 6mr; D: 3 T; M: 1-3 larger simulacra appear; a D10 is rolled: 1-3 = 1; 4-7 = 2; 8-10 = 3. These may be given any semblance desired (e.g. Ahoggyá, Shén, Ssú, animals, etc.), but each strikes only one blow per combat round, and this does damage according to table D. These beings have Combat Values equivalent to the "7-9" lines in the table in Sec. 2.826 and 50 Body Damage Points (Sec. 2.214). They may be given the equivalent of "heavy" coverage in *Chién*-hide armour: i.e. an armour defence of 4; cf. Sec. 2.8210. Other particulars are as for the U6 variant of this spell.

G7; nag; ar; 3mc; 6mr; D: 3 T; M: 1-2 larger phantasms appear; a D10 is rolled, divided by 2, and rounded up. Each of these may appear as an animal, mythological monster, demon, etc. The creature may strike only one blow per combat round and does damage according to table E. Its Combat Value is equivalent to the "10-12" lines in the table in Sec. 2.826, and it has 70 Body Damage Points (Sec. 2.214). It may be given "heavy" armour coverage of "ordinary" steel hardness: i.e. an armour defence of 5. Other details are as for the U6 variant.

G10; nag; ar; 6mc; 10mr; D: 5 T; M: one extremely large and powerful apparition is created. This may be given the form of a gigantic animal (e.g. a *Sró*), a demon, a monster, etc. It may strike one blow during a combat round with a weapon (or its fangs, etc.), doing damage according to table G. It may also strike a second blow during the same round with a secondary weapon (e.g. a tail, claw, or other appendage), and this causes damage according to table C. Its Combat Value is equivalent to the "13-15" lines in the table in Sec. 2.826, and it has 80 Body Damage Points (Sec. 2.214). The creature's armour coverage is the same as "heavy excellent" steel: i.e. an armour defence of 6. Other particulars are as for the U6 variant of this spell.

59. Prorogation (P)
Av Dl Hr Ks Sa Th

G1; ag; ai; 1mc; 10mr; D: I; mr; this slows the target's perception of time for one turn. He/she moves at half his/her normal speed, reacts twice as slowly (i.e. divides his/her "Action Points" in half, rounding up; cf. Sec. 2.821 and 2.822. This spell works upon living beings and the undead, but not upon animals and semi-intelligent beings (who are otherwise classified as "living beings"). Androids, automatons, creatures created by sorcery, and demons are also immune. It can be cast upon the same target only once per day.

G2; ag; ai; 2mc; 20mr; D: I; mr; as above, but the target's slowed condition lasts for 2 T.

G3; ag; ai; 3mc; 30mr; D: I; mr; as above, but this variant slows the target(s) for 3 T.

60. The Radiant Gaze (R)
Ka Vi

G1; ag; ai; 1mc; 20mr; D: I; mr; M: a visible, hissing blast of energy, scarlet in the case of Karakán, and orange-red when cast by a mage devoted to Vimúhla. This counts as a "small" fire and does damage according to table A in the

round in which it hits. The chances of an "ongoing" fire and further damage are as stated in Sec. 2.840 (7, f and h). Armour provides some protection against a "small" fire, however; cf. Sec. 2.840 (7, e). If this spell strikes inflammable objects (e.g. dry wood, cloth, etc.), there is a 60 percent chance of setting these items ablaze.

G2; ag; ai; 2mc; 30mr; D: I; mr; M: as stated above. This version does initial damage according to table B. Other particulars are as for the G1 variant of this spell.

G3; ag; ai; 2mc; 40mr; D: I; mr; M: as above. The blaze caused by this spell counts as a "medium" fire and does damage according to table C. Armour no longer offers any protection; cf. Sec. 2.840 (7, e). There is a 75 percent chance of setting fire to inflammable substances within the spell's circle of effect.

G5; ag; ai; 3mc; 60mr; D: I; mr; M: as above. Initial damage is done according to table D. Other particulars are as for the G3 form of this spell.

G7; ag; ai; 3mc; 80mr; D: I; mr; M: as above. This blast of flame is considered a "large" fire and does damage according to table E in the round in which it hits. There is an 85 percent chance of setting fire to inflammable objects within the spell's circle of effect. Other details are as for the G3 variant.

G9; ag; ai; 3mc; 90mr; D: I; mr; M: as above. The most powerful form of this spell produces a "very large" fire and does damage according to table J to all within its circle of effect. A target who makes his/her "Magical Resistance factor roll" (Sec. 2.725 (1)) still suffers damage according to table C. There is a 90 percent chance of setting inflammable materials ablaze within the spell's circle of effect.

61. Reanimation (R)
Hr Sa

G9; nag; ai; 1mc; tr; D: I; mr; PT: 10 T; the Intelligence, Shadow-Self, and Psychic Reservoir—but not the Spirit-Soul—of a person dead not more than one week can be made to reinhabit the deceased's corpse; cf. Sec. 1.620. Wounds and damage suffered before death are not healed, however, and the reanimated lich has a greyish hue and emits a faint odour of putrescence. He/she possesses all of his/her knowledge, memories, abilities, skills, etc., but his/her Height-Build-Strength factor and Combat Values are only 50 percent of their original totals. After one week of this half-life, moreover, the reanimated person begins to decay further, losing about 8 percent of his/her original Height-Build-Strength factor and Combat Values per day. At the end of the second week he/she "dies" again and can then never be revivified, although it is possible to turn him/her into a true undead being. As long as this half-life persists, on the other hand, a spell of revivification can be cast upon the target, restoring him/her to full life. The purpose of this spell is thus to keep a comrade ambulant until a sorcerer can be reached who knows the spell of revivification—or to help the person stay in action as long as possible during a crisis. This spell is species specific: e.g. a human mage can only cast it upon a dead human. A sorcerer who uses it can cast no further "ritual" spells as long as the reanimated person "lives," although "psychic" spells are permitted.

62. Sagacity (R)
Ks Sa Th

G1; nag; ai; 1mc co; tr; D: 1 T; the target's powers of memory and reasoning are increased. A modifier of −5 is applied to his/her scores on "Intelligence rolls" and "Intelligence-Dexterity rolls" (Sec. 2.724 (1 and 2)) for the duration of the spell. This and the following variant are species specific: e.g. a Pé Chói can only cast it on another Pé Chói.

G2; nag; ai; 1mc ci; 1mr; D: 2 T; as above, except that a modifier of −10 is applied to the target's scores on the aforementioned rolls.

G3; ag; ai; 1mc; 20mr; D: I; mr; the target's intelligence is dulled. A modifier of +1 to +10 (randomly rolled with a D10) is applied to the two rolls specified above for a period of 1-5 turns (randomly rolled). This version is species specific.

G5; nag; ar; 3mc; 30mr; D: 3 T; sp; a modifier of −1 to −20 (randomly rolled with a D20) is applied to each target's scores on the two rolls named under the G1 form for the duration of the spell. This is not species specific and affects all intelligent beings within the circle of effect. A separate D20 roll is made for each, of course.

G7; ag; ai; 1mc; 40mr; D: I; mr; the target's intelligence is reduced to 05 (cf. Sec. 2.215) for 1 hour. He/she becomes a moron and must be guided, instructed, and led. Spells of Healing (nos. 10, 48, and 146) and Alleviation (nos. 1, 29, and 141) are useless, and only a spell of Disenchantment (no. 5) can remove this enchantment before its normal expiration.

63. Semblances (P)
Be Dl Hn Hr Sa

G1; ag; ar; 2mc; 6mr; D: I; mr; M: this causes the target(s) to believe a limited illusion of the caster's choice. This illusion manifests itself within the circle of effect and may be cast out to any distance within the spell's 6 m range in front of the caster. It lasts only one combat round, during which it takes effect upon all intelligent beings looking in its direction (determined either by the positioning of miniature figures or by the referee). A target who fails his/her "Magical Resistance factor roll" (Sec. 2.725 (1)) believes the illusion and suffers actual injury, if the illusion is a harmful one. Such a victim loses Body Damage Points (Sec. 2.214), suffers burn injuries, chokes on poison gas, etc., but his/her body remains unmarked. This spell works only upon intelligent beings. The Tinalíya and the Hlutrgú are immune to it, for unknown reasons, as are the undead, androids, automatons, creatures created by magic, and demons. Animals and semi-intelligent beings are immune by definition.

G2; ag; ar; 3mc; 12mr; D: I; mr; M: as above, but this variant creates an illusion that lasts 2 T, remaining in place where the caster placed it. A blazing fire, a cloud of noxious gas, etc. may thus be produced to block pursuit. Other details are as for the G1 variant.

G4; ag; ar; 6mc; 20mr; D: I; mr; M: as above, but a larger illusion is possible: e.g. a horde of monsters, a troop of soldiers, etc. This lasts for 3 T, or until dispelled by a spell of Disenchantment (no. 5). Other details are as for the G1 variant.

64. The Silver Halo of Soul-Stealing (R)
Be Hr

G5; ag; ai; 1mc; 30mr; D: I; mr; PT: 1 CR; M: a glittering circlet of energy is sent spinning through the air to strike the target. If the latter fails the "Magical Resistance factor roll" (Sec. 2.725 (1)), his/her Spirit-Soul (Sec. 1.620) is borne away forever into the Unending Grey, leaving him/her a mindless automaton whose every action must be specifically commanded. A spell of Disenchantment (no. 5) cannot aid a victim of this spell (nor can Alleviation (nos. 1, 29, and 141) or Healing (nos. 10, 48, and 146). Only a spell of Revivification (no. 76) or Re-embodiment (no. 88) can restore the target's

Spirit-Soul. Any physical defence or cover is futile, but the Silver Halo can be deflected by a spell of Warding (nos. 24 and 71), The Seal Upon the Powers (no. 18), The Muniments of Excellence (no. 75), and various other Temple spells that obstruct "ritual" magic. This spell affects all living beings; the undead, androids, automatons, creatures produced by magic, demons, etc. are immune.

G6; ag; ai; 2mc; 60mr; D: I; mr; PT: 2 CR; M: as above, but 2 targets within the circle of effect are struck, and it is also more difficult to resist: a modifier of +5 is added to each target's score when making the "Magical Resistance factor roll" (Sec. 2.725 (1)).

G9; ag; ai; 3mc; 90mr; D: I; mr; PT: 3 CR; M: as above, but a modifier of +10 is added to each target's "Magical Resistance factor roll" score; cf. Sec. 2.725 (1).

65. The Speculum of Retribution (R)
Av Di Hn Hr Ka Ks Sa Th

G1; nag; ar; 1mc co; tr; D: 1 T; PT: 1 CR; this creates an invisible shield around the caster. If he/she makes the "Magical Resistance factor roll" (Sec. 2.725 (1)) against an opponent's "aggressive, aimed, ritual" spells while this spell is in force, the hostile spell is reflected back upon the enemy mage, doing its stated damage to him/her and others within its circle of effect. The opponent and his/her party are permitted "Magical Resistance factor rolls" (Sec. 2.725 (1)) as usual. This spell does not work against "psychic" spells or even those of the "ritual, areal" category. It also does not stop the energies of magico-technological devices (e.g. "Eyes"), talismans, or amulets. It is indeed efficacious, however, against "aimed ritual" spells read from books or scrolls. Persons, animals, and other beings can touch, strike, or shoot at the caster normally. The caster may move or perform other activities (including physical combat) while this spell is operative, but he/she cannot cast other spells.

G2; nag; ar; 1mc co; tr; D: 1 T; PT: 3 CR; as above, except that this version reflects "aggressive, aimed, psychic" spells back upon an enemy mage instead of the "ritual" variety. Other details are as above.

G4; nag; ar; 1mc co; tr; D: 2 T; sp; PT: 3 CR; as above, but this version reflects "aggressive, aimed" spells of both the "psychic" and "ritual" varieties back upon their caster(s).

66. Stealth (P)
Be Hr Ks Sa

G1; nag; ar; 1mc co; tr; D: 1 T; PT: 1 CR; this helps the caster move silently and remain unseen. A modifier of +1 is applied to a "Visibility roll" and/or an "Audibility roll" (Sec. 2.728 (1 and 3)) made by an opponent who wishes to see or hear the caster. A modifier of +5 is similarly applied to the score of a "Skill Success roll" (Sec. 2.727) made by a caster who is employing the sub-skill of Tracking (Secs. 2.2312 and 2.729).

G3; nag; ar; 2mc ci; tr; D: 2 T; PT: 2 CR; modifiers of +2 and +10, respectively, are applied to the targets' scores on the rolls specified above.

G5; nag; ar; 3mc ci; tr; D: 3 T; sp; PT: 1 T; all within the circle of effect receive modifiers of +3 and +15, respectively, on the rolls designated under the G1 variant.

67. Tranquilisation (R)
Av Be Hn

G6; nag; ar; 10mc co; tr; D: 20 T; sp; mr; PT: 1 T; the caster and others within the circle of effect are surrounded by an area of calm during a storm. Rain, wind, and snow do not enter the zone; ocean waves are stilled; and even earthquakes cease within the spell's range. The storm (etc.) is permitted a "Magical Resistance factor roll" (Sec. 2.725 (1)) in order to continue: the caster's Sorcerer/Shaman skill level is cross-referenced with the *same* level in Sec. 2.725 (1) for this purpose. For example, a mage with 8 skill levels rolls against the "7-9" column, just as though he/she were facing an opponent with this degree of skill.

G9; nag; ar; 30mc co; tr; D: 1 hour; mr; PT: 5 T; as above, but with a larger circle of effect and a longer duration. This spell is often acquired by sorcerers employed to accompany ships.

68. Vallation (R)
All

G8; ag; ar; 3mc (vertically and 1 m thick); 60mr (2 m per CR); D: 3 T; sp; mr; PT: 1 CR; M: a vertical wall of other-planar substance appears 1 m in front of the caster and moves away from him/her at a rate of 2 m per combat round until it reaches the spell's limit and dissipates or until it encounters a major obstruction (e.g. a wall, a turn in the passage, a pit, a staircase up or down, another Vallation, or other large stationary object). A Vallation may fit into a smaller area but has the maximum dimensions noted above. The damage done to a character struck by a Vallation varies; a D10 is rolled: 1-2 = table C; 3-4 = table E; 5-6 = table G; 7-8 = table I; 9 = table K; and 10 = table L is used. This damage occurs only in the combat round in which the Vallation strikes, and it then passes on over the victim. A "Magical Resistance factor roll" (Sec. 2.725 (1)) is permitted, but even if this is successful, the target suffers damage according to table B. A Vallation automatically dispels creatures created by sorcery if it hits them, while androids, automatons, demons, and the undead suffer regular damage. A Vallation blocks all physical blows and missiles (including those hurled by the spell of Translocation (no. 22), and it also acts as a shield against the following spells: Doomkill (no. 39), The Hands of Krá the Mighty (no. 47), The Missile of Metállja (no. 52), The Radiant Gaze (no. 60), The Silver Halo of Soul-Stealing (no. 64), The Speculum of Retribution (no. 65), and The Vapour of Death (no. 69). Should two opposing Vallations meet, a D10 is rolled for each; the one with the highest score continues on its way, while the loser is dissipated. A tie halts both spells in place, and further rolls are made each combat round until one or the other wins. The appearance and substance of a Vallation differ according to the caster's religious affiliation, and each variant has its peculiar advantages and disadvantages when combating an opposing Vallation. These are as follows:

Deity served	Vallation
Avánthe	Water; in combat with a Vallation of fire, this receives a +1 on its D10 roll
Belkhánu	Wind; this is given a +1 on its D10 roll against a Vallation of indigo fog. It also turns back a Vapour of Death spell (no. 69) upon its caster
Dlamélish	Writhing serpents; these are poisonous, and a character who fails his/her "Magical Resistance factor roll" (Sec. 2.725 (1)) suffers regular damage (specified above) and must also have a spell of Alleviation (nos. 1 and 29) cast upon him/her at the start of the following combat round; otherwise he/she

Deity served	Vallation
	dies. A Vallation of serpents receives a +1 on its D10 roll against a Vallation of grey mist
Hnálla	Calm; this is given a +1 on its D10 roll against a Vallation of wind
Hrü'ű	Ice; a modifier of +1 is applied to its D10 roll against a Vallation of water
Karakán	Clashing swords; this receives a +1 on its D10 roll against a Vallation of serpents
Ksárul	Indigo fog; this is given a modifier of +1 on its D10 roll against a Vallation of Calm
Sárku	Grave earth; this rolling avalanche of dirt, cerements, bits of bone, and wriggling worms receives a +1 on its D10 roll against a Vallation of swords
Thúmis	Grey mist; a modifier of +1 is applied to this variant's D10 score against a Vallation of grave earth
Vimúhla	Fire; this receives a +1 on its D10 roll against a Vallation of Ice. There is also a 75 percent chance of setting fire to inflammable objects touched by this variant in passing. The rules for fire damage then apply; cf. Sec. 2.840 (7).

69. The Vapour of Death (R)
Hr Ks Sa Vi

G2; ag; ar; 3mc (a sphere 3 m in diametre); 20mr (1 m per CR); D: 2 T; sp; PT: 1 CR; M: a visible fog of noxious gas appears 1 m in front of the caster and rolls directly away from him/her at a speed of 1 m per combat round. The nature and effects of the gases produced by this spell differ for the four temples that use it:

Deity served	Vapour type
Hrü'ű	Purplish-grey nerve gas; any breathing creature dies within 1 combat round unless a "Resistance roll" at the "Very difficult test" level (Sec. 2.722 (3)) is successfully made as soon as the gas reaches the victim. A spell of Alleviation (nos. 1 and 29) must be administered at once (i.e. within the round in which the target still lives) in order to save him/her. A U4 spell of Control of Self (no. 4) protects a victim from this gas
Ksárul	Bluish-black suffocating gas; any breathing creature dies within 2 combat rounds unless a U8 or G5 spell of Healing (nos. 10 and 48) is cast upon him/her. A "Resistance roll" (Sec. 2.722 (3)) is futile, although a U4 Control of Self spell (no. 4) protects a target from harm. A spell of Alleviation (nos. 1 and 29) is useless.
Sárku	Greenish-brown corrosive gas; this burns the body surfaces of all living beings. Clothing, armour, etc. provide no protection, although cloth dipped in water (or complete immersion, if a pool or stream happens to be handy) reduces injury by one half. These fumes cause damage according to table H for 1-5 combat rounds (randomly rolled for each victim). Spells of Alleviation (nos. 1 and 29) and Control of Self (no. 4) are of no use, although the latter can stop the pain of the burns. Physical damage inflicted by this gas can be healed with a spell of Healing (nos. 10 and 48) as usual, and a physician may also treat these burns (Sec. 2.830).
Vimúhla	Reddish-brown smoke; any breathing creature dies within 3 combat rounds from fumes that affect the target like carbon monoxide: one feels drowsy and cannot function during the first round; falls unconscious during the second; goes into a coma during the third; and succumbs at the beginning of the fourth round. A "Resistance roll" at the "Real challenge" level (Sec. 2.722 (3)) must be successfully made to save a victim exposed to this gas; if this is done, he/she suffers no damage. A spell of Alleviation (nos. 1 and 29) can cure the effects of this variant if applied in time, and a U4 spell of Control of Self (no. 4) protects a target completely. A spell of Healing (nos. 10 and 48) is futile, however.

G4; ag; ar; 6mc (a sphere 6 m in diametre); 30mr (1 m per CR); D: 3 T; PT: 2 CR; M: as above, but with a larger area of effect, a longer range, and greater duration.

G6; ag; ar; 9mc (a sphere 9 m in diametre); 40mr (1 m per CR); D: 4 T; PT: 4 CR; M: as above, but infused with wisps of a yellowish gas that affects both *Chlén*-hide and steel (and also the copper used by the Temple of Sárku). Other materials are not affected. *Chlén*-hide is softened into sticky goo at once unless immersed in water before the gas can reach it. Steel and copper move one degree down the scale from "enchanted" to "excellent," from "excellent" to "ordinary" to a useless mass of corrosion. Again, immersion in water prior to contact with the gas is the only way to save these materials from harm. All four of the temples that use this spell employ this variant, mingling it with their usual gases.

70. Visitations of Other Planes (R)
Be Hn Hr Ks Sa Th

G4; nag; ar; 3mc co; tr; D: 1 T; sp; the caster perceives any interplanar nexus point (Sec. 1.620), if one exists within the circle of effect. A wandering nexus point is present on a D100 roll of 01-05—or as arbitrarily established by the referee for the development of the scenario. The destination of the nexus point cannot be determined (but cf. Qón's spell called The Periplus of the Planes (no. 182)). The caster can move and act as usual while this spell is in force.

G8; nag; ar; 6mc co; tr; D: 2 T; as above, but the caster can both detect and open a nexus point and take his/her party through it. He/she cannot ascertain its destination, however. Such an interplanar doorway is usually a little larger than a human being; it can accommodate an Ahoggyá, Shén, or Black Ssú but not bigger animals or bulky objects. The party must enter it in single file, taking 1 combat round per 2 persons to do so. The caster can perform no other actions while maintaining this spell, although he/she can indeed cast a "psychic" spell while standing in

place. The caster must also be the last one to enter the nexus point; it closes as soon as he/she has passed through.

G10; nag; 9mc co; tr; D: 3 T; as above, except that the caster gains an approximate idea of what lies on the other side of the nexus point: i.e. whether there is breathable air or immediate harm awaiting the party. Its precise destination cannot be ascertained. This variant opens a somewhat larger "door": 2 persons may enter it side by side, and 4 can thus pass through per combat round. Other details are as for the G8 variant.

71. Warding (R)
Hn Hr Ka Vi

G5; nag; ar; 3mc ci; 1mr; D: 2 T; sp; prq: the "Universal" spell of Warding (no. 24); as for the U5 variant of this spell, except that the caster and any comrades within the shield can strike physical blows out through it (but may not fire missiles, including those propelled by the spell of Translocation (no. 22)). The caster can move normally, taking the shield with him/her, but others cannot leave its circle of effect without losing its protection. One who is outside must spend 4 combat rounds pushing slowly into it. Once inside, hand-to-hand combat occurs normally. The caster may also leave himself/herself outside of the shield and cast it instead upon a group of comrades. These must be in a 3 m circle within 1 m of the caster and number no more than 5 individuals of human size. (Any "extras"—including foemen—cause a random die roll to determine who is included and who is left out.) In this case the shield cannot move at all, and those inside cannot leave it without giving up its protection. Should this occur, the character must expend the 4 combat rounds noted above in order to re-enter the sphere. This stipulation includes the caster.

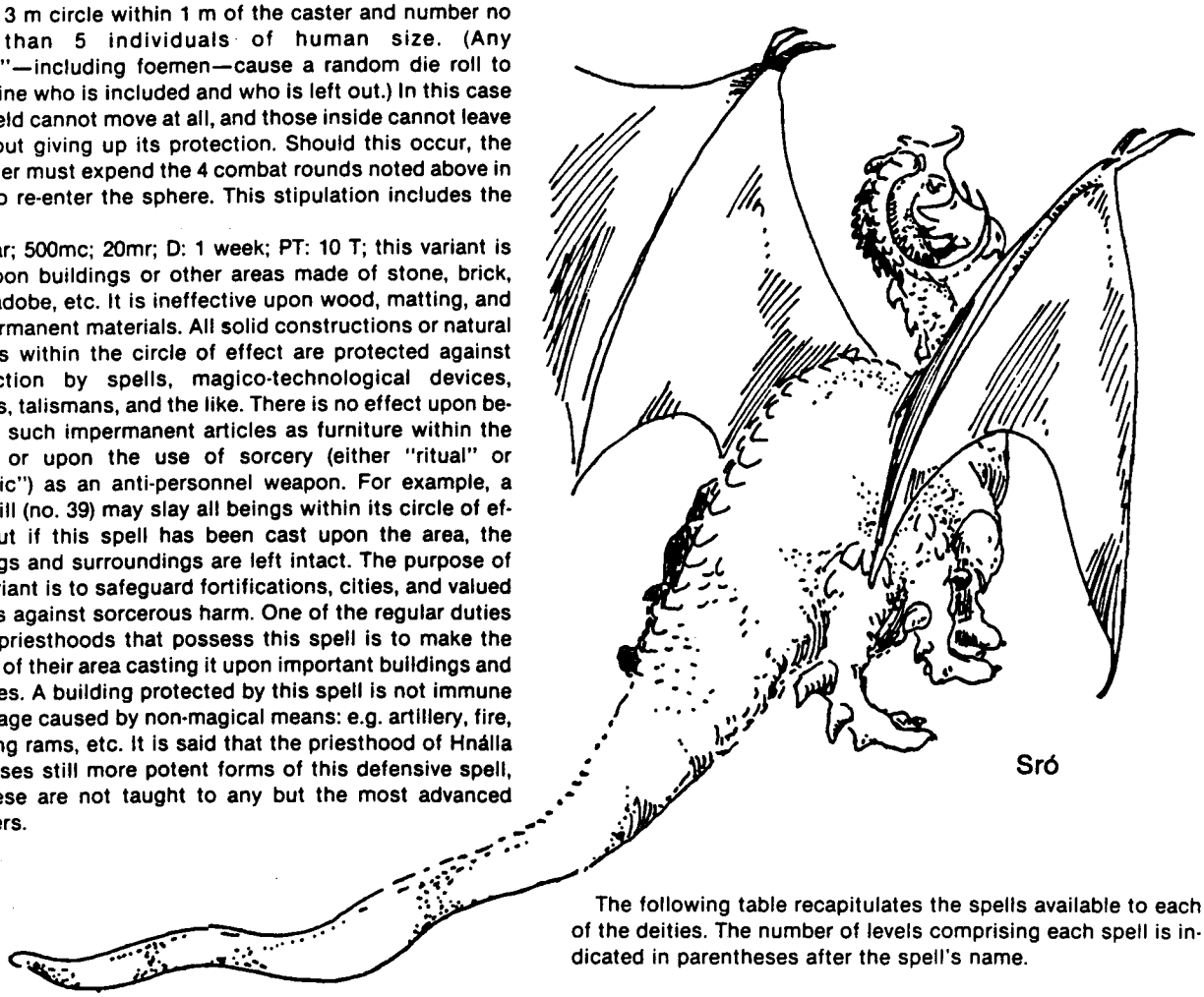
G10; nag; ar; 500mc; 20mr; D: 1 week; PT: 10 T; this variant is cast upon buildings or other areas made of stone, brick, earth, adobe, etc. It is ineffective upon wood, matting, and less permanent materials. All solid constructions or natural features within the circle of effect are protected against destruction by spells, magico-technological devices, amulets, talismans, and the like. There is no effect upon beings or such impermanent articles as furniture within the shield, or upon the use of sorcery (either "ritual" or "psychic") as an anti-personnel weapon. For example, a Doomkill (no. 39) may slay all beings within its circle of effect, but if this spell has been cast upon the area, the buildings and surroundings are left intact. The purpose of this variant is to safeguard fortifications, cities, and valued edifices against sorcerous harm. One of the regular duties of the priesthoods that possess this spell is to make the rounds of their area casting it upon important buildings and defences. A building protected by this spell is not immune to damage caused by non-magical means: e.g. artillery, fire, battering rams, etc. It is said that the priesthood of Hnálla possesses still more potent forms of this defensive spell, but these are not taught to any but the most advanced sorcerers.

72. Zoic Domination (R)
Av Dl

G1; ag; ai; 3mc; 30mr; D: I; mr; prq: all forms of the "Universal" spell of Zoic Domination (no. 25); this gives the caster crude control over several smaller animals or semi-intelligent beings within the circle of effect for a period of 3 T. One large animal (e.g. a *Sérudla* or *Sró*) can also be so controlled, but the largest sea-creatures (e.g. the mighty *Akhó*) are immune. A target who fails the "Magical Resistance factor roll" (Sec. 2.725 (1)) can be made to fight its fellows, flee, or remain immobile for the duration of the spell.

G3; ag; ai; 6mc; 40mr; D: I; mr; as above, but this provides control over one great creature of the deeps for 5 T. More animals of smaller size can also be included in this variant, and the degree of control is as given under the G1 variant above.

G5; ag; ai; 6mc; 60mr; D: I; mr; this version of the spell gives more finely tuned control over smaller creatures (up to human size) and semi-intelligent beings for 30 T. Large animals and the gigantic leviathans of the seas are immune. A target so controlled can be made to fight for the caster, accompany him/her, cry warnings of intruders, scout for food, assist in physical labour (e.g. digging a hole, felling a tree, etc.)—up to the limits of the creature's intelligence and strength, as decided by the referee.



Sró

The following table recapitulates the spells available to each of the deities. The number of levels comprising each spell is indicated in parentheses after the spell's name.

Avánthe

Acceleration (3)
Adornment (4)
Aeriality (4)
Alleviation (2)
Artfulness (2)
Benefaction (1)
Dessication (3)
Empowering and Enervation (4)
Hands of Krá the Mighty (3)
Healing (5)
Inscription (1)
Nimbleness (4)
Nutrification (2)
Pestilence (3)
Phantasms (4)
Prorogation (3)
The Speculum of Retribution (3)
Tranquilisation (2)
Vallation (1)
Zoic Domination (3)

Belkhánu

Aeriality (4)
Ascertainment (3)
Benefaction (1)
Blessing of the Planes (5)
Derangement (5)
Domination (2)
Favouring (2)
Guarding (2)
Hands of Krá the Mighty (3)
Healing (5)
Inscription (1)
Perception of the Energies (3)
Phantasms (4)
Semblances (3)
The Silver Halo of Soul-Stealing (3)
Stealth (3)
Tranquilisation (2)
Vallation (1)
Visitations of Other Planes (3)

Dlamélish

Adornment (4)
Aeriality (4)
Alleviation (2)
Benefaction (1)
Empowering and Enervation (4)
Hands of Krá the Mighty (3)
Healing (5)
Inscription (1)
Nimbleness (4)
Nutrification (2)
Pestilence (3)
Phantasms (4)
Prorogation (3)
Semblances (3)
The Speculum of Retribution (3)
Vallation (1)
Zoic Domination (3)

Hnálla

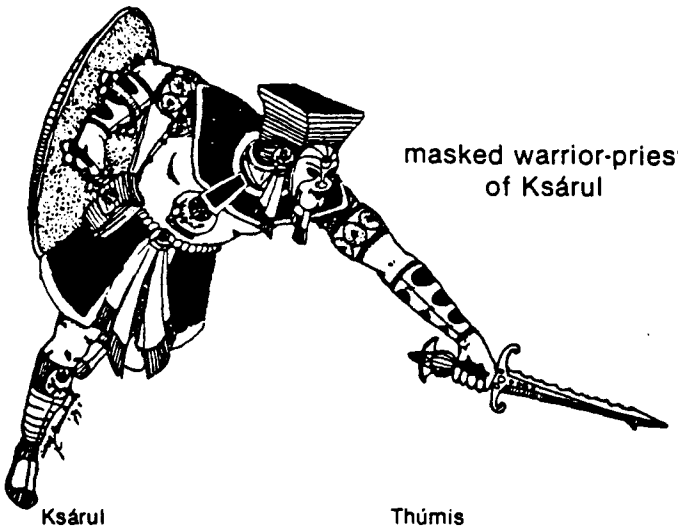
Acceleration (3)
Aeriality (4)
Artfulness (2)
Ascertainment (3)
Benefaction (1)
Blessing of the Planes (5)
Comprehension (4)
Derangement (5)
Domination (2)
Doomkill (3)
Guarding (2)
Inscription (1)
Light and Darkness (1)
Perception of the Energies (3)
Semblances (3)
The Speculum of Retribution (3)
Tranquilisation (2)
Vallation (1)
Visitations of Other Planes (3)
Warding (2)

Hrü'ű

Aeriality (4)
Benefaction (1)
Comprehension (4)
Derangement (5)
Dessication (3)
Domination (2)
Guarding (2)
Inscription (1)
Light and Darkness (1)
Phantasms (4)
Prorogation (3)
Reanimation (1)
Semblances (3)
The Silver Halo of Soul-Stealing (3)
The Speculum of Retribution (3)
Stealth (3)
Vallation (1)
The Vapour of Death (3)
Visitations of Other Planes (3)
Warding (2)

Karakán

Acceleration (3)
The Blade of Inexorable Disjection (2)
Doomkill (3)
Empowering and Enervation (4)
Enhancement and Debilitation (4)
Excellence (7)
Far-Seeing (3)
Favouring (2)
Healing (5)
Inscription (1)
Intrepidity (3)
Nimbleness (4)
The Radiant Gaze (6)
The Speculum of Retribution (3)
Vallation (1)
Warding (2)



masked warrior-priest of Ksárul

Ksárul

Aeriality (4)
Alleviation (2)
Artfulness (2)
Ascertainment (3)
Benefaction (1)
Blessing of the Planes (5)
Comprehension (4)
Dessication (3)
Domination (2)
Elicitation (1)
Guarding (2)
Inscription (1)
The Missile of Metállja (2)
Necromantic Domination (4)
Perception of the Energies (3)
Phantasms (4)
Prorogation (3)
Sagacity (5)
The Speculum of Retribution (3)
Stealth (3)
Vallation (1)
The Vapour of Death (3)
Visitations of Other Planes (3)

S á r k u

Ascertainment (3)
Blessing of the Planes (5)
Derangement (5)
Dessication (3)
Domination (2)
Enhancement and Debilitation (4)
Guarding (2)
Hands of Krá the Mighty (3)
Inscription (1)
Necromantic Domination (4)
Perception of the Energies (3)
Pestilence (3)
Prorogation (3)
Reanimation (1)
Sagacity (5)
Semblances (3)
The Speculum of Retribution (3)
Stealth (3)
Vallation (1)
The Vapour of Death (3)
Visitations of Other Planes (3)

Thúmis

Aeriality (4)
Alleviation (2)
Artfulness (2)
Ascertainment (3)
Benefaction (1)
Blessing of the Planes (5)
Comprehension (4)
Domination (2)
Elicitation (1)
Guarding (2)
Healing (5)
Inscription (1)
The Missile of Metállja (2)
Necromantic Domination (4)
Perception of the Energies (3)
Phantasms (4)
Prorogation (3)
Sagacity (5)
The Speculum of Retribution (3)
Vallation (1)
Visitations of Other Planes (3)

Vimúhla

Acceleration (3)
The Blade of Inexorable Disjection (2)
Doomkill (3)
Empowering and Enervation (4)
Enhancement and Debilitation (4)
Excellence (7)
Far-Seeing (3)
Favouring (2)
Healing (5)
Inscription (1)
Intrepidity (3)
Nimbleness (4)
The Radiant Gaze (6)
Vallation (1)
The Vapour of Death (3)
Warding (2)

Spell number	Spell name	"Ritual" or "psychic"	Available levels
26	Acceleration	P	7, 8, 9
27	Adornment	R	1, 2, 3, 5
28	Aeriality	P	2, 4, 6, 9
29	Alleviation	R	2, 4
30	Artfulness	P	1, 2
31	Ascertainment	P	7, 8, 10
32	Benefaction	R	9
33	The Blade of Inexorable Disjection	R	3, 4
34	The Blessing of the Planes	R	1, 2, 3, 7, 9
35	Comprehension	P	1, 2, 3, 5
36	Derangement	P	1, 2, 3, 5, 8
37	Dessication	R	2, 3, 5
38	Domination	P	5, 10
39	Doomkill	R	6, 8, 10
40	Elicitation	P	4
41	Empowering and Enervation	R	1, 2, 6, 7
42	Enhancement and Debilitation	R	3, 4, 7, 10
43	Excellence	P	1, 2, 3, 5, 7, 8, 9
44	Far-Seeing	R	1, 2, 4
45	Favouring	R	4, 7
46	Guarding	R	6, 10
47	The Hands of Krá the Mighty	P	2, 4, 6
48	Healing	R	1, 2, 4, 5, 9
49	Inscription	R	10
50	Intrepidity	P	3, 5, 7
51	Light and Darkness	R	2
52	The Missile of Metállja	P	4, 6
53	Necromantic Domination	R	1, 2, 4, 10
54	Nimbleness	P	1, 2, 4, 6
55	Nutrification	R	7, 9
56	Perception of the Energies	R	1, 2, 8
57	Pestilence	R	2, 3, 5
58	Phantasms	R	2, 3, 7, 10
59	Prorogation	P	1, 2, 3
60	The Radiant Gaze	R	1, 2, 3, 5, 7, 9
61	Reanimation	R	9
62	Sagacity	R	1, 2, 3, 5, 7
63	Semblances	P	1, 2, 4
64	The Silver Halo of Soul-Stealing	R	5, 6, 9
65	The Speculum of Retribution	R	1, 2, 4
66	Stealth	P	1, 3, 5
67	Tranquilisation	R	6, 9
68	Vallation	R	8
69	The Vapour of Death	R	2, 4, 6
70	Visitations of Other Planes	R	4, 8, 10
71	Warding	R	5, 10
72	Zoic Domination	R	1, 3, 5

2.944. TEMPLE SPELLS.

With the exception of the first four spells, the "Temple" list is divided according to sect. All of the temples know and practice some form of the Demonology, Inscription, Muniments of Excellence, and Revivification spells (nos. 73-76), but each of the rest is the property of one and only one priestly tradition. Even the spell of Inscription (no. 74) is programmed to produce scrolls and books that can be utilised only by colleagues within the same sect. (There is a higher form of this spell, however, that does allow limited inter-temple usage.)

All of the priestly academies teach perhaps several dozen "Temple" spells. Not all of these are useful for game purposes. Eight have been selected from the corpus of each of the 10 major Tsolyáni deities and three from the corpus of each Cohort. A worshipper of one of these gods may learn *only* these spells, and cross-overs are not allowed.

Spell lists for the foreign and nonhuman deities have been dealt with in Sec. 2.943. In game terms, a devotee of one of these sects must choose one of the Tsolyáni lists and follow that exclusively. This must be the same list selected for one's "Generic" spells: e.g. a follower of the Mu'ugalavyáni deity Hŕsh may not choose Karakán's "Generic" spells and Vimúhla's "Temple" list; both must be the same: either Karakán or Vimúhla.

The Cohorts present another kind of problem. Each of these temples possesses its own extensive corpus of spells, and in "real Tékumel" terms there should be almost as many "Temple" spells for these deities as are given for the major gods. Many of the Cohorts' spells are only minor modifications of the conjurations known to the academies of the deities, however, and in the interests of saving space these need not be repeated below. Instead, a "game device" is adopted:

1. The character may learn spells 73-76 to any level desired.
2. He/she must choose the 3 "Temple" spells listed for his/her Cohort.
3. The character may then choose between (a) learning any FIVE of the associated deity's spells up to the fifth level—but no farther; and (b) mastering any THREE of the deity's spells to their full limits but not learning anything of the remaining spells. For example, a devotee of Hrihályal must choose spells nos. 175-177 and may then acquire any five of Dlamélish' spells (nos. 93-100) up to and including the T5 level only, *or* he/she may learn any three of the Goddess' spells completely to the T10 level, if this exists for those spells. This choice is left to the player. This admittedly works to the disadvantage of devotees of the Cohorts, but these beings are in fact somewhat weaker than the major gods. Still, some will find certain of the "Temple" spells of the Cohorts worth giving up the greater versatility of the spell lists of the gods. The referee must decide whether to permit the character to choose spells to be learned freely from the deity's list, or whether to make this depend also upon random die rolls.

The four spells known to all of the temples are as follows:

73. Demonology (R)
T8; nag; ar; 3mc co; 1mr; D: 2 T; sp; PT: 1 T; prq: all "Universal" variants of the spell of Phantasms (no. 16); M: one minor demon of the type favoured by the caster's temple (see below) is summoned from the Planes Beyond. A devotee of a Cohort calls forth the demon race associated with that Cohort's deity—although individual demon species are indeed listed below for a few of the Cohorts. These beings are

not the Demon Lords described in "The Book of Ebon Bindings" *(op. cit.)*; those would be far too powerful and dangerous to be used in a scenario except under the strict control of the referee. Instead, the creatures summoned by this spell are the "servitors" of the great demons. The demon appears at a distance of 2 m in front of the caster, and the latter must then bargain for its services, taking time away from its permitted manifestation in this Plane. If a bargain cannot be struck within 1 turn, it returns to its own Plane in disgust. (The referee must speak for the demon and decide upon its willingness to perform the caster's requested task, using the "Non-Player Character Reaction Table," given in the referee's Sections.) Some of the demon races are enticed by gold, gems, weapons, and the like, while others desire magical objects, devices, and knowledge. All payment is made in advance, and most demon races will remain true to their agreements. It is not possible to offer a demon articles, etc. to be given later—or which are not currently present. For game purposes, all of the minor demon races are given almost the same statistics: a Height-Build-Strength factor of 300 (Sec. 2.211 ff.), a Stamina factor of 40 (Sec. 2.212), a Dexterity factor of +20 (Sec. 2.213), 100 Body Damage Points (Sec. 2.214), an Intelligence factor of 85 (Sec. 2.215), a Psychic Ability of 95 and a "Psychic Reservoir" of 90 (Sec. 2.216). Arbitrarily, their "Magical Resistance factors" are set at 12; cf. Sec. 2.725 (1). They move on foot at speeds 25 percent faster than humans can (Secs. 2.641 and 2.651), and those species that can fly move at the Hláka speed of 330 m per turn (33 m per combat round or 110 Underworld squares per turn; cf. Sec. 2.641). Each demon race fights with the weapons of its preference only (see below), and their Combat Values (Sec. 2.810 ff.) are arbitrarily set at +12. Their armour defensive factors are also fixed at 5, although there are exceptions; see below. Each demon also has 3 spells that it will cast if this is in the agreement: a D10 is rolled: 1-4 = 1; 5-8 = 2; and 9-10 = 3 spells. The phyla and levels of these spells are randomly determined by the referee. A demon who follows Thúmis may thus possess an advanced level of a "Temple" spell belonging to Dlamélish, etc. The spell of Demonology can only be cast once per day (24 hours); to attempt this more often causes instant death through psychic fatigue. The demon races summoned by each sect are as follows.

Deity served	Available minor demon races
Avánthe	The Spirits of Air, Water, and Earth. These wraith-like, bluish-green beings are like wisps of fog some 2-3 m long and 30-50 cm thick; they are indistinct to human eyes but visible to the Hlûss, Mihálli, Pé Chói, Ssú, and Tinalíya. Other races subtract −2 from their Combat Values when trying to hit one of these creatures. They use no weapons but have the arbitrary Combat Values and armour defensive value noted above. If they hit, damage is done according to table D. They can only be summoned out-of-doors and are generally peaceful. They desire magical knowledge and bargain for books, scrolls, talismans, amulets, "Eyes," and other devices. If the caster has none of these, he/she can offer a spell directly out of his/her memory. This then disappears from his/her repertoire and must be relearned. They are excellent wilderness guides and can give advice for survival in forests, etc. They have a 30 percent chance each combat round of calming ferocious animals and causing them to let the caster's party pass in peace.
Belkhánu	The Voyagers of the Farther Isles: these are scintillating, golden, insect-like, 2 m tall creatures who fly with dainty rainbow-hued wings and fight with slender lances equivalent to long spears. They also use needle-sharp, one-handed swords. Both of these do damage according to table D. One slain by a member of this race applies a +5 modifier to his/her dice roll for Revivification (no. 76), although Belkánu's special spell of Re-embodiment (no. 88) does not require this. The Voyagers are infallible guides between the Planes and have a 70 percent chance each turn of knowing where a lost interplanar traveller may be. They perceive nexus points automatically and have a 40 percent chance each round of opening such an interplanar doorway for the caster. It then remains open until the Voyager departs. They bargain only for gold and yellow gems.
Dlamélish	The Aerial Ones of Tu'unkélmu: these writhing, serpent-like, 1.5 m tall creatures fly with leathery, bat-like wings and fight with jagged-edged short spears and light crossbows. These weapons do damage according to table D. They also have an extra chance of biting a being with whom they are in melee each round: this is 50 percent for an unarmoured target, 40 percent for a victim in "light" armour, 30 percent for a being in "medium" coverage, and 20 percent for one armoured in "heavy" armour; cf. Sec. 2.320. Their bite does damage according to table C if it hits, and a being bitten by one of them must have a spell of Alleviation (nos. 1, 29, and 141) applied within 1 combat round; otherwise he/she dies. Their poison does not affect the undead, androids, automatons, other demons, or creatures created by sorcery. The Aerial Ones bargain only for gold, silver, and other precious metals; they have no interest in gems or other items.
Hnálla	The Entities of Light: these beings have the appearance of 3 m spheres of insubstantial white light. They illumine a circle 50 m in diametre, and opponents must fight them as though blind (Sec. 2.823 (list 2, 21)). They carry no weapons and attempt to roll into contact with a target, doing damage according to table D. (They must roll to hit in Sec. 2.826, just as any other fighter does, of course.) These beings bargain for magical devices, books, scrolls, spells, and the like.
Hrü'ü	The Demons of the Dark: these squat, amorphous, mottled beings resemble dull green shellfish some 2 m tall. They darken a

Deity served	Available minor demon races
	circle 2 m in diametre around themselves, and an opponent fights against them as though blind (Sec. 2.823 (list 2, 21)). They can only be seen clearly by a mage using the U8 spell of Invisibility (no. 12). They are at home anywhere: in an airless void, underwater, in an atmosphere of poison gas, etc. They fight with curious, twisted halberds and do damage according to table D. Each time a target loses Body Damage Points (Sec. 2.214), moreover, these are added to the demon's stock. This loss can only be restored by a spell of Healing (nos. 10, 48, and 146). The Demons of the Dark fear fire, and a "medium" blaze (Sec. 2.840 (7)) has a 60 percent chance of repelling them. They bargain only for articles made of steel or Sárku's "enchanted" copper.
Karakán	The Heroes of Glory: these 2.5 m tall, slender, humanoid warriors are armoured in "enchanted" steel (an armour defensive value of 8). They fight equally well with one-handed long swords and with longbows, doing damage according to table E with either of these weapons. They disdain magic, and there is only a 20 percent chance each round of inducing them to cast a spell. The Heroes belong to morale class H (Sec. 2.8212), while an opponent is reduced by 2 morale classes when in melee with one of them. A related species, the Warriors of Scarlet, serves Karakán's Cohort, Chegárra. They are of the same size and general appearance as the Heroes of Glory, and they wear glittering red plate armour and fight with two-handed swords (doing damage according to table F). Both of these races bargain only for articles of "excellent" or "enchanted" steel, although occasionally they may accept gold instead.
Ksárul	Several demon species serve the Doomed Prince, the commonest being the Dwellers in Shadow, a race of shaggy, blue-grey, spider-like, 2 m tall creatures who smell like rotting meat mixed with vinegar. They fight with sawtoothed one-handed long swords of "enchanted" steel and have 2 chances to hit each round (using two of their eight limbs to fight). If they hit, they do damage according to table C. They bargain for anything blue, preferring blue gems but occasionally settling for blue-lacquered armour or even blue cloth! Ksárul's Cohort, Grugánu, is served by a different race: the Azure Denizens. These are flat, amoeba-like, indigo-hued creatures 2.5 m in diametre. They have no weapons but roll over their victims, doing damage according to table G if they score a hit. An opponent subtracts −3 from his/her Combat Values when fighting them. They are vulnerable to fire and have a 30 percent chance of being set ablaze by a torch, lamp, or other burning object. They are also driven away by the Vapour of Death (no. 69). The Denizens bargain only for the sacrifice of 1-5 (randomly rolled) intelligent beings of any species. This must be performed for them before they will undertake any task.
Sárku	The Lord of Worms is served by a number of demon races. Among these are the acephalous Tsughiyúr, a race of 3 m tall, hulking, vaguely humanoid beings. These creatures' organs of sight, ingestion, etc. are set in the middle of their slimy, greyish torsos. They fight with clubs and long spears, doing damage according to table D with either. They also have large round shields of a material equivalent to *Chlén*-hide. They bargain only for gems. Another race is the Ones Who Writhe: sinuous, flat-headed, ophidian, 1.5 m tall creatures who wear special banded armour of copper (an armour value of 6) and fight with poisoned spears. The latter do damage according to table C but require a spell of Alleviation (nos. 1, 29, and 141) within 2 combat rounds after a wound is made. They hate the light and are automatically driven off by Hnálla's Entities of Light. Sárku has his undead followers as well: the Legion of the Despairing Dead and the even better Legion of the Mantle of Vipers. Both of these are human (and occasionally nonhuman) warriors who are armoured and fight with whatever they possessed in life. These make no bargains but fight for whatever causes their grim master approves. Their statistics and combat values are as for good, well-trained human warriors. Durritlámish, Sárku's Cohort, has his own followers, among whom are the Half-People of Nguyóm. These 3 m tall, hairy, shambling, quadrupedal beings have vaguely human faces and fight with long clubs set with chips of obsidian. These do damage according to table D. They bargain for human flesh, which they consume with gusto in advance of providing their services. Durritlámish also has the Blind Ones of Hreshkaggétl: tentacled, rusty-brown, corpse-smelling, saucer-eyed, 2 m tall monstrosities who fight with short spears and curved scimitars, doing damage according to table D with either. If a member of this race remains with a dead victim for one turn, it extracts the brain, adding a modifier of +10 to the target's roll for revivification (no. 76). The Hreshkaggétl bargain for gold, gems, arms, and armour, preferring "enchanted" copper.
Thúmis	The Mighty Ones of the Pearl Mists: these 3.5 m tall, spindling, vaguely humanoid beings muffle themselves in grey cloaks. They never melee but fight only with sorcery. They each possess 1-5 (instead of

Deity served	Available minor demon races
	1-3) spells. If cornered so that melee is inevitable, they return to their own Plane. They specialise in healing and cure wound damage automatically, if this is part of their bargain. They also neutralise poisons and drug addiction and can restore deformities, lost limbs, etc. It is said that they also can cure such deadly diseases as the Spotted Plague, the Plague of the White Hand, and even the Ailment of Arkhúan Mssá; cf. Sec. 1.412. They can also revivify any being slain within the past month, and no dice roll is necessary. These beings bargain only for magical books and scrolls, although they will sometimes accept a spell from the caster's memory instead. Thúmis' Cohort, Keténgku, has the Watchers of the High Tower as his special allies. These appear as multi-coloured, flickering geometric shapes that are impossible to see directly. This race also fights only with spells (again having 1-5 instead of 1-3), and one in their group will always have a powerful spell of Metastasis (cf. no. 104): 1-20 (randomly rolled) with a D20) beings within a 6 m circle of effect are transported to a distance of as much as 5 km, including all possessions worn or currently carried. The destination must be personally known to the caster. The Watchers have a 70 percent chance of finding lost persons or objects, knowing the way out of a labyrinth, etc. They accept only magical knowledge and prefer to take this directly from the caster's memory, rather than in the form of books, scrolls, etc.
Vimúhla	The Flame Dragons: these are flying, scaly, reptilian, 3.5 m long creatures of a gleaming orange-red hue. They breathe flames out to a range of 12 m, and if a hit is scored, damage is done according to table E. They also fight with short spears and one-handed long swords, doing damage according to table D. A member of this race may thus strike once with a weapon and also use its flaming breath once each combat round. The Dragons demand the sacrifice of 1-5 living, intelligent beings before they will aid the caster. A related race that serves Vimúhla's Cohort, Chiténg, is the Winged Serpents of the Conflagration. These red and black flying reptiles average 3 m in length; they never melee but remain in the air, attacking with spells, fire arrows (their bows are equivalent to short composite bows), or their flaming breath (as for the Flame Dragons). Their arrows do damage according to table D and set inflammables ablaze on a D100 roll of 1-80. Both Vimúhla and Chiténg also can call upon another race, the strange Hrè-Niríu, who appear as flat sheets of roaring flame

Deity served	Available minor demon races
	that flow along the ground at a speed of 20 m per combat round. They are about 2 m wide and 3 m long. The Hrè-Niríu have no weapons but set fire to anything combustible in their path. Anything higher than 1 m from the ground is safe, however, unless it is inflammable. A being touched by one of these creatures is incinerated. They are repelled by a Vallation (no. 68) of water or ice, and a spell of Congelation (no. 111) will slay them. They will not cross water wider than 1 m and deeper than 10 cm, moreover. This species bargains for inflammable substances (torches, oil, wood, cloth, etc.) and loves nothing better than a raging fire. The Hrè-Niríu are unpredictable, however, and a D10 is rolled each turn: 1-6 = they obey the agreement; 7-8 = they return to their own Plane; 9-10 = they turn and attack the caster or his/her party. They never distinguish between the property of the caster and that of his/her foes, burning all with undisguised pleasure.

T9; nag; ar; 6mc co; 3mr; D: 3 T; PT: 5 T; as above, except that 1-3 (randomly rolled with a D10: 1-3 = 1; 4-7 = 2; 8-10 = 3) of the demon race appropriate to the caster's sect appear. The caster must offer a more generous bargain than for the T8 variant, of course; otherwise the demons will not serve him/her.

T10; nag; ar; 6mc co; 5mr; D: 5 T; PT: 10 T; as above, but 2-7 (randomly rolled) demons are summoned for a still longer time. Again, the caster must provide a still greater payment for services rendered, and if the bargain is not struck within the allotted 1 turn, the demons have a 50 percent chance of attacking the caster and his/her party, and a 50 percent chance of returning much disgruntled to their own Plane.

