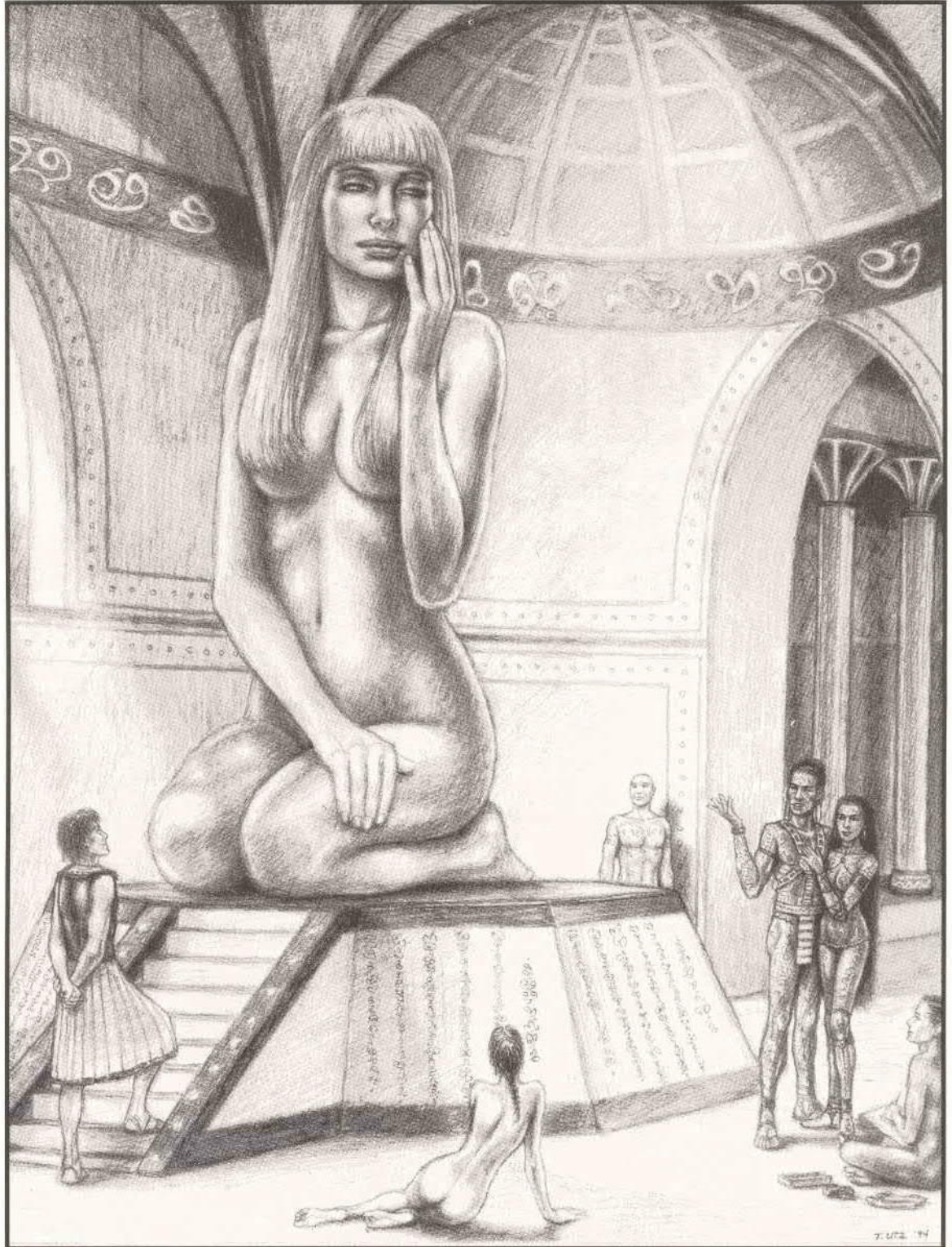


ADVENTURES ON TÉKUMEL GARDÁSIYAL

DEEDS OF GLORY
VOL. 1 - PLAYER'S GUIDE
M.A.R. BARKER & NEIL R. CAULEY



ADVENTURES ON TÉKUMEL: GARÐÁSIYAL

DEEDS OF GLORY – VOLUME 1
THE PLAYER'S GUIDE
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ADVENTURES ON TÉKUMEL GARÐÁSIYAL

DEEDS OF GLORY – volume 1 THE PLAYER'S GUIDE



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CHARACTER
CREATION

Players who wish to generate their own HUMAN characters are referred to the ADVENTURES ON TÉKUMEL series. When generating characters from these books, sorcerers are restricted to level 5 before entering the role-playing game from the solitaire system. They may only exceed this level with the referee's permission. Warriors' weapon skills are limited in the same manner as any other academic skill: no more than two levels of any weapon may be gained in a year through study. Warriors who gain enough experience to purchase weapon skills during the role-playing game may exceed this limit, of course.

Several changes to the character creation system of ADVENTURES ON TÉKUMEL, part one, are noted below:

- Academic and hobby skills are combined into one "skill" category. A maximum of 20 skill levels is all that can now be attained.
- Elementary academic skills, urban, or rural skills can be purchased with advanced skill points at twice the listed cost.
- Outdoor skills may be purchased at double the listed cost with hobby points. In cases where a maximum of 10 skill levels is listed for a skill, this maximum (of 10) still applies.
- For weapon skills, a character may, with the referee's permission, advance beyond 30 levels in noble weapons only (e.g. long sword). These must be gained through experience points, not through hobby or academic skill purchase points. Soldiers in legions where non-noble weapons are used may treat these weapons as noble. This exception is allowed only to soldiers.

For players who wish to play a PREGENERATED human or a nonhuman character, allowances are made below. Included with this game are a number of pregenerated character "archetypes": Tsolyáni priest/sorcerers, warriors, and a group of "friendly" nonhumans to serve as non-player friends and assistants. These archetypes are usable as given: they are all about 20 years of age and include all necessary statistics, names, brief histories, etc. They are thus ready to enter the rôle-playing game.

Players who wish to design a NONHUMAN character (including N'lüss) employ a different procedure from that used for a human character. It is difficult to play a nonhuman realistically; hence, this may be done only with the referee's permission and guidance.

Nonhuman attributes are rolled as for a human in ADVENTURES ON TÉKUMEL, part 1, and these are then modified according to the character's species. For combat purposes, only Height, Build and Strength scores are utilised; to these each species applies modifiers. This gives the character's basic Height-Build-Strength factor, about which more will be

said below. All other scores are used only for skill and attribute tests, which are covered later. Nonhumans also choose skills somewhat differently from humans: any points slated for advanced academic skills may be placed instead into outdoor and rural skills at the player's discretion. The following tables are used for nonhuman characters.

HEIGHT: A D100 ROLL

D100	HUM	AHO	HLK	N'LS	PLÉI	PCHÓI	PGFLK	SHÉN	SWPFLK	TIN
01-20	5'3"	4'7"	4'6"	6'3"	5'	5'4"	1'5"	6'	5'6"	1'11"
21-40	5'4"	4'7"	4'6"	6'4"	5'1"	5'6"	1'6"	6'2"	5'7"	2'
41-60	5'5"	4'8"	4'7"	6'5"	5'2"	5'8"	1'8"	6'4"	5'8"	2'1"
61-70	5'6"	4'8"	4'7"	6'6"	5'3"	5'9"	1'10"	6'6"	5'9"	2'1"
71-80	5'7"	4'9"	4'8"	6'7"	5'4"	5'10"	2'	6'9"	5'10"	2'2"
81-85	5'8"	4'9"	4'8"	6'8"	5'5"	6'	2'1"	7'	5'11"	2'2"
86-89	5'9"	4'10"	4'9"	6'9"	5'6"	6'2"	2'2"	7'1"	6'	2'3"
90-91	5'10"	4'10"	4'9"	6'10"	5'8"	6'4"	2'3"	7'4"	6'1"	2'3"
92-93	5'11"	4'11"	4'10"	6'11"	5'10"	6'6"	2'4"	7'7"	6'2"	2'4"
94-95	6'	5'	4'11"	7'	6'	6'8"	2'6"	7'10"	6'4"	2'4"
96-97	6'1"	5'1"	5'	7'1"	6'2"	6'10"	2'8"	8'	6'6"	2'5"
98-99	6'2"	5'2"	5'1"	7'2"	6'4"	7'	2'10"	8'3"	6'8"	2'5"
100	6'3"	5'3"	5'2"	7'3"	6'6"	7'2"	3'	8'6"	6'10"	2'6"

ALLOWABLE BUILDS: A D100 ROLL (REROLL ANY BUILD WITH NO "X")

D100 FOR A HUMAN	AHO	HLK	N'LS	PLÉI	PCHÓI	PGFLK	SHÉN	SWPFLK	TIN
01-05 VERY SLENDER	-	X	-	-	X	X	-	X	X
06-20 SLENDER	-	X	X	X	X	X	-	X	-
21-65 MEDIUM	X	-	X	X	X	-	X	X	-
66-95 HEAVY	X	-	X	X	-	-	X	X	-
96-100 STOUT	X	-	X	X	-	-	X	X	-

BONUS TO STRENGTH ROLL

AHO GGYÁ	HLÁKA	N'LÜSS	P LÉI	P CHÓI	PYG FLK	SHÉN	SWP FLK	TINLYA
+20	-10	+10	-	-	-10	+20	-	-20

Use Adventures on Tékumel, part one, page 20, to determine the character's Height-Build-Strength factor as if he/she/it were human. Then apply the following species-specific modifier to the HBS score.

