

Tekumel with RuneQuest Rules

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Rules and conversions for running a Tekumel campaign with the RuneQuest 3 Rules.

Acknowledgments

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RuneQuest is the Avalon Hill Game Company's Trademark for its fantasy role-playing game.

Sandy's Tekumel Campaign Background

(in brief: some information left out because it will be used in my RQ/Tekumel game for RQ Con)

The Kotoruhu Clan

Your character belongs to the Kotoruhu clan; his last name is hiKotoruhu. Your clan has 12,000 members, all in and near Jakalla. Despite its small size, the clan is wealthy, and owns several hundred square miles of ranch and farmland a few days journey south of Jakalla (in hex 2715). The clan has nine lineages, seven low and two high. The seven low lineages work the land as tenant farmers. One high lineage, the Noyobi lineage, oversees the farms and herds, manages the daily and yearly operation of the land, and lords it over the seven low lineages.

The other high lineage, that of the Pale Murderer (your own), is based in Jakalla, and acts as the clan's interface with society. The Pale Murderer lineage is composed of merchants, who sell the clan's produce; politicians, who seek influence for the clan; and soldiers, who command the clan sponsored Pounding Drum legion: 13th Medium (currently at one third strength).

Because of the clan's agricultural background, most members worship Avanthé or Hnalla. However, members of the Pale Murderer lineage commonly join all cults except Sarku and Durrilamish. The clan has no strong affiliation to any priesthood, and recognizes this as a weakness. Hence, the most promising youths are encouraged to join a variety of cults, hoping that some one among them will rise to prominence, and thus set the pattern for the rest of the clan to emulate.

Character Generation

Human Characteristics

	<i>Male</i>	<i>Female</i>
STR (Strength)	3d6	2d6+2
CON (Constitution)	3d6	3d6
SIZ (Size)	2d6+6	2d6+3
INT (Intelligence)	2d6+6	2d6+6
POW (Power)	3d6	3d6
DEX (Dexterity)	3d6	3d6
APP (Appearance)	3d6	3d6
MAG (Magic Pot)	3d6 -15	3d6 -15

Once finished, if your Magic Potential is less than 0 (the usual case), change it to 0. Your character cannot now and will never learn to use sorcery.

Note: a female player can choose to use male stats for a female PC if she desires.

Attributes and Bonuses

DAMAGE MODIFIER: as per RQ3

MOVEMENT RATE: 30m per round for all humans.

DEX SRM: Your DEX SR (Strike Rank) = your DEX/3 (round up). We do not use the SIZ SRM or MELEE SRM in this game.

MAGIC POINTS (MP): only magicians have these. They are initially equal to your POW. Note that if your Magic Bonus is 0 or less, you cannot now and will never be able to use magic, even if your Magic Potential (MAG) is 1 or more.

FATIGUE POINTS (FP): equals your STR+CON-10. Each Kg. you carry over your FP total subtracts 1 from all STR or DEX based skills.

HIT POINTS (HP): equals your (CON+SIZ)/2. Round up.

Skill Bonuses: as per RQ

Age & Aging

Roll 2d6+15 to determine your initial age. You can be older, if you desire, but past age 35, your stats decrease.

Normally, only magicians will want to age their characters significantly. Use the RQ rules for each year over 35.

Starting Skills & Spells

SKILLS: In each skill category (Agility, Parry, etc.), you receive skill pts equal to your category bonus x5. If you have a negative "bonus", you get 0 pts. In addition, for each year past age 15, you get 30 skill pts to divide up among all your skills.

SPELLS: if you are a magician (i.e., both your MAG stat and your INT+POW-20 are at least 1), you get 2 POW for every 5 years of previous experience. Also, your MAG stat goes up 1 for every 5 years of previous experience, to a maximum of INT+POW-20.

Starting Equipment

Your clan has equipped you with cuirbouilli armor, plus a chlen-hide version of all weapons you have at least 25% in (if you have no weapons at 25%, you get your best weapon). Also, each person gets 1d100*1d100 kaitars in silver.

Finally, you can own any ordinary equipment you wish simply by writing it down on the back of the character sheet. "Ordinary" is defined as "something you could buy in an ancient marketplace".

Using Magic

Magic is skill-based and taught through the auspices of the various religious temples of Tsolyanu. There are five basic magic skills, plus a separate skill percentage for each spell.

The initial Magic Bonus is equal to your MAG. You can never use more MPs on a spell than your Magic Bonus. If a spell's basic cost exceeds your Magic Bonus, you cannot even cast it.

If you start out with a positive MAG, you can add +1 to it for each 5 years of previous experience. Each time you succeed in a critical success when spell-casting during a stress situation (the GM must agree that it is appropriate), you may add 1 to your Magic Bonus, until you reach the maximum of (INT + POW - 20).

Magic Points (MPs)

Spells cost MPs to cast. Each day, you produce MP equal to your POW. If your POW is 12, you produce 1 MP per 2 hours. You can retain MPs equal to your POW plus your highest magic skill divided by 5. If your POW is 12 and your highest magic skill is 90, you can store up to $12 + (90/5) = 30$ MPs.

Spell Casting

You must expend magic points (MPs) and simultaneously use all applicable skills when casting any spell. Roll 1d100 and compare the result against the lowest skill used. If the roll is a success, the spell works properly, and you expend all MPs invested. If the roll fails, the spell does not work, but you only lose 1 MP.

If the roll is a critical success, the spell succeeds, and costs you only 1 MP, no matter how many you invested. On a fumble, the spell fails and you lose all MPs invested.

Most spells are cast on your SR, minus 1 per 5 MPs in the spell. Spells for summoning demons and the like may take hours of time and special equipment.

Manipulating Spells

You can add to the power of a spell by spending further MPs in combination with the Intensity, Duration, Multispell, or Range skills.

Intensity: determines the power of the spell. Each MP added to the spell increases intensity by 1. See Spell Descriptions for details.

Duration: normally 1 minute. Each additional MP spent for Duration doubles this. "Instant" spells (like Doomkill) cannot benefit from Duration.

Range: normally 10m. Each additional MP spent for Range doubles the spell's range. You must be able to see your target to cast the spell at him.

Multispell: this lets you cast the spell at more than one target. Each MP spent in Multispell lets you target one additional individual. Normally, all must be within range and within view of the caster.

Duration/Cost table		Range/Cost table	
<i>Duration</i>	<i>MP cost</i>	<i>Range</i>	<i>MP cost</i>
1 minute	0	10 m	0
2 minutes	1	20 m	1
4 minutes	2	40 m	2
8 minutes	3	80 m	3
16 minutes	4	160 m	4

32 minutes	5	320 m	5
64 minutes	6	640 m	6
2 hrs	7	1.3 km	7
4 hrs	8	2.5 km	8
8 hrs	9	5 km	9
16 hrs	10	10 km	10
32 hrs	11	20 km	11
3 days	12	40 km	12
6 days	13	80 km	13
12 days	14	160 km	14
24 days	15	320 km	15
48 days	16	640 km	16
3 months	17	1300 km	17
6 months	18	2500 km	18

EXAMPLE: Christeng wishes to cast Doomkill, using 6 Intensity and 4 Range. He cannot add Duration, because Doomkill does not permit it. This spell will cost 10 MPs; 6 Intensity + 4 Range. Christeng's applicable skills are Doomkill 30, Intensity 55, and Range 20. Since Range is the lowest skill, he need simply roll 20 or less to succeed.

Magic Resistance Roll

For an attack spell to take effect, you must "overcome" the defender. To do this, you match your POW or MPs (whichever is lower) vs. the defender's POW. Some spells must overcome some stat other than POW. You still use the lower of your POW or MPs to overcome him, unless the spell description says otherwise.

Fertile and Barren Magic Areas

Some parts of Tekumel have more inherent magic than others, and spellcasting is altered thereby. Spells cast within "fertile" lands cost only 1/2 normal Magic Points. Spells cannot be cast at all within "barren" lands, and even magico-technological devices can only function once, and then cannot be used again until returned to a more fertile locale. Spells cast within "semi-barren" lands cost twice normal.

Learning Spells

To learn a spell, one must spend 50 hours of training multiplied by the spell's minimum point value. In addition, the caster must sacrifice 1 POW per spell he learns. The spell starts at a skill percentage equal to the learner's INT.

Other House Rules

use the basic RQ rules, except that no one can use magic except for the chosen few.

Tekumel weapons come in such a bewildering variety I just use the full weapons list for RQ, and let players choose whatever they want. When I need stats for specialty assassin weapons like the "Whispering Death" I make them up.

I consider chlen-hide to be worth 2 points less than steel. Hence, steel plate is 8-point armor, and chlen-hide plate is 6 pts.

Chlen-hide weapons get the RQ stats. Steel weapons have 2 extra armor points. Thus, a Chlen-hide scimitar has 10 aps, and a steel one has 12.

Universal Spells

Known by All Temples

Spell Name

Alleviation

Ascertainment

Clairvoyance

Control of Self

Demonology (8)

Disenchantment (4)

Domination

Elicitation

Execration (9)

Favouring (6)

Healing

Inscription (10)

Invisibility (8)

Light and Darkness

Muniments of Excellence (10)

Nutrition (3)

Perception of the Energies (2)

Phantasms

Revivication (10)

Robustness

Seal Upon the Powers (10)

Soporiferousness (5)

Sphere of Impermeable Quiescence (10)

Terrorization (9)

Translocation

Transportation (9)

Vallation (8)

Warding

Zoic Domination (4)

Descriptions

Alleviation

instant; touch

Each Intensity neutralizes 1d6 POT of poison, alcohol, or drugs. Most spells are considered to have POT equal to their Intensity. Creature's natural effects that lack POT are considered to have POT equal to their POW (or sometimes CON).

Ascertainment

If the caster overcomes the target, he can read the target's surface thoughts. The target is aware of what is happening. Intensity boosts the effects:

- 2 understand surface thoughts
- 4 determine basic hostility or friendliness
- 6 determine numbers, direction, and distance of targets w/o needing to actually see them. Requires Multispell, and only targets up to the Multispell's level are reported, nearest targets first.
- 8 allows two-way communication

Intensities given are for humans. Detecting the thoughts of non- and semi-intelligent animals takes 2 extra Intensity, and they cannot participate in two-way communication. Nonhumans cost 7 extra Intensity. This spell cannot detect the thoughts of wholly alien entities, like robots, demons, undead, etc.

This spell is used to form networks of telepaths throughout the Five Empires.

Clairvoyance

self only

The caster can see & hear through a wall or other obstructions, but not through any type of metal. Intensity 5 permits him to see in the dark. Each foot of intervening material costs one Range point to penetrate.

This spell can be reversed, in which case it covers an area with a diameter equal to Range. All Clairvoyance spells with lower Intensity than the reversed spell automatically fail. The reversed effect does not move with the caster.

Control of Self

self only

Except w/Intensity 6, the caster can not fight, but he can move normally while maintaining the spell. He cannot cast spells. Intensity varies the effect.

- 1 cuts off pain, lets caster move while incapacitated
- 2 stops all bleeding wounds
- 3 eliminates effects of fatigue
- 4 allows holding breath for the spell's duration
- 6 permits caster to fight while doing the above

Demonology (8)

Range, Duration, and Multispell not applicable

Summons a demon. This is actually not one spell, but a complex of different spells. Most sorcerers only learn the most minor form of Demonology, which summons a very minor demon. This demon appears 2m in front of the caster, who has 1 minute to bargain for its services. If the bargain cannot be struck, the demon returns to its own plane in disgust. All payment must be made in advance -- demons are by now thoroughly aware of human turpitude.

Disenchantment

no Multispell

Dispels magic. If the Disenchantment Intensity exceeds the target spell's Intensity, the latter is destroyed.

Domination (5)

duration is in rounds, not minutes

Brings an intelligent target under the crude control of the caster, who can do nothing but control it while the spell is in effect. Multiple targets must all be given the same commands.

Elicitation

touch; instant

Gives a vision of information, depending upon Intensity.

- 1 target: object. Shows dimly the last person to handle the target.
 - 2 target: intelligent being. Shows his psychic aura (his Magic Bonus, and total number of spells known)
 - 3 target: a homogenous substance in hand. Leads the caster to any more of the same material within Range.
 - 4 as per Intensity 2, but also identifies his highest combat skill and its level.
 - 5 as per Intensity 3, but no sample is needed. Just name the desired substance.
 - 7 detects poison and drugs by looking at an object. If the target is a living creature, venom-carrying body parts are identified.
 - 8 detect the presence (but not name) of any spell within view (invisible spells become visible)
-

Execration (9)

touch; permanent

Lays a curse on an object. The category of beings who activate the curse must be specified (i.e., all devotees of Avanthé, all who follow Change, all Pe Choi, etc.). Once the curse is laid, if the object is touched (even with a pole) by one of the named category, it explodes, doing 5d6 damage to all within 3m. If it is moved by someone else, the curse is dispelled.

Favouring (6)

touch

Acts as "pre-healing", replacing 1d20 lost Body Points as lost through physical wounds.

Healing

touch; instant

Heals 1 pt of damage per Intensity.

Inscription (10)

touch; permanent

Costs the caster 1 POW, plus 10 MPs. It lets him write 1 level (of Intensity, Duration, etc.) of a spell which he knows onto a book, scroll, amulet, etc. The inscribed spell level may then be used by anyone (at 100%). If a magician that knows the spell uses the object, he can add the level onto his own pts of Intensity, etc., but must use his own skill percentage.

Invisibility (8)

touch; reversed form is self only

Makes target invisible. If he casts a spell or attacks, the spell's effects end. The spell can be reversed, causing invisible beings or objects to glow (to the caster's eyes) in a faint nimbus of other-planar light -- visible even in darkness. The reversed spell costs only 2 Intensity.

8 target is invisible in dim light (not daylight)

12 target is invisible in any light

Light and Darkness

no Multispell

Creates a floating ball which lights an area with a diameter equal to Range. Intensity determines brightness.

1 dim candle

3 torch

5 fireplace

7 broad daylight

The spell can be reversed, creating darkness sufficient to squelch the listed light sources. This costs 1 additional Intensity.

Muniments of Excellence (10)

touch

A totally impervious globe, 6m in diameter (or as large as will fit in the area) appears around the caster. Nothing physical or magical can enter and no magic can be used within it; not even a prayer for Divine Intervention. No spell dispels it. It is immobile. No light penetrates, and air supply can be a problem, especially if the user has a torch. Those inside can step outside. The color of this shell varies with the god: Avanthé, royal blue; Belkhanu, golden yellow; Dlamelish, emerald green; Hnalla, dazzling white; Hru'u, rich purple; Karakan, ruby red; Ksarul, deep indigo; Sarku, amber brown; Thumis, pearl gray; Vimuhla, flame orange. The Muniments of the Cohorts are the same colors as their Gods, but lighter in hue.

Nutrification (3)

touch; instant

Fills the target's system with nutrition equivalent to one full meal. Beings larger than SIZ 20 require 1 extra Intensity to feed per 20 additional SIZ or fraction thereof.

Perception of the Energies (2)

self only; instant

Lets the caster see an object's enchantment. Duration & Range can be used at Intensity 4, for the listed effect.

2 tells if an object is magic or not

3 tells if an object's magic is malign or beneficial

4 tells if a spell has been cast within the spell's range during a period preceding the casting equal to

Duration

Phantasms

no Multispell

Creates an illusion with 1d6 SIZ per Intensity. If the illusion is non-moving, it can have 3d6 SIZ per Intensity. Tinaliya and Hlutrgu always see through illusions.

Revivification (10)

touch; instant

Returns a deceased creature back to life. The priesthood of Sarku knows how to apply this spell to destroyed undead, but normally it is only effective on (formerly) living beings. For each full day the target has been dead before he is restored, his STR & CON are lowered by 1. The spell is fatiguing, and costs 20 MPs, despite its nominal Intensity of 10.

Robustness

touch

Negates 50 kg of ENC for carrying purposes per Intensity.

Seal Upon the Powers (10)

no range

Forms a 10m diameter globe of glowing particles, within which no spell can be cast, nor can any such spell penetrate. Beings activated or created via magic can penetrate without trouble. The sphere does not move with the caster.

Soporiferousness (5)

Puts a target to sleep for the Duration if its SIZ is overcome. Undead, demons, automatons, Pygmy Folk, and Shunned Ones are immune to this. Extra Intensity adds 5% to the chance of overcoming the target.

Sphere of Impermeable Quiescence (10)

no range

Similar to the Seal Upon the Powers, except that spells can be cast inside the sphere, though they cannot penetrate it from either direction.

Terrorization (9)

Plunges the target into utter panic, unless he is immune to fear.

Translocation

Permits the caster to move 1 SIZ point per Intensity by mental force. The object moves at 10m per round per Intensity used. If the user wishes to perform a difficult feat or hit a foe, a DEX x 3 roll is needed. The caster can move himself using this spell.

Transportation (9)

touch; instant

Teleports 50 SIZ points or less of living beings exactly 100 meters to the rear of the caster. An entire being must be teleported or none of him is. The being must be willing.

Vallation C (8)

no range; instant

Creates a wall which moves away from the caster at 2m/sr until it has traveled 60m (when it dissipates), or until it encounters a major obstruction (a turn in a passage, a pit, staircase, etc.). A wall does damage for one round, then passes on.

A wall is usually 3m high, 1m thick, and 6m wide, but may be made smaller. It automatically dispells creatures created by sorcery. It blocks all physical blows and missiles, and acts as a shield against: Doomkill,

Hands of Kra the Mighty, Missile of Metallja, Radiant gaze, Silver Halo of Soul-Stealing, Speculum of Retribution, and Vapor of Death.