74. Inscription (R)

T10; nag; ai; 1mc; D: 12 T; sp; PT: 3 hours; prq: the "Universal" and "Generic" forms of the Inscription spell (nos. 11 and 49); as for no. 11, except that one spell of the "Temple" phylum known to the caster and his/her sect can be inscribed within the 12 turns that this spell lasts. The risks of spell writing are greater than for the "Universal" and "Generic" variants: a modifier of +1 is added to the character's D10 score when rolling on the table given under no. 11; damage is done to the head by a badly written spell according to table D instead of C; and the "Intelligence factor roll" made to distinguish a successfully written spell from an incorrect one is made at the "Very difficult test level" (Sec. 2.724 (1)). The enchantment inscribed by this spell is usable only once, and then the document becomes blank. In general, only a colleague of one's own religious sect can use an inscribed "Temple" spell, but by casting this same spell twice (and taking the risks of a bungled inscription twice!), one can write a spell that is usable by a mage of any other temple. By casting the Inscription spell three times (and risking one's head three times!), one can prepare a spell for use by anyone—even a non-sorcerer. A

scroll can thus be prepared even for a warrior or a merchant, provided that the person knows the language (Sec. 1.711). Spell inscription for members of other sects is not favoured, however, although the great temple academies do operate a thriving trade in scrolls of healing spells, love potions, spells that give pleasurable experiences (much like drugs), enchantments that cause "religious" visions and illusions, etc. A sorcerer who inscribes spells for private sale gains a poor reputation amongst the "purer" scholars and sacerdotes of the temples: being a "bazaar sorcerer" may make money, but it is looked down upon by the elite. In general, it may be said that "Universal" spells of the lower levels (U1-U5) may be freely written and sold, and the writing of spells of the higher "Universal" (U6-U10) and lower "Generic" phyla (U6-U10 and G1-G5) is not too seriously disapproved. Advanced conjurations of the "Generic" phylum (G6-G10) cannot be written and sold openly, however, and discovery may result in demotion or even imprisonment. The same is true of the lower varieties of the "Temple" phylum (T1-T5). The upper levels of the latter cannot be written at all except for members of one's own sect; to do so is to commit an ecclesiastical crime punishable by death. This seems somewhat strange; after all, one cannot learn to use a spell by oneself from a scroll or book. Only if a tutor has specifically keyed such a scroll to a student's mind can the document be employed for teaching purposes (Sec. 2.913). The danger of a "Temple" spell being stolen by another sect is thus non-existent. Nevertheless, the jealous, secretive, and suspicious temple hierarchies consider the inscription of high-level "Temple" (and even "Generic") spells to be too risky, and only if this is sanctioned by the authorities can such scrolls or books ever be prepared: e.g. for a special mission urgently needed by the temple.

75. The Muniments of Excellence (R)

T8; nag; ar; 2mc ci; 4mr; D: 10 T; sp; PT: 1 T; prq: the spell called The Seal Upon the Powers (no. 18); M: a totally impervious globe appears, either with the caster inside at its centre or at a distance of 4 m from him/her. Nothing physical or magical can enter this from without, no magic can be used within it, and even a prayer for Divine Intervention (Sec. 2.725 (2)) cannot be sent out through the sphere. No spell will dispel it until it expires of itself. It remains stationary and does not move with the caster (or other targets within it). One inside can walk out through the shield, but blows, missiles, persons, substances, etc. do not penetrate it in either direction—and a person who has emerged from it cannot get back inside, even if he/she has only put a portion of his/her body out. Air and light also do not pass through The Muniments. Since sorcerous light cannot be created within the shell and torches, lamps, etc. use up too much oxygen, persons inside The Muniments must remain in darkness or light an occasional splinter or bit of tinder if light is urgently needed. The colours of these impervious magical shells differ according to the sect of the caster: royal blue for Avánthe, golden yellow for Belkhánu, emerald green for Dlamélish, dazzling white for Hnálla, rich purple for Hrü'ű, ruby red for Karakán, deep indigo for Ksárul, amber brown for Sárku, pearl grey for Thúmis, and flame orange for Vimúhla. The Muniments of the Cohorts are of the same colours as those of their associated gods but are somewhat lighter in hue. Important personages who can afford it retain a "house priest" (Sec. 2.241 (10, b)) to accompany them on public occasions and keep this spell ready and "cocked" in the event of trouble, assassination attempts, etc.

T9; nag; ar; 3mc ci; 4mr; D: 20 T; PT: 5 T; M: as above, but the shield is larger and lasts longer. There is a danger of running out of air within the shell, moreover; cf. Sec. 2.840 (6). Persons inside may have to emerge before the spell expires, unless a U4 spell of Control of Self (no. 4) is cast upon them (possible for a mage only upon himself/herself).

T10; nag; ar; 6mc ci; 4mr; D: 1 hour; PT: 7 T; M: as for the T8 version, but still bigger and longer lasting. Again, air may become a problem, and those within The Muniments almost certainly will have to emerge before this variant expires of itself.

76. Revivification (R)

T8; nag; ai; 1mc; tr; D: I; mr; PT: 5 T; all of the temples and even advanced shamans have access to this means of returning a dead being of the caster's species to life. The target must not have been dead for more than one week (6 days), and at least two thirds of the corpse must be present in order for Revivification to work. (The spell restores further missing portions, damaged tissue, etc.) An unwilling target is permitted a "Magical Resistance factor roll" (Sec. 2.725 (1)) in order to stay dead. The spell is extremely fatiguing, and a caster can perform no more sorcery of any kind for one week (6 days). "Eyes" and other magico-technological devices that utilise very little other-planar power may be employed, however. For this reason, the temples charge 11,000-15,000 *Káitars* (randomly rolled) to revivify a low-level individual, and double or triple this amount to restore an important official, priest, military commander, etc. to life. The rich and powerful are expected to pay for their status!. Occasionally magical items may be accepted in lieu of money, and at times the spell may be performed for nothing, if the target is of great importance to the temple's political objectives. It must be noted that there is also a chance of failure with this conjuration: a D100 roll must be made on the table below. The spell may then be applied as many as 3 times—each time at a modifier of +10 to the target's die score.

Target's Stamina factor	Dice score ranges within which the target is revivified
5-10	01-30
15-25	01-60
30-40	01-75
45-up	01-85

If none of these rolls succeeds, the target is permanently dead and cannot be brought back to life by any means. When a target has been successfully revivified, he/she has a chance of losing points from his/her Height-Build-Strength (Sec. 2.211) *and* from his/her Stamina factor (Sec. 2.212). D100 are rolled: 01-10 = he/she loses 20 points from his/her Height-Build-Strength factor and 10 from his/her Stamina factor; 11-80 = 10 points are lost from the Height-Build-Strength factor and 5 from the character's Stamina; 81-90 = 5 points are subtracted from the Height-Build-Strength factor only; 91-100 = nothing is lost from either factor. If a loss occurs, it is permanent.

T9; nag; ai; 1mc; 1mr; D: I; mr; PT: 10 T; as above, except that this variant is not species specific and may be applied to any intelligent being (except the undead, androids, automatons, demons, and creatures created by sorcery). A

modifier of −5 is applied to the target's D100 score when rolling on the table given under the T8 version above. The cost of having a mage use this form of the spell is about 25 percent more than for the previous variant. The caster must abstain from using any magic for a period of 2 weeks (12 days) after employing this spell.

T10; nag; ai; 1mc; 1mr; D: I; mr; PT: 30 T; as above, except that the modifier to the D100 roll for revivification is a −10, and a modifier of +5 is also added to the target's chances of retaining his/her former Height-Build-Strength and Stamina factors. The temples charge 50 percent more for an application of this variant than for the T8 version above. Even animals can be restored to life by this form of the spell, moreover, and the priesthood of Sárku (and related deities) knows the means to apply it to the intelligent undead. This version tires the caster greatly, preventing him/her from utilising sorcery for a period of 3 weeks (18 days).

TEMPLE SPELLS—AVÁNTHE

77. The Breath of the Goddess (R)

T1; nag; ar; 1mc co; tr; D: 10 T; sp; the "exhalation" form of this spell provides a bubble of breathable air around the caster. This can be used to travel underwater, survive in a sealed chamber, or move through an area filled with poison gas. It also repels hostile sea creatures; a D10 is rolled: 1-6 = the creature flees; 7-10 = it attacks (or otherwise follows its species' normal behaviour).

T2; nag; ar; 3mc ci; 1mr; D: 15 T; as above, but with the possibility of including more targets and with a longer duration.

T4; nag; ar; 6mc ci; 2mr; D: 20 T; as above, except that its range and duration are still greater.

T7; ag; ar; 3mc; 20mr; D: I; mr; the "inhalation" of the goddess creates a bubble of vacuum within its circle of effect. Each living being within who fails his/her "Magical Resistance factor roll" throws a D10: 1-3 = he/she dies; 4-7 = he/she manages to escape from the vacuum but loses 1-20 Body Damage Points (Sec. 2.214) (randomly rolled with a D20); 8-10 = the target emerges from the circle of effect unharmed but cannot fight, run, cast spells, or perform other strenuous activities for 2 turns.

T8; ag; ar; 6mc; 40mr; D: I; mr; as for the T7 variant, but with the possibility of more victims and a greater range.

T10; nag; ar; 6mc ci; 3mr; D: 1 hour; as for the T4 variant, but with greater duration. The chances of repelling hostile sea creatures are better with this form of the spell; a 1-8 on a D10 = the creature flees; 9-10 = it attacks or otherwise behaves normally. This spell is used for underwater exploration. It cannot be cast underwater, however, forcing the mage and/or party to return to the surface upon its expiration in order that it be applied again. It also cannot be cast while swimming (requiring certain delicate gestures and bodily postures); it must therefore be cast while standing on the shore or upon the deck of a ship.

78. Climatisation (R)

T1; nag; ar; 1mc co; tr; D: 5 T; this creates a pleasant climate for the caster, shielding him/her from temperatures of from −40 degrees Centigrade to 60 degrees Centigrade. He/she is not protected from colder or hotter temperatures, however. This shield also keeps off rain, snow, and wind (effectively immunising the caster from a Vallation of wind; cf. no. 68). The caster may move and take this enchantment along with him/her.

79. Envenomisation (R)

T3; ag; ai; 1mc; tr; D: I; mr; the target (any living being, but not a creature created by magic) is infused with a subtle and indetectable poison which can be activated whenever the caster wishes within a period of 20 T. The target then dies painlessly within 2 combat rounds. There are no external signs of this toxin, and an "Intelligence roll" at the "Difficult test" level (Sec. 2.724 (1)) is needed in order to deduce that a hostile mage has cast this spell upon a character. Only the "Generic" variants of the spell of Alleviation (no. 29) can cure a victim of this toxin, and even Disenchantment (no. 5) is futile. A victim who dies of this poison receives a modifier of +5 on his/her dice roll for revivification (no. 76).

T4; ag; ai; 2mc; 20mr; D: I; mr; as above, but as many as 2 victims of human size can be poisoned.

T8; ag; ai; 3mc; 60mr; D: I; mr; as above, but 1-5 targets (randomly rolled) within the circle of effect can be given this deadly toxin.

80. Fructification (R)

T1; nag; ai; 1mc; tr; D: I; this causes one plant to be fruitful. A bush, tree, shrub, etc. will bear fruit within its normal growing period.

T2; nag; ai; 1mc; tr; D: I; this variant makes an otherwise barren female animal (non-intelligent only) fertile and able to be impregnated by a male of its species. The spell itself does not fertilise the animal, however. The temple charges a small fee (1-2 *Káitars*) for this service.

T3; nag; ai; 3mc; 3mr; D: I; this causes both plants and animals (including the semi-intelligent species) within the circle of effect to become fertile. The priesthood of Avánthe employs this spell to aid farmers, earning funds for the temple thereby. A fee of 1-10 *Káitars* is usually charged per application.

T4; nag; ar; 30mc; 3mr; D: I; this form of the spell is utilised to increase the fertility of crops. Within the circle of effect the yield is doubled. Animals are not affected, however. An agricultural clan pays a standard fee of 11-20 *Káitars* per application for this service, depending upon the crop, the resources of the clan, the region, etc.

T6; nag; ai; 1mc; tr; D: I; mr; this variant causes a barren female of the caster's species to become fertile and able to be impregnated by a male. A target who does not desire this is permitted a "Magical Resistance factor roll" (Sec. 2.725 (1)). The fee charged for this service is dependent upon the target's wealth, family and clan status, and similar factors. A peasant may pay only 60-100 *Káitars*, for example, while the temple authorities might charge a noble devotee as much as 1,000 *Káitars*.

T8; nag; ar; 200mc; 10mr; D: I; this is a more extensive version of the T4 variant. The yield of an area treated with this spell is increased according to a D10 roll: 1-6 = the yield is doubled; 7-10 = the crop is tripled. A fee of 100-500 *Káitars* is usual for an application of this conjuration.

T10; ag; ai; 3mc; 30mr; D: I; mr; this form of the spell is rare and is frowned upon by the hierarchy of Avánthe. It causes a cancerous increase in the cells of a target's body: tumours, cysts, and swellings appear, and if not treated within 2 combat rounds with one of the "Generic" variants of the spell of Alleviation (no. 29), the target dies. Spells of Healing (nos. 10 and 48) and of Disenchantment (no. 5) are futile.

81. The Hands of Krá the Mighty (P)

T3; ag; ai; 3mc; 90mr; D: I; mr; prq: all "Generic" variants of this spell (no. 47); this spell affects as many as three targets of human size (or 2 Ahoggyá, Shén, etc.—or 4 Tinalíya, Pygmy Folk, or smaller creatures). Its action is otherwise identical with the G6 variant.

T5; ag; ai; 6mc; 100mr; D: I; mr; as above, except that this version can slay the largest creatures on the planet (one per casting). A target who makes his/her "Magical Resistance factor roll" (Sec. 2.725 (1)) suffers damage according to table H. Interestingly enough, this variant cannot do any damage to walls, roofs, and other surroundings, although the possessions of the target(s) are crushed and ruined beyond recognition. It affects only living beings, automatons, androids, and creatures created by sorcery. Demons and the undead are immune to it.

T9; ag; ai; 1mc; 120mr; D: I; mr; this form of the spell is unique: it has the ability to "follow" a target around one corner (but not more). This magical weapon has the power to slay anything up to the size of an Ahoggyá or a Shén, but not larger beings. The caster must be able to specify the target exactly: features, arms, armour, or other distinguishing characteristics. The spell then "seeks" the victim psychically and slays him/her with silent force. Concealment behind comrades or other obstacles (which would require the spell to turn more than one corner) will save the target, as may a "Magical Resistance factor roll" (Sec. 2.725 (1)). Even if the latter succeeds, however, the target suffers damage according to table H. If this variant misses its intended victim, it dissipates; it does not go on to strike other targets. Like the T7 version, this form of the spell also does no damage to the surroundings, but the belongings of the target are smashed and made useless.

82. Seismism (R)

T1; ag; ar; 2mc; 10mr; D: I; PT: 1 CR; M: this spell causes a mild but frightening earth tremor in its circle of effect. The various forms of this enchantment can be used only upon solid, natural ground: earth, stone, etc. The spell does not act upon artificial surfaces (e.g. masonry, brick), water, or other materials. The tremor produced by this conjuration is not strong enough to harm a being or throw him/her to the ground, but it causes a loss of morale and initiative: each target within the circle of effect is reduced by one morale class for 1 turn; cf. Sec. 2.8212. He/she cannot gain the initiative over any opponent in hand-to-hand combat, although missile firing and spell casting are not affected. A "Magical Resistance factor roll" (Sec. 2.725 (1)) is useless since the spell acts upon the earth and not upon the individuals within the circle of effect.

T2; ag; ar; 3mc; 20mr; D: I; mr; PT: 2 CR; M: as above, but this variant creates an earthquake powerful enough to knock down persons or beings standing within its circle of effect. This lasts only one combat round, but there is a possibility of injury: a D10 is rolled: 1-5 = no injury is sustained by the target; 6-8 = damage is done according to table C; 9 = damage occurs according to table D; and 10 = the target suffers damage according to table F. There is an 85 percent chance of breaking delicate objects carried in a backpack, pouch, etc.: e.g. bottles, clay pots, or statuary.

T4; ag; ar; 3mc; 30mr; D: I; mr; PT: 3 CR; M: as above, but the tremor produced by this form of the spell lasts for 1 turn. A target within the circle of effect rolls as indicated above under the T2 variant during the first combat round. He/she then rolls a D10 to see if escape from the area is possible: 1-4 = he/she cannot get away; 5-10 = he/she manages to crawl out of the affected zone. One who fails to emerge from the tremor-stricken area rolls a D10 for damage each combat round, followed by another roll to escape. This is continued until the target dies or until he/she makes good his/her escape. One who emerges from the earthquake zone counts as prone and must then stand up; cf. Sec. 2.710.

T7; ag; ar; 6mc; 10mr; D: I; PT: 1 T; M: a chasm 2 m wide, 6 m long, and 3 m deep is created within the spell's range in front of the caster. This lasts for 3 turns. A "Dexterity roll" at the "Very difficult test" level (Sec. 2.723) must be made in order to avoid falling into this. A target suffers damage according to table E during the first combat round after falling into this pit. No further damage then occurs in subsequent rounds, but a "Dexterity roll" at the "Difficult test" level must be made each round to climb up out of the chasm. If this fails, the target remains in the hole. One who is still in the pit when the spell expires is buried and must be dug out; this requires 1-10 turns (randomly rolled with a D10), and the victim may perish; cf. Sec. 2.840 (5). A spell of Disenchantment (no. 5) causes this chasm to vanish at once, but anyone trapped inside suffocates within 1-10 turns, as just stated. The undead, androids, automatons, and creatures created by sorcery do not suffocate, of course, and if interred in the chasm, begin to dig themselves out, again requiring 1-10 turns to do so.

T9; ag; ar; 6mc; 30mr; D: I; PT: 1 T; M: this creates a very strong earthquake that lasts for 3 turns. All within the circle of effect suffer initial damage according to table G. A "Dexterity roll" at the "Very difficult test" level (Sec. 2.723) is made in order to get out of the circle of effect, and should this fail, further damage occurs in the next combat round according to table D. The "Dexterity roll" (and a subsequent roll for damage) is made again each round until the target either manages to emerge from the earthquake zone or dies. If used indoors, this variant has a 70 percent chance of bringing down roofs, walls, pillars, etc. within the circle of effect. Should this occur, characters in the area are slain on a D10 roll of 1-6, and are buried alive on scores of 7-10. The referee must decide upon the possibilities of extricating victims from the rubble.

83. The Well That Waters the World (R)

T3; nag; ar; 1mc; 1mr; D: 3 T; sp; M: a horizontal hole appears in the ground (or any hard surface) at a distance of 1 m from the caster. It produces enough pure water to provide 1 litre apiece for as many as 50 persons.

T6; nag; ar; 3mc; 3mr; D: 6 T; M: as above, but the "well" is larger. Since the water created by this enchantment is of other-planar origin, this spell can even be employed on the roof of a building or the deck of a ship. No connection with the natural water table of the region is needed.

84. Zoification (R)

T3; nag; ar; 3mc; 1mr; D: 1 T; sp; this causes low plants (e.g. bushes, tall grass, shrubs, etc.) to take on a sort of half-life for the duration of the spell. Vegetation within will whip and snatch at anyone within the circle of effect. A "Magical Resistance factor roll" (Sec. 2.725 (1)) is useless because it

is the environment that is affected and not persons or beings within the zone. Each victim rolls a D10: 1-3 = he/she falls down; 4-8 = he/she remains standing but cannot emerge from the circle of "living" plants; 9-10 = he/she succeeds in exiting the area without delay. A victim who fails this roll must attempt it again at the start of every succeeding combat round until it is successful; otherwise he/she remains trapped by the sentient plants. This variant causes no physical damage to one trapped within its circle of effect.

T5; ag; ar; 6mc; 10mr; D: 5 T; as above, except that large trees and saplings are "brought to life" for the period of the spell. A victim enmeshed in their branches rolls a D10: 1-3 = he/she dies; 4-7 = he/she suffers damage according to table F; 8-9 = damage is done according to table C; 10 = he/she escapes at once with only minor injuries: damage is done according to table A. Light armour (of any material or quality) provides a +1 to this die roll, and medium or heavy armour adds a modifier of +2. This spell is ineffective in areas lacking sufficiently large trees and vegetation, as might be expected.

TEMPLE SPELLS—BELKHÁNU

85. Aeriality (P)

T4; nag; ai; 3mc ci; 3mr; D: 15 T; sp; prq: all "Generic" variants of the spell of Aeriality (no. 28); as for the G6 variant, except that this form has a longer range and duration.

T6; nag; ai; 3mc ci; 6mr; D: 20 T; as above, except that this version provides an invisible and stable "platform" in the air from which the caster and his/her party can fire missiles, fight, and cast both "ritual" and "psychic" spells. The weight limits are as for the G9 variant (no. 28).

T9; nag; ar; 3mc co; D: 25 T; mr; all unattached beings and objects within the circle of effect can be raised as much as 100 m above the ground and flown by the caster at a speed of 30 m per combat round for the duration of the spell. The caster has no choice in selecting this "cargo"; everything that is not physically attached to the ground, walls, etc. of the area is picked up and carried with the mage. For this variant, the weight of the objects transported is irrelevant, and even very heavy articles may be taken along. Beings (and perhaps important inanimate objects, at the discretion of the referee) who do not wish to be "flown" are permitted a "Magical Resistance factor roll" (Sec. 2.725 (1)). The caster (but not his/her cargo) can fight, fire missiles, and cast both "ritual" and "psychic" spells while flying.

86. Avulsion of the Spirit-Soul (R)

T7; ag; ai; 1mc; 3mr; D: I; mr; PT: 2 T; the target's Spirit-Soul (Sec. 1.620) is removed and sent off into the Unending Grey, leaving his/her body alive but empty and in a catatonic trance. Another Spirit-Soul can then be substituted: either that of the caster, or the Spirit-Soul of a deceased person of the same species (using Belkhánu's special spell of Reembodiment (no. 88, below). In the latter case this must be done within 12 hours of the death of the person whose Spirit-Soul is being transferred to the empty body. The body becomes the permanent home of the new Spirit-Soul, possessing all of that person's skills, knowledge, intelligence, memories, "psychic power points," etc.—but *not* his/her Height-Build-Strength factor, dexterity, charisma, comeliness, stamina, or Body Damage Points —these factors are those of the new body. A G2 spell of Perception of the Energies (no. 56) will reveal the presence of the intruding Spirit-Soul, although the target is allowed a "Magical Resistance factor roll" (Sec. 2.725 (1)) to avoid detection. Spells of Ascertainment (nos. 2 and 31) and Elicitation (nos. 7 and 40) are useless for this purpose. A spell of Disenchantment (no. 5) can evict the foreign Spirit-Soul. If this Spirit-Soul is the caster's, it then returns to his/her original body, provided that this has been kept safe (otherwise he/she dies). If the Spirit-Soul of a deceased person has been inserted into the body, a spell of Disenchantment (no. 5) returns this personality to the Isles of the Excellent Dead where it can never again be contacted, nor can it be revivified.

87. Etherealisation (P)

T3; nag; ar; 1mc co; tr; D: 1 T; PT: 1 CR; the caster leaves his/her body in a coma-like trance and projects his/her Shadow-Self (Sec. 1.620) out to a range of 300 m. This astral projection is invisible and insubstantial; it cannot speak, fight, or cast spells. It passes through physical barriers with ease, but magical walls and wards block it. Such spells as the U10 variant of Ascertainment (no. 2), The Seal Upon the Powers (no. 18), The Sphere of Impermeable Quiescence (no. 20), Warding (nos. 24 and 71), Guarding (no. 46), and Vallation (no. 68) prevent penetration. A G2 spell of Perception of the Energies (no. 56) reveals the presence of the Shadow-Self, and this can be returned to its body by a spell of Disenchantment (no. 5).

T5; nag; ar; 1mc co; tr; D: 3 T; PT: 2 T; as above, except that the caster can employ this spell upon another being of his/her species instead of himself/herself. A target other than the caster is permitted a "Magical Resistance factor roll" (Sec. 2.725 (1)), if he/she does not desire this spell to be cast upon him/her. The astral self can be sent out to a distance of 5 kilometres. Otherwise this variant is as given above for the T5 version.

T8; nag; ar; 1mc co; tr; D: 10 T; PT: 5 T; this variant permits the caster to send his/her Shadow-Self to another Plane (determined by the referee). It can observe but remains invisible and insubstantial. It can move as much as 20 m away from its entrance point, but it cannot manifest itself physically, fight, cast spells, etc. Used in conjunction with the G10 variant of the spell of Visitations of Other Planes (no. 70), the caster gains a clear view of what awaits him/her on a Plane lying beyond a specific nexus point. There is a chance of becoming lost, however; a D10 is rolled: 1-7 = the caster returns safely to his/her body; 8-9 = he/she emerges upon another Plane (randomly determined by the referee); 10 = he/she is permanently lost in the Unending Grey; his/her spirit cannot be contacted, nor can he/she be revivified.

T10; nag; ar; 1mc co; tr; D: 10 T; PT: 10 T; this version of the spell lets the caster travel up to 1 kilometre on his/her own Plane. There, he/she can manifest himself/herself physically, speak, fight, move, and handle object (which cannot be brought back to the caster's body, however). No spells can be cast while on this astral journey. Should the caster suffer injury while his/her Shadow-Self is physically manifested, this damage is done to his/her body at home, and if the astral body dies, this destroys the body forever and sends the caster's spirit off to the Isles of the Excellent Dead, from whence it can never be revivified, nor can it be contacted by a spell of Spiritism (no. 90). Again, this spell is blocked by magical barriers and is detected as stated under the T3 variant, above.

88. Re-embodiment (R)

T5; nag; ai; 1mc; tr; D: I; PT: 2 T; the caster can place the Spirit-Soul of a person dead not more than 1 hour in an "empty" body; cf. the spell of Avulsion of the Spirit-Soul, no. 86, above.

T6; nag; ai; 1mc; tr; D: I; PT: 5 T; the personality of an individual dead no more than 12 hours is inserted into the body of an infant of the same species. This requires a D10 roll for success: 1-7 = the infant's Spirit-Soul is sent off to the Isles of the Excellent Dead, and the intruding personality enters the body; 8-10 = the child's Spirit-Soul is victorious, and the Spirit-Soul of the deceased is similarly banished. If the spell succeeds, the child grows up with all of the knowledge, memories, skills, intelligence, psychic ability and Psychic Reservoir of the deceased, but the Height-Build-Strength factor, dexterity, stamina, Body Damage Points, charisma, and comeliness of the new person must be redetermined; cf. Sec. 2.211 ff. The new person possesses all of the normal qualities of his/her species and, in effect, becomes the same character in a new body. The priesthood of Belkhánu charges heavily for this service: perhaps 10,000 *Káitars* from a wealthy clan and much more from an aristocratic family.

T9; nag; ai; 3mc; 1mr; D: I; mr; PT: 10 T; this is an advanced form of the spell of Revivification (no. 76). The caster can revivify 1-3 beings (randomly rolled with a D10: 1-4 = 1; 5-8 = 2; 9-10 = 3) at once. These cannot have been dead for more than 1 day (24 hours). The spell is species specific: e.g. a human mage can only revivify other humans, etc. An advantage of this spell is that no more than 10 g of flesh from the corpse are needed to effect this revivification. This spell always succeeds—there is no need to roll dice—but it may be used upon the same target no more than once. No points are lost from the Height-Build-Strength factors of the targets. A character who does not wish to be revivified (e.g. a slain foe) is permitted a "Magical Resistance factor roll" (Sec. 2.725 (1)) in order to avoid being brought back to life. After employing this spell the caster must abstain from the use of sorcery (even the miniscule amount needed to operate "Eyes" and other magico-technological devices) for one full month (30 days). The Temple of Belkhánu asks 20,000-60,000 *Káitars* from followers of the Lords of Stability for this service, and double or even triple may be demanded from the devotees of the Lords of Change—unless an Imperial Prince or other high grandee is involved, in which case political concessions may be offered instead.

T10; nag; ai; 6mc; 3mr; D: I; mr; PT: 20 T; as above, but 1-10 beings may be revivified at once (randomly rolled with a D10), and the caster must refrain from any sorcerous activity for 2 months (60 days). A fee of 20,000 *Káitars* is asked from the worshippers of the Lords of Stability for this spell, and, again, double or triple this amount is demanded from the devotees of the Lords of Change. This variant is not species specific, and any intelligent being may be returned to life.

89. The Silver Halo of Soul-Stealing (R)

T1; ag; ai; 2mc; 80mr; D: I; mr; PT: 1 CR; prq: all forms of the "Generic" spell of the Silver Halo of Soul-Stealing)no. 64); M: the glittering halo of other-planar energy produced by this spell is golden yellow in hue. It slays as many as two victims of human size, sending their Spirit-Souls off into the Unending Grey from whence they can only be restored by a spell of Revivification (no. 76). A modifier of + 10 is added to a victim's chances of being revivified. Other factors are as for the G5 level of this spell.

T2; ag; ai; 3mc; 100mr; D: I; mr; PT: 5 CR; as above, but with a slightly longer range and the possibility of 1-5 targets (randomly rolled with a D10, divided by 2 and rounded up).

T3; ag; ai; 6mc; 120mr; D: I; mr; PT: 1 T; as above, but again with a longer range and the chance of hitting 1-10 targets (randomly rolled with a D10) within the circle of effect.

T4; ag; ai; 6mc; 120mr; D: I; mr; PT: 1 T; as above, but this variant reduces the target's defensive "Magical Resistance factor" by 1 on the table in Sec. 2.725 (1).

T5; ag; ai; 6mc; 120mr; D: I; mr; PT: 2 T; as above, but the target's defensive "Magical Resistance factor" is reduced by 3.

T7; ag; ai; 3mc; 150mr; D: I; mr; PT: 2 T; as above, but the target's defensive "Magical Resistance factor" is reduced by 5, and a victim slain by this spell adds a + 15 to his/her dice roll score when attempting revivification.

90. Spiritism (P)

T1; nag; ar; 1mc co; tr; D: 2 T; mr; the caster can communicate with the Spirit-Soul of a being of his/her own species who has been dead for not more than 20 minutes. The latter is allowed a "Magical Resistance factor roll" (Sec. 2.725 (1)) in order to avoid being found on the way to the Isles of the Excellent Dead. Even if this fails, the deceased may refuse to speak to the caster or may lie to him/her. The caster must know the target's name and speak his/her language, of course.

T2; nag; ar; 1mc co; tr; D: 3 T; mr; the caster can speak to any being of his/her species who has been dead no more than 12 hours. Other factors are as for the T1 variant.

T3; nag; ar; 1mc co; tr; D: 6 T; mr; this permits the caster to communicate with a being of any intelligent species who has been dead for no more than 1 day (24 hours). The target's name and language must be known, as stated under the T1 form of this spell.

T5; nag; ar; 1mc co; tr; D: 6 T; mr; the caster can speak to the Spirit-Soul of any deceased intelligent being telepathically; a knowledge of the target's name and language is not necessary. The being must not have been dead more than 1 week (6 days), however.

T7; nag; ar; 3mc ci; 1mr; D: 6 T; mr; as for the T5 variant, except that the caster can cause comrades within the circle of effect to hear the conversation. In addition, the target may have been dead for as much as 1 month (30 days).

T9; nag; ar; 3mc; 1mr; D: 10 T; mr; as for the T7 version, except that the target may have been dead for as long as 1 year (365 days).

T10; nag; ar; 1mc co; tr; D: 10 T; mr; if the target fails the "Magical Resistance factor roll" (Sec. 2.725 (1)), he/she must reply truthfully to as many as 3 questions put by the caster. The target cannot have been dead for more than 5 years, and he/she must be of the caster's species and speak his/her language. The caster must also know the target's name. This spell can only be employed once upon the same target.

91. Transmogrification (R)

T2; nag; ar; 1mc co; tr; D: 1 T; PT: 1 T; prq: all variants of the spell of Visitations of Other Planes (no. 70); this opens a door to a specific Plane known to the caster through his/her studies, books of magic, or a teacher. This door is approximately the size of a human being, and it remains open for the duration of the spell. The caster may enter and leave by this portal as long as the spell remains in force. It can also

be recast from the other side in order to return, but one must then stand in precisely the same spot and face the same direction.

T3; nag; ar; 1mc co; tr; D: 1 day (24 hours); sp; PT: 1 T; this opens a door into one of the many smaller zones of the Planes Beyond. This space, which is roughly a sphere 3 m in diametre, can be used to store possessions in absolute safety. It does not travel with the caster, however; he/she must return to its exact location in order to extract objects from it—and to renew it each day. This spell must be cast again each time the caster reaches into the sphere to obtain an object. Living beings cannot be kept within this sphere, since there is no air inside. If the spell expires before the caster returns to renew it, his/her stored possessions are lost forever.

T5; nag; ar; 1mc co; tr; D: 1 day (24 hours); PT: 1 T; as above, except that this variant travels about with the caster. He/she can reach into it at will by casting this same spell again. Other considerations are as for the T3 variant, above.

T6; ag; ar; 3mc; 10mr; D: 1 week (6 days); mr; PT: 1 T; this establishes a "prison" which can hold as many as 3 foemen. A target who fails his/her "Magical Resistance factor roll" (Sec. 2.725 (1)) is thrust into a featureless, spherical cell. This contains breathable air but no food or water. A prisoner's possessions accompany him/her into the cell. The caster can free the prisoner(s) by willing the spell to come to an end—in which case all within are released—or by allowing the spell to expire naturally. It can be renewed at the end of its duration, but each prisoner is allowed another "Magical Resistance factor roll" to see if he/she is again trapped inside. This variant is usable only upon living beings; it has no effect upon the undead, androids, automatons, creatures created by magic, demons, or inanimate objects that do not form part of a prisoner's immediate belongings. It also does not operate upon animals and other creatures who would take up more space than the "cell" contains. It is not possible to send food, water, or other articles into the cell separately—although items in a backpack or attached to a belt do indeed accompany a prisoner into the cell. The location of this inter-planar prison can only be determined by having the caster present and casting a G2 spell of Perception of the Energies (no. 56) upon him/her. A spell of Disenchantment (no. 5) will then free the captives.

T8; nag; ar; 3mc; 3mr; D: I; mr; PT: 5 T; this variant creates a long distance inter-planar "highway" to a location fixed in advance. This place must have been personally visited by the caster within the past hour, and it can be no further than 300 m from him/her when the spell is activated. "Psychic power points" must be expended twice for this spell: once when the location is "set," and again when he/she calls the spell into operation. All living beings within the circle of effect (including possessions attached to their bodies but not unattached inanimate items—and not articles fixed to the ground, walls, roofs, etc., nor objects too large for the circle of effect) are then transported instantly to the chosen spot. A target who does not wish to be transported is permitted a "Magical Resistance factor roll" (Sec. 2.725 (1)) in order to avoid going along.

T10; nag; ar; 1mc co; tr; D: 20 T; PT: 20 T; this variant lets the caster travel along the vast concourse that leads past Death to the Isles of the Excellent Dead. There, the caster may seek the great ancient sages of the past, a deceased loved one, or some other departed Spirit-Soul from whom he/she wishes to gain information. Whether or not the individual sought is found is left to the referee, as is the response obtained from the departed Spirit-Soul. A knowledge of the personal name and the language of the individual sought is necessary, of course. The longer a person has been dead the more difficult it is to find his/her Spirit-Soul, since it seems that the dead travel onward from Plane to Plane and do not remain in one "paradise" or world of the afterlife. There may thus be only a 2 percent chance of finding a Spirit-Soul from the days of the First Imperium, while a 60 percent chance may be given to encounter a person who has perished within the last year. It is almost impossible to meet a Spirit-Soul from before the time of the Empire of Llyán of Tsámra (Sec. 1.310).

92. The Viaticum of the Yellow Robe (R)

T3; ag; ai; 3mc; 20mr; D: I; mr; this spell lays any undead being within the circle of effect to rest permanently; if such a being fails its "Magical Resistance factor roll" (Sec. 2.725 (1)), it "dies" and can never again be returned to the half-life favoured by the Temple of Sárku (and related deities).

T5; ag; ai; 6mc; 30mr; D: I; mr; as above, but with the possibility of more targets and a longer range.

T7; ag; ar; 3mc co; D: I; mr; this variant slays all undead beings within the circle of effect, including the "Worms of Death" (even though these are technically living creatures—they still belong to Sárku). This form of the spell is thus employed to purify a room or other area of Sárku's minions, although these may not be immediately visible.

T9; nag; ai; 1mc; tr; D: permanent; sp; mr; this version of the spell is cast upon a living being of the caster's species. It prevents the target from ever being made into one of the undead by a spell or other means employed by the Temple of Sárku (or similar deities). A being who does not wish this (e.g. a devotee of Sárku) is permitted a "Magical Resistance factor roll" (Sec. 2.725 (1)). This spell cannot be cancelled by a spell of Disenchantment (no. 5), although a direct appeal to mighty Sárku through "Divine Intervention" (Sec. 2.725 (2)) may permit a devout follower of the Lord of Worms to resume his/her normal status. The priesthood of Belkhánu charges a fee of 1,000-5,000 *Káitars* for each application of this protective enchantment.

TEMPLE SPELLS—DLAMÉLISH

93. Concupiscence (R)

T1; ag; ai; 1mc ci; 10mr; D: I; mr; the target experiences a compelling, instant, and unbearable ecstasy that lasts for 2 turns. During this time he/she loses all sense of what he/she is doing and cannot fight, cast spells, move, etc. One who does not desire this effect is allowed a "Magical Resistance factor roll" (Sec. 2.725 (1)). This spell does not affect the undead, creatures created by sorcery, demons, androids, or automatons.

T2; ag; ai; 2mc ci; 20mr; D: I; mr; as above, except that 2 targets of human size can be included, and the exhilaration caused by the spell lasts for 3 turns.

T4; ag; ai; 3mc ci; 30mr; D: I; mr; as above, but the undead and creatures produced by magic are also affected by this variant.

T6; ag; ai; 3mc ci; 60mr; D: I; mr; as above, but the pleasure induced by this form of the spell lasts for 5 turns. A victim must rest for 1-20 minutes (randomly rolled with a D20) after

this spell has expired; if forced to fight during this period, a modifier of −4 is applied to his/her Combat Values.

T8; ag; ai; 1mc; 90mr; D: I; mr; the ecstasy caused by this variant kills the victim instantly. It is said that the devotees of the Emerald Goddess and her Cohort, Hriháyal, prefer to die by this spell rather than suffer the loss of beauty and physical disability brought on by old age. The priests of these deities claim that a worshipper of their goddesses passes straight on to the sensuous delights of the paradise maintained by Dlamélish for her devotees, while her foes are condemned to a hell of endless dull sameness and ennui.

94. The Emerald Paramour (R)

T5; A handsome incubus (male) or beautiful succubus (female) is summoned for the duration of this spell. This creature (which must be of the caster's own species) appears 1 m in front of the caster, and he/she can then send it forth to tempt one specific victim. The latter must be known to the caster by name and appearance and must be within a range of 50 m. When confronted by the Paramour, the target rolls a D10: 1-6 = he/she falls madly in love with the being; 7-10 = he/she recognises the creature for what it is and may flee or try to dispel it (using the spell of Disenchantment, no. 5). He/she cannot attack the creature physically or magically—no one could bear to harm such unearthly beauty. This applies to comrades of the victim's species as well, but companions of other intelligent races may attempt to pull him/her away, obstruct the creature, etc., though they, too, cannot injure it physically. During the time a target is with the Paramour he/she will do everything possible to remain with the creature, fighting his/her friends, resisting to the death, etc. A person who has succumbed to the Paramour loses 1-5 Body Damage Points (randomly rolled) every 10 minutes.

T9; nag; ar; 1mc; 1mr; D: 8 hours; PT: 10 T; M: as above, but the Paramour is even more difficult to resist; a D10 is rolled: 1-8 = the target succumbs to the being's charms; 9-10 = he/she manages to resist and can run away. The range that the creature can travel away from the caster is longer: 300 m. Every hour that the Paramour remains with the victim 1-20 Body Damage Points (rolled with a D20) are lost. These points cannot be restored with a spell of Alleviation (nos. 1 and 29), but a G5 spell of Healing will cure the victim. One who dies from the ministrations of the Paramour cannot be revived with the usual spell of Revivification (no. 76) but only with the T9 variant of Belkhánu's spell of Re-embodiment (no. 88).

95. Emulation (R)

T1; nag; ai; 1mc co; tr; D: 10 T; M: the caster can disguise himself/herself as another member of his/her species (of the same sex and approximate age). The mage has no choice in selecting the appearance given by this spell; it produces a "random" form with the same general dimensions, etc. of the caster but not with any specific features desired by him/her. In order to guess that there is something "wrong" about this person, another character must make an "Intelligence roll" at the "Difficult test" level (Sec. 2.724 (1)). A U4 or G2 spell of Perception of the Energies (nos. 15 and 56) will reveal that the disguised person is under a spell, but the nature of this enchantment is not ascertainable. A spell of Disenchanment (no. 5) restores the normal appearance of the mage.

T3; nag; 1mc co; tr; D: 20 T; sp; M: the caster can disguise himself/herself to resemble a specific being of his/her same species, sex, and age. The individual imitated must be known to the caster personally, and only features known to the caster are copied: e.g. the caster will not possess a hidden scar of which he/she was unaware. The speech, gestures, mannerisms, knowledge, skills, memories, etc. of the original are *not* copied, and the disguised person must improvise as well as he/she can. Other factors are as for the T1 variant.

T7; nag; 2mc ci; tr; D: 20 T; mr; M: the disguised person (the caster or one other of his/her species) may be made to resemble a person of a different age, sex, or even of another intelligent species. In the latter case, the target does not know the language or mannerisms of the race being emulated, nor does he/she have the Height-Build-Strength factor, Stamina, Psychic Ability, Psychic Reservoir, Dexterity, etc. of this species. If the latter have more limbs than the caster's species, he/she can only employ the number normally used by him/her: e.g. a human imitating a Pé Chói is able to utilise only one set of forelimbs at a time. In order to detect this variant, another character must make an "Intelligence roll" at the "Very difficult test" level (Sec. 2.724 (1)). One who does not desire that this spell be cast upon him/her is permitted a "Magical Resistance factor roll" (Sec. 2.725 (1)).

T10; nag; ai; 2mc ci; tr; D: 1 hour; mr; as above, except that the caster (or as many as 2 other beings of the same approximate size) can be made to look like any known person or persons, nonhuman beings, or even non-intelligent or semi-intelligent animals (but not inanimate objects). These must be of the same general dimensions as the target, nevertheless; a human cannot be turned into a huge *Sró* beast or into a tiny insect. The disguised person(s) will not have the abilities or senses of the creatures they resemble but will possess their own instead. An "Intelligence roll" at the "Real challenge" level (Sec. 2.724 (1)) is required in order to guess that there is anything unusual about the disguised person(s)—although this may be modified by the referee in cases where the being or creature would be incongruous (e.g. a *Sérudla* in a city street, a human warrior in a Ssú fortress, etc.). Other factors are as for previous variants of this spell.

96. Enthrallment (P)

T1; ag; ai; 1mc ci; tr; D: 1 T; this adds a modifier of +5 to a "Skill Success roll" (Sec. 2.727) made for the skills of Dancer, Entertainer, Musician, Prostitute, Courtesan/Don Juan, or Etiquette and Courtly Manners (Sec. 2.310) when these are used to attract others of one's own species physically. The caster can employ this spell upon himself/herself or upon another character. The appearance, mannerisms, etc. of the target are then not altered, but his/her "good points" are made more visible to those in an audience. A "Magical Resistance factor roll" (Sec. 2.725 (1)) is permitted to each watcher who might be affected.

T2; ag; ai; 1mc; 3mr; D: I; mr; this gives the caster a +5 on his/her dice score on a "Comeliness roll" or a "Charisma roll" (Sec. 2.726 (1 and 2)) when these are employed to attract a target's amorous attentions. The latter is allowed a "Magical Resistance factor roll" (Sec. 2.725 (1)) in order to

resist this seduction. If this roll is failed, there is only a 30 percent chance that friends may be able to convince the target of the realities of the situation and make him/her "see the light." One bewitched by this spell has a 60 percent chance of revealing secrets, giving orders, or acting according to the wishes of his/her erstwhile paramour. This variant has a duration of 20 minutes.

T4; ag; ai; 1mc ci; 3mr; D: I; mr; this form of the spell lasts for 1 hour. It is otherwise identical to the T2 version.

T6; ag; ai; 1mc ci; 3mr; D: I; mr; as above, but the duration of the effect is 12 hours. There is only a 10 percent chance that one seduced by this spell can be convinced of the deception, and there is also an 80 percent possibility that he/she will reveal secrets or act as the seductor/seductress wishes.

T8; ag; ai; 1mc; 10mr; D: I; mr; this is the converse of the foregoing enchantment. The target is made subtly repulsive to those who might otherwise be attracted to him/her. A modifier of +10 is applied to a "Comeliness roll," a "Charisma roll," (Sec. 2.726), and similarly to a "Skill Success roll" (Sec. 2.727) made to test for physical attraction and infatuation. This spell is invisible and has no outward effects; it is therefore impossible to guess that it has been cast upon a person except by accident. A G2 spell of Perception of the Energies (no. 56) will reveal the presence of an enchantment, of course, but not its precise nature. The individual thus seems vaguely repellent and boorish to others, but usually no reason can be given. This effect persists for 1 hour.

97. Imbition (R)

T1; nag; ai; 1mc co; tr; D: 1 T; each time the caster makes a successful "Magical Resistance factor roll" (Sec. 2.725 (1)) against a hostile, aggressive, aimed spell, he/she gains sorcerous strength from the Planes Beyond. A D20 is rolled, and its score is added to his stock of "psychic power points." He/she must use these points within 1 hour; otherwise they dissipate. If the caster fails the "Magical Resistance factor roll," this spell automatically expires and must be recast if he/she wishes to retain its benefits, and in addition, he/she suffers damage according to table B.

T6; nag; ai; 1mc co; tr; D: 2 T; 1-100 "psychic power points" (found by rolling D100) are added to the caster's stock whenever he/she makes a successful "Magical Resistance factor roll" (Sec. 2.725 (1)) while this spell is in force. If this roll fails, however, not only does the caster suffer the effects of the hostile spell but he/she also receives damage according to table G. This variant need not be recast if one "Magical Resistance factor roll" is failed; it remains in effect until it expires or is deliberately dropped by the caster. It must be noted that no mage of any species can retain more than 500 "psychic power points" at any one time; if more are produced by the dice roll, they simply dissipate and are ignored.

T9; nag; ai; 1mc ci; 1mr; D: 3 T; 51-150 (the score of D100 added to 50) "psychic power points" are drawn through from the Planes Beyond as described above. A mage who fails a "Magical Resistance factor roll" (Sec. 2.725 (1)) against a hostile, aggressive, aimed spell while this spell is in force suffers damage according to table H, however, in addition to any damage done by the enemy enchantment. One advantage of this variant is that immediately upon gaining points through this spell, the caster can transfer 1-100 (randomly rolled with D100) of them to a fellow magic-user standing within 1 m of himself/herself. These points cannot be given to a warrior or other character, and the recipient must also be of the caster's own species. Points gained through this form of the spell must be expended within 1 day (24 hours); otherwise they dissipate. This variant can only be cast once per day due to the strain upon the user's "Psychic Reservoir."

98. The Polychrest of the Third Octant (P)

T1; nag; ar; 1mc co; tr; D: 3 T; the caster's Stamina factor (Sec. 2.212) is increased by +5 when making an "Endurance roll" (Sec. 2.722 (1)) for the duration of the spell. This gives the caster a better chance of bearing burdens, running long distances, etc. since the spell is only used when an "Endurance roll" is required.

T3; ag; ai; 1mc ci; 1mr; D: I; mr; this reduces the target's Stamina factor by −5 for a period of 5 turns. It is thus the converse of the previous effect.

T5; nag; ar; 3mc ci; 3mr; D: 5 T; sp; this increases the Stamina factor of all within the circle of effect by a modifier of +10 when making "Endurance rolls" (Sec. 2.722 (1)).

T7; nag; ar; 1mc ci; 1mr; D: 1 hour; this variant gives the target (the caster or one other) unlimited stamina for the duration of the spell. There is thus no need to make "Endurance rolls" (Sec. 2.722 (1)) during this time. No other factors are affected, however.

T9; ag; ar; 1mc; 20mr; D: I; mr; PT: 2 CR; the Stamina factor (Sec. 2.212) of the target is depleted to zero for a period of 1 hour. The victim cannot move, fight, speak, or perform other actions, although he/she remains fully conscious and can hear and see. Only a spell of Disenchantment (no. 5) can return the target to normal.

T10; ag; ai; 3mc; 60mr; D: I; mr; PT: 5 CR; as for the T9 form of this spell, except that this variant is permanent unless removed by a spell of Disenchantment (no. 5). The Temple of Dlamélish employs this spell as a punishment for erring members and also for captured foes of the Emerald Goddess and her Cohort, Hrihályal. The victim is totally helpless, though able to understand what is being done to him/her. He/she is then placed in a totally featureless chamber, fed with the U3 spell of Nutrification (no. 14) and allowed to go completely insane with boredom and solitude. For the hedonistic devotees of the Goddess this is a most terrible retribution indeed.

99. Potence (R)

T1; nag; ai; 1mc ci; tr; D: 1 hour; sp; this provides the caster (or one other target of the same species) with the stamina needed to maintain his/her sexual powers, no matter how many encounters he/she may have, for the duration of the spell. There is no effect upon other factors. The Temple of Dlamélish charges a fee of 10-50 *Káitars* for one application of this enchantment.

T2; nag; ai; 2mc ci; 1mr; D: 4 hours; as above, but with the possibility of two targets and a longer duration. The priesthood of the Emerald Goddess and her Cohort asks 100-500 *Káitars* for each use of this spell, and, as may be imagined, it realises a considerable income for the temple.

T4; ag; ai; 3mc; 30mr; D: I; mr; this variant is used to humiliate foes of the temple; it not only causes impotency for a period of 1-10 days (randomly rolled with a D10), but there is also a 75 percent chance of a victim losing control of the bowels during this period. It is thus impossible to fight, move, or otherwise act in public. Each day 1-5 Body Damage

Points (Sec. 2.214) are also lost; these are rolled for randomly with a D10. Only a spell of Alleviation (nos. 1 and 29) can cure this condition before its normal expiry; a spell of Disenchantment (no. 5) is futile, as is a spell of Healing (no. 10 and 48).

T8; nag; ar; 10mc ci; 3mr; D: 8 hours; PT: 1 T; as for the T2 variant, except that more targets may be affected for a longer period. The priesthood of the Goddess and her Cohort charges a fee of 1,000-5,000 *Káitars* for each application of this spell. It is especially useful as an aid to the orgiastic rituals practiced by these temples.

100. Rejuvenescence and Senescence (R)

T5; nag; ai; 1mc ci; tr; D: 1 hour; mr; sp; M: the caster (or one other target) is rejuvenated for the duration of the spell. He/she becomes younger and has all the powers of his/her youth—while retaining the knowledge, skills, memories, and abilites of his/her present age. The spell does not give control over the age to which the target is restored, however; this is found randomly: a D10 is rolled, and its score denotes the number of years subtracted from his/her current age.

T6; nag; 1mc ci; tr; D: 1 week (6 days); PT: 10 T; M: as above, but the caster can dictate the age to which the target is returned. This can be no more than 20 years younger, however. This variant cannot increase a target's age.

T8; ag; 1mc; 30mr; D: 1 month (30 days); mr; PT: 5 T; this variant has the opposite effect: the target's age is increased by 31-50 years (i.e. the score of a D20 added to 30). This reduces the target's Height-Build-Strength factor (Sec. 2.211), Stamina factor (Sec. 2.212), Dexterity (2.213), and Comeliness (Sec. 2.216) by 10 percent for each 4 years that the victim ages beyond the 31 year minimum. Fractions are rounded to the nearest 5 years. Only a spell of Disenchantment (no. 5) can restore one affected by this spell to his/her true age.

T9; ag; 2mc; 60mr; D: permanent; mr; PT: 10 T; as for the T8 form of this spell, but each target (as many as 2) becomes senile immediately. All basic factors (Height-Build-Strength, Stamina, Dexterity, Intelligence, Body Damage Points, and Comeliness—but not Charisma or the Psychic talents) are reduced to 5 percent of their original numbers. The victim becomes almost helpless, can move only slowly and with great difficulty, cannot fight or cast spells, and is altered in appearance to the extremes of toothless old age. Again, a spell of Disenchantment is needed to restore a victim to his/her true age.

T10; nag; 1mc ci; 1mr; D: permanent; mr; PT: 30 T; the caster (or one other target of his/her species) is restored to whatever age he/she wishes. This condition is permanent, and the target then proceeds to age naturally from this point. The spell has one difficulty, however: when it is applied to a target, a small nut-like kernel of blackish substance is created, and this the target must always keep with him/her—within a range of 50 m. If this is lost, stolen, or otherwise taken beyond this range, the target at once returns to his/her real age. He/she may then only regain the artificial age provided by the spell by reacquiring the lost "Kernel of Youth" and performing this spell over it once again. This conjuration may be applied repeatedly to a target, but each time after the second application a D10 is rolled: 1-5 = the spell operates; 6-10 = the target dies and can never be revivified, contacted after death, or even restored to the half-life of the undead. It is said that certain of the less principled nobles of the Five Empires have lived to great ages with the aid of this spell, but it is dangerous: not only must one keep "The Kernel of Youth" always securely in one's possession, but a spell of Disenchantment (no. 5) can return one to one's true age—and possibly instant senility or death.