BONUS TO HBS FACTOR

AHO GGYÁ	HLÁKA	N'LÜSS	P LÉI	P CHÓI	PYG FLK	SHÉN	SWP FLK	TINLYA
+130	-15	*	-	+30	-25	+150	-	-20

*The N'lüss are a race of tall humans. Modifiers for a N'lüss depend upon his/her build. N'lüss cannot be Very Slender, but a modifier is included here for extra tall Tsolyáni. Characters who are 6'3" tall may roll for height again on the N'lüss table, subtracting 15 from their die roll. Both extra tall Tsolyáni and N'lüss add the following HBS bonus. VS = +55; SL = +70; M = +95; HV = +100; ST = +85. All other N'lüss bonuses are for N'lüss characters only.

Other Attribute Modifiers are as follows. These are used for skill/attribute tests only and do not modify the character's Height-Build-Strength factor.

ATTRIBUTE MODIFIERS

ATTRIBUTE	AHO	HLK	N'ls*	PLÉI	PCHÓI	PgFLK	SHÉN	SWPFLK	TIN
Dexterity	-20	+15	-10	-	+10	+20	-20	-	+10
Intelligence	-10	-	-10	-	-	-	-5	-	+5
Psychic Reservoir	-20	-	-	+10	+20	-	-20	-**	+20
Psychic Ability	-20	-	-5	-	+15	-	-10	-	-15
Comeliness**	-	-	-10	-	+5	-	-	-	-
Charisma*	-40	-20	-15	-5	-	-20	-20	-	-5

*This does not apply when dealing with one's own species.

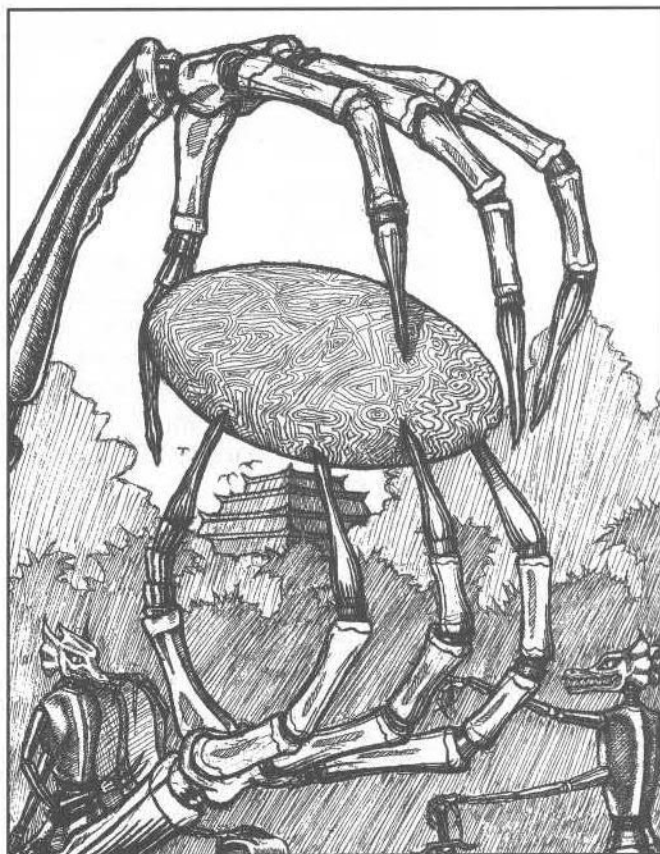
**This species has a maximum Psychic Reservoir of 30, but only 1 in 50 is a psychic dampener.

If the longer and more detailed combat system is used, (see below), then each species' Body Damage Points will differ from those of a human. Modifiers to the Body Damage Points of nonhumans are as shown in the following table.

HIT POINT MODIFIERS (PER BODY AREA)

BODY AREA	AHO	HLK	N'ls	PLÉI	PCHÓI	PgFLK	SHÉN	SWPFLK	TIN
HEAD	+7	-3	+1	-1	-2	-3	+1	-2	-2
EACH ARM	-1	-3	+1	-3	-3	-3	+1	-3	-2
TORSO	NA	-4	+1	-3	-2	-4	+2	-3	NA
ABDOMEN	NA	-4	+1	-3	-1	-4	0	-4	NA
BODY	-5	NA	NA	NA	NA	NA	NA	NA	-10
EACH LEG	+1	-3	+1	-3	-2	-3	0	-3	-3
TAIL	NA	HEAD	NA	NA	LEG	ARM	HEAD	NA	NA
EACH WING	NA	HEAD	NA	NA	NA	NA	NA	NA	NA

The minimum hit point total per body area is 1; modifiers are as for humans of the same Height-Build-Strength factor. Where a body area is listed as "NA" ("non-applicable"), that specific area does not exist for the creature. The area Body is a combination of abdomen and torso for creatures whose body and torso are actually the same area. If another body part is listed in a column, then the two areas have identical hit points: e.g. a Hlaka's tail is listed with the notation "head"; this means the tail has the same number of hit points as its head.



SECTION TWO

PURCHASE LISTS

A character's money, allowance, property, etc. are determined in ADVENTURES ON TÉKUMEL, part one. More goods and treasure are to be had by entering the solitaire adventures in further volumes of this series.

The following lists give an overview of costs. Many items are always available in the markets of the Five Empires. For others, the referee must devise a random D100 roll: e.g. 1-20 = a desirable item is for sale in a given shop; 21-50 = the item is present but is of lesser quality, a poorer fit, etc.; 51-80 = the item is available but has some defect (e.g. a sword with a loose hilt, a cloak of the wrong colour, boots that are too small, etc.); 81-100 = no such item is available today. Rarer items require more difficult rolls, of course.

In most cases the customer is expected to bargain. The "middle" price of each range is given below, but actual prices may vary as much as 50% higher or 50% lower, depending on the seller, the purchaser, and other factors. Prices are given in Tsolyáni Káitars (a gold coin weighing about 3 grams). Each Káitar is divided into 20 silver Hlášh, and each Hlášh contains 20 copper Qirgál. Every 750 Tsolyáni coins carried equals 1 encumbrance point.

An individual's ability to carry items is of importance. This depends on his Height-Build-Strength factor. Divide this number by 5 to determine the amount of encumbrance points a character can carry. One encumbrance point arbitrarily equals 5 pounds of weight. An individual can carry up to his encumbrance allowance without penalty. If he exceeds this by up to double his allowance, he suffers penalties in movement and combat. If he exceeds his allowance by more than double, he can move at minimum speed only and cannot fight, except psychically or with a magical device. At triple his encumbrance allowance, he cannot move at all.

In the following lists, some items are listed as having no encumbrance. Five of these are assumed to equal 1 encumbrance point. Items marked with an asterisk are considered bulky as well as heavy. After the first such bulky item, all other bulky articles have their encumbrance values doubled. Items with no listed encumbrance value are either too heavy to carry or are not normally carried.

ARMS AND ARMOUR

ITEM	COST	ENC
Dagger, knife	15	0
Short sword	30	.5*
One-handed long sword, scimitar	50	.5*
One-handed bronze mace, flail, club, morning-star, axe	70	.5*
Hand-&-a-half sword, larger mace or flail, heavier axe	100	2*
Two-handed sword, mace, flail or axe	200	2.5*
Halberd, poleaxe, glaive or other pole weapon	250	2.5*
Bronze-tipped javelin, dart	15	.5*
Short spear, quarterstaff	20	1*
Long spear, pike	30	1.5*
Short self-bow	15	.5*
Short composite bow	125	.5*
Longbow	100	1*
Light or medium crossbow	130	1*
Heavy crossbow	250	2*
Leather quiver	15	.5
20 arrows	40	.5
30 crossbow quarrels	50	.5
Bolas	10	.5
Leather sling	5	.1
Lead sling pellets (20)	10	.5

Light helmet	10	1
Medium helmet	20	2
Heavy helmet	28	3
Suit of light armour	225	2*
Suit of medium armour	700	3*
Suit of heavy armour	1,000	5*
Suit of steel armour	50,000	6*
Small shield	15	.5*
Large shield	50	1*
Steel shield	5,000	2*
Ballista	2,000	n/a
Onager	3,000	n/a
Trebuchet	4,000	n/a
Ballista bolt	50	2*
Military travelling cloak	100	.5
Common soldier's uniform (2 extras may be carried in a backpack)	25	1.5
Non-commissioned officer's uniform (as just above)	45	2
High officer's uniform (as just above)	150	3

AVERAGE WARRIOR'S HARNESS

The following descriptions of military costumes may help in deciding what to purchase.