If two opposing walls meet, a D6 is rolled for each; the one with the highest score continues, while the loser is dissipated. A tie halts both in place and further rolls are made each round till one wins. Each wall normally defeats one other type of wall, against which it has +2 added to its D6 roll.

Deity Vallation

AVANTHE Water; [defeats Fire] Target takes drowning damage of 1d6 each round a CONx5 roll fails; must keep trying until he rolls CONx1.

BELKHANU Wind; [defeats Indigo Fog] Target must resist with his STR or take 4d6 buffeting damage (armor does not count), and be knocked sprawling. Turns back a Vapor of Death upon its caster.

DLAMELISH Writhing Serpents; [defeats Grey Mist] Target is poisoned if he fails to resist with his CON. Then, he needs Alleviation within CON rounds or he dies.

HNALLA Calm; [defeats Wind] All living beings are calmed, and must succeed in an INTx2 roll (once per round) before they can take any action. Animals are permanently calmed, unless they take damage, in which case they instantly return to normal.

HRU'U Ice; [defeats Water] Target takes 1d6 damage and is frozen (all skills halved until he rolls CONx1).

KARAKAN Clashing swords; [defeats Serpents] Target takes 5d6 damage which can be parried, but not dodged. Armor is effective.

KSARUL Indigo fog; [defeats Calm] Target takes 1d8 damage and 1d8 more each round a CONx5 fails; must keep trying till he succeeds.

SARKU Grave Earth; [defeats Swords] This rolling avalanche of dirt, cerements, bits of bone, and wriggling worms does 3d6 damage ignoring armor.

THUMIS Grey mist; [defeats Grave Earth] Target loses 3d6 MPs.

VIMUHLA Fire; [defeats Ice] Target is engulfed in 3d6 fire, and all flammable objects touched are set alight. Armor helps vs. damage, but target may remain aflame after the wall passes, doing 1d6 damage per round ignoring armor till the fire is extinguished.

Warding

touch

Gives the target armor equal to Intensity. Those affected by the spell can cast spells, but may not make physical attacks for the duration, or the spell will dissipate.

Zoic Domination (4)

Acts as Domination, but on non-intelligent creatures, who resist with their SIZ. Each extra Intensity adds 5% to the chance of overcoming. Multiple controlled animals must all be given the same commands.

Common Spells

Several deities share each of these spells.

A # indicates the point value of a Fixed spell.

<i>Spell Name</i>	<i>Temples</i>
Acceleration	Avanthe, Belkhanu, Dlamelish, Hnalla, Karakan, Vimuhla
Adornment	Avanthe, Dlamelish
Artfulness	Avanthe, Hnalla, Ksarul, Thumis
Benefaction (9)	All but Karakan, Sarku, and Vimuhla
Blade of Inexorable Dissection (4)	Karakan, Vimuhla
Blessing of the Planes	Belkhanu, Hnalla, Ksarul, Sarku, Thumis
Comprehension (5)	Hnalla, Hru'u, Ksarul, Thumis
Derangement (8)	Belkhanu, Hnalla, Hru'u, Sarku
Dessication	Avanthe, Hru'u, Ksarul, Sarku
Doomkill (6)	Hnalla, Karakan, Vimuhla
Empowering and Enervation	Avanthe, Dlamelish, Karakan, Vimuhla
Enhancement and Debilitation	Karakan, Sarku, Vimuhla
Excellence	Karakan, Vimuhla
Far-Seeing	Karakan, Vimuhla
Guarding (6)	Belkhanu, Hnalla, Hru'u, Ksarul, Sarku, Thumis
Hands of Kra the Mighty (4)	Avanthe, Belkhanu, Dlamelish, Sarku
Intrepidity (2)	Karakan, Vimuhla
Missile of Mettalja (4)	Ksarul, Thumis
Necromantic Domination	Ksarul, Sarku, Thumis
Pestilence (3)	Avanthe, Dlamelish, Sarku
Prorogation	Avanthe, Dlamelish, Hru'u, Ksarul, Sarku, Thumis
The Radiant Gaze	Karakan, Vimuhla
Reanimation (9)	Hru'u, Sarku

Sagacity	Ksarul, Sarku, Thumis
Silver Halo of Soul-Stealing (5)	Belkhanu, Hru'u
Speculum of Retribution (4)	all but Belkhanu and Vimuhla
Stealth	Belkhanu, Hru'u, Ksarul, Sarku
Tranquilization (6)	Avanthe, Belkhanu, Hnalla
Vapor of Death (6)	Hru'u, Ksarul, Sarku, Vimuhla
Visitations of Other Planes (10)	Belkhanu, Hnalla, Hru'u, Ksarul, Sarku, Thumis

Descriptions

Acceleration

touch (Belkhanu, Hnalla, Karakan, Vimuhla)

Increases target's DEX by 1/Intensity. This spell can be reversed.

Adornment

(Avanthe, Dlamelish)

Increases target's APP by 1/Intensity. The reverse form of this spell is undetectable to the target.

Artfulness

touch (Avanthe, Hnalla, Ksarul, Thumis)

The target is able to recall a non-stress, non-magic skill accurately. The target's chances of success is increased by 5/Intensity. This spell won't work in any kind of stress situation. Thus, it can't be used in combat, or to help someone to Swim who is drowning.

Benefaction (9)

touch, instant (All but Karakan, Sarku, and Vimuhla)

Restores the user's MPs to maximum minus 1d6. Each time this spell is cast, an additional 1d6 is subtracted from the maximum, until the user goes a full day without casting it. The 9 MPs used in casting Benefaction are restored, too.

Blade Of InexorableDissection (4)

touch (Karakana, Vimuhla)

Creates a brilliant sword of ruby-hued energy which does 3d8 damage and has 15 AP for parrying (but can't be broken). If the target drops the blade, it dissipates.

Blessing Of The Planes

touch (Belkhanu, Hnalla, Ksarul, Sarku, Thumis)

Strengthens the target's stats for magic resistance (only) by 1/Intensity.

Comprehension (5)

self only (Hnalla, Hru'u, Ksarul, Thumis)

Lets the caster understand a foreign language, written or spoken.

Derangement (8)

(Belkhanu, Hnalla, Hru'u, Sarku)

The target, which must be an intelligent creature, goes insane. No effect on those under an Intensity 3+ Control of Self spell.

Dessication

touch, instant (Avanthe, Hru'u, Ksarul, Sarku)

Part of the target's body dries up, causing damage equal to Intensity. The victim cannot resist. This damage can only be cured by magic. If the victim loses a third or more of his HP in a single casting of this spell, a limb is withered permanently unless fully Healed within the hour.

Doomkill (6)

instant, no Multispell (Hnalla, Karakan, Vimuhla)

Produces a noisy, brilliant explosion, doing a basic 3d6 damage over a 3m diameter area. Each additional Intensity increases damage by 1d6 and the diameter by 1m. Thus, a 9 Intensity spell does 6d6 damage over 6m diameter. Affected non-living objects are normally destroyed, and buildings can suffer structural damage.

Doomkill is unreliable. If the caster fumbles, the blast fails to leave his hand, and centers on him! If he receives a critical or special success, it works perfectly. Otherwise, it over- or undershoots a number of meters equal to the last digit on the d100 rolled (even numbers overshoot, odds undershoot). Thus, if 57 were rolled, it would undershoot by 7 meters.

Empowering And Enervation

(Avanthe, Dlamelish, Karakan, Vimuhla)

Increases target's STR by 1/Intensity. This spell can be reversed.

Enhancement And Debilitation

(Karakan, Sarku, Vimuhla)

Increases the AP of a piece of steel by 1/Intensity per 2 ENC. Thus, 13 ENC of steel mail takes 6 Intensity. Sarku's version of this spell works on copper, rather than steel. When the spell expires, if the item has taken more damage than it can now handle, it shatters.

This spell can be reversed to damage, rather than enhance, weapons and armor.

Excellence

touch (Karakan, Vimuhla)

The target's combat skills are increased by 5/Intensity.

Far-Seeing

no Intensity (Karakan, Vimuhla)

Provides the caster with a "telescope". Objects up to the spell's Range are seen as if only 1m away.

Guarding (6)

no range (Belkhanu, Hnalla, Hru'u, Ksarul, Sarku, Thumis)

Forms a 30m diameter magic-proof circle around the caster. No spell may enter or leave, but physical beings and missiles can cross the border. Magical creatures (demons, automatons, etc.) can't cross the boundary unless they are inside when the spell is cast (in which case they can leave, but not re-enter). This enchantment is stationary -- it does not move with the caster.

Hands Of Kra The Mighty (4)

instant (Avanthe, Belkhanu, Dlamelish, Sarku)

The Hands have a STR of 10 per Intensity. They can be used to perform any simple but crude act of strength, or they can be used vs. a target, who is seized by an invisible vice, as though by great pincers. If the target fails to resist with his STR vs. twice the spell's Intensity, he is crushed to a pulp. In any case, he suffers damage equal to 1 per Intensity.

Intrepidity (2)

(Karakan, Vimuhla)

Makes a willing target fanatical -- he can no longer parry or dodge, but his attack is increased by half-again and he is immune to fear. Additional Intensity has no effect.

The Missile Of Mettalja (4)

instant (Ksarul, Thumis)

A silent, invisible bolt of psychic force is fired at the target. The caster may choose to slay or stun. If he chooses to slay, match the Intensity vs. the target's POW. Success kills and failure stuns for 1 round. If he chooses to stun, success knocks the victim unconscious for hours, while failure stuns for 1d6 rounds. If the target's POW is 10 or more higher than the intensity, this spell has no effect.

Necromantic Domination

(Ksarul, Sarku, Thumis)

Controls undead beings. Intensity 1 is sufficient to dominate Mrur and Shedra. Intensity 4 dominates intelligent types of undead. The targets can be commanded to flee, remain immobile, perform simple tasks, and give guidance (so far as they are able). However, they cannot be ordered to commit suicide, to fight against other undead under

the caster's control (though they'll fight others not in his/her power), or emerge into daylight, brightly lit rooms, or even into inhabited areas by night.

Pestilence (3)

touch, instant (Avanthe, Dlamelish, Sarku)

Causes the victim to contract a deadly, contagious plague. Alleviation or Disenchantment must be cast within CON minutes, or death is inevitable within CON hours. There is a 90% chance of infecting any other being of the same species who touches the corpse or its possessions. Huge bluish welts appear as soon as the spell takes effect. Even if the victim recovers, his garments & possessions are contaminated and must be cleansed. Water and Ve paste are best for disinfection, as does fire. This plague is species-specific, and other species can safely handle a corpse.

Prorogation

(Avanthe, Dlamelish, Hru'u, Ksarul, Sarku, Thumis)

Raises the target's SR by 1 per Intensity. If his SR rises above 10, he hits only every second round on his normal SR. For instance, a character with a SR of 6 who was hit by a Prorogation 7, would strike on 6-7 = 5 every other round. More intensity can reduce him further, even to hitting only every third round.

The Radiant Gaze

instant (Karakan, Vimuhla)

A visible, hissing blast of energy, scarlet for Karakan, and orange-red for Vimuhla. This flame does 2d(Intensity) damage. Thus, Intensity 10 does 2d10 fire damage. It sets inflammable things alight, including clothes or hair.

Reanimation (4)

touch, instant (Hru'u, Sarku)

Brings a corpse (dead less than a week) back to a semblance of life. Wounds and damage are not healed. The reanimated lich has a greyish skin and emits a faint odor of putrescence. He possesses all his skills, but STR, DEX, and APP are 1/2 normal. After a week of half-life, he begins to decay, losing 1 point off STR, DEX, and APP each day thereafter. When he reaches 0, he "dies" again, and can never be revived (though he could be turned into an undead). The Revivify spell automatically works on a Reanimated person.

Sagacity

touch (Ksarul, Sarku, Thumis)

Raises target's INT by 1/Intensity. This spell can be reversed.

Silver Halo Of SoulStealing (5)

instant (Belkhanu, Hru'u)

A glittering circlet of energy spins through the air. If a struck target fails to resist, his spirit is borne away forever into the Unending Grey, leaving him a mindless automaton whose every action must be specifically commanded. Disenchantment is useless -- only Revivication or Re-embodiment can restore the soul. Physical defense or cover is

futile, but the Silver Halo is deflected by Warding, Seal Upon the Powers, Muniments of Excellence and similar spells. The Halo does not work on soulless beings (demons, etc.)

For each Intensity above 5, subtract 5% from the victim's chances of resisting.

Speculum Of Retribution (4)

no range (all but Belkhanu and Vimuhla)

Creates an invisible shield around the caster. If he successfully resists a spell directed at him, the hostile spell is redirected back onto the enemy magician. He is permitted to resist as usual.

This does not block physical weapons or objects.

Stealth

touch (Belkhanu, Hru'u, Ksarul, Sarku)

Each Intensity increases all the target's Stealth skills by 10.

Tranquilization (6)

(Avanthe, Belkhanu, Hnalla)

Everywhere within the Range is surrounded by an area of calm. Rain, wind, and snow cannot enter; ocean waves are stilled; and even earthquakes cease within the spell's range. Useful aboard ships.

Vapor Of Death (6)

instant, no range (Hru'u, Ksarul, Sarku, Vimuhla)

A visible fog of noxious gas appears 1m in front of the caster and rolls directly away at a speed of 1m/sr. The fog is roughly 1m in every dimension, +1m for each Intensity over the initial 6. The exact effects vary with the temple.

Deity Vapor Type

Hru 'u Purplish-gray nerve gas. Breathing creatures die in 2 rounds unless they resist with their CON. Control of Self protects. Alleviation cures the target.

Ksarul Bluish-black suffocating gas; breathing creatures take 1d8 damage, and continue to "bleed" 1 pt per round internally until death. Control of Self protects. Healing, but not Alleviation, cures and stops all damage.

Sarku Green-brown corrosive gas, causing 3d6 damage. Armor does not protect, but wet cloth reduces damage to 1d6. Immersion in water prevents damage.

Vimuhla Reddish-brown smoke; breathing creatures die in 4 rounds from fumes. On round 1, one feels drowsy. On 2, he falls unconscious. On 3, he goes into a coma. On 4, he dies. Alleviation, Control of Self, and rolling CONx3 all cure and/or protect the victim.

Visitations Of Other Planes (10)

(Belkhanu, Hnalla, Hru'u, Ksarul, Sarku, Thumis)

The caster can see an interplanar nexus point and go through it, taking companions with him. He can see through the point and get an idea of what lies on the other side (i.e., whether there is breathable air or immediate harm awaiting).

Temple Spells

Avanthe

A # indicates minimum pt value.

Spell Name

Breath of the Goddess (shared with Dilinala)

Climatisation (shared with Dilinala)

Envenomisation (8)

Fructification

Seismism

Well That Waters the World (6) (shared with Dilinala)

Zoification (5)

Breath Of The Goddess (Avanthe & Dilinala) touch

Can be cast either as "exhalation" or "inhalation".

"Exhalation" forms a bubble of breathable air around the caster with a 1m radius per Intensity. It can be used underwater, in poison gas, etc. It may repel hostile sea creatures.

"Inhalation" creates a bubble of vacuum within the radius. Each living being within takes 1d(intensity) damage; no resistance allowed. The caster is always inside.

Climatisation (Avanthe & Dilinala) self-only

Creates a pleasant climate in a 1m per intensity globe around the caster, shielding her from temperatures from -40 C (-40 F) to 60 C (140 F). It keeps off rain, snow, and wind (and dispells a wind Vallation). The spell moves with her.

Envenomisation (Avanthe) (8) touch

If overcome, the target (not a magic being) is infused with a poison which can be activated whenever the caster wishes (so long as the spell has not expired). Once activated, he dies painlessly in 2 combat rounds. Alleviation cures the poison (considered to have a POT equal to the caster's POW), but not Disenchantment.

Fructification (Avanthe) instant, touch

Increases fertility. Effect varies with intensity.

- 1 An unproductive plant is made fruitful, and bears abundant fruit at its normal growing period.
- 2 One barren (unintelligent) female animal is made fertile and capable of impregnation.
- 3 As 2, but works on semi-intelligent beings.
- 6 As 2, but works on females of the caster's species.

Seismism (Avanthe)

Causes an earth tremor within a radius of the spell's Range. Anyone within the circle of effect must subtract the spell's Intensity from their DEX, then roll their remaining DEXx5 each round to remain standing; if their die roll is more than twice the needed roll, they take 1d6 damage and fall. Delicate objects have a 20% chance per Intensity of breaking if their bearer falls. If cast indoors, roofs, walls, and pillars have a 10% chance per Intensity of being brought down.

Well That Waters The World (Avanthe & Dilinala) S 6

A horizontal hole appears in the ground or other hard surface. It produces 50 liters of water per extra Intensity. The water is of extra-planar origin, so this spell can even be cast on the deck of a ship.

Zoification (Avanthe) (5)

Makes plants take on a sort of half-life for the Duration, whipping and snatching at those within a circle of effect 1m radius per Intensity. Low growths -- bushes, shrubs, weeds, & grasses -- only impede movement; victims must roll STRx3 to move or stand up, and STRx5 to keep from being pulled down.

Saplings or trees do 2d6 damage per round (armor protects) to anyone nearby, but do not impede movement unless there is undergrowth present (which acts as described above).

Belkhanu

Spell Name

Aeriality (4)

Avulsion of the Spirit Soul (7)

Etherealisation (3)

Re-embodiment (5)

Spiritism

Transmogrification (2)

The Viaticum of the Yellow Robe (3)

Aeriality (Belkhanu) (4)

The caster can make a target float into the air. Movement rate of levitated parties is Intensity m/r. Those who do not wish to be affected may resist the spell caster.