TEMPLE SPELLS—HNÁLLA

101. The Fulguration of Immanent Grandeur (R)

T1; ag; ai; 1mc; 20mr; D: I; mr; M: a beam of scintillating white light is fired at the target (who must be a living being and not one of the undead, an android, automaton, demon, or creature created by sorcery). If the "Magical Resistance factor roll" (Sec. 2.725 (1)) is failed, the target suffers damage according to table C. Walls, floors, furnishings, and other items in the circle of effect are not harmed; this is true of all variants of this spell.

T2; ag; ai; 2mc; 30mr; D: I; mr; M: as above. This variant is accompanied by a high ringing sound, much like a hammer striking an anvil. A target who fails the "Magical Resistance factor roll" (Sec. 2.725 (1)) suffers damage according to table D.

T3; ag; ai; 3mc; 30mr; D: I; mr; M: as above, but table E is employed to assess damage.

T4; ag; ai; 3mc; 60mr; D: I; mr; M: as above, except that damage is found from table G.

T5; ag; ai; 3mc; 90mr; D: I; mr; M: as above, but table I is utilised to determine damage.

T6; ag; ai; 3mc; 120mr; D: I; mr; M: as above, but damage is assessed according to table K.

T7; ag; ai; 6mc; 150mr; D: I; mr; M: this sizzling bolt of brilliant light causes instant death to a target who fails his/her "Magical Resistance factor roll" (Sec. 2.725 (1)). Other factors are as for the T1 variant.

T8; ag; ai; 6mc; 200mr; D: I; mr; as above, but with a longer range.

102. The Globe of Distant Discernment (P)

T3; nag; 1mc co; tr; D: 1 T; sp; the caster can send his/her power of vision away from him/her out to a range of 300 m. These "eyes" can turn corners, go up or down staircases, etc., but they cannot pass through physical or magical barriers, nor can they rise in the air or cross obstacles that the caster cannot traverse (e.g. a river or chasm). The caster is thus empowered to see what transpires at a distance, but not to hear or otherwise affect persons or objects there. The caster's body is "blind" while this spell is in effect; he/she can see nothing of his/her own immediate surroundings.

T5; nag; 1mc co; tr; D: 2 T; as above, but with greater range: the Globe can be sent away from the caster to a distance of 500 m.

T7; nag; 1mc co; tr; D: 3 T; as for the T5 variant, except that these "eyes" may pass through physical barriers no more than 1 m thick. This spell is blocked by a barrier of metal (of any type) or by such sorcerous shields as The Seal Upon the Powers (no. 18) and Guarding (no. 46). The Globe still cannot be made to "fly" or to traverse obstacles that the caster him/her cannot cross.

T9; nag; 1mc co; tr; D: 5 T; PT: 1 T; as above, but the Globe travels out to a distance of 1 kilometre. It can also "fly" across obstacles but cannot rise more than 2 m in the air. Other factors are as for previous variants.

103. The Inimitable Defender (R)

T2; nag; ar; 1mc co; tr; D: 1 T; PT: 1 CR; prq: all variants of the spell of Guarding (no. 46); M: a dome of nacreous, translucent crystalline force surrounds the caster. This blocks all other-planar power, and the caster can neither use sorcery (of either the "ritual" or the "psychic" kinds, or magico-technological devices that operate upon such forces), nor can spells from outside touch him/her. The Undead, demons, and creatures created by sorcery cannot enter this sphere or strike at the caster physically. Androids and automatons may do so, however. The caster can move about with this spell in force, and he/she can fight physically, fire missiles, etc. normally. Living opponents can strike or hit him/her with physical weapons similarly. This spell is more difficult to dispel with the spell of Disenchantment (no. 5), moreover; a modifier of −5 is applied to this enchantment's defensive "Magical Resistance factor" dice score when combating a spell of Disenchantment on the table in Sec. 2.725 (1).

T4; nag; ar; 2mc ci; 2mr; D: 2 T; sp; PT: 2 CR; M: as above. As many as 2 beings of human size are protected from sorcery by this spell. If these targets do not include the caster, the spell cannot move, and if the caster's companions leave its circle of effect, they lose its protection and cannot regain it unless the spell is cast upon them again. If the caster is outside of the circle of effect, he/she can cast other spells normally—but not when he/she is included in this spell's protection. Other factors are as for the previous variant.

T6; nag; ar; 3mc ci; 3mr; D: 3 T; PT: 3 CR; M: as above, except that the caster (but not other companions within the circle of effect) can cast spells out through the dome of light, while opposing spells cannot enter it from without. The caster can move about with this spell in effect, but any companions with him/her must stay close in order to retain its protection.

T9; nag; ar; 6mc ci; 3mr; D: 5 T; PT: 2 T; M: as above, but all within the shield can fire missiles, cast spells, and strike physically with weapons from inside, while only slow-moving substances (e.g. gas, lava) can penetrate it from outside. Blows, spells, and foes attempting to enter it are repelled. This variant cannot move at all, however; once cast, it remains in place until its expiry—or until dropped by the caster. A modifier of −10 is applied to the defensive "Magical Resistance factor" dice score of this spell when combating a spell of Disenchantment (no. 5) cast by an opponent outside.

104. Metastasis (R)

T5; nag; 1mc co; tr; D: I; PT: 1 CR; prq: the spell of Transportation (no. 23); this teleports the caster (and any possessions carried or attached to his/her person up to a weight of only 25 kg) to a location not more than 200 m away. He/she must have personally visited this place within the past 30 minutes. Androids, automatons, the undead, and inanimate objects (other than the personal belongings just noted) are not transported.

T8; nag; 2mc ci; 1 mr; D: I; PT: 3 CR; as above, except that the caster and one other being of approximately human size (or two targets excluding the caster) can be teleported as stated above. The destination must have been visited personally by the caster within the past hour, and it may be no more than 300 m away. Other factors are as for the previous variant.

T9; nag; 3mc ci; 2mr; D: I; PT: 1 T; as above, but up to 5 targets of human size are teleported to a distance known to the caster (cf. the T7 variant) as far away as 500 m. The weight limit per target is increased to 75 kg, but these belongings must still be worn or attached as a single lot to the body. Other factors are as given above.

T10; nag; 3mc ci; 3mr; D: I; PT: 2 T; as for the preceding variant, except that the targets can be teleported as far as 1 km from the caster's present location. Other factors are as for the T9 version of this spell.

105. The Negation of Instability (R)

T1; ag; ai; 3mc; 20mr; D: I; this spell acts as a special type of disenchantment upon phantasms (cf. nos. 16 and 58). The first variant of this conjuration dispels apparitions created by the U1 and U3 versions of the Phantasms spell. The latter spell is allowed a special chance to remain in existence, however; a D10 is rolled: 1-7 = the phantasms are dispelled; 8-10 = they continue to operate. Each succeeding variant of the Negation of Instability is level-specific: every level of this spell acts as a counter to one or more levels of the spell of Phantasms, and the die roll for the latter to maintain itself is the same. Higher levels of the Negation do *not* act upon lower levels of the spell of Phantasms at all, however; each level dispels the type of phantasms stated and no more.

T2; ag; ai; 3mc; D: I; as above, except that apparitions produced by the U6 version of the Phantasms spell are dissolved. See the T1 variant for the die roll needed for the latter to remain in existence.

T3; ag; ai; 3mc; 30mr; D: I; this dispels the apparitions created by the G2 variant of the Phantasms spell (no. 58). The die roll needed for these magical creatures to continue their manifestation is given under the T1 version of this spell.

T4; ag; ai; 3mc; 40mr; D: I; this destroys the magical creatures manifested by the G3 spell of Phantasms (no. 58). The die roll for these to remain in existence is given above.

T6; ag; ai; 3mc; 50mr; D: I; this variant dispels the beings created by the G7 form of the Phantasms spell (no. 58). Cf. the T1 variant, above.

T8; ag; ai; 6mc; 60mr; D: I; the huge apparition produced by the G10 form of the Phantasms spell (no. 58) is destroyed by this variant. The die roll required for the latter to continue in existence is given under the T1 version of this spell. See also the spell of Transfusion (no. 114) of the Temple of Hrü'ü.

106. Peaceful Repose (R)

T5; nag; 1mc co; tr; D: 8 hours; PT: 1 T; the caster is protected against Hrü'ü's spell of the Nightmare of Terror (no. 113); he/she cannot be tormented by these hideous dreams if this spell is cast just before lying down to sleep. In addition, this spell adds a +10 to the target's dice score to regain expended "psychic power points"; cf. Sec. 2.935. All variants of this spell can be cast only once upon a target within the period of their operation; i.e. one cannot cast the same spell more than once in order to gain further modifiers.

T7; nag; 1mc ci; tr; D: 8 hours; PT: 2 T; as above, except that a modifier of +20 is added to the target's score in Sec. 2.935. This variant may be cast upon oneself or upon one other target. Other factors are as given above.

T10; nag; ai; 1mc ci; 1mr; D: 8 hours; as above, except that the modifier on the table in Sec. 2.935 is a +25. In addition, the target's stamina is increased by +5 (over his/her usual value originally found in Sec. 2.212) for a period of 24 hours after this spell has been cast. Other factors are as for the T5 variant.

107. The Power of Ultimate Perfection (R)

T3; ag; ai; 1mc; 10mr; D: I; mr; this sends any one minor demon devoted to Change back to his/her/its own Plane. The being is permitted a "Magical Resistance factor roll" (Sec. 2.725 (1)) in order to remain on the current Plane.

T6; ag; ai; 3mc; 30mr; D: I; mr; 1-3 (randomly rolled) minor demons who serve Change are returned to their own Plane(s). Only one "Magical Resistance factor roll" (Sec. 2.725 (1)) is made for each type, however. If this succeeds, all remain; a failed roll indicates that the number of demons indicated by the random roll are sent back to their own Plane; all of these must belong to the same demon "species," however.

T8; ag; 6mc; 60mr; D: I; *mr*; this variant dispels 1-10 (randomly rolled with a D10) minor demons devoted to Change and sends them back to their own Plane(s). Other factors are as for the preceding variant.

T10; ag; 12mc; 90mr; D: I; mr; this returns 11-20 (i.e. 10 + the score of a D10) minor demons or 1-3 (randomly determined) major demons who follow Change to their own worlds. Even this spell is not powerful enough to dispel the Demon Lords described in "The Book of Ebon Bindings," however. The special incantations required to return these mighty creatures to their own Planes are described in this work and need not be given here.

108. The Ritual of the Purified Sphere (P)

T1; nag; ar; 3mc; 2mr; D: 1 day (24 hours); sp; mr; PT: 3 T; this hallows the ground within the circle of effect and renders the area impassable to the undead, demons, and creatures created by sorcery who serve Change. It has no effect upon magic or upon other types of beings. A "Magical Resistance factor roll" (Sec. 2.725 (1)) is permitted to the ground within the circle of effect at the referee's discretion; this may be of some importance if a follower of Hnálla wishes to cast this spell upon a passageway in a temple devoted to Sárku, for instance! It can be removed by a spell of Disenchantment (no. 5).

T3; nag; ar; 6mc; 3mr; D: 1 week (6 days); mr; PT: 10 T; as above, but with a broader range and longer duration.

T5; nag; ar; 12mc; 3mr; D: 1 month (30 days); mr; PT: 1 day (24 hours); as above.

T7; nag; ar; 100mc; 10mr; D: permanent; mr; PT: 1 week (6 days); this variant is used to protect sanctuaries, temple libraries, and other important places from incursions by the minions of Change. Not only does this spell bar the beings listed under the T1 variant, but it also blocks the entrance of mages and priests who worship the Lords of Change. Such persons cannot enter the protected zone at all, not even through teleportation or other-planar travel. If this is attempted, the intruder is simply stopped as though by a solid wall. Warriors and non-priests who serve Change are not hindered by this protective spell, however.

T10; nag; ar; 300mc; 10mr; D: permanent; mr; PT: 1 month (30 days); as for the T7 variant but with a range broad enough to include an entire temple. This form of the spell is rarely used, since the temples have agreed to obey the ancient Concordat which forbids sectarian strife and espionage. It is thus reserved for the great, secret sanctuaries of the Lords of Stability, particularly those hidden beneath Tékumel's surface or located in remote regions. The priesthood of Hnálla charges a large fee (rumoured to run to 30,000 *Káitars* or more) for each application of this enchantment to shrines other than those of Hnálla himself.

TEMPLE SPELLS—HRÜ'Ü

109. The Amethyst Expurgation (R)

T3, T6, T8, and T10; this spell is the same as "The Power of Ultimate Perfection," practiced by devotees of Hnálla (no. 107), except that demons serving *Stability* are dispelled instead of servants of Change. The ranges, circles of effect, and other factors of these two spells are otherwise identical.

110. Confusion (P)

T1; ag; ai; 1mc; 20mr; D: I; mr; this causes the target's mind to become befuddled for a period of 1 turn. One who fails the "Magical Resistance factor roll" (Sec. 2.725 (1)) receives a modifier of +5 on the following "Adventure" dice rolls: the "Height-Build-Strength roll" (Sec. 2.721), the "Endurance roll" (Sec. 2.722 (1)), the ""Dexterity factor roll" (Sec. 2.723), the "Intelligence roll" (Sec. 2.724 (1)), the "Intelligence-Dexterity roll" (Sec. 2.724 (2)), the "Skill Success roll" (Sec. 2.727), and the "Language Intelligibility roll" (Sec. 2.728 (5)). A modifier of −2 is also applied to all of the target's Combat Values. A spell of Disenchantment (no. 5) is required to return the target to normal.

T2; ag; ai; 1mc; 30mr; D: I; mr; as above, except that this variant confuses the target for 2 turns, the modifier to the specified dice rolls is a +10, and Combat Values are reduced by a −3.

T3; ag; ai; 2mc; 40mr; D: I; as above, but with the possibility of 2 targets of human size or smaller, a longer range, and a duration of 3 turns.

T5; ag; ai; 3mc; 60mr; D: I; mr; as for the preceding variant, except that 1-5 targets (randomly rolled) within the circle of effect may be thrown into confusion for a period of 10 turns. The "Adventure" dice rolls listed above are modified by a +15, and a victim's Combat Values are reduced by a −4.

T7; ag; ai; 3mc; 80mr; D: I; mr; targets are confused as stated under the preceding variant for a period of 1 day (24 hours).

T9; ag; ai; 3mc; 100mr; D: I; mr; as under the T7 variant, but the targets' confused condition persists for 1 month (30 days).

T10; ag; ai; 3mc; 120mr; D: I; mr; as for the T7 version of this spell, but the confusion produced by this variant is permanent unless dispelled with the appropriate spell of Disenchantment (no. 5).

111. Congelation (R)

T1; ag; ai; 1mc; 10mr; D: I; mr; this freezes one body area of a target of human size (or slightly smaller). It freezes a smaller being (e.g. one of the Pygmy Folk or a Tinalíya) completely, but it is ineffective when used on a Shén, Black Ssú, Ahoggyá, or larger creature. The table for hitting specific body areas given in Sec. 2.852 (2, a) is employed. A head, torso, or abdominal hit kills the victim, while a hit upon an arm, leg, tail, etc. freezes the appendage. In the latter case, a U8 spell of Healing (no. 10) will restore the limb. Thick robes, a fur cloak, etc. protect the target to some extent; a D10 is rolled in such cases: 1-4 = the body area is completely frozen, and the spell takes full effect; 5-8 = the body area is badly frostbitten, and there is a 30 percent chance of gangrene (which must be treated by a spell of Healing (nos. 10 and 48)—otherwise the victim dies within 2 days (48 hours); 9-10 = the garments protect the victim from permanent harm, although a limb is numb and useless for 3 turns, and a head, torso, or abdominal hit causes unconsciousness for this same period. Armour provides no

defence against this spell.

T2; ag; ai; 2mc; 30mr; D: I; mr; as above, but 2 victims of human size can be frozen, or one large animal (but not the largest: e.g. a *Srό, Sérudla, Akhό,* etc.). The roll for the body area hit is made as for the T1 variant.

T3; ag; ai; 3mc; 40mr; D: I; mr; as above, but *any* hit slays the target instantly, and protective clothing is of no use.

T5; ag; 6mc; 50mr; D: I; mr; as under the T3 variant, but with greater range and a larger circle of effect. This form of the spell is powerful enough to slay one very large animal (cf. the T2 variant, above).

T6; ag; ai; 3mc; 30mr; D: I; mr; this variant acts upon an area of water or mud, creating a thick circle of ice strong enough to be walked upon by a human in heavy armour, a Shén, or other large being. Two unarmoured or lightly armoured persons can stand upon this artificial iceberg, as can 3 Tinalíya, etc. This condition lasts for 3 turns.

T7; ag; ai; 3m x 3m; 60mr; D: I; mr; as above, but the caster can alter the shape of the frozen zone: e.g. a "bridge" 9 m long by 1 m wide can be created. The duration and support capabilities are as described for the T6 variant.

T9; ag; ai; 6mc; 60mr; D: I; mr; the caster can draw water from a source within the spell's range and create a motionless, vertical wall of ice 1 m thick, 2 m high, and 6 m long. Other shapes are also possible, using the 12 m of ice provided by this variant. Indeed, a skilful mage can even construct a small "igloo" to be used as temporary shelter. This icy creation lasts for 30 turns.

112. Decorporealisation (R)

T4; nag; ai; 1mc co; tr; D: 5 T; the caster's body becomes insubstantial and faintly translucent, though still visible. He/she may move normally and can also levitate or descend through solid substances at a rate of 2 m per combat round. He/she must not be high in the air or within a solid substance when the spell expires, however; in the former case he/she will fall to his/her death, while in the latter a powerful explosion is produced. This kills the caster and does damage to other beings and objects within a 3 m circle according to table F. The caster's clothing, weapons, and possessions are not decorporealised with him/her; these things remain behind, and if he/she materialised at another location, he/she will be nude. The caster cannot fight, speak to material beings, or cast spells while decorporealised.

T7; nag; ai; 1mc ci; 1mr; D: 10 T; sp; mr; as above, except that the caster can use this variant upon one other being (of his/her own species) instead of himself/herself. It does not operate upon dead or unconscious individuals, however. If the caster is not included in the spell, he/she may cast other spells. One who does not wish to be decorporealised is allowed a "Magical Resistance factor roll" (Sec. 2.725 (1)).

T10; nag; ar; 3mc ci; 2mr; D: 20 T; mr; the caster and others of his/her species within the circle of effect are decorporealised for the duration of the spell. They retain their garments, weapons, and personal possessions in this state but cannot fight, cast spells, or move out of the spell's circle. Should they leave this zone, they instantly materialise. The caster can move with the spell remaining in effect, therefore, but any comrades with him/her must stay close in order to retain its benefits. An opponent cannot strike a decorporealised individual either physically or with magic. Only a spell of Disenchantment (no. 5) can remove this spell before its normal expiry. The caster may choose to drop it at any time, of course.

113. The Nightmare of Terror (P)

T2; ag; ai; 1mc; 100mr; D: 30 T; sp; mr; this spell is slow-acting but efficient. In the hands of a skilled practitioner it can be a fiendish weapon indeed. It is cast upon a specific victim, known personally to the caster, from within the stated range when the target is sure to be asleep. It causes whatever nightmares the caster wishes to project, and a knowledge of the target's fears and phobias is thus desirable. The dream causes a loss of stamina: a +5 is added to the target's scores in making "Endurance rolls" (Sec. 2.722 (1)) and "Resistance rolls" (Sec. 2.722 (3)) for a period of 24 hours after the nightmare has occurred. An "Intelligence roll" at the "Very difficult test" level (Sec. 2.724 (1)) is needed in order to guess that the evil dream is being caused by a hostile mage. A G2 spell of Perception of the Energies (no. 56) will reveal the presence of this spell but not its precise nature. Once recognised, it can be dispelled by a spell of Disenchantment (no. 5), but the loss of stamina must repair itself naturally. A hostile mage can induce these nightmares each night, causing increased losses of stamina until the victim cannot make even an easy "Endurance roll" or "Resistance roll" at the "Easy test" level; at this point the target must roll a D10; 1-7 = he/she becomes comatose and remains so either until a spell of Disenchantment (no. 5) is cast upon him/her within 5 days, or until he/she dies at the beginning of the 6th day; 8-10 = he/she perishes at once.

T6; ag; ai; 1mc; 200mr; D: 60 T; mr; this variant causes not only the loss of stamina described under the T2 version, but each sleep period also damages the victim according to table D. This version need not be recast each night, moreover; it continues to affect the victim whenever he/she sleeps until it is either removed by a spell of Disenchantment (no. 5) or the target dies. Damage and a further loss of stamina occur each time the nightmares are experienced. Other factors are as for the T2 form of this spell.

T8; ag; ai; 1mc; 300mr; D: 2 hours; mr; this variant induces such a ghastly dream that the target perishes during one night (or period of sleep). His/her hair turns white, he/she perspires and trembles, and convulsions ensue, leading to death by the end of the spell's duration. Only a spell of Disenchantment (no. 5) cast during the nightmare can save the victim.

114. Transfusion (R)

T3; nag; ar; 1mc co; tr; D: 2 T; PT: 1 CR; prq: all variants of the spell of Phantasms (nos. 16 and 58); M: one large phantasmal being is created (of the size of a Black Ssú, Ahoggyá, Shén, Hlűss, or large animal). The caster's Intellect and Spirit-Soul are transferred into this creature, and his/her body remains in a trance-like coma for the duration of the spell. The caster in effect becomes the created being. He/she fights with the strength, dexterity, and other physical capabilities of the creature but cannot cast spells or use other special talents possessed by the species (e.g. the hypnotism of the Ssú). He/she also does not know the creature's language or customs. The being is weaponless, of course, and must be armed by the caster or others in the party. Should this phantasm be killed, the caster is also slain, and his/her body shrivels to a dry husk and can never be revivified. This spell cannot be dispelled by the spell of Disenchantment (no. 5), although the spell of Negation of Instability (no. 105) of the Temple of Hnálla will not only dispel the creature but slay the caster as well.

T5; nag; ar; 1mc co; tr; D: 5 T; sp; PT: 1 T; the caster's mind is made to inhabit a large animal or other monstrous being. This creature has the usual Body Damage Points, Combat Values, etc. of the species,and the caster can also use his/her repertoire of "psychic" spells. "Ritual" enchantments cannot be utilized because of the differences in bodily structure and gestures. Other factors are as for the T3 variant, above.

T7; nag; ar; 1mc co; tr; D: 10 T; PT: 2 T; a very large phantasm is created, and the caster's mind is transferred into it: e.g. a *Sró, Sérudla, Akhó,* etc. Other factors are as given above.

T9; nag; ai; 1mc; 1mr; D: 5 T; mr; PT: 5 T; as above, except that the mind of one person other than the caster (but of the same species) is transferred into the body of a phantasm of any size and species desired, ranging from a tiny insect to a huge *Sró.* The apparition fights with its usual powers and has the Body Damage Points, dexterity, strength, etc. appropriate to the species. The target cannot cast spells of any sort, and he/she must use the creature's limbs and appendages as it employs them. This variant is more susceptible to being dispelled, and a spell of Disenchantment (no. 5) will return the target's mind to his/her body unharmed. A spell of Negation of Instability (no. 105), on the other hand, not only dispels the phantasm but also kills the spirit inhabiting it and destroys his/her body beyond any possibility of revivification.

115. The Vindication of Instability (R)

T1, T3, T5, T7, and T10; this is the "Change" equivalent of the spell called the Ritual of the Purified Sphere (no. 108). It blocks demons and creatures produced by sorcery who are devoted to Stability, and its higher levels prevent the entrance of sorcerers and priests who worship the Lords of Stability into the sacred precincts. The ranges, durations, and other factors of the various forms of this spell are identical to those of spell no. 108. Again, this spell has no effect upon the casting of magic, and warriors and other nonpriests of Change can enter and leave its circle of effect freely. The Temple of Hrū'ū asks a large fee from other temples of Change for an application of this spell to their premises.

116. Viscosity (R)

T1; nag; ar; 2mc; 10mr; D: 1 T; mr; M: the horizontal area within the circle of effect is turned into thick, gooey mud for the duration of the spell. This enchantment works only upon natural stone or earth; masonry, brickwork, wood, metal, and other substances are immune. The area is permitted a "Magical Resistance factor roll" (Sec. 2.725 (1)) in order to remain solid. The depth of this "mud-puddle" is 1.5 m. A being standing in the mire when the spell ends (or when it is dropped by the caster) is extruded to the surface forcibly and counts as prone at the beginning of the following combat round.

T2; nag; ar; 3mc; 20mr; D: 3 T; sp; mr; M: as above. The depth of the mud is 2 m, and when this variant ends or is deliberately dropped, a being trapped in the bog remains so—surrounded by solid stone or earth until dug or chipped out, or until a spell of Disenchantment (no. 5) is applied to loosen the material and allow him/her to be pulled free.

T3; nag; ar; 6mc; 30mr; D: 5 T; mr; as above, but with a larger circle of effect and a longer duration.

T4; ag; ai; 1mc; 30mr; D: I; mr; this variant is usable only on living beings; it reduces bones and flesh to a sticky mess, and the victim literally flows onto the ground, quite dead. The body congeals into a spongy mass after 1 turn. Possessions, garments, weapons, etc. carried by the victim are not harmed.

T5; ag; ai; 2mc; 40mr; D: I; mr; as for the T4 version of this spell, but as many as 2 targets of human size can be deliquesced.

T6; ag; ai; 3mc; 60mr; D: I; mr; as for the T4 variant, but again with a larger circle of effect and a longer range. This form of the spell also reduces all possessions except those made of "enchanted" steel or copper to a runny liquid. These, plus the bodies of the victim(s), return to solidity—an amorphous mass—after 2 turns. If two or more targets are deliquesced together, revivification can be quite difficult, since their bodies may have run together; a modifier of +10 is applied to their scores for being brought back to life.

T8; ag; ai; 3mc; 80mr; D: I; mr; as for the T4 and T6 forms of this spell, except that even "enchanted" steel and copper are turned into liquid. The victims, their belongings, and weapons, etc. remain in this condition for 3 turns; thereafter they become a single solid mass. This variant also affects the undead, androids, automatons, and creatures created by magic. Demons are immune, however.

T9; nag; ar; a 3 m vertical circle and a depth of 3 m; 2mr; D: 10 T; sp; mr; M: this creates a horizontal tunnel through unworked stone or natural earth. Repeated uses of this spell produce a tunnel large enough for a party to walk. When the spell expires (or is deliberately dropped by the caster), the stone and earth return as before. A "Magical Resistance factor roll" (Sec. 2.725 (1)) is permitted to the circle of effect in order to avoid being tunneled. This spell does not operate upon living beings, the undead, any other sorts of creatures, or upon manufactured objects.

TEMPLE SPELLS—KARAKÁN

117. The Glorious Call (P)

T1; nag; ar; 3mc co; tr; D: 2 T; sp; mr; prq: all variants of the spell of Intrepidity (no. 50); the morale class (Sec. 2.8212) of all beings of the caster's own species within the circle of effect is increased by +3 for the duration of the spell. This applies both to friends and foes and must therefore be cast judiciously. It also automatically includes the caster. One who does not desire an increase in his/her morale class is permitted a "Magical Resistance factor roll" (Sec. 2.725 (1)) in order to avoid this onslaught of bravery.

T2; nag; ar; 3mc co; tr; D: 3 T; mr; the morale class of all targets within the circle of effect is augmented by +4: e.g. from class A to class E; cf. Sec. 2.8212. Again, this variant is species specific and does not distinguish between friends and enemies of the caster.

T3; nag; ar; 6mc co; tr; D: 4 T; mr; as above, but the morale class of all targets of the caster's species inside of the circle of effect is increased by +5. A target whose morale class exceeds G becomes class H: a totally fearless fighter—for the duration of the spell.

T4; nag; ar; 3mc co; tr; D: 4 T; mr; PT: 5 CR; this variant has a smaller circle of effect, but it has the advantage of not being species specific: any intelligent being within the area is increased by 5 morale classes. The spell does not work upon non-intelligent or semi-intelligent creatures, the undead, androids, automatons, demons, or creatures produced by sorcery, however.

T5; nag; ar; 6mc ci; 2mr; D: 3 T; mr; PT: 5 CR; as for the T4 variant

but with a larger circle of effect. The caster can employ this version of the spell upon others and exclude himself/herself. It is also not species specific.

T7; ag; ar; 3mc; 10r; D: I; mr; PT: 2 CR; the morale class of all intelligent beings within the circle of effect is decreased by −4; e.g. all members of class E become class A for a period of 4 turns.

T8; ag; ar; 3mc; 20mr; D: I; mr; PT: 3 CR; all intelligent beings who fail their "Magical Resistance factor roll" (Sec. 2.725 (1)) lose courage and flee. If flight is not possible, each victim rolls a D10: 1-5 = he/she surrenders and begs for mercy; 6-8 = he/she cowers in terror and can neither move nor perform any other action for 2 turns; 9 = he/she faints and remains unconscious for 1-5 turns (randomly rolled); 10 = the victim cowers but is only pretending and is able to fight normally if attacked by the caster or others.

T9; ag; ar; 3mc; 30mr; D: I; mr; PT: 3 CR; this variant affects all living beings, intelligent, semi-intelligent, or non-intelligent; cf. the T4 variant above for exclusions. The caster can raise *or* lower the targets' morale class by ± 3, as he/she desires. This condition lasts for 3 turns.

T10; nag; ai; 1mc; 1mr; D: permanent; mr; PT: 2 T; the morale class of one intelligent being (who cannot be the caster himself/herself) is increased by 1-3 degrees; a D10 is rolled: 1-5 = +1; 6-8 = +2; 9-10 = +3. This condition is permanent, unless a spell of Disenchantment (no. 5) is cast upon the target. This may return the target to his/her former morale class inadvertently, if it is being applied in order to remove some other enchantment. (Disenchantment removes *all* spells operating upon a given target, although separate rolls must be made for each.) This spell may be used only once upon the same target.



Warrior-priest of Karakán
with scarlet and gold hawk-head helmet and ceremonial *Chlén*-hide poleaxe

118. Higher Mastery (P)

T1; nag; ai; 1mc; tr; D: 2 T; prq: the G1 through G3 variants of the spell of Excellence (no. 43); the Combat Value of the target in one specific melee weapon (Sec. 2.2317) is increased by +3 for the duration of the spell. This must be a weapon already known to the character (i.e. he/she must possess at least 1 sub-skill level in its use). This spell is species specific throughout: e.g. a human mage can only cast it upon a human warrior.

T2; nag; ai; 1mc; tr; D: 2 T; as above, except that the +3 increase is given to the target's Combat Value in a specific missile weapon category known to him/her (Secs. 2.2317 and 2.810 (8)).

T3; nag; ai; 1mc; tr; D: 2 T; as above, but either a melee or a missile weapon may be chosen to receive this increased expertise, and the target's Combat Value with it is augmented by a +5.

T5; nag; ai; 2mc; 1mr; D: 3 T; the Combat Values of as many as two persons (randomly rolled) are increased by +5 in one specific melee *or* missile weapon. This must be the *same* weapon for both characters, however.

T6; nag; ar; 1mc; tr; D: 3 T; PT: 1 T; a fighter with a minimum of 5 levels in the skill of Warrior may be given 5 sub-skill levels in the use of a weapon (either missile or melee) he/she does not know at all for the duration of the spell: e.g. a swordsman who has never who has never used a bow becomes an archer with 5 sub-skill levels while this spell is in effect upon him/her. He/she adds in other Combat Value modifiers, of course, as indicated in Sec. 2.810 ff.

T8; nag; ai; 2mc; 1mr; D: 5 T; PT: 2 T; as just above, except that 1 or 2 fighters (randomly rolled) receive this temporary knowledge.

T9; nag; ai; 3mc; 2mr; D: 5 T; PT: 3 T; as for the T6 variant, except that 1-5 (randomly rolled) fighters receive the expertise described above.

119. The Perfected Gem of Obliteration (R)

T5; nag; ai; 1mc co; tr; D: I; sp; PT: 1 T; prq: the spell of Execration (no. 8); M: a beautiful red gem (a garnet, ruby, bloodstone, etc.) 5 mm in diametre appears in the caster's hand. This jewel remains in existence for 1-10 days (randomly rolled with a D10). As this spell is cast, the mage names one group of intended victims (e.g. all followers of Change, all humans, all Ssú, etc.). Very specific targets cannot be selected. It is harmless to all categories other than the named group, but if a member of the latter touches it, the jewel explodes, doing damage according to table H to the one in contact with it. Others within a 3mc suffer damage according to table C. A person with 3-6 levels in the skill of Jeweller-Goldsmith may make a "Skill Success" roll at the "Harder test" level (Sec. 2.727) in order to recognise the gem for what it is; this becomes an "Easy test" for a jeweller-goldsmith possessing 7 or more skill levels. A spell of Perception of the Energies (nos. 15 and 56) can also recognise the sorcerous power of the jewel but not its precise nature. It is otherwise extremely difficult (perhaps a "Real Challenge" as an "Intelligence roll"; cf. Sec. 2.724 (1)) to detect the falseness of the stone. If a successful spell of Disenchantment (no. 5) is cast upon the gem, it vanishes harmlessly, but if this roll fails, the jewel explodes—no matter who is touching it.

T8; nag; ai; 1mc co; tr; D: I; PT: 5 T; M: as above, except that the jewel is larger (as much as 10 mm in diametre, at the caster's discretion), and it can be any type of red, yellow, or crystal clear gemstone. Once created, it remains in existence for 11-20 days (10 + the score of a D20 roll). It is

"set" for a specified target group, as stated above, and if touched by one of these persons, the explosion does damage to the individual according to table K, and to others within a 3mc according to table G. The difficulty level of the "Skill Success roll" needed to perceive the nature of the stone is increased by one level: e.g. a jeweller-goldsmith with 3-6 skill levels must make this roll at the "Difficult test" level, etc. It cannot be detected at all by one who lacks this minimum expertise, although a spell of Perception of the Energies (nos. 15 and 56) will still reveal its power. Other factors are as for the preceding form of this spell.

120. The Replication of Heroes (R)

T4; nag; ai; 1mc; 2mr; D: 2 T; sp; mr; PT: 2 CR; M: one target of the caster's species is "cloned" for the duration of the spell. The caster cannot himself/herself be the target, however. The target must be carrying or wearing at least 5 kg of any type of metal, and this cannot be removed or dropped while the spell is in effect. The duplicate has all of the target's qualities and abilities, except that the original and the replica must divide the former's available Body Damage Points (Sec. 2.214) in half. (Any odd point remaining is retained by the original.) A person with 44 points thus retains 22, and his/her clone is given 22. The clone's defensive "Magical Resistance factor roll" (Sec. 2.725 (1)) is also 2 levels lower than that of the original. The duplicate's weapons and armour can never have more than the strength of *Chlén*-hide, moreover, although they will glitter and have the appearance of steel, if this is what the original is wearing. The clone can never move more than 25 m away from the original, and if this inadvertently occurs, the replica disappears. An "Intelligence roll" at the "Difficult test" level (Sec. 2.724 (1)) is needed to recognise which is the duplicate and which is the authentic person. One who does not wish to be "cloned" is permitted a "Magical Resistance factor roll" (Sec. 2.725 (1)) to avoid it.

T6; nag; ai; 2mc; 3mr; D: 3 T; mr; PT: 3 CR; M: as above, except that 1 or 2 (randomly rolled) targets can be replicated, and a clone's arms and armour may be of the quality of "ordinary" steel, if the original has this or better. The duplicate can move up to 100 m from the prototype. An "Intelligence roll" at the "Very difficult test" level (Sec. 2.724 (1)) is required to tell the two individuals apart.

T7; nag; ai; 3mc; 3mr; D: 4 T; mr; PT: 4 CR; M: as above, but 1-5 (randomly rolled) persons of the caster's species can be "cloned." A duplicate's defensive "Magical Resistance factor" is the same as that of the original. Other factors are as given above.

T8; nag; ai; 3mc; 3mr; D: 5 T; mr; PT: 1 T; M: as for the T6 variant, but each clone has the same number of Body Damage Points (Sec. 2.214) as his/her prototype, and weapons and armour may have the strength of "excellent" steel, if the original possesses this or better. A duplicate can move as far as 300 m from the original. In order to detect a replica, an "Intelligence roll" must be made at the "Real challenge" level (Sec. 2.724 (1)), moreoever.

T10; nag; ai; 3mc; 3mr; D: 7 T; mr; PT: 5 T; M: 1-5 targets (randomly rolled) within the circle of effect are "cloned" *twice:* i.e. 2 duplicates of each person are created. Each replica may move as far as 500 m away from his/her prototype. Other factors are as for the T8 form of this spell.

121. The Swift Thrust of Death (R)

T1; ag; ai; 1mc; 20mr; D: I; mr; M: a flashing steel-like missile flies at the target with a shrill screaming noise. If this hits, and if the "Magical Resistance factor roll" (Sec. 2.725 (1)) fails, the victim dies with a 5 cm hole directly through the heart. Armour of the quality of *Chlén*-hide (or better) protects the target, however. This spell can be used to punch a hole of the same diametre to a depth of 5 cm through wood, brick, or other relatively soft materials. Although this missile looks like a steel bolt, it is actually other-planar energy; it is thus blocked by those magical barriers which repel "ritual" spells and not by those which obstruct physical blows and missiles.

T2; ag; ai; 1mc; 30mr; D: I; mr; M: as above, but armour of "ordinary" steel (or better) is needed to save the target. This variant pierces masonry, softer types of stone, and similar materials, creating a hole 5 cm in diametre and 10 cm deep.

T3; ag; ai; 1mc; 40mr; D: I; mr; M: as above, but this version of the spell penetrates armour of "excellent" steel. It can also pierce a hole 5 cm in diametre and 10 cm deep through natural stone and softer metals.

T4; ag; ar; 2mc; 60mr; D: I; mr; M: two "needles" of steely energy are produced which strike as many as 2 (randomly rolled) targets within the circle of effect. Other factors are as for the T3 variant.

T5; ag; ar; 3mc; 70mr; D: I; mr; M: 1-5 (randomly rolled) targets within the circle of effect are struck by these deadly missiles. Even if the "Magical Resistance factor roll" (Sec. 2.725 (1)) is made, moreover, each victim suffers damage according to table B. Other factors are as for the T3 form of this spell.

T6; ag; ar; 3mc; 100mr; D: I; mr; M: 1-10 (randomly rolled) targets within the circle of effect are hit. If the "Magical Resistance factor roll" (Sec. 2.725 (1)) is successful, damage still occurs according to table C.

T9; ag; ar; 6mc; 90mr; D: I; mr; PT: 5 CR; M: this variant strikes 6-15 (the score of a D10 + 5) beings within the circle of effect. Even when the "Magical Resistance factor roll" (Sec. 2.725 (1)) is successful, a victim suffers damage according to table D. This variant penetrates even "enchanted" steel armour, and it can be used to punch a hole 5 cm in diametre to a depth of 10 cm through a plate of "ordinary" steel. Thicker defences of "excellent" or "enchanted" steel will still protect a target, however.

122. Tremulation (R)

T1; ag; ar; 3mc; 10mr; D: 1 T; M: a deep vibration is created which deafens all within the circle of effect and prevents orders from being given or understood. A "Magical Resistance factor roll" (Sec. 2.725 (1)) is useless because it is the area that is being affected and not directly those within it.

T2; ag; ar; 3mc; 20mr; D: 1 T; M: as above, but the area within the circle of effect shakes and quivers so that individuals within it cannot fight, cast spells, or perform actions requiring dexterity. One combat round is needed to leave the affected zone.

T4; ag; ar; 3mc; 30mr; D: 1 T; sp; M: as for the preceding variant, except that within the circle of effect all items of glass, pottery, and similar fragile materials are automatically broken by the vibration.

T6; ag; ar; 3mc; 40mr; D: 1 T; M: the vibration caused by this form of the spell shatters bones and slays targets within the circle of effect if they cannot emerge from it within 5

combat rounds. A victim rolls a D10 every round: 1-3 = he/she manages to leave the affected zone (and counts as prone at the beginning of the following combat round); 4-10 = he/she remains trapped within the area.

T7; ag; ar; 6mc; 60mr; D: 2 T; M: as for the preceding variant, but with a larger circle of effect and a longer range.

T8; ag; ar; 6mc; 80mr; D: 3 T; M: the vibration produced by this form of the spell is so strong that a victim within the zone dies at once unless a special D10 roll is made: 1-2 = he/she escapes unharmed (but counts as prone at the beginning of the following combat round—and stone deaf for 5 turns thereafter); 3-10 = he/she is literally shaken to pieces and perishes.

123. The Weapon of the Prince of Valour (R)

T3; nag; ai; 1mc; 1mr; D: 1 T; M: this spell is cast upon a steel (or better quality) edged weapon held by a comrade. It causes the weapon to glow with a scarlet light and enables it to penetrate the U4 spell of Warding (no. 24) without difficulty. The wielder can thus strike normally at foes within this defensive shell. The user of this weapon still cannot enter the Warding shield himself/herself, except as described under no. 24. If the weapon is dropped (or handed to someone else), the spell expires at once.

T5; nag; ai; 1mc; 1mr; D: 1 T; sp; as above, but the weapon will penetrate the U5 Warding spell (no. 24).

T6; nag; ai; 2mc; 1mr; D: 2 T; PT: 1 CR; M: as above, except that the weapons of as many as 2 fighters can be given the power to penetrate the U4 or U5 Warding spell (no. 24) at the same time.

T7; nag; ai; 3mc; 2mr; D: 3 T; PT: 3 CR; M: as above, except that the swords (or other edged arms) of 1-5 (randomly rolled) warriors can be given the power described above for the duration of the spell.

T10; nag; ai; 3mc; 3mr; D: 5 T; PT: 5 CR; M: as just above, except that weapons enchanted by this variant can strike through the G5 and G10 Warding shields (no. 71) without hindrance. Other factors as for the previous variants.

124. The Winged Disc of the Lord of the Sun (R)

T5; nag; ai; 1mc co; tr; D: 1 T; sp; PT: 1 T; M: a flat, oval "plate" appears on the floor 1 m in front of the caster. This is large enough to hold the caster alone (plus about 50 kg of encumbrances). This conveyance flies at his/her telepathic direction at about 5 cm above ground-level. It travels at a speed of 30 m per combat round and provides a stable platform from which the caster can fight or cast another spell. The vehicle cannot cross steep chasms, large bodies of water, or other difficult obstacles, however; when these are encountered, it comes to a gentle stop.

T7; nag; ai; 3mc co; tr; D: 5 T; PT: 2 T; M: as above, except that this vehicle can carry the caster (who must always be aboard and in control) plus as many as 3 comrades. Five persons of human size can be accommodated if they carry no backpacks or other bulky articles, however. The speed of the conveyance can be increased to 50 m per combat round, but there is a danger of falling off the disc; each turn at this speed requires each passenger (except the caster) to roll a D10: 1-7 = he/she remains aboard; 8-9 = he/she falls off and suffers damage according to table D; 10 = he/she tumbles off and is injured according to table F.

T9; nag; ai; 6mc co; tr; D: 10 T; PT: 5 T; M: as above, except that the disc is large enough to hold 11-20 persons (10 + the score of a D10). Other factors are as for the T7 version, above.

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125. The Affable Blight of Lord Uní (R)

T1; ag; ar; 1mc; 10mr; D: I; mr; Uní is one of the demons mentioned in "The Book of Ebon Bindings" *(op. cit.;* p. 83). He is Lord of the Thirty-Ninth Circle and is renowned for his fungi, moulds, and horrid physical manifestation. This spell causes one target within the circle of effect to become infected with a bluish-white fungus. This appears in fuzzy patches upon the victim's skin at once, and he/she dies within 2 turns unless a spell of Alleviation (nos. 1 and 29) is applied during this period. One who makes a successful "Magical Resistance factor roll" (Sec. 2.725 (1)) is unharmed but must leave the circle of effect within 1 combat round; otherwise he/she perishes. The fungus has a 70 percent chance of infecting the target's organic possessions: garments, leather articles, paper, armour and weapons of *Chlén*-hide, etc. Contaminated belongings will infect the wearer unless stripped off and discarded within 2 combat rounds after leaving the circle of effect. If touched by another person, he/she is infected automatically, and these articles must thus be burned. There is no known means of saving them. Metal, glass, stone, and non-porous materials are immune, however. If not burned (with a "medium" fire; cf. Sec. 2.840) or a fire-producing spell (e.g. the Radiant Gaze; no. 60), the fungus spreads out in a circle from the victim and/or his/her belongings to a distance of 3 m in all directions at a rate of .5 m per combat round. It remains until the fungus dies naturally within 1 hour's time.

T2; ag; ar; 2mc; 20mr; D: I; mr; as above, but the fungus contaminates as many as 2 living beings within the circle of effect. If not checked, it spreads out in a 6 m circle around a victim and/or his/her possessions, and it requires 2 hours to dissipate.

T3; ag; ar; 3mc; 30mr; D: I; mr; as for the preceding variants, but the fungus may afflict 1-5 (randomly rolled) living beings within the circle of effect. It spreads out in a 9 m circle around each victim, and it dies and becomes harmless in 3 hours.

T5; ag; ar; 3mc; 40mr; D: I; mr; the fungus produced by this version of the spell is more virulent: it slays 1-10 victims (randomly rolled with a D10) within 1 turn, and its circle of contamination extends out from each victim to a distance of 6 m in all directions. A target who makes a successful "Magical Resistance factor roll" (Sec. 2.725 (1)) must leave the circle of effect within 1 combat round; otherwise he/she is automatically infected. One who fails this roll must have a spell of Alleviation (nos. 1 and 29) cast upon him/her within the 1 turn required for the fungus' spread; otherwise he/she dies. This fungus also destroys all organic materials, and only a "large" fire (Sec. 2.840) can cleanse the contaminated area. The lamp oil, torches, etc. carried by most



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parties are insufficient to accomplish this, and either locally available inflammable materials must be thrown into the area and set on fire, or else a powerful fire-producing spell or Vallation of fire (no. 68) must be used.

T7; ag; ar; 6mc; 40mr; D: I; mr; as for the preceding variant but with a larger circle of effect and a longer range. The fungus lasts 4 hours unless it is burned clean.

T9; ag; ai; 1mc; 60mr; D: I; mr; this infects the target (a living being) with an internal, invisible mould, if he/she fails the "Magical Resistance factor roll" (Sec. 2.725 (1)). There are no immediate external signs of this, and the victim may not even know he/she has been afflicted: an "Intelligence roll" at the "Very difficult test" level (Sec. 2.724 (1)) is needed in order to guess this. At the end of the first turn the victim suffers nausea and can no longer fight, move, cast spells, etc.; at the end of the second, he/she becomes unconscious, and traces of whitish mould can be seen on the tongue and nostrils; at the end of the third turn he/she dies, and his/her body begins to deliquesce immediately. A modifier of +5 is applied to his/her dice score when attempting a spell of Revivification (no. 76), although the T9 and T10 variants of Belkhánu's spell of Re-embodiment (no. 88) require no modifier and work automatically. This version of the Blight does not harm dead organic material, and the victim's possessions are thus not contaminated. Another living being who touches him/her has an 80 percent chance of being infected, however.

T10; ag; ar; 6mc; 90mr; D: I; mr; the organism produced by this version of the spell instantly covers its victims with a mound of stinking blue mould and causes instant death, if the "Magical Resistance factor roll" (Sec. 2.725 (1)) is not made. If this roll succeeds, the target has 1 combat round to flee the area; otherwise he/she, too, is afflicted. A D20 is rolled to ascertain the number of victims within the circle of effect who may be contaminated. Possessions made of organic materials are automatically affected and must be burned or abandoned. This parasitical growth does not spread beyond the circle of effect, however, and it dies naturally within 6 hours.

126. The Antechamber of the Blue Room (R)

T6; ag; ai; 1mc; 30mr; D: 3 T; sp; mr; PT: 1 CR; M: a faint disturbance in the air (invisible in subdued light) and accompanied by a low buzzing sound manifests itself 1 m in front of the caster and moves directly away from him/her at a speed of 1 m per combat round. This follows a victim specified by the caster, turning corners, going up or down stairs, etc. until it catches him/her. A closed door, a spell of Vallation (no. 68), and other "ritual" magical barrier spells (i.e. The Seal Upon the Powers (no. 18), Warding (nos. 24 and 71), The Muniments of Excellence (no. 75), The Inimitable Defender (no. 103), The Pearl-Grey Citadel (no. 179), etc.) will block this spell and cause it to dissipate harmlessly. It cannot attack any target other than that specified by the caster (who must be able to see the person, of course, when casting the spell), and it does not affect the undead, androids, automatons, demons, creatures created by sorcery, the inimical nonhuman races, or animals (non-intelligent or semi-intelligent). One who fails his/her "Magical Resistance factor roll" (Sec. 2.725 (1)) is transported to the Antechamber of the Blue Room, beyond which mighty Ksárul lies in his eternal, enforced sleep. Should a devotee of Ksárul, Grugánu, or one of the foreign Ksárul-related deities (Sec. 2.943) be struck by this spell—and this must be accidental (e.g. cast by a hostile mage who does not know the target's religious affiliation)—he/she will be returned unharmed to the location and time from whence he/she came. There is also a chance of a reward for a faithful follower; a D10 is rolled: 1-7 = the god gives the worshipper nothing; 8-9 = the devotee receives a gem worth 100-1,000 *Káitars* (randomly rolled with a D10); 10 = he/she is granted a limited wish, which must be approved by the referee. This spell does not operate twice upon the same target, however, and if this occurs, the target is slain. One who does not worship the Doomed Prince or one of the associated deities (cf. Sec. 2.943) is automatically killed by the attendants of the Blue Room. His/her body disappears from Tékumel's Plane, and only Divine Intervention (Sec. 2.725 (2)) can retrieve it so that a spell of Revivification (no. 76) may be attempted.

T8; ag; ai; 3mc; 60mr; D: 6 T; mr; as above, but the range and duration of this variant are greater, although its movement speed is the same. Not only is the primary, specified target affected, but 1-10 (randomly determined with a D10) living beings within the 3 m circle of effect (in addition to the primary target) are also borne off to the Antechamber with him/her.

127. The Azure Scarab (R)

T4; nag; ai; 1mc co; tr; D: 2 days (48 hours); sp; PT: 1 hour; this spell requires considerable preparation. When cast, it produces a small, dark blue gem (5 mm in diametre). The caster can store his/her current supply of "psychic power points" (Sec. 2.931) within this stone and use them on the same day or the following day. Since he/she also regains points through sleep and rest, it is possible to have more than 300 "psychic power points" available at one time. If these points are not used within the 48 hour duration of the spell, however, the gem vanishes and the unexpended points are lost. This little "battery" must be kept on one's person at all times; if it becomes separated from the caster by more than 10 cm, he/she is suddenly drained of *all* "psychic power points" and cannot cast any spells at all—or even use an "Eye" or other technological device—until these are recouped through sleep. A spell of Disenchantment (no. 5) will cause the jewel to disappear, taking the stored points with it.

T6; nag; ai; 1mc co; tr; D: 1 week (6 days); PT: 12 hours; as above, except that the caster's current supply of "psychic power points" can be stored in the jewel for a full week. The "battery" can never hold more than 300 points, however. The caster can then rest, regain all of his/her usual points, and thereby have a double supply for a few days. After this spell expires, however, the mage must rest and use no sorcery at all—not even the miniscule amount needed to operate magico-technological devices—for a period of 1 more week. If the caster moves more than 1 m away from the gem, moreover, the "battery" explodes, killing not only the sorcerer but also all others within a 3 m circle of himself/herself. A spell of Disenchantment (no. 5) can cause the jewel to vanish harmlessly, together with the points it contains.

T8; nag; ai; 1mc co; tr; D: 1 week (6 days); PT: 48 hours; as for the preceding variant, except that the caster can store *2* days of accumulated "psychic power points" in the gem, up to a maximum of 600. These can be utilised at any time thereafter until the gem vanishes upon the expiration of the spell. Should the mage become separated from the jewel by

more than 2 m, it explodes, killing him/her and all others within a 6 m circle. After using this spell, the caster must not use any sorcery at all for a period of 2 weeks. Again, a spell of Disenchantment (no. 5) can make the gem and its store of other-planar power vanish harmlessly.

T10; nag; ai; 1mc co; tr; D: 1 month (30 days); PT: 72 hours; as above, but as much as 3 days' supply of "psychic power points" (a maximum of 900) can be stored within the gem. The mage may travel as far as 20 m from the jewel without danger, but if this range is exceeded, it explodes, as stated under the T8 variant. A spell of Disenchantment (no. 5) does not operate upon the jewel; it remains until the enchantment expires, and it cannot even be dropped or dispelled by the mage who cast it. Once this "battery" has expired, the caster cannot use any sorcery at all for a full month (30 days).

128. The Comprehension of Devices (P)

T2; nag; ai; 1mc co; tr; D: 1 T; mr; the caster gains an understanding of the purpose and operation of one ancient magico-technological device. He/she can then use this properly for the duration of the spell. A knowledge of the principles, repair, and other factors of the mechanism is *not* obtained, however, nor can the mage apply this expertise to other devices. He/she may thus learn to aim, reload, and fire an archaic laser rifle but cannot extend this ability to a pistol or a cannon. The information acquired cannot be transferred to another, written down, or communicated in any way. The spell itself appears to contain a subtle psychic "mind-bar" that prevents this—probably originally a means of keeping knowledge within some long-lost technicians' guild during the Latter Times, but extended to include all transmission of this knowledge in the version handed down within the temple of the Doomed Prince. The spell is usable upon nonhuman devices also, but there is no guarantee that the mage can indeed employ these: more than 10 fingers and 2 hands may be needed, the mechanism may require more or different senses than are possessed by humankind, etc. This is left to the referee. A "Magical Resistance factor roll" (Sec. 2.725 (1)) may be allowed to the device in order to avoid being understood. If so, the level of this test must be adjudicated by the referee.