TROOP TYPES

PRICE RANGE	ENCUMBRANCE RANGE	ARTICLES
LIGHT INFANTRY: SKIRMISHERS, SLINGERS, SAPPERS, ARCHERS, ARTILLERYMEN, AND MARINES		
32-104	4.5-13	Light helmet, breastplate, pectoral, vambraces, leather tunic; sword, dagger, shield
MEDIUM INFANTRY: SOME PIKE AND SPEAR UNITS, MOST CROSSBOWMEN, SOME MARINES		
69-122	11-32	Medium helmet, gorget collar, breastplate, backplate, vambraces, greaves, sword, etc.
HEAVY INFANTRY: MANY PIKE AND SPEAR UNITS, HALBERDIERS		
111-192	15-42	Heavy helmet, gorget collar, breastplate, backplate, vambraces, greaves, mail kilt, tasses, sabatons, sword, etc.

ADVENTURING GEAR

ITEM	PRICE	ENC
Rope, 50-ft. (supports 450 lbs.)	10	1.5*
Pole, 10-ft.	3	1*
Bronze or Chlén-hide spikes (10) and mallet	10	1.5*
Torches, 10 (burn for 2 hrs.; 60-ft. radius)	10	1*
Bronze lantern with glass cover	15	.5*
Flask of oil (burns for 2 hrs.; 90-ft. radius)	2	.5*
Wax candle or small oil-filled clay lamp (burns about 1 hour)	1.5	.1
Flint, steel and tinder	10	0
Compass (glass-covered, oil-filled pottery bowl containing a sliver of magnetised iron)	45	.5*
Astrolabe (instrument used to find altitudes of celestial bodies, useful to astronomers and astrologers)	70	.5*
Ephemerides (book or scroll giving daily positions of the sun, moons, and planets for astronomers and astrologers; contains 10 years of data; available through temples of Thúmis, Ksáru, and their Cohorts)	100	1*
Pen box (5 reed pens and a cake of carbon ink)	5	0

Roll of paper or papyrus	1	0
Roll of parchment or vellum for scrolls	2	0
Paint box (contains cakes of paint, brush and water bottles)	100	.1
Bunch of Tsúral buds: plant used as an aphrodisiac and also to repel certain dangerous creatures; they must be fresh	.7	0
Bundle of Lisútl roots; chewed by women to avoid pregnancy	8	0
Leather belt pouch	5	.1
Small sack (holds 8 encumbrance points)	7	.1*
Large sack (holds 12 encumbrance points)	10	.2*
Small leather backpack (holds 16 encumbrance points of appropriately sized objects)	60	1*
Large leather backpack (holds 24 encumbrance points of appropriately sized objects)	75	1.5*
Blanket and bed mat	10	1.5*
Personal toilet articles	3	.2
Rations for 1 week	8	.5
Small water skin (1 day's water)	3	1
Large water skin (2 day's water)	8	2
Physician's bag (complete with bandages, salves, herbs, etc.)	100	1.5*
Sorcerer's bag (complete with chalks, scrolls, knives, candles, etc.)	150	1.5*
Coin purse (holds 50 coins)	3	0
Wooden or leather chest (3 ft long by 1.5 ft wide by 12 inches high)	15	10*

CLOTHING

ITEM	PRICE	ENC
Loincloth of cheap fabric % *	.2	0
Straw or wooden-soled cheap sandals % \$ *	.3	0
Kilt of Firya cloth (ordinary quality) % \$	.5	.1
Sleeveless cloth vest %	.9	.1
Over-tunic of Firya cloth % \$	14	.2
Broad collar of enamelled Chlén-hide % \$	10	.2
Embroidered tunic of fine Gúdrú-cloth % \$	250	.5
Leather belt or set of cross-straps % \$	3	.1
Leather sandals, slippers, or shoes % \$	4	.2
Calf-high leather boots % \$	6	.5
Beautiful overtunic of finest Thésun-gauze % \$	750	.5
Sandals of soft Vringálu-hide % \$	150	0
Heavy cloak or travelling mantle of Hmélu or Hmá wool % \$	8	3
Gown or overkilt of Thésun-gauze % \$	500	0
Travelling boots of tooled Vringálu-hide % \$	450	.5
Kilt of Gúdrú-cloth with embroidered border % \$	75	.5
Western-style Hnelésh, a poncho like garment \$	125	.3
Elaborately decorated over-tunic of Gúdrú cloth % \$	20	.4
Shawl of softest Hmélu-wool \$	500	.4
Elegant gilded head-dress or ceremonial helmet % \$	500	.3
Brocaded mantle sewn with small gems % \$	1,500	.5
Ceremonial shoulder-pieces of gilded Chlén-hide %	750	1
Belt with plaques of ivory, gold, etc. % \$	900	.2
Pectoral of beaten gold with gems and clan symbols %	1,600	1.5
Ornate collar of gold, gems and beadwork % \$	650	1
Ornate Chlén-hide collar, ornamented with precious stones % \$	400	2.5
Over-tunic, robe, or tabard, embellished with gems, gold and silver embroidery, brocade, etc. % \$	600	3
Mantle, veil, pelerine, or pelisse, made of the finest Thésun gauze and sewn with small gems and brilliants % \$	650	2
Heavy travelling cloak of Hmá-wool % \$	250	2
Priest's costume: any sect, Circles 1-10 %	300	2

Priestess's costume: any sect, Circles 1-10 \$	400	2
Priest's or priestess' costume: any sect, Circles 11-up % \$	1,500	2.5
Male ceremonial costume for Form 1# %	2,000	2.5
Female ceremonial costume for Form 1# \$	2,500	2.5

#Add 2,000 Káitars to these base prices for each higher form.

*"%" = "male," and "\$" = "female." The details of these costumes differ greatly, of course. A male costume of Form 24 costs 50,000 Káitars, and that for a woman costs 50,500! One's clan can usually provide "used" costumes to members who need them urgently for short periods.

AVERAGE COSTUME PRICES

Social Class	Price range (in Káitars)	Encumbrance	Costs	Articles
Slaves, very low classes	.5-1 Hlásh	0-.1		Loincloth, straw sandals
Low and lower middle class	4-8 Hlásh	0-.2		Kilt, sandals
Middle class	4-10 Hlásh	1-8		Kilt, sandals, belt, vest, overtunic
Upper middle class	30-120	3-5		Kilt, shoes, belt, over-tunic, collar, head-dress
Upper class	40-150	5-10		Kilt, shoes, belt, over-tunic, collar, head-dress of better quality
Highest class	700-3,000	8-12		Kilt, shoes, belt, over-tunic, collar, head-dress, mantle of high quality
Priest/priestess (Circles 1-12)	30-600	3-6		Ceremonial vestments: kilt, shoes, belt, over-tunic, collar, elaborate head-dress, tabards, plaques, pectoral, stole, and other ritual garments. Normal daily wear is as for an upper middle class or upper class person (above). Lay-priests rarely wear ceremonial costumes
Priest/priestess (Circles 13+)	800-15,000	5-9		Ceremonial vestments as above, but heavier and made of the best cloth, brocades, precious metals, etc. Lay-priests may borrow such garments from their temples as needed
Subaltern to Lower Officer	60-600	2-4		Ceremonial uniform and armour. Off-duty soldiers wear costumes like civilians of their social class
Higher Officer and General	1,000-10,000	5-15		Ceremonial uniform and armour made of precious metals and set with gems

JEWELLERY

ITEM	PRICE	ENC
Narrow bracelet of gold % \$	100	0
Broad bracelet of gold % \$	500	0
Gold ring with stone or intaglio % \$	500	0
Gold anklet of chain or linked pieces \$	400	0
Heavy gold armlet % \$	700	.25
Necklace set with gems % \$	1,200	0
Belt plaque (5 or more are needed for a belt) % \$	250	.1
Brooch, amulet or hairpin set with gems % \$	500	0
Head-dress of gold with gems % \$	2,500	.5
Collar of gold, chased, inlaid or set with stones % \$	1,500	.5
Tiara, fillet of gold \$	750	0
Golden statue (5 inches high with gems for eyes)	3,000	1

AVERAGE METAL PRICES

METAL	PRICE PER GRAM	METAL	PRICE PER GRAM
Gold	10 Hlášh	Electrum*	7 Hlášh
Silver	10 Qirgál	Copper	1 Qirgál
Iron/steel**	25-50 Káitars	Platinum***	20 Káitars

*Electrum is an alloy of 4 parts gold to 1 part silver. It is not commonly used for jewellery.

**Iron and steel are almost never used for jewellery in spite of their rarity.

***Platinum is rare and difficult to work. It is sometimes found in the cities of the Ancients.

GEM PRICES

Gems have no encumbrance value unless carried in quantities larger than 25 (small or medium sizes). A very large gem may be given a value of .1 or .2.