4 Control is shaky and floaters are at half skill with spells and skills. Intensity number of targets of no more than Intensityx10 total Size points each may be affected.

6 Creates an invisible, stable, circular platform with a 3-meter diameter in midair from which the targets can cast spells and fire ranged weapons. Will carry up to Intensity number of targets of 10xIntensity SIZ each.

9 Picks up all targets within a 6-meter diameter sphere and carries them up to 100 meters into the air and at an air speed of 30 meters per round until the spell expires. This variant will only pick up beings of a SIZ less than 10xIntensity but will pick up any number of total SIZ points of targets.

Avulsion Of The Spirit-Soul (Belkhanu) (7)

Removes the target's spirit and sends it off into the Unending Grey, leaving the body alive, empty and catatonic.

Another spirit may then possess the vacant body, either the caster's or the spirit of a dead member of the same species (using Belkhanu's spell of Re-embodiment). STR, CON, SIZ, DEX and stats derived from them are those of the vacated body. INT, POW, CHA and stats derived from them are those of the possessing spirit, as are all skills and knowledge.

One who casts Perception of the Energies can sense a possessing spirit, though he needs to overcome the possessing spirit in a magic struggle in order to do so. Spells of Ascertainment and Elicitation will not work. A successful spell of Disenchantment will evict the possessing spirit. If the caster's spirit possessed the target and his own body was well cared for in his absence then he may return to it. Otherwise the evicted spirit returns to the Isles of the Excellent Dead where it can never again be contacted or revived.

Etherealisation (Belkhanu) (3)

This spell separates the target's spirit from its body, and allows it to explore the area from an ethereal perspective. When the spell expires or is dispelled with Disenchantment the spirit returns to its body. The spirit is blocked by spells such as The Seal Upon the Powers, The Sphere of Impermeable Quiescence, Warding, Guarding, and Vallation, and may not explore beyond them.

3 Self only

5 Will affect single target of the caster's own species

8 Will send the caster's spirit to the nearest other Plane, where it can observe but not act. This can be used to look through a floating nexus point, and if so used the caster must roll a d10 (1-7=may return safely, 8-9=emerges on another randomly selected Plane, 10=permanently lost in the Unending Grey).

10 Allows the caster to travel up to 1 kilometer on his own Plane, and to manifest his astral self physically from there (but not use other-planar energies of any sort, such as magic or eyes). If he somehow suffers damage to his astral body it will appear on his physical body, and if his astral body is killed his physical body is likewise destroyed and his spirit goes off to the Isles of the Excellent Dead.

Re-Embodiment (Belkhanu) (5)

The caster can place the spirit of a dead or disembodied person in the body of another member of the same species.

5 The person to be placed must have been dead no more than 1 hour and the body to receive him/her must be empty of its own spirit (usually by use of Avulsion of the Spirit-Soul).

6 The spirit of a person dead no more than 12 hours is placed in the body of a new-born infant. Roll a d10 (1-7=the intruding spirit triumphs over the infant's spirit, which is sent off to the Isles of the Excellent Dead; 8-10=the infant's spirit triumphs and the spirit of the deceased is similarly banished, never to return). The re-embodied person must grow to maturity in the new body. The priesthood of Belkhanu charges heavily for this service, from 10,000 Kaitars for a wealthy clan to much much more for a noble clan.

9 This is an advanced variant of Revivification. The caster can revivify 1d3 of his own species, dead no more than 1 day, at once, and only needs to possess a handful of flesh from each corpse. It only works once on any target. After using the spell the caster cannot use any sorcery, not even Eyes, for a month, at peril of forever losing his magical abilities. The Temple of Belkhanu asks 20,000 to 60,000 Kaitars from followers of the Lords of Stability for this spell, and double or triple from devotees of the Lords of Change. If an Imperial Prince or other high grandee is involved, they may require political concessions instead.

10 As #9, above, but revivifies 1-10 who need not be of the caster's own species. The caster must refrain from sorcery for two entire months after casting this variant. The fee for this spell is identical to that for the #9 version.

Spiritism (Belkhanu)

This spell allows the caster to summon and communicate with the spirits of the dead, who must have died no longer before the casting than a period equal to the Duration, and within the Range of the spell.

1 Summons by name a spirit of the caster's species and allows the caster to speak with it. It is not required to speak the truth, and the two must share a language in order to communicate.

3 The target may be of any species

5 Caster can speak with a spirit of any intelligent species telepathically, so its name and language are not necessary

7 As with #5, but comrades within 3 meters of the caster can listen to the telepathic conversation.

10 If the target fails to resist, it is compelled to answer 3 of the caster's questions truthfully. The target must be of the caster's species, they must share a language, and its personal name must be spoken correctly in the incantation of the spell.

Transmogrification (Belkhanu) (2)

A spell that allows the caster to manipulate the fabric of the Planes.

2 Opens a door to a specific Plane known to the caster. The door will admit any number of beings of up to 10xIntensity SIZ. It can be recast from the other side in order to return, but one must stand in precisely the same spot and face the same direction.

3 Opens a pocket-dimension storage space which can hold up to 10xIntensity SIZ points of inanimate beings. Living beings placed in this space will die from lack of air. This storage space does not move with the caster, but stays where it was cast. It must be renewed every 24 hours, or anything placed in it is forever lost.

5 As with #3, but travels around with the caster.

6 Creates a pocket-dimension prison, which will hold up to 10xIntensity SIZ points of foes. They must be overcome in a magical struggle, and if the spell expires or is dispelled they are released. This spell lasts 24

hours, and may be renewed daily, but those within must be defeated in a magical struggle every day in order to keep them imprisoned. This prison has air, but no food or water.

8 Creates an inter-planar highway to a location fixed in advance. First the caster must prepare the destination spot by casting this spell. Then when he wishes to use it, no more than an hour after preparing it, he casts this spell again, spending magic points a second time, and all those within 3 meters of the caster are transported to the destination, which must be within Range. Targets may resist this with a successful magical struggle if they wish.

10 The caster may travel along the vast road that leads past Death to the Isles of the Excellent Dead, there to seek the great ancient sages of the past, a deceased loved one, or some other departed spirit who may have some information. The individual's language and name must be known. The GM will have to adjudicate how likely this is to work, with chances of success ranging from 60% for someone who has been dead a year, to perhaps 1% for someone who died during the Empire of Llyan of Tsamra. It is not possible to find spirits that predate the First Empire.

The Viaticum Of The Yellow Robe (Belkhanu) (3)

This spell is a powerful blessing against the undead and those who would spread this sort of half-life.

3 All undead within range of the spell who are overcome in a magical struggle are laid to rest permanently, and may never again be returned to the half-life favored by the Temple of Sarku, and related deities. Range may not be augmented.

7 Slays all undead within range of the spell, plus living minions of Sarku such as the Worms of Death. They do not get a spirit resistance roll. Range may not be augmented.

9 (Instant) Cast upon a living being of the caster's species, it ensures the target will never be made into one of the undead. Uncooperative targets (such as worshippers of Sarku) can resist this spell with a successful magical struggle. Disenchantment will not remove this spell, though a successful Divine Intervention from Sarku could work. The priesthood of Belkhanu charges from 1,000 to 5,000 Kaitars for this spell.

Chegarra

Spell Name

The Gauntlet of Might

The Harness of the God-King

Higher Mastery (shared by Karakan)

Replication of Heroes (4) (shared by Karakan)

Swift Thrust of Death (9) (shared by Karakan)

The Valor of the Divine Kingdom

The Gauntlet Of Might (Chegarra) touch

The target's hand takes on a metallic, glittering appearance. Anyone struck by the fist takes 1 extra point of damage per Intensity. Can smash open a door -- match double the Intensity vs. the door's armor points. Also, cancels Barring and Broaching (Vimuhla) if its Intensity is no more than 2 less than the defensive spell.

The Harness Of The GodKing (Chegarra) (3)

Summons the 12-pt suit of armor worn by Chegarra's legendary shield-bearer, Danuo, at the Battle of Dormoron Plain. It appears before the caster and anyone can then don it, taking the usual length of time. It cannot be dispelled by Disenchantment.

The user must not be a worshiper of Change, and must have at least 90% in a melee attack and parry skill, or the armor returns to its own plane in disgust and will never again respond to a summons from the caster who has dishonored them.

For 5 Intensity, the large shield Chonkotuel also appears. It has 20 armor points, which are never reduced due to damage.

For 9 Intensity, the one-handed sword Arosuel comes. It has 12 armor points, which are never reduced due to damage, and does double damage. It also can cast The Radiant Gaze at Intensity 6, which it can cast for the user (using his MPs to power it).

The shield and sword must be used by the armor-wearer.

The Valor Of The Divine Kingdom (Chegarra) selfonly

The caster becomes recognized as leader of all friendly individuals within Range, and they will obey so long as he gives "brave" or "heroic" commands. The higher the Intensity, the higher their morale is raised. This spell is most useful in a mass combat situation.

Chiteng

Spell Name (Temple) (Minimum Intensity); Type

Devitalization (see Vimuhla)

Punition (6)

Calcination (6)

Fist of Fire (3)

Infrangible Incandescent Orb (10) (see Vimuhla)

Panoply of Iron (6) (see Vimuhla)

Calcination (Chiteng) (6); instant

This silent, invisible spell burns a neat, flameless hole through the target, doing 4d6 damage which he cannot resist. However, armor protects normally.

The spell can be cast to burn a hole through any non-metal substance. To do this, the caster must touch the target, and Range in cm is the depth the hole reaches. The hole is 1/2 as wide as it is deep, or narrower if the caster wishes.

Fist Of Fire (Chiteng) (3); instant

Hurls a glob of molten lava from the heart of some world in the Planes beyond. The caster's chance to hit is equal to his skill in any thrown missile. If the missile hits, it does 1d6 damage per Intensity (armor and shields protect normally), and sets inflammable belongings ablaze. Anyone within 3m of the target must roll DEXx5 or be splashed with some lava for half damage.

Punition (Chiteng) (6)

This favorite spell of the Company of the Edification of the Soul causes incredible burning agony, but leaves no external mark. A target that fails to resist must attempt a CON roll. If he rolls over CONx5, he is incapacitated and, if questioned, will confess to crimes, provide information, etc. If he rolls CONx5 or less, he retains enough presence of mind to move or take non-combat actions (but no spells). He can lie or equivocate if interrogated. If he rolls CONx2 or less, he can ignore the pain.

Dilinala

Spell Name

Crown of Purity

Encapsulation (5)

Well That Waters the World (6) (shared with Avanthé)

Breath of the Goddess (shared with Avanthé)

Climatisation (shared with Avanthé)

Girdle of the Maiden

Crown Of Purity (Dilinala)

An intelligent being who fails to resist must reply truthfully to one question that the caster asks. The spells Domination and Eradicator of Veracity (Sarku) render the target immune to this spell. Also, the Nyagga and Mihalli are immune to this spell.

- | | |
|---|---|
| 1 | works on members of the caster's species |
| 4 | works on members of friendly species |
| 5 | works on inimical species (Ssu, Hluss, etc.) |
| 7 | works on undead |
| 8 | works on androids, automatons, and animated statues |

Encapsulation (Dilinala) (5)

A target who fails to resist is put out of synch with this Plane. For the Duration, he is a frozen statue, solid as steel, unable to move or think, and immune to any type of damage, magic or otherwise. Objects attached to the target (including other beings in close physical contact) are included in the stasis. Disenchantment frees the target.

It normally works on beings up to SIZ 20. Each additional Intensity increases the SIZ affected by 5.

Girdle Of The Maiden (Dilinala) C, touch

This spell is reversible. When cast in the "positive" mode, a faint turquoise glow surrounds the target, who must be female. For each Intensity, her Fatigue and Hit Points are increased by 1 for the Duration. This spell is ineffective on beings lacking a clearly defined female genre (hence, it won't affect Ahoggia, Pachi Lei, or the hermaphroditic Mihalli).

In the "negative" mode, it may only be cast on a male of the caster's species. That male is then rendered incapable of attacking any female in hand-to-hand combat for the Duration. He can fire missiles or spells, and can attack females of other species. A female not recognizable as such (in boy's clothing, cloaked), can also be attacked. An affected male can parry, shout for help, etc.

Dlamelesh

Spell Name

Concupiscence (6)

Emerald Paramour (5)

Emulation

Enthrallment

Imbition (4) (shared by Hrihayal)

Polychrest of the Third Octant (shared by Hrihayal)

Potence (shared by Hrihayal)

Rejuvenescence and Senescence

Concupiscence (Dlamelesh) (6)

The target experiences compelling, instant, and unbearable ecstasy. If she fails to resist, she loses all sense of what she is doing and is incapacitated. Normally, only beings capable of joy can be affected by this spell. However, at Intensity 9, the spell affects undead and creatures produced by magic.

Emerald Paramour (Dlamelesh) (5)

An incubus or succubus appears which the caster can send forth to a specified victim, who must be known to the caster by name and appearance, plus be within Range. When confronted by the Paramour, the target must roll POWx5 or fall madly in love. If in love, he'll do everything possible to remain with the creature, fighting off his friends, resisting to the death, etc. In any case, the target cannot bear to attack the Paramour physically or magically, though he could try to flee or dispell it with Disenchantment or similar spells.

The Paramour is immune to all physical and most magical attacks. Anyone within 1m of the Paramour loses 1 HP every 5 minutes. One thusly slain by the Paramour cannot be Revivified, though Re-embodiment (Belkhanu) will restore him.

Enthrallment (Dlamelish) touch; duration in hours

This spell is undetectable. Each Intensity adds +5 to any attempt made to impress or attract someone of one's own species. It is best for skills such as Dance, Sing, Play (instrument), etc.

Can also be used to perform an outright seduction of an unwilling individual. If the spell is not resisted, the caster receives a 10% chance of success per Intensity. If the caster succeeds, the target will reveal secrets, give orders, and otherwise act according to the wishes of his erstwhile paramour for several minutes after each sexual encounter.

The spell can be reversed, in which case the target is made subtly repulsive.

Polychrest Of The Third Octant (Dlamelish & Hrihayal) touch

Each Intensity raises the target's CON by 1. May be reversed. If a target's CON is reduced to 0, he does not die, but becomes incapacitated, though he remains fully conscious. In addition, if CON reaches 0, the spell's effects become permanent (but can be Disenchanted). This latter is employed as a punishment. The helpless victim, still able to understand what is being done, is placed in a featureless chamber, fed with Nutrification, and left to go mad with boredom and solitude.

Emulation (Dlamelish) C; touch

The caster is disguised as another person. She can change her apparent size by +8 or -4. Her stats don't change, and if a being has more limbs than she, she cannot activate any "extra" limbs. She cannot employ any special powers or language of the being she resembles. Disenchantment restores her natural shape. Intensity varies what she can imitate.

1 a member of the same species, sex, and approximate age. She cannot become a specific person, merely look different from her normal appearance.

3 as above, but can emulate a specific person.

7 a being of a different species, sex, or age, including non-intelligent or semi-intelligent animals, but not a specific one

10 as above, but can emulate a specific being.

Imbition (Dlamelish & Hrihayal) (4); touch

A defensive spell. If the user is attacked by an aggressive spell, and successfully resists, the offensive spell's Intensity is added onto the player's MPs (up to her normal maximum).

Potence (Dlamelish & Hrihayal) touch; Duration in hours

For the Duration, the target has the stamina to maintain his or her sexual powers, no matter how many encounters he or she may have. This can be reversed to cause impotence instead.

Rejuvenescence/Senescence (Dlamelish) touch; duration in days

The target is rejuvenated for the spell's duration. She becomes younger and has all the powers of her youth, while retaining the knowledge, skills, memories, etc. of her present age. For each Intensity, she becomes 1 year younger. This spell can be reversed, in which case each Intensity increases the target's physical age by 1d6 years, possibly lowering stats.

This spell can be made permanent. To do this, the caster needs no Duration, but sacrifices 1 POW. A small blackish nut-like kernel is created, which the target must keep within 50m. If the kernel is taken beyond this distance, it crumbles, and the target at once returns to her real age. This spell can be cast multiple times, creating several kernels.

All forms of this spell (even the permanent one) are vulnerable to Disenchantment.

PART 5: CULT AND TEMPLE SPELLS: Dra, Durritlemish, Gruganu, Hnalla, Hrihayal, Hru'u

Dra

Spell Name

Apathy

Risibility (4)

Fulguration of Immanent Grandeur (see Hnalla)

Hymnal of the Lord of Light (6)

Metastasis (5) (see Hnalla)

Negation of Unstability (see Hnalla)

Enchantments

Apathy (Dra)

The target is suffused with deep and overwhelming ennui, with no desire to move, fight, speak, or act. Commands, threats, pain, and sensations are of no interest, and he is immune to Domination, Semblances, or other forms of mental command. This spell can be used to withdraw from unpleasant or boring conditions. Possible targets vary with Intensity.

- | | |
|---|---|
| 1 | Caster himself |
| 4 | Another intelligent being |
| 9 | semi-intelligent or unintelligent being |

Hymnal Of The Lord Of Light (Dra) (6); self only

The caster's face is illumined with the beauty of the Perfect Radiance of Hnalla. No servitor of Change can look upon his countenance and must fight, launch missiles, or cast spells at the caster as though blind. The light illuminates an area 2m in diameter per Intensity, making it as bright as day. Undead suffer 1d3 damage per round they remain within. The spell cannot be cast if a demon of Change or creature created by sorcery (whether Change or Stability) is within the area, but once cast, they cannot enter the light. Semi- and non-intelligent animals are driven off by the light, but are not physically harmed by it.