T3; nag; ai; 1mc co; tr; D: 2 T; mr; as above, but with a slightly greater duration.

T4; nag; ai; 2mc ci; 1mr; D: 3 T; sp; mr; as for the T2 variant, except that the caster can include one comrade, who also learns to operate the device: e.g. the caster and his/her companion can both learn to use an ancient laser rifle for the duration of the spell. Only one mechanism can be temporarily mastered in this fashion with each application of the spell, however. Thus, one usage may give a character the ability to set the dials on the control panel of a tubeway car (but not a knowledge of the various destinations!), and a second casting must then be made to operate the television screens that provide views of the outside of the car, communication with other stations, etc.; cf. Sec. 1.425.

T5; nag; ai; 1mc co; tr; D: 10 T; the caster is able to repair an "Eye," provided that he/she has the tools, materials, parts from other broken "Eyes," and testing devices. Many of the larger temples of Ksárul, Grugánu, and related deities possess these facilities, although junior members of the priesthood are not encouraged to use them except under supervision. A special D10 roll is made by the referee: 1-6 = the "Eye" is successfully repaired; 7-9 = it is not repairable (although an expert with a minimum of 5 skill levels in the skill of Sorcerer more than the unsuccessful mage may employ this spell and try again); 10 = the "Eye" is seriously defective. In this last case, the referee rolls another D10: 1-3 = the device blows up immediately, killing the mage; 4-6 = it explodes and does the caster damage according to table G; 7-8 = it functions as it was meant to do, but its target is the caster himself/herself (e.g. one who is trying to repair an "Excellent Ruby Eye"—which freezes targets in extra-temporal stasis—may himself/herself be trapped by the device); 9-10 = it appears to be completely repaired but will blow up when next used, killing the user and doing damage to all within a 3 m circle according to table G. Using this spell to repair an "Eye" (etc.) of course implies that the caster learns the purpose of the device—but not necessarily the number of charges it contains. A D10 roll may be made for this: 1-6 = the caster is told how many charges the artifact has; 7-10 = he/she cannot learn this from his/her repair procedures.

T8; nag; ai; 1mc co; tr; D: 3 T; PT: 1 CR; this variant is a subsidiary benefit of the preceding one: it gives the caster the ability to deflect the power of an aggressive, aimed, hostile "Eye" for the duration of the spell. Other spells affect the caster normally. He/she cannot thus be affected by an "Excellent Ruby Eye" or others of these archaic mechanisms, since their power is poured directly back into one of the Planes Beyond. Unfortunately, this variant cannot be cast at the same time as the T5 version of this same spell, above.

T10; nag; ai; 1mc co; tr; D: 10 T; mr; PT: 10 T; this form of the spell permits the user to recharge an "Eye" or other mechanism powered by ancient other-planar "batteries." This can be done only once to a given mechanism. D100 are rolled, and this number of "charges" is added to the device's supply. No more than 100 such charges can ever be stored in one of these magico-technological artifacts, however, and if the dice roll produces more than this, the excess is ignored. The Temple of Ksárul charges between 5,000 and 50,000 *Káitars* for each application of this spell, depending upon the device and its political importance. The hierarchy does not allow this spell to be used without its permission, moreover, and only senior priests and Lay-Priests are granted this privilege. Of course, it may be cast in secret, but if this comes to the attention of one's superiors, it can result in severe punishment or dismissal from the temple—plus confiscation of the "Eye."

129. The Food of the Ssú (R)

T1; ag; ar; 3mc; 10mr; D: 2 T; mr; M: this spell creates a patch of the deadly purplish vegetation that existed all over Tékumel before mankind came to terraform the planet. If produced in the midst of a hostile party, each target is allowed a "Magical Resistance factor roll" (Sec. 2.725 (1)) to get out of the circle of effect immediately. If this roll fails, damage is done to the victim's legs according to table D during the first round. When the Body Damage Points (Sec. 2.214) contained in the legs are eliminated, the character falls down into the hideous bulbous foliage and suffers further damage according to table F. A "Dexterity factor roll" at the "Difficult test" level (Sec. 2.723) is made in each subsequent round until the victim either manages to emerge from the affected area or perishes. Every failed roll does additional damage according to table F to a victim who is still standing and according to table G to one who has fallen down. Leather shoes offer no protection, while metal-shod

footgear will keep the character from harm for 1 round only; thereafter the soles of these boots dissolve, and damage occurs as just indicated above. Boots shod with the tough chitinous hide of the Hlűss, on the other hand, offer complete protection; these are both rare and expensive (perhaps a 5 percent chance of finding a pair at any shoemaker's shop in a very large city, and almost certainly priced between 1,000 and 5,000 *Káitars!*). Armour also protects a victim who has fallen: leather, *Chlén*-hide, and bronze are of no use at all, while "ordinary" steel reduces the damage by one table (e.g. from G to F) for 2 rounds, "excellent" steel by two tables for 5 rounds, and "enchanted" steel by 4 tables for 10 rounds before dissolving. If this spell is cast in front of a party of Ssú or Hlűss, moreover, these beings will halt for 1 turn to feed. They will fight if attacked, of course. This spell can be dispelled by the appropriate form of the spell of Disenchantment, of course, as can all advanced variants of this conjuration.

T2; ag; ar; 6mc; 20mr; D: 3 T; sp; mr; PT: 1 CR; M: as above, but the area and the duration of this variant are greater.

T4; ag; ar; 3mc; 30mr; D: 2 T; mr; PT: 2 CR; M: a patch of taller aboriginal vegetation is produced. This is 2 m in height, and any character caught in it must make a successful "Magical Resistance factor roll" (Sec. 2.725 (1)) at once in order to get out. If this roll fails, he/she suffers damage according to table G. Thereafter a "Dexterity factor roll" is made each round at the "Very difficult test" level (Sec. 2.723), and if this is unsuccessful, the victim suffers damage according to table H. A successful score indicates that the person manages to crawl out. Boots of Hlűss-hide will protect the feet, but the vegetation is tall enough to make this of minimal benefit. This variant halts both the Ssú and the Hlűss for 3 turns. It also blocks sighting, and a party behind it can escape unseen.

T5; ag; ar; 6mc; 40mr; D: 5 T; mr; PT: 1 T; M: as for the preceding variant, except that this creates a larger patch of the Food of the Ssú, and it lasts longer.

T7; ag; ar; 6mc; 60mr; D: 7 T; mr; PT: 5 T; M: as above, but the foliage is especially toxic, and a character who fails the "Magical Resistance factor roll" (Sec. 2.725 (1)) perishes at once. It cannot be entered at all except by the Hlűss and the Ssú, who will halt for 5 turns to enjoy the fruit and small reddish bulbs of viscous fluid produced by certain of the "trees."

130. The Obsidian Obelisk (R)

T1; nag; ar; 1mc co; tr; D: 1 T; M: a stone obelisk appears 1 m in front of the caster. This is 1 m wide, 2 m high, and 1 m thick. It cannot occupy a space in which some other character, object, etc. is standing, however. It shields the caster from missiles, blows, and most of the weaker destructive spells, but the mage cannot see through it or cast spells of his/her own in that direction. It can be dispelled by a spell of Disenchantment (no. 5) or by Vimúhla's spell of Barring and Broaching (no. 149), as can all subsequent variants of this spell.

T2; nag; ar; 2mc co; tr; D: 2 T; M: the monolith produced by this variant is 2 m wide, 2 m high, and 1 m thick. It is useful as a shield and also as an obstacle to foes. Other factors are as given above.

T3; nag; ar; 3mc co; tr; D: 3 T; M: this form of the spell creates a solid wall of hardest obsidian. The dimensions of this barrier are 2 m wide, 3 m high, and 1 m thick. The caster must be certain that there is room for this wall to manifest itself; otherwise an explosion occurs, which causes him/her to suffer damage according to table F and also injures others within a 3 m circle according to table D.

T4; nag; ar; 6mc co; 1mr; D: 3 T; sp; PT: 1 CR; M: the barrier produced by this version is 6 m wide, 3 m high, and 2 m thick. It protects the caster and others from all missiles and blows, and it also obstructs all spells except for those noted under the T1 variant and the G10 version of the Doomkill spell (no. 39). Again, there must be room to cast this spell, since anything larger than a rock 5 cm in diametre in the area will cause an explosion that kills the caster and injures all others within a 6 m circle according to table F.

T5; nag; ar; 3mc co; 1mr; D; 2 T; PT: 2 CR; M: as above, except that this variant fits itself into an irregularly shaped area (e.g. a circular tunnel). It does not operate if the circle of effect is occupied by a being (of any sort, including automatons, demons, creatures produced by sorcery, etc.), and the caster and his/her party cannot be harmed at all. Otherwise it has the same properties as the T3 variant.

T6; nag; ar; 6mc; 2mr; D: 5 T; PT: 1 T; M: as for the T4 version of this spell, except that this great wall fits into an irregularly shaped area and cannot harm the caster. Other features are as for the T5 variant.

T7; nag; ar; 3mc; 1 mr; D: 3 T; PT: 1 T; M: as for the T5 form of this spell, except that there is a small door in the wall on the *caster's* side only. This can only be opened or shut by the caster himself/herself, and no spell or use of force can force an entrance from the other side. The door is large enough for one being of human size to pass through at one time. The caster can thus admit fleeing friends and then shut the door against almost anything a foe may do.

T9; nag; ar; 6mc; 2mr; D: 5 T; PT: 2 T; M: as for the T6 variant, but with the door provided by the T7 version of the spell.

T10; nag; ar; 6mc; 3mr; D: 1 day (24 hours); PT: 5 T; M: as for the T9 variant but with a longer duration. It is said that certain great mages of the Temples of Ksárul and Grugánu (and associated foreign deities as well) can produce permanent barriers of this sort, but if true, this is not revealed by the secretive clergy of these sects.

131. The Replication of the Mighty (R)

T4; nag; ai; 1mc co; tr; D: 2 T; sp; PT: 2 CR; M: an exact "clone" of the caster appears 1 m away from him/her and remains for the duration of the spell. This is the sorcerous equivalent of Karakán's spell called The Replication of Heroes (no. 120), which duplicates warriors. This variant provides an exact copy of a sorcerer: the caster. His/her Body Damage Points (Sec. 2.214) *and* "psychic power points" (Sec. 2.931) are equally divided between himself/herself and the clone, however. The duplicate can move only as far as 25 m away from the original, and an "Intelligence roll" at the "Difficult test" level (Sec. 2.724 (1)) is needed to distinguish between the two individuals. The copy's defensive "Magical Resistance factor roll" (Sec. 2.725 (1)) is also 2 levels lower than that of the original. As with spell no. 120, a spell of Disenchantment (no. 5) cast at the clone (but not at its caster) will cause this replica to vanish.

T6; nag; ai; 1mc co; tr; D: 3 T; PT: 3 CR; as above, but with a longer duration. The clone can move as far as 100 m away from the original, and an "Intelligence roll" at the "Very difficult test" level (Sec. 2.724 (1)) must be made in order to tell these two persons apart.

T7; nag; ai; 1mc ci; 1mr; D: 4 T; mr; PT: 4 CR; M: the caster can

duplicate some sorcerer other than himself/herself for the duration of the spell. This person must be of the same species and must have a minimum of 7 levels in the skills of Sorcerer or Shaman. Other factors are as for the T6 variant. The clone's Body Damage Points and "psychic power points" are divided equally between the original and the replica, but the defensive "Magical Resistance factor" of the clone is the same as the prototype's. One who does not desire to be cloned is permitted a "Magical Resistance factor roll" (Sec. 2.725 (1)) in order to avoid this.

T8; nag; ai; 2mc; 3mr; D: 5 T; mr; PT: 1 T; M: as above, but 2 individuals can be cloned at the same time. These both must possess a minimum of 10 skill levels in the skills of Sorcerer or Shaman. Their Body Damage Points and "psychic power points" are divided between the originals and the replicas, as described above. The duplicates can move as far as 300 m away from their prototypes, and an "Intelligence roll" at the "Real challenge" level (Sec. 2.724 (1)) is needed to distinguish the copies from the originals.

T10; nag; ai; 1mc co; tr; D: 7 T; PT: 5 T; M: the caster can produce two duplicates of himself/herself. These each have one half of the caster's current stock of Body Damage Points and "psychic power points": i.e. in effect, this spell allows the caster to become 3 persons—150 percent of himself/herself—for the duration of the conjuration. Each copy can move as much as 500 m away from the original. Other factors are as for the T8 variant.

132. The Web of Refulgent Command (P)

T1; ag; ai; 1mc; 10mr; D: I; mr; the caster gains control over 1 androïd (e.g. the *Yéleth,* described in the referee's Sections below), or over 1 apparition created by a hostile mage using the U3 or U6 spell of Phantasms (no. 16). The creature can be made to flee or stand immobile but not to fight. This control lasts for 1 turn.

T2; ag; ar; 2mc; 20mr; D: I; mr; this variant provides the same sort of domination over 1-5 creatures described under the T1 variant, or over 1 apparition produced by the G2 or G3 version of the Phantasms spell (no. 58). This condition lasts for 2 turns.

T3; ag; ar; 3mc; 30mr; D: I; mr; the caster gains command over 1-10 androïds or apparitions produced by the U3 or U6 Phantasms spell (no. 16), 1-3 beings created by the G2 or G3 Phantasms spell (no. 58), or 1 creature called forth by the G7 version of this same spell. This domination lasts for 3 turns.

T4; ag; ar; 3mc; 40mr; D: I; mr; control is obtained over all androïds or phantasms produced by the U3, U6, G2, G3, or G7 Phantasms spell (nos. 16 and 58) within the circle of effect. This lasts for 4 turns, and the creatures can be made to fight as the caster directs, flee, stand motionless, etc.

T5; ag; ai; 1mc; 50mr; D: I; mr; the ancient masters of the Temples of Ksárul, Grugánu, and related foreign deities both manufactured and controlled a variety of strange beings now found mostly in the labyrinths of the Underworlds below the oldest cities. These creatures are frequently encountered as guardians of sanctuaries, treasure chambers, tombs, etc., and this variant of the spell gives control over 1 being of the following varieties, all of which are described in the referee's Sections: the *Biridlú,* the *Hli'ír,* the *Hurú'u,* the *Káyi,* the *Nshé,* the *Qól,* the *Thúnru'u,* and the *Tsú'uru.* This domination lasts for 1 turn, and the creature can be ordered to stand immobile or flee—but not to fight or obey other commands.

T6; ag; ar; 3mc; 60mr; D: I; mr; as for the preceding variant, except that 1-5 of these beings within the circle of effect can be brought under control for 2 turns. These creatures can be ordered to fight their fellows or others, as the caster directs.

T7; ag; ai; 1mc; 70mr; D: I; mr; the caster gains control over one of the great *Ru'ún,* the metal automatons called "the Bronze Demons" and used as guardians by the ancients. There are many varieties and sizes of these robots, but most are fitted with weapons and are programmed to protect a location with considerable intelligence and fearless vigour. This command lasts for 1 turn, and the being will remain immobile or leave the area but will not fight for the caster.

T8; ag; ai; 1mc; 80mr; D: I; mr; one *Ru'ún* can be ordered to fight as the caster wishes, carry burdens, and perform other simple tasks for a period of 2 turns.

T9; ag; ar; 2mc; 90mr; D: I; mr; this variant gives control over 2 *Ru'ún* within the circle of effect. It is otherwise identical with the preceding form of this spell.

T10; ag; ai; 1mc; 100mr; D: I; mr; the control provided by this version is of the highest sort: one *Ru'ún* can be "reprogrammed" telepathically and given new orders for a period of 20 turns. This great, gleaming robot will accompany the caster, serve him/her, and obey fairly complex commands. It is said that a few mages within these temples know of ways to make such "reprogramming" permanent, but this secret is never divulged to any but the most senior hierarchs of these sects.

TEMPLE SPELLS—SÁRKU

133. The Bulwark of Amber (R)

T1; nag; ai; 1mc co; tr; D: 1 T; M: the caster is surrounded with a sombre brownish glow. Whenever a hostile, aggressive, aimed spell is cast at him/her, and he/she makes a successful "Magical Resistance factor roll" (Sec. 2.725 (1)), his/her "psychic power points" are augmented by + 5. This shield does not operate against the powers of "Eyes" and other magico-technological devices, nor are points ever given for resisting a non-aggressive spell or an areal spell (aggressive or otherwise). Extra "psychic power points" obtained through this spell remain until expended or for 1 day (24 hours), whichever occurs first. The caster's total stock of these points can never exceed 500, moreover; this is true of all variants of this spell.

T2; nag; ai; 1mc co; tr; D: 1 T; M: as above, except that the increase in "psychic power points" is whatever the hostile mage used to cast the spell up to a maximum of + 10 points. Thus, if a foe uses 5 "psychic power points" to cast a hostile spell on the caster, the latter's supply is increased by this amount. If the enemy uses 10, 20, 30, etc., however, the most that the caster gains is + 10 points.

T3; nag; ai; 1mc co; tr; D: 2 T; sp; M: as above, but the caster gains the number of "psychic power points" the enemy sorcerer used to cast the hostile spell—but only up to a maximum of + 15.

T4; nag; ai; 1mc co; tr; D: 2 T; M: as above, but the maximum number of "psychic power points" that one can gain is + 20.

T5; nag; ai; 1mc co; tr; D: 2 T; M: as above, except that the maximum number of "psychic power points" that can be obtained is + 25.

T6; nag; ar; 3mc co; tr; D: 3 T; M: a brownish light surrounds all within the circle of effect. A hostile, aggressive, aimed spell cast at any living or undead being within this adds a maximum of +25 "psychic power points" to the caster's stock *and* 5 points to the supplies of each comrade within this defensive shield.

T7; nag; ar; 3mc co; tr; D: 3 T; M: as above, but the caster's supply of "psychic power points" is augmented by a maximum of +30, and the stocks of all comrades within the Bulwark are increased by a maximum of +10 each.

T8; nag; ai; 1mc co; tr; D: 3 T; M: as for the T1 through T5 variants, except that the caster receives the same number of "psychic power points" as the foe used to cast the hostile spell at him/her. This version of the spell is useful against low-level enemy sorcerers.

T9; nag; ai; 1mc co; tr; D: 4 T; M: as for the preceding variant. This version also adds "psychic power points" whenever the caster makes a successful "Magical Resistance factor roll" (Sec. 2.725 (1)) against an "Eye" or other magico-technological device employing other-planar energy. In the latter case, he/she receives +20 points for each "charge" fired at him/her.

T10; nag; ar; 3mc ci; 2mr; D: 3 T; M: the amber light of the Bulwark can be cast at a group of comrades, including or excluding the caster. Each target within this shield (living beings and the undead only) receives the number of "psychic power points" used to cast a hostile, aggressive, aimed spell at him/her—up to a maximum of +20 points. This does not operate when "Eyes" or other similar devices are fired at the party, however.

134. Depuration (R)

T1; ag; ai; 1mc co; tr; D: I; mr; one piece of "ordinary" steel touched by the caster is "purified" according to the tastes of the Lord of Worms and turned into soft copper. This spell can be applied only to one item of armour or to a weapon, however. The article then has a strength lower than *Chlén*-hide. The object is allowed a "Magical Resistance factor roll" at a factor of −5 (Sec. 2.725 (1, h)) in order to resist being transformed. This change is permanent, unless a spell of Disenchantment (no. 5) is cast either at the metal item directly or at the character wearing or carrying it (perhaps for some other reason!). If the Disenchantment spell is of the appropriate level, a roll must be made to see whether or not the altered metal item is returned to its proper state.

T2; ag; ai; 1mc; 1mr; D: I; mr; this variant transforms a complete suit of "light" armour (Sec. 2.320) of "ordinary" steel into soft copper. If the target is carrying a weapon and/or a shield of this same material, these, too, are converted. This is true of all further variants of this spell.

T3; ag; ai; 1mc; 2mr; D: I; mr; as above, except that one complete set of "medium" armour (Sec. 2.320) of "ordinary" steel is converted into copper.

T4; ag; ai; 1mc; 3mr; D: I; mr; this transmutes one complete suit of "heavy" armour (Sec. 2.320) of "ordinary" steel into soft copper. Other factors are as for the T1 and T2 variants above.

T5; ag; ai; 1mc; 5mr; D: I; mr; a suit of "light" armour (or the equivalent) of "excellent" steel is converted into copper. The defensive "Magical Resistance factor" of this quality of steel is −1, however.

T6; ag; ai; 1mc; 10mr; D: I; mr; this variant converts a suit of "medium" armour of "excellent" steel into copper, as described above.

T7; ag; ai; 1mc; 20mr; D: I; mr; one suit of "heavy" armour of "excellent" steel is transmuted into copper. Other factors are as for the T5 variant.

T8; ag; ai; 1mc; 30mr; D: I; mr; one suit of "light" armour of "enchanted" steel is transformed into copper. The defensive "Magical Resistance factor" of this metal is arbitrarily set at +5.

T9; ag; ai; 1mc; 40mr; D: I; mr; one suit of "medium" armour of "enchanted" steel is converted into soft copper.

T10; ag; ai; 1mc; 50mr; D: I; mr; as above, but this form of the spell operates upon one suit of "heavy" armour of "enchanted" steel. By using a *second* application of this same spell, the caster can turn this copper suit (or any other articles of copper transformed by lower levels of this spell) into one of enchanted copper, as preferred by those who worship the Lord of Worms, his Cohort, Durritlámish, and related foreign deities. This has the same defensive value, "Magical Resistance factor," etc. as "enchanted" steel. An "accidental" spell of Disenchantment (no. 5) cannot return this metal to its original form; the spell must be deliberately cast to cause this effect.

135. Domination (P)

T1; ag; ai; 1mc; tr; D: I; mr; prq: all "Universal" variants of the spell of Domination (no. 6); the victim (who must be an intelligent, living being) is made to forget all of the events of the past day. This information can be recalled through a spell of Disenchantment (no. 5). The victim's comrades can also tell him/her what occurred, of course. This variant operates only upon a target who is immobilised: stunned, tied up, under the influence of some other spell (including another level of Domination), or otherwise restricted.

T2; ag; ai; 1mc; tr; D: I; mr; the amnesia caused by this version is selective; the victim will forget specific facts and events that occurred at any time during the past week (6 days), as the caster desires. Other factors are as for the T1 form of this spell.

T3; ag; ai; 1mc; 20mr; D: I; mr; as above, except that the target need not be immobilised. The caster must be close enough to tell the victim verbally what to forget, however.

T4; ag; ar; 2mc; 30mr; D: I; mr; two targets (randomly rolled) within the circle of effect can be made to forget specified information, as described under the T3 variant.

T5; ag; ar; 3mc; 30mr; D: I; mr; as above, except that 1-5 targets (randomly rolled) within the circle of effect can be compelled to forget facts and events that occurred during the past month (30 days).

T6; ag; ai; 1mc; tr; D: I; mr; prq: all "Universal" and "Generic" forms of the Domination spell (nos. 6 and 38); the target can be made to forget his/her entire past: family, friends, religion, nationality, etc. He/she still knows all languages previously learned, but his/her skills and other expertise are gone. The victim is functionally an infant and can be retaught by the caster or others within a period of 6-15 months (5 + the score of a D10) in any fashion the latter chooses. All skill and sub-skill learning times (Sec. 2.425 (3 and 4)) are halved, since the character's basic motor abilities and mental "learning channels" are not impaired. A spell of Disenchantment of the appropriate level restores all of the victim's previous memories and knowledge and obliterates all new information implanted by the caster or others while this type of Domination was in effect.

T7; ag; ar; 3mc; D: I; mr; as for the preceding variant, except that 1-5 (randomly rolled) intelligent beings within the circle of

effect can be made near-complete amnesiacs.

T8; ag; ar; 3mc; 20mr; D: I; mr; this specialised form of Domination causes all intelligent beings within the circle of effect to go upon a mission of the caster's choosing. This will be done as efficiently and rapidly as possible, and the victims will perform the task with complete and single-minded enthusiasm and fanaticism. Once this quest is accomplished, the spell disappears, and the targets return to normal. The mission can be cancelled by a spell of Disenchantment (no. 5) of the appropriate level. There are limitations upon the types of quests that can be commanded: the victims cannot be ordered to go and commit suicide (although they can indeed be sent upon a suicidal mission); they cannot be commanded to seek Divine Intervention (Sec. 2.725 (2)); etc. The nature of the quest is left to the mage but must be approved by the referee.

T9; ag; ai; 1mc; tr; D: I; mr; PT: 1 T; this variant is termed "The Strengthener of Command"; when it is applied to a victim already affected by some other level of the spell of Domination (nos. 6 and 38), it raises the defensive level of the spell to a T9. Thus, for example, a victim dominated by the U5 variant can be made much more difficult to release when a spell of Disenchantment (no. 5) is attempted.

T10; ag; ai; 1mc; 1mr; D: I; mr; PT: 2 T; this form of the spell is also applied "on top of" another level of the Domination spell (nos. 6 and 38). It lays a "psychic trap" in the victim's mind. When a spell of Disenchantment (no. 5) *fails* to release the person, both the caster of the Disenchantment spell and the original victim are slain. A "Magical Resistance factor roll" (Sec. 2.725 (1)) is permitted to the caster of the Disenchantment spell but not to the target whose mind contains the trap. There is no external sign of the presence of this deadly mental snare, and a G2 spell of Perception of the Energies (no. 56) will reveal only that a hostile spell exists in the target. The Temple of Thúmis does have a spell that will inform the caster of the exact nature and strength of a hostile spell, however; cf. the spell titled The Discerner of Enchantments (no. 143), below.

136. The Eradicator of Veracity (R)

T3; nag; ai; 1mc; tr; D: I; mr; prq: all forms of the spell of Perception of the Energies (nos. 15 and 56); the target is one inanimate object. This spell allows the caster to create a false identification for the article, giving it a misleading history, making it appear non-magical, etc., as he/she wishes. When another mage then uses the U1 spell of Elicitation (no. 7) upon the article, he/she perceives only what the caster of this spell wishes him/her to see. This spell is permanent unless removed by a spell of Disenchantment (no. 5), and it must be dispelled first before any underlying spell can be eliminated. The target of this spell is permitted a "Magical Resistance factor roll" (Sec. 2.725 (1)) in order to avoid being given this false identity; this is true of all variants of this spell.

T5; nag; ai; 1mc; tr; D: I; mr; an inanimate object can be made to appear as though it had another spell in effect upon it when this is not really so; e.g. a chest may be made to reveal the presence of a spell to one who employs a spell of Perception of the Energies (nos. 15 and 56), whereas in actuality there is no spell in force at all. Again, this enchantment and all more advanced levels of this same spell are permanent and must be removed first before the real nature of the article can be known.

T7; nag; ai; 1mc; 1mr; D: I; mr; this variant is employed to deceive a U2 and/or U4 spell of Elicitation (no. 7): the caster can make the target (an intelligent living or undead being) appear to possess any sorcerous or fighting prowess he/she desires: e.g. a mage with 20 skill levels in the skill of Sorcerer can be made to resemble a first level novice, if this is what the caster wishes. This spell must be dispelled first before the spell of Elicitation can divulge the target's real abilities and status.

T9; nag; ai; 1mc; 1mr; D: I; mr; this variant foils the U3, U5, and G4 spells of Elicitation (nos. 7 and 40), concealing the presence of a substance or an article from a searcher. It also blocks the U6 variant of the Elicitation spell, making a chest, device, etc. opaque to one who would see into its workings. The Temple of Sárku charges 1,000-5,000 *Káitars* for each application of this spell, realising a considerable sum thereby.

T10; nag; ai; 1mc; 1mr; D: I; mr; one living (or undead) intelligent being is given a completely new identity by this version of the spell; he/she is not changed physically, but no form of the spells of Elicitation (nos. 7 and 40) or Perception of the Energies (nos. 15 and 56) will reveal his/her true nature, and he/she cannot be commanded by any version of the spell of Domination (nos. 6 and 38) to divulge this. There is one disadvantage: he/she cannot cross any "psychic" barrier, however: e.g. The Sphere of Impermeable Quiescence (no. 20), Guarding (no. 46), etc. "Ritual" obstacles are no hindrance, however. This spell is permanent unless removed (accidentally or on purpose) by a spell of Disenchantment (no. 5).

137. Hebetation of the Intellect (P)

T3; ag; ai; 1mc; 20mr; D: I; mr; the intellect (Sec. 2.215) of the target (one living or undead intelligent being) is reduced to zero for a period of 2 turns. The victim is mindless, although his/her autonomic body functions continue to operate. He/she collapses and behaves much like a newborn baby for the duration of this spell.

T4; ag; ar; 2mc; 30mr; D: I; mr; 1 or 2 (randomly rolled) intelligent beings within the circle of effect are made mindless, as described under the T1 version of this spell. This condition lasts for 3 turns.

T5; ag; ar; 3mc; 40mr; D: I; mr; PT: 1 CR; as above, except that 1-5 (randomly rolled) intelligent beings within the circle of effect are deprived of their mental abilities for a period of 5 turns.

T7; ag; ar; 6mc; 50mr; D: I; mr; PT: 2 CR; as above, but the intellects of 1-10 (randomly determined with a D10) intelligent beings within the circle of effect are reduced to zero for a period of 10 turns.

T8; ag; ai; 1mc; 60mr; D: I; mr; PT: 3 CR; the intellect of one intelligent being is removed permanently and sent off to dwell in Sárku's gloomy hells. This can be restored with the appropriate form of the spell of Disenchantment (no. 5).

T10; ag; 1mc; 1mr; D: I; mr; PT: 5 T; this variant functions much like the preceding one, except from a much closer range. This disadvantage is offset by the real purpose of this spell: the transfer of another intellect into the victim's body. This is accomplished by laying the corpse of another person of the victim's own sex and species next to the victim's body and completing the spell. This takes 3 further consecutive turns. At the end of this time the second body's intellect occupies the victim's empty shell, bringing all of his/her own intelligence, dexterity, psychic talents, skills, memories, knowledge, charisma, etc. with him/her. The Height-Build-

Strength factor, stamina, Body Damage Points, and comeliness of this person are the same as those of the original body, of course. This transfer provides a new home for one who was otherwise deceased—at the cost of another's life. A spell of Disenchantment (no. 5) will indeed remove the intruding intellect, but the original victim's personality does not return; this is gone forever, unless a T10 spell of Reembodiment (no. 88) of the Temple of Belkhánu is used.

138. Necrofacture (R)

T3; nag; ai; 1mc; tr; D: I; mr; prq: the G1 through G4 variants of the spell of Necromantic Domination (no. 53); the corpse of 1 being of the caster's species is reanimated with the half-life favoured by the Temple of the Worm Lord. The target may have been dead for as long as 100 years, but the skeleton must be reasonably intact. The spell reconstitutes enough of the lost musculature that the creature can move and fight (at 25 percent less than his/her regular movement rates, dexterity, and Combat Values when alive). This low-level variant does not return much of the Intellect (Sec. 1.620): the being is in effect a "zombie," called a *Mrúr* in Tsolyáni, able to obey simple commands, fight, and perform non-dexterous actions. Undead of this type lack the ability to cast spells (even if they were sorcerers or shamans in life), and their defensive "Magical Resistance factors" (Sec. 2.725 (1)) are the same as that of the caster who restored them to "life." (For ease of play, the referee may set the factors of *Mrúr* encountered in the Underworlds at +6.) They do not require air or food, never check morale, do not tire, and need not make "Endurance rolls" to check for various percentages of wound status (Sec. 2.8211). They cannot emerge into the sunlight or even into a brightly lit room, however. The torches and lamps carried by most parties in the Underworlds are not enough to hamper them. Once created, an undead being is permanently "alive" and cannot be returned to a deceased state by a spell of Disenchantment (no. 5). One who does not desire to become one of the undead is allowed a "Magical Resistance factor roll" (Sec. 2.725 (1)) in order to resist this spell.

T4; nag; ar; 2mc; 1mr; D: I; mr; PT: 1 T; the corpses of 1 or 2 (randomly rolled) beings of the caster's species within the circle of effect are reanimated as *Mrúr;* cf. the preceding variant.

T5; nag; ai; 1mc; tr; D: I; mr; PT: 2 T; as for the T1 form of this spell, except that this version produces a *Shédra:* this undead being has all of the living person's Height-Build-Strength factor, Combat Values, movement abilities, intelligence, stamina, dexterity, etc., but it still lacks any powers of casting spells, and its defensive "Magical Resistance factor roll" (Sec. 2.725 (1)) is again the same as that of the caster of the Necrofacture spell (or about a +10 as an arbitrary average). It may be noted that there are still other types of undead, but the methods of creating these beings are kept a closely guarded secret by the ecclesiarchs of the Temples of Sárku, his Cohort, Durritlámish, and related foreign deities. Other factors are as for the T1 form of this enchantment.

T6; nag; ar; 3mc; 2mr; D: I; mr; PT: 3 T; the bodies of 1-5 (randomly rolled) beings of any intelligent species within the circle of effect are reanimated as *Mrúr;* cf. the T1 version of this spell.

T7; nag; ar; 2mc; 2mr; D: I; mr; PT: 4 T; 1-2 (randomly rolled) intelligent beings of any species (except those inimical to humankind—these can never be made into undead) are returned to "life" as *Shédra;* cf. the T5 variant, above.

T8; nag; ar; 3mc; 2mr; D: I; mr; PT: 5 T; 1-5 (randomly rolled) intelligent beings of any species (cf. the T7 variant, however) within the circle of effect are turned into undead *Shédra.* Other factors are as for the T5 version of this spell.

T9; nag; ai; 1mc; 1mr; D: I; mr; PT: 10 T; one being of the caster's own species can be restored to undead "life" as a *Shédra.* This variant is usable only upon a deceased sorcerer or priest of Sárku (or a related deity) possessing no more levels in the skill of Sorcerer or Shaman than the caster has. He/she can also have been dead no more than 50 years, and his/her skeleton must be relatively complete. Once created, this being is endowed with the same spell-casting abilities enjoyed by the living person, plus his/her normal mental and physical powers. Unlike the simple *Mrúr* and the more powerful *Shédra* created as tomb guardians, however, this being does not automatically obey the caster or other priests of Sárku (etc.). Instead, it has all of its own attitudes and objectives.

T10; nag; ai; 1mc co; tr; D: 12 hours; PT: 20 T; the caster can turn himself/herself into one of the intelligent undead for the duration of this spell. Not only does he/she have all of the benefits described under the T1, T5, and T9 variants, but he/she returns to normal "living" status when the spell expires. Other undead will never attack a mage while he/she has this spell in force, and the only disadvantage is the inability to emerge into the light.

139. The Summoning of the Spectral Hosts (R)

T1; nag; ar; 6mc co; tr; D: 1 T; prq: all variants of the Necromantic Domination spell (no. 53); M: this sends forth a hissing, mournful call that can be heard within the circle of effect by any *Mrúr* (cf. spell no. 138 and the referee's Sections). One of these undead beings will come in obedience to this summons and obey the caster for a period of 1 turn.

T2; nag; ar; 12mc co; tr; D: 2 T; M: as above, but this call brings all *Mrúr* within its range. These will serve the caster for 2 turns.

T4; nag; ar; 24mc co; tr; D: 3 T; sp; M: as above, but both *Mrúr* and *Shédra* (cf. spell no. 138 and the referee's Sections) will hear and obey for a period of 3 turns.

T6; nag; ar; 60mc co; tr; D: 5 T; M: as above, but with a greater range and duration. This form of the Summoning is inaudible to humans and other species, although the Pé Chói can hear it. The undead will obey the caster for 5 turns before returning to their usual pursuits.

T8; nag; ar; 80mc co; tr; D: 6 T; M: this version of the spell summons all undead beings (except those controlled by higher level priests and sorcerers of Sárku and his related deities—or those which themselves possess full intelligence) to serve the caster for 10 turns. This includes not only the *Mrúr* and the *Shédra* but also such creatures as the *Hurú'u, Hrá,* and the flying *Vorodlá.* These are all described in the referee's Sections. There is some overlap between the undead created by Sárku's powers and those managed by the Temple of Ksárul (and his associated deities); cf. the spell termed The Web of Refulgent Command (no. 132). Devotees of these sects are usually able to agree in advance as to who will summon and control these spectral beings. On those rare occasions when there have been confrontations, the undead have largely been allied with their proper lord, mighty Sárku, and his minions.

140. Vermiculation (R)

T5; ag; ar; 3mc; 10mr; D: 1 T; sp; M: the floor or ground of the circle of effect is covered with tiny, wriggling worms, called

the Worms of Death, for the duration of the spell. This conjuration cannot be cast directly on a vertical surface or upon a being but is manifested on the ground upon which others are standing or over which they are expected to pass. No "Magical Resistance factor roll" (Sec. 2.725 (1)) is thus possible, and one who is within the affected area must make a "Dexterity roll" at the "Difficult test" level (Sec. 2.723) in the first combat round in which these hideous little creatures appear. If this succeeds, he/she safely leaves the area. A failed roll allows the worms to eat through any leather boot or shoe and enter the victim's bloodstream through the feet; this roll is repeated every round until the person either manages to leave the affected zone or perishes. A D10 is rolled each combat round that a target remains in the affected zone: 1-4 = the worms do no damage that round; 5-7 = they have entered the bloodstream and cause damage according to table C; 8-9 = they are ravaging the internal organs and do damage according to table F; 10 = they have reached a vital spot and slay the victim outright. Boots shod with metal prevent the worms from entering the person's body. Stamping the feet does no good at all, but one can try to climb up onto a piece of furniture or some other object, if one is present. Only a spell of Alleviation (nos. 1 and 29) will rid a victim's body of these worms, and a spell of Healing (nos. 10 and 48) must be subsequently cast upon him/her to repair the physical damage.

T7; ag; ar; 6mc; 20mr; D: 3 T; M: as above, but the area covered by these deadly little creatures is larger, and the duration is longer.

T9; ag; ar; 3mc; 30mr; D: 4 T; M: these call forth the most lethal of Sárku's vermin: the Worms of the Night. These exist only partially upon Tékumel's Plane, and they penetrate earth, natural stone, wood, and other materials with ease. They are blocked by masonry, brick, worked stone, and metal, however. Boots shod with metal will thus provide some defence, although 2 combat rounds are enough for them to clamber up over shoes, clothing, etc. and find an entrance into the body. These tiny monstrosities are visible only as a distorted wriggling of the ground, and a person standing in the affected area must make a "Dexterity roll" at the "Very difficult test" level at once; otherwise they enter his/her body through the feet and grow to huge and bloated size within him/her inside of a period of 2 combat rounds. If a target is wearing metal-shod boots, the "Dexterity roll" must be repeated at the start of a second and a third round; if it fails—or if he/she has not left the zone by the beginning of the fourth round—the Worms of the Night succeed in invading his/her body. During the first round after penetration, a victim suffers damage according to table F; further damage is done according to table H in the second round; and if the target still survives, he/she dies at the beginning of the third round. Spells of Alleviation and Healing must be cast to rid a victim of these terrible creatures and heal any damage done, as stated under the T5 variant.

T10; nag; ar; 1mc co; tr; D: 3 T; this variant causes the Worms of Death to become dormant within the circle of effect. The caster can then pick them up and encase them in soft clay "coins" which are then hardened and sold to the Assassins' clans (Secs. 1.860 and 2.2313). Ten such "coins" cost between 3,000 and 12,000 *Káitars*, providing a goodly income for the sorcerous academies of the Temple of Sárku (and related foreign deities). The more deadly Worms of the Night cannot be made dormant or kept in clay "coins," except possibly by a sorcerer with 20 or more skill levels. The use of these "coins" as a weapon is described in Sec. 1.960.

TEMPLE SPELLS—THÚMIS

141. Alleviation (R)

T1; nag; ai; 1mc; 10mr; D: I; mr; prq: all variants of the spell of Alleviation (nos. 1 and 29); this version allows a mage to treat a patient from a greater distance, thus avoiding possible contagion. It is otherwise identical to the G2 form of the enchantment. A "Magical Resistance factor roll" (Sec. 2.725 (1)) must be made only be non-intelligent animals (who cannot distinguish a "friendly" spell from a "hostile" one); cf. Sec. 2.725 (1, c). This is true of all versions of this spell.

T3; nag; ai; 1mc; 10mr; D: I; mr; this is a specific against the plague called the Rotting Death and its less virulent cousin, the Black Flux (cf. Sec. 1.412). Using this spell, there is a 40 percent chance of an immediate cure for the former amd a 60 percent chance of temporary relief. In the latter case, this spell may be cast again on the following day, etc., until the ailment is conquered.

T5; nag; ai; 1mc; 1mr; D: I; mr; this variant is an instant and totally efficacious specific against any inorganic poison, whether ingested, injected into the bloodstream, or applied to the skin; cf. Sec. 2.350.

T7; nag; ai; 1mc; 1mr; D: I; mr; as for the T5 variant, except that this instantly cleanses the body of any organic poison except the deadly *Zu'úr;* cf. Sec. 2.350. This version of the spell works quickly against the spore of the *Sagún* (a fungoid creature encountered in the Underworlds below many older cities) and the spell called The Affable Blight of Lord Uní, used by sorcerers devoted to Ksárul and his associated deities (no. 125).

T9; nag; ai; 1mc; 3mr; D: I; mr; this variant is rarely needed but may occasionally be of importance; it cures the radiation sickness sometimes contracted while exploring certain of the ruined cities and installations constructed before the Time of Darkness (Secs. 1.200 and 1.424).

T10; nag; ai; 1mc; 1mr; D: I; mr; this cures an addiction to the lethal pleasure drug, *Zu'úr* (Secs. 1.412 and 2.350). There is a chance of failure, however, and a special D10 roll must be made: 1-6 = the patient is cured but must spend a further 3 days recuperating; 7-9 = he/she is not freed of his/her addiction, and the spell must be applied again in exactly 6 days; 10 = the victim goes into the last stages of *Zu'úr* addiction: a catatonic coma. In this last case, only one more D10 roll is allowed: if he/she is not healed completely the following week, he/she dies.

142. Benignity (P)

T1; ag; ai; 1mc; 10mr; D: I; mr; one hostile being of the caster's species is made neutrally friendly for a period of 1 turn. This person will not attack the caster or his/her party, nor will he/she issue commands to others to do so. If attacked or threatened, however, the target will defend himself/herself and take whatever steps are needed to thwart the caster (or his/her companions). This spell is thus employed mainly to turn a confrontation into a "neutral" situation: a target may be compelled to allow the caster and his/her group to pass unharmed through a hostile area, etc. It does not create real friendship or a wish to actively aid the caster, nor does it immobilise the target and leave him/her open to attack.

T2; ag; ar; 2mc; 20mr; D: I; mr; as above, but 1-2 (randomly rolled) beings within the circle of effect are caused to become benignly disposed towards the caster for a period of 2 turns. Again, this variant is species specific.

T3; ag; ar; 3mc; 30mr; D: I; mr; 1-5 (randomly determined) beings

of the caster's species are made benign for 3 turns.

T5; ag; ar; 1mc; 20mr; D: I; mr; 1 member of any of the "friendly" nonhuman races (Secs. 1.413 and 2.223)—or a human, if the caster is a "friendly" nonhuman—is made benign for a period of 2 turns.

T7; ag; ai; 1mc; 20mr; D: I; mr; one member of a "neutral" nonhuman species (the Mihálli and the Nyaggá; cf. Secs. 1.413 and 2.223) are made neutrally friendly for a period of 2 turns.

T8; ag; ai; 1mc; 30mr; D: I; mr; one semi-intelligent or non-intelligent animal is made neutral to the caster and his/her party for a period of 3 turns. The creature will not attack as long as it is not threatened.

T9; ag; ar; 3mc; 50mr; D: I; mr; 1-5 "friendly" or "neutral" intelligent nonhumans, 1-10 smaller (i.e. up to human size) semi-intelligent or non-intelligent animals, or 1-3 large or very large animals are made neutral to the caster and his/her party for a period of 5 turns. All of these are selected randomly from a larger group within the circle of effect.

T10; ag; ai; 1mc; 50mr; D: I; mr; one member of an "inimical" intelligent nonhuman species (Secs. 1.413 and 2.223) is made neutral for a period of 3 turns. This being will not attack or give orders to do so, unless the caster or others in his/her party attack the target's party first.

143. The Discerner of Enchantments (P)

T1; nag; ar; 3mc co; D: I; mr; prq: the G1 and G2 variants of the spell of Perception of the Energies (nos. 15 and 56); the identity and strength of any spell of the "Universal" phylum present within the circle of effect are revealed to the caster. Not only is he/she informed of the presence of a spell upon an object or being within the circle of effect, but the name, level, and characteristics of that spell are divulged as well. The target spell is permitted a "Magical Resistance factor roll" (Sec. 2.725 (1)) to resist being made known; this is true of other forms of this enchantment as well.

T3; nag; ar; 3mc co; D: I; sp; mr; as above, but this variant identifies spells of the "Generic" phylum. The G8 form of the spell of Perception of the Energies (no. 56) is also breached by this spell, and any underlying spell of the "Universal" or "Generic" phyla is automatically identified. A concealed spell of the "Temple" phylum cannot be identified, however, unless the appropriate higher level of this same spell is cast upon the target.

T5; nag; ar; 3mc co; D: I; mr; this version identifies spells of the "Temple" phylum of levels 1-5. Other factors are as given above.

T6; nag; ai; 1mc; tr; D: I; mr; the identity of an "Eye" and the number of charges it contains are revealed when it is touched by the caster.

T8; nag; ai; 1mc; tr; D: I; mr; PT: 2 CR; this removes the spell called The Eradicator of Veracity (no. 136) used by the Temples of Sárku and related deities and allows another spell of Elicitaion (nos. 7 and 40) or Perception of the Energies (nos. 15 and 56)—or indeed, another level of this same spell—to function normally to reveal the truth about an object or being touched by the caster.

T9; nag; ar; 3mc co; D: I; mr; the identity and strength of a spell of the "Temple" phylum of levels 7-10 are made known to the caster.

144. The Gate of the Grey Pentacle (R)

T2; ag; ar; 1mc; 30mr; D: 3 T; sp; mr; M: a whirling, iridescent, pearly-hued nexus point (Sec. 1.620) appears 1 m in front of the caster and moves directly away from him/her at a speed of 1 m per combat round. This is a little larger than human size, and the spell thus does not operate at all upon much larger beings or artifacts. A living person of any intelligent species, an undead being, an android or automaton, or a creature produced by magic (but not an animal, a demon, etc.) touched by this inter-planar gateway disappears into it and can only be returned by casting a G8 or G10 spell of Visitations of Other Planes (no. 70) or the Temple of Belkhánu's T2 spell of Transmogrification (no. 91). The destination of this nexus point is found randomly with a D10 roll: 1-2 = the target is transported into one of the airless interstices between the Planes and dies (only Divine Intervention can restore the victim to existence; cf. Sec. 2.725 (2)); 3 = the victim materialises on one of the Demon Planes, an uninhabited world, or a planet occupied by some other race; 4 = the destination is another time and place on Tékumel itself; 5-6 = the target reappears at another location on Tékumel but at the same time; 7-8 = the target returns to the same general locale and time but at a distance of as much as 2 km from his/her starting point; 9-10 = the target is transported to a random location 300 m away from his/her original position but at the same time. The details of these destinations are left to the referee. A successful "Magical Resistance factor roll" (Sec. 2.725 (1)) indicates that the nexus point has passed the target by, and he/she is not sucked into it. This conjuration can be dispelled by the appropriate level of the spell of Disenchantment (no. 5) as it travels. This is true of the T4 and T6 variants as well.

T4; ag; ar; 2mc; 60mr; D: 6 T; mr; PT: 1 CR; as above, but the size of the nexus point is greater, making it possible to include 1-2 beings (randomly rolled) who are within the circle of effect as it passes, and its duration is longer. The speed of this vortex remains the same as for the T2 variant, as do the destinations.

T6; ag; ar; 3mc; 90mr; D: 3 T; mr; PT: 3 CR; as above, but 1-5 (randomly rolled) targets simultaneously caught within the circle of effect as the spell travels can be carried off, as described above. The speed of this shimmering vortex is 3 m per combat round.

T8; ag; ai; 1mc; 100mr; D: I; mr; PT: 1 CR; this variant requires no time to move towards a target. It is instantaneous, and if the victim fails the "Magical Resistance factor roll" (Sec. 2.725 (1)), he/she disappears and is borne off by the nexus point as given under the T2 variant.

T10; ag; ai; 3mc; 120mr; D: I; mr; PT: 5 CR; as for the T8 version of this spell, except that 1-5 (randomly rolled) targets within the circle of effect around the primary target are sucked into the nexus point. Other factors are as for the T2 variant.

145. Guiding (P)

T1; nag; ai; 1mc co; tr; D: 3 T; PT: 1 CR; the caster is infallibly guided back along his/her previous route without recourse to maps for the duration of the spell. He/she cannot become lost, confused by secret doors, slanting passages, revolving doors, or other physical methods of deception, as long as he/she has passed through these before. Interplanar nexus points, teleportation, and "psychic" magical barriers block this spell, however: e.g. The Sphere of Impermeable Quiescence (no. 20), Guarding (no. 46),

Hnálla's spells of The Inimitable Defender (no. 103) and The Ritual of the Purified Sphere (no. 108), Hrü'ü's spell called The Vindication of Instability (no. 115), and similar shields. Once one of these barriers is passed, this spell can be cast again, of course. The caster is not informed of the existence of other routes, secret doors, traps, etc. that were not detected or passed through in coming. All variants of this spell are immune to spells of Disenchantment (no. 5) and thus cannot be dispelled before their normal expiry.

T2; nag; ai; 1mc co; tr; D: 6 T; PT: 2 CR; as above, but with a greater duration.

T3; nag; ai; 1mc co; tr; D: 10 T; PT: 1 T; as above, but providing guidance through a forest, Underworld labyrinth, etc. previously passed through by the caster for a still longer time.

T4; nag; ai; 1mc co; tr; D: 20 T; sp; PT: 2 T; this variant possesses an even greater duration. In addition, it informs the caster of the presence of secret doors in walls no more than 1 m from him/her as he/she passes them. These may be doors discovered previously, or they may be new finds. Traps, slanting passages, interplanar nexus points, etc. are *not* detected, however, unless they were found by other means at some prior time.

T5; nag; ai; 1mc ci; 1mr; D: 30 T; PT: 3 T; much as for the T4 variant, except that the caster can use the guidance vouchsafed by this spell upon himself/herself, or it can be transferred to some other member of the party. This may be a being of any of the intelligent species.

T6; ag; ar; 3mc; 30mr; D: I; mr; this variant wipes the memory of the route travelled from the minds of all who fail their "Magical Resistance factor rolls" (Sec. 2.725 (1)) within the circle of effect. In game terms, this deprives the opposing party of its map of an explored area, if one of the targets is the map-maker. This condition lasts for 30 turns before the victims' memories return. Other characters in the party can try to recall the group's route from memory, but the map-maker is not allowed to contribute to this effort. A party may assign two or more members to the task of map-making, of course, but this then must be done in actuality: such players are required to prepare two real copies of the map or to work independently to chart the party's route. This precludes several players from simply saying that they are also mapping in order to avoid the consequences of this spell.

T7; ag; ar; 6mc; 40mr; D: I; mr; PT: 1 CR; as for the T6 form of this spell, but with a larger circle of effect and a greater range. This selective amnesia lasts for 1 hour.

T8; nag; ai; 3mc co; tr; D: 30 T; PT: 5 T; the caster gains all of the knowledge and abilities described under the T4 form of this spell, plus the power to perceive traps (but not how they work) within the circle of effect as he/she passes them. Subtly slanting passages, revolving walls or rooms, concealed interplanar teleportation devices and nexus points, etc. along the way within the circle of effect are all revealed by this spell.

T9; nag; ai; 1mc co; tr; D: I; PT: 7 T; this variant extends the caster's map knowledge into an unexplored area out to a distance of 100 m in the direction he/she is looking (i.e. in a semi-circle 45 degrees on either side of a line drawn directly forward from the centre of his/her figure base). In effect, this spell gives the caster a quick look at the referee's map of the target area. He/she may study this for only 1 minute, however, and may not copy it, discuss it with others, or make notes during that time. Creatures, furnishings, objects, and other non-permanent articles in the area are not revealed by this spell, nor are secret doors, traps, slanting passages, nexus points, or other similar deceptive devices. Permanent physical features are divulged, of course: walls, doors, chambers (even those reached by secret doors), passages, columns, etc. The spell also does not penetrate areas guarded with sorcerous barriers; e.g. The Seal Upon the Powers (no. 18), The Sphere of Impermeable Quiescence (no. 20), Guarding (no. 46), The Ritual of the Purified Sphere (no. 108), The Vindication of Instability (no. 115), etc. Any such location must be covered when the referee shows the caster the map.

T10; nag; ai; 1mc co; tr; D: I; PT: 10 T; the caster is allowed a look at the referee's map of an area protected by one of the spells listed under the T9 variant of this enchantment. This version may be cast subsequent to the T9 form of this same spell, or it may be cast upon an area already known to contain a shielded zone. In the latter case, the field of vision is as given under the T9 version. A special D10 roll must be made by the mage, however; 1-4 = the caster is allowed to look for just 10 seconds; 5-7 = the map may be seen for 20 seconds; 8-9 = it may be studied for 30 seconds; 10 = a full minute of inspection is permitted. Notes and copies cannot be made while this examination is in progress, nor can the caster speak to others in his/her party or otherwise describe what lies in the area until after the inspection has been terminated.