GEM	SIZE (CT)	K/CARAT	CUT
Alexandrite	1-5	8-17	Faceted
Amber	1-20	.5-5	Cabochon
Aquamarine	1-20	2-11	Faceted
Chrysoberyl	1-10	1-20	Faceted (cabochon if a "cat's eye")
Coral	1-100	.5-2.5	Cabochon or carved
Diamond (ordinary or coloured)	.5-10	20-400	Faceted
Diamond (blue-white)	.5-10	50-1,000	Faceted
Emerald	.5-10	25-500	Faceted
Garnet (Pyrope or Rhodolite)	1-20	1-5	Faceted or cabochon
Glass Coral	1-100	.5-2.5	Cabochon or carved
Ivory	Varies	.5-2.5	Carved
Jadeite	1-100	20-40	Cabochon or carved
Lapis Lazuli	1-50	1-3	Cabochon
Malachite	1-50	.5-2.5	Cabochon
Nephrite	1-100	1-3	Cabochon or carved
Obsidian	10-200	.5-2.5	Cabochon
Opal	1-20	2-15	Cabochon
Opal (black)	1-10	15-300	Cabochon
Opal (flame)	1-20	30-600	Cabochon
Pearl	.5-5	3-60	No cutting necessary
Pearl (black)	.5-5	3-60	No cutting necessary
Ruby	.5-10	20-400	Faceted
Sapphire (blue)	.5-5	10-200	Faceted or cabochon
Sapphire (red or orange)	.5-5	5-100	Faceted or cabochon
Sapphire (black star)	.5-10	40-800	Cabochon
Shell (Chet'ú)	Varies	40-800	Carved
Shell (Nhâ)	Varies	.5-2.5	Carved
Topaz	1-20	1-10	Faceted
Tourmaline	1-20	1-5	Faceted or cabochon
Turquoise	1-200	2-5	Cabochon
Zircon	1-50	1-10	Faceted

FOOD

COMMODITY	QIRGÁLS/LB	HLÁSH/50 LB
Dná grain*	1-3	4-11
Wheat	1.5-3.5	6-13
Rice	2.5-4.5	9-17
Dmí sugar	4-6	15-23
Salt	.5-2.5	2-10
Fodder for beasts	.2-1.5	2-10

Vegetables (various types)	1-3	2-10
Dlél fruit (purple, plum-like)	2-4	8-15
Másh fruit (large, yellow, like a mango)	4-6	13-21
Hmélu or Hmá meat	14-18	—
Tsi'il meat	11-15	—
Jakkóhl meat	27-31	—
Reptile meat	4-8	—
Various other meats (e.g. insects)	10-14	—
Káika bird (like chicken or turkey)	7-11	—
Various game birds	30-34	—
River fish (like cod, bass, etc.)	4-8	—
Sea fish (like salmon or tuna)	6-10	—
Sea crustaceans (like shrimp, lobster, etc.)	9-14	—

*Foods have an encumbrance value of 1 for every 2 pounds. In quantities larger than 2 pounds they are considered bulky.

AVERAGE MEALS

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

BEVERAGES

A bottle or jug of a beverage (2.7 litres) has an encumbrance value of 1. More than 2 bottles are bulky. A small wooden keg or clay jar (10 bottles) has an encumbrance value of 7 and is bulky.

BEVERAGE	PRICE AND PARTICULARS
CHÚMETL	1 QIRGÁL PER GLASS/CUP Hmélu buttermilk mixed with salt and hot spices. Popular in the Five Empires (except Livyánu)
TUÓR	3 QIRGÁL PER GLASS/CUP Sugary sherbet made from essences and water; the favourite drink of Livyánu and parts of Mu'ugalavyá. Some varieties cost as much as 50 Káitars for a tiny cup because of rare ingredients
LÁS	14 QIRGÁLS PER POT (6 CUPS) Hot tea made of the black, needle-like leaves of the Tíu tree. Typical of Yán Kór and the north. Drunk black or with Hmélu milk and sugar, except in Chayákku where salt is added instead

HÉNGKA	1-5 HLÁSH PER BOTTLE Beer brewed either from wheat or from Dná grain. Various ales and meads are also called Héngka. Considered a lower class beverage except in Ghatón
FAÓZ	3-8 HLÁSH PER BOTTLE Rice beer. Common among the lower classes in Livyánu and along the southern coast of Tsolyánu
NGÁLU	1-10 KÁITARS PER BOTTLE Dry, red wine made from the fruit of the Nalúm vine. Popular throughout the Five Empires. The best vintages come from Sokátis, Thráya, and Usenánu in Tsolyánu, Ch'óchi in Mu'ugalavyá, and Fálli in Livyánu. The very best vintage may cost as much as 100 Káitars per bottle.
DRÓNU	3-15 KÁITARS PER BOTTLE Sweet, heavy, syrupy, black wine made in Salarvyá from the Urtse berry, the fruit of a broad-leaved deciduous tree. The best vintages come from Koylúga and Jækánta, costing between 50 and 100 Káitars per bottle
A'ÁSH	1-5 KÁITARS PER BOTTLE Powerful distilled whiskey-like liquor made from Dná, wheat, or other grains. A raw, plebeian drink, it is popular in Úrmish and Katalál in Tsolyánu, around Kúrdís in Mu'ugalavyá and throughout N'lüss. The Yán Koryáni make a very powerful variety called Jékw
DÁTSU	3-9 KÁITARS PER BOTTLE Heavy, purplish brandy distilled from the Dlél fruit. The best varieties come from the Kraá Hills in northern Tsolyánu, from north-east of Khéiris in Mu'ugalavyá, and from Nuférsh and Kakársh in Livyánu. The best Dátsu costs 50-100 Káitars per bottle. The Salarvyáni brands are inferior
MÁSH	8-15 KÁITARS PER BOTTLE Sweet, yellowish, apricot-pineapple-flavoured brandy made from the golden fruit of the Másh tree of western Tsolyánu. The orange-tinted vintages of Háida Pakála are also famous, while the Livyáni varieties from Hráis are not as good. The best Másh brandy costs 100-500 Káitars per bottle
TSUHÓRIDU	50-90 KÁITARS PER SMALL BOTTLE A generic name for several liqueurs made from the crushed seeds of certain swamp ferns. Vintages from Púrdimal in Tsolyánu are renowned, as are those from the swamps along the Putuhénu River in Mu'ugalavyá. Less preferable brands come from Penóm in Tsolyánu and the Sharúna Lowlands in Salarvyá. The best Tsehóridu costs 500-1,000 Káitars per bottle and is sold by the thimbleful. Some kinds of Tsehóridu produce odd mental effects, others are aphrodisiacs, and a few are addictive and debilitating

NARCOTICS

Only mild and non-addictive "social" drugs exist on Tékel (with a few rare and dangerous exceptions, such as Zu'úr). Prices per ounce and the dosages needed to affect an adult human are listed below. Most narcotics have an encumbrance value of .5 per pound. More than 1 pound is considered bulky.

NARCOTIC	K/OZ	ADULT DOSAGE	PARTICULARS
Airá grass	1.5	10 grams	Grows in highland grassy regions. Used as an anaesthetic but also chewed and brewed as a tea for its numbing effects; lasts 1 hr

Chúmaz	3	8 grams	A bluish-white powder from Livyánu; heightens perceptions and is a mild aphrodisiac; lasts for 2 hrs; causes convulsions and death to the Shén
Drársha	20	12 grams	Clear, crystalline substance from the south coast of Salarvyá and from Háida Pakála; causes amusing visions and distortions of the time sense; lasts 3 hrs
Fssá	3	30 grams	Greasy black root that causes the Shén to go into a roaring, drunken stupor but only nauseates humans; lasts 2 hrs
Hnéqu weed	1.5	50 grams	Reddish brown grassy plant brought from the home world of the Swamp Folk; grows all over the Five Empires; best varieties from Sokátis and Nuférsh in Livyánu; when chewed, it causes mild euphoria; lasts 1 hr but the "chew" must be constantly renewed
Mághz	9	12 grams	Brownish powder from the bark of the Ghái tree in Mudállu, Nuru'ún, and the states of the far north-east; causes drowsy peacefulness; lasts 6 hrs
Mmúokh	1	25 grams	Shaggy-looking, reddish bark; used by the Páchi Léi to cause a catatonic sleep from which they wake refreshed; totally without effect for humans
Ntó	7	3 grams	Fine white dust shaken from the leaves of the Vé-Ntó tree; from M'mórcha and Nmartúsha; creates volubility and giddy joy; lasts 20 minutes; dangerous to the Shén: sends them into an insensate, bloody rage
Osí	23	4 grams	Thick, greyish mucus scraped from the ones of the Ft'á fish of the Nyémesel Isles; reduces tensions and arouses the libido; lasts 1-2 hrs
Shrá	230	5 grams	Yellow berries from the Shrá plant; from the states of the far North-east; causes mystical visions and "meetings with the gods"; lasts 3 hrs
Vípu	6	5 grams	Greyish-green ark; from Háida Pakála; produces a mind-deadening "nirvana"; turns the lips and the whites of the eyes a purplish blue; lasts 2 hrs; semi-addictive and prohibited in Salarvyá
Zu'úr	350	1 gram	Greenish powder; produced by the nonhuman, inimical Hlüss and smuggled into the Five Empires; causes sexual ecstasy and provides great potency, but is very addictive and dangerous; an addict usually goes into a coma after 1-3 months and dies within 5-6 months; a cure is known only to the high priests of Thúmis in Páya Gupá; totally prohibited in the Five Empires under pain of death