Risibility (Dra) (4); Range is in 1m increments

All intelligent beings within range perceive the ludicrousness of life and, if they fail to resist become jocose and break out in hysterical laughter. A victim must fail his INTx5 each round he is affected to take any action other than laughing. Thus, more intelligent targets are worse-afflicted. Disenchantment dispels the jollity.

Durritlamish

Spell Name

Necrophobia (2)

Depuration (see Sarku)

Entombment (5)

Eradicator of Veracity (3) (see Sarku)

Putrefaction (8)

Summoning of the Spectral Hosts (see Sarku)

Entombment (Durritlamish) (5); instant

A coffin-shaped sepulchre 3m wide, 1.5m high, and 5m long is created in an area of unworked earth or natural stone. The spell cannot be used if the surroundings are masonry, brick, wood, or worked substances. The tomb appears 2m underground at a site within Range and sight of the caster, and the target, if he fails to resist, is transported to it magically.

The target can use magic, but take no other actions. Etherealization (Belkhanu), Decorporealization (Hru'u), Discerner of Enchantments (Thumis), or Guiding (also Thumis), or a 5 Intensity Ascertainment can find the victim easily. Disenchantment is futile.

Necrophobia (Durritlamish) (2)

A victim (any intelligent non-undead), if he fails to resist, flees in abject terror from the sight of any undead being, including the Worms of the Night, and other special minions of Sarku, Durritlamish, et al. The victim drops anything which he can easily discard. He can be freed by Disenchantment, Intrepidity, Glorious Call (Karakani), Devotion to the Flame (Vimuhla), or Valor of the Divine Kingdom (Chegarra).

Perception of the Energies or Discerner of Enchantments (Thumis) identifies the spell's presence.

Putrefaction (Durritlamish) (8); instant

The target's body begins to rot and slough away. He dies in CON rounds unless Alleviation is cast. In any case, his HPs are halved until Healing is applied -- even if he is Revivified.

Gruganu

Spell Name

Attainment of Enlightenment (5)

Web of Refulgent Command (see Ksarul)

Labyrinth of Elongated Shadows (5)

Azure Scarab (4) (see Ksarul)

Food of the Ssu (see Ksarul)

Invigorator of Blades

Attainment Of Enlightenment (Gruganu) (5); self only

The caster is temporarily gifted with the knowledge of a selected Universal spell which he does not already know. He can recall and cast the spell until the Duration expires. Intensity 9 permits the caster to know a selected Common spell from any temple.

Invigorator Of Blades (Gruganu) touch

One projectile point (like an arrowhead) is made to glow with bluish luminescence, and does double damage. An Intensity of 7 permits the spell to be cast upon a melee weapon. However, if the weapon leaves its wielder's hand, the spell terminates. This spell has no effect on blunt weapons.

Labyrinth Of Elongated Shadows (Gruganu) (5)

If the target fails to resist, he is transported to Ksarul's horrid Citadel of the Twelve Pylons of Ta'lar, a mighty fortress established on the Forty-Fifth Plane, ruled by the Demon Lord Qu'u. This is a place of utter darkness; no light can exist here. The wretched victim wanders through this tenebrous edifice for the Duration. Each minute spent here, he has a 10% chance of meeting one of Qu'u's hideous insectoid servitors. These servitors often won't harm a minion of Gruganu or Ksarul, but attack outsiders, as simulated by a 1d100 roll. The target also rolls 1d100, adding his Special Success chance in his highest weapon or sorcery skill. High roll lives. A dead victim's corpse reappears on Tekumel naked and wrapped in a silky cocoon.

Hnalla

Spell Name

Globe of Distant Discernment (3)

Fulguration of Immanent Grandeur (shared by Dra)

Inimitable Defender (2)

Metastasis (5) (shared by Dra)

Negation of Instability (shared by Dra)

Peaceful Repose (5)

Power of Ultimate Perfection (3)

Ritual of the Purified Sphere

Globe Of Distant Discernment (Hnalla) (3); Range in 100m increments

The caster can send his power of vision away from himself. His "eyes" can turn corners, go up or down staircases. At Intensity 3, they cannot pass physical or magic barriers. Nor can they cross obstacles the caster could not traverse (such as rivers or chasms). The caster's body is blind while this spell is in effect. At Intensity 7, the eyes can pass physical barriers up to 1m thick, but not magic barriers or metal of any type. At Intensity 9, the eyes can fly at a height of 2m.

Fulguration Of Immanent Grandeur (Hnalla & Dra) instant

A beam of scintillating white light hits the target, accompanied by a high ringing sound, like a hammer striking an anvil. A target that fails to resist takes 1d4 damage per Intensity. This spell affects living beings only, not undead, androids, automatons, demons, or creatures created by sorcery. Walls, floors, furnishings, etc., are not harmed.

Inimitable Defender (Hnalla) (2); self only

A 1m diameter dome of nacreous crystalline force surrounds the caster. No spells can penetrate from without. Undead, demons, and creatures created by sorcery cannot enter the sphere, though androids can. The spell moves with the caster, and he can fight from inside. Each Intensity either increases the dome's diameter by 1m, or increases its efficacy as given below:

2 those within cannot use sorcery, nor magico-technological devices

6 those within can cast spells out through the dome

9 as above, but only slow-moving substances can penetrate from without (such as gas, or lava).

Blows, spells, and foes are all repelled. This form of the spell cannot move with the caster.

The Inimitable Defender is resistant to Disenchantment -- it takes half-again the normal Intensity to dispel.

Metastasis (Hnalla & Dra) (5)

Teleports the caster with as many additional targets as Multispelled (all of whom must be within 2m) to the location of the caster's choice, which must be within Range. He must have visited the chosen site within the Duration.

Negation Of Instability (Hnalla & Dra)

A special Disenchantment effective only against illusions. Phantasms and phantasm-like effects which are immune to Disenchantment are dispelled by this. Phantasms and their ilk which can be dispelled by Disenchantment can be canceled by this spell at 1/2 normal Intensity. It destroys Transfusion (Hru'u), Emulation (Dlamelish), and similar spells. Phantasmal or illusory effects that are a natural ability rather than a spell are dispelled at an Intensity equal to half the target's POW. This applies to the illusory forms of Mihalli, Chashkeri, etc.

Peaceful Repose (Hnalla) (5); touch; Duration in hours

For each hour the target sleeps while under the effect of this spell, he regains 1 MP, in addition to whatever he would gain normally. In addition, he is protected against the Nightmare of Terror (Hru'u) for the Duration.

Power Of Ultimate Perfection (Hnalla) (3)

Any minor demon devoted to Change is sent back to its own plane, unless it resists. Greater Demons are not affected.

Ritual Of The Purified Sphere (Hnalla) Range in 1m increments

Hallows all the ground within Range, rendering it impassable to undead and demons or creatures produced by sorcery who are dedicated to Change. At Intensity 7, priests dedicated to gods of Change cannot enter the circle. If

a "blocked" being is within the circle when it is cast, it can freely enter and leave that particular circle thereafter. The circle has no effect on spells and can be canceled by Disenchantment.

Hrihayal

Spell Name

Dance of the Emerald Goddess (4)

Diminution

Imbition (shared with Dlamelish)

Obturation (5)

Polychrest of the Third Octant (shared with Dlamelish)

Potence (shared with Dlamelish)

Dance Of The Emerald Goddess (Hrihayal) (4)

This spell has three forms. Disenchantment releases victims of all forms of the spell.

The Demoness Maraggu: the target is led off in a random direction for the Duration. In the Underworld, they are lost in the maze. Outdoors, they are lost in a forest. Those unaffected see nothing. They may accompany victims, but no amount of pleading dissuades a devotee from following the Demon Temptress.

The Dancing Maiden of Temptation: the target becomes the goddess' willing slave for the Duration in rounds. The caster may command the victim to help her, fight, flee, or commit suicide. If he is asked to do something contrary to his nature (like commit suicide), he can attempt to resist the spell again, but if he fails, he must obey.

The Demoness Ulela: this version is cast upon an area 6m in diameter, and the effect remains for the Duration. Anyone that enters the area sees the Maid of Despairing Delight. Should he fail to resist the spell's Intensity, he becomes a devotee of the most salacious Aspects of the Emerald Goddess. He must be restrained from committing obscene acts upon anyone within reach, and nothing can free him but Disenchantment.

Diminution (Hrihayal) touch

The target loses 1 SIZ per Intensity. Can be cast upon inanimate objects as well as living beings. A target reduced to SIZ 0 becomes 1mm tall. His possessions are reduced with him.

Obturation (Hrihayal) (5)

All the target's bodily orifices are sealed; he cannot hear, sweat, excrete, or breathe. For the first minute, the target can still fight, move, and cast spells. At the start of the second minute, he falls to the ground and becomes moribund, dying CON rounds later. This spell normally only works on beings SIZ 20 or less. For each additional Intensity, add 10 to the SIZ affected.

Hru'u

Spell Name

Amethyst Expurgation (3) (shared by Wuru)

Confusion (shared by Wuru)

Congelation

Decorporealization (4)

Nightmare of Terror (2)

Transfusion (3)

Vindication of Instability (shared by Wuru)

Viscosity

Amethyst Expurgation (Hru'u & Wuru) (3)

Any minor demon devoted to Stability is sent back to its own plane, unless it resists. Greater Demons are not affected.

Confusion (Hru'u & Wuru)

The target's mind is befuddled and all his skill chances drop by 5 per Intensity. Disenchantment cancels the effect.

Congelation (Hru'u) instant

Freezes the area struck. Can be targeted at a living being or an expanse of water or mud. If cast at water or mud, it transforms 1 cubic meter to ice per Intensity. For double Intensity, the ice can be formed into a wall, standing above the ground.

At least Intensity 5 is needed to affect a living being. The target must resist with his SIZ or is frozen. If frozen, he must resist his CON vs. Intensity or die. If he lives, he is numb and useless, and cannot move until he rolls CONx1, when he recovers.

Decorporealization (Hru'u) (4); touch

The target's body becomes insubstantial and translucent. He can move normally, plus levitate or descend through solid substances at 20m/round. If he is within a solid object when the spell ends, he dies in an explosion (3d6 to all within 3m). The caster's clothing, weapons, and possessions are not decorporealized with him, and he cannot fight, cast spells, or speak while discorporeal. Disenchantment removes this spell, plus the caster can drop it at any time.

Nightmare Of Terror (Hru'u) (2); Duration measured in hours

Must be cast upon a sleeping victim known personally to the caster, who must be within Range but need not be visible. It projects the nightmare of the caster's choice, and knowledge of the target's fears and phobias is thus desirable. Such knowledge adds 25 to the chance of overcoming the target's resistance. Intimate knowledge of the target's fears adds 50.

Each time the target sleeps during the Duration, he loses 1 CON from fear and pain. This loss is cumulative. Once the Duration expires, he regains lost CON at the rate of 1/day. Disenchantment dispels it, but the CON loss remains till restored. If the target's CON is reduced to 0, his hair turns white, he goes into convulsions, and he dies in his sleep.

Transfusion (Hru'u) (3); self only

A phantasmal being (of any form -- Ahoggya, Kuruku, Sro, etc.) is created and the caster's soul enters it. His body remains comatose for the Duration, and he becomes in effect the creature, possessing its STR, CON, SIZ, DEX, and APP, but retaining his own INT and POW. He does not gain special talents (such as the Ssu's hypnosis), and does not gain knowledge of the creature's language or customs. While in the phantasmal body, he can only use Enchantments, not Ceremonies or Summonings. The being appears sans weapons or armor, and cannot be made to resemble a specific individual, but is an idealized member of the species.

For each Intensity beyond the basic 3, the caster can transform to a creature with an average SIZ up to 6 different from his own. Thus, a SIZ 13 caster would need 2 extra Intensity to change into a Black Ssu (average SIZ 26).

Disenchantment won't cancel this spell, but Negation of Instability (Hnalla) dispels it and slays the caster.

Vindication Of Instability (Hru'u & Wuru) Range in 1m increments

This hallows all the ground within Range, rendering the area impassable to demons and creatures produced by sorcery dedicated to Stability. At an Intensity of 7, priests dedicated to gods of Stability cannot enter the circle either. If a "blocked" being is within the circle when cast, it can freely enter and leave that particular circle thereafter. The circle has no effect on spells and can be canceled by Disenchantment.

Viscosity (Hru'u)

Affects a circle 1m in diameter per Intensity, within which the surface is changed into thick, gooey mud 1.5m deep for the Duration. It works only on natural stone or earth. Masonry, brickwork, wood, metal, etc. are immune. A being standing in the mire when the spell ends or is canceled is forcibly extruded to the surface at spell's end and is prone.

With at least 8 Intensity, the spell can be cast at a being in an attempt to turn his bones and flesh into a sticky mess. The body congeals into a spongy mass when the spell expires. This is effective against anything but demons. If two or more targets are deliquesced together, and their bodies have run together, this makes revivication difficult -- half normal chances for success, and both individuals must be restored at once.

PART 6: CULT AND TEMPLE SPELLS: Karakan, Ketengku, Ksarul, Qon

Karakan

Spell Name

Glorious Call

Higher Mastery (shared with Karakan)

Perfected Gem of Obliteration (8)

Replication of Heroes (4) (shared with Karakan)

Swift Thrust of Death (9) (shared with Karakan)

Tremulation (2)

Weapon of the Prince of Valor (3)

Winged Disk of the Lord of the Sun (5)

Glorious Call (Karakan) range is measured in meters

Everyone within Range has his or her morale raised by 1 per intensity. "Morale" is a rather nebulous thing in most roleplaying situations, and this spell is primarily useful for high military officers and mass battles.

Higher Mastery (Karakan & Chegarra) (6); touch

The target's skill with one specified weapon type is doubled in both attack and parry for the spell's duration.

Perfected Gem Of Obliteration (Karakan) (8); touch; duration in days

Creates a beautiful red gem about 10mm across. When the spell is cast, a target type must be specified (priests of Change, all Ssu, all humans, etc.). When a member of the named group touches the gem, it explodes, doing 8d6 damage to the toucher, and 4d6 to all others within 3m. Disenchantment destroys the gem, but if the Disenchantment fails, the gem explodes at once.

Replication Of Heroes (Karakan & Chegarra) (4); touch

The target is "cloned" for the Duration. This spell may not be used upon the caster himself, as the target must be wearing at least 5 kg of metal. The HP are divided evenly between the clone and the original. The clone's POW is 1/2 that of the original, and his weapons and armor are the same. Other stats and skills are identical to the original. If the clone moves further than Range from the original, it vanishes.

Swift Thrust Of Death (Karakan & Chegarra) (9)

A flashing steel-like missile flies at the target with a shrill screaming noise. Although the missile looks like a steel bolt, it is blocked by spells and barriers blocking magic. If the target fails to resist, he is struck dead, with a 5 cm wide hole in his heart. The missile can knock a hole 5 cm across and up to 10 cm deep through even tough steel.

Tremulation (Karakani) (2)

Creates a deep vibration which deafens all within the circle of effect and prevents orders from being given or understood. Affects a circle 1/10 the spell's Range (so a 10m range spell is 1m across). Intensity increases the effect.

- | | |
|---|--|
| 2 | as above |
| 4 | area is so shook up that those within it cannot fight, cast spells, or do any actions requiring dexterity. They can leave, though. |
| 6 | as above, but all items of glass, pottery, etc., are shattered |
| 8 | shatters bones and kills those within the circle if they cannot leave within 5 combat rounds |

Weapon Of The Prince Of Valor (Karakani) (3); touch

Must be cast upon a steel edged weapon. The weapon glows with a scarlet light and can now penetrate Warding without difficulty.

Winged Disk Of The Lord Of The Sun (Karakani) (5); no Multispell

A flat oval plate appears 1m before the caster. It is large enough to hold the caster, plus about 50 kg. It flies at his telepathic direction about 5 cm above ground level. It moves at 30m per round, and provides a stable platform from which one can fight or cast spells. The vehicle cannot cross steep chasms or other difficult obstacles. For each 2 additional Intensity, the disk can be made large enough to hold one additional person.

Ketengku

Spell Name

Benignity (shared by Thumis)

The Bridge of Noble Passage

Discerner of Enchantments (shared by Thumis)

Gate of the Gray Pentacle (2) (shared by Thumis)

The Pearl-Gray Citadel (3)

The Scrutiny of the Omniscient Eye

The Bridge Of Noble Passage (Ketengku)

Creates a hard, greyish roadway with no parapets or visible supports. Both ends must be secured upon a solid support (one support can be higher than the other, in which case the bridge slopes). The bridge is 1m wide and 3m long, and can carry up to 20 SIZ. For each additional Intensity, it can be widened by 1m, lengthened by 3m, or enabled to carry an additional 20 SIZ.

The Pearl-Gray Citadel (Ketengku) (3) self only

A rippling, opaque, iridescent cylinder of energy 2m in diameter and 3m high, appears around the caster. It remains where cast and cannot move with the caster. Nothing can penetrate the shield. The cylinder is open at the top, and objects could be lobbed into it, or a cloud of gas spread down into it. For each additional Intensity, it can be increased by 1m diameter or 1m of height.

The Scrutiny Of The Omniscient Eye (Ketengku)

The target's vision is expanded into a sphere all around himself. Additional Intensity adds additional effects:

- 4 can see through physical objects no thicker than 1m,
 seeing opaque shapes as silhouettes in shades of gray
 and black. Metal of any type blocks the spell
- 6 can see through metal.