146. Healing (R)

T3; nag; ai; 1mc; 1mr; D: I; prq: all "Universal" forms of the spell of Healing (no. 10), plus its G1 through G5 variants; this spell is identical to the U2 version (no. 10) but requires no special die roll for sorcerous healing to work. The target thus automatically regains 1-10 Body Damage Points (randomly determined with a D10). This and the following "Temple" variants of the Healing spell cannot be employed upon targets for whom "Universal" and "Generic" versions of this spell have already failed; cf. no. 10. Such victims have no other recourse but medical treatment.

T5; nag; ai; 1mc; 1mr; D: I; as above, except that this heals 1-20 lost Body Damage Points (randomly ascertained with a D20). It is thus the same as the U3 version of this spell but operates automatically.

T7; nag; ai; 1mc; 1mr; D: I; this functions like the U8 variant of this spell but needs no die roll for sorcery to operate.

T8; nag; ai; 2mc; 2mr; D: I; as for the G1 version of the spell, except that it operates automatically.

T9; nag; ai; 3mc; 2mr; D: I; this is identical to the G2 variant but does not require the die roll.

T10; nag; ai; 3mc ci; 2mr; D: I; this is the equivalent of the G5 form of the Healing spell but without the special die roll.

147. The Preserver of Wisdom (R)

T1; nag; ai; 1mc; tr; D: I; the target is one book, scroll, or document (magical or non-magical in nature). Common writing materials include paper, parchment, vellum, and a type of papyrus, while other substances are employed here and there as well: e.g. wooden plaques, cloth, clay tablets, metal plates, bone, a type of mother-of-pearl, slate and other varieties of stone, etc. In Tékumel's hot climate—accompanied by extremes of humidity in some regions—manuscripts decay or are eaten by insects within a relatively short time. This enchantment preserves paper, parchment, vellum, papyrus, and cloth (but not other substances) for a period of 25 years per application. These will then neither

rot nor become mildewed, and they are no longer appealing to the planet's teeming insect life. The Temples of Thúmis, his Cohort, Keténgku, and associated foreign gods thus function as the maintainers of the great libraries in which the intellectuals of the Five Empires and other cultured societies take such pride. A fee of 6-15 *Káitars* (5 + the score of a D10) is charged for each use of this spell. As with many other sorcerous feats, all variants of this spell can be dispelled with the appropriate level of the spell of Disenchantment (no. 5).

T2; nag; ai; 1mc; tr; D: I; this variant restores tensile strength to one book, manuscript, or document that has become brittle with age. It can then be handled and read. Again, this spell operates only upon the organic writing materials noted above. Once repaired, the target will last for at least 100 years. A fee of 21-40 *Káitars* (20 + the score of a D20) is asked for this service.

T3; nag; ai; 1mc; tr; D: I; the target (one book, etc., as above) is preserved—in effect "laminated"—to last for perhaps a thousand years. It is also made waterproof. This costs 51-150 *Káitars* (i.e. 50 + the score of D100).

T4; nag; ai; 1mc; tr; D: I; as for the preceding variant, except that the target is made proof against fire. Only one of the powerful fire-producing spells will incinerate a document so protected: e.g. The Radiant Gaze (no. 60), certain of the "Temple" spells of Vimúhla and Chiténg, etc. This variant also protects books and documents against moulds and fungi; it is therefore used to safeguard important items from such spells as The Affable Blight of Lord Unî (no. 125). The temples charge 100-500 (randomly rolled) *Káitars* for each use of this spell.

T5; nag; ai; 1mc; tr; D: I; the target (one book, scroll, etc., as above) is provided with a magical "alarm" that sends a silent psychic signal to a person or group designated by the caster to a range of 300 m. If an attempt is made to steal the item, or to open and read it without permission, as designated by the caster, this alarm sounds. Thus, for example, it is very difficult to steal a book from one of the great temple libraries because most of the more valuable items have had this spell applied to them, and a custodian or guardian is summoned whenever a theft or unauthorised usage is attempted. Unfortunately, this spell cannot be applied to inorganic substances—metal, jewels, etc.—except, possibly, by mages possessing 20 levels in the skill of Sorcerer or more. The aforementioned temples charge 600-1,500 (500 + the score of a D10 × 100) *Káitars* per application for this spell.

T6; nag; ai; 1mc; tr; D: I; the target (one book, scroll, etc., as above) is made proof against interplanar transportation. It cannot be inserted through a nexus point, teleported, etc. This variant is again employed as a defence against theft, and a fee of 1,100-2,000 (1,000 + the score of a D10 × 100) *Káitars* is demanded for each item so protected.

T7; nag; ai; 1mc; tr; D: I; the target is one scroll containing one or more sorcerous spells. If a special D10 roll is successful, the document does not disappear or become ineffective after reading, remaining magically "potent" until it is needed again. (Some of the better scrolls automatically permit 2 or more usages before their magical power is exhausted; cf. the referee's Sections.) The D10 scores are: 1-6 = the spell is ineffective and the scroll is then useless; 7-9 = the scroll may be used one more time; 10 = the scroll may be used 2-6 times more (randomly rolled). This spell can only be applied once to a given scroll. The priesthoods ask 4,000-13,000 *Káitars* (3,000 + the score of a D10 × 1,000) for each use of this spell.

T8; nag; ai; 1mc; tr; D: I; the target is one book or scroll, as described above. This form of the spell prevents the article from being used by anyone other than the mage who casts this enchantment upon it. The Temple of Thúmis (etc.) charges 600-1,000 *Káitars* (randomly rolled) for each application of this spell. This may thus prevent a magical book or scroll from being read by another mage, or a document from being perused by a foreign agent—or even a personal diary from providing material for gossip!

T10; nag; ai; 1mc; tr; D: I; as for the T7 version, except that this variant is applicable only to magical books. A D10 roll must be made as given under the T7 version of this spell. A successful score indicates that the book does not disappear or become useless but can be utilised again (one or more times) by the appropriate reader(s). A fee of 26,000-45,000 (25,000 + the score of a D20 × 1,000) *Káitars* is demanded for each employment of this rare and important spell. The temples often bargain with one another and exchange services in order to obtain needed utilitarian spells of this sort.

148. Sagacious Acquisition (P)

T1; nag; ai; 1mc ci; tr; D: I; prq: the G1 through G3 variants of the spell of Sagacity (no. 62); this halves the time given in Sec. 2.425 (3 and 4) for the learning of an "Easy" skill or sub-skill level (those that cost 5 points per level in Sec. 2.239). A character learns the skill or sub-skill through the usual means, but this is accomplished in half the normal period. The temples charge varying amounts for applications of this spell, depending upon the level needed and the political importance of the matter. Once this spell has been cast upon a character, it cannot be dispelled with a spell of Disenchantment (no. 5). It also cannot be cast upon the same target more than once every 3 months; this is true of the T2, T3, and T4 levels of this spell as well.

T2; nag; ai; 1mc; tr; D: I; as above, but this halves the time needed to acquire a new skill or sub-skill level of the "Moderately easy" variety (those that cost 10 points per level in Sec. 2.239).

T4; nag; ai; 1mc; tr; D: I; prq: all levels of the spell of Sagacity (no. 62); as above, except that this halves the time required to acquire a new skill or sub-skill level of the "Complex" group (those that cost 15 points per level in Sec. 2.239).

T6; nag; ai; 1mc; tr; D: I; as above, but this form of the spell halves the time needed to learn a new skill or sub-skill level of the "Difficult" group (those costing 20 points per level in Sec. 2.239). No version of this spell seems to exist for the reduction of the time needed to master a skill of the "Very difficult" category, however. This variant cannot be employed on the same target more often than once every 6 months. It also tends to be quite expensive; the temples of Thúmis and related deities charge between 6,000 and 14,000 *Káitars* for one application, depending upon the target's religious affiliation and status. Political "favours" are sometimes accepted in lieu of cash, of course.

T8; nag; ai; 1mc ci; tr; D: I; this halves the time needed to learn a new spell (or a new level of a spell already known) of the "Universal" phylum given in Sec. 2.922 (2, a and b). This can only be applied to the same target once within a 1 month period. A fee of 1,000-3,000 (randomly rolled) *Káitars* may be asked for this service.

T9; nag; ai; 1mc ci; tr; D: I; as above, except that the time needed to master a spell (or an advanced level of a spell already partially known) of the "Generic" category is halved (Sec. 2.922 (2, a and b)). This can only be used on the same target once every 2 months. The temples charge between 5,000

and 9,000 (randomly rolled) *Káitars* for an application of this spell.

T10; nag; ai; 1mc ci; tr; D: I; as above, except that this version halves the time needed to learn a spell (or level of a spell) of the "Temple" phylum (Sec. 2.922 (2, a and b)). This spell can only be applied to the same target once every 3 months. A sum of 11,000-15,000 (randomly rolled) *Káitars* is demanded for the use of this spell, although political exigencies may make this more or less expensive.

TEMPLE SPELLS—VIMÚHLA

149. Barring and Broaching (R)

T1; nag; ai; 1mc; tr; D: I; mr; M: the target is one aperture no more than 1 m square; this is sealed by an opaque, dull-orange-coloured barrier for 1 turn. The aperture need not have a shutter, door, or hatch in order for this spell to function. The referee may wish to allow the aperture a "Magical Resistance factor roll" (Sec. 2.725 (1)) to prevent this spell from working upon it. This may be omitted for rapid gaming. Once established, *all* forms of this spell remain in force until their stated expiration times, and they thus cannot be "dropped" at will by the caster. No amount of physical force will breach this obstacle, although it can indeed be opened by the T6 level of this same spell, the appropriate form of the spell of Disenchantment (no. 5), or by the spell called The Gauntlet of Might, employed by the Temple of Chegárra (no. 157).

T2; nag; ai; 2.5 m high and 2 m wide, large enough to include most average doors; 1mr; D: I; mr; M: as above, except that this version creates a seal that fits into a door aperture. There need not be any physical door in the area in order for this spell to work. The aperture is sealed for 2 turns.

T3; nag; ai; 3mc; 2mr; D: I; M: as for the preceding variant, but the aperture may be 3 m high by 3 m wide. It remains closed and cannot be opened (except as indicated under the T1 version) for 3 turns.

T4; nag; ai; 3mc; 3mr; D: I; mr; M: as above, except that there must be a physical door, gate, or other closure in the aperture in order for this spell to function. This portal then remains magically sealed for 5 turns, and a spell of Disenchantment (no. 5) no longer will open it. The T6 level of this same spell will do so, however, as will the special spell known to devotees of Chegárra, mentioned above.

T5; nag; ai; 6mc; 3mr; D: I; mr; PT: 2 CR; M: this seals a larger area—as much as 4 m high by 6 m wide—for a period of 10 turns. The barrier fits itself into smaller spaces as needed, and its strength is as described under the T4 variant, above. There need be no physical door or gate in the aperture in order for this variant to operate.

T6; ag; ar; 3mc; 3mr; D: I; mr; PT: 1 CR; M: this produces a flash of orange light that opens most magically sealed doors and apertures. It broaches spells of Warding (nos. 24 and 71), causing much the same effect as a spell of Disenchantment (no. 5). It also dispels The Obsidian Obelisk (no. 130) but does not operate upon The Muniments of Excellence (no. 75), or Keténgku's spell called The Pearl-Grey Citadel (no. 179). Doors blocked by the Demon Lord Tkél, mentioned in "The Book of Ebon Bindings" (*op. cit.*, pp. 57-60), are also not susceptible to being opened by this spell. Creatures and objects standing close to the target aperture (on either side) are not harmed by this spell.

T7; ag; ai; 2mc; 3mr; D: I; mr; PT: 3 CR; M: as for the T5 version, except that this variant is applied to an interplanar nexus point; this is sealed and cannot be opened for 10 turns. It may also be cast upon a mage who has the ability to use the spell of Transmogrification (no. 91); this prevents him/her from employing Belkhánu's spell for 10 turns, and only an application of the T6 form of this spell can release him/her before the 10 turns expire.

T8; ag; ai; 6mc; 10mr; D: I; mr; PT: 1 T; M: as for the T5 variant, except that this produces an opaque, dull-flame-hued barrier that is almost impenetrable from the outside (as for the T4 variant, above) but which living beings, androids, automatons, and physical missiles can traverse without hindrance from the caster's side. Spells (both "psychic" and "ritual"), the powers of "Eyes" and other similar magico-technological devices, the undead, creatures created by sorcery, and demons are also barred from penetrating this wall from either side.

T9; nag; ai; 6mc; 20mr; D: I; mr; PT: 2 T; M: this variant permanently "proofs" a door, gateway, drawbridge, portcullis, or other physical entrance point against destruction by sorcery. Only the G8 and G10 forms of the Doomkill spell (no. 39) are powerful enough to blow down a gate so protected. Fortification entrances are frequently defended with this version, and the Temples of Vimúhla and related deities charge 3,000-12,000 *Káitars* (2,000 + the score of a D10 × 1,000) for each application. No protection is provided against physical missiles, fire, or other non-magical methods of breaching, however.

T10; nag; ai; 6mc; 20mr; D: I; mr; PT: 5 T; M: as for the T9 form of the spell, except that even the largest varieties of the Doomkill spell cannot breach an entrance so protected. This variant also proofs the door or gate against fire. Purely physical means must thus be used to break open an entrance so defended. The priesthoods demand 6,000-15,000 *Káitars* (5,000 + the score of a D10 × 1,000) for each use of this spell.

150. The Bolt of Imminent Immolation (R)

T1; ag; ar; 3mc; 30mr; D: I; mr; M: a bolt of lightning strikes one target selected randomly from amongst those within the circle of effect. Persons wearing "light" (or heavier) coverage of iron or steel armour or carrying a shield and/or a weapon of these metals form the primary targets for this spell, and the random die roll is therefore limited to such targets. Only if there is no one within the circle who has this much iron or steel on his/her person does the lightning seek another victim, again chosen randomly. Just one target can be struck, unless two characters are in physical contact with one another. Should the target's "Magical Resistance factor roll" (Sec. 2.725 (1)) be unsuccessful, he/she is electrocuted. The target's possessions are destroyed, and only arms and armour of "enchanted" steel are not seriously damaged—although straps, padding, etc. are incinerated, of course. As is the case with lightning, a tall tree may also attract lightning, and thus any tree taller than 6 m within the circle of effect must be included as a posible target in the group of non-steel-bearing characters who may be hit. A strike upon a tree, building, etc. does 1-20 points of damage, randomly rolled; the referee must establish the number of points represented by the object. There is also a 70 percent chance that the target will catch fire, if it is inflammable.

T2; ag; ar; 3mc; 60mr; D: I; mr; M: as above, but with a longer range.

T3; ag; ar; 3mc; 80mr; D: I; mr; M: as above, but with still greater distance.

T4; ag; ar; 6mc; 60mr; D: I; mr; M: a forked bolt of lightning strikes as many as 2 targets within the circle of effect. A D10 is rolled: 1-6 = 1 target; 7-10 = 2 victims are hit. Again, the selection is first made from among those wearing or carrying iron or steel armour and/or weapons, and only if such targets are unavailable does this spell strike others. Should there be only one target possessing iron or steel, he/she is automatically hit first, and a second victim is then randomly selected from amongst the others in the area, including tall trees (cf. the T1 version). At the referee's discretion, other lightning-attracting objects within the circle of effect may be added to the list of possible targets: e.g. houses, carts, etc.

T5; ag; ar; 6mc; 80mr; D: I; mr; M: as for the preceding form of the spell, but with a greater range.

T6; ag; ar; 6mc; 90mr; D: I; mr; M: this bolt of lightning strikes 1-3 targets within the circle of effect. A D10 is rolled: 1-3 = 1; 4-7 = 2; and 8-10 = 3. Other factors are as given above.

T7; ag; ar; 6mc; 100mr; D: I; mr; M: as above, except that 1-5 (randomly rolled) targets are hit, as described above.

T8; ag; ar; 9mc; 150mr; D: I; mr; PT: 1 CR; M: as above, but 1-10 targets may be struck. These are rolled for randomly, first from among those possessing iron or steel. If there are not enough steel-bearing victims in the vicinity, further rolls are made to select from amongst those who lack steel, trees, buildings, etc.

T9; ag; ar; 9mc; 150mr; D: I; mr; PT: 2 CR; M: as for the preceding variant, except that all of the victims' possessions are melted down, including "enchanted" steel arms and armour. The enchantment on the latter is dispelled and must be redone, if the metal is forged again.

T10; ag; ar; 1mc; 30mr; D: I; mr; PT: 3 CR; M: this variant calls forth a hissing, sizzling manifestation of "ball lightning"; this strikes first at a distance of 30 m from the caster, and a D10 is rolled: 1-2 = it travels along the ground another 10 m; 3-5 = it moves 20 m; 6-8 = it goes 30 m; 9 = it travels 40 m; and 10 = it rolls 50 m before dissipating. When it first appears a D20 is rolled to determine its direction, and this roll is repeated every 10 m thereafter. If miniature figures or markers are being used, a straight-edge is laid down to determine targets; otherwise the referee must decide this arbitrarily. The D20 scores are interpreted as follows, "north" arbitrarily being taken as the direction straight away from the caster: 1-5 = north; 6-8 = northeast; 9-10 = east; 11-12 = southeast; 13 = south; 14-15 = southwest; 16-17 = west; and 18-20 = northwest. Any steel-bearing character within the path of this flaming ball is slain unless he/she makes a successful "Magical Resistance factor roll" (Sec. 2.725 (1)), while any other target suffers damage according to table H similarly. The "ball" is not halted or dissipated by striking a target, unless this is at least 2 m in width (e.g. a building); it goes on doing damage to further targets until it reaches the end of its range.

151. The Carpet of Conflagration (R)

T3; ag; ar; 1mc; 30mr (1 m per CR); D: 3 T; sp; PT: 1 CR; M: a small river of molten lava (1 m wide, 3 m long as it emerges from the Planes Beyond, and 10 cm in height) appears 1 m in front of the caster and flows away from him/her at a speed of 1 m per combat round out to an extreme range of 30 m. When it reaches this point it dissipates. It flows around corners and down staircases, and should it be blocked by a wooden barrier (e.g. a closed door), it takes one combat round to burn through this. If cast in a wider area, it spreads out at a rate of 1 m per round (.5 to either side), and its height is reduced correspondingly by 1 cm each round. This horizontal spread is perhaps best ignored for ease of play, however, unless the referee wishes to make a paper or plastic template to determine the area occupied by the Carpet as it advances. The same is true of more advanced variants of this spell. Since the Carpet is 10 cm in height, anyone who manages to climb up on solid furniture, a ledge, etc. higher than this is not harmed. Inflammable objects directly in its path are incinerated, and there is a 70 percent chance of setting fire to such articles that are within .5 m of its sides as it passes them. The lava does damage according to table D to the feet of any target who cannot get out of its way during the first round (armour being no protection whatsoever). In the second round a victim must make a "Dexterity roll" at the "Harder test" level (Sec. 2.723); if this fails, he/she is burned to death. It cannot be dispelled by a spell of Disenchantment (no. 5), nor can it be deliberately dropped by the caster until it expires of itself. If blocked, frozen, etc. by an opposing spell, it dissipates, and the caster is free to employ some other spell or send forth a new Carpet of lava. The Carpet can be frozen by a T2, T3, or T5 spell of Congelation (no. 111) of the Temple of Hrü'ü. It is blocked by a T9 variant of the same spell, or by a Vallation (no. 68) of water, ice, or grave earth, or by the T3 or higher versions of the spell of The Obsidian Obelisk (no. 130), practiced by sorcerers who follow Ksárul, or by The Muniments of Excellence (no. 75), or by Keténgku's spell of The Pearl-Grey Citadel (no. 179), or by Vimúhla's own spell of Barring and Broaching (no. 149). Other spells do not affect it.

T5; nag; ar; 2mc; 50mr; D: 5 T (1 m per CR); PT: 5 CR; M: as above, except that the Carpet is 2 m wide, 3 m long, and 15 cm thick. A target who cannot scramble out of the way is burned according to table F during the first combat round; he/she must then make a combat round in order to get out of the lava's path. If this fails, he/she is incinerated. Other factors are as for the T3 version.

T7; ag; ar; 3mc; 60mr; D: 6 T (1 m per CR); PT: 1 T; M: as above, but this variant produces lava 3 m wide, 6 m long, and 30 cm thick. An individual caught by this wave of flaming, liquid stone is consumed within the same combat round. Since there is no possibility of a "Magical Resistance factor roll," the only methods of saving oneself are either to climb up above the Carpet or else to cast one of the spells noted under the T3 variant.

T9; ag; ar; 6mc; 80mr; D: 8 T (1 m per CR); PT: 5 T; M: as above. The Carpet has the same dimensions described under the T7 variant, above, but a somewhat longer range and duration. The lava created by this version is permanent and cannot be dispelled, moreover. Once the spell has expired, the area it has covered remains buried under 30 cm of smoking, red-hot, semi-molten ash and stone. This can be cooled by a T5 spell of Congelation (no. 111) or by a Vallation of ice (no. 68). If these are not employed, the area will require 2-6 days (randomly rolled) to cool sufficiently to allow it to be walked upon.

152. Devitalisation (P)

T1; ag; ai; 1mc; 20mr; D: I; mr; prq: the G1 and G7 variants of the spell of Empowering and Enervation (no. 41); this reduces the target's Height-Build-Strength factor (Sec. 2.211 ff.) by 1-10 points (randomly rolled with a D10) permanently. This affects his/her Combat Values and a variety of other factors. A U8, G2, G4, or G5 spell of Healing (nos. 10 and 48), or one of the forms of Thúmis' advanced Healing spell (no.

146) will restore these lost points, but a spell of Disenchantment (no. 5) will not do so. There is no external sign of the loss of these points (unless the character is reduced below zero and dies!); it is theorised that this spell increases the victim's metabolic rate and thus burns up muscle tissue.

T3; ag; ai; 1mc; 30mr; D: I; mr; as for the preceding form of this spell but with a slightly longer range.

T4; ag; ar; 2mc; 40mr; D: I; mr; 1-2 (randomly rolled) victims within the circle of effect are reduced by 1-20 Height-Build-Strength points (ascertained with a D20). Other factors are as for the T1 variant.

T5; ag; ar; 3mc; 50mr; D: I; mr; 1-5 (randomly rolled) targets are made to lose 1-20 (determined with a D20) Height-Build-Strength points each, as described above.

T6; ag; ar; 6mc; 60mr; D: I; mr; 1-10 (ascertained with a D10) targets each lose 1-50 (the score of D100 divided by 2 and rounded up) Height-Build-Strength points. A character whose stock is reduced to zero or below dies.

T7; ag; ai; 1mc; 30mr; D: I; mr; PT: 1 CR; the "Magical Resistance factor roll" (Sec. 2.725 (1)) of the target is reduced by 1-20 (randomly rolled with a D20) points permanently. These are subtracted from the victim's "Psychic Reservoir" (Secs. 1.620 and 2.216). This may seriously affect the individual's ability to employ magic, particularly if it brings his/her "Magical Resistance factor" down below the minimum level required to utilise spells (cf. Sec. 2.239). Only a spell of Benefaction (no. 32) can restore these lost points.

T8; ag; ai; 1mc; 50mr; D: I; mr; PT: 2 CR; the target's "Magical Resistance factor" (Sec. 2.725 (1)) is reduced by 1-50 points (the score of D100 divided by 2 and rounded up). Again, this loss is permanent unless repaired by a spell of Benefaction (no. 32). A character whose stock of "Magical Resistance factor" points is reduced to zero or below automatically becomes a "psychic dampener"; cf. Sec. 2.216.

T9; ag; ai; 1mc; 60mr; D: I; mr; PT: 3 CR; *both* the target's Height-Build-Strength factor (Sec. 2.211 ff.) *and* his/her "Magical Resistance factor roll" (Sec. 2.725 (1)) are reduced by 1-50 points apiece (two rolls of D100 are made, divided by 2, and rounded up). The former can be returned only by a spell of Empowering and Enervation (no. 41), whereas the latter must be restored by a spell of Benefaction (no. 32).

T10; ag; ai; 1mc; 90mr; D: I; mr; PT: 5 CR; as for the T9 form of this spell, except that the two factors mentioned there are reduced by 1-100 points each (two D100 rolls are made). The methods of restoring these lost points are the same as for the preceding variant.

153. Devotion to the Flame (P)

T1; nag; ai; 1mc ci; tr; D: 1 T; mr; the target becomes a "berserker" for the duration of the spell. He/she ignores morale (i.e. becomes a member of morale class H; cf. Sec. 2.8212) and no longer must make checks to stay in combat upon losing various percentages of his/her Body Damage Points (Sec. 2.8211). He/she fights on until victory or death. The target thus cannot withdraw from combat as long as he/she is in hand-to-hand melee with an opponent. If the foe is slain (and there are no others currently in melee with him/her), the target must advance as rapidly as possible upon the nearest foe and join battle. A major disadvantage of this spell is that it cannot be dropped by either the caster or the target until it expires of itself. It also cannot be dispelled by a spell of Disenchantment (no. 5), and the target thus has no choice but to be a hero or heroine! A "Magical Resistance factor roll" (Sec. 2.725 (1)) is permitted to one who does not wish to become a mindless fighting machine. All forms of this spell are species specific: a human mage can only cast it upon other humans, etc.

T2; nag; ai; 1mc ci; tr; D: 2 T; mr; as above, but with a longer duration.

T3; nag; ai; 1mc ci; tr; D: 3 T; sp; mr; as for the T1 version, but with a still greater duration.

T4; nag; ar; 2mc; 1mr; D: 3 T; mr; as many as 2 targets (randomly rolled with a D10: 1-6 = 1 person; 7-10 = 2) within the circle of effect are made "berserkers" for the duration of the spell. Other factors are as for the T1 variant. The caster cannot include himself/herself in this variant, nor in the T5, T6, or T10 versions that follow below.

T5; nag; ar; 3mc; 2mr; D: 3 T; mr; 1-5 (randomly rolled from among those within the circle of effect) are given "berserker" status, as above.

T6; nag; ar; 6mc; 3mr; D: 3 T; mr; 1-10 (randomly determined with a D10) targets within the circle of effect become "berserkers" until the spell expires.

T8; nag; ar; 1mc ci; tr; D: 5 T; mr; one target becomes a "berserker," as described under the T1 version. The difference is that this person retains the presence of mind to be able to withdraw, retreat, or even run away when he/she perceives that this might be the best course of action. This may be done at any time, and the spell then expires at once.

T10; nag; ar; 3mc; 2mr; D: 5 T; mr; as for the T8 variant, except that 1-5 (randomly rolled) targets within the circle of effect are given the status of "intelligent berserkers."

154. Inexpugnability (R)

T1; nag; ai; 1mc; tr; D: 1 T; prq: the spell of Favouring (no. 9); M: the target must be a fighter carrying a weapon of iron or steel. This must be an edged weapon, moreover: a sword, axe, spear, halberd, dagger, etc. The weapon takes on a faint flame-like nimbus of orange light, visible in torchlight or lamplight but not in broad daylight or in a brightly lit room. As long as the target wields this weapon, he/she cannot be hit with another edged melee weapon; each time an opponent's blow would do damage to the target, the latter suffers no damage at all, and instead the opponent suffers 1-3 points of Body Damage (randomly rolled with a D10: 1-5 = 1; 6-8 = 2; and 9-10 = 3). This spell does *not* function against blunt weapons (e.g. maces, clubs), missiles, fists or feet, or Karakán's spell called The Weapon of the Prince of Valour (no. 123). It also offers no protection against damage done by spells, "Eyes," or other sorcerous means. This variant is species specific, as are the T3 and T5 forms of this spell.

T3; nag; ai; 1mc; tr; D: 2 T; M: as above, except that 1-5 (randomly rolled) Body Damage Points are subtracted from the opponent's stock each time he/she would otherwise do damage to the target with an edged melee weapon. Other factors are as for the T1 version.

T5; nag; ai; 1mc; tr; D: 3 T; M: the target's opponent loses 1-10 Body Damage Points (randomly rolled with a D10) whenever he/she would otherwise injure the target with an edged melee weapon.

T7; nag; ai; 1mc; tr; D: 3 T; M: as for the T5 version, except that the target's opponent loses 1-20 (determined with a D20) Body Damage Points. This variant is not species specific and can be employed upon any intelligent being, excluding androids, automatons, demons, the undead, and creatures produced by sorcery.

155. The Infrangible Incandescent Orb (R)

T2; nag; ai; 1mc co; tr; D: 1 T; M: the caster is surrounded with a sphere 2.5 m in diametre composed of crackling flames. He/she is not harmed by the heat and can move, taking the shield with him/her, but cannot see out of it, cast spells, or fire "Eyes" (etc.) through it. It is possible to fire physical missiles out through the shell but not to strike out of it with a melee weapon. The caster shoots as though blind, however, since the shield is an opaque mass of flames; cf. Sec. 2.823 (list 2, 21). Opponents similarly can fire missiles (but not spells, "Eyes," or other magico-technological devices) into the shield but cannot see the caster, thus reducing their Combat Values also. It is not possible to get close enough to strike a blow from outside with a hand-held melee weapon, although a long spear or pike can do so—for 1 combat round, before the flames burn the weapon's shaft and destroy it. Any individual physically contacted by this sphere is burned and suffers damage according to table F. The sphere can be dispelled by a spell of Disenchantment (no. 5). Sorcerers devoted to the Lord of Flame, his Cohort, Chiténg, or to related foreign deities employ this spell to turn themselves into human fireballs during a melee. This is considered an act of great bravery. The objective is to disrupt enemy ranks and cause confusion, which comrades behind can turn to good advantage.

T3; nag; ai; 1mc co; tr; D: 3 T; M: as above, but with a longer duration.

T4; nag; ai; 1mc ci; tr; D: 3 T; sp; mr; M: as above, except that this variant can be used by the caster himself/herself or cast upon one comrade. It also permits the casting of another spell within the shield (but not through it in either direction). It can thus be combined with the spell called Devotion to the Flame (no. 153). The target then becomes totally fearless and heedless of his/her own safety, charging head-on into enemy ranks and running amok to achieve either victory or death. Any foeman contacted by this version suffers damage according to table G, and long pole weapons can no longer penetrate it. Missiles can be employed, however, as can a spell of Disenchantment (no. 5). One who does not desire to become a human fireball is permitted a "Magical Resistance factor roll" (Sec. 2.725 (1)) in order to avoid this fate.

T6; nag; ai; 3mc ci; 1mr; D: 3 T; mr; PT: 1 CR; the caster can include 1-5 comrades (randomly rolled) along with himself/herself within the flaming sphere. These persons must remain in close contact with one another (or with the caster, if he/she is inside it) in order to retain the protection provided by the spell. If they emerge from the shield, they cannot re-enter it, and if touched by it, they suffer burns according to table G, just as foemen and others do. Those within this shield can fire missiles out through it but are prohibited from striking blows with melee weapons. As stated under the T1 variant, the sphere is opaque and both persons inside and outside fire missiles, etc. as though blind; cf. Sec. 2.823 (list 2, 21).

T8; nag; ar; 3mc ci; 1mr; D: 5 T; mr; PT: 5 CR; M: as above, except that this form of the spell can levitate up to 10 m in the air (to any height desired by the caster), carrying the caster and 1-5 (randomly rolled) companions with it. It does not move laterally, however. This version is no longer opaque from inside, and those within are able to see out and to shoot without suffering deductions from their Combat Values, while foemen outside must fire into it as though blind. Spells, "Eyes," and similar devices cannot be fired through the shield in either direction, nevertheless. If the caster raises the sphere into the air, it returns gently to earth upon expiration of the spell. The shield cannot be deliberately dropped by the caster, moreover, and it thus remains until the spell expires. It can be dispelled from outside by a spell of Disenchantment (no. 5), and if this occurs while the spell is in the air, those within suffer damage from falling, as outlined in Sec. 2.840 (2).

T10; nag; ar; 3mc ci; 1mr; D: 10 T; mr; PT: 1 T; M: as for the T8 variant, except that this version can sink through natural stone or earth (but not through masonry, brick, or other worked materials) to a depth of 10 m. It cannot rise above ground, nor does it move laterally. The hole created by the sphere is not permanent, moreover, since it is a manifestation of other-planar power, and when the spell expires, the earth and stone return as before. By casting this spell a second time during the fourth turn, the mage can maintain a continuous fiery sphere around himself/herself and any companions. It is possible to descend to a considerable depth in the earth in this fashion, and repeated applications can then return the party to the surface (but not on up into the air, as stated above). Of course, if the spell expires while the sphere is passing through solid rock or earth, an explosion occurs that kills all passengers and shatters the subterranean strata in a 6 m circle! The sphere will not enter areas that are protected by sorcerous barriers: e.g. The Seal Upon the Powers (no. 18), The Sphere of Impermeable-Quiescence (no. 20), Warding (nos. 24 and 71), Guarding (no. 46), The Muniments of Excellence (no. 75), The Inimitable Defender (no. 103), The Ritual of the Purified Sphere (no. 108), The Vindication of Instability (no. 115), The Bulwark of Amber (no. 133), and The Pearl-Grey Citadel (no. 179). The caster can drop this spell at will, and it can also be dispelled from outside with a spell of Disenchantment (no. 5), if this can be directed at the fiery sphere itself and not at the hole created by it.

156. The Panoply of Iron (R)

T2; nag; ai; 1mc; tr; D: 1 T; mr; M: the target (who cannot be the caster) is suffused with a steel-grey hue and is surrounded by a halo of reddish light, like the glow emanating from a forge. This spell provides the target's bare skin with an armour defensive value of 5: the equivalent of a suit of "heavy" armour of "ordinary" steel; cf. Sec. 2.8210. There is no increase in the target's encumbrances. One important factor is that the target cannot be wearing or carrying more than 30 grammes of any sort of metal, nor can he/she take up a metal sword, etc. while this spell is operative. *Chlén*-hide, wood, stone, and other materials may be employed, of course. The target also cannot employ "Eyes" or other magico-technological devices, nor can he/she cast spells of his/her own. The spell is thus best used to protect warriors in hand-to-hand combat—or against physical missiles. This protection can be dispelled by a spell of Disenchantment. One who does not wish to receive this armour coverage is permitted a "Magical Resistance factor roll" (Sec. 2.725 (1)) in order to remain unarmoured. All forms of this spell are species specific: a human mage can cast the enchantment upon another human, etc.

T3; nag; ai; 1mc; tr; D: 2 T; mr; M: as above. The spell still excludes the caster. It is of longer duration and also provides the protective value of a suit of "heavy" armour of "excellent" steel: 6.

T6; nag; ai; 1mc; tr; D: 3 T; sp; mr; PT: 2 CR; M: as above, but the target's skin is given the defensive value of a suit of "heavy" armour of "enchanted" steel: 8. Other factors are

as for the preceding variants.

T8; nag; ai; 1mc; tr; D: 3 T; mr; PT: 5 CR; M: a much brighter halo of red-orange light surrounds the target, and his/her skin is imbued with a defensive value of 10—more than even the best suit of "enchanted" steel armour—for the duration of the spell. The caster still cannot employ this spell upon himself/herself. Other factors are as given previously.

T10; nag; ai; 1mc ci; tr; D: 5 T; mr; PT: 1 T; M: the target's skin glows brightly, and his/her body gleams like polished steel. The protection afforded by this variant is 12—a third more than most suits of "enchanted" steel can provide. The caster can use this spell upon himself/herself, but he/she can then employ no sorcery, fire "Eyes" or other magico-technological devices, or take up a weapon or a shield of metal.

TEMPLE SPELLS—CHEGÁRRA

157. The Gauntlet of Might (R)

T1; nag; ai; 1mc ci; tr; D: 1 T; mr; M: the target's hand (the right, except for lefthanded persons) takes on a metallic, glittering appearance. It then does extra damage when used as a weapon in hand-to-hand combat (i.e. in the skills of Fisticuffs and Brawling, Wrestling, or the Unarmed Martial Arts (Secs. 1.960, 2.2317, and 2.829 (4)). This spell increases the damage done by the target's fist by one table (e.g. from C to D) for the duration of the spell. A "Magical Resistance factor roll" (Sec. 2.725 (1)) is permitted to anyone who does not wish this extra striking power. A spell of Disenchantment (no. 5) returns the target's hand to normal.

T2; nag; ai; 1mc ci; 1mr; D: 2 T; mr; M: as above, except that the damage done by the target's fist is increased by two tables in Sec. 2.829 (4): e.g. from B to D.

T3; nag; ai; 1mc ci; 1mr; D: 3 T; sp; mr; M: as for the preceding forms of the spell, but this increases the target's damage by three tables: e.g. from A to D.

T4; nag; ai; 1mc co; 20mr; D: I; mr; M: the caster can send an invisible fist crashing out to a distance of 20 m to hit a target. This does damage according to table D against an unarmoured target or an animal of the same size or smaller than a human. Upon an armoured being or a larger target, the Gauntlet does damage according to table B, and against the largest animals (e.g. a *Sró, Sérudla, Akhó,* etc.) it is completely ineffective. Doors, gates, and other closed apertures can also often be smashed open with this spell. A D10 roll is made against the following table. A modifier of +1 is applied to the score, however, for each level of the spell of Barring and Broaching (no. 149) that has been applied to the portal, and the highest level of Vimúhla's spell protects the portal completely: the Gauntlet cannot penetrate a T10 variant of the spell of Barring and Broaching at all.

Size of aperture	D10 roll needed to open aperture
Closed window shutter, very small door: 1 m square (approx.)	1-7
Normal door: 2.5 m high by 1 m wide, shut with a wooden panel	1-6
Large door: 2.5-3 m high by 1.5-2 m wide, shut with a heavier panel	1-5
Double door: 3-4 m high by 2-3 m wide, shut with two leaves or panels of wood	1-4
Strong door, banded with metal or heavy wooden bars	1-3
Fortress gate: 5-6 m high and 4-5 m wide, banded with metal or stout beams	1-2
Very large fortress gate: 6-9 m high, banded with very heavy beams	1

T5; ag; ai; 1mc; 30mr; D: I; mr; M: as for the preceding version, except that any unarmoured being of human size or smaller is automatically stunned for 1-3 (randomly rolled) combat rounds, if the "Magical Resistance factor roll" (Sec. 2.725 (1)) is unsuccessful. Larger creatures and armoured beings receive damage according to table C, and the very largest suffer damage according to table B. A modifier of −1 is given when rolling on the table presented under the preceding variant in order to open doors, windows, or gates.

T6; ag; ai; 1mc; 40mr; D: I; mr; M: as above, but an unarmoured being of human or smaller size is stunned for 1-3 (randomly rolled) turns. A larger creature (e.g. a Shén, Ahoggyá, or Black Ssú) or a target in armour is stunned for 1-3 combat rounds, if it fails the "Magical Resistance factor roll" (Sec. 2.725 (1)), and the largest creatures suffer damage according to table C. When using this spell to break open doors, etc., a modifier of −2 is applied to the D10 score on the table given under the T4 variant.

T7; ag; ai; 1mc; 50mr; D: I; mr; M: as above, but an unarmoured being of human or smaller size is killed, if he/she fails the "Magical Resistance factor roll" (Sec. 2.725 (1)); an armoured target or a larger being is stunned for 1-3 turns similarly; and the very largest animals (including such automatons as the *Ru'ún*) suffer damage according to table D. A modifier of −3 is given when this spell is used to open a door, gate, etc., as described under the T4 variant.

T8; ag; ai; 1mc; 60mr; D: I; mr; M: as for preceding versions, except that a being larger than a human (e.g. a Shén, Ahoggyá, or Black Ssú) is killed outright (as are smaller targets), should the "Magical Resistance factor roll" (Sec. 2.725 (1)) be unsuccessful, and the largest animals suffer damage according to table F. This form of the spell opens smaller doors and windows automatically, unless these are protected by Vimúhla's spell of Barring and Broaching (no. 149), and those larger than a single-leaf strong door also require a die roll. A modifier of −4 is given to these rolls.

T9; ag; ai; 1mc; 80mr; D: I; mr; PT: 1 CR; M: as above, but any target up to and including one the size of a Black Ssú is killed, if it fails its "Magical Resistance factor roll" (Sec. 2.725 (1)), while a very large animal is stunned for 1-3 (randomly rolled) turns. Any door smaller than a large fortress gate can be opened without a die roll, unless it is protected by Vimúhla's spell of Barring and Broaching (no. 149). A modifier of −5 is applied to all doors except those upon which the T10 level of Vimúhla's spell has been cast; these cannot be breached by this spell at all.

T10; ag; ai; 1mc; 100mr; D: I; mr; PT: 3 CR; M: as above, except that any target is slain unless it makes a successful "Magical Resistance factor roll" (Sec. 2.725 (1)). This variant opens all doors and gates automatically—except those guarded by the spell of Barring and Broaching, as said above. A modifier of −6 is applied to the die roll for these, and the only door that is totally unopenable is one protected by the T10 level of Vimúhla's spell.

158. The Harness of the God-King (R)

T3; nag; ar; 1mc; 1mr; D: 15 T; sp; M: this spell summons the suit of specially enchanted "heavy" armour worn by Chegárra's legendary shield-bearer, Danúo, at the Battle of Dórmoron Plain. This suit has an armour defence factor of 12 (Sec. 2.8210), and it also increases the wearer's defensive "Magical Resistance factor roll" (Sec. 2.725 (1)) by +3. It appears 1 m in front of the caster, and he/she can put it on or give it to a comrade for the duration of the spell. Naturally, the caster can no longer use sorcery while wearing this much metal. The usual time must be taken to put on the suit of armour; cf. Sec. 2.710. This is subtracted from the length of time that this marvelous harness remains upon this Plane. Danúo's gold-chaised, engraved, and gloriously brilliant armour remains until the expiration of the spell and cannot be dispelled with a spell of Disenchantment (no. 5). When the spell ends, this armour returns to Chegárra's paradise, and the erstwhile wearer is left standing in his/her underclothes. The suit is made to fit humans only, although it does adjust itself to various statures and builds automatically. If Chegárra's shield and sword (see below) are also summoned, they must all be used by the same warrior. They cannot be given to 2 or 3 persons separately. If this is attempted, they vanish at once. Another qualification that must be observed is that all three of these legendary items can be given only to warriors of proven ability: a wielder must possess a minimum of 10 skill levels in the skill of Warrior (Sec. 2.239) in order to use them. If handed to anyone else, they return to their own Plane in disgust and will never again respond to a summons from the caster who has so dishonoured them. All three of these items will serve only devotees of Stability, furthermore; if a minion of Change attempts to use them, they return to their own Plane.

T5; nag; ar; 1mc; 1mr; D: 15 T; M: this variant is cast separately from the preceding one; it calls forth the shield Chonkótuel, borne, it is said, by Danúo at the Battle of Dórmoron Plain also. This large shield cannot be destroyed or damaged, and it moves to aid its wielder in warding off blows: a modifier of −2 is given on the table for hitting a shielded character in Sec. 2.828, and thus only a D10 roll of 1 or 2 can get past this mighty shield to strike the wielder.

T9; nag; ar; 1mc; 1mr; D: 15 T; M: this brings forth Chegárra's hero-sword, Arosuél. This is a long one-handed weapon, bejewelled and endowed with an internal scarlet light. This weapon cannot be broken or dropped, and it adds a +3 to the wielder's Combat Value in the use of long one-handed weapons (Sec. 2.810 ff.). It also does damage according to table G each time it strikes a successful blow. It also contains one G3 spell of the Radiant Gaze (no. 60), which the wielder can use at will by pointing the sword towards the target. Arosuél contains an intelligence of great power and can speak to its wielder in the Llyáni language (Sec. 1.711). It has been known to guide a heroic warrior in the service of Chegárra to safety in the Underworld, find water in the desert, and produce food and even light. How much of this is true and how much is only myth is left to the referee.

159. The Valour of the Divine Kingdom (P)

T1; nag; ar; 3mc co; tr; D: 1 T; mr; the caster becomes a hero—a member of morale class H (Sec. 2.8212)—for the duration of this spell. He/she also is recognised as the leader of all those within the circle of effect, and these persons will obey him/her as long as he/she gives commands that are "brave," "heroic," etc. Thus, others will follow the caster courageously into battle but would not heed him/her if the command were to retreat. Those within the circle of effort are also raised 2 degrees in their morale classes: e.g. from class B to class D. All characters of the caster's species within the circle of effect are possible targets, although those who do not desire to become instant heroes are permitted a "Magical Resistance factor roll" (Sec. 2.725 (1)) in order to avoid this. Naturally, this spell is of use only when applied to the caster's friends; it works equally well upon foes, but these do not follow him/her, and the increase in their morale classes is likely to do more harm than good!

T2; nag; ar; 6mc co; tr; D: 3 T; mr; as above, but the circle of effect and the duration are greater. Other factors are as given above.

T4; nag; ar; 9mc co; tr; D: 5 T; sp; mr; as for the T1 variant, but again with more range and duration.

T6; nag; ar; 6mc co; tr; D: 6 T; mr; PT: 1 CR; all members of the caster's species within the circle of effect are raised 3 morale classes (e.g. from A to D) for the duration of the spell. These persons will follow the caster heroically as he/she leads them into battle. Any other command (or direction) results in the immediate termination of this spell, however.

T7; nag; ar; 6mc ci; 2mr; D: 6 T; mr; PT: 3 CR; not only does this raise all targets within the circle of effect by 4 morale classes (e.g. from class A to class E) but it also increases their Combat Values by +3 with the weapons they are currently using (but not others, even though these may be available in sheaths, quivers, or even in their non-fighting hands!). This variant can also be employed upon a group of comrades excluding the caster.

T8; nag; ar; 9mc ci; 3mr; D: 6 T; mr; PT: 1 T; as for the preceding variant, except that this can be used upon a larger group of companions.

T10; nag; ar; 9mc ci; 3mr; D: 10 T; mr; PT: 2 T; as above, but this version is not species specific and can be cast upon beings of any intelligent species (except the undead, androids, demons, automatons, etc., who are anathema to Chegárra and Karakán). The modifiers are the same as for the T7 variant.

TEMPLE SPELLS—CHITÉNG

160. Calcination (R)

T1; ag; ai; 1mc; 30mr; D: I; mr; this silent, invisible spell affects only bare flesh. An unarmoured target who fails the "Magical Resistance factor roll" (Sec. 2.725 (1)) is struck automatically. Clothing, leather, and other "soft" coverage provide no protection. A D10 roll is made for an unarmoured target: a person wearing "light" armour (Sec. 2.320) is hit on a score of 1-7; a "medium" armoured target is struck on a score of 1-5; and a target in "heavy" armour is affected on a score of 1-2. The material of the armour is irrelevant since it is the exposed flesh that is being hit and not the coverage. A "small" shield provides a modifier of −1 to the D10 score ranges (e.g. a lightly armoured target is hit on a roll of 1-6 instead of 1-7); a "medium" shield reduces the range by a −2; and a "large" shield increases the difficulty of hitting by a −3; cf. Sec. 2.828. It is thus not possible to hit a target who wears "heavy" armour and carries a "large" shield with this variant. If a hit is scored, a roll is made on the table for hitting a specific body area given in Sec. 2.852 (2, a). A head,

torso, or abdominal hit chars the body area and kills the victim, while a hit on a limb does it damage according to table D. If the limb is destroyed, it can be regenerated by a U8, G5, T7, or T10 spell of Healing (nos. 10, 48, and 146). The target's possessions are not harmed by this variant.

T2; ag; ai; 1mc; 40mr; D: I; mr; as above, except that the die score ranges are increased by +1: e.g. a target in "medium" armour is hit on a score of 1-6 instead of 1-5.

T3; ag; ai; 1mc; 50mr; D: I; mr; as for the T1 variant, but the die score ranges are increased by a +2: e.g. a target in "heavy" armour can be struck on a score of 1-4. Other factors are as previously given.

T4; ag; ai; 2mc; 60mr; D: I; mr; as for the T3 version, except that another being within the circle of effect can be injured besides the primary target.

T5; ag; ai; 3mc; 70mr; D: I; mr; this variant is also identical to the T3 form of the spell, but 1-5 targets (randomly rolled) within the circle of effect can be struck. This includes the primary target.

T6; ag; ai; 3mc; 80mr; D: I; mr; the number of targets is the same as for the T5 variant, but any being of human size or smaller who fails the "Magical Resistance factor roll" (Sec. 2.725 (1)) is burned to a grey ash. A larger creature suffers damage according to table F, and a very large animal is injured according to table C. A victim slain by this spell is given a +5 modifier on his/her dice roll when a spell of Revivification (no. 76) is attempted. The T9 and T10 variants of Belkhánu's spell of Re-embodiment (no. 88) operate as usual without this modifier, however. The personal belongings of a victim thus calcinated are destroyed beyond repair: garments burned away, armour melted, gems cracked, etc.

T7; ag; ai; 1mc; 1mr; D: I; mr; this form of the spell burns a neat, flameless hole 5 cm in diametre through as much as 10 cm of any softer substance: e.g. wood, *Chlén*-hide, etc. This hole is permanent and cannot be dispelled by a spell of Disenchantment (no. 5). If employed upon a person or creature, he/she/it is slain as described under the T6 variant, above. This and other more advanced forms of this spell are useful for burning away locks, making holes in doors or walls, and the like.

T8; ag; ai; 1mc; 1mr; D: I; mr; a hole 10 cm in diametre is burned through softer substances to a depth of 20 cm, while an aperture 5 cm in diametre and 10 cm deep is created in such harder materials as masonry, brick, natural stone, or the softer metals. Other factors are as for the T6 version.

T9; ag; ai; 1mc; 1mr; D: I; mr; a hole 20 cm in diametre and 30 cm deep is created in softer substances. A smaller aperture, 10 cm in diametre and 20 cm deep, is produced in the harder materials named under the T8 variant, and a hole 5 cm in diametre and 10 cm deep is burned through steel plates of either "ordinary" or "excellent" quality.

T10; ag; ai; 1mc; 1mr; D: I; mr; a hole 1 m in diametre and 2 m deep is produced in softer materials. Harder substances are penetrated to a depth of .5 m, and the hole is 30 cm in diametre. All qualities of steel, including "enchanted" varieties and also "enchanted" copper, are penetrated by this spell. An application of Vimúhla's spell of Barring and Broaching (no. 149) can protect a large zone from it, while the various "barrier" spells (e.g. The Muniments of Excellence, no. 75) will prevent it from harming persons or smaller areas.

161. The Fist of Fire (R)

T3; ag; ai; 1mc; 20mr; D: I; M: this spell hurls a fist-sized gob of molten lava from the heart of some planet in the Planes Beyond at the target. This is a physical missile, though propelled by other-planar energy, and it can thus be warded off by a shield or by armour. A hit is rolled for as stated in Sec. 2.827, using the caster's prowess in the sub-skill of hand-hurled missile weapons. A "shield/cover roll" is permitted (Sec. 2.828), and if the missile hits, damage is done to a shield or to the target according to table D. There is a 70 percent chance of setting the target's inflammable belongings ablaze, and a 40 percent chance of splattering molten rock upon 1-3 (randomly rolled) secondary targets within a 2 m circle, damaging them according to table B. A "Magical Resistance factor roll" (Sec. 2.725 (1)) is futile since the missile is not sorcerous in origin. If the primary target is missed, moreover, the lava goes on to strike others behind (Sec. 2.827) out to the limit of its range.

T5; ag; ai; 2mc; 40mr; D: I; M: as above, except that this ball of lava is about the size of a human head, and 1-3 (randomly rolled) targets within the circle of effect can be struck. Hitting is done as outlined above, and if a shield or a target is hit, damage is done according to table F. There is an 80 percent chance of setting fire to the target's inflammable belongings and a 50 percent chance of injuring 1-5 (randomly rolled) secondary targets within a 3 m circle beyond the original circle of effect. If this occurs, damage is done to each such victim according to table D.

T7; ag; ai; 3mc; 60mr; D: I; M: as for the T3 variant, but the mass of lava is approximately 50 cm in diametre. It destroys a shield completely unless it is made of "enchanted" steel, in which case damage is done to it according to table G. If the lava gets past the shield and strikes the target, he/she is injured according to table J. "Enchanted" steel or copper armour of "medium" or "heavy" coverage reduces this to table F, however. There is a 90 percent chance of setting the target's inflammable possessions afire, and a 60 percent chance of injuring 1-10 (randomly rolled with a D10) comrades within a 6 m circle according to table E.

T10; ag; ar; 3mc; 90mr; D: I; the ball of lava hurled by this variant is almost 2 m in diametre, and it strikes 1-10 targets within the circle of effect. A hit must be scored on each target, however, as described in Sec. 2.827. Victims are automatically slain and their possessions are incinerated. This version is powerful enough to kill 1-3 large animals or 1 very large creature (e.g. a *Sró* or even an *Akhó*), if a hit is made. Inflammable in the area are invariably set ablaze, creating a "large" fire; cf. Sec. 2.840 (7, ff.). There is a 70 percent chance of injuring 1-20 (rolled with a D20) secondary targets in a 6 m circle around the primary area of effect as well. These are injured according to table G, and combustible materials within this large secondary area have a 50 percent chance of catching fire at once.