POISONS

Poisons have an encumbrance value of .5 per pound. More than 1 lb is considered bulky

POISON	K/GRAM	EFF DOSE	PARTICULARS
INORGANIC			
Antimony	9	.5-1 grams	Sold in paper boxes; ingested; irritant; found with ores of lead and silver; tasteless and odourless; available in major cities
Arsenic	12	.5-1 grams	Sold in paper boxes; ingested; irritant; found with ores of Stibnite or silver in southern Yán Kór; tasteless and odourless; available in most cities

Lye	5	1-up grams	Sold in bags; ingested or external; corrosive; strong taste and distinctive odour; available everywhere
Nitric acid	14	1-2 grams	Sold in small bottles; ingested or external; corrosive; made from blue vitriol, alum, and potassium nitrate; available from apothecary's shop in large city
Prussic acid	60	.5-1 grams	Sold in small bottles; ingested; systemic; available only in Salarvyá; made by the priests of Shiringgáyi in Jgrësh or Jækánta
Strychnine	15	1-3 grams	Sold in bottles; ingested; systemic; available in most larger cities; a by-product of roasting ores of copper and lead
Sulphuric acid	20	.5-1 grams	Sold in small bottles; ingested or external; corrosive; made from green vitriol and silica; available in large cities
VEGETAL			
Chrál root	25	1-2 grams	Sold in bags; ingested; systemic; a blood poison; no odour but has an unpleasant taste; bulbous root from Saá Allaqí which causes a slow, numbing death
Delé buds	80	1-2 grams	Sold in bags; ingested; systemic; a nerve poison; tasteless but has a sweetish, flowery odour; made from yellowish flower in Tsoléi; kills within 4-6 hrs; available in Tsoléi and Livyánu
Food of the Ssú	85	1-2 grams	(1) Corrosive; destroys skin and flesh on contact; (2) injected; a nerve poison; used to poison arrows; (3) systemic: a blood poison; has a strong, unpleasant odour; All Food of the Ssú has hideous purple flowers and bulbous tentacles; found in many swampy and forest locales; sold in sealed clay jars
Onúmish leaves	35	1 gram	Sold in paper envelopes; injected; systemic; a nerve poison; tasteless and odourless; used to poison arrows; found in western Mu'ugalavyá
Ssalán root	30	2 grams	Sold in bunches; ingested; systemic; a nerve poison; odourless but has a bitter taste; found in central Tsolyánu; inhibits respiration and causes death within 15-20 minutes; available in many apothecary shops
Tlébas leaves	45	2-3 grams	Sold in small bags; ingested; systemic; a neuro-muscular poison; brewed as a tea in Livyánu and mixed into wine, etc.; has a salty-acid taste; no odour; found mainly in Livyánu
Znaláz berries	150	1 gram	Sold in small baskets; ingested; systemic; a neuro-muscular poison; odourless but tastes like roasted meat; made from berries in the Tláshte Heights of Livyánu, dried, ground, and mixed into meat dishes; kills within 15-20 minutes; available from many larger apothecaries
ANIMAL			
Alásh venom	400	.01 gram	Sold in tiny glass vials; injected; harmless if swallowed; systemic; a nerve poison; colourless and odourless liquid; available from the Assassin clans or from the tribesmen of the Desert of Sighs; kills within seconds; rare

Aulléb venom	300	.3-.5 grams	Sold in sealed wooden tubes; injected; systemic (a nerve poison; non-fatal; blackish ichor that smells like rotting wood; available in western Mu'ugalavyá; used to poison arrows
Puff-spider venom	600	.02 grams	Sold in tiny pottery vials; injected; harmless if swallowed; systemic; a neuro-muscular poison; a greenish, odourless, tasteless liquid; available from apothecaries in south-western Mu'ugalavyá and northern Livyánu, or from the tribesmen of M'mórcha and Nmartúsha; kills within seconds
Sagún spores	750	.5 grams	Sold in sealed clay bottles or cylinders; inhaled; reaction with body tissues causes the spores to develop into a thick, bluish-white mucus-like fungus that halts respiration and clogs other orifices; available in larger apothecary shops and in the Underworlds below major cities; some Assassin clans seal these spores into thin shells and throw them or leave them where a victim can tread on them

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

ANTIDOTES

ANTIDOTE	K/GRAM	EFF DOSE	PARTICULARS
Anjé paste	10 H	40 grams	Sold in clay jugs; a specific against ingested poisons; thick greenish paste coats the stomach and gives a 90% chance of neutralising inorganic and vegetal ingested toxins; it is not effective against the Food of the Ssú and Delé buds; it must be fresh (1 day old); found throughout the Five Empires
Onqé bean	20 Q	20 grams	Sold in glass jars; a strong emetic; useful against ingested poisons; 50% chance of recovery; when used before employing Anjé paste it adds another 5% to the latter's chances; available throughout the Five Empires
Ardúro bark	5	15 grams	Sold in paper envelopes; chewed; another specific against ingested poisons, particularly Delé buds and Ssalán root (80% chance of a cure); it has a 60% chance against other ingested toxins; available in Chayákkú but now imported into the Five Empires
Khápa berries	4	75 grams	Sold in small baskets; a specific against Alásh snake venom if swallowed at once; 75% chance of recovery; available in the Desert of Sighs in Milumanayá and now in the largest apothecary shops in the Five Empires
Ó Tí leaves	75	5 grams	Sold in paper bags; swallowed in paste form; a remedy for puff-spider toxin; causes a catatonic sleep (10-15 hrs) and gives a 65% chance of recovery; available from the Tinalíya in northern Livyánu and from a few Livyáni apothecaries

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

LODGING PER NIGHT

LOCATION AND FACILITIES	RENTAL
Poorest: straw mat, clay floor, many guests crowded into one smelly room, one meal of the cheapest quality, many insects	5 Qirgáls
Lower class: a large, shared room, cleaner straw, slightly better food, fewer insects	4 Hlásh
Lower middle class: a small private room, common bathroom, clean sleeping mat, edible food	18 Hlásh
Middle class: larger chamber, semi-private bathroom, a good sleeping mat, some furniture, mediocre food	1 Káitar
Upper middle class: a large outer room, 1-2 inner sleeping rooms, private bathroom, quarters for 1-3 servants, good food	6 Káitars
Upper class: large suite of rooms, 1-3 sleeping rooms with private baths, elegant furnishings, excellent food, kitchen facilities for those who have brought their own servants	50 Káitars
Noble: large suite of apartments, 1-3 separate sitting rooms, sleeping chambers with private baths, massage room, servant quarters, kitchen, chefs and staff supplied by the hostel; finest cuisine, daily fruit and flowers	75+ Káitars
Best accommodations in a small village for a party of 1-10	5 Káitars
Best accommodations in a large village for a party of 1-10	10 Káitars
Nicest hostel in a small city (for 5-10)	60 Káitars
Nicest hostel in a large city (for 5-10)	200 Káitars
Excellent accommodations for a party of 1-10 in a large city, including food and entertainment	700 Káitars
Very best hostel in a major city, including food, entertainment, and personal staff*	1,000 Káitars

*The Abode of Imperial Blue on the western riverbank overlooking Avanthár charges 1,500 Káitars per night for its "Suite of Indelible Repose."

RENTAL AND BUILDING PRICES

The following amounts are for a large city. These are reduced by 25% in a smaller city or large town and by 40% in villages or rural areas.

DESCRIPTION	MONTHLY RENTAL	LIKELY SALE PRICE
Hut or tenement hovel; one room, dirt floor, no bathroom (sewage is carried out in a bucket), thatched or tiled roof	10 Hlásh	40 Káitars
Small house or shop; 2-3 rooms, dirt or stone floor, tiled or thatched roof; walled courtyard; external bathroom	2 Káitars	200-400 Káitars
Medium-sized house or shop; 4-5 rooms, stone or tiled floors, interior bathroom and kitchen, courtyard, small garden	15 Káitars	800 Káitars
Large house or small mansion for a small clan or upper class family, 20-30 rooms, courtyard		

with fountain, servant quarters, colonnaded upper roof garden in some regions	300 Káitars	12,000 Káitars
Large clanhouse or mansion, 50-100 rooms, elaborate decoration, slave quarters, kitchens, storehouses, workrooms, etc.	1,200 Káitars	35,000 Káitars
Very large clanhouse or palace, 2-3 main buildings with guest quarters, dining hall, slave quarters, kitchens, storerooms, workrooms, gardens, a small private temple, colonnades, etc.	6,000 Káitars	500,000-up Káitars

Furnishings for a middle class house are arbitrarily priced at 25 Káitars. More elegant furnishings for an aristocrat's mansion cost 150 Káitars per room — and up! Furnishings usually consist of low tables, carpets, tapestries, urns, vases, lamps, cushions, etc.