Ksarul

Spell Name

Antechamber of the Blue Room (6)

Affable Blight of Lord Uni (10)

Azure Scarab (4) (shared by Gruganu)

Comprehension of Devices (2)

Food of the Ssu (shared by Gruganu)

Obsidian Obelisk (7)

Replication of the Mighty (4)

Web of Refulgent Command (shared by Gruganu)

Antechamber Of The Blue Room (Ksarul) (6)

A faint disturbance in the air, accompanied by a low buzzing sound, appears 1m in front of the caster, and moves away from him at a speed of 20m/round. This follows a victim specified by the caster, turning corners, going up or down stairs, until it catches him or her. A room with no open doors or windows, a Vallation or a magic barrier such as Seal Upon the Powers, Warding, Muniments of Excellence, Inimitable Defender, or Pearl-Gray Citadel dissipates this spell. The spell cannot affect anyone but the selected individual, who must be visible when the spell is cast. When it hits its target, he must resist or be transported to the Antechamber of the Blue Room, beyond which Ksarul lies in eternal, enforced sleep.

The victim is normally killed by the Blue Room's attendants, unless he is a devotee of Ksarul or Gruganu, or can somehow escape, trick, or convince them otherwise. If he is killed (the normal result), his body is gone, and only a Divine Intervention can retrieve it to permit Revivification.

Affable Blight Of LordUni (Ksarul) (10); instant, but see below

This spell infects the target and a 1m diameter circle around him with a bluish-white fungus. This appears in fuzzy patches upon the victim's skin at once, and he dies within CON minutes, unless Alleviation is applied first. If the target resists, he is not infected, but must leave the circle of effect within 1 round or he is infected anyway. Whether he resists or not, all his organic possessions are infected (clothing, chlen-hide, etc.), and must be stripped off within 2 minutes. Metal, glass, stone, and the like are unaffected.

Although this is an instant spell, Duration can be used -- which determines the time that the fungus remains alive and infectious within its original target circle, unless burned out.

Azure Scarab (Ksarul & Gruganu) (4); Duration in hours

This spell requires several hours of preparation. When cast, it produces a small dark blue gem (5mm across). For each Intensity, the caster can put 1 MP into the gem, which can be used to power other spells. When the spell expires, the jewel evaporates, along with its unused MPs. This jewel is immune to Disenchantment.

Comprehension Of Devices (Ksarul) (2); touch

The caster gains an understanding of the purpose and operation of one ancient magico-technological device for the Duration. The spell works on nonhuman devices, but this does not guarantee an ability to use them; they may require more than 10 fingers, or more or different senses than are possessed by humankind. Complex devices may require over 2 Intensity. The Lightning Bringer, for instance, takes 16 Intensity.

For 5 Intensity, the caster can know how to repair a broken device, such as an Eye, provided that he has the tools, materials, parts from other broken Eyes, and testing devices. He must roll 1d6 while attempting this repair.

- | | |
|-----|--|
| 1-2 | the device is not repairable. |
| 3-5 | he repairs it. |
| 6 | if he fails an INTx5 roll, something goes seriously wrong. The device may explode or activate on him, etc. |

Food Of The Ssu (Ksarul & Gruganu)

Creates a patch of the deadly purplish vegetation that existed all over Tekumel before mankind came to the planet. Each Intensity gives the patch 1m diameter. Anyone caught in the middle of this

hideous bulbous foliage must get out quickly or take damage. Anyone still inside the stuff by the second round takes 1 pt of damage. The third round costs 2 pts, the fourth round 3 pts, and so forth. The corrosive secretions of the vegetation destroys armor at the same rate as HP, but the wearer takes 1 pt less damage each round that any armor still remains. Long boots shod with Hluss-hide offer complete protection. The damage rates described above assume that the victims are standing. Anyone falling down in the stuff suffers

double damage.

If this spell is cast neary a party of Ssu or Hluss, they will halt for a minute or two to feed. They will fight if attacked, of course.

Obsidian Obelisk (Ksarul) (3); touch; noMultispell

A stone block appears 1m in front of the caster. It is 1m wide, 1m thick, and 1m high. It can only be formed in an open space, occupied by no solid substance (liquids or gases do not block it). Each additional Intensity enlarges the obelisk by 1m in one direction. For an additional 3 Intensity, the caster can create a small door in the block on his side. This can only be opened or shut by the caster himself. Thus, he can admit fleeing friends, and then shut the door against almost anything a foe may do.

Replication Of The Mighty (Ksarul) (4); self only

Creates an exact clone of the caster, 1m away. The clone's HPs and MPs are equally divided between the caster and his clone(s). Skills are unchanged. Disenchantment cast at the clone (but not the original) causes the replica to vanish. When the spell expires or the clone is dispelled, the caster adds the HPs and MPs it had left onto his own. The caster & clone possess no mental link, but the clone knows everything the caster knew up until casting the spell, so if the caster had a plan in mind before creating the clone, it could attempt to fulfill its part of the plan.

Though this is a self-only spell, Range is used with it. If the clone ever goes beyond the designated Range, it is instantly dispelled.

Web Of Refulgent Command (Ksarul & Gruganu)

Gives the caster control over an android or a creature created by the ancient masters of the temples of Ksarul or Gruganu. The Intensity required is given below:

1	Ye leth
5	Biridlu, Hli'ir, Huru'u, Kayi, Nshe, Qol, Thunru'u, Tsu'uru
7	Ru'un

Qon

Spell Name

Simulation of the Immoveable (7)

Periplus of the Planes (3)

Avulsion of the Spirit-Soul (7) (shared by Belkhanu)

Expeditor of the Skein of Destiny

Re-embodiment (5) (shared by Belkhanu)

Viaticum of the Yellow Robe (3) (shared by Belkhanu)

Simulation Of TheImmoveable (7); self only

The caster is changed into an inanimate object for the Duration. He cannot cast spells or perform any actions while transformed, and can only see in one direction, having no "head" to turn. He has no need to eat and drink and has all the normal characteristics of any article of its class; thus, if he is a goblet, he could be shattered and thus killed. He can drop the spell at any time. Intensity determines size.

- 6 an object about as large as the caster; boulder, tree, statue, etc.
- 8 an object as small as 10cm on a side
- 10 very tiny object, such as grain of sand, crumb of bread, etc.

Periplus Of The Planes Qon) (3); no Multispell

Guides the caster infallibly to the nearest nexus point within range. Intensity provides information on the nexus.

- 3 no information
- 5 caster can specify the type of Plane he seeks within loose limits; breathable atmosphere, uninhabited, etc.
- 7 identifies exactly the destination of the nexus
- 9 leads directly to a nexus leading back home, if within Range
- 10 gives detailed information about all nexus points within Range, except those inhabited by demon races that have established magical barriers against such probing. (These latter can still be entered, though)

Expeditor Of The Skein Of Destiny Qon) touch

The target is projected forwards in time, to a limit equal to Duration. He disappears and reappears later, in the same place and condition. No metal objects can be transported this way, and all are left behind. An unwilling target can resist.

Sarku

Spell Name

Bulwark of Amber

Depuration (shared by Durritlemish)

Eradicator of Veracity (3) (shared by Durritlemish)

Hebetation of the Intellect (8)

Necrofacture (3)

Summoning of the Spectral Hosts (shared by Durritlemish)

Vermiculation (5)

Bulwark Of Amber (Sarku) self only

The caster is surrounded by a sombre brownish glow. Whenever a hostile spell is aimed at him with an Intensity less than the Intensity of the Bulwark, he gains 1 MP per Intensity of the incoming spell. This does not operate against "Eyes" or non-aggressive spells.

Depuration (Sarku & Durritlamish) touch; instant

A piece of unenchanted steel is "purified" and turned into soft copper. This halves its armor points. Each Intensity permits the transformation of 1 kg at a single time.

Eradicator Of Veracity (Sarku & Durritlamish) (3); touch; instant

The target is normally an inanimate object. The spell can be canceled with Disenchantment, but this must be done before any other spell on the object can be dispelled. Effects vary with Intensity.

3 Allows caster to create a false history for the object (making it appear non-magical, if desired) to foil the Elicitation spell.

5 Makes the object appear to have another spell on it (caster's choice)

7 Target is a living or undead being, whose Magic Bonus and # of spells known can be made to appear anything desired. Used to fool Elicitation.

9 Makes an object undetectable and impenetrable by any form of Elicitation

10 One living or undead being is given a new identity, though he is unchanged physically. Elicitation or Perception of the Energies cannot reveal his true nature, nor can Domination force him to do so. He cannot cross any "Enchantment" barrier (Sphere of Impermeable Quiescence, Guarding, etc.). "Ceremonial" barriers are no obstacle.

Hebetation Of The Intellect (Sarku) (8)

One living or undead intelligent being is rendered mindless for the Duration. Only autonomic body functions continue to operate. Disenchantment dispels the effect.

Necrofacture (Sarku) (3); touch

Creates an undead creature from a corpse of the caster's species. For 3 extra Intensity, the creature can be of any intelligent species except an "inimical" one. Intensity 3 produces Mrur. Intensity 5 produces Shedra. Intensity 9 produces Jajqi.

Summoning Of The Spectral Hosts (Sarku & Durritlamish)

Sends forth a hissing, mournful call that is heard by undead within Range, who must come in obedience and obey the caster's will for the Duration. Intensity controls.

1 Mrur are summoned.

4 Mrur and Shedra are summoned.

8 all undead beings are summoned.

If an undead being is already under the control of a Priest of Sarku, it obeys the will of the sorcerer with the higher POW. If it is under the control of a Priest of Ksarul, it leaves him for a Priest of Sarku for this spell's Duration.

Vermiculation (Sarku) (5)

An area of ground 3m across is covered with the tiny, wriggling Worms of Death for the Duration. This cannot be cast on a vertical surface or a creature, but must be on the substrate. Anyone standing in or walking through the area must roll DEX x 5 each round or a worm eats through his boot and enters his bloodstream, after which it does 1d6-1 damage per round thereafter. Metal-shod boots prevent this. Climbing onto a piece of furniture or other object will also save one from the worms.

Intensity 9 summons the Worms of the Night. These can penetrate earth, stone, and wood, but are blocked by metal. Two rounds enable them to climb up over shoes, clothing, etc., and enter the body. Once they enter, they bloat at once, causing 1d6 damage the first round, 2d6 damage the second round, and death the third round.

Alleviation will rid the victim of either worm type, and Healing cures the damage.

Thumis

Spell Name

Benignity (shared by Ketengku)

Discerner of Enchantments (shared by Ketengku)

Gate of the Gray Pentacle (2) (shared by Ketengku)

Guiding

Preserver of Wisdom

Sagacious Acquisition

Benignity (Thumis & Ketengku)

One hostile being is made neutral towards the caster for the Duration. The target won't attack, nor issue commands to others to do so. If threatened, he'll defend himself. If constrained by outside factors, he may act to the caster's detriment, though still not feeling any ill will. For instance, a hangman is required by his superiors to hang his prisoners, and will do so. The spell is mainly for use in turning a confrontation into a neutral situation, such as permitting the caster passage through a hostile area. The Intensity determines who is affected.

- | | |
|----|---|
| 2 | a member of the caster's species |
| 5 | a member of any friendly intelligent species |
| 7 | a member of a "neutral" species (Mihalli, Nyagga) |
| 8 | a semi-intelligent or unintelligent animal |
| 10 | a member of an inimical intelligent species |

Discerner Of Enchantments (Thumis & Ketengku) instant

Must be directed at a spell or magic item. The exact effects vary with Intensity.

- | | |
|---|--|
| 1 | identity, description, and strength for a Universal spell. |
|---|--|

- 3 identity, description, and strength of any Common spell.
- 5 identity, description, and strength of any Temple spell.
- 6 identity, description, and number of charges of an "Eye" or other magico-technological device.
- 8 removes the spell Eradicator of Veracity (Sarku)

Gate Of The Gray Pentacle (Thumis & Ketengku) (2); no Range

A whirling, iridescent, pearly nexus point appears 1m before the caster, and moves directly away at a speed of 10m/round, vanishing at the end of its Duration. It can engulf SIZ 10 per Intensity. Instead of increasing SIZ affected, additional Intensity can be used to speed up the nexus at a rate of 10m/round. Any small-enough being touched by this interplanar gate disappears into it and can only return through Visitations of Other Planes or Transmogrification (Belkhanu). The destination is random (roll 1d10):

D10 Destination

- 1-2 an airless interstice between the planes (only Divine Intervention can restore the victim to existence)
- 3 a Demon Plane, uninhabited world, or planet occupied by another race
- 4 another time and place on Tekumel itself
- 5-6 another location on Tekumel, but same time period
- 7-8 same time period, but no more than 2 km distant
- 9-10 same time period, but no more than 300 km distant

This spell can be canceled by Disenchantment, or the target can resist.

Guiding (Thumis) self only

The caster is infallibly guided back along his/her previous route without recourse to maps for the Duration. He cannot become lost or confused by secret doors, hidden trails, or other physical methods of deception, so long as he passed through them before. Interplanar nexi, teleportation, and magic barriers block this, such as the Sphere of Impermeable Quiescence, Guarding, the Inimitable Defender (Hnalla), the Ritual of the Purified Sphere (Hnalla), the Vindication of Instability (Hru'u), and similar shields. This spell does not inform the caster of the existence of secrets, traps, or ambushes that were not detected in coming.

At Intensity 8, the caster is made aware of the presence of Traps along his path, but not how they work. "Traps" includes any mechanical or magic device made to deceive or harm the party.

This spell is immune to Disenchantment.

Preserver Of Wisdom (Thumis) touch; Duration in years

The target is a book or scroll, made of any common material (paper, parchment, wooden plaques, slate, etc.). This spell preserves such a document for a lengthy period of time. Intensity affects the preservation value.

- 1 preserved against insects, rot, and mildew
- 2 restores tensile strength to a volume that has become brittle with age
- 3 waterproof
- 4 fireproof (except against magic fire); also protected vs. molds and fungi; even magic ones, such as Affable Blight of Lord Uni (Ksarul)
- 5 magical "alarm" that sends a silent psychic signal up to 300m, to the person or group designated by the caster, if the book is touched without permission
- 6 made proof against interplanar transportation. Cannot be teleported, inserted through a nexus point, etc.

Sagacious Acquisition (Thumis) Duration in hours

Halves the time needed to learn a skill or spell. The spell must be operational throughout the entire training or research period. Can be used to help learning through experience, in which case the spell must be effective from before the skill is used (the check mark gained) and for one week thereafter. When used in this latter manner, the chance of the skill check failing is halved.

Vimuhla

Spell Name

Devitalization (shared by Chiteng)

Devotion to the Flame (5)

Barring and Broaching

Bolt of Imminent Immolation (9)

Carpet of Conflagration (7)

Inexpugnability (7)

Infrangible Incandescent Orb (10) (shared by Chiteng)

Panoply of Iron (6) (shared by Chiteng)

Barring And Broaching (Vimuhla) touch

This spell comes in three varieties.

Physical Bar: Cast upon an aperture of any type, which is sealed by an opaque dull-orange barrier for the Duration. This spell cannot be dropped until it expires, unless canceled by the reverse version of this same spell, Disenchantment, or the Gauntlet of Might (Chegarra). No form of physical damage can breach the barrier. Each Intensity permits the spell to affect 1 square meter of aperture area.

Magical Bar: As per Type One, but cast on a door, gate, drawbridge, portcullis, or other physical entry point. This version makes the gate proof against all spells except Doomkill. No protection is provided against physical missiles, fire, or other non-magical breachings.

Broaching: This is the reverse spell, useful solely for breaching magically sealed openings. It cancels out an aperture under the Physical Bar version of this spell, Warding, or the Obsidian Obelisk. It does nothing to the Muniments of Excellence or the Pearl-Gray Citadel (Ketengku). The sealings of the demon Tkel also resist this effect.

Bolt Of Imminent Immolation Vimuhla) (9); instant

A bolt of lightning strikes a random target within a 3m diameter circle, the center of which is chosen by the caster. If anyone in the circle carries iron, it strikes them in preference. Should the spell overcome the target's CON, he is electrocuted and all his non-metal possessions are incinerated. Any tree within the circle of effect must be included as a possible target.

Carpet Of Conflagration Vimuhla) (7)

A small river of molten lava (3m wide, 6m long, 30 cm deep) appears 1m in front of the caster and flows away from him at a speed of 1m/round until it reaches its extreme Range (or its Duration expires), when it dissipates. It flows around corners and down staircases, and takes 1 round to burn through wooden barriers. Each additional Intensity adds 1m to width, 1m to length, and 10 cm to depth.

It is invulnerable to Disenchantment, and cannot be dropped by the caster once created. It is frozen solid by Congelation (Hru'u), and by a Vallation of water, ice, or grave earth. It is also blocked by the Obsidian Obelisk (Ksarul), the Muniments of Excellence, the Pearl-Gray Citadel (Ketengku), or by Barring and Broaching (Vimuhla).

Those engulfed in the river take 4d6 damage per round until dead or escaped.

Devitalization Vimuhla & Chiteng)

Permanently drops the target's STR or POW (caster's choice) by 1d3 per Intensity. However, costs the caster 1 POW per Intensity as well.

Devotion To The Flame Vimuhla) (5); touch

The target goes berserk for the Duration. His HP are doubled, and he becomes immune to Fear and the effects of Deadly or Serious Wounds, and keeps fighting till his HP reach 0 (and he dies). His attack is increased by half-again and he cannot parry or dodge. He cannot cast any spells while berserk.