162. Punition (P)

T1; ag; ai; 1mc; tr; D: I; mr; this causes an incredible burning agony to the target but leaves no external mark. This spell is the particular favorite of the Company of the Edification of the Soul, a Tsolyáni society of professional tormentors and executioners devoted to Chiténg. One who is subjected to this enchantment and fails the "Magical Resistance factor roll" (Sec. 2.725 (1)) rolls a D10: 1-5 = he/she will confess to a crime, provide information, or act as the caster commands; 6-8 = he/she confesses, etc., but retains the presence of

mind to lie or equivocate; 9-10 = the victim possesses the stamina to resist the pain. In order for this conjuration to function, the target must be immobilised, tied up, or otherwise incapable of combat or flight. This variant is species specific: e.g. a human mage can only cast it upon another human. A U1 spell of Control of Self (no. 4) will protect a victim from this form of the spell, but it is ineffective against higher levels.

T2; ag; ai; 1mc; tr; D: I; mr; as above, except that this produces more excruciating pain and draws forth a confession, etc. sooner. The D10 roll is interpreted as follows: 1-7 = the victim confesses or tells what he/she knows; 8-9 = it is still possible to lie or give misleading information; 10 = the prisoner resists the spell successfully.

T3; ag; ai; 1mc; tr; D: I; mr; as for the T1 form of the spell, but this creates even greater discomfort; the D10 roll is read as follows: 1-8 = the prisoner confesses, etc.; 9-10 = he/she can still tell lies or falsehoods, if desired. More than two applications of this variant cause unconsciousness for 1-5 turns (randomly rolled), and if the spell is cast upon the same target a third time within 3 consecutive turns, the victim perishes, whether the "Magical Resistance factor roll" (Sec. 2.725 (1)) is made or not.

T4; ag; ai; 1mc; 20mr; D: I; mr; this version can be projected out from the caster to strike a specified target. The latter need not be immobilised, and if he/she fails the "Magical Resistance factor roll" (Sec. 2.725 (1)), he/she is stunned by the pain for 1-3 turns (randomly rolled with a D10: 1-4 = 1; 5-8 = 2; 9-10 = 3). This version is species specific.

T5; ag; ai; 1mc; 40mr; D: I; mr; as for the T4 variant, except that this form of the spell is no longer species specific; it can be cast upon any intelligent being, except demons, the undead, creatures produced by magic, and the like.

T6; ag; ar; 2mc; 60mr; D: I; mr; 1 or 2 victims (randomly determined with a D10: 1-6 = 1; 7-10 = 2) are stunned for 1-5 turns (again randomly rolled), as described above. This version can be employed upon all living beings of approximately human size or smaller and also upon somewhat larger creatures, including Shén, Ahoggyá, Black Ssú, various species of animals, etc. It does not function upon very large animals, androids, automatons, the undead, creatures produced by magic, or demons, however.

T8; ag; ar; 3mc; 80mr; D: I; mr; as for the T6 variant, except that 1-5 (randomly rolled) targets within the circle of effect are subjected to this torment. A victim who fails the "Magical Resistance factor roll" (Sec. 2.725 (1)) becomes unconscious at once and dies within 5 combat rounds. During this time a spell of Disenchantment (no. 5) of the appropriate level can be cast upon him/her, and if this succeeds, he/she is released from the effects of Punition. Otherwise there is no way to save the target.

T9; nag; ar; 3mc ci; tr; D: 3 T; sp; PT: 1 CR; the caster and all others within the circle of effect are made immune to extremes of pain for the duration of the spell. This does not heal or prevent injuries, but it does allow the caster and his/her party to withstand any sort of discomfort and continue as though nothing untoward were happening. There is thus no need to make an "Endurance roll" for various percentages of wound damage (Sec. 2.8211), and injuries do not affect one's Combat Values while this variant is in effect.

T10; ag; ar; 6mc; 100mr; D: I; mr; as for the T7 form of the spell, except that 1-10 (randomly rolled) beings are affected. A victim who fails the "Magical Resistance factor roll" (Sec. 2.725 (1)) (Sec. 2.725 (1)) falls unconscious at once and perishes within 2 combat rounds unless a spell of Disenchantment (no.5) is employed upon him/her/it during this time. The victim's body and possessions are unmarked, and no cause of death is evident. This version acts upon one very large animal also; if it fails its "Magical Resistance factor roll" (Sec. 2.725 (1)), it is stunned for 1-3 turns (randomly rolled with a D10: 1-4 = 1; 5-8 = 2; and 9-10 = 3 turns). During this time it may be killed by other means—or disenchanted, if someone wishes to do so.

TEMPLE SPELLS—DILINÁLA

163. The Crown of Purity (P)

T1; ag; ai; 1mc; tr; D: I; mr; a target who fails his/her "Magical Resistance factor roll" (Sec. 2.725 (1)) must reply truthfully to 1 question in whatever detail the caster wishes. This must be carefully formulated in order to gain the maximum information. The "Generic" levels of the spell of Domination (no. 38) are immune to the power of this enchantment, as are all variants of the Domination spell known to devotees of Sárku (no. 135) and the spell called The Eradicator of Veracity (no. 136). This variant is species specific, as are the T2, T3, and T4 forms of this spell.

T2; ag; ai; 1mc; tr; D: 2 T; mr; as above, except that the caster may ask 2 questions, and the victim must reply to them in greater detail, if wished. This spell is blocked by the same conjurations noted under the T1 variant.

T3; ag; ai; 1mc; tr; D: 3 T; sp; mr; this version penetrates the G5 form of the spell of Domination (no. 38), but not more advanced varieties. One who fails the "Magical Resistance factor roll" (Sec. 2.725 (1)) must respond truthfully to 3 questions.

T4; ag; ai; 1mc; tr; D: 3 T; mr; this is identical to the T3 version, except that it works upon intelligent beings of other "friendly" races: e.g. a human can employ it upon a Pé Chói, a Páchi Léi, etc., and a Ssú can use it upon a Hlüss. It does not function at all upon the Mihálli or the Nyaggá, for reasons unknown. This is true of all forms of this spell.

T5; ag; ai; 1mc; tr; D: 3 T; mr; as for the preceding variant, except that a being of an "inimical" race can be made to respond to 3 questions. A human mage can thus elicit information from a Ssú, or vice-versa.

T6; nag; ai; 1mc; tr; D: I; mr; a victim who has been affected by the T1 through T4 forms of Sárku's advanced Domination spell (no. 135) is given his/her memories back (but does not retain any recollection of events that occurred while under Sárku's domination). It also perceives the truth about a person upon whom the T7 variant of The Eradicator of Veracity (no. 136) has been cast. A "Magical Resistance factor roll" (Sec. 2.725 (1)) *must* be made by a target, even though he/she may wish to have this spell function successfully.

T7; ag; ai; 1mc; 3mr; D: 2 T; mr; as for the T3 variant, but this operates upon 1 undead being. The creature can be made to answer 3 questions to the best of its knowledge, and it cannot attack or flee while this spell is in effect upon it. The conjuration does not work upon "intelligent" undead, however, nor upon Sárku's demons or their servitors.

T8; ag; ai; 1mc; 10mr; D: 2 T; mr; this variant causes 1 android, automaton (if it has the capacity to speak), intelligent undead being, or even a sorcerously animated statue to reply to 2 questions. The language in which these creatures speak is left to the referee's discretion, as is the information to be gleaned from them. The creature cannot attack

the caster or his/her party while under the influence of this spell. If used upon a being of the caster's own species, he/she is released from the G10, T5, T6, T7, or T8 levels of the spell of Domination, and the "psychic trap" set by the T10 form of Domination is also removed; cf. nos. 38 and 135. A "Magical Resistance factor roll" (Sec. 2.725 (1)) must be made by a target, even though he/she desires this spell to work.

T9; ag; ar; 3mc; 20mr; D: I; mr; 1-5 targets within the circle of effect are struck dumb for a period of 20 turns. No information can be exchanged verbally, nor can a victim read or write in any language. Sign language is possible, however. This variant is again limited to the caster's own species. A U8, G5, T7, or T10 spell of Healing (nos. 10, 48, and 146) will release a victim from this spell, as will the relevant form of the spell of Disenchantment (no. 5).

T10; ag; ar; 6mc; 40mr; D: I; mr; as for the preceding version, but 1-10 targets of any intelligent species (except the Mihálli and the Nyaggá) are struck dumb and made unable to read or write in any language *permanently*. Spells of Healing (nos. 10, 48, and 146) are ineffective upon this variant, and only a spell of Disenchantment of the appropriate level can restore a target's powers of speech and literacy.

164. Encapsulation (R)

T3; ag; ai; 1mc; 20mr; D: I; mr; a target who fails the "Magical Resistance factor roll" (Sec. 2.725 (1)) is put slightly "out of phase" with this Plane. This condition lasts for 1 turn. He/she becomes a frozen statue, solid as steel to the touch, and unable to move or think. Objects attached to the target (including another being, if in physical contact!) are included in the stasis, and it is impossible to remove them from his/her belt or backpack, touch them, or harm them in any way. A victim cannot be contacted telepathically or by other sorcerous means, nor can he/she call for Divine Intervention (Sec. 2.725 (2)). Only a spell of Disenchantment (no. 5) can release a target from this spell, and if this is successful, he/she returns to normal at once, as though no time had passed for him/her at all. This version is not species specific, but it does not act upon creatures larger than a Black Ssú or a Shén.

T4; ag; ai; 1mc; 30mr; D: I; mr; as above, but the stasis lasts for 2 turns.

T5; ag; ai; 2mc; 40mr; D: I; mr; as for the T1 variant, except that the stasis field persists for 3 turns.

T7; ag; ar; 3mc; 50mr; D: I; mr; PT: 1 CR; as for preceding forms of the spell, except that 1-5 beings (randomly rolled) within the circle of effect may be "frozen" for 10 turns. Alternatively, one large animal (e.g. a *Srό* or *Akhό*) may be put into the stasis field for 1 turn.

T9; ag; ar; 6mc; 70mr; D: I; mr; PT: 2 CR; this variant puts 1-10 beings (randomly rolled with a D10) within the circle of effect "out of phase" for 30 turns. A single animal of even the largest species can be "frozen" for 3 turns.

T10; ag; ar; 6mc; 90mr; D: I; mr; PT: 5 CR; 1-20 smaller beings (rolled with a D20) are frozen in stasis permanently, unless released with a spell of Disenchantment (no. 5). A large animal is put "out of phase" for 5 turns. This version can also be applied to slow-moving natural substances: e.g. lava, poison gas, or even a small part of a storm; if this material fails the "Magical Resistance factor roll" (Sec. 2.725 (1)), it is halted in place for 3 turns. This does not function upon faster moving objects, such as missiles, falling rocks, etc.

165. The Girdle of the Maiden (R)

T1; nag; ai; 1mc co; tr; D: 1 T; M: a faint turquoise-blue glow (visible in darkness or in the light of lamps or torches) surrounds the caster, who must always be female. She receives an increase of 1-20 points (randomly rolled with a D20) in her Height-Build-Strength factor for the duration of the spell. This enchantment functions only for those intelligent races that possess a clearly identified female gender; those which do not (e.g. the Ahoggyá, the Páchi Léi, the hermaphroditic Mihálli, etc.) are not affected. Males cannot cast this spell at all, and the T1-T6 and T10 variants have no effect upon males who happen to be within the circle of effect or who become accidental targets.

T2; nag; ai; 1mc co; tr; D: 1 T; M: as above, except that the caster gains 1-3 levels in her defensive "Magical Resistance factor" (Sec. 2.725 (1)) for the duration of the spell. This is found with a D10: 1-5 = 1 level; 6-8 = 2; and 9-10 = 3 levels.

T3; nag; ai; 1mc; 1mr; D: 3 T; M: the nimbus is cast upon one target, who must be a female warrior (i.e. a woman possessing at least 3 levels of the skill of Warrior) of the caster's species. This person gains 1-20 points in her Height-Build-Strength factor and adds 1-3 levels (found with a D10, as given under the T2 variant) to her Combat Values in the weapon she is presently using or has ready in her hand. Only hand-to-hand melee weapon competences are affected, however.

T4; nag; ai; 1mc; 1mr; D: 3 T; sp; M: as for the T3 version, but 1-50 points (found by rolling D100, dividing by 2, and rounding up) are added to the target's Height-Build-Strength factor, and she gains 1-5 levels (randomly determined) in her Combat Value in the melee weapon she is currently using.

T5; nag; ai; 2mc; 1mr; D: 3 T; M: as for the T4 form of the spell, except that the caster can augment the Height-Build-Strength factors and Combat Values of 2 female fighters of her party.

T6; nag; ar; 3mc; 2mr; D: 3 T; PT: 1 CR; M: the blue-green glow of the nimbus can be seen even in broad daylight. All females of the caster's species within the circle of effect receive the benefits described under the T4 variant.

T7; ag; ai; 1mc; 30mr; D: I; mr; PT: 1 CR; M: the glow is cast upon one male of the caster's species. If he fails the "Magical Resistance factor roll" (Sec. 2.725 (1)), he cannot attack any female of his species in hand-to-hand combat for 1 turn. He may fire missiles or spells at females, however, and he can also engage males, females of other races, animals, etc. in normal combat. A female who is not recogniseable as such (e.g. a girl in boy's clothing, a woman shrouded in a heavy cloak, etc.) may also be attacked, but if the target discovers her gender, he must abandon the fight and engage the nearest male foeman. A male target attacked by a female cannot strike back but must parry, retreat, or shout for help from those not under the spell's influence.

T8; ag; ar; 2mc; 50mr; D: I; mr; PT: 2 CR; M: as for the T7 variant, except that 1-2 males within the circle of effect (randomly rolled with a D10: 1-6 = 1; 7-10 = 2) are unable to attack female opponents of their species for a period of 3 turns.

T9; ag; ar; 3mc; 60mr; D: I; mr; PT: 3 CR; M: as above, but 1-5 males (randomly rolled) within the circle of effect are affected as stated under the T7 form of the spell.

T10; nag; ar; 3mc ci; 2mr; D: 3 T; PT: 5 CR; M: 1-10 (randomly rolled with a D10) females of *any* "friendly" intelligent species are given the bonuses described under the T4 variant. The caster may include herself in this group, or she may employ the spell upon a group of comrades.

TEMPLE SPELLS—DRÁ

166. Apathy (P)

T1; nag; ai; 1mc co; tr; D: 3 T; prq: all variants of the spell of Control of Self (no. 4); the caster is suffused with a deep and overwhelming ennui. His/her autonomic motor responses continue to function (e.g. his/her heart, lungs, etc.) but he/she has no desire to move, fight, speak, or perform any action whatsoever. Commands, threats, pain, and physical sensations are of no interest, and he/she is thus immune to Domination (nos. 6, 38, and 135), Semblances (no. 63), and similar spells of "mental command." This spell is of use to a worshipper of Drá when he/she is faced with unpleasant or boring conditions and wishes to withdraw from the phenomena of this Plane.

T2; nag; ar; 2mc co; tr; D: 5 T; mr; as above, except that 1 other being of any intelligent species (including the "inimical" races, but not the Mihálli or the Nyaggá—or the Tinalíya, for unknown reasons) within the circle of effect is similarly made apathetic to physical conditions around him/her. One who does not desire this effect is permitted a "Magical Resistance factor roll" (Sec. 2.725 (1)). The caster is always the centre of this spell's area of influence.

T3; nag; ar; 3mc co; tr; D: 10 T; mr; as for the T2 version, but 1-5 targets (randomly determined) within the circle of effect are made apathetic.

T4; ag; ai; 1mc; 20mr; D: I; mr; 1 target is affected by apathy at a greater range. This condition lasts for 1 turn and can only be relieved by the appropriate level of the spell of Disenchantment (no. 5).

T5; ag; ar; 2mc; 40mr; D: I; mr; as for the T4 version, but 1-2 intelligent beings (randomly rolled with a D10: 1-6 = 1; 7-10 = 2) are made apathetic for a period of 3 turns.

T7; ag; ar; 3mc; 60mr; D: I; mr; as for the T4 variant also, but 1-5 (randomly rolled) intelligent beings are affected for 5 turns.

T9; ag; ar; 6mc; 80mr; D: I; mr; this version works upon 1-10 beings (randomly rolled with a D10) of human size or somewhat larger (e.g. a Black Ssú or a Shén) within the circle of effect, as described under the T4 form of this spell. The condition lasts for 7 turns. The spell also affects smaller animals (up to the size of a Black Ssú, approximately) and semi-intelligent creatures, but the undead, androids, automatons, demons, and creatures produced by magic are immune to it. It also functions upon 1 very large animal (e.g. a *Sró* or *Akhó*), but the duration of the apathy is just 1 turn.

T10; ag; ar; 6mc; 100mr; D: I; mr; 1-20 beings of human size or somewhat larger are made apathetic, as are 1-3 (randomly rolled) animals of very large size. Each target must roll a D10: 1-3 = the victim is so strongly affected that even autonomic motor responses cease, the heart and breathing stop, and the being dies at once; 4-8 = the target continues to live but remains apathetic for 21-40 (20 + the score of a D20) turns; 9-10 = the victim is affected for 10 turns.

167. The Hymnal of the Lord of Light (R)

T3; nag; ai; 1mc co; tr; D: 1 T; prq: the "Universal" variants of the spell of Light and Darkness (no. 13); M: the caster's face becomes illuminated with the beauty of the Perfect Radiance of Hnálla. No servitor of Change can look upon his/her countenance and must fight, fire missiles, or cast spells at the caster as though blind (Sec. 2.823 (list 2, 21)). This light is sufficient to illuminate an area 12 m in diametre, making it as bright as day. The undead cannot enter this zone at all. Those who follow Stability are not affected by this brilliance and may act normally within it—even if they are hostile to the caster and/or his/her party. All forms of this spell can be dispelled with the appropriate level of the spell of Disenchantment (no. 5).

T4; nag; ai; 1mc ci; 1mr; D: 3 T; sp; PT: 1 CR; M: this variant has a longer duration and can be cast upon a comrade instead of the caster himself/herself.

T6; nag; ar; 6mc co; tr; 6mc co; tr; D: 5 T; PT: 3 CR; M: the bright light created by this version surrounds the caster and all those within the circle of effect, giving them the benefits described under the T1 form of the spell. It cannot be used, however, as long as there is a servitor of Change within the circle of effect. The light thus produced extends out in a circle 24 m in diametre from the caster. It blocks the undead, demons who serve Change, and creatures produced by sorcery (whether created by servitors of Change or of Stability, including those summoned by members of the caster's own party) from entering the area. Any beings of these categories already within the lighted zone will flee from it at once. Semi-intelligent and non-intelligent animals will also usually run from the area, if the spell is cast suddenly in a dark place; a D10 score of 1-7 causes animals of morale classes A through C to run away; 1-5 is the range needed to frighten off animals of morale classes D and E; and a score of 1-3 is required to drive off creatures of morale classes F and G. Members of class H cannot be frightened off by this light; cf. Sec. 2.8212.

T8; nag; ar; 1mc co; tr; D: 10 T; PT: 5 CR; M: the brilliant light surrounds the caster and hides him/her completely from view. He/she can command this "illuminated image" to move away from him/her out to a distance of 10 m. It cannot fight, speak, cast spells, or perform other actions, but it walks directly away from the caster and serves to light up an area though which the party is passing (in a circle 12 m in diametre), blocks the undead and other beings mentioned under the T6 version, and provides a focus for hostile missiles and spells. An "Intelligence roll" at the "Harder test" level (Sec. 2.724 (1)) must be made in order to guess that the caster is no longer within this radiant simulacrum and to identify him/her in the party. It cannot pass through physical or sorcerous barriers, however.

T10; nag; ar; 1mc co; tr; D: 10 T; PT: 1 T; M: as for the T9 variant, except that the shining image of the caster can be made to walk through physical walls as much as 50 cm thick. It does no damage to such a barrier and appears on the other side (where the caster cannot see it). It then moves directly away from the caster for another 10 m and stops there motionless until the expiration of the spell (or until the caster deliberately drops the enchantment). This brightly glowing simulacrum can pass through barriers created by "psychic" magic as though they did not exist but is obstructed by "ritual" warding spells. This version is useful as a means of ridding an area of the undead, demons, etc. before a party enters it. (The difficulty with all of Drá's spells lies in persuading the mage to take enough interest in this Plane to cast them at all!)

168. Risibility (P)

T1; ag; ar; 3mc co; tr; D: 3 T; mr; all intelligent beings of the caster's species and other "friendly" races within the circle of effect are caused to perceive the ludicrousness of life. Targets who fail the "Magical Resistance factor roll" (Sec. 2.725 (1)) cease whatever they are doing, become jocose, and give up hostility towards an opposing party for the duration of the spell. If attacked, however, victims return to normal and will respond in kind. A spell of Disenchantment (no. 5) dispels the jollity and restores the victims' sense of the seriousness of the universe. All forms of this spell are susceptible to the relevant level of the Disenchantment spell.

T2; ag; ai; 1mc; 20mr; D: I; mr; a single target is made aware of the futility and absurdity of material existence; he/she breaks out in uncontrollable laughter and continues to laugh for 1 turn. During this time the target cannot fight, cast spells, or perform other actions. This and all more advanced variants of this spell are species specific until the T8 level is reached.

T3; ag; ai; 1mc; 30mr; D: I; mr; as above, but with a longer range and a duration of 2 turns.

T4; ag; ai; 2mc; 50mr; D: I; mr; 2 targets (randomly rolled with a D10: 1-6 = 1; 7-10 = 2) are affected by the drollery of the universe. A target who fails the "Magical Resistance factor roll" (Sec. 2.725 (1)) falls down laughing and counts as prone when the spell expires.

T5; ag; ai; 3mc; 70mr; D: I; mr; this version affects 1-5 (randomly rolled) targets within the circle of effect in addition to the primary target. It is otherwise identical to the preceding variant.

T6; ag; ai; 6mc; 90mr; D: I; mr; 1-10 (randomly rolled with a D10) targets (in addition to the primary target) within the circle of effect are struck by the humour of Being. One who fails the "Magical Resistance factor roll" (Sec. 2.725 (1)) falls down laughing hysterically, remains so for 3 combat rounds, and then becomes unconscious for 1-3 turns (randomly rolled with a D10: 1-5 = 1; 6-8 = 2; and 9-10 = 3).

T7; ag; ai; 1mc; 100mr; D: I; mr; a single target is so affected by the ridiculousness of it all that he/she laughs until exhausted for 5 combat rounds and then dies within 2 turns unless released by a spell of Disenchantment (no. 5) during this period.

T8; ag; ai; 2mc; 110mr; D: I; mr; as for the preceding version, except that 1-2 beings are driven into hysterical—and fatal—laughter. A D10 is rolled: 1-6 = the primary target only; 7-10 = the primary target and one other person within the circle of effect become possible victims. This and succeeding variants are no longer species specific; all beings of the intelligent "friendly" races are affected. Should a Ssú obtain this spell (an unlikely event, perhaps), it could be used to affect the Hlúss, Hlutrgú, or Shunned Ones—but not humans and their allies. The spell does not function upon members of the "neutral" races at all.

T9; ag; ai; 3mc; 120mr; D: I; mr; this is identical to the T7 form of the spell, except that 1-5 (randomly rolled) beings are affected in addition to the primary target.

T10; ag; ai; 6mc; 130mr; D: I; mr; as for the T7 version, but 1-10 (randomly rolled with a D10) beings (in addition to the primary target) are made to see the humour in the universe and laugh themselves literally to death. One who fails the "Magical Resistance factor roll" (Sec. 2.725 (1)) laughs for 3 combat rounds and dies at the end of the following turn unless freed by a spell of Disenchantment (no. 5) first.

TEMPLE SPELLS—DURRITLÁMISH

169. Entombment (R)

T3; ag; ai; 1mc; 20mr; D: I; mr; M: a coffin-shaped cavity 1.5 m wide by 1 m deep, by 2.5 m long is created in an area of unworked earth or natural stone. This is ascertained by a D10 roll: 1-7 = the grave is produced in earth or rubble; 8-10 = it manifests itself within solid stone. The spell cannot be used if the surroundings are masonry, brick, wood, or other worked substances. This tomb is always within 15 m of the caster of the Entombment spell at a depth of 2 m, and the target is transported to it magically. He/she then suffocates within 16-25 minutes (15 + the score of a D10) unless comrades find him/her and effect a rescue within this time; cf. Sec. 2.840 (6). The narrowness of this grim tomb prevents the casting of "ritual" magic, although "psychic" spells, "Eyes," and other devices can be employed. A U5 (or higher) spell of Ascertainment (nos. 2 and 31), Belkhánu's spell of Etherealisation (no. 87), Hrü'ü's spell of Decorporealisation (no. 112), the T5 form of Thúmis' spell called The Discerner of Enchantments (no. 143), or the T9 and/or the T10 variants of Thúmis' spell of Guiding (no. 145) must be used to find the victim. Whether the seeker is successful or not is left to the referee: a D100 roll might be made each turn, with a score of 81-100 denoting the discovery of the victim. A spell of Disenchantment (no. 5) is futile. Once discovered, the entombed being must be rescued by digging. A single rescuer must take a minimum of 12 turns to do this; 2 persons require 8 turns; and a larger party needs 6 turns. At the beginning of the turn following these minimum timings a D10 is rolled by the party: 1-7 = the victim has not yet been reached; 8-10 = the buried person is found and rescued. Should this roll fail, it is made again at the start of every succeeding turn until the victim is either dug free or perishes. If the target is entombed within natural, unworked stone, a −1 is applied to the rescuer's die score. This spell has no effect upon targets larger than a Shén or Black Ssú, the undead, androids, automatons, demons, or creatures produced by sorcery.

T5; ag; ai; 2mc; 30mr; D: I; mr; M: a larger sepulchre is produced: this is 2 m wide, 1.5 m high, and 3 m long, large enough to hold 2 targets of human size or somewhat larger. In addition to the primary target, thus, one additional victim is randomly selected from those within the circle of effect. The tomb is created at a random location within a circle 30 m in diametre with the caster at the centre. The methods of finding and rescuing entombed victims are as given for the T3 variant.

T7; ag; ai; 3mc; 50mr; D: I; mr; PT: 1 CR; M: as above, except that the cavity is 3 m wide, 1.5 m high, and 5 m long. It can hold 1-5 beings of the size of a Shén or a Black Ssú, or 1 larger creature (but not the largest animals, of course). The sepulchre appears within 50 m of the caster and holds enough air for 15 turns. Thereafter D10 rolls are made each turn, as detailed under the T3 version.

T9; ag; ai; 6mc; 70mr; D: I; mr; PT: 3 CR; M: as above, except that the tomb is 4 m wide, 1.5 m high, 6 m long, and is 5 m below the surface. This cavity manifests itself at a random location within a circle 80 m in diametre with the caster at its centre. It can hold 1-10 beings of the size of a Shén or a Black Ssú, 1-3 (randomly rolled) larger creatures, or 1 very large animal. It holds enough air to last for 26-45 minutes (25 + the score of a D20), and rescuers must spend double the minimum times given under the T3 version to reach the victims. Thereafter D10 rolls are made each turn as outlined previously.

170. Necrophobia (P)

T1; ag; ai; 1mc; 20mr; D: I; mr; prq: all variants of the spell of Terrorisation (no. 21); a target who fails the "Magical Resistance factor roll" (Sec. 2.725 (1)) will flee in abject terror from the sight of any undead being. These include the *Hrá, Mrúr, Shédra,* and *Vorodlá,* plus the Worms of the Night and other special minions of Sárku, Durritlámish, and related deities. These beings are described in the referee's Sections, below. The victim, who may be a member of any intelligent species (but not an undead being or a devotee of Sárku, Durritlámish, or an associated foreign god) drops anything he/she is holding in his/her hands and attempts to cast off other encumbrances as he/she runs. A being under the influence of this spell can be freed by the relevant levels of the spells of Disenchantment (no. 5), Intrepidity (no. 50), The Glorious Call (no. 117), Devotion to the Flame (no. 153), or The Valour of the Divine Kingdom (no. 159). A spell of Perception of the Energies (nos. 15 and 56) or Thúmis' spell called The Discerner of Enchantments (no. 143) will identify the presence of this spell.

T2; ag; ai; 1mc; 30mr; D: I; mr; as above, but fear of the undead lasts for 2 turns before the victim returns to normal.

T3; ag; ai; 2mc; 40mr; D: I; mr; 1 being within the circle of effect in addition to the primary target is struck by uncontrollable terror and will flee upon seeing any undead being. This fear persists for 3 turns.

T4; ag; ai; 3mc; 50mr; D: I; mr; 1-5 beings (randomly rolled) within the circle of effect in addition to the primary target are engulfed by fear of the undead for 5 turns.

T6; ag; ar; 3mc; 10mr; D: 10 T; sp; mr; PT: 1 CR; this variant causes a fear of Death and the Dark That Lies Thereafter. No undead being or other sign of Durritlámish or the Lord of Worms need be visible, and the spell can even be cast in broad daylight. A ghastly fear seizes 1-5 targets (randomly rolled from among all intelligent beings within the circle of effect) that causes them to flee, howling in terror, throwing aside weapons and encumbrances, and paying no heed to where they are going. This horror persists while the spell lasts, and it can only be dispelled by the means noted under the T1 version.

T7; ag; ar; 6mc; 30mr; D: 15 T; mr; PT: 3 CR; as above, but 1-10 intelligent beings (randomly rolled with a D10) within the circle of effect may be stricken, and the terror lasts longer.

T8; ag; ai; 1mc; 60mr; D: I; mr; PT: 2 CR; this variant has a "delayed action" effect: the target may not even be aware of the presence of the spell in his/her mind. If he/she is confronted with any undead creature, the Worms of the Night, or one of the special demons or servitors of Sárku, Durritlámish, or related deities within 20 turns after the spell has been applied, he/she suffers a heart attack from terror and dies within 2 combat rounds unless a spell of Disenchantment (no. 5) is cast upon him/her during this period. Should no undead being appear, the victim suffers nothing and feels normal. The spell of Perception of the Energies (nos. 15 and 56) will show the existence of a spell in a possible victim's mind, and Thúmis' spell of The Discerner of Enchantments (no. 143) will make the identification exact.

T9; nag; ar; 15mc; 2mr; D: 30 T; mr; PT: 5 CR; this variant is applied to a location, rather than to living targets. Whenever devotees of deities other than Durritlámish, Sárku, and associated foreign gods enter this area, they are affected by a cold, gloomy, dismal fear of death. They can then cross this circle of fear only by making successful "Magical Resistance factor roll" (Sec. 2.725 (1)) each turn until the area has been traversed. One who fails this roll not only cannot pass through this region, but he/she flees back in the opposite direction for 1-5 turns (randomly rolled), unless caught and subjected to a spell of Disenchantment (no. 5). There is no outward sign of this clammy terror until the zone is entered. The means of identifying and dispelling this enchantment have been noted above.

T10; nag; ar; 30mc; 10mr; D: permanent; mr; PT: 10 T; this form of the spell is used to protect sanctuaries and other secret places of the Lord of Worms and related deities from entrance by worshippers of other gods. As soon as the area is entered a "Magical Resistance factor roll" (Sec. 2.725 (1)) must be made; if this fails, the victim flees back the way he/she came, as described under the T9 version. If successful, the target may proceed, but at the beginning of each subsequent turn he/she must make the roll again, and the same results occur if this is failed. This continues until the target either fails the roll or leaves the area. The spells that offer protection from this gruesome terror are listed under the T1 variant. A spell of Disenchantment (no. 5) will indeed remove this spell from the location, but it must be applied to the spot where the caster of the Necrophobia spell cast his/her enchantment: i.e. the centre of the circle of effect.

171. Putrefaction (R)

T1; ag; ai; 1mc; 20mr; D: I; mr; one body area of the target is affected by instant putrescence. A target who fails the "Magical Resistance factor roll" (Sec. 2.725 (1)) rolls on the table given in Sec. 2.852 (2) to determine which body part is hit, and this then begins to rot and slough away. A head, torso, or abdominal hit slays the target if a spell of Alleviation (nos. 1, 29, and 141) is not applied within 1 combat round. A hit upon a limb destroys the extremity and kills the victim within 1 turn, unless an Alleviation spell is used to keep the target alive. Even so, the limb is lost and can only be restored by a U8, G5, or T7 spell of Healing (nos. 10, 48, and 146). This variant is species specific, as are the T2, T3, and T4 forms of the spell.

T2; ag; ai; 1mc; 30mr; D: I; mr; as above, except that any hit upon the target kills him/her within 1 combat round unless a spell of Alleviation is applied. All targets—including those brought back to life by a spell of Revivification (no. 76)—subsequently must have one of the Healing spells noted under the T1 version cast upon them to restore lost flesh and muscle tissue. This is not necessary, however, when the victim is revivified by Belkhánu's T9 or T10 spells of Re-embodiment (no. 88).

T3; ag; ai; 2mc; 40mr; D: I; mr; as above, except that 1 being within the circle of effect in addition to the primary target may also be affected by this necrosis. A D10 is rolled: 1-6 = only the primary target is hit; 7-10 = a second target is also stricken. Other factors are as for the T2 version, above.

T4; ag; ai; 3mc; 50mr; D: I; mr; as for the T2 variant, but 1-5 targets (randomly rolled) within the circle of effect in addition to the primary target are stricken with instant rotting.

T5; ag; ai; 3mc; 60mr; D: I; mr; as for the T4 version, except that the spell is no longer species specific: any member of an intelligent species may be a target.

T6; ag; ai; 6mc; 70mr; D: I; mr; as for the preceding variant, but 1-10 (randomly rolled with a D10) victims within the circle of effect can be hit in addition to the primary target. The spell also affects non-intelligent and semi-intelligent animals of the same size as a human being or somewhat bigger: e.g. a

Shén, Hlüss, or Black Ssú. Larger creatures, the undead, androids, beings produced by sorcery, and demons are immune.

T7; ag; ai; 1mc; 80mr; D: I; mr; PT: 1 CR; the victim may be any living being except the largest animals (e.g. a *Srό* or *Akhό*). There is no immediate external sign of putrescence, but internal body organs are slowly destroyed. The victim experiences no abnormal sensations for 1 day; on the second day his/her breath begins to smell of rot, and pains in the stomach occur (preventing him/her from moving, fighting, casting spells, etc.); on the morning of the third day he/she lapses into unconsciousness; and by sunset on the fourth day he/she dies. The spell of Alleviation will cure this condition, but it can only be applied once per day, and a special D10 roll is needed before it can be attempted: 1-6 = the Alleviation spell may be cast upon the victim; 7-10 = the putrefaction resists the treatment, and the spell cannot be cast.

T8; nag; ar; 3mc; 3mr; D: 10 T; sp; mr; PT: 2 CR; this form of the spell is cast upon an area of swamp or stagnant water. A living being (except a large animal) who steps into this is infected with gangrenous rot; this is equivalent to a hit upon the legs, as described under the T1 variant above. A spell of Disenchantment is futile, and the area must be avoided, bridged, or left alone until the spell expires. One who does step into the contaminated liquid is permitted a "Magical Resistance factor roll" (Sec. 2.725 (1)). Boots, shoes, etc. are no protection unless these are completely waterproof (referee's discretion). Even when such footgear prevents the putrescence from taking effect, the character has a 25 percent chance each turn of infecting himself/herself before the spell expires by touching his/her shoes or legs with his/her hands.

T9; nag; ar; 6mc; 10mr; D: 30 T; mr; PT: 5 CR; as for the T8 version, but with a larger circle of effect and a longer duration.

T10; ag; ar; 3mc; 90mr; D: I; mr; PT: 2 CR; this variant instantly causes the death of 1-5 living beings within the circle of effect by Durritlámish' gruesome process of decay. A target who fails the "Magical Resistance factor roll" (Sec. 2.725 (1)) is changed into a ghastly corpse at once, and neither Healing nor Alleviation spells are of any use. A modifier of +5 is applied to his/her chances of being brought back to life by a Revivification spell (no. 76), although Belkhánu's spell of Re-embodiment (no. 88) can be employed without this negative factor.

TEMPLE SPELLS—GRUGÁNU

172. The Attainment of Enlightenment (P)

T2; nag; ai; 1mc co; tr; D: 1 T; sp; prq: the G1 and G2 forms of the spell of Sagacity (no. 62); the caster is temporarily gifted with the knowledge of one of the first 5 levels of one spell of the "Universal" phylum that he/she does not already know. This must be a spell of which the caster has *no* knowledge at all: i.e. it cannot be an advanced level of an enchantment of which the caster has already mastered a lower level. For example, if the mage knows the U3 form of Nutrification (no. 14), Grugánu will not choose the U4, U5, or U6 variants of this spell but will give the devotee a level of a completely unknown conjuration. The spell may be of either the "psychic" or "ritual" categories, even if the caster does not normally use that branch of sorcery. In game terms, the referee is informed of the numbers and names of the spells of levels U1 through U5 that the character knows, and a random die roll is made among the rest of the "Universal" list. A further roll is needed to identify the level of the spell. If a spell is chosen that has no U1-U5 levels (e.g. The Seal Upon the Powers, no. 18), it must be discarded and another die roll made. For instance, the mage has no knowledge of the spell of Translocation (no. 22), and this happens to be selected by the die roll. This spell has 6 variants: U1, U2, U3, U5, U7 and U9. The last two of these are unavailable since this spell gives competence only in levels U1-U5. A random die roll is therefore made among the four levels that the caster may acquire: e.g. a D10 is used, and 1-2 = U1; 3-4 = U2; 5-6 = U3; 7-8 = U5; and 9-10 = reroll. A score of 7 gives the mage the ability to use the U5 level of the Translocation spell. This knowledge is temporary: it lasts just one turn and then dissipates. The mage can remember the spell only until it is cast, and it then has its normal duration and effects. It cannot be recalled (even by magical means), written down, or taught to another person. Maintaining this spell in one's mind counts as one of the two "durational" spells that can be kept up at one time (Sec. 2.941 (7, a), and when the spell is cast the usual "psychic power points" needed for it must be expended (Sec. 2.932). It thus may cost approximately twice as much to employ Grugánu's gift, but it has the advantage of providing the mage with an ability he/she does not otherwise know.

T5; nag; ai; 1mc co; tr; D: 1 T; as above, except that "Universal" spells of levels 6-10 may be temporarily mastered and used. The method of identifying the spell and the level is the same as for the preceding version. For example, if the spell of Translocation (no. 22) is selected by the die roll, only the U7 and U9 variants are available, and the following die roll must pick one of these.

T7; nag; ai; 1mc co; tr; D: 1 T; a "Generic" spell of levels 1-5 is given to the caster, as previously described. This may even be a spell not known to the caster's temple. Unfortunately there is no way to retain this competence once the spell expires.

T9; nag; ai; 1mc co; tr; D: 1 T; this variant provides temporary knowledge of one level of a "Generic" spell of levels G6-G10. Other factors are as for the T2 version.

T10; nag; ai; 1mc co; tr; D: 1 T; the "gift spell" is chosen randomly from among those of levels 1-5 in the "Temple" phylum. There is no way to acquire this sort of temporary mastery of spells from the T6-T10 group.

173. The Invigorator of Blades (R)

T1; nag; ai; 1mc; tr; D: 1 T; M: one arrowhead or other sharp projectile point is made to glow with a bluish luminescence. When this is hurled or fired, and a hit is made (Sec. 2.827), it does double the damage rolled for it in Sec. 2.829. The caster himself/herself cannot use this projectile but must perform this service for an archer, crossbowman, javelin hurler, or other missile-firer in his/her party. This spell has no effect upon blunt projectiles (e.g. sling pellets, the bolas, artillery stones, maces, or clubs), nor does it function upon hand-held melee weapons. It also does not work upon anything as large as a ballista bolt. A dagger may indeed be enchanted with this spell, and if this is thrown as a missile, the spell operates. Should the dagger be used to stab, however, the spell dissipates and there is no effect. If the projectile is not fired or hurled within 1 turn, the enchantment disappears.

T2; nag; ai; 1mc; tr; D: 1 T; M: 2 sharp projectile may be temporarily "invigorated," as described above. These cannot be

fired or hurled by the same missile-firer, however, but must be given to two different persons.

T3; nag; ai; 1mc; tr; D: 1 T; M: 1-5 (randomly rolled) sharp projectiles are given the powers described under the T1 version. Again, these cannot be utilised by the same archer, crossbowman, etc.

T4; nag; ai; 1mc; tr; D: 1 T; sp; M: one projectile point is made to glow with a brighter azure light. When this hits a target, it does double or triple its usual damage (Sec. 2.829); a D10 is rolled: 1-6 = the damage is multiplied by 2; 7-10 = it is multiplied by 3.

T5; nag; ai; 1mc; tr; D: 1 T; PT: 1 CR; M: as for the preceding variant, except that the defensive armour protection value of the target (Sec. 2.8210) is reduced by −1. This applies even to "enchanted" steel and copper armour, although that summoned by Chegárra's spell called The Harness of the God-King (no. 158) is immune. The protection offered by Vimúhla's spell entitled The Panoply of Iron (no. 156) is also not reduced.

T6; nag; ai; 1mc; tr; D: 1 T; PT: 3 CR; M: as for the T5 version, but the target's armour protection is modified by a −2.

T7; nag; ai; 1mc; tr; D: 1 T; PT: 5 CR; M: one sharp, edged weapon (e.g. a sword, spear, halberd, axe, etc.) is given the power detailed under the T1 variant. This lasts for 1 turn. If the weapon is dropped, handed to another, or otherwise allowed to leave its wielder's hand, the spell terminates at once. This variant can only be applied to a hand-to-hand melee weapon.

T8; nag; ai; 1mc; tr; D: 1 T; PT: 1 T; M: as for the T4 form of this spell, except that the target is the blade of a sharp-edged melee weapon. Other factors are for the T7 version.

T9; nag; ai; 1mc; 1mr; D: 1 T; PT: 3 T; M: the blades of 1-5 swords, spears, etc. are given the power to do double damage, as outlined under the T1 version. Again, these weapons cannot be dropped, given to others, or put away without losing the effects of this spell.

T10; nag; ai; 1mc; tr; D: permanent until used; PT: 10 T; M: one projectile point (but not a melee weapon blade) is empowered to do *triple* damage; cf. Sec. 2.829. Only one such missile can be carried and/or used by the same missile-firer, however. Once he/she uses this projectile, it loses its power, and he/she may be given another. The mage may thus "invigorate" several missiles for a succession of archers, crossbowmen, etc., using up much sorcerous power thereby, but no more than one projectile can be created for each person, and only when this has been hurled or fired can the sorcerer produce another for that individual. "Invigorated" missiles and blades are made for each user specifically; if employed by another person they do no more than their usual damage.

174. The Labyrinth of Elongated Shadows (R)

T1; ag; ai; 1mc; 20mr; D: I; mr; the target must be a being of the caster's species; if this person fails the "Magical Resistance factor roll" (Sec. 2.725 (1)), he/she is sorcerously transported to Ksárul's horrid Citadel of the Twelve Pylons of Ta'lár, a mighty fortress established on the Forty-Fifth Plane, ruled by the Demon Lord Qu'ú. This is a place of utter darkness and inchoate terrors. The normal laws of Tékumel's dimension function here only feebly, and thus torches, lamps, and light-producing spells produce no illumination. The wretched victim is condemned to wander through this tenebrous edifice for 2 turns. At the end of each turn a D10 is rolled: 1-9 = he/she encounters nothing; 10 = one of Qu'ú's hideous insect-like demon servitors is met with. In the latter case combat ensues, but this cannot be described in physical terms. Instead, D100 rolls are made by the demon and by the target, and the high score wins. A modifier of +1 is given to the latter's score for each skill level he/she possesses in the skills of Assassin, Shaman, Sorcerer, and/or Warrior. (Note that both sorcerous and fighting skills are of aid here.) Should Qu'ú's servitor win, the target is destroyed; his/her body reappears on Tékumel's Plane, naked, weaponless, and wrapped round with a silky cocoon of spidery-strands. If the target wins, he/she must test for a further meeting with another of Qu'ú's minions during the following turn. One who survives both turns in Ksárul's baleful Citadel returns to his/her own Plane at the same place and time from whence he/she was taken. He/she then must rest and is unable to fight, engage in strenuous actions, or cast spells for the next 3 turns, whether he/she has fought one of Qu'ú's minions or not. No time elapses for the rest of the party. This spell does not function at all upon devotees of Ksárul, Grugánu, or associated foreign deities.

T2; ag; ai; 2mc; 30mr; D: I; mr; as above, except that 1 other victim within the circle of effect may be borne off to the Citadel in addition to the primary target. A D10 is rolled: 1-7 = only the primary target is taken; 8-10 = the second victim is also transported to the Forty-Fifth Plane. Those who sojourn with Qu'ú cannot aid one another in fighting his minions. Separate encounter and combat rolls are made for each individual. One may thus escape unscathed, while his/her companion is slain.

T3; ag; ai; 3mc; 30mr; D: I; mr; as above, except that 1-5 (randomly rolled) targets within the circle of effect may be carried off to the Citadel in addition to the primary victim.

T4; ag; ai; 3mc; 40mr; D: I; mr; as for the T3 version, but there is a greater chance of an encounter with one of Qu'ú's creatures. The D10 roll made each turn is interpreted as follows: 1-8 = the victim meets nothing; 9-10 = a servitor is encountered, and combat ensues.

T5; ag; ai; 3mc; 50mr; D: I; mr; as for the preceding variant, but the D10 encounter roll is even more likely to produce an unwanted meeting: 1-7 = nothing is met; 8-10 = the target is confronted by a servitor. Victims of this form of the spell must also remain on the Forty-Fifth Plane for 3 turns and thus must make 3 encounter rolls.

T6; ag; ai; 3mc; 60mr; D: I; mr; as for the T5 form of this spell, but each target must enjoy Qu'ú's hospitality for 5 turns, and 5 encounter rolls must be made.

T7; ag; ai; 3mc; 70mr; D: I; mr; PT: 1 CR; as for the T6 version, but the spell is no longer species specific, and any intelligent being (including members of the "inimical" races—but not the "neutral" species; cf. Sec. 2.223) may be targets.

T8; nag; ar; 3mc co; tr; D: 3 T; mr; PT: 2 CR; the caster and 1-5 (randomly rolled) beings of any intelligent species (except the "neutral" races; cf. the T7 variant) within the circle of effect are transported to the Citadel for 5 turns. Targets may be members of any sect, and all are under the caster's protection, since he/she must be a devotee of Grugánu. Qu'ú's minions will thus not harm the party. Although there can be no light, and spells do not function on the Forty-Fifth Plane, the party can rest, use physician skills to heal its members, regroup, change weapons, etc. If opponents are included within the circle of effect, they, too, are borne off to the Citadel. They may then be combated physically, but both

sides fight as though blind (Sec. 2.823 (list 2, 21). When the spell expires, all are returned to the same place from whence they departed, and no time elapses. One who does not wish to make this visit to Qu'ú's Plane is permitted a "Magical Resistance factor roll" (Sec. 2.725 (1)) to avoid it.

T9; ag; ai; 6mc; 90mr; D: I; mr; PT: 3 CR; 1-10 beings of any intelligent species (including the "neutral" ones) within the circle of effect in addition to the primary target are transported to the Citadel for 7 turns. Other factors are as for the T5 variant.

T10; ag; ai; 1mc; 100mr; D: I; mr; PT: 5 CR; one target of any intelligent species is carried off to the Forty-Fifth Plane and brought before mighty Qu'ú himself. Three combat rolls of D100 are made by the target and the Demon Lord, and again sorcerous and fighting skills provide a modifier of +1 per level. If the former wins all 3 rolls, he/she is returned to his/her own place and time with no ill effects and with no time lapse. Should Qu'ú be victorious, a D10 is rolled: 1-5 = the visitor is slain, his/her body is consumed, he/she can never be revivified, and his/her Spirit-Soul is lost forever; 6-9 = the victim's body is made completely numb and paralysed, he/she is returned to his/her own place and time, and his/her hair is turned permanently white; 10 = Qu'ú finds the target amusing, gives him/her a beautiful green gem (which must be discarded as soon as possible—it turns into a venomous insect within 1-5 combat rounds!), and returns him/her to the place and time from whence he/she came. One who has been paralysed by the Demon Lord can be healed by a G2 or G4 spell of Alleviation (no. 29) or by Thúmis' advanced Alleviation spells (no. 141), but the victim's hair remains pure white (a sign of misfortune to the peoples of Tékumel), and he/she appears some 11-20 (10 + the score of a D10) years older than his/her true age. Although cosmetics may be used to conceal this condition, the victim's original appearance can never be fully restored, and 1-20 points (randomly rolled with a D20) are lost from his/her Comeliness factor (Sec. 2.217).

TEMPLE SPELLS—HRIHÁYAL

175. The Dance of the Emerald Goddess (P)

T1; ag; ai; 1mc; 20mr; D: I; mr; prq: all forms of the spell of Semblances (no. 63); the target perceives an illusion of a sinuous and beautiful maiden (or a youth, in the case of a female target) dancing. This causes one who fails the "Magical Resistance factor roll" (Sec. 2.725 (1)) to become the goddess' willing slave for a period of 1 turn. The caster may command the victim to aid him/her, fight as directed, flee, or even commit suicide. This spell is species specific. A spell of Disenchantment (no. 5) will release a victim of this conjuration; this is true of all variants of this spell, although certain special factors must be noted below.

T2; ag; ai; 2mc; 30mr; D: I; mr; as above, but another target within the circle of effect may be stricken with adoration for the Dancing Maiden in addition to the primary target. A D10 is rolled: 1-6 = only the primary target is a possible victim; 7-10 = one other individual may be affected. The trance-like condition produced by this spell lasts for 2 turns.

T3; ag; ai; 3mc; 40mr; D: I; mr; 1-5 (randomly rolled) targets within the circle of effect in addition to the primary target are made slaves of Hrihàyal's will for 3 turns. Other factors are as given above.

T4; ag; ai; 6mc; 50mr; D: I; mr; 1-10 (randomly rolled) persons of the caster's species within the circle of effect are stricken in addition to the primary target. Those who fail the "Magical Resistance factor roll" (Sec. 2.725 (1)) become devotees of the Emerald and Silver Goddess for 5 turns.

T5; ag; ai; 3mc; 60mr; D: I; mr; as for the T3 variant, except that the Demoness Marággu appears to those who fail their "Magical Resistance factor rolls" (Sec. 2.725 (1)), and she leads the victims off in a random direction (chosen by the referee) for 6-15 (5 + the score of a D10) turns, losing them in the Underworld, in a forest if the spell is cast out-of-doors, etc. Others not affected by the spell can see nothing and may accompany victims if they choose, but no amount of pleading or convincing will dissuade a "devotee" from following the Demon Temptress.

T6; ag; ai; 6mc; 70mr; D: I; mr; as for the preceding form of the spell, except that Marággu will guide her followers into the nearest trap or other dangerous place, where they may meet their deaths. This condition lasts for 11-20 (10 + the score of a D10) turns.

T7; ag; ai; 3mc; 80mr; D: I; mr; as for the T6 version, but the spell is no longer species specific and may be cast upon members of any intelligent race. The undead, androids, automatons, demons, and creatures produced by sorcery are immune as usual, however.

T8; ag; ai; 6mc; 90mr; D: I; mr; this variant affects 1-10 beings of any intelligent species within the circle of effect in addition to the primary target. Victims are so stricken with lubricious desire that they fall unconscious and remain so for 1-10 turns (randomly rolled with a D10). Upon awakening there is a 10 percent chance of permanent mental damage. If this occurs, 1-10 points (rolled with a D20) are subtracted from the victim's Intelligence factor (Sec. 2.215). Although a spell of Disenchantment (no. 5) will restore a target to consciousness, any intellectual impairment must be healed by a spell of Alleviation (nos. 1, 29, and 141).

T9; ag; ai; 1mc co; tr; D: 20 T; sp; mr; the caster himself/herself takes on the Aspect of the Dancing Maiden and can lead 1-20 (randomly rolled with a D20) persons of his/her own species wherever he/she wishes. All within 30 m of the caster (i.e. within a 60 m circle with him/her as its centre) may become victims. Those who fail the "Magical Resistance factor roll" (Sec. 2.725 (1)) will obey him/her as long as they are commanded only to follow. They cannot be made to fight, commit suicide, leap into pits, etc. Victims retain no memory of how they arrived at their present location, and this variant is thus used to lead foes into a dangerous area that the caster knows well and from which he/she can escape before the spell terminates, leaving the others to their fate.

T10; ag; ar; 6mc; 50mr; D: 30 T; mr; this version is cast upon an area or an inanimate object (e.g. an image, a chest, etc.) rather than a being. Anyone of the caster's species (except devotees of Dlamélish, Hrihàyal, and related foreign goddesses) who enters this zone sees the Demoness Uléla, the Maid of Despairing Delight. Should he/she fail the "Magical Resistance factor roll" (Sec. 2.725 (1)), he/she becomes a worshipper of the most salacious Aspects of the Emerald Goddess permanently. The victim must be restrained from commiting obscene acts upon anyone within reach, and nothing can free him/her from this plight except the relevant form of the spell of Disenchantment (no. 5). The existence of this spell in an area is discovered by a spell of Perception of the Energies (nos. 15 and 56) or Thúmis' spell titled The Discerner of Enchantments (no. 143). Since this

spell is sometimes cast as a trap around shrines of Dlamélish, Hrihàyal, and associated foreign deities, an "Intelligence factor roll" at the "Very difficult test" level (Sec. 2.724 (1)) may also be made to ascertain its presence in a given locale. It can then be removed by a spell of Disenchantment (no. 5).