BUILDING

To build a new house or mansion, one first purchases land (see below). The sale prices listed in the preceding table are increased by 15% for “inducements” to local officials and by another 5% for an architect's fee. Old, run-down, and ruined buildings can sometimes be had for 25-50% of the cost of a new building, to which “inducements,” an architect's fee, and 50-70% of the price listed in the preceding table must be added for restoration. Temples cost 150% (and up!) of residential prices to build. Prices are cheaper in rural or remote regions, and in some areas deserted buildings can be occupied by “squatter's rights.” It is illegal to fortify dwellings within the Five Empires, although inducements of 20-30% may persuade a local official to allow this in more remote areas.

Clans, temples, and governments do not often sell land to private individuals, nor is it often rented to outsiders. There is a 15% chance per month of finding a piece of land for sale in one of the “clear” regions of central Tsolyánu; near one of the great cities this drops to 1-3%. In rural and remote areas desirable land may not exist — or it may be free for the taking, depending upon local conditions.

Land is sold by sections of a square Tsán (= about 82.85 miles on a side). If land is found (see the preceding paragraph), a D10 roll is made on the following table to determine its type and price. A second D10 roll then decides how much land is for sale: 1 = 1/10; 2 = 1/5; 3 = 1/4 = 4-6 = 1/2; 7-8 = 3/4; 9 = one square Tsán; 10 = 1-5 (randomly rolled) square Tsán are for sale.

D10 SCORE	K/SQ TSÁN	PARTICULARS
1-3	7,000	Unimproved land (possibly unfit for agriculture: forest, jungle, swamps, mountains) 1-2 households per square Tsán
4-5	20,000	Poor agricultural land, including 1-20 peasant households per square Tsán
6-8	100,000	Good, well-watered agricultural land, including 1-50 peasant households or a small village
9-10	225,000	The best agricultural land, including village of 20-100 households or 50-150 rural dwellings

TRANSPORT

PARTICULARS	K/DAY RENT	K/PURCHASE
Porter slave	.5	50
Chlén beast	5	250
Small Chlén-cart and driver	10	100
Large Chlén-cart and driver	30	150
Small litter (1 passenger) and bearers (2)	5	50
Large litter (2 passengers) and bearers (4)	15	150

Large intercity litter (2 passengers), bearers, porters, relief team (16)	30	250
Very large intercity litter (4 passengers), bearers, porters, relief team (32)	75	400

SHIP FARES AND CARGO RATES (PER 100 TSÁN TRAVELLED)

PARTICULARS	FARE
Cargo per 100 lbs.	5
Slaves or animals (including food)	20
Deck passage per adult (children are half fare)	35
Semiprivate cabin per adult	70
First-class cabin per adult	220

SHIP PURCHASE PRICES

Buying or building a ship is costly. There is a 10% chance of finding a suitable vessel for sale in a given month in a smaller harbour. In a large port city this rises to 15%.

PARTICULARS	PRICE
Small boat (10-15 ft. long; capacity 6 persons or 4 plus baggage)	140
Fishing boat (30-45 ft. long; cap. 20 or 15 plus baggage)	700
Large passenger craft or river barge (45-60 ft. long; capacity 70 persons or 6 tons of cargo)	3,000
Small merchant ship (the Hrú)	10,000
Large merchant ship (the Tnék)	20,000
Small warship (the Séscha)	18,000
Medium warship (the Srügánta)	38,000
Large warship (the Qél)	65,000
Very large warship (the Zírunel)	250,000

SLAVES

Slavery is a common feature of the societies of the Five Empires. Some persons are hereditary slaves; others are enslaved as the result of debt, crimes, war, or gambling. Slaves can buy their freedom if they are lucky, or a kindly owner may manumit them. Slave markets and caravans are a common sight on the roads, although the profession of slaver is considered lowly and despicable. No slaver is ever treated as an equal to even the lowliest member of one of the middle class clans, no matter how wealthy he may be. Nevertheless, without horses or mules, slaves are the easiest beasts of burden, labourers, etc. The following table is applicable to the Five Empires. It can be modified for other locales as the referee wishes.

It is rare to find priests, priestesses, sorcerers, or aristocrats as slaves. It is also illegal to arm gladiators or slaves since the chances of a slave revolt are always present.

Wages paid to free persons are given below in Section Nine.

SLAVE TYPE	PRICE
Untrained boy or girl	50
Untrained labourer (male or female) in mediocre condition	100
Untrained labourer (male or female) in excellent condition	175
Trained house-servant: butler, lackey, housemaid, children's nurse	200
Slave trained in an easy skill: farmer, baker, barber, cook, weaver, tailor, tanner, brewer, hunter, etc.	250
Slave trained in a medium skill: smith, sailor, locksmith, mason, glassblower, carpenter, miner, fancy cook	500
Slave trained in a complex skill: armourer, falconer, architect, apothecary, accountant, scribe, perfumer	1,000

Major-domo, steward, chief accountant	1,500
Slave trained in a difficult skill: historian, poet, interpreter, physician	2,000
Untrained youth or maiden with a Comeliness of 85-100	3,000
Trained entertainer: acrobat, juggler, dancer, mime, singer	6,000
Nonhuman of common species: Shén, Ahoggyá, Pé Chói, Pygmy Folk, Tinaliya, Hláka, Páchi Léi, Swamp Folk	15,000
Trained courtesan or dancer with a Comeliness of 85-100; epic singer, puppeteer, gambling master for Tsahltén, gladiator, or wrestler	20,000

ENTERTAINMENT

Entertainers are expensive, although they have little social prestige. No aristocratic party is complete without entertainers, and the more unusual the better. Only epic singers and the very specialised musicians who play the Ténturen (the large two-player sitar-like instrument popular with the Tsolyáni elite) are treated with respect. The following fees must be paid per entertainer by those wishing to host a party.

Facilities for such functions can be had from the public hostels or winemakers' clanhouses: a large room for about 3 Káitars a night, a better chamber or small suite for 10 Káitars, and very nice accommodations for 75 Káitars. An elegant hostel may ask 1,000 Káitars a night for a spacious suite. Food and drink can be arranged through the hostel-keeper or clanmaster. If gambling is to be done (Tsahltén, bets on gladiatorial bouts, Kévuk-dice tables, etc.), the house will demand a "cut" of 2% of all money wagered.

Entertainers' fees are as follows.

TYPE OF PERFORMER	NUMBER OF SKILL LEVELS HELD		
	1-6	7-12	13-UP
Acrobat, tumbler, juggler, mountebank, common prostitute	5 H	1 K	10 K
Instrumental musician (member of a band), illusionist, story-teller	10 H	3 Ks	12 K
Instrumental soloist, singer, dancer, actor, mime, tableauist, better quality courtesan	1 K	6 K	16 K
Gladiator, wrestler, very popular singer or dancer, higher illusionist (one who uses sorcery)	5 K	15 K	25 K
Epic singer, classical or epic dancer, famous gladiator or wrestler, high class courtesan	10 K	30 K	50 K
Puppeteer, very famous gladiator or wrestler, renowned singer or actor, very high class courtesan	25 K	50 K	150 K
Famous epic singer or actor, judge of the Tsahltén gambling game, most famous courtesan	n/a	150 K	1,000 K

ENTERTAINMENT ITEMS

Musical instruments are available from shops in the larger markets or directly from one of the entertainers' clans. Games and gambling equipment are commonly sold by craftsmen in the bazaars. Birds and animals are offered by dealers in the larger cities.

ITEMS	ENC	PRICE/K
Sra'úr: a lute-like musical instrument	2	100
Ténturen: large sitar-like musical instrument played by two people (one to pluck the strings, the other to press the frets)	14	750
Small flute or horn	.3	10
Drum or gong	5	30
Tambourine	.1	3
Dancer's costume (including cheap glass jewellery)	2	50

Epic singer's costume and masque (not including jewellery)	5	500
Set of Daqú draughts and board	1	9
Set of counters, sticks, dice, and board for Dén-den game	1	18
Set of Kévuk dice	0	3
Set of sticks for Tsahltén (gambling game)	.2	20
Pack of cards for Ao'áb or Náрку games	0	18
Hunting dog (similar to an Irish setter; other breeds exist as well)	—	150
Küni bird trained for hunting; if carried on the wrist, its encumbrance value is 2; if carried in a cage, it is 5	—	600
Küni bird trained both to hunt and to speak	—	1,200
Rényu: a canine-headed, semi-intelligent bipedal mutant which can be trained to track, hunt, perform services, and speak simple sentences	—	4,000

SECTION THREE

MOVEMENT

Two types of movement are important to the game: tactical movement: the short distances needed to perform combat, and strategic map movement (the number of days required to travel 100 Tsán (1 Tsán = .8285 miles).