Inexpugnability Vimuhla) (7); touch

The target must be a fighter carrying an edged steel weapon. The weapon takes on a faint flame-like nimbus of orange light. So long as the target wields this weapon, he cannot be hit with another edged melee weapon; each time an opponent's blow would do damage to the target, he takes no damage at all, and instead the opponent takes 1d3 pts of damage! This offers no protection against blunt weapons, missiles, or the Weapon of the Prince of Valor (Karakan), nor does it protect against magic damage.

Infrangible Incandescent Orb Vimuhla & Chiteng) (10); self only

The caster is surrounded by a 3m diameter globe of crackling flames. Those inside are unharmed by the heat. If the caster moves, the globe moves with him. Anyone outside who is touched by the orb takes 3d6 fire damage. Those inside cannot use melee weapons. Those outside can shoot missiles within, or use long-hafted melee weapons

(which take 1d6 damage per round from the fire). The sphere is opaque from outside, reducing outsiders' chances of hitting. It is translucent from within, however, and those inside can shoot missiles with 1/2 normal chances.

By concentration, he can levitate himself and the sphere 10m per round. Disenchantment cancels out the sphere.

Panoply Of Iron (Vimuhla & Chiteng) (6); touch

The target is suffused with a steel-gray hue and surrounded by a halo of reddish light, like the glow emanating from a forge. This spell provides the target with 8 points of armor. He cannot wear or carry any metal. The target cannot cast any spells or use magico-technological devices or the spell cancels.

Wuru

Spell Name

Amethyst Expurgation (3) (shared with Hru'u)

Amorphia

Confusion (shared with Hru'u)

Eater of Souls (3)

Gray Hand (7)

Vindication of Instability (shared with Hru'u)

Amorphia (Wuru) no Multispell

A circular pool of rolling, sparkling, primeval chaos appears at the site designated by the caster. The site must be empty of any structure, individual, or object. It is 1m in diameter per Intensity. Any being entering this pit of other-planar energy is totally destroyed. The pool is hard to see in the dark, and if the light is dim (moonlight, torchlight, etc.), a Search roll is needed to spot it. Disenchantment destroys the pool.

Eater Of Souls (Wuru) 3

Appearing 1m before the caster is a hideous automaton, gnarled and knobbed like a stick of blackened, ancient wood. The caster must take 1 round to point out and name the target. The name must be known, or the spell flops; it is thus useless against animals, strangers, and beings who lack personal names. The Eater pursues its target to the limit of Range and Duration. The Eater of Souls will fight others in its way, struggle past obstacles, break through doors, and move mindlessly forward against any odds, trying to catch and attack the target. If the target is slain, the murderous being attempts to consume his organs, taking 2 minutes to do so. If it succeeds, the target cannot be revived nor can his Spirit be contacted in the Isles of the Excellent Dead. The Eater can be dispelled by Disenchantment.

The Eater comes armed with any weapon the caster chooses. Per Intensity, the Eater of Souls has STR 2d6, SIZ 1d6, Attack 20, and 2 armor pts. It always has DEX 20, CON 30, and Move 50.

Gray Hand (Wuru) (7); touch; instant

If the target fails to resist, he is reduced to a pile of gray ash. In its basic version, the spell can only penetrate 1 pt of armor and cannot affect a creature larger than the caster. Each additional Intensity can be used for one of the following:

- a. penetrate an additional pt of armor
- b. drop the target's STR & CON by 1d3 (only meaningful if Revivication is attempted)
- c. permit the spell to affect 6 extra SIZ pts of target

Tekumel Bestiary

The creatures of Tekumel are unlike the creatures of any standard fantasy world. Many of them are six-legged, or breathe poisonous gas, or hypnotize their prey. They are very enjoyable opponents for hack-n-slash gaming, which is the yang to the yin of political intrigue in most role-playing campaigns set on Tekumel.

Underworld Creatures

Aqaa (The Worm of the Catacombs)

These huge accordion-shaped worms range from 6m to 18m long. They are covered with ragged brown bristles and swallow prey whole. A victim swallowed by an aqaa can try to cut his way out if he has a short edged weapon in hand. He must succeed in an attack roll first, and then roll damage (the aqaa has no internal armor). Damage rolled times 5% gives his chance of cutting a hole big enough to crawl out. Friends can try to cut him out using the same procedure; except that the aqaa's armor counts vs. their attacks. If the aqaa is killed, all subsequent attacks automatically hit.

characteristic	average	
STR 2d6+6 per 3m length	26-78	Move 5/3m
CON 2d6+6 per 3m length	26-78	Armor 2+1 per d6 damage bonus
SIZ 2d6+12 per 3m length	38-114	Hit Pts 32-96
POW 4d6	14	
DEX 1d6	3-4	

Weapon	SR	Attk%	Damage
Engulf	8	90	3d6 to 11d6 (equal to damage bonus)
Tail Lash	8	90	3d3 to 11d3 (equal to 1/2 damage bonus)

COMBAT NOTES: Engulf does no actual damage. Instead, if the "damage" exceeds the target's SIZ, he is swallowed, and takes 4 pts acid damage ignoring armor, and do so each round thereafter.

The aqaa can use both engulf & tail lash on each combat round, if the tunnel is wide enough to permit it.

Biridlu (The Mantle)

Ancient treasure guardians are cape-like, black, flying creatures which cling to ceilings and drop down upon their prey. They then suffocate their gibbering victim in their powerfully-muscled folds. They are immune to chlen-hide and crushing weapons (like maces).

A trapped victim can cut himself loose in the same way as with the aqaa (see above). However, the biridlu's armor counts against any such attempt. A victim's friends cannot free him except by killing the biridlu.

Biridlus fight maniacally until slain. Their bodies must be burned or dissolved in acid to prevent them returning to life, as they regenerate 3 pts per combat round.

characteristic	average	
STR 8d6	28	Move 20/35 flying
CON 3d6+6	16-17	Armor 6 pts
SIZ 4d6+6	20	Hit Pts 19
POW 4d6	14	
DEX 4d6	14	

Weapon	SR	Attk%	Damage
Strangle	7	70	1d6 per round

COMBAT NOTES: the strangle attack ignores all armor protection. Birdlu are immune to chlen-hide weapons, and regenerate 3 HP per round.

Chnelh (The Ape Mutant)

These were created from some ancient Earth ape stock millennia ago. They have long sharp jaws and teeth and large jewel-like eyes beneath beetling brows. They'll attack groups they outnumber, but flee if outnumbered. They use crude clubs and spears, but cannot be tamed. They travel in large bands, sometimes numbering in the hundreds.

characteristic	average				
STR	2d6	7	Move	40	
CON	2d6	7	Armor	1 pt	hide
SIZ	3d6	10-11	Hit	Pts	9
INT	2d6	7			
POW	1d6+6	9-10			
DEX	4d6	14			
Weapon	SR	Attk%	Damage	Parr%	Pts
Club	9	55	1d8	55	6
Spear	8	55	1d6+1	55	6

Dlaqo (The Carrion Beetle)

Great armored creatures with iridescent green carapaces, six legs, and powerful scissors-like mandibles. They attack only if they can surprise a group, or if the party is a small one (1-12). Otherwise they scuttle away. They are carrion-feeders, and may be found in any area containing a recently-slain being. They range in size from 2m to 6m long.

characteristic	average				
STR	4d6 per 2m length	14-42	Move	20	
CON	3d6 per 2m length	10-32	Armor	8	pts
SIZ	3d6+6 per 2m length	16-50	Hit	Pts	13-41
POW	3d6	10-11			
DEX	1d6	3-4			
Weapon	SR	Attk%	Damage		
Bite	7	80	1d10 + 1d4 to 5d6		

Hli'ir (The Beast With the Unendurable Face)

These mad creatures are so hideous to look upon that anyone who does so may go insane. When in combat, anyone fighting a hli'ir must roll INTx5 each round or look at the face; which entails a POW x 3 roll to keep from going mad. A mad victim generally attacks his friends, but effects vary.

A hli'ir often (1/3 of the time) simply rushes through a party, without stopping to fight. They are immune to chlen-hide, but a mace, flail, or other crushing weapon may stun the hli'ir if it penetrates the hli'ir's armor (chances of success are equal to 10% times the damage done to the hli'ir).

characteristic	average				
STR	6d6	21	Move	40	
CON	4d6+12	26	Armor	6	pts
SIZ	2d6+6	13	Hit	Pts	20
POW	2d6+12	19	DODGE:	85	
DEX	4d6	14			

Weapon	SR	Attk%	Damage
Slash	8	80	2d8+1d6

Hra (The Bloodsucker)

These great, gray undead monsters fight as men do, with swords or lances. They cannot stand daylight. Their victims are drained of all blood and body fluids and nothing is left but a husk. They can only be slain by touching them with an *Amulet of the Great God* after they are reduced to 0 HP. Otherwise, they keep regenerating.

characteristic	average				
STR	3d6 x 3	30-33	Move	40	
CON	3d6 x 3	30-33	Armor	4	
SIZ	2d6+6	13	Hit	Pts	23
INT	2d6+6	13			
POW	1d6+12	15-16			
DEX	3d6	10-11			

Weapon	SR	Attk%	Damage	Parr%	Pts
Bastard Sword	7	75	1d10+1+2d6	75	12
Long Spear	6	75	1d8+1+2d6	75	10
Bite	9	75	2d6 + 1d6 STR drain		--

COMBAT NOTES: Can attack with melee weapon followed by a bite 3 SRs later. If the bite hits home, the hra drains 1d6 of the target's STR (recoverable by an hour or two of rest per pt.). They regenerate at the rate of 2 pts per round.

Huru'u The Howler

Spectral undead which wander howling. They can be heard up to 60m away, but their howl has the virtue that they automatically perceive any beings that can hear them. Anyone within 3m of a huru'u is completely deafened by the howling. This distraction lowers all skill chances by 10, in addition to its more obvious effects. Anyone killed by a Huru'u and then revived loses ½ his or her CON, in addition to other penalties of revivification.

Huru'u can be driven off by protective spells, and are vulnerable to fire.

characteristic	average				
STR	3d6	10-11	Move	30	
CON	3d6 x 2	20-22	Armor	2	pts
SIZ	2d6+6	13	Hit	Pts	17
INT	2d6+6	13			
POW	3d6	10-11			
DEX	3d6	10-11			

Weapon	SR	Attk%	Damage
Claw	8	65	1d10

COMBAT NOTES: chlen-hide weapons do only 1/2 damage. This is done BEFORE subtracting for the Huru'u's armor.

Kayi (The Eye)

An odd creature consisting of a large gas bag and a huge, single, bulging eye. They prefer to hang high in the air in dark corners or forest canopies and drop their thin, fibrous tentacle nets down upon passersby.

The web can be pulled off or cut away with a successful DEX x 3 roll. If this is done, the kayi can continue to fight, using other tentacles, but it cannot recreate its deadly net without several hours of time.

They normally fight just out of reach of weapons with SRs less than 4. A flaming arrow will ignite their gas bag and bring them to the ground on any hit penetrating armor.

characteristic	average		
STR	2d6	7	Move 50
CON	3d6+6	16-17	Armor 2 pts
SIZ	3d6+6	16-17	Hit Pts 17
POW	3d6	10-11	
DEX	2d6+12	19	

Weapon	SR	Attk%	Damage
Tentacle Net	1	95	2d6
Tentacle	2	70	1d10

COMBAT NOTES: anyone hit by the Tentacle Net loses 1d4 STR (permanently) each round after the first. Their Tentacle Net is for all intents and purposes a ranged weapon, and their regular tentacle attack has such a long reach it has a base SR of 0.

Kurgha (Eaters of Carrion)

Scuttling six-limbed furry beasts around 4' long and 3" tall. They have sharp, horny beaks and three eyes. They live on refuse and carrion, and only attack if they outnumber a party. Their repulsive stench warns a party of their presence at a distance of 15m.

characteristic	average	Weapon	SR	Attk%	Damage
STR	2d6	7			
CON	3d6	10-11			
SIZ	1d6+6	9-10			
POW	2d6	7			
DEX	2d6+6	13			
		Weapon	SR	Attk%	Damage
		Bite	9	50	1d8
		Move	40		
		Armor	2 pt	hide	
		Hit	Pts	10	

Marashyalu (TheWhimperer)

Supernatural masters of illusion, appearing as children, women, wounded friends, etc., and they weep, imploring help. If the marashyalu succeeds in carrying off a victim, it sucks all the soft organs out of his body by inserting a long proboscis into the mouth or other opening. Magical defenses can hold them off.

characteristic		average			
STR	3d6	10-11	Move	40	
CON	2d6+12	19	Armor	6	pts
SIZ	2d6+6	13	Hit	Pts	16
INT	2d6+6	13	Magic	Pts	19
POW	2d6+12	19			
DEX	2d6+6	13	DODGE: 50		
Weapon	SR	Attk%	Damage	Parr%	Pts
Spur	5	70	1d8	70	10
Hypnotize	1	Auto	hypnotize	--	--

COMBAT NOTES: Fights using a long bony spur (base SR 1). The spur may look like whatever type of weapon the Marashyalu desires, but does damage as the spur.

MAGIC: the hypnosis attack has a range of 10 meters, and costs the Marashyalu 1 MP to use. Anyone failing to resist is overcome, and can be commanded to fight against his own party.

Mrur (The Undead)

Mindless animated corpses, usually dead warriors. They always attack and never retreat. They regenerate from their wounds at 1 pt/round unless destroyed by fire, acid, or similar techniques. Normally, their attack and parry are equal to their DEX x 5.

characteristic		average					
STR	3d6 x 1.5	15-17	Move	20			
CON	3d6 x 1.5	15-17	Armor	2	pts		
SIZ	2d6+6	13	Hit	Pts	15		
POW	3d6	10-11					
DEX	3d6	10-11					
Weapon	SR	Attk%	Damage	Parr%	Pts		
Broadsword	6	55	1d8+1+1d4	55	8		

COMBAT NOTES: can wield any type of weapon. Usually only have old deteriorated arms (hence the lower armor points)

Mu'agh (The Jellyfish)

Acid-secreting gelatinous creatures which range from 1' to 10' in diameter. They hide in dark, damp places. Damage done by the mu'agh is incurable -- the area destroyed is permanently out of action. The acid cannot penetrate chlen-hide, but eats away steel, cloth, leather, etc., with no problem. They can be slain by fire and intense cold. The mu'agh automatically "hits" its prey, since all it needs to do is make contact. The target can leap away by succeeding in a DEX x 5 roll.

characteristic		average			
STR	n/a	n/a	Move	10	
CON	3-12d6	10-42	Armor	0	
SIZ	1-10d6	3-35	Hit	Pts	7-39
POW	3d6	10-11			
DEX	1d6	3-4			
Weapon	SR	Attk%	Damage		
Touch	10	Auto	6 pt acid		

COMBAT NOTES: any weapons hitting the Mu'agh take 6 pt acid damage per hit, except for chlen-hide weapons.

Ngayu (The Eater of Swords)

Flattish crustaceans with powerful claws and six legs; an artificial creature of long ago. Their main weapon is a secretion which they can squirt up to 6m; this liquid affects only metal, destroying it completely. The secretion has no effect upon organic material, including chlen-hide.

characteristic			average		
STR	4d6	14	Move	40	
CON	4d6	14	Armor	6	pts
SIZ	4d6	14	Hit	Pts	14
POW	4d6	14			
DEX	4d6	14			
Weapon	SR		Attk%		Damage

Claw	8	70	2d4+1d4
Spray	2	70	Special

COMBAT NOTES: If metal is present, there is a 50% chance it will use the spray, rather than its claws. Anyone hit by the spray must roll 1d6. 1 = 1/6 of his steel objects are gone; 2 = 2/6, and so forth, up to 6 = all are gone.

Ngoro (The Whelk)

A huge (10m across) flattened entity whose upper side looks much like rough stone, and whose underside is covered with millions of cilia. It is intelligent and communicate via telepathy. It sometimes lies flat upon the ground, waits until someone steps on it, then rolls up, crushing the prey. It may also simply hump up over its targets, enfolding and crushing them. Anyone trapped in this way cannot escape until the Ngoro is killed.

They can hold miniature weapons in their cilia (including Eyes), and may fight in this manner as well.

characteristic	average				
STR	15d6	52-53	Move	20	
CON	10d6	35	Armor	3	pts
SIZ	20d6	70	Hit	Pts	53
INT	3d6+6	16-17			
POW	6d6	21			
DEX	3d6	10-11			
Weapon	SR	Attk%	Damage	Parr%	Pts
Crush	6	Auto.	7d3/round	--	--
Weapons	6	90	1d10 (impales)	90	8

COMBAT NOTES: Crush does 1/2 the Ngoro's damage bonus. It can make 1 attack with Weapons per d6 damage bonus. A typical Ngoro can attack 7 times simultaneously. It has enough weapons that it will never run out.

Nshe (The Flowing One)

Another product of ancient sorcery. These are composed entirely of viscous, watery liquid, and can flow into any shape they wish, pass under doors, through cracks, etc. It can rise up in a rough form (humanoid, serpent, etc.).

In practice, the nshe is nearly impossible to destroy. Weapons cannot slay it, nor can most spells, though damage can temporarily disrupt its internal structure. Poison and disease are completely ineffective.

A standard defense against the nshe is fire. Each round in which the nshe takes damage from fire gives a 10% chance that the nshe will flee, since fire is one of the few things that can harm the monster. Other techniques include the *Amulet Against the Iniquitous Nshe* (which forces the nshe to retreat automatically), and the spell of *Calm* (which forces the nshe to retreat if its resistance is overcome).

characteristic	average				
STR	2d6+12	19	Move	50	
CON	4d6+24	38	Armor	0 (but see below)	
SIZ	2d6+12	19	Hit	Pts	28
INT	3d6	10-11			
POW	3d6+6	16-17			
DEX	3d6+12	22-23			
Weapon	SR	Attk%	Damage		
Strike	4	90	1d6+1d6		
Engulf	4	Auto.	1d6/round		

COMBAT NOTES: The strike does normal combat damage. If the Nshe chooses to engulf its target, it pools around him and forces itself into his internal organs, doing 1d6 damage per round until armor is overcome, then all extra damage is done right to hp.