176. Diminution (R)

T1; nag; ai; 1mc co; tr; D: 1 T; the caster is reduced in size to half his/her normal height. This also halves his/her Height-Build-Strength factor, Stamina, etc., but this spell is useful for traversing narrow passages, moving unseen through a room, etc. A modifier of −10 is applied to the D100 score when making a "Dexterity roll" or an "Intelligence-Dexterity roll" (Sec. 2.723), and a modifier of +2 is similarly applied to an observer's D20 score when making a "Visibility roll" or an "Audibility roll" (Sec. 2.728 (1 and 3)) when attempting to see or hear the mage. A modifier of +10 is also given to the D100 score of a "Skill Success roll" (Sec. 2.727) whenever the task would be better done by a small, dexterous person. The mage's possessions, garments, etc. do *not* shrink along with him/her. All forms of this spell are dispelled by a spell of Disenchantment (no. 5). Even if a target is too small to be seen, Disenchantment may be cast upon the area in which he/she is suspected of being.

T2; nag; ai; 1mc co; tr; D: 2 T; the caster is diminished to one quarter of his/her usual size for the duration of the spell. He/she is left with only a quarter of his/her Height-Build-Strength factor and Stamina, but the modifiers noted under the T1 variant are increased to a −15, a +3, and a −15, respectively. The caster can no longer cast spells of any kind, since his/her "Psychic Reservoir" is also reduced to match his/her size. Belongings, clothing, etc. are not made smaller, of course.

T3; ag or nag; ar; 2mc ci; 1mr; D: 5 T; mr; the caster and one other person of his/her species within the circle of effect are reduced to a height of 10 cm. The modifiers given for a "Dexterity roll," "Intelligence-Dexterity roll," or a "Skill Success roll" under the T2 version still apply, but the difficulty of seeing or hearing such tiny beings increases the modifier to a "Visibility roll" or an "Audibility roll" to a +4. Belongings still do not shrink, and the caster and any accompanying target must make do with whatever can be utilised. One who does not wish to be reduced in size is permitted a "Magical Resistance factor roll" (Sec. 2.725 (1)) to avoid it. This and all further variants can thus be used by the caster and his/her party for "non-aggressive" purposes, or they can be employed as "aggressive" spells.

T4; ag or nag; ar; 3mc ci; 2mr; D: 10 T; mr; PT: 1 CR; 1-5 (randomly rolled) beings of the caster's species within the circle of effect are made only 25 cm high. This form of the spell can be employed upon the caster and others within his/her circle, or it can be cast upon another party excluding the caster. The referee must adjudicate questions of strength, stamina, dexterity, etc. A modifier of +5 is given to an observer's "Visibility roll" or "Audibility roll" to see or hear these miniature beings.

T5; ag or nag; ar; 3mc ci; 3mr; D: 30 T; mr; PT: 2 CR; as for the preceding variant, except that 1-10 (randomly rolled with a D10) beings within the circle of effect are reduced to near-microscopic size: 1 mm in height. This variant operates upon all intelligent species, except for the undead, androids, automatons, demons, or creatures produced by sorcery.

T6; ag or nag; ar; 3mc ci; 3mr; D: 1 hour; mr; PT: 3 CR; this is identical with the T5 version, but the target's possessions are reduced in size along with them. This applies only to articles within 3 cm of each target's skin, and anything protruding beyond this range is literally sheared in two! A backpack, long weapon, or other bulky object must thus be left behind, although a long one-handed sword or similar weapon can be hugged to the body and thus taken along. Other factors are as given above.

T7; ag or nag; ar; 6mc ci; 3mr; D: 2 hours; mr; PT: 1 T; 1-20 (randomly rolled with a D20) beings within the circle of effect are reduced in size to the 1 mm scale. This variant works upon all living beings of the size of a Shén, Black Ssú, etc. or smaller, including many types of animals. All possessions within 20 cm of a target's skin are also reduced. Again, beings animated by other-planar energy are immune; cf. the T6 version.

T8; ag or nag; ai; 1mc; tr; D: 1 hour; mr; PT: 2 T; the target is one inanimate object of a size no larger than a 1 m cube. This is shrunk down to the 25 mm scale for the duration of the spell. Its mass is reduced proportionately. The article cannot be permanently attached to anything in the surroundings (e.g. a pillar, a statue affixed to a wall, etc.). The referee may allow the item a "Magical Resistance factor roll" (Sec. 2.725 (1)) to prevent it from being miniaturised. It is important to note that this spell affects only *one* object, and even if several articles are piled together and fitted into the 1 m cube, only one of these will be shrunk.

T9; ag or nag; ar; 2mc; 2mr; D: 2 hours; mr; PT: 3 T; as for the preceding version, except that the object can occupy a cube 2 m on a side.

T10; ag or nag; ar; 3mc; 10mr; D: permanent; mr; PT: 5 T; this form of the spell again functions only upon living beings of the intelligent species: 1-5 (randomly rolled) targets are reduced to the 1 mm scale forever, unless the relevant level of the spell of Disenchantment is used to return them to their normal sizes. Possessions are also miniaturised as described under the T7 variant.

177. Obturation (R)

T1; ag; ai; 1mc; 20mr; D: I; mr; all of the target's bodily orifices are sealed: he/she cannot hear, speak, sweat, excrete, or breathe. If a spell of Disenchantment (no. 5) is not cast upon the victim within 3 turns, he/she dies. During the first such turn the target may still fight, move, and cast "psychic" spells ("ritual" spells usually require vocables, and this is not possible when the target's mouth is sealed); no such actions are possible during the second turn, and the victim falls to the ground; during the third turn the being suffocates. This spell affects all smaller living beings, including animals, semi-intelligent creatures, and the intelligent races. Larger species (e.g. *Sérudla, Sró,* and the like) are immune to this variant, and beings who do not breathe cannot be affected (e.g. the undead, androids, automatons, demons, and creatures produced by sorcery).

T3; ag; ai; 2mc; 40mr; D: I; mr; 1 being within the circle of effect may be stricken in addition to the primary target; a D10 is rolled: 1-6 = only the primary target is hit; 7-10 = the secondary victim is also struck. Other factors are as for the T1 version.

T5; ag; ai; 3mc; 50mr; D: I; mr; 1-5 (randomly rolled) smaller targets within the circle of effect may be hit in addition to the primary target, or one very large creature may be affected by the spell.

T7; ag; ai; 3mc; 70mr; D: I; mr; PT: 1 CR; as for the T5 version, except that the valves of the heart are sealed shut, and the target experiences an instant heart attack, killing him/her within 2 combat rounds. A spell of Disenchantment (no. 5) will save the victim, if it is applied during this period.

T9; ag; ai; 3mc; 90mr; D: I; mr; PT: 3 CR; as for the T7 form of the spell, except that permanent damage is done to the heart. Whether the victim is treated in time with a spell of Disenchantment (no. 5), or whether he/she perishes and is later revivified, he/she loses points from his/her Stamina factor (Sec. 2.212). A D10 is rolled: 1-5 = 5 points are subtracted; 6-8 = 10 points are lost; 9-10 = the Stamina factor is reduced by 15 points. This affects the Height-Build-Strength factor, endurance, and various other capabilities, of course. There are more serious problems, moreover: whenever the character must make a "Height-Build-Strength roll" (Sec. 2.721) or any of the Stamina rolls (Sec. 2.722), a D10 is rolled: 1-9 = he/she is able to make the roll as usual; 10 = he/she suffers a stroke and dies at once. This "weak heart" can be cured only by a G5 or T10 spell of Healing (nos. 48 and 146).

TEMPLE SPELLS—KETÉNGKU

178. The Bridge of Noble Passage (R)

T1; nag; ar; 1mc co; tr; D: 1 T; M: a bridge 1 m wide and 3 m long appears 1 m in front of the caster. This is a hard, greyish roadway with no parapets or visible supports. This sorcerous span fits into an area smaller than its maximum 3 m length, if desired, but its farther end must be secured upon a solid support. This is true of all variants of this spell except for the T10 form. It is strong enough to support the weight of a single human in "heavy" armour, one Shén, etc. Larger animals or heavier weights cannot cross it. If this is attempted, the Bridge vanishes, and those on it drop down to whatever lies below. The caster must take care that no comrade is crossing the Bridge when the spell ends, since it disappears suddenly. A spell of Disenchantment (no. 5) will instantly dispel all but the T8-T10 versions of this conjuration.

T2; nag; ar; 1mc co; tr; D: 2 T; M: as above, except that the Bridge remains for a longer time.

T3; nag; ar; 1mc co; tr; D: 2 T; M: this variant creates a Bridge 6 m long and 1 m wide. This can hold the weight of two heavily armoured humans or two Shén, etc. at once. Other factors are as for the T1 version.

T4; nag; ar; 1mc co; tr; D: 3 T; sp; M: the Bridge is 9 m long and 2 m wide. Four humans in "heavy" armour, four Shén, etc. can traverse this magical pathway at once.

T5; nag; ar; 1mc co; tr; D: 3 T; M: a staircase 2 m wide and 4 m high appears 1 m in front of the caster. This may be made to go up or down in relation to the mage, making it possible to reach either a higher or a lower level. As said under the T1 variant, the upper (or lower) end of the staircase must rest against a solid support. Other factors are as for the T4 version.

T6; nag; ar; 1mc co; tr; D: 5 T; PT: 2 CR; M: a bridge is produced, as described under the T4 version. This is 12 m long and 3 m wide, and it will support as many as 10 heavily armoured humans or the equivalent weight at one time.

T7; nag; ar; 1mc co; tr; D: 5 T; PT: 5 CR; M: a vertical ladder 1 m wide and as much as 4 m high appears 1 m from the caster. Like the T5 variant, this may be made to go up or down in relation to its creator. It will bear the weight of 3 heavily armoured humans or the equivalent. The upper (or lower) end of this ladder must rest against a solid floor, a ledge, the edge of a hole, or other support.

T8; nag; ar; 1mc co; tr; D: 5 T; PT: 1 T; M: a bridge, a staircase, or a ladder may be created, as the mage wills. These have the specifications given under the T4, T5, and T7 forms of the spell. They remain until the expiration of the spell, however, and can neither be dropped by the caster nor eliminated by a spell of Disenchantment (no. 5). This is true of the T9 and T10 variants also.

T9; nag; ar; 1mc co; tr; D: 10 T; PT: 2 T; M: as for the T8 variant, except that the caster can command the bridge, staircase, or ladder to become insubstantial (though still fully visible) at any time after the spell has been cast. Thus, the caster and his/her party may use one of these magical constructions and then leave it in plain view to confound or destroy pursuers.

T10; nag; ar; 1mc co; tr; D: 20 T; PT: 3 T; M: a flat "pontoon" of Keténgku's greyish material is produced 1 m in front of the caster. This is 3 m wide and 4 m long. It holds as many as 10 heavily armoured humans or their equivalent in weight. As the caster and his/her party reach the farther end, it shortens behind them and extends in front of them, so that they continue to walk over a smooth roadway out to the limits of the spell's extent and duration. This variant must be cast upon water, a bog, or a similar flat surface; it cannot be used unsupported in the air or over uneven ground, vegetation, etc.

179. The Pearl-Grey Citadel (R)

T3; nag; ai; 1mc co; tr; D: 3 T; sp; PT: 1 CR; M: a rippling, opaque, iridescent cylinder of pearly energy appears around the caster. This is 2 m in diametre and 3 m high. It remains where it is cast and cannot move with the caster. Nothing can penetrate this wall in either direction: beings, spells, missiles, melee weapons, objects, substances—all are stopped by the Citadel. Sorcery operates as usual within this shield but cannot be sent out through it. The cylinder is open at the top, and if it does not touch the ceiling of the area in which it is cast, objects may be lobbed or dropped into or out of it. A cloud of gas can also spread down into it, of course. If it does reach the roof, nothing can enter it from the top. It then contains enough air to last the caster for the 3 turns of its duration. This conjuration cannot be dispelled by a spell of Disenchantment (no. 5), and it remains until it expires or is deliberately dropped by the caster.

T5; nag; ar; 3mc co; tr; D: 5 T; mr; PT: 3 CR; M: as above, except that the Citadel is 3 m in diametre and 5 m high. The caster can include as many as 3 comrades of human size (or 2 Shén, etc.) in addition to himself/herself. One who does not wish to be included within this shield is allowed a "Magical Resistance factor roll" (Sec. 2.725 (1)) in order to avoid this. If successful, he/she is thrust forcibly out of the Citadel, falls to the ground, and has a 20 percent chance of suffering damage according to table B. Other factors are as given above.

T7; nag; ar; 6mc co; tr; D: 10 T; mr; PT: 5 CR; M: as above, but the cylinder is 6 m in diametre and as much as 7 m high. It will hold as many as 10 comrades of human size in addition to the mage. Otherwise this version is identical to the T5 variant.

T9; nag; ar; 6mc co; tr; D: 1 hour; mr; PT: 1 T; M: as for the preceding variant but with a longer duration. If there are more than 5 beings within the cylinder, and if it touches the roof, there may be a problem: it holds only enough air for

half an hour. It may thus have to be dropped in advance of its normal expiration time.

T10; nag; ar; 6mc co; tr; D: 1 day (24 hours); mr; PT: 5 T; M: as above, except that as many as 20 beings of human size can be included within it. The difficulty noted under the T9 variant also applies here: viz. a Citadel that is sealed by the roof of the area of casting contains only air enough for 5 beings for about half an hour. It is better utilised, thus, out-of-doors or in a higher chamber, although this leaves it vulnerable to gas or objects lobbed up into it.

180. The Scrutiny of the Omniscient Eye (P)

T1; nag; ai; 1mc co; tr; D: 1 T; prq: the U1-U5 variants of the spell of Clairvoyance/Clairaudience (no. 3); the caster's vision is expanded into a sphere all around himself/herself: it is possible to see normally laterally in a 360 degree circle, overhead, and even beneath one's feet, all at the same time. It is impossible to gain surprise (Sec. 2.821) upon a mage who has this spell in effect, unless his/her vision is blocked by other obstacles.

T2; nag; ai; 1mc ci; tr; D: 2 T; the power of the T1 variant lasts for 2 turns, and this may be bestowed upon a comrade or used by the caster himself/herself. Other factors are as given above.

T3; nag; ai; 1mc co; tr; D: 5 T; sp; as for the T1 version, but with a longer duration.

T4; nag; ai; 1mc; 10mr; D: 3 T; mr; the caster sees through physical objects no more than 1 m thick, perceiving opaque shapes within them much like an X-ray device. When used upon a person, for example, all of his/her possessions appear as silhouettes of varying shades of grey and black. They can thus usually be identified (e.g. a dagger hidden beneath a cloak, a dark mass of coins in a pouch, etc.), but some may be harder to recognise (e.g. a square book may look much like a square box). This version does not penetrate metal: a breastplate appears as a single black object, and anything concealed beneath it remains hidden. One who does not wish to be "X-rayed" in this fashion is permitted a "Magical Resistance factor roll" (Sec. 2.725 (1)) to avoid it. Barrier spells that block "psychic" magic also prevent this enchantment from penetrating: e.g. The Sphere of Impermeable Quiescence (no. 20). A spell of Disenchantment (no. 5) may be used upon the caster to terminate this conjuration prematurely.

T5; nag; ai; 1mc; 20mr; D: 3 T; mr; as above, except that the caster's vision can also penetrate all metals except "enchanted" steel and copper, identifying articles hidden beneath. This version can "X-ray" objects as much as 2 m thick.

T6; nag; ai; 1mc; 20mr; D: 3 T; mr; as for the T4 form of the spell, but even "enchanted" steel and copper are not immune. Items 3 m thick can be seen through with ease.

T7; ag; ai; 1mc; 30mr; D: 3 T; mr; PT: 1 CR; as for the preceding variant. In addition, the caster can effect minute changes within the target. The extent of these is left to the referee's discretion, but they may include twisting open the stopper of a bottle of acid in the target's pack, squeezing an artery shut, causing an instantly fatal stroke or heart attack, applying a quick contortion to the victim's intestines, causing a sudden and intense stomach ache, pressing the button on an "Eye" in the target's pouch, etc. It is also possible to manipulate the small working parts of a device, such as a lock or trap. The referee may require an "Intelligence factor roll" (Sec. 2.724 (1)) to determine whether the mage understands the apparatus or not, and a subsequent "Intelligence-Dexterity factor roll" (Sec. 2.724 (2)) may be demanded to see how well he/she manipulates the mechanism. The levels of difficulty of these rolls are left to the referee. Some of these actions require more than 1 combat round to effect, of course, and a sentient target may make an "Intelligence factor roll at the "Difficult test" level (Sec. 2.724 (1)) to become aware of them. This version cannot affect creatures larger than a Shén or Black Ssú, demons, beings produced by sorcery, or inanimate articles larger then a 5 cm cube.

T8; ag; ai; 1mc; 40mr; D: I; mr; PT: 2 CR; this version permits greater range but less "fine-tuning": a target who fails the "Magical Resistance factor roll" (Sec. 2.725 (1)) is mangled internally and dies instantly. This applies to all but the largest animals, who are immune to the relatively small powers of this spell. The interior of a small inanimate object (no bigger than a cube 20 cm on a side) is similarly crushed and destroyed. There are no visible external effects.

T9; ag; ai; 3mc; 60mr; D: I; mr; PT: 3 CR; as for the preceding variant, except that 1-5 (randomly rolled) targets within the circle of effect in addition to the primary victim may be affected. A single very large creature or an inanimate object as big as a 50 cm cube may also be demolished internally by this spell.

T10; ag; ai; 6mc; 80mr; D: I; mr; PT: 5 CR; as for the T9 version, but 1-10 (rolled with a D10) targets within the circle of effect in addition to the primary victim may be "rearranged" internally and thus slain. As many as 2 very large animals may be killed with this spell, if they are both within the circle of effect, and one inanimate object of the size of a 1 m cube may be so destroyed.

TEMPLE SPELLS—QÓN

181. The Expeditor of the Skein of Destiny (R)

T1; nag; ai; 1mc co; tr; D: I; the caster is projected 1 minute forward through time. He/she disappears and reappears 1 minute later in the same place and condition. To an observer, the mage seems to vanish and then pop out of nowhere later. The spell does not operate upon even the smallest amounts of metal, however, and any such items are left behind. Other possessions are taken along, provided thay they extend no farther than 5 cm from the caster's skin. This stipulation is true of all advanced forms of this spell up through the T8 variant.

T2; nag; ai; 1mc co; tr; D: I; as above, except that the temporal dislocation is 3 minutes.

T3; nag; ar; 2mc ci; 1mr; D: I; mr; the caster and 1 companion, or 2 other persons excluding the caster, are moved forward 5 minutes through time. Other factors are as for the T1 version. One who does not wish to be temporally transported is allowed a "Magical Resistance factor roll" (Sec. 2.725 (1)) in order to avoid it. Certain variants of this spell can thus be employed as "aggressive" enchantments, although their primary purposes are "non-aggressive." The T3-T8 versions are also species specific: the caster can only include members of his/her own species. The undead, androids, automatons, demons, creatures created by sorcery, and animals too large for the circle of effect cannot be transported at all.

T4; nag; ar; 3mc ci; 2mr; D: I; mr; PT: 1 CR; 1-5 (randomly rolled)

beings within the circle of effect (including or excluding the caster, as desired) are transported 10 minutes forward through time. As with preceding forms of the spell, there is no spatial movement, and metal articles are automatically left behind.

T5; nag; ar; 3mc ci; 2mr; D: I; mr; PT: 3 CR; 1-10 (randomly rolled with a D10) beings within the circle of effect, are transported 21-30 (20 + the score of a D10) minutes forward through time. Other factors are as given above.

T6; nag; ar; 3mc ci; 2mr; D: I; mr; PT: 5 CR; as for the preceding version, except that time advances 1-3 hours (randomly rolled) for the targets.

T7; nag; ar; 3mc ci; 2mr; D: I; mr; PT: 1 T; as for the T5 variant, but the temporal displacement is 6-15 hours forward (5 + the score of a D10) for the targets. In addition, the caster can move the party spatially as much as 10 m in any direction from its starting point. This form of the spell also permits the transport of articles of "ordinary" and "excellent" steel and other metals, but "enchanted" varieties are still prohibited.

T8; nag; ar; 3mc ci; 2mr; D: I; mr; PT: 2 T; as for the preceding version, but this form of the spell is less restrictive: a being of any intelligent species may be included, articles of "enchanted" steel and copper may be taken along, and the caster can move the party spatially as much as 30 m in any direction from its original location.

T9; nag; ar; 6mc ci; 2mr; D: I; mr; PT: 4 T; this variant transports 1-20 (randomly rolled with a D20) beings 1-10 (randomly rolled with a D10) days forward in time. The caster may include himself/herself in this group or use the spell upon others. This version is otherwise identical to the T8 form, except that living semi-intelligent or non-intelligent animals no larger than a Shén or Black Ssú can also be taken along.

T10; nag; ar; 6mc ci; 3mr; D: I; mr; PT: 10 T; 11-20 (10 + a D10 roll) beings of sizes no larger than a Shén or Black Ssú are taken 1-5 (randomly rolled) months forward in time and 1-100 (D100) kilometres spatially in any direction from their point of origin. Other factors are as for the T9 (etc.) variants. All possessions currently worn, tied, etc. to the targets' bodies are taken along, provided that these extend no more than 2 m from him/her and are not otherwise fastened to the surroundings. It is also possible to travel backward in time, but this is discouraged because of the fear of creating temporal "loops" with resulting displacements of the space-time fabric. Certain of the great mages of the past (Sec. 1.360) are said to have accomplished this regularly, but the sorcerers of modern Tékumel either do not know this art or perhaps are unwilling to admit and teach it to any but the most senior initiates. Reverse temporal travel is thus left to the referee's discretion.

182. The Periplus of the Planes (R)

T3; nag; ar; 10mc co; tr; D: 1 T; prq: the G4 and G8 variants of the spell called Visitations of Other Planes (no. 70); the caster is infallibly guided to the nearest nexus point within the spell's range. He/she is told the direction and distance of this interdimensional door but learns nothing of its destination. Once found, the nexus point must be opened with one of the aforementioned prerequisite spells.

T5; nag; ar; 30mc co; tr; D: 3 T; sp; PT: 3 CR; as above, except that the caster may specify the type of Plane he/she is seeking: e.g. one with a breathable atmosphere and bearable climate, an uninhabited world, one that possesses life as the caster knows it, etc. It is impossible to be too specific with this variant, however, and only the general characteristics of the Plane can be known. This form of the conjuration finds only one (of the possibly many) nexus points available within the spell's range, however, as does the T3 version.

T7; nag; ar; 50mc co; tr; D: 5 T; PT: 1 T; prq: the G10 variant of the Visitations of Other Planes spell (no. 70); this finds and identifies more exactly the destination of one nexus point within the spell's range: whether it leads to the "Demon Planes," into other times, to the Isles of the Excellent Dead, etc. The caster can then choose to enter it or not. In the latter case, he/she may seek another nexus point by moving spatially some distance and casting the spell again.

T9; nag; ar; 70mc co; tr; D: 7 T; PT: 2 T; as for the T7 version, but this takes the caster to that nexus point that leads directly back to his/her own Plane and space-time coordinates, if such an entrance is available at all within the spell's range.

T10; nag; ar; 100mc co; tr; D: 10 T; PT: 5 T; the caster is given relatively detailed information about all nexus points and their destinations within the range of the spell, except for a few Planes occupied by very powerful demon races who have established magical barriers against this kind of prying. These appear as "blank spaces" to an outsider, and although they can be entered, this is not altogether wise. The caster is told the general natures and dispositions of the inhabitants (if any), the types of worlds available, etc. It is still necessary to employ the Visitations of Other Planes spell (no. 70) to open the nexus point entrance, of course.

183. Simulation of the Immoveable (P)

T1; nag; ai; 1mc co; tr; D: 1 T; prq: all variants of the spell of Semblances (no. 63); M: the caster projects the illusion that he/she is an inanimate, permanent object of approximately the same size: e.g. a large boulder, a tree, etc. The object must be a single, solid one: i.e. one cannot imitate a fire, a cloud of gas, a rainstorm, or the like. This semblance has no physical reality, and if touched it vanishes and the caster's usual appearance returns. The caster also cannot move without dispelling this enchantment. All of the caster's clothing and possessions (those that extend no further out than 30 cm from his/her skin) are included in the illusion with him/her. An "Intelligence factor roll" at the "Easy test" level (Sec. 2.724 (1)), or a spell of Perception of the Energies (nos. 15 and 56) or The Discerner of Enchantments (no. 143) will see through the illusion, and a spell of Disenchantment (no. 5) can then be used to dispel it.

T2; nag; ai; 1mc ci; 1mr; D: 2 T; M: as above, but the spell can be used by the caster himself/herself or cast upon a comrade. The T2-T8 variants of this conjuration are species specific. The target of the spell cannot move without causing this spell to terminate at once, as stated under the T1 version.

T3; nag; ar; 2mc ci; 1mr; D: 3 T; M: as for the T1 version, except that the caster and 1 comrade, or 2 persons within the circle of effect (excluding the caster) may be given the appearance of natural objects.

T4; nag; ar; 3mc ci; 1mr; D: 5 T; sp; M: 1-5 beings within the circle of effect (including or excluding the caster) are transformed into large inanimate objects for the duration of the spell. These must be of each target's size but may be more complex in appearance: e.g. a pile of branches or leaves, a small hillock covered with grass, a carven monolith, a large chest or other article of furniture, etc. These semblances do possess some tangible reality: they

feel "correct" to the touch, although if closely examined they may be detected: an "Intelligence factor roll" at the "Harder test" level (Sec. 2.724 (1)) is needed to recognise that these objects are not what they seem. The caster (or another target who is a sorcerer or shaman) can employ "psychic" spells but not "ritual" enchantments—the latter require movements, and this would disrupt this conjuration.

T5; nag; ar; 6mc co; tr; D: 10 T; PT: 2 CR; M: this variant affects 1-10 (randomly rolled with a D10) beings of the caster's species within the circle of effect. He/she must always be one of these targets. The difficulty level of the "Intelligence factor roll" needed to realise that these objects are illusions is increased to a "Difficult test"; cf. Sec. 2.724 (1). Other factors are as for the preceding form of the spell.

T6; nag; ai; 1mc co; tr; D: 20 T; PT: 4 CR; M: as for the T1 version, except that the caster can move any parts of the illusion that are relatively slender and extensible: e.g. the branches of a "tree," a slim pillar of "stone," etc. If he/she has chosen a liquid form (e.g. a small pool in a hollow, a bog, etc.), he/she may flow towards an opponent like an amoeba. The damage done upon contact will normally be minor (perhaps according to table C at most), but this variant has the advantage of surprise, and it can only be dispelled by a spell of Disenchantment (no. 5). An "Intelligence factor roll" at the "Very Difficult test" level (Sec. 2.724 (1)) is needed to recognise the falsity of the illusion—unless the caster moves, of course.

T7; nag; ai; 1mc co; tr; D: 1 hour; M: the caster can take on the semblance of a statue. He/she may remain immobile, requiring an "Intelligence factor roll" at the "Very difficult test" level (Sec. 2.724 (1)) to identify him/her amongst other images in a temple or a similarly appropriate environment. The caster can move at half his/her normal speeds, fight phsyically, and cast both "psychic" and "ritual" spells. Twice the normal timings are needed to strike blows or employ sorcery, however. The target's Height-Build-Strength factor (Sec. 2.211), Stamina factor (Sec. 2.212), and Body Damage Points (Sec. 2.214) are not affected, but his/her Dexterity is reduced by half. There is an advantage, however, in that the caster's body takes on the durability of the substance he/she is simulating—up to the hardness of "ordinary" steel: i.e. an armour defensive value of 5. A statue of granite may thus have about this same value, while softer materials (e.g. wood, gold) have less.

T8; nag; ar; 1mc co; tr; D: 1 hour; PT: 5 T; the caster (together with all of his/her garments and possessions that extend no more than 30 cm from his/her body) takes on the appearance of an inanimate object of any size smaller than himself/herself—down to an object only 10 cm on a side. He/she may thus become a small chest, a vase, a weapon, etc. for the duration of the spell. Movement is prohibited, and the caster cannot cast spells, fight, or perform other actions while in this form. He/she can only see in one direction, moreover, having no "head" to turn. Air and a bearable climate are required, but there is no need to eat or drink; this is true of all of the longer-lasting versions of this spell. If handled, the object feels entirely normal. It has all of the characteristics of any other article of its class, and sorcerers are warned that it is entirely too easy to shatter a fragile goblet, smash a delicate jewelled box upon the floor, or crush other small items underfoot. Even a careless slave can thus destroy a powerful mage forever! Only an "Intelligence factor roll" at the "Real Challenge" level (Sec. 2.724 (1)) or one of the spells noted under the T1 variant will recognise the falsity of the illusion, and a spell of Disenchantment (no. 5) will then restore the caster's normal appearance.

T9; nag; ar; 3mc co; tr; D: 1 day (24 hours); PT: 7 T; M: 1-5 (randomly rolled) persons of any intelligent species (including the caster) are changed into small inanimate articles, as described under the T8 form of this spell. Only the caster or a spell of Disenchantment (no. 5) can release these persons from the enchantment before its normal expiration, however. Other factors are as given above.

T10; nag; ai; 1mc ci; 1mr; D: 1 week (6 days); PT: 10 T; M: the caster is changed into a very tiny inanimate object: e.g. a grain of sand, a crumb of bread, a tiny gem, etc. He/she can only see in one direction and cannot cast spells, fight, move, or perform other actions while in this condition, as stated under the T8 variant. This version can also be cast upon another being of any intelligent species, but this person must either be released by the caster or await the normal expiration of the spell. A spell of Disenchantment (no. 5) will free him/her prematurely, of course.

TEMPLE SPELLS—WURÚ

184. Amorphia (R)

T1; ag; ar; 2mc; 10mr; D: 1 T; M: a circular pool of roiling, sparkling, primeval chaos appears 10 m in front of the caster. This must be cast at a flat, open area (i.e. not a vertical, slanted, or uneven surface, nor one occupied by any type of being or large object). Once cast, however, any being who enters the circle of effect falls into this pit of other-planar energy and is totally destroyed. The pool can be seen in daylight and brightly illuminated areas, but it is invisible in the dark, and there is also a 40 percent chance that it will not be seen in torchlight or lamplight, at twilight, in moonlight, etc. Any being who does not perceive the Pool of Amorphia is permitted a "Dexterity roll" at the "Harder test" level (Sec. 2.723) to avoid it. A "Magical Resistance factor roll" (Sec. 2.725 (1)) is useless because this spell affects the environment and not a person or creature directly. A spell of Disenchantment (no. 5) of the appropriate strength dispels the T1, T2, T3, T7, T8, T9, and T10 levels of this conjuration. The T4-T6 forms are instantaneous, and there is thus no time to disenchant these before they strike.

T2; nag; ar; 3mc; 20mr; D: 2 T; M: as above, but with a larger area of effect and a greater range.

T3; nag; ar; 6mc; 30mr; D: 3 T; sp; M: as for the T1 version, but with still more range and duration.

T4; ag; ai; 1mc; 40mr; D: I; M: this form of the spell is employed as a weapon: the target, who may be any living being (no larger than a Shén or a Black Ssú, however) but not a creature produced or animated by sorcery, is permitted a "Dexterity roll" at the "Harder test" level (Sec. 2.723) to dodge the spell. If this fails, an area of chaos is created within one body area. The table in Sec. 2.852 (2) is employed, and a head, torso, or abdominal hit removes that body part totally and kills the victim. A hit on a limb removes it and neatly seals the wound. A U8, G5, or T10 spell of Healing (nos. 10, 48, or 146) will restore the member. An inanimate object struck by this spell is pierced by a round hole 3 cm in diametre and 5 cm deep. Only "enchanted" steel and copper, areas protected by "ritual" magic barriers, and such sorcerous items as Chegárra's armour, shield, and sword (cf. The Harness of the God-King;

no. 158) are immune, and a target struck upon an area covered by armour of this type is not harmed, nor is the metal penetrated.

T5; ag; ar; 2mc; 60mr; D: I; M: as for the preceding version but with a longer range. As many as 2 beings (rolled with a D10: 1-6 = 1; 7-10 = 2) within the circle of effect who fail a "Dexterity roll" at the "Difficult test" level (Sec. 2.723) are instantly slain. Armour is no protection, and a victim's body, together with all attached possessions, is sucked into the vortex of chaos and is lost forever. Items of "enchanted" metals are immune and are left behind when their owner is destroyed.

T6; ag; ar; 3mc; 80mr; D: I; M: as just above, but 1-5 (randomly rolled) beings within the circle of effect may be struck. Each is permitted a "Dexterity roll" at the "Very difficult test" level (Sec. 2.723). If this is unsuccessful, he/she is slain, as described above. This variant can be used upon one very large animal rather than a greater number of smaller targets.

T7; ag; ar; 2mc; 30 m range (1 m per CR); D: 3 T; M: a "River of Change" 2 m wide appears 1 m in front of the caster and moves away from him/her at a speed of 1 m per combat round. This has no length but is like a single "Ripple of Unreality" flowing away from the caster. It affects an area 30 cm deep, however, and anyone who cannot climb up onto a ledge or other projection above it may become a victim. There is no lateral spread as the "ripple" advances. It does not affect stone, brick, adobe, or earth, but most other types of materials are sucked into the vortex of chaos and destroyed, including furnishings and other articles in its path. Any being contacted by this is permitted a "Dexterity roll" at the "Harder test" level (Sec. 2.723) to avoid it, although no roll may be needed if the target has more time to escape. One contacted by this variant is slain, and his/her body, possessions, etc. are drawn into the chaos between the Planes and lost forever.

T8; ag; ar; 3mc; 60mr (1 m per CR); D: 6 T; M: as for the T7 version, but the "river" is 3 m in width and affects items it passes to a depth of 50 cm. One who cannot get out of its way in time is allowed a "Dexterity roll" at the "Real Challenge" level (Sec. 2.723); if this fails, he/she vanishes forever, together with his/her belongings.

T9; ag; ai; 1mc; 100mr (2 m per CR); D: 5 T; M: a thin, sparkling, faintly visible (cf. the T1 version), rope-like filament of chaos extends from the caster's hand and moves away from him/her at a speed of 2 m per combat round. This variant must be aimed at a target the caster initially can see, though once cast the spell proceeds of itself, and the caster need not continue to watch its progress. The tentacle then follows the victim relentlessly out to the extent of its range. It flows around other beings and objects, making no attempt to contact them. If this occurs inadvertently, however, they are sucked into the vortices between the Planes and destroyed, and the spell then terminates. A target (whether the primary target or an accidental one) is permitted a "Dexterity roll" at the "Real Challenge" level (Sec. 2.723) in order to avoid this pseudopod of chaos. Should the primary target be contacted—whether he/she makes the "Dexterity roll" successfully or not—the spell ends, even if it still has some distance left to travel within its range. All types of living beings, androids, and automatons may be targets of this version, but the undead, demons, and creatures created by sorcery are immune. A spell of Disenchantment (no. 5) will dispell this and the following variant, but this must be aimed at the caster rather than at the tentacle of chaos—difficult, perhaps, if he/she has taken cover after releasing the spell. It must also be noted that the caster cannot cast another "ritual" spell while this one is in effect, but "psychic" spells are permitted.

T10; ag; ai; 1mc; 150mr (3 m per CR); D: 5 T; M: as for the preceding variant, but with a longer range. The undead, demons, and creatures produced by magic are not immune to this version and may be targeted by the caster. The former are "slain" forever and cannot be "revived" to the half-life of the undead. Demons return to their own Planes, and creatures created by sorcery are simply dispelled.

185. The Eater of Souls (R)

T3; ag; ar; 1mc; 100mr (10m per CR); D: 4 T; PT: 1 CR; M: a hideous little automaton appears 1 m in front of the caster. This is 30 cm in height, roughly humanoid in form, and gnarled and knobbed like a stick of blackened, ancient wood. The caster must take 1 combat round to point out a target and tell the "doll" the person's name. This must be known or the spell cannot be cast at all; the spell is thus useless against animals, strangers, and beings who have no personal names. The creature pursues its target out to the limit of its range and duration. If the target is caught, the Eater of Souls engages him/her in physical combat. It has a Height-Build-Strength factor of 200 (Sec. 2.211), a Dexterity factor equivalent to a +20 in Sec. 2.215, and 80 Body Damage Points (Sec. 2.214). It has a natural defensive armour value of 7 (Sec. 2.8210) and fights at a Combat Value of 7 with its long one-handed sword (Sec. 2.826). Each time this weapon hits, it does damage according to table E. Should the Eater of Souls slay its target, the latter receives a modifier of +5 on his/her roll for Revivification (no. 76). No modifier is applied when Belkhánu's spell of Reembodiment (no. 88) is used, however. This murderous being attempts to consume the body of a slain victim, moreover, requiring 2 turns to do so. If not stopped and slain by others during this time, the target's body is eaten, and he/she cannot be revivified by any method, nor can his/her Spirit-Soul be contacted in the Isles of the Excellent Dead. The Eater of Souls continually tries to reach its designated target, and it will combat others in its way, struggle past obstacles, break down doors, using the table given under the T4 variant of Chegárra's spell called The Gauntlet of Might (no. 157) to do so, and move mindlessly forward against any odds. It can be dispelled by a spell of Disenchantment (no. 5), or if the target can be protected or hidden—or if he/she moves beyond its range—the creature disappears of itself.

T5; ag; ar; 1mc; 200mr (10 m per CR); D: 5 T; sp; PT: 5 CR; M: as above, but with a longer range.

T7; ag; ar; 1mc; 300mr (10 m per CR); D: 6 T; PT: 1 T; M: as for the T1 version. The Eater of Souls created by this form of the spell has a Height-Build-Strength factor (Sec. 2.211) of 300, a Dexterity factor (Sec. 2.213) of +25, 100 Body Damage Points (Sec. 2.214), and an armour defensive value of 9 (Sec. 2.8210). It uses a long, barbed, one-handed sword at a Combat Value of 10 (Sec. 2.826), and if this hits, damage is done according to table F. Other factors are as given above.

T10; ag; ar; 3mc; 400mr (10 m per CR); D: 7 T; PT: 2 T; M: the crudely shaped monster summoned by this variant is about 3 m tall, has a Height-Build-Strength factor of 500 (Sec. 2.211), a Dexterity of +30 (Sec. 2.213), 200 Body Damage Points (Sec. 2.214), and an armour defensive value of 11

(Sec. 2.8210). It wields a two-handed mace at a Combat Value of 15 (Sec. 2.826), and this does damage according to table H. This version may present a problem to the caster himself/herself, however: if the Eater of Souls is defeated and dispelled by its target, it reappears 1 m in front of the caster and attempts to slay him/her instead! It then remains until it succeeds, the spell expires, or it is defeated. In the latter case it returns much disgruntled to its own Plane and will never appear in answer to the caster's summons again.

186. The Grey Hand (P)

T1; ag; ai; 1mc; tr; D: I; mr; prq: all variants of the spell of Dessication (no. 37); a target who fails a "Dexterity roll" at the "Easy test" level (Sec. 2.723) is reduced to a pile of grey ash. A "Magical Resistance factor roll" (Sec. 2.725 (1)) is futile against this conjuration, for reasons not well understood. "Light" armour provides a modifier of −5 to the "Dexterity roll" score, "medium" armour a modifier of −10, and "heavy" coverage a modifier of −15. Clothing and soft leather garments provide no defence, however. A victim's clothing, armour, and other possessions are not harmed by this variant. This and all more advanced forms of this spell up through the T6 version are species specific.

T2; ag; ai; 1mc; tr; D: I; mr; as above, but the difficulty level of the "Dexterity roll" is raised to a "Harder test" (Sec. 2.723). Armour offers less protection: "light" armour gives a modifier of −2, "medium" a −5, and "heavy" a −10. A modifier of +5 is also applied to the victim's dice score when a spell of Revivification (no. 76) is attempted. This is not required when Belkhánu's spell of Re-embodiment (no. 88) is employed.

T3; ag; ai; 1mc; tr; D: I; mr; the armour modifiers are now a −1 for "light" armour, a −3 for "medium," and a −5 for "heavy" coverage. Other factors are as given for the T2 variant.

T4; ag; ai; 1mc; tr; D: I; mr; no modifier is given for "light" armour. "Medium" and "heavy" armour provide defensive modifiers of −1 and −3 to the "Dexterity roll," respectively, and the difficulty level of this roll is increased to a "Difficult test" (Sec. 2.723). The modifier to the dice score for a spell of Revivification (no. 76) is as for the T2 version.

T5; ag; ai; 1mc; tr; D: I; mr; PT: 1 CR; as for the preceding form of the spell, but only "heavy" armour is any protection at all: it offers a modifier of −1. The modifier to the victim's score for revivification is a +10, and the spell of Re-embodiment (no. 88) must also be rolled for: there is a 5 percent chance of permanent failure, even for this powerful conjuration.

T6; ag; ai; 1mc; tr; D: I; mr; PT: 2 CR; armour of any kind can no longer prevent the operation of this spell, and only a "Dexterity roll" at the "Very difficult test" level (Sec. 2.723) can save a target. Other factors are as for the T5 version.

T7; ag; ai; 1mc; tr; D: I; mr; PT: 3 CR; as for the preceding variant, but the spell is no longer species specific: it can be used upon any living being of a size no larger than that of a Shén or a Black Ssú, one of the undead, or an android. Automatons, demons, creatures produced by sorcery, and larger animals are immune.

T8; ag; ai; 1mc; tr; D: I; mr; PT: 4 CR; as for the T7 version, except that all of a victim's clothing and possessions (except for articles made of "enchanted" steel or copper, sorcerous books or scrolls, magical amulets and talismans, "Eyes," and other items operating upon other-planar power) are destroyed along with him/her. The modifiers for Revivification (no. 76) and Re-embodiment (no. 88) are as for the T5 form of the spell.

T9; ag; ai; 1mc; tr; D: I; mr; PT: 5 CR; the only difference between this and the previous variant is that this one can be used upon one very large animal.

T10; ag; ai; 2mc; 3mr; D: I; mr; PT: 6 CR; as many as 2 targets of any species within the circle of effect may be struck; a D10 is rolled: 1-6 = 1; 7-10 = 2. The "Dexterity roll" needed to avoid this deadly touch is made at the "Real Challenge" level (Sec. 2.723), a modifier of +15 is given to the victim's dice score for a spell of Revivification (no. 76), and there is a 10 percent chance that Belkhánu's spell of Re-embodiment (no. 88) will also fail. This variant destroys *all* of a target's possessions, including "enchanted" items.

Priest of Thúmis
bearing standard of Temple Commandant with symbol of Thúmis and plumes
wearing hard, shiny black skullcap, loose ornate cloth stole, grey cloth outer robe, studded silver belt, underkilt of cloth with starched front, bare legs and sandals



The numbers, temples, names, type, and levels of the corpus of "Temple" spells are summarised below.

Permitted Temple and spell number	Spell name	"Ritual" or "psychic"	Available levels
All:			
73	Demonology	R	8, 9, 10
74	Inscription	R	10
75	The Muniments of Excellence	R	8, 9, 10
76	Revivification	R	8, 9, 10
Avánthe:			
77	The Breath of the Goddess	R	1, 2, 4, 7, 8, 10
78	Climatisation	R	1, 3, 5, 6
79	Envenomisation	R	3, 4, 8
80	Fructification	R	1, 2, 3, 4, 6, 8, 10
81	The Hands of Krá the Mighty	P	3, 5, 9
82	Seismism	R	1, 2, 4, 7, 9
83	The Well That Waters the World	R	3, 6
84	Zoification	R	3, 5
Belkhánu:			
85	Aeriality	P	4, 6, 9
86	Avulsion of the Spirit-Soul	R	7
87	Etherealisation	P	3, 5, 7, 8, 10
88	Re-embodiment	R	5, 6, 9, 10
89	The Silver Halo of Soul-Stealing	R	1, 2, 3, 4, 5, 7
90	Spiritism	P	1, 2, 3, 5, 7, 9, 10
91	Transmogrification	R	2, 3, 5, 6, 8, 10
92	The Viaticum of the Yellow Robe	R	3, 5, 7, 9
Dlamélish:			
93	Concupiscence	R	1, 2, 4, 6, 8
94	The Emerald Paramour	R	5, 9
95	Emulation	R	1, 3, 7, 10
96	Enthrallment	P	1, 2, 4, 6, 8
97	Imbition	R	1, 6, 9
98	The Polychrest of the Third Octant	P	1, 3, 5, 7, 9, 10
99	Potence	R	1, 2, 4, 8
100	Rejuvenation and Senescence	R	5, 6, 8, 9, 10
Hnálla:			
101	The Fulguration of Immanent Grandeur	R	1, 2, 3, 4, 5, 6, 7, 8
102	The Globe of Distant Discernment	P	3, 5, 7, 9, 10
103	The Inimitable Defender	R	2, 4, 6, 9
104	Metastasis	R	5, 8, 9, 10
105	The Negation of Instability	R	1, 2, 3, 4, 6, 8
106	Peaceful Repose	R	5, 7, 10
107	The Power of Ultimate Perfection	R	3, 6, 8, 10
108	The Ritual of the Purified Sphere	P	1, 3, 5, 7, 10
Hrü'ű:			
109	The Amethyst Expurgation	R	3, 6, 8, 10
110	Confusion	P	1, 2, 3, 5, 7, 9, 10
111	Congelation	R	1, 2, 3, 5, 6, 7, 9
112	Decorporealisation	R	4, 7, 10
113	The Nightmare of Terror	P	2, 6, 8
114	Transfusion	R	3, 5, 7, 9
115	The Vindication of Instability	R	1, 3, 5, 7, 10
116	Viscosity	R	1, 2, 3, 4, 5, 6, 8, 9
Karakán:			
117	The Glorious Call	P	1, 2, 3, 4, 5, 7, 8, 9, 10
118	Higher Mastery	P	1, 2, 3, 5, 6, 8, 9
119	The Perfected Gem of Obliteration	R	5, 8
120	The Replication of Heroes	R	4, 6, 7, 8, 10
121	The Swift Thrust of Death	R	1, 2, 3, 4, 5, 6, 9
122	Tremulation	R	1, 2, 4, 6, 7, 8
123	The Weapon of the Prince of Valour	R	3, 5, 6, 7, 10
124	The Winged Disc of the Lord of the Sun	R	5, 7, 9
Ksárul:			
125	The Affable Blight of Lord Uní	R	1, 2, 3, 5, 7, 9, 10
126	The Antechamber of the Blue Room	R	6, 8
127	The Azure Scarab	R	4, 6, 8, 10
128	The Comprehension of Devices	P	2, 3, 4, 5, 8, 10
129	The Food of the Ssú	R	1, 2, 4, 5, 7
130	The Obsidian Obelisk	R	1, 2, 3, 4, 5, 6, 7, 9, 10
131	The Replication of the Mighty	R	4, 6, 7, 8, 10
132	The Web of Refulgent Command	P	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
Sárku:			
133	The Bulwark of Amber	R	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
134	Depuration	R	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
135	Domination	P	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
136	The Eradication of Veracity	R	3, 5, 7, 9, 10
137	Hebetation of the Intellect	P	3, 4, 5, 7, 8, 10
138	Necrofacture	R	3, 4, 5, 6, 7, 8, 9, 10
139	The Summoning of Spectral Hosts	R	1, 2, 4, 6, 8
140	Vermiculation	R	5, 7, 9, 10

Thúmis:

141	Alleviation	R	1, 3, 5, 7, 9, 10
142	Benignity	P	1, 2, 3, 5, 7, 8, 9, 10
143	The Discerner of Enchantments	P	1, 3, 5, 6, 8, 9
144	The Gate of the Grey Pentacle	R	2, 4, 6, 8, 10
145	Guiding	P	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
146	Healing	R	3, 5, 7, 8, 9, 10
147	The Preserver of Wisdom	R	1, 2, 3, 4, 5, 6, 7, 8, 10
148	Sagacious Acquisition	P	1, 2, 4, 6, 8, 9, 10

Vimúhla:

149	Barring and Broaching	R	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
150	The Bolt of Imminent Immolation	R	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
151	The Carpet of Conflagration:	R	3, 5, 7, 9, 10
152	Devitalisation	P	1, 3, 4, 5, 6, 7, 8, 9, 10
153	Devotion to the Flame	P	1, 2, 3, 4, 5, 6, 8, 10
154	Inexpugnability	R	1, 3, 5, 7
155	The Infrangible Incandescent Orb	R	2, 3, 4, 6, 8, 10
156	The Panoply of Iron	R	2, 3, 6, 8, 10

Chegárra:

157	The Gauntlet of Might	R	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
158	The Harness of the God-King	R	3, 5, 9
159	The Valour of the Divine Kingdom	P	1, 2, 4, 6, 7, 8, 10

Chiténg:

160	Calcination	R	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
161	The Fist of Fire	R	3, 5, 7, 10
162	Punition	P	1, 2, 3, 4, 5, 6, 8, 9, 10

Dilinála:

163	The Crown of Purity	P	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
164	Encapsulation	R	3, 4, 5, 7, 9, 10
165	The Girdle of the Maiden	R	1, 2, 3, 4, 5, 6, 7, 8, 9, 10

Drá:

166	Apathy	P	1, 2, 3, 4, 5, 7, 9, 10
167	The Hymnal of the Lord of Light	R	3, 4, 6, 8, 10
168	Risibility	P	1, 2, 3, 4, 5, 6, 7, 8, 9, 10

Durritlámish:

169	Entombment	R	3, 5, 7, 9
170	Necrophobia	P	1, 2, 3, 4, 6, 7, 8, 9, 10
171	Putrefaction	R	1, 2, 3, 4, 5, 6, 7, 8, 9, 10

Grugánu:

172	The Attainment of Enlightenment	P	2, 5, 7, 9, 10
173	The Invigorator of Blades	R	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
174	The Labyrinth of Elongated Shadows	R	1, 2, 3, 4, 5, 6, 7, 8, 9, 10

Hrihával:

175	The Dance of the Emerald Goddess	P	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
176	Diminution	R	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
177	Obturation	R	1, 3, 5, 7, 9

Keténgku:

178	The Bridge of Noble Passage	R	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
179	The Pearl-Grey Citadel	R	3, 5, 7, 9, 10
180	The Scrutiny of the Omniscient Eye	P	1, 2, 3, 4, 5, 6, 7, 8, 9, 10

Qón:

181	The Expeditor of the Skein of Destiny	R	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
182	The Periplus of the Planes	R	3, 5, 7, 9, 10
183	Simulation of the Immoveable	P	1, 2, 3, 4, 5, 6, 7, 8, 9, 10

Wurú:

184	Amorphia	R	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
185	The Eater of Souls	R	3, 5, 7, 10
186	The Grey Hand	P	1, 2, 3, 4, 5, 6, 7, 8, 9, 10

2.945. THE SPELLS OF THE SHAMAN.

Geographic and cultural disparities make it difficult to provide a precise list of the spells available to the shamans of Tékumel. Environment plays a great part, of course. The jungle mages of M'mórcha and Nmartúsha differ from the desert sorcerers of The Desert of Sighs; the wise women of the Lorún have competences that fit them for their northern clime, and these vary greatly from the hunters of the arid mountains of Rannálu, etc. In general, however, it may be said that shamans have abilities in healing, finding water and food, relating to the flora and fauna of their region, impressing their people with their magical prowess, and dispelling the evil spirits (some real and some only figments of the imagination) that haunt the lonely forests, tundra, or rocky fastnesses of their habitat. They also have a number of special spells, a few of which are described below.

Separate lists cannot be provided for the spells of the shamans of each tribal area. The most that can be done is to give rough correspondences with the spell lists of the urban sorcerers and then offer a few special spells—equivalent to the "Temple" list of one of the Tsolyáni deities—that will give an idea of the range of shamanistic sorcery.

The spells of the shaman must be bought with "spell purchase points" and require the learning times detailed in Secs. 2.921 and 2.922. The same restrictions apply to the learning of various levels of spells as for an urban sorcerer; cf. Sec. 2.921 (4). There is thus no essential difference in game terms between the corpus of shamanistic spells and that of one of the gods of the great empires. A tutor is needed, of course, and senior shamans are just as jealous and secretive with their advanced conjurations as are the mages of the urbanised nations. It is thus not possible for a non-shaman to acquire the spells listed below—unless the pupil lives long enough with the tribe to gain its confidence and undergoes the initiation required to study under an expert shaman. Such a case is likely to be extremely rare and must depend upon the discretion of the referee. Should this be permitted, shamanistic spells logically must be obtainable *in addition* to "Temple" spells. One who hales from a tribal region and later joins an urban temple—or a city mage who travels and lives for an extended period in tribal territory—thus has access to some of the special spells from each: effectively a double "Temple" list. This cannot be a frequent occurrence and should depend upon both the referee's judgment and some expert dice rolling in Sec. 2.230 ff. It is unlikely that such a person

1. A shaman may select any spell from the "Universal" corpus (Sec. 2.942), just as though he/she were a mage from one of the great empires. It may be noted that the spell of Disenchantment (no. 5) operates upon an S1 spell just as for a T1 spell, and so forth.
2. The following "Generic" spells may be chosen from Sec. 2.943:

Spell name	Number
Alleviation	29
Benefaction	32
The Blessing of the Planes	34
Comprehension*	35
Derangement	36
Dessication	37
Excellence	43
Far-seeing	44
Healing	48
Inscription**	49
Necromantic Domination	51
Perception of the Energies	56
Pestilence	57
Reanimation	61
Semblances	63
The Silver Halo of Soul-Stealing	64
Stealth	66
Tranquilisation	67
Visitations of Other Planes	70
Zoic Domination	72

*Comprehension is restricted to spoken languages only.

**Inscription does not denote actual writing but rather the implanting of the spell in a fetish of bone, feathers, stone, wood, etc. This can be "read" by a pupil of that shaman and by no one else. It can also be used as the equivalent of a spell scroll to store a conjuration for later use. The difficulties of "writing" this type of spell-containing artifact are as given for the urban spell of Inscription (nos. 11 and 49).