TACTICAL MOVEMENT

Humans (including the N'lüss) move at a base speed of 90 feet per Combat Round. Modifiers to this are listed after the tables below. Each modifier pip (e.g. -1, +2) changes speed by one level up or down in the following table. For example, a human with a light wound receives a modifier of -1 and is reduced to a movement of 75 ft per Combat Round. Ninety feet per round is the fastest an average (unmodified) human can move, whether walking or running. Within this range a human character can move as fast or as slow as he/she wishes.

Base speeds for Tactical Movement (in feet per Combat Round) are as follows:

BASE SPEEDS	BESTIARY CREATURES EQUIVALENT
150	VERY FAST
135	
120	FAST
105	
90	AVERAGE
75	
60	SLOW
45	
30	VERY SLOW
15	
5	MINIMUM SPEED
0	INCAPACITATED

ATHLETICS MODIFIER

5-9 LEVELS	+1
10 LEVELS	+2

It is assumed that trained soldiers have 5 levels of athletics; soldiers of elite legions and the Omnipotent Azure Legion have 10 levels. Athletic skills modify movement speed but do not apply to melee.

Some types of movement require special skills — or are made easier by having prowess in those skills: e.g. swimming and mountain climbing. Other types of movement may cause success tests at the referee's discretion: e.g. jumping a chasm, climbing a wall, diving into a deep well. This will be discussed later.

TERRAIN MODIFIERS (ONE ONLY)

SCRUB/BROKEN GROUND	-1
WOODS/HILLS/SAND	-2
MARSH/UNDERWORLD TUNNELS*/MOUNTAINS	-3

*Natural caves, broken-floored tunnels, etc. Smooth-paved underworld tunnels impose no modifier.

Creatures ignore terrain modifiers for their native terrain type.

ARMOUR MODIFIERS (ONE ONLY)

LIGHT OR MEDIUM ARMOUR	-1
HEAVY OR STEEL ARMOUR	-2

WOUND MODIFIERS (ONE ONLY)

LIGHT WOUND	-1
SERIOUS WOUND	-3

COMBAT MODIFIERS (ONE ONLY)

MOVE AND STRIKE A BLOW*	-2
MOVE AND THROW A WEAPON*	-2

MISCELLANEOUS

NIGHT	-2
SEMI-DARKNESS	-1
ENCUMBERED	-2
TURNING 90 DEGREES	-2
TURNING 180 DEGREES	-4
MOVING BACKWARDS	-4

MINIMUM MOVEMENT IF

- 1) No light
- 2) Casting a Psychic spell*
- 3) Drawing a new weapon*
- 4) Searching through pouches or packs*
- 5) Other modifiers reduce speed below 5 ft. per Combat Round
- 6) Mapping
- 7) Encumbrance allowance exceeded by more than double

*Only one of these actions is allowed per Combat Round.

NO MOVEMENT IF

- 1) Critically wounded (unless the character can take more than 1 critical wound)
- 2) Firing a missile weapon
- 3) Casting a Ritual spell
- 4) Searching for secret doors, examining a chest, etc.
- 5) Incapacitated for other reasons

The base speeds of nonhumans and various creatures are listed in the Tékumel Bestiary. In addition, there are modifiers for various species in certain kinds of terrain.

MODIFIERS FOR INTELLIGENT RACES

Ahoggyá	no penalty in swamps
Hláka	-3 walking
Hlutrgú	no penalty in swamps
Páchi Léi	no penalty in forests or at night
Pé Chói	no penalty in forests or at night
Pygmy Folk	no penalty in Underworld or at night

Shén	+1 overall
Shunned Ones	+1 overall
Ssú	no penalty in swamps or Underworld or at night
Swamp Folk	no penalty in swamps; + 3 in water or swamps
Tinaliya	no penalty in Underworld

STRATEGIC MAP MOVEMENT

TERRAIN TYPE		MILES TRAVELLED PER DAY	
		PARTY SIZE AND SPEEDS	
		1-50	51+ WITH CARTS OR HEAVY LITTERS
Sákbe Road	25	20	15
Clear/Desert/Wetlands	20	15	10
Forest/Swamp/Low Mountains	15	10	5
Dense Forest or Swamp/High Mountains	10	5	At most 2 miles per day

NAVAL MOVEMENT: WIND SPEED

Wind speed must be ascertained for naval movement. Ship types include small, medium, large and very large galleys (the Séscha, Srügánta, Qél, and Zírunel) and small and large sailed ships (the Hró and the Tnék).

A strong wind has a 10% chance per day of damaging a ship; a storm has a 20% chance per day. If a ship is damaged twice before refitting at a port, it has a 5% chance of sinking. Every damage result after this point adds +5% to the chance of sinking until the ship can put into port for repairs.

D20 SCORE	WIND SPEED
1-4	Same as previous day
5-6	No wind
7-10	Mild breeze
11-14	Brisk Breeze
15-17	Wind
18-19	Strong wind: 10 percent chance of damage)
20	Storm: 20 percent chance of damage

If needed, wind direction is found by rolling a D10: 1 = from the north, 2 = from the north-east, and so on in a clockwise direction around the compass. Results of 9 or 0 are rerolled.

TACTICAL NAVAL MOVEMENT: FEET PER COMBAT ROUND

SHIP	ROWING			WIND SPEEDS				
	AVERAGE	FAST*	RAM*	MILD	BRISK	WIND	STRONG	STORM
SÉSCHA	36	45	54	27	42	57	69	96
SRÜGÁNTA	39	48	57	30	42	54	66	96
QÉL	42	51	69	30	45	72	75	114
ZÍRUNEL	30	39	51	30	39	63	69	99
HRÚ	-	-	-	21	39	54	66	81
TNÉK	-	-	-	18	30	51	66	81

*Ramming speed may only be used for 1 Turn every 20 Turns and must be in a straight line (no turns). Fast speed may be used for 4 Turns out of every 20 Turns, or 5 Turns if no ramming speed rowing is performed.

If the wind is from the stern, sailed ships increase speed by 10%; if the wind comes from the bow, speeds decrease by 20%. At lower wind speeds, warships employ oars to achieve a faster travelling speed. This is reflected in the charts.

STRATEGIC NAVAL MOVEMENT: MILES PER DAY

SHIP	NO WIND	MILD	BRISK	WIND SPEED		
				WIND	STRONG	STORM
SÉSCHA	50	60	80	100	150	200
SRÜGÁNTA	60	80	100	125	200	225
QÉL	80	100	125	150	225	250
ZÍRUNEL	50	60	90	125	175	200
HRÚ	0	50	75	150	200	225
TNÉK	0	40	70	125	150	250



COMBAT

SECTION FOUR

Combat consists of physical melee, missile fire, and/or magical spells and weapons. Physical melee may occur when hostile parties are within 10 feet of each other; missiles and spells are possible from various distances. All types of combat use the same charts and damage tables but employ different modifiers.

Two different combat-resolution systems, the quick play (QP) set and the hit point (HP) system, are offered below. The QP system posits that players want to resolve the combat quickly and without much detail, determine the results, and continue the adventure. The longer and more traditional HP system is designed for players who want to know where each blow lands and what wounds are given.

A turn lasts one minute. Each turn is divided into 10 6-second combat rounds.

INITIATIVE

Each combatant (including non-combatants who are casting healing spells, running away, etc.) rolls a D20. Modifiers to the score of this roll are listed below. The highest score goes first and so on, in descending order of scores. No roll may be modified above 20 or below 1. Tied scores indicate simultaneous actions. A player with a higher initiative may not reserve his action while waiting for an opening or for a lower-initiative opponent to move within range. If possible, all regular modifiers, (i.e. those except for wounds, readiness, and rear or prone attacks) should be figured in advance of combat and listed on one's character card or on a sheet of paper. Modifiers are:

FIRST ROUND WITH OPPONENT

- 5 if attacked without warning, suddenly, or from ambush
- +3 using a thrusting spear, polearm, or two-handed weapon
- +5 long spear
- +8 pike (in outdoor, military-style combats: i.e. not in a narrow Underworld corridor!)

SECOND ROUND AND AFTER

- 8 pike
- 5 long spear
- 3 thrusting spear / polearm / two-handed weapon
- +3 short sword
- +5 fencing techniques

EVERY ROUND

- 3 if critically wounded
- 3 if encumbered by more than 50% of one's allowance
- 2 If seriously wounded
- 2 if striking to subdue opponent
- 2 if in heavy or steel armour
- 2 if engaged from the rear, or if prone
- 1 if lightly wounded (suffering a minor wound)
- 1 if in light or medium armour
- +1 if weapon is ready or spell is prepared in a previous round
- +1 for every 10 levels of Sorcerer or Shaman or every 10 levels in the weapon
- +1 Dexterity 80+
- +2 Dexterity 90+
- +3 Dexterity 100+

SPEED

The speed of a creature affects its initiative; cf. the *Tékumel Bestiary*.