ARMOR: The Nshe has no armor, but all attacks by all weapon types do only minimum possible damage (i.e., a hit by a broadsword does 2 damage, 3 if the user has a damage bonus). Once its internal structure has been completely disrupted (i.e., at 0 HP), it takes it at least a minute to reorganize, during which time a party could flee. Once it has reorganized, the Nshe is back to full HP.

Flame attacks also do only minimum damage, but the Nshe takes time to heal, and cannot simply reorganize itself.

Qol (The Serpent-Headed Ones)

Mutants from human stock created by the priests of Ksarul. Their bodies are vaguely humanoid, with a slender reptilian neck and a flat rattler-like skull. They see well in darkness, and fear bright light. They fight with poison weapons, including arrows, and their bite is also deadly. They are not courageous, and usually Qol will not attack unless the Qol outnumber potential prey.

characteristic	average	
STR 1d6+6	9-10	Move 30
CON 3d6	10-11	Armor: 6 pt horny hide + robes
SIZ 1d6+6	9-10	Hit Pts: 11
INT 2d6+3	10	
POW 2d6	7	
DEX 3d6	10-11	

Weapon	SR	Attk%	Damage	Parr%	Pts
Scimitar	8	50	1d6+2+poison	50	10
Mdm Shield	9	05	1d6	50	10
Short Bow	3/9	50	1d6+1+poison	20	5
Bite	9	50	1d6+poison	--	--

COMBAT NOTES: Each round, a qol can bite plus attack and parry with weapons. The bite injects venom with a POT equal to the qol's CON. All weapons are normally coated with the qol's own venom.

Qumqum (The Thunderer)

This spectral creature is invisible to humans, but not to Pe Choi. It can be heard coming, however, at a distance of up to 150 meters, since it makes a terrible roaring noise as it goes. It fights with a heavy polearm forged long ago by the *Brethren of the Scarlet Nail*, a sect of the Priesthood of Sarku.

It can be driven off with an *Eye of Detestation*, or controlled by the *Incomparable Eye of Command*. Fire may also drive it off (10% chance per point of damage it takes)

characteristic	average	
STR 2d6+12	19	Move 40
CON 3d6+12	22-23	Armor: 2 pts
SIZ 3d6+12	22-23	Hit Pts: 23
INT 2d6+4	11	
POW 4d6	14	
DEX 3d6	10-11	

Weapon	SR	Attk%	Damage	Parr%	Pts
Halberd	4	85+20	3d6+2d6	85	12

COMBAT NOTES: Because the qumqum is invisible, it normally gets to add +20 to its attacks, since the target does not know exactly where the attack is coming from.

In addition, an enemy's chances of hitting the qumqum in melee are halved. Missiles only have 1/4 normal chances of hitting.

None of these penalties apply to Pe Choi, or to others capable of seeing these creatures.

Ru'un (The Demon of Bronze)

Animated bronze automatons set to guard dimensional nexus points by the ancients, as well as watch over other treasures. There are many varieties of Ru'un, since they could be manufactured in any form. Essentially, they are war robots.

Most Ru'un can see invisible planes and hear sounds inaudible even to a Pe Choi. They obey only the *Incomparable Eye of Command* and the *Amulet of Ruling the Ru'un* (and even these are not infallible).

One common type is covered with a fine network of wires imparting a powerful electric shock to anyone touching it. This type also carries an enchanted sword at the end of one arm, and a steel-bolt thrower in the other.

Sagun (The Fungus)

An animated fungus standing about eight feet tall. This pallid convoluted, leafy-looking creature sways forward upon its mobile stalk to strike with woody claws. It also emits devastating spores.

characteristic	average		
STR	3d6+6	16-17	Move 30
CON	3d6+12	22-23	Armor: 7 pts
SIZ	3d6+18	28-29	Hit Pts: 35
POW	4d6	14	
DEX	2d6	7	
Weapon	SR	Attk%	Damage
Claws	7	85+20	3d6+2d6
Spores	4	Auto	poison POT

COMBAT NOTES: each round the Sagun attacks with claws and also breathes out spores. Everyone within 3m of the Sagun must hold their breath each round or inhale the poison.

Shedra (The Eater of the Dead)

Flesh-eating undead, gray and shriveled almost beyond human form. They wander ceaselessly seeking food. They fight with cursed steel swords and a person killed by one of them will himself become a Shedra unless *Alleviation* is cast upon the corpse.

characteristic	average				
STR	3D6 x 2	20-22	Move	30	
CON	3d6 x 2	20-22	Armor:	2	pts
SIZ	2d6+6	13	Hit	Pts:	18
POW	3d6	10-11			
DEX	3d6	10-11			
Weapon	SR	Attk	Damage	Parr	Pts
Scimitar	7	50	1d6+2+1d6	50	12

Sro (The Dragon)

These reptiles can walk, swim, and fly. Like so many of Tekumel's fauna, they are six-legged with a pair of small arms just beneath their long, dragon-like head. They are intelligent enough to value treasure and use it in exchange for goods, and thus can be bought off. Typically, they range from 4m to 20m in length.

characteristic	average	
STR 2d6 per 2m length	14-70	Move 30 land/40 swim/70 fly
CON 2d6 per 2m length	14-70	Armor: 8
SIZ 3d6 per 2m length	21-105	HP: 18-88
INT 2d6	7	
POW 1d6+12	16-17	
DEX 3d6	10-11	

Weapon	SR	Attk	Damage	Parr	Pts
Bite	6	80	1d6+1d6 to 10d6	--	--
Sword	5	80	2d6+1d6 to 10d6	50	12

COMBAT: each round, the sro can attack with both swords and its bite, plus it can parry with each sword.

Thunru'u (The Eater of Eyes)

Manlike, doughy and blubbery, with two saucer-like eyes, a grayish beak, and rolls of skin which hang about it like a robe. They like to kill the Kayi, but also attack men to eat the eyes, relishing these over any other type of food. They can often be repelled by the odor of the aphrodisiac Tsural buds.

characteristic	average	
STR 3d6+12	22-23	Move 40
CON 2d6+12	19	Armor: 4 pts
SIZ 3d6+12	22-23	Hit Pts: 21
INT 3d6	10-11	
POW 3d6+6	16-17	
DEX 2d6+6	13	

Weapon	SR	Attk	Damage
Fist	5	70	1d3+2d6
Grapple	5	70	1d6+2d6

COMBAT NOTES: fight as unarmed humans (usually get two fist attacks per round or one grapple). A grappled human is held down while another Thunru'u has his way with the victim.

Tsu'uru (The Illusion-Master)

Beings related to the Marashyalu. They appear as naything they wish, using telepathy to determine what potential prey is likeliest to believe. The illusion is maintained until they are slain, whereupon they revert to their own forms -- a bundle of ropy, lump tentacles with a central brain ganglion. They can appear as a Ru'un, a friend, etc.

Tsu'uru are immune to all magic, including mind-reading.

characteristic	average	
STR 4d6	14	Move 40
CON 3d6+12	22-23	Armor 6 pts
SIZ 3d6+6	16-17	Hit Pts 20
INT 3d6+6	16-17	
POW 3d6+12	22-23	
DEX 2d6+6	13	DODGE: 50

MAG 1d4+2 4-5

Weapon	SR	Attk%	Damage
Tentacle whip	5	90	1d6+1d4

COMBAT NOTES: Can attack with four tentacles at once (base SR of 1). Tentacles can entangle as with a flail weapon.

Yeleth (The Angel of Doom)

Androids looking like beautiful maidens or youths. They have paper-white skin and hair like polished ebony.

characteristic	average	
STR 3d6+12	22-23	Move 30
CON 25	25	Armor 3 pts
SIZ 2d6+4	11	Hit Pts 18
INT 15	15	
POW 3d6	10-11	
DEX 19	19	DODGE: 90

Weapon	SR	Attk%	Damage
Rapier	5	90	1d6+1+1d6
Hypnotize	1	Auto.	POW vs. POW

MAGIC: Each round, the Yeleth matches its POW vs. the POW of everyone else it is battling (within 6m). Anyone who is overcome is hypnotized, and can be ordered to fight against his own friends (in which case he gets a chance to resist the hypnosis at the end of each full round) or simply paralyzed forever (in which case he stays frozen forever). Disenchantment cures the problem.

Outdoor Monsters

Dnelu (The Concealed Leaper)

Hairy six-legged creatures which build underground dens covered with a thin layer of sod. From these they leap upon passing prey. They have slender rod-like antenna and a barbed prehensile tongue with which they carry their victims down into their lair to feed at their leisure. Large groups are usually immune from the Dnelu's depredations -- it prefers solitary prey.

characteristic	average	
STR 2d6+12	19	Move 50
CON 3d6	10-11	Armor: 5 pt tough hide
SIZ 2d6+9	15	Hit Pts: 13
POW 3d6	10-11	
DEX 2d6+12	19	

Weapon	SR	Attk	Damage
Antennae	4	50	none, but see below
Tongue	4	50	1d6+1d6
Bite	10	Auto	3d4+1d6

COMBAT: The tongue and antennae have a base SR of 1. Normally attacks w/both antennae and the tongue simultaneously. If at least two out of these three attacks hit, it can bite on that same round on SR 10. It must succeed again with two hits out of three on the following round to bite again.

Cholokh (The Flying Octopus)

A six-legged, brown-gray, chitinous creature with long iridescent wings hidden beneath a shell cover. Near its powerful frontal mandibles it has eight small tentacles with which it hurls sharp fragments of rock.

characteristic	average	
STR 1d6+6	9-10	Move 20/60 flying
CON 3d6	10-11	Armor: 4 pt chitin
SIZ 2d6	7	Hit Pts: 9
POW 2d6	7	
DEX 2d6+12	19	

Weapon	SR	Attk	Damage
Bite	8	40	1d10
Thrown Rock	1/5/9	40	2d4

COMBAT: can throw stones in the same round it bites

Blakolel (The Steed of Sarku)

This titanic insectoid (3-4m long) is somewhat intelligent and may be friendly. Its black mandibles are a byword for malign strength, and its shiny black armor gives it its nickname. It has six legs and heavy, gleaming wings.

characteristic	average	
STR 6d6+12	33	Move 20/40 flying
CON 3d6+12	22-23	Armor: 6 pt chitin
SIZ 6d6+12	33	Hit Pts: 28
INT 1d6+2	5-6	
POW 1d6+6	9-10	
DEX 2d6	7	

Weapon	SR	Attk	Damage
Bite	7	60	2d10+3d6

Gerednya (The Winged Worm)

Long slender gray-green worms with thin membranous wings. They have stings in their prehensile tails. They can also hit with needle-sharp probosces. Their wings and skins can be shriveled by fire, so this sometimes drives them off. The wing cases of a Gerednya are worth around 100 kaitars to makers of Chlen-hide armor, since they contain a chemical used in molding the hide.

characteristic	average	
STR 3d6	16-17	Move 10/60 flying
CON 3d6	10-11	Armor: 4 pts
SIZ 3d6	10-11	Hit Pts: 10-11
POW 3d6	10-11	
DEX 2d6+6	13	Dodge: 40

Weapon	SR	Attk	Damage
Proboscis	9	40	1d10+1d4
Sting	9	40	1d6+1d4 + poison POT = CON

COMBAT NOTES: the sting injects a poison with a potency equal to the Gerednya's CON. Can use both proboscis and sting simultaneously.

Giriku (The Pterodactyl)

Blue-green nocturnal reptiles with long beaks set with three rows of needle teeth. Their six eyes see easily in the dark, and they usually hunt during dark overcast or even stormy nights, when their prey are blind, or nearly so, thus giving the Giriku a significant advantage in combat. They emit a peculiar repellent musty odor.

characteristic	average	
STR 4d6	14	Move 20/80 flying
CON 4d6	14	Armor: 4 pts
SIZ 2d6+3	10	Hit Pts: 12
POW 3d6	10-11	
DEX 2d6+6	13	Dodge: 50

Weapon	SR	Attk	Damage
Bite	9	50	1d8

Kheshchal (The Plumed Bird)

Semi-intelligent bird-like beings which are covered with brilliant plumage used for feather capes, helmet crests, etc. Their feathers are thus highly valuable (1d20 x 100 kaitars?) They are wary, and fear humans. They can be captured and tamed (worth even more than a dead one's plumage).

INT 2d4 is typical. They are quite large birds, bigger than seagulls, but not so large as turkeys.

Kyni (The Falcon)

Brownish avians with a limited intelligence plus the ability to speak if properly trained. They are useful as hunters and spies both, since they can report back to their masters on troop dispositions, terrain, etc. They can be trapped, lured down with Tsural buds, or shot down with blunt-headed arrows smeared with glue. Kyni are extremely wary.

INT 2d6 is typical. Kyni are the size of terns or small hawks.

Lri (Flying Stinger)

Stilt-like insectoid creatures related to the hideous Hluss. They sting with their long, segmented tails, paralyzing their victims, then flying them off to the nest, where the Lri feeds the hapless victim immediately to its young. Several Lri normally share a single nest (as many as 20, sometimes). A paralyzed victim can be cured by an Alleviation spell.

characteristic	average	
STR 3d6+12	22-23	Move 20/80 flying
CON 4d6	14	Armor: 6 pt chitin
SIZ 4d6+12	26	Hit Pts: 20
POW 3d6	10-11	
DEX 2d6+18	25	

Weapon	SR	Attk	Damage
Sting	5	50	1d8+2d6

COMBAT NOTES: sting injects paralyzing venom with POT equal to the Lri's CON.

Shanu'u (Flying Killer)

Long slender winged killers which are warmblooded and covered with grayish fur. They are relatives of the Hlaka, and a Hlaka can match its POW vs. a Shanu'u's POW. If the Hlaka wins, the Shanu'u obeys the Hlaka until it can break free (by matching its POW vs. the Hlaka's each round). Once it has broken free, the Hlaka cannot control that Shanu'u any more.

A Shanu'u is 6-9 meters long, including its long tufted tail. Despite their size, Shanu'u do not always attack humans, and sometimes evade even single humans or small parties.

characteristic	average	
STR 4d6	14	Move 50/80 flying
CON 2d6+12	19	Armor: 5 pt fur and hide
SIZ 6d6	21	HP: 20
INT 1d6	3-4	
POW 3d6	10-11	
DEX 3d6+6	16-17	

Weapon	SR	Attk	Damage
Bite	5	50	1d6+1d6
Claw	5	50	1d6+1d6

COMBAT NOTES: a shanu'u bites and uses both claws each round, for three simultaneous attacks.

Teqeqmu (Flying Fungoid Creature)

A spongy khaki-colored shapeless bag of noxious gases floats on the wind in mountainous, forested, or swampy regions. When it sees potential prey, it drops down and exudes poisonous gas. It can also hit with its whip-like central tentacle.

STATS NOT YET DONE.

Vorodla (The Flying Undead)

Dingy blackish creatures which hover near tombs and ruins. They are the restructured bodies of ancient warriors, set originally to fight in defense of the Citadel of Ksarul. They have huge, leather wings and dwell in caves. They are mindlessly malign, like Mrur. A slain Vorodla regenerates 2 hit pts per round until it is alive again. Burning the corpse prevents this regeneration.

Vorodla are not harmed by sunlight, but their skills are reduced by 20 percentiles.

characteristic	average	
STR 3d6 x 2	20-22	Move 20/80 flying
CON 3d6 x 2	20-22	Armor: 3 pt cuirbouilli
SIZ 2d6+6	13	HP: 18
POW 3d6	10-11	
DEX 4d6	14	

Weapon	SR	Attk	Damage
Claw	9	90	1d6+1d6 + see below

COMBAT NOTES: a vorodla's attack and parry is normally equal to his DEX x 5. Anyone wounded by a vorodla must match his POW vs. the vorodla's POW, or he permanently loses a point off his STR, CON, or POW. Different vorodlas attack different statistics.

Vringalu (The Flying Snake)

Ropy blue-black feathered snake-like creatures are extremely vicious. The wings of these animals make excellent leather for boots and clothing. A tanner may pay 100 kaitars per wing. Vringalu poison is dangerous to touch, not just to inject.

characteristic	average	
STR 3d6+12	22-23	Move 20/80 flying
CON 1d6+12	15-16	Armor: 3 pt scales
SIZ 3d6+12	22-23	HP: 19
POW 3d6	10-11	
DEX 4d6	14	

Weapon	SR	Attk	Damage
Bite	7	70	1d6+2d6

COMBAT NOTES: the vringalu's teeth contains poison which produces a hideous rotting gangrene. An anti-disease spell or drugs must be used within the hour or the victim is doomed to die. There is no resistance roll -- if you are bitten, you die unless cured.

Intelligent Creatures of Tekumel

Ahoggya (The Knobbed Ones)

Knobby, brownish, bristly creatures 4-5 feet high, but tremendously broad and strong. Their upper body is surmounted by four powerful arms, and their eyes and eating apparatus lie beneath these under a horny protective carapace. They have four thickly muscled legs.