3. A shaman may also obtain spells 73-76 (i.e. Demonology, Inscription, The Muniments of Excellence, and Revivification). The remarks made above concerning the Inscription spell apply to the "Temple" variety also.
4. Although eight "Temple" spells are given below for the shaman, he/she also has the option to forego as many as three of these. One of the urban "Temple" spells may then be substituted from the list below in place of the relinquished shamanistic spell. Once given up, however, a shamanistic spell cannot be learned or restored to one's list. This choice is the player's.

Spell name	Number
The Breath of the Goddess	77
Climatisation	78
Fructification	80
Zoification	84
Etherealisation	87
Spiritism	90
Emulation	95
Rejuvenation and Senescence	100
The Globe of Distant Discernment	102
Decorporealisation	112
Viscosity	116
Hebetation of the Intellect	137
Alleviation	141
Simulation of the Immoveable	183
The Eater of Souls	185

The special spells of the shaman are listed below.

187. The Adroitness of the *Chrí*-Fly (P)

S1; nag; ai; 1mc co; tr; D: 1 T; the caster's hands and feet adhere to vertical surfaces like the feet of a fly. He/she is thus able to climb vertical surfaces. No more than 50 percent of his/her usual encumbrances can be worn, however, nor can he/she carry anything in his/her hands. The S1-S6 variants are species specific: e.g. a human shaman can only employ them upon other humans. A spell of Disenchantment (no. 5) will restore the caster's extremities to normal—possibly causing a serious fall. This is true of all forms of this conjuration.

S2; nag; ai; 1mc co; tr; D: 2 T; as above, but with a longer duration.

S3; nag; ai; 1mc co; tr; D: 5 T; sp; as for the S1 version, but with a still longer duration. "Psychic" spells can be cast while climbing but not "ritual" ones; the latter require the use of the hands. A "ritual" conjuration may be employed if the caster has reached a ledge or other flat surface large enough to stand on, of course.

S4; nag; ai; 1mc ci; 1mr; D: 5 T; as above, but this form of the spell can be cast upon one comrade in lieu of the caster.

S5; nag; ai; 1mc co; tr; D: 5 T; not only can the caster traverse vertical surfaces with impunity, but he/she is also able to climb walls that slant back out above him/her. He/she can also carry 100 percent of his/her usual emcumbrances. Nothing can be held in the hands while climbing, of course; this is true of all variants of this spell.

S6; nag; ai; 2mc ci; 1mr; D: 7 T; as above, but the caster can include one comrade—or cast this spell upon two companions other than himself/herself.

S7; nag; ai; 3mc ci; 2mr; D: 10 T; as for the S5 version, but this variant can be applied to 1-5 (randomly rolled) intelligent beings of any species within the circle of effect in addition to the caster. Both vertical and outward-slanting surfaces can be climbed.

S8; nag; ai; 1mc co; tr; D: 10 T; the caster can traverse both vertical and slanting walls and in addition can negotiate the underside of flat surfaces: e.g. a ceiling. He/she can carry as much as 100 percent of his/her usual encumbrances.

S9; nag; ai; 3mc ci; 2mr; D: 10 T; the caster can balance upon a very narrow or precipitous surface: e.g. a tightrope, a sharp pinnacle, a thin rod as little as 1 cm wide. He/she can carry up to 150 percent of his/her encumbrances without falling.

188. Ampliation (R)

S3; nag; ai; 1mc co; tr; D: 1 T; mr; M: the caster expands to twice his/her usual size. This doubles his/her Height-Build-Strength factor (Sec. 2.211 ff.) but reduces his/her Dexterity factor (Sec. 2.213) by 25 percent. No sorcery can be employed while the caster is thus enlarged (this is true of all versions of this spell), but he/she is able to use much larger weapons, run at speeds 50 percent faster than usual (Secs. 2.641 and 2.651), and cover longer distances. He/she counts as a "large target" for purposes of missile fire (Sec. 2.827). Other factors are not affected: e.g. his/her Stamina (Sec. 2.212), Body Damage Points (Sec. 2.214), Intelligence (Sec. 2.215), etc. all remain the same. One who does not wish to become a temporary giant is allowed a "Magical Resistance factor roll" (Sec. 2.725 (1)) to avoid this. A spell of Disenchantment (no. 5) will return the "giant" to normal size. All but the S9 variant of this spell are species specific. It is important to note that clothing and belongings are *not* enlarged and must be removed first in order for this spell to function at all.

S5; nag; ai; 1mc co; tr; D: 3 T; mr; M: the caster grows to three times his/her regular size. Very large objects (e.g. a tree trunk) can be employed as weapons, doing damage according to table E. Dexterity is reduced to 50 percent of one's usual amount, however, and no more than one blow per combat round can ever be achieved. The caster now counts as a "very large target"; cf. Sec. 2.827.

S7; nag; ai; 1mc ci; 1mr; D: 5 T; mr; M: either the caster or a comrade is increased in size by four times. The target's Dexterity is reduced to one quarter of his/her usual amount, but huge stones, tree limbs, etc. can be used as weapons, doing damage according to table G.

S9; nag; ai; 2mc ci; 2mr; D: 7 T; mr; M: the caster and one companion (or two persons other than the caster) are increased to five times their usual sizes. Dexterity is reduced to one tenth of the targets' normal factors, but great boulders and logs can be used as weapons, doing damage according to table H. The targets' Body Damage Points are also doubled, but it is very easy to hit such a large being with missiles or magic: a modifier of +5 is applied in Sec. 2.827 to the firer's roll. This variant is no longer species specific and can be applied to a member of any of the intelligent races.

189. The Assiduous Pursuer (P)

S1; nag; ar; 100mc co; tr; D: 10 T; the caster is led to any available source of drinking water within the circle of effect. The presence or absence of water in the area is left to the referee. A spell of Disenchantment (no. 5) can be used upon the caster to interrupt the concentration required by this spell; this is true of all of its variants.

S2; nag; ar; 100mc co; tr; D: 10 T; the caster is guided to plants, tubers, or other vegetable life that can be used as a food source for his/her species within the circle of effect. The existence of nourishing flora within this spell's range is left to the referee.

S3; nag; ar; 100mc co; tr; D: 10 T; mr; the caster is able to locate available small game within the circle of effect. This variant reveals the existence of forest creatures, fish, amphibians, and birds, and the caster is informed of their general class but not their species. An animal is allowed a "Magical Resistance factor roll" (Sec. 2.725 (1)) to avoid detection, although this may be ignored at the referee's discretion. Wildlife varies from region to region, of course, but most tribal shamans possess some form of this spell. The presence or absence of game within the spell's range is again the province of the referee.

S4; nag; ar; 100mc co; tr; D: 20 T; mr; the shaman is informed of the location of larger game animals and also inedible predators within the circle of effect. The spell does not detect the undead, androids, automatons, creatures produced by sorcery, or demons, of course, nor does it indicate the presence of members of the intelligent species. All other living things are detectable, however.

S5; nag; ar; 100mc co; tr; D: 20 T; mr; this version gives a mental picture of the terrain within the circle of effect, showing open fields and clearings, forested areas, streams and bodies of water, high and low points, permanent buildings, ruins, and the like. An "enchanted" location is allowed a "Magical Resistance factor roll" (Sec. 2.725 (1)) to escape being seen. Smaller, impermanent objects, beings, etc. are not visible. Neither this nor the following form of this spell function underground or indoors.

S6; nag; ar; 100mc co; tr; D: 30 T; mr; the caster is able to find a single intelligent being, if this person is within the circle of effect. The target must be a member of the caster's own

species and must either be personally known to the caster or else well described to him/her by others. The victim is permitted a "Magical Resistance factor roll" (Sec. 2.725 (1)) to escape being found. A shield that blocks "psychic" magic also prevents this spell from working: i.e. The Sphere of Impermeable Quiescence (no. 20), Guarding (no. 46), The Muniments of Excellence (no. 75), The Inimitable Defender (no. 103), and The Pearl-Grey Citadel (no. 179). As stated above, the target must be out-of-doors in order for this spell to function.

S7; nag; ar; 100mc co; tr; D: 1 hour; mr; as for the preceding version, except that this permits the caster to find a specific known or well-described being of his/her own species underground or inside a building.

S8; nag; ar; 100mc co; tr; D: 1 hour; mr; this variant enables the caster to locate a specific member of any of the intelligent races, if this being is present within the circle of effect. Again, the target must be personally known to the caster or else very well described by others. This variant operates indoors or out-of-doors, as do the two following versions.

S9; nag; ar; 3mc co; tr; D: 1 hour; mr; the trail of a specific, known or well-described target appears before the caster like a set of silvery, glittering footprints. The target must have passed the starting point of the caster's spell not more than 24 hours previous to his/her casting it. The caster can then follow this trail until the target is found or until the spell expires (in which case it may be cast again). The target must be a member of one of the intelligent races. Only a successful "Magical Resistance factor roll" (Sec. 2.725 (1)) or one of the "psychic" magic barriers (cf. the S6 version, above) can block this spell and cause the caster to lose the "scent." This version is useful when it is important to trace the target's movements as well as find him/her.

S10; nag; ar; 3mc co; tr; 24 hours; mr; as for the S9 version, but the trail may be as much as 3 days (72 hours) old, and the target need not be a specific being: e.g. one may simply specify "any human," "any Ssú," etc. and be shown the tracks of such a being, if one has passed within the circle of effect. The target also need not be one of the intelligent races: any living animal can be so traced. Beings animated by sorcery, the undead, etc. are still immune to this spell.

190. Botanic Metamorphosis (R)

S1; nag; ai; 1mc; 1mr; D: 3 T; one length of vegetable substance (a sapling, vine, reed, etc.) is given the hardness of *Chlén*-hide for the duration of the spell. This may be as long as 2 m and as thick as 2 cm in diametre. It can then be used as a club, missile, pry-bar, or the like. None of the variants of this spell operate upon "worked" substances (e.g. rope, basketry, carved wood, cloth, etc.). The most that can be done is to sharpen one end of the object before casting the spell, providing an effective spear or missile point. A spell of Disenchantment (no. 5) returns the article to its usual consistency.

S2; nag; ai; 1mc; 1mr; D: 5 T; as above, but the staff, vine, etc. may be as much as 3 m long and 3 cm in diametre. It is given the hardness of "ordinary" steel. If cast upon a creeper used to tie a prisoner, it effectively becomes a set of inflexible, steely-hard manacles.

S3; nag; ai; 2mc; 2mr; D: 5 T; as above, but the target may be a still longer and thicker piece of vegetation: as much as 5 m long and 5 cm in diametre. It becomes as hard as "excellent" steel.

S4; nag; ai; 1mc; 2mr; D: 1 T; sp; PT: 1 CR; a single growing plant is given the power to speak telepathically to the caster. It can inform him/her of beings who have passed within a 30 m range, speak of local animal life, and describe its own characteristics (e.g. whether or not its foliage is poisoned, if its fruit is edible, etc.). If the plant is a tall tree, it can also inform the caster of what is visible from its highest crest.

S5; nag; ai; 1mc co; tr; D: 20 T; PT: 1 T; the caster inserts his/her entire physical and mental being (including non-metallic garments and possessions) into a plant of comparable size. He/she can "see" in a 360 degree circle but cannot move. Although "psychic" spells may be employed, those of the "ritual" category cannot. It is impossible to detect the presence of the caster within the plant except with a spell of Perception of the Energies (nos. 15 and 56) or The Discerner of Enchantments (no. 143). A spell of Disenchantment (no. 5) will return the caster to his/her normal form at a distance of 1 m from the plant.

S6; ag; ai; 1mc; 10mr; D: 1 T; mr; PT: 2 CR; M: this turns one article (e.g. a single weapon, shield, piece of armour, etc.) of *Chlén*-hide and any metal except "enchanted" steel or copper into soft, punk-like wood for the duration of the spell. This brittle substance easily crumbles into useless pieces, and although it reverts to its usual hardness once the spell expires, a broken item remains fragmented. An object affected by this conjuration must therefore be carefully laid aside until the spell ends. A "Magical Resistance factor roll" is allowed, based upon the wielder's (or wearer's) defensive factor in Sec. 2.725 (1). If this roll fails the specified target object is hit automatically, and there is no need to roll for body area struck, etc. The target article must be visible to the caster, however.

S7; ag; ai; 1mc; 20mr; D: 2 T; mr; PT: 3 CR; M: as for the preceding version, except that the article is turned into a venomous plant if the "Magical Resistance factor roll" (Sec. 2.725 (1)) fails. The wielder/wearer has a 60 percent chance of being poisoned each round. A weapon requires one combat round to drop, a shield or a helmet needs two rounds, and other items of armour demand three rounds to unfasten and throw off. A victim can be healed by a spell of Alleviation (nos. 1, 29, and 141) applied within 2 combat rounds, but if the poisoned article is still in contact with the body, it will contaminate the victim again.

S8; nag; ar; 30mc co; tr; D: 10 T; PT: 5 CR; M: all plant-life within the circle of effect becomes as hard as stone for the duration of the spell. A blade of anything less than "excellent" steel shatters if used to chop at this vegetation, and one turn is needed to cut through a 1 m wide and 1 m long swatch of it with an implement of any harder metal. The caster can also specify a circle of effect 15 m wide and 60 m in length.

S9; nag; ai; 3mc; 3mr; D: 5 T; PT: 2 T; M: one large plant (no smaller than 2 m and no taller than 5 m) is given a rudimentary intelligence and the power of ambulation for the duration of the spell. One combat round is required for it to pull its roots from the earth, and thereafter it is free to act. It moves at a speed of 2 m per combat round, has 15 Body Damage Points per metre of height, fights with its limbs or roots at a Combat Value of +8 (Sec. 2.826), and has an armour defensive value of 4 (Sec. 2.8210). The plant will guard an area or attack the caster's foes at his/her command. Although it has no "eyes," it "sees" in a 360 degree circle out to a range of 300 m. It thus cannot be attacked from a "blind spot," as can a human fighter.

S10; nag; ai; 6mc; 3mr; D: 10 T; PT: 1 T; M: 1-5 (randomly rolled) large plants within the circle of effect are turned into semi-intelligent, slow-moving warriors. Other factors are as for the S9 version, above.

191. Filamentary Extension (R)

S1; ag; ai; 1mc; 10mr; D: I; M: a slender thread of a whitish substance is thrown from the caster's hand out to the limit of the spell's range. The tip of this cord is sticky, and it adheres to any rough-surfaced material (i.e. not to metal, glass, lacquered *Chlén*-hide, or the like), remaining in existence for 1 turn. The caster can then pull this filament and any attached object back to himself/herself. The cord is only strong enough to pull an item weighing 1 kg or less, and it can be cut with any sharp knife. Although acids can destroy the strands created by variants of this spell, fire is useless: the threads are not combustible. Hitting a specific target with the thread requires a roll to hit in Sec. 2.827, using the caster's skill with hand-hurled missile weapons. A target wearing armour or other partially smooth and partially rough material is allowed a special D10 roll depending upon the extent of his/her "slick" coverage: the thread adheres to an unarmoured target automatically if it hits; a person in "light" armour is caught on a score of 1-8; one in "medium" coverage on a roll of 1-6; and a being in "heavy" armour on a score of 1-4; cf. Sec. 2.320. The referee must adjudicate hits upon other types of creatures and objects. A "Magical Resistance factor roll" (Sec. 2.725 (1)) is futile since the thread is a material substance, and the target's body is not being magically affected. A target may dive for cover or defend himself/herself as for any other hand-hurled missile. Once hit, a target may also be freed by a spell of Disenchantment (no. 5); this is true of all forms of this spell except the S10 version.

S2; ag; ai; 1mc; 20mr; D: I; M: as above, but the thread can be as long as 20 m, and it is strong enough to pull a weight of as much as 10 kg. It remains in existence for 2 turns.

S3; ag; ai; 1mc; 30mr; D: I; M: as above, but a web of sticky cords is created that ensnares a target hit by the spell. No roll to hit (Sec. 2.827) is needed; instead a target must make a "Dexterity roll" at the "Harder test" level (Sec. 2.723) in order to keep from being immobilised. This webbing lasts for 3 turns and can only be cut with a knife of iron, steel, or "enchanted" copper. Other beings and objects cannot touch these cords without becoming caught themselves. One combat round is needed to free a trapped victim.

S4; ag; ai; 2mc; 40mr; D: I; M: as for the preceding variant, except that 1-3 beings (randomly rolled with a D10: 1-4 = 1; 5-8 = 2; 9-10 = 3) within the circle of effect are covered with sticky webbing. The level of the "Dexterity *roll*" is increased to a "Difficult test" (Sec. 2.723), and the netting lasts for 5 turns. It can only be cut with a blade of "excellent" or "enchanted" steel or copper, 2 combat rounds being required to liberate each trapped victim.

S5; ag; ai; 3mc; 50mr; D: I; M: as above, but 1-5 (randomly rolled) targets may be hit. A "Dexterity roll" at the "Very difficult test" level (Sec. 2.723) is required to escape being ensnared. The web lasts for 7 turns and can only be severed with a knife of "enchanted" steel or copper. Three rounds must be spent to free each target caught in these sticky cords.

S6; nag; ar; 3mc; 10mr; D: 10 T; sp; PT: 5 CR; M: this variant is cast upon a level floor or area of ground. It is only faintly visible as a glistening, mucilaginous coating. Any being who attempts to cross the circle of effect remains stuck in place until the spell ends or is eliminated by a spell of Disenchantment (no. 5). The "glue" created by this version adheres to all substances (except grease), and it is impossible to cut a boot, foot, etc. free of this adhesive without slicing away the surface of it! A "Dexterity roll" (Sec. 2.723) is of no use once a character has entered the circle of effect. An "Intelligence roll" at the "Difficult test" level (Sec. 2.724 (1)) may be made to detect the gooey covering in time to avoid it.

S7; nag; ar; 6mc; 6mr; D: 30 T; PT: 1 T; M: as for the preceding version but with a larger circle of effect and a longer duration. The "Intelligence roll" needed to see this trap in time is made at the "Very difficult test" level; cf. Sec. 2.724 (1).

S8; nag; ar; 6mc; 10mr; D: 1 hour; PT: 2 T; M: a vertical web of delicate strands fills a passageway from top to bottom and side to side. Any being who comes in contact with this remains stuck to it until the spell terminates or is dispelled by a spell of Disenchantment (no. 5). It cannot be cut, and blades used to hack at it become stuck themselves.

S9; nag; ar; 12mc; 10mr; D: 1 hour; PT: 2 T; M: as for the S6 variant but with the durability and duration of the S8 form of the spell.

S10; nag; ar; 12mc; 10mr; D: 24 hours; PT: 5 T; M: all exposed surfaces within the circle of effect—the leaves of trees, stones, ground, grass, etc. (but not liquids) of an out-of-doors locale or the walls, floors, ceiling, etc. of a chamber—are coated with the adhesive "glue" described for the S6 form of the spell. The caster can leave any area uncoated: e.g. a wall, a path along the floor, a door handle, etc. An "Intelligence roll" at the "Real challenge" level (Sec. 2.724 (1)) is needed to detect the faintly slick glaze of the gluey coating. This version cannot be dropped deliberately by the caster before its expiration, nor can it be dispelled by a spell of Disenchantment (no. 5). Beings trapped by the "glue" are thus stuck in place for a full day—or until their comrades manage to figure out a means of hoisting them free, leaving boots, etc. behind.

192. Harmonization with the Powers (P)

S1; nag; ai; 1mc co; tr; D: 5 T; the caster attunes his/her body to the gravitic forces of the Plane, enabling him/her to run without falling or losing his/her balance for the duration of the spell. He/she may carry any amount of encumbrances up to the limits permitted in Sec. 2.310.

S2; nag; ai; 1mc co; tr; D: 10 T; as above; in addition the caster can keep his/her balance upon narrow tree limbs or mountain ledges, moving along such precarious pathways with no fear of falling. In a forest, thus, the shaman can travel along high up among the branches of interlocking trees and never need to touch the ground.

S3; nag; ai; 1mc co; tr; D: 1 T; sp; while this variant is in effect the caster can jump horizontally as far as 10 m and straight up or backward as far as 5 m. Again, the shaman can carry his/her full encumbrances. There must be a safe landing place at the other end of the jump, of course. The caster can utilise "psychic" spells while maintaining this variant but not "ritual" enchantments.

S4; nag; ai; 2mc ci; 2mr; D: 5 T; the caster can employ this version upon himself/herself and one comrade, or upon two companions excluding himself/herself. Any of the powers described in the S1-S3 versions may be used while the spell remains in effect.

S5; nag; ai; 3mc ci; 2mr; D: 10 T; the caster and 1-10 (randomly rolled with a D10) comrades are made lighter and suffer no

damage from falls, floating down to earth as lightly as leaves. If the spell expires while a target is falling, however, damage results as described in Sec. 2.840 (2). The "starting point" and height of the fall begin from where the spell ends. This lightness provides an additional benefit, moreover: targets leave no footprints in dust, grass, mud, etc., obviating the tracking power given by the spell called The Assiduous Pursuer (no. 189) and making it impossible for any normal tracker to follow them.

S6; ag; ai; 1mc; 30mr; D: I; mr; one target of any species or size up to and including a Shén or Black Ssú is made to lose his/her/its balance and fall down. All types of beings are affected, including androids, automatons, the undead, minor demons, and creatures produced by sorcery. (Only the Great Demons are immune.) The victim suffers damage according to table A and counts as prone at the start of the following combat round. A target who falls off a cliff, wall, etc. may be more seriously injured, of course; cf. Sec. 2.840 (2).

S7; ag; ai; 3mc; 60mr; D: I; mr; 1-5 (randomly rolled) beings of the same sizes mentioned in the S6 variant lose their balance and fall down. Alternatively, this spell can be cast at one larger animal or creature. Minimum damage is done according to table B.

S8; nag; ai; 1mc co; tr; D: 20 T; the caster harmonises with his/her surroundings in colouration and is thus effectively camouflaged. As he/she moves, his/her body blends into the background. This affects a "Visibility roll" (Sec. 2.728 (1)) made to see the caster: a +3 is applied when the caster is moving during a given combat round, and a +6 is employed when he/she is standing motionless. A U8 spell of Invisibility (no. 12) is useless since the caster is not truly invisible, but a spell of Perception of the Energies (nos. 15 and 56) or a T5 spell of The Discerner of Enchantments (no. 143) will reveal his/her presence and location. Characters attacking a camouflaged shaman do so as though blind; cf. Sec. 2.823 (list 2, 21).

S9; nag; ai; 1mc co; tr; D: I; PT: 2 T; this peculiar sub-variety of the spell permits the caster to harmonise with the original patterns of material substance on his/her Plane. He/she can thus "see" the original form of a broken object made of organic matter or of stone. If both pieces of such an article are present and complete, he/she can join them together and restore the object without any loss of strength or sign of a break. It is not possible to mend an object shattered into more than two pieces, however. Thus, for example, a cracked staff, a torn garment, a severed strap, a broken *Chlén*-hide sword, etc. can all be repaired. A crushed goblet, a boot that has a hole in it (with part missing), a smashed pot, and the like cannot be restored.

S10; nag; ai; 1mc co; tr; D: I; PT: 5 T; as for the S9 variant, but articles of metal can be mended, provided that only one clean break has occurred and both pieces are present and complete. An item of "enchanted" steel or copper may be repaired but loses its enchantment in the process, becoming only "excellent" steel or plain copper. An urban sorcerer can then use a spell of Enhancement and Debilitation (no. 42) to return the weapon to its former state.

193. Osteal Thaumaturgy (R)

S1; nag; ai; 1mc; tr; D: 1 T; mr; prq: all variants of the spell of Necromantic Domination (no. 53); the target is one piece of bone from the skeleton of a member of one of the intelligent species; this can be made to "speak" telepathically to the caster. If the "Magical Resistance factor roll" (Sec. 2.725 (1)) is unsuccessful, the bone must reply to questions about its owner's identity and how death occurred. (The bone's defensive "Magical Resistance factor" is arbitrarily set at 10.) The referee may vouchsafe such further information as he/she wishes, using the "Non-Player Character Reaction Table" (in referee's Sections) to ascertain the deceased's disposition towards the questioner.

S2; nag; ai; 1mc; tr; D: 3 T; mr; as above, but in addition the caster may command the bone to lead to a treasure known to its owner, guide the party through a labyrinth or a forest to the best of its ability, warn of traps, and describe the appearance of persons, animals, Underworld creatures, etc. with whom its possessor was familiar. The extent of this knowledge depends upon the bone's original owner, of course—in reality, the referee's willingness to part with information. The deceased's facts are never likely to be infallible, moreover, and though it may not tell an outright falsehood, it can indeed dissemble and avoid stating the whole truth.

S3; nag; ai; 1mc; tr; D: 5 T; mr; sp; a bone from the index finger of a member of the caster's own species may be commanded to point to the current location of any being personally known to the caster. The sought for being must be living (i.e. not an android, an automaton, one of the undead, a demon, or a creature created by sorcery), and it must be a member of one of the intelligent species. The bone's former owner need not have seen the caster's target, and it thus functions rather like a compass, turning around and around until it indicates the direction in which the target is to be found. Distance is no obstacle to this enchantment; it operates even over many thousands of kilometres, and only if the target is dead or no longer on this Plane does the bone refuse to move. This spell is infallible, unless the target makes a successful "Magical Resistance factor roll" (Sec. 2.725 (1)) to avoid being found.

S4; nag; ai; 1mc; tr; D: 1 hour; PT: 2 CR; M: up to 50 small fragments of bone (of any species) of sizes no larger than 1 cubic cm each are temporarily metamorphosed into nuggets of gold. Even an experienced jeweller-goldsmith cannot detect the falsity of these lumps of massy gold, and only a spell of Perception of the Energies (nos. 15 or 56) or The Discerner of Enchantments (no. 143) will reveal that they are ensorcelled. The nuggets must be of the same general sizes as the original bone fragments but may have "nugget-like" (rather than "bone-like") shapes. When the spell ends, these small bits of bone resume their normal appearances.

S5; nag; ai; 1mc; tr; D: 12 hours; PT: 5 CR; M: as for the S4 variant, but the caster can will the aforementioned bone fragments to become gems of any variety, colour, faceting, etc. Each jewel may not exceed 1 cubic cm in size, however. Other factors are as given above.

S6; nag; ai; 1mc; tr; D: 1 hour; PT: 1 T; one bone projectile point (a spear, javelin, or arrowhead only) is given the power of "The Seeking Bone" for the duration of the spell: when a hit is scored with this missile according to Sec. 2.827 by a firer or thrower *other* than the caster, a special "critical hit" roll is made with a D10: 1-3 = damage is done according to table D; 4-7 = table F is used; and 8-10 = the target is instantly slain. If "The Seeking Bone" misses its specified target, the enchantment ends and the missile retains only its normal damage powers. The projectile affects beings no larger than a Shén or a Black Ssú, moreover, and the caster can prepare no more than three such missiles per day. This spell does not function upon *Chlén*-hide, stone, wood, or metal projectile points.

S7; ag; ar; 3mc; 60mr; D: I; mr; the internal skeletons of 1-10 beings (randomly rolled with a D10) within the circle of effect are reduced to a soft, spongy jelly for a period of 3 combat rounds. During the first of these rounds, a victim falls down and can do little more than quiver; he/she becomes unconscious during the second round; and death occurrs in the third. A spell of Healing (nos. 10, 48, and 146) can restore the target fully if cast during the first or second round, but an application during the third round is too late. A physician can do nothing against this spell. If death does occur, a modifier of +5 is applied to the victim's score for Revivification (no. 76). No modifier is used, however, when the target is returned to life by the spell of Re-embodiment (no. 88). This conjuration does not affect androids, automatons, demons, creatures produced by sorcery, or those that have no internal skeleton (e.g. the Pé Chói, the Hlûss, and other races that possess exoskeletons—or no true skeleton at all, such as certain varieties of jellyfish, etc.).

S8; nag; ar; 3mc; 2mr; D: 3 T; PT: 2 T; M: as many as 10 teeth taken from an animal are thrown on the ground, and within 2 combat rounds they are replaced by as many living, adult animals of that species. These will fight initially at the caster's direction, charging off after those he/she indicates. Once battle is joined, however, the creatures' movements are randomly ascertained, and they will attack anyone except the caster. The beasts continue to fight until the spell ends or all are slain but the caster within a 100 m range. Only those creatures can be used for this spell that possess teeth that can be extracted. A great many varieties lack true teeth and are therefore useless for the purposes of this spell, while the fangs of some of the largest beasts are too heavy to be carried about! Useful flying species include the *Gíriku*, the *Shanú'u*, and the *Vrinqálu;* land animals might comprise the *Chnélh*, the *Feshénga*, the *Hyahyú'u*, and the *Zrné;* and aquatic and amphibious possibilities are the *Ghár*, and the *Tletlákha*. All of these are described in the referee's Sections. The spell does not function upon the teeth of beings of the intelligent or semi-intelligent species.

S9; nag; ai; 1mc; tr; D: 30 T; PT: 1 T; many shamans retain bits of knowledge forgotten by their urban counterparts. This variant is cast upon a bit of bone taken from the skeleton of an intelligent being, and this then functions as an amulet of protection against the minions and enchantments of the Pariah Gods (Sec. 1.610). Whenever one of these is manifested within a 30 m circle around the bone, it glows with a faint bluish corpse-light, and the being cannot enter the circle. No spell cast by one of these monstrous beings' servitors can enter the area, but physical missiles, blows, beings, and other objects and substances are not hindered.

S10; ag; ar; 3mc; 30mr; D: I; mr; this version is cast upon a bit of bone which is then thrown or set down in a place likely to be traversed by minions of the Pariah Gods. If these are animated by dark sorcery, they are slain instantly, while human servitors are blocked and cannot pass through the circle of effect. The powers of this bone talisman last for 10 turns.

194. Zoomorphy (R)

S1; nag; ar; 30mc co; tr; D: 2 T; mr; prq: all variants of the spell of Zoic Domination (no. 72); living animals within the circle of effect are made friendly to the caster. They will not attack him/her and will offer him/her their food or prey, guide him/her to water, etc. This amiability does not extend to others in the caster's party, unfortunately, and there is only a 30 percent chance each combat round that he/she will be able to convince the creatures to leave his/her companions in peace. An animal is allowed a "Magical Resistance factor roll" (Sec. 2.725 (1)) to avoid this unusual benignity. Androids, automatons, the undead, demons, creatures produced by sorcery, semi-intelligent beings, and the intelligent races are immune. A spell of Disenchantment (no. 5) will terminate this friendship; this is true of all other variants of this spell also.

S2; nag; ar; 100mc co; tr; D: 5 T; mr; the caster can summon all animals within the circle of effect. These creatures are under the caster's command and will fight as he/she directs. This version thus gives better control than the previous one. The referee will decide how many beasts are available within the circle of effect. This variant is similar to certain of the "Universal" and "Generic" forms of the spell of Zoic Domination (nos. 25 and 72), but it summons *all* animals within its range to aid the caster and does not dominate only those currently in sight.

S3; nag; ar; 10mc; 2mr; D: 1 T; M: all stinging and biting insects within the circle of effect are summoned. In Tékumel's hot climate these may amount to a considerable swarm, although the referee should reduce their numbers and damage potential in areas where insect life is logically sparse. The insects called by this spell attack everyone within the circle of effect, and each victim rolls a D10 each round during the 1 turn that the spell lasts: 1-2 = he/she is badly stung or bitten and suffers damage according to table D; 3-4 = he/she is injured according to table C; 5-6 = damage is done according to table B; 7-8 = only minor damage is done according to table A; 9-10 = the victim manages to swat all of the insects currently attacking him/her and is not harmed that round. Armour is no protection against such small, ferocious creatures—there are always gaps, visor holes, and unprotected body areas. The swarm can be dispersed by a spell of Disenchantment (no. 5), but this cannot be cast by a mage who is busy slapping and stamping. A spell of Warding (nos. 24 and 71) is futile against such small creatures, and only a complete shield can keep them out: e.g. The Muniments of Excellence (no. 75) or The Pearl-Grey Citadel (no. 179). The Pé Chói, Hlûss, Tinalíya, and many other species are immune to insect bites, of course, because of their exoskeletons, thick armour, etc.

S4; nag; ai; 10mc; 20mr; D; 1 T; sp; PT: 1 CR; the caster can speak with one animal of any species within the circle of effect. The creature is allowed a "Magical Resistance factor roll" (Sec. 2.725 (1)) to resist communication, and if this roll fails, it must stop attacking, fleeing, etc. to listen and respond to the caster's telepathic "words." An animal can give guidance, tell of beings or objects it has seen, etc. Those of greater mobility and intelligence can relate more, of course, while less complex creatures are able to provide less information. The referee must attempt to "see" things through the animal's eyes and relate events as it would perceive them. If attacked while "speaking," the animal will defend itself, and when the spell expires it will flee.

S5; nag; ai; 1mc co; tr; D: permanent; sp; PT: 12 hours; tribal shamans are able to perform special rites that give them an "animal familiar": a spiritual relationship and alliance with the archetype of the chosen species. This is possible with all non-intelligent and semi-intelligent varieties of warm-blooded land and sea animals, some birds and flying creatures, and even a few Underworld creatures. The species selected may not be reptilian, amphibian, a fish, a

jellyfish or amoeboid species, a fungus or ambulatory plant, an undead being, an android, automaton, demon, or other creature produced by sorcery, or one of the intelligent races. The caster must thus obtain the referee's agreement before casting this spell. Once used, the chosen species may not be changed, and the relationship endures as long as the character lives—even if he/she is revivified, reincarnated, or otherwise slain and returned to life (but not if the caster is turned into an undead being). The shaman will never be attacked by a member of his/her "familiar" species, and the latter will aid him/her whenever possible, coming to his/her verbal summons, fighting as he/she directs, and otherwise doing all in their power to assist their "brother/sister." In return, the shaman must never harm one of these "siblings," and he/she must protect members of the species even with his/her life, if necessary. To breach this trust is to end the spell forever, and it cannot then ever be cast again. Members of the species so betrayed will seek out the false shaman and attempt to slay him/her. This is thus not a relationship to be established lightly. This form of the spell seals the pact between the caster and the "familar" species; further variants describe more specific tasks and details.

S6; nag; ai; 1mc; 6mr; D: 1 hour; PT: 5 T; the shaman can give a verbal message to an animal "familiar" established under the S5 variant. The creature will then go at its maximum speed to the specified recipient (who must have been physically seen by the animal previously) and relay the communication in the caster's voice. It is not necessary for the animal to have vocal organs adaptable to human (etc.) speech; the message is attached to its "persona" magically. A communication of this type may contain no more than 10 words.

S7; nag; ai; 1mc; tr; D: 20 T; PT: 5 T; the target is one of the caster's "familiar" animals. It can be commanded to seek out a specific target (which it must have seen before) and attack him/her. The creature will travel where the caster directs, enter rooms with its habitual hunting stealth, and attack ferociously and fight until the spell ends or it is slain. In return for this service, the caster must later provide others of his/her "familiar" species with food and water.

S8; nag; ai; 1mc; tr; D: permanent; PT: 6 hours; one of the caster's "familiars" becomes a permanent companion, guardian, and servitor to him/her. (This need not be the same animal employed for the S6 and S7 variants of this spell.) The creature lives with the caster, brings wanted objects, fights if necessary, performs what services it can, and generally acts the part of a loyal friend. The spell gives the animal a rudimentary intelligence equivalent to a score of 10 in Sec. 2.215. It can speak in simple sentences to the caster, but its words are not audible to others. It cannot handle weapons or perform acts not usually possible for its species. Although it cannot cast spells, it possesses the same defensive "Magical Resistance factor" as the caster (Sec. 2.725 (1)), making it much less susceptible to sorcerous attack. Should the caster ever deliberately harm or slay his/her familiar, the spell cannot be recast, and the creature's fellows will hunt down the false shaman and slay him/her, consuming the body so that he/she can never be revivified. If the familiar dies, it is expected of the caster that he/she will do everything possible to acquire another familiar within the shortest feasible time—even if this means abandoning urgent tasks and embarking upon a long journey back to his/her original homeland. The "animal archetype" brooks no delays, and a shaman who procrastinates may become the target for "disciplinary action": evil dreams that sap 1 point of the Stamina factor (Sec. 2.212) per night, the taste of decay in one's food, frightening visions that cause madness within 1 week (6 days) if the caster does not make satisfactory progress, etc.

S9; nag; ai; 1mc co; tr; D: 1 hour; PT: 5 T; the caster temporarily becomes one of his/her "familiar" species, changing physically within a period of 3 combat rounds into the animal. He/she has all of the creature's capabilities (including such powers as flight, poisoned fangs, underwater swimming, etc., if the animal has these), but he/she cannot cast spells (either "psychic" or "ritual"), and the only weapons he/she can use are those employed by the animal species itself: e.g. even if the creature could carry a dagger in its paws and somehow use it, this is forbidden by the "were" nature of the spell. The "were-person's" Combat Values are those normally exhibited by the animal species; the shaman's own Combat Values are not used. The shaman cannot speak (unless the animal has the power of speech: e.g. the *Küni* bird; cf. the referee's Sections). Posessions are not included in the metamorphosis and must be removed before casting the spell. The shaman retains his/her own Stamina (Sec. 2.212), Dexterity (Sec. 2.213), Intelligence (Sec. 2.215), and defensive "Psychic Resistance factor" (Sec. 2.725 (1)), but his/her Body Damage Points (Sec. 2.214) are those of the animal, as is his/her Height-Build-Strength factor (Sec. 2.211). When the spell terminates, the caster must spend 3 further combat rounds changing back into his/her usual form. A spell of Disenchantment (no. 5) can cause the spell to terminate prematurely, in which case the shaman returns to his/her own shape and is stunned for 1-10 (randomly rolled with a D10) combat rounds.

S10; nag; ai; 1mc co; tr; D: 12 hours; PT: 30 T; as for the S9 variant, but the caster becomes the "animal archetype" itself: he/she retains his/her own Intelligence factor (Sec. 2.215) and can speak in an approximation of his/her usual voice, but his/her Height-Build-Strength factor is 5 times that of the animal (see the referee's Sections); his/her Stamina is 5 times the animal's; and his/her Dexterity is twice that possessed by the animal species. He/she has 3 times the creature's average number of Body Damage Points, and his/her Combat Values with tooth, claw, etc. are 5 times those usually displayed by the animal. The shaman can cast "psychic" spells but not those of the "ritual" variety. He/she still has his/her own defensive "Magical Resistance factor" (Sec. 2.725 (1)), and if a successful spell of Disenchantment is cast upon him/her while in beast form, he/she not only returns to his/her own form instantaneously but also falls unconscious for 1-20 (randomly rolled) turns. The shaman automatically has the cooperation of other members of his/her familiar species, and if any are nearby he/she can call upon them to give assistance. This spell cannot be deliberately dropped by the caster: it must be allowed to run its course.

2.946. SPELL FINDER LIST.

Spells of all of the phyla are listed alphabetically below, together with their entry numbers. Initial "the's" are dropped to make the alphabetical order clearer.

Spell name	Number(s)
Acceleration	26
Adornment	27
Adroitness of the *Chrí*-fly	187
Aeriality	28, 85
Affable Blight of Lord Uní	125
Alleviation	1, 29, 141
Amethyst Expurgation	109
Amorphia	184
Ampliation	188
Antechamber of the Blue Room	126
Apathy	166
Artfulness	30
Ascertainment	2, 31
Assiduous Pursuer	189
Attainment of Enlightenment	172
Avulsion of the Spirit-Soul	86
Azure Scarab	127
Barring and Broaching	149
Benefaction	32
Benignity	142
Blade of Inexorable Disjection	33
Blessing of the Planes	34
Bolt of Imminent Immolation	150
Botanic Metamorphosis	190
Breath of the Goddess	77
Bridge of Noble Passage	178
Bulwark of Amber	133
Calcination	160
Carpet of Conflagration	151
Clairvoyance/Clairaudience	3
Climatisation	78
Comprehension	35
Comprehension of Devices	128
Concupiscence	93
Confusion	110
Congelation	111
Control of Self	4
Crown of Purity	163
Dance of the Emerald Goddess	175
Decorporealisation	112
Demonology	73
Depuration	134
Derangement	36
Dessication	37
Devitalisation	152
Devotion to the Flame	153
Diminution	176
Discerner of Enchantments	143
Disenchantment	5
Domination	6, 38, 135
Doomkill	39
Eater of Souls	185
Elicitation	7, 40
Emerald Paramour	94
Empowering and Enervation	41
Emulation	95
Encapsulation	164
Enhancement and Debilitation	42
Enthrallment	96
Entombment	169
Envenomisation	79
Eradicator of Veracity	136
Etherealisation	87
Excellence	43
Execration	8
Expeditor of the Skein of Destiny	181
Far-Seeing	44
Favouring	9, 45
Filamentary Extension	191
Fist of Fire	161
Food of the Ssú	129
Fructification	80
Fulguration of Immanent Grandeur	101
Gate of the Grey Pentacle	144
Gaunlet of Might	157
Girdle of the Maiden	165
Globe of Distant Discernment	102
Glorious Call	117
Grey Hand	186
Guarding	46
Guiding	145
Hands of Krá the Mighty	47, 81
Harmonisation with the Powers	192
Harness of the God-King	158
Healing	10, 48, 146
Hebetation of the Intellect	137
Higher Mastery	118
Hymnal of the Lord of Light	167
Imbition	97
Inexpugnability	154
Infrangible Incandescent Orb	155
Inimitable Defender	103
Inscription	11, 49, 74
Intrepidity	50
Invigorator of Blades	173
Invisibility	12
Labyrinth of Elongated Shadows	174
Light and Darkness	13, 51
Metastasis	104
Missile of Metállja	52
Muniments of Excellence	75
Necrofacture	138
Necromantic Domination	53
Necrophobia	170
Negation of Instability	105
Nightmare of Terror	113
Nimbleness	54
Nutrification	14, 55
Obsidian Obelisk	130
Obturation	177
Osteal Thaumaturgy	193
Panoply of Iron	156
Peaceful Repose	106
Pearl-Grey Citadel	179
Perception of the Energies	15, 56
Perfected Gem of Obliteration	119
Periplus of the Planes	182
Pestilence	57
Phantasms	16, 58
Polychrest of the Third Octant	98
Potence	99
Power of Ultimate Perfection	107

Preserver of Wisdom 147
Prorogation 59
Punition 162
Putrefaction 171
Radiant Gaze 60
Reanimation 61
Re-embodiment 88
Rejuvenescence and Senescence 100
Replication of Heroes 120
Revivification 76
Risibility 168
Ritual of the Purified Sphere 108
Robustness 17
Sagacious Acquisition 148
Sagacity 62
Scrutiny of the Omniscient Eye 180
Seal Upon the Powers 18
Seismism 82
Semblances 63
Silver Halo of Soul-Stealing 64, 89
Simulation of the Immoveable 183
Soporiferousness 19
Speculum of Retribution 65
Sphere of Impermeable Quiescence 20
Spiritism 90
Stealth 66
Summoning of the Spectral Hosts 139
Swift Thrust of Death 121
Terrorisation 21
Tranquilisation 67
Transfusion 114
Translocation 22
Transmogrification 91
Transportation 23
Tremulation 122
Vallation 68
Valour of the Divine Kingdom 159
Vapour of Death 69
Vermiculation 140
Viaticum of the Yellow Robe 92
Vindication of Instability 115
Viscosity 116
Visitations of Other Planes 70
Warding 24, 71
Weapon of the Prince of Valour 123
Web of Refulgent Command 132
Well That Waters the World 83
Winged Disc of the Lord of the Sun 124
Zoic Domination 25, 72
Zoification 84
Zoomorphy 194

Mihálli sorcerer



2.950. SPELL DEVELOPMENT AND RESEARCH.

Both the referee and the players are welcome to add further spells to the corpus. These may either be new levels of existing spells (e.g. a "G7" variant for a spell that now lacks one) or totally new enchantments. The referee should prepare a complete description, of course, including all statistics and relevant information, to be circulated amongst the players as "house rules."

A player is also allowed to research a new spell within the context of the game. This requires the submission of a complete description (as mentioned above) and the referee's consent. The process of "spell research" is carried out as follows:

1. The character must possess at least 15 levels in the skill of Sorcerer, or in that of Shaman, if he/she is a tribal wizard.
2. Opportunities, materials, and premises (a temple, monastery, etc.) must all be present and conducive to progress; cf. Sec. 2.422 (1).
3. The researcher must spend a minimum of 2 hours per day 3 days per week in order to investigate one level of a spell already approved by the referee. The scholar must begin with the *lowest* phylum and spell level appropriate to the powers of the enchantment; only after this has been "discovered" may he/she advance to more complex levels. This does not mean that one must always begin with a "U1" spell, of course. Many conjurations are difficult and potent enough to have their lowest levels in the "Generic" or "Temple" phyla. Considerable time may have to be spent in researching a spell. This leaves less for the practice and study of one's other skills; cf. Secs. 2.422 and 2.423. The decision is the player's.
4. The powers and effects of a new spell (or spell series) should be compatible with the patterns displayed in Sec. 2.942 ff. Lower level spells of the "Universal" phylum require less time to research than do complex enchantments of the "Generic," "Temple," or "Shaman" phyla. Once the referee has decided upon the phylum and level of the new spell, the player rolls D100 at the end of each game month. A successful score indicates that the spell level has been "discovered," and it can now be added to his/her repertoire. The table is designed for research on "Universal" spells; a modifier of +5 is applied to one's score when investigating a possible new "Generic" spell, and a modifier of +10 is used when researching a new "Temple" or "Shaman" spell. On the other hand, a modifier of −5 is given to a researcher who has an Intelligence factor (Sec. 2.215) of 96-up. As can be seen, it is quite difficult to produce successful results—after all, sages have been working for thousands of years on Tékumel, and the number of totally new spells discovered probably does not exceed a few dozen during all this time!

Spell research

	Spell levels and successful dice score ranges					
Month of research	1-2	3-4	5-6	7-8	9	10
First month	01-10	01-05	01-02	—*	—	—
Second month	01-15	01-10	01-05	01-02	—	—
Third month	01-20	01-15	01-10	01-05	01-02	—
Fourth month	01-25	01-20	01-15	01-10	01-05	01-02
Fifth month	01-30	01-25	01-20	01-15	01-10	01-05
Sixth month	01-25**	01-30	01-25	01-20	01-15	01-10
Seventh month	01-15	01-20	01-30	01-25	01-20	01-15
Eighth month	01-05	01-10	01-20	01-30	01-25	01-20
Ninth month	—	01-05	01-15	01-20	01-15	01-10

*The symbol "—" indicates that the spell cannot be developed during this month.

**As time passes it becomes more and more difficult to develop a spell that has proved elusive. It is therefore harder to make a successful breakthrough in later months than in earlier ones, particularly for "easy" spells that should either be discovered during the first month or two of work—or not at all. No spell can be researched for more than 9 months. It is then clear that the effort is fruitless.

Once a level of a new spell is established, the character must "buy" it with "spell purchase points," as described in Sec. 2.921. No further learning time (Sec. 2.922) is required. The spell costs the usual numbers of points to cast; cf. Sec. 2.932.

A character who has devised a new spell may proceed to teach it to others for whatever prices his/her colleagues can be induced to pay; cf. Sec. 2.923. If it is a "Generic," "Temple," or "Shaman" spell, however, the researcher's superiors will prevent him/her from peddling it to members of other faiths—and will urge him/her strongly to make it common knowledge within the relevant academy in order that the hierarchy may profit from it. A secretive or avaricious scholar is likely to be passed over for promotion and will find it hard to gain cooperation from his/her sect.



Tsolyáni lady of high clan status with litter, major domo, and Tinalíya bodyguard. Similar litters are used by high military and government officials

2.960. MILITARY MAGIC.

The "military sorcerer" has been mentioned in Secs. 1.821 and 2.241 (10, b iv). The armies of most of the larger states (and even some of the smaller ones) employ specially trained magic-users to work together in teams to protect friends and hinder foes on the battlefield. Each force divides its magic-users into two contingents: one of these is charged with the casting of defensive spells, while the second works to overcome the enemy's defences and strike with aggressive enchantments.

Battlefield magic is much more powerful than the "personal" sorcery described in preceding Sections, but it is cruder and less refined. There are only five or six common attack spells and about the same number of defensive counter-spells. The names and details of these differ from army to army and even from one legion to another. For example, a conjuration called "The Fist of Vimúhla" (or by other Tsolyáni legions "The Gaze of Vimúhla") is in effect a potent Doomkill (no. 39). The defence against this is termed "The Arm of Karakán" or "The *Shield of Karakán*" in Tsolyánu. Other military spells create panic, illusions, loss of morale, slowed movement, and the like, but none has the complex and variegated effects described in Secs. 2.942 ff. Military magic lacks sophistication, even in Livyánu where sorcery is so greatly emphasised. It seems that a large group of mages connected "in series" can produce raw power in rather crudely shaped patterns that affect broad areas, while a single sorcerer can perform more subtle conjurations within a limited—and militarily not very useful—range. This no doubt has to do with the limitations of the mental linkage possible for a set of individual minds.

One further important fact must be noted: once the "batteries" of military sorcerers are emplaced (usually upon an eminence or platform behind the lines) and operating, it is impossible to use "personal" magic, "Eyes," amulets, talismans, scrolls, books, etc. *at all*. One theory has it that battlefield magic "drains" most of the other-planar energy in the vicinity and leaves too little to fill the needs of smaller "personal" conjurations and devices. Another hypothesis holds that there is some sort of little understood damping effect inherent in the crude power of the military spells. Whatever the reason, the fact is that a lone mage who is not part of a military contingent can perform no conjurations until the battle is over and the great warding spells are terminated. Only about 5-6 military mages are needed to set up such a magical "dead-zone," and this then extends out in a 300 m circle around them. More sorcerers produce larger circles of effect, and when two very large armies are engaged in battle, all "personal" magic may be blocked for as much as 3-5 kilometres around the battle zone. Only battlefield "group magic" operates within this area, and no forms of "personal" sorcery can be used.

It is also common to assign a half dozen military mages to accompany a contingent detached from the main army. The 300 m circle dampening spell set up by these experts prevents ambushes, probing, and magical tampering. Smaller units—scouts, companies assigned to special duties, etc.—are not usually so protected, and these may indeed fall prey to attacks by "personal" magic. A general must deploy the legion's magical contingent to the best advantage, and learning to do this is an important part of an officer's military training.

In contrast to what has been said above, it must also be stated that it is not possible for bands of military sorcerers to go about damping out the spells of "personal" magic. There are traditional rituals and attitudes involved, and such a thing is culturally unthinkable. It is also quite impractical: battlefield sorcery requires time, cooperation, and immobility. The group must stand together in close proximity (shoulder to shoulder, though not necessarily touching), concentrate upon the mental linkage, and remain almost motionless. About the only spell that can be established while marching is the anti-ambush defensive shield noted above; this is actually a larger variety of the spell of Guarding (Sec. 2.943, no. 46).

The same qualifications are needed to become a military sorcerer as for any other type of magical practitioner; cf. Secs. 2.239 and 2.911. Special training is needed, however. Approximately 6 months must be spent learning to mesh with the "group psyche" of one's unit, and a further 12-18 months are required to become an adept who can fit into any magical contingent and "orchestrate" the spells ordered by the general staff on the battlefield. This naturally reduces the time one can spend learning other spells and skills. It is thus unlikely that any but the most "military-minded" players will want to follow this profession. A *military* mage must be young, tough, and willing to endure army hardships and discipline. Long periods of inaction and camp-life are often followed by the sharp excitement of forays and battles in which the character has no choice but to participate. A military mage may be promoted within the army hierarchy, but once he/she has resigned his/her commission, it is all too often found that his/her soldiering experience counts for little in civilian life. (This is also said to be true of worlds other than Tékumel.)

Of the 50-100 sorcerers attached to any good legion, only a few have any real expertise in "personal" magic in addition to the battlefield variety. Spells of Healing and Alleviation are usual, as are certain other enchantments of obvious utility to the troops, but the refinements of magic are taught in the temple academies and not in the armies. Should a character choose to become a "military sorcerer," the choice of spells available to him/her must be left to the referee.

Another aspect of military sorcery is the use of persons of low intelligence but high Psychic Ability and "Psychic Reservoir" (Sec. 2.216) as "batteries" from which the adepts can draw power. Almost every magical contingent has a dozen or two such unfortunates in its ranks. These have the status of low-level military sorcerers and are treated much the same as other subordinates. Few players would find this role enjoyable, and a character who has these qualities should be quickly enrolled in some legion, while the player rolls up another for his/her own use!

It is possible for a player to be a "military sorcerer," thus, and with the right referee and the right group of comrades, this role can be both challenging and entertaining. Battlefield scenarios are a "must," of course. In a role-playing game the characters have little control over the battle (though a General can array the troops under him/her), and the referee describes only what the characters experience, just as in other types of adventures. This is quite different from the "war-game," whether played on a tabletop with miniature figures or on a gridded map with counters (i.e. a board-game). This latter allows the players to operate all troop units on both sides and gives the players a somewhat "god-like" overview of the battlefield and the course of events. If war-gaming with miniatures interests the group, the role-playing game can be interrupted for a battle. Two sets of war-gaming miniatures rules have been published for the world of Tékumel, and a third is in the process of finalisation. These contain the statistics and descriptions of the military spells (which are otherwise irrelevant to general role-playing), and those who are interested should accordingly consult these special rule modules.