Their gruffness, rude ways, and rank smell make them unappealing to humans. They are generally fearless. The Shen detest the Ahoggya.

characteristic	average	
STR 4d6+12	26	Move 40
CON 3d6+6	16-17	HP 22
SIZ 4d6+12	26	
INT 2d6+2	9	Armor: hide 4 + half-plate 4 = 8 pts
POW 3d6	10-11	
DEX 2d6	7	
APP 1d6	3-4	
MAG 3d6-17	max 1	

Weapon	SR	Attk%	Damage	Parr%	Pts
Bastard Sword	6	25	1d10+1+2d6	25	12
Morningstar	5	25	1d10+1+2d6	25	8
Shield	8	05	1d6+2d6	20	16

COMBAT NOTES: their peculiar form allows them to attack twice per round against a foe on any one side (if carrying enough weapons). If surrounded, they can strike on all sides (i.e., 4 blows/round). They can only parry once per round unless surrounded, in which case they can parry twice.

WEAPONS: huge swords, spears, halberds, flails, and maces (all at 25). No missile weapons except occasional slings (10/0). Use large shields (5/20).

MAGIC: 1 in 10 is a Magic Dampener.

ARMOR: sometimes nail convex plates of chlen hide or steel over their carapaces. Vambraces & greaves of chlen-hide are common. This adds up to the equivalent of half-plate

Hlaka (The Furred Flyers)

Flying beings with leathery wings and grayish fur. They have flattened heads, and three eyes with nictitating membranes, set in a bony crest. A furred ruff conceals their hearing organs. Two arms & two legs and supplemented by a powerful tail fitted with a poisoned rapier-like blade. They are skittish and nervous, usually flying away from battles. They cannot use armor, are weak on the ground, hate walking, and abhor sea voyages. Their curiosity and constant chatter make them annoying companions, and downright dangerous when silence is needed.

characteristic	average	
STR	2d6	7
CON	1d6+6	9-10
SIZ	3d6	10-11
INT	2d6+6	13
POW	3d6	10-11
DEX	3d6+6	16-17
APP	2d6	7
MAG	3d6-15	max 3

Move 20 walking, 130 flying
HP 10
Armor: None. Occasionally wear a chlen-hide skullcap for 1 pt.
DODGE: 35

Weapon	SR	Attk%	Damage	Parr%	Pts
Dart	2/7	25	1d6	20	6
Rapier	7	20	1d6+1	20	8
Sting	10	25	1d6 + poison	--	--

COMBAT NOTES: can attack with their sting at 1/2 their DEX. The sting can impale, and injects a poison with a POT equal to the Hlaka's CON. Successful resistance means 1d6 damage. Normally attack first with melee weapon, followed 3 SRs later by the sting.

WEAPONS: darts or javelins (25), Spears (20), rapiers or smallswords (20), occasionally light crossbows (15/5), plus their sting (25). May drop rocks or incendiaries from the air. No two-handed weapons or bows. Sometimes use small round leather bucklers (5/15).

SKILLS: if their Fatigue limit is surpassed, they cannot fly.

Pachi Lei (The Forest Dwellers)

Doughy eight-limbed creatures with four arms and four legs (with prehensile toes). Their huge, platter-like eyes give them nocturnal vision. They have a natural "sixth sense" that gives them a chance to detect ambushes, secret doors, etc. within 3m if they are searching. They are sociable and interested in human affairs. Despite their four arms, they can only attack once per round, though they can hold alternate weapons in their other limbs.

characteristic	average	
STR	3d6	10-11
CON	1d6+2	5-6
SIZ	3d6+6	16-17
INT	2d6+6	13
POW	4d6	14
DEX	3d6	10-11
APP	1d6+6	9-10

Move 30
HP 11
Armor: none natural. Use half-armor for 4 pts.

MAG 3d6-15 max 3

Weapon	SR	Attk%	Damage	Parr%	Pts
Greatsword	5	25	2d8+1d4	25	12
Mdm Crossbow	3	35	2d4+2	20	8
Buckler	7	05	1d4+1d4	20	8

WEAPONS: long 1H swords (20), 2H swords (25), plus long spears and polearms (15). They are expert with the crossbow (35). Use wicker or wood bucklers (5/20).

SKILLS: excellent climbers; base Climb = DEX x 5. Possess Sixth Sense skill starting at 30%. This allows them to detect things normally undetectable, like ambushes & secret doors.

ARMOR: they do not armor their lower bodies or legs, which would make it hard for them to move.

Pe Choi (The Listeners)

The Pe Choi are graceful and agile. They stand approximately seven feet tall, have six limbs, and are easily recognized by their fan-like ear appendages and prognathous mandible-jaw. Males are glossy black, females white. Their hearing is excellent.

If wounded, their chitinous exoskeleton takes longer to heal. Double all normal costs for healing spells and time needed to heal. 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 Pe Choi can drown, therefore, in about 1m of water, and can never swim. The Pe Choi do not live as long as humans, normally living only 20-30 years.

They can strike twice a round. Their hearing is excellent. They also possess a telepathic ability which manifests itself in two ways; they can sense the presence of living beings within 2m of themselves, and they know whenever another Pe Choi dies within 5 km. They are cultured and clever, and progress well in the hierarchies of man's societies.

characteristic average

STR	2d6+6	13	Move 40
CON	3d6	10-11	HP 14
SIZ	3d6+6	16-17	
INT	2d6+6	13	Armor: none natural. May wear half-plate
POW	5d6	17-18	for 4, or plate + mail for 5.
DEX	4d6	14	
APP	2d6+6	13	
MAG	3d6-14	max 4	

Weapon	SR	Attk%	Damage	Parr%	Pts
Javelin	3/9	20	1d10+1d4	20	8
Rapier	6	25	1d6+1+1d4	25	8
Target Shield	7	05	1d6+1d4	20	12

COMBAT NOTES: can attack twice per round in melee, using their second set of limbs. If they do this, they do not get a damage bonus on either attack. Use bucklers or targets.

WEAPONS: javelins (20); a variety of swords, including rapiers (25); and light crossbows (20). Use small rhomboid bucklers or larger targets (20).

SKILLS: excellent hearing (always automatically successful except against special and critical successes, when a roll must be made). Cannot swim.

Pygmy Folk

Little creatures only about a meter high. They are rather rodent-like in appearance, with sharp little faces, large round ears, and three-fingered hands. Their glittering black eyes see easily in pitch blackness. They are great

traders and travelers and enthusiastic bargainers. Their hearing at close range is even better than a Pe Choi (they can hear faint sounds through a stone wall 30 cm thick). They are good burrowers, good climbers, and good swimmers.

They normally fight in large groups. They are not brave when alone, but are fierce when accompanied by others of their own species. They have a bad reputation, despite their friendship for mankind; they are thought to be devious, sly, cruel, and greedy. They care little for loyalty or friendship, by human standards.

characteristic	average	
STR 2d6	7	Move 20, 40 in narrow tunnels & caves
CON 3d6	10-11	HP 8
SIZ 1d4+2	4-5	
INT 2d6+6	13	Armor: none natural, can wear any
POW 3d6	10-11	
DEX 5d6	17-18	
APP 2d6	7	DODGE: 20
MAG 3d6-15	max 3	

Weapon	SR	Attk%	Damage	Parr%	Pts
Short Spear	7	20	1d6+1-1d4	20	10
Blowgun	2	20	1d3	20	4

WEAPONS: pikes or long spears (20), hatchets and axes (20), swords (15), bows (20), and blowguns (20). Sometimes use oval shields vs. missiles (only) (5/5).

SKILLS: Climb 75, Swim 75

Shen (The Demon Warriors)

Their gleaming black scales and dragon-like appearance makes them look like huge demon-warriors in fantastic plate armor. They have long beak-like snouts and a glittering crest of slender spines, which they can extend or keep flat along their crowns. They are bipedal, as are men, but also boast a muscular tail with a mace-like horny knob at the end.

The Shen are gruff and harsh, disdaining sorcery, knowledge, and other refinements of their human neighbors. They are divided into different mutually-hostile "egg-groups", and their ferocity during the summer mating season makes them dangerous even to each other.

characteristic	average	
STR 4d6+12	26	Move 50 outside, 20 in confined quarters
CON 3d6	10-11	HP 19
SIZ 4d6+12	26	
INT 2d6+4	11	Armor: hide 3 + half-plate 4 = 7
POW 3d6	10-11	
DEX 2d6	7	
APP 2d6	7	
MAG 3d6-15	max 3	MP 6

Weapon	SR	Attk%	Damage	Parr%	Pts
Axe-Sword	6	25	2d6+2+2d6	25	10
Tail Club	8	4	1d6+2d6	--	--
Pistol-Crossbow	4	20	2d4+2	05	6
Shield	7	05	1d6+2d6	25	16

COMBAT NOTES: can attack with the tail-club in any direction, 3 SRs after another attack. If it uses the tail-club, this counts as one of its two combat actions.

WEAPONS: short heavy axe-swords (like greataxes, but 1H, SR 2, and take enormous strength to use), maces, halberds (all at 25), plus the tail-club (25) and pikes or long spears (20). Also a unique weapon, the pistol-crossbow

(20/5) (as mdm crossbow, but with range of lt crossbow; cannot be cocked by a human). Cannot use crossbows, bows, or slings. Use heavy, large shields (20).

MAGIC: their MPs from POW are only 1/2 their POW.

Swamp Folk

They detest chlen-hide, and will not use weapons made of it. They are excellent sailors, but have no magic aptitude at all. They do not particularly hate or fear magic, they just cannot use it. Hence, human sorcerers are often hired by them.

characteristic	average					
STR	3d6	10-11	Move	20		
CON	4d6	14	HP	14		
SIZ	4d6	14				
INT	2d6+6	13				
POW	3d6	10-11	Armor:	none	natural.	
DEX	3d6	10-11				
APP	3d6	10-11				
Weapon		SR	Attk%	Damage	Parr%	Pts
Light Mace		8	25	1d8+1d4	25	8
Cutlass		7	25	1d4+3+1d4	25	8
Sling		3/9	40	1d8	--	--
Buckler		8	05	1d4+1d4	20	8

WEAPONS: Long spears (20); cutlasses and 1H maces (25). Expert slingers (40), but indifferent archers or crossbowmen (5). Use small square bucklers (20).

MAGIC: no ability at all. 1 in 50 is a magic dampener.

Tinaliya (The Listeners)

Tiny beings, and among the best magicians in Tekumel. They have appallingly literal minds.

characteristic	average					
STR	1d6+2	5-6	Move	25 normal, 50 in constricted areas		
CON	3d6	10-11	HP	8		
SIZ	1d6+2	5-6	Armor:	none	natural	
INT	1d6+12	15-16				
POW	5d6	17-18				
DEX	4d6	14				
APP	2d6+3	10	DODGE:	20		
MAG	3d6-13	max 5				
Weapon		SR	Attk%	Damage	Parr	Pts
2H Spear		7	15	1d8+1-1d4	15	10
Pistol-Crossbow		3	15	1d6+2	05	4
Buckler		9	05	1d4	15	8

WEAPONS: halberds, rapiers, and short spears (15). Have a modified version of the Shen pistol-crossbow (15), doing damage as a light crossbow, with 1/2 range. Use small oval shields (15).

SKILLS: excellent hearing (always automatically successful except against special and critical successes, when a roll must be made).

Hluss (Spawn of the Old Ones)

Insectoid in appearance, with six limbs, chitinous armor, and a row of razor-sharp mandibles beneath their probosces. Their tails are equipped with paralyzing stings. They collect gems and have them set into their body-armor permanently. Their reputation and the horror of their appearance frightens off most would-be combatants.

They can be detected at sea by their constant buzzing sound, and they give off a acidic sweet odor which can be smelled easily at up to 30-40 m. They tend to be unimaginative fighters, and do not employ ruses or stratagems often.

characteristic	average	
STR	2d6+12	19
CON	3d6	10-11
SIZ	3d6+12	22-23
INT	2d6+6	13
POW	4d6	14
DEX	2d6+6	13
MAG	3d6-14	max 4
		Move 25
		HP 17
		Armor: hide 3 + sometimes helmet = 4
		DODGE: 20
		MP 14

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	5	25	1d8+1+2d6	25	12
Claw	8	20/2	1d6+2d6	--	--
Sting	8	35	1d6+2d6	--	--
Heavy Crossbow	3	25	2d6+2	10	8
Shield	6	05	1d6+2d6	25	16

COMBAT NOTES: can rear up and strike with a central claw (this halves their attack chance with both claw and main weapon -- if they only attack w/claw, the claw is not halved) 3 SRs after their main attack. In addition, they can always attack with their sting 3 SRs after their main attack at full chances, without reducing other attacks. Thus, they can attack up to 3 times in a round; once w/ main weapon, then 3 SRs later with both claw and sting -- in doing this the main weapon & claw are halved in attack %. The sting injects a paralyzing poison with a POT equal to their CON.

WEAPONS: long swords in lightning-bolt designs (25), spears & polearms (20), claws (20), and the sting (35). Employ all crossbows (25/10). Use kite shields, with horns and scallops (5/25).

MAGIC: has automatic +2 Magic Skill Bonus.

Hlutrgu (The Swamp Frogs)

This swamp species hates all other intelligent life and attacks indiscriminately and ferociously. They are rubbery, four-limbed creatures with skull-like heads and wide toothy mouths. They carry darts for spearing or throwing, using all four limbs to do so. They have a particularly ugly reputation for torture and atrocities upon prisoners -- this upon Tekumel!

They do not fight as disciplined soldiers, but as a howling mob. They are led by asexual "bosses", distinguishable by their grayish hide and yellow-mottled wattles.

characteristic	average	
STR	2d6+6	13
CON	2d6+6	13
SIZ	1d6+12	15-16
INT	2d6+6	13
POW	2d6+3	10
DEX	2d6+6	13
MAG	3d6-15	max 3
		Move 30
		HP 15
		Armor: none natural
		DODGE: 25
		MP 10

Weapon	SR	Attk%	Damage	Parr%	Pts
Javelin	3	43	1d10+1+2d6	25	8
1H Spear	6	43	1d6+1+1d4	25	8

WEAPONS: javelins and throwing darts (25 thrown or melee), plus 1H maces and long spears (15). They use short bows and light crossbows as well (10). Do not use shields.

ARMOR: leaders sometimes wear leather (often of human skin), but this seems to be more in the nature of a uniform than armor.

Shunned Ones

Tall ragged-looking spectral beings, with long arms and legs. They have a terrible and repellent stench which drives off almost every other species known in Tekumel. Humans can smell them up to 60m away, even in a mild contrary breeze. They are excellent sorcerers and knowledgable in the use of ancient technological devices. Most humans will flee rather than face this alien and merciless race.

They cannot survive more than a week in Tekumel's present atmosphere, and are thus limited to quick forays and expeditions. They are only average fighters and thus depend on sorcery to defend themselves. Each group is accompanied by a leader, somewhat taller than the rest, who uses the most effective spells.

characteristic	average	
STR 4d6	14	Move 40
CON 3d6	10-11	HP 15 (doubled inside their cities)
SIZ 2d6+12	19	
INT 2d6+6	13	Armor: 3 pt wrappings
POW 3d6+6	16-17	
DEX 3d6	10-11	
MAG 3d6-13	max 5	MP 17

Weapon	SR	Att%	Damage	Parr%	Pts
Long Spear	4	30	1d10+1+1d6	30	10
Battleaxe	5	30	1d8+2+1d6	30	8
Javelin w/ atlAtl	2	40	1d10+2d6+1d6	20	6
Shield	6	05	1d6+1d6	30	16

WEAPONS: long hooked spears, greatswords, mauls, polearms, shortswords, and axes (30). They use atlats (40), and with their long arms, atlatl bonuses are doubled. Use oblong metal shields, cut horizontally in two spots to form an "S" shape (30).

Ssu (The Enemies of Man)

Tall, slender six-limbed beings wrapped in what look like grayish shrouds (actually loose integument which keeps shredding and pulling off). They smell like musty cinnamon and make a high, sweet chiming sound. They can see well in the dark, but prefer a dim, blue light. They are excellent sorcerers. They are good at tunneling and never get lost underground.

A Ssu can choose to hypnotize an opponent rather than attack. The victim must resist or obey the Ssu's will. The Ahoggya, Swamp Folk, and Tinaliya are immune to this power.

They are poor swimmers, and become waterlogged and sink if they must remain in water for more than 10 minutes. They are hampered by a rigid command structure; male "leaders" must be present to direct a party; otherwise the Ssu tend to retreat and become demoralized.

Gray Ssu Black Ssu

characteristic average			characteristic average				
STR	2d6+6	13	STR	3d6+18	28-29		
CON	3d6	10-11	CON	4d6	14		
SIZ	2d6+6	13	SIZ	3d6+18	28-29		
INT	2d6+6	13	INT	2d6+6	13		
POW	5d6	17-18	POW	2d6+3	10		
DEX	3d6	10-11	DEX	2d6	7		
MAG	3D6-12	max 6	MAG	3D6-16	max 2		
Move 40 normal, 50 in rough tunnels							
Hit	Pts	12	Hit	Pts	22		
Armor: half-plate 4 pts			Armor: full armor for 6 pts				
Weapon			SR	Attk%	Damage	Parr%	Pts
Scimitar (U arm)			7	30	1d6+2+1d6	30	10
Dagger (L arm)			8	30	1d4+2+1d6	30	6
Mdm Crossbow			3	30	2d4+2	20	8
Large Shield			8	05	1d6+1d6	30	16

COMBAT NOTES: can hold weapons in their central limbs. The Grey Ssu must halve their attack and parry chances when using weapons in both limbs simultaneously. This is not the case for the Black Ssu, so they almost always do this.

WEAPONS: long swords, short spears, and daggers. Typical missile weapon is the medium crossbow. Use shields in the form of three ovals with a point at each end. (All weapons at 30.)