CREATURES' SPEEDS

- 3 VERY SLOW
- 1 SLOW
- +1 FAST
- +3 VERY FAST

COMBAT

Minor nonplayer characters and creatures use their Height-Build-Strength factor as listed in the *Tékumel Bestiary* for combat purposes. Players and non-player characters employ their Height-Build-Strength factors and apply the following modifiers:

MODIFIER

SKILL MODIFIERS

- +5 per skill level in weapon used for the first 15 levels
- +10 for each skill level thereafter
- +1 per subskill level of any Soldier skill possessed to a maximum of +50.

These values are cross-indexed to find each fighter's chance to hit. (Each fighter checks his number as if he were the attacker.) Missile fire is always resolved as if the target's HBS is 01-49. A roll equal to or less than the stated number results in a hit; a score of more than this number is a miss. A natural, unmodified roll of 01-05 always hits, and a roll of 96-100 always misses.

COMBAT HIT CHART

DEFENDER'S HBS FACTOR	ATTACKER'S HBS FACTOR										
	01	50	100	150	200	250	300	350	400	450	500+
01-49	35	40	45	60	65	70	75	80	85	90	95
50-99	30	35	40	55	60	65	70	75	80	85	90
100-149	25	30	35	50	55	60	65	70	75	80	85
150-199	20	25	30	35	50	55	60	65	70	75	80
200-249	15	20	25	30	35	50	55	60	65	70	75
250-299	10	15	20	25	30	35	50	55	60	65	70
300-349	5	10	15	20	25	30	35	50	55	60	65
350-399	5	5	10	15	20	25	30	35	50	55	60
400-449	5	5	5	10	15	20	25	30	35	50	55
450-499	5	5	5	5	10	15	20	25	30	35	50
500+	5	5	5	5	5	10	15	20	25	30	35

MODIFIERS APPLIED TO THE BASE CHANCE TO HIT ARE:

BOTH MELEE AND MISSILE FIRE

- 5 Attacker has a minor wound *
- 5 Per point of a "called shot" **
- 5 Firing at night or with impaired visibility
- 10 Attacker is encumbered
- 10 Attacker is seriously wounded *
- 10 Attacker is crouching, running, dodging, backing up, etc.
(Only applied once, even if more apply)
- 20 Defender has 50% cover*** (see below under Missile Fire)
- 30 Defender has 75% cover***
- 30 Total darkness

* Both of these may apply; do not count wounds twice (see section on Wounds).

**Called Shots: For every -5 an attacker subtracts from his chance to hit, he may add +1 to the damage roll, if successful. This must be announced before the attacker rolls the dice to hit. No shot calling is allowed if it would reduce the "to-hit" chance below 05.

***Shields count towards this coverage vs. missile weapons that do damage on tables A through E. See the sections on damage, below.

TARGET SPEED

The speed of a target determines its ability to dodge, feint, and strike back.

MODIFIER	SPEED
-15	VERY QUICK
-5	QUICK
+5	SLOW
+10	VERY SLOW

TACTICAL MODIFIERS

The first table applies to melee, the second to missile fire.

MELEE MODIFIERS

MODIFIER	CAUSE
+20	Defender is unarmed and unshielded
+20	Attacking defender's rear
+10	Defender is prone
+10	Defender surprised
+5	Defender is unshielded, or the attack is made from the defender's unshielded side

MISSILE FIRE MODIFIERS

MODIFIER	CAUSE
+5	Attacker takes 1 extra round to aim (can only be applied once per shot)
-5	Firing at night
-5	Firing from a second rank or past each intervening target*
-10	Firing at a target in melee *
-20	Firing at medium range
-30	Firing at long range

*In either of these cases, a hit roll of 86-100 results in an intervening target being hit instead. This will always be a friend (if one is available) along the missile's path.

WIND MODIFIERS FOR MISSILE COMBAT

-15	BREEZE
-20	BRISK WIND
-30	STRONG WIND OR STORM

NUMBER OF ATTACKS

All humans get only 1 attack per Combat Round (except for humans using the Florentine sword and dagger style); other creatures may get more or less, depending upon their relative speeds.

CREATURE 'S SPEED	BLOWS PERMITTED PER LIMB, CLAW, ETC. PER COMBAT ROUND
Very slow	1 per 2 CR (i.e. one blow every other round)
Slow	2 per 3 CR
Average	1 per CR
Fast	3 per 2 CR
Very fast	2 per CR

DAMAGE

Damage depends upon the weapon used, including various spells. Find the weapon with which the hit is made on the table below. Then consult the Wound Severity table.

DAMAGE TABLE	WEAPONS
A	Dagger, rock, bare hands
B	Pike, bola, quarterstaff, spear, javelin, wrestling
C	Short one-handed weapon, short bow, sling, martial arts
D	Long one-handed weapons long bow, composite bow
E	Polearm, light and medium crossbow, staff-sling
F	Two-handed weapon, heavy crossbow
G	Small ballista, very heavy crossbow
H	Artillery missile, heavy stone, certain powerful magical spells

WOUND SEVERITY TABLE: A D20 ROLL

DAMAGE TABLE	NO EFFECT	MINOR	SERIOUS	CRITICAL	KILL/INCAPACITATE
A	01-10	11-18	19	-	20
B	1-6	7-17	18	19	20
C	1-3	4-12	13-18	19	20
D	1-2	3-6	7-15	16-19	20
E	1	2-6	7-12	13-19	20
F	1	2	3-6	7-19	20
G	1	2	3-4	5-18	19-20
H	1	2	3	4-17	18-20

*Natural rolls of 1 and 20 are not modified in any way. A 1 never does damage, while a 20 always incapacitates or kills.

If using the QP system, modify the score of the Wound Severity roll by any and all of the following factors that apply. If using the HP system, modify the results only by those items marked "*."

WOUND SEVERITY MODIFIERS

CAUSE	MODIFIER	CAUSE	MODIFIER
Light armour	-2	Enchanted shield	-4
Medium armour	-4	Steel weapon	+1 *
Heavy armour	-6	Surprise	+2 *
Steel armour	-7	Rear attack	+4 *
Enchanted armour	-8	Per 5 levels of skill	+1 *
Small shield	-1	Enchanted weapon	+1 Damage category (C > D) *
Large shield	-2		
Steel shield	-3		

A creature (not a human or intelligent nonhuman) that has more than 100 HBS points adds +2 to its damage score for EVERY full 100 HBS points it possesses

DAMAGE RESULTS: THE QUICK PLAY SYSTEM

When using the quick play system, ignore all No Effect wounds. Two Minor Wounds become one Serious Wound; two Serious Wounds become one Critical Wound.

Creatures with a Height-Build-Strength factor of 01-49 are dispatched (i.e. flee, become unconscious, die) with any hit, except a No Effect wound. Other creatures are out of the combat after receiving one critical wound.

Larger and more powerful creatures may take more than one Critical Wound. See the Tekumel Bestiary list. Such creatures continue to fight and function until they receive their last Critical Wound. For combat and movement purposes, these large creatures count Critical Wounds as Serious Wounds.

If any creature receives a Kill/Incapacitate result, a second D20 die roll is made. A "natural" 19 or 20 on this roll slays any opponent. Otherwise, a Kill or Incapacitate result counts as two Critical Wounds received.

The winner of a combat can freely slay or capture any Critically Wounded or Incapacitated opponent. The referee must decide whether incapacitated combatants have perished before the fight has ended.

Critically wounded friends are assumed to be alive after the battle ends, but in need of immediate healing.

For complete descriptions of the animals likely to be encountered, see the Tékumel Bestiary. An abbreviated list is also given below in the section dealing with encounters.

HBS RANGE	NUMBER OF CRITICAL WOUNDS THE CREATURE MAY TAKE
1-79	1
80+	2
110+	3
140+	4
170+	5
200+	6
230+	7
260+	8
290+	9
320+	10

The referee may also introduce still larger specimens of the creatures listed in the Bestiary or introduce new creatures. Those listed here are small or average and hence within a character's power to slay. Much larger creatures (e.g. the greatest of the sea monsters of Tékumel) are perhaps too difficult to kill, making the game unplayable.

DAMAGE RESULTS: THE HIT POINT SYSTEM

Using the Wound Severity table and that for Wound Severity Modifiers (including those marked with "*"), determine the category of wound received. Three further dice rolls are then made to ascertain damage. If the target has a shield, he rolls a D10 to avoid all damage on the table below. A shield in the HP system can only sustain a set amount of damage. If a shield is destroyed, any excess damage is taken by the target's shield arm.

SHIELD PROTECTION TABLE

SHIELD TYPE	D10 SCORE TO AVOID DAMAGE	SHIELD HIT POINTS
SMALL SHIELD	1-2	15
LARGE SHIELD	1-4	30
STEEL SHIELD	1-5	45
ENCHANTED SHIELD	1-6	50



If the defender is shieldless, or if his shield fails to stop the blow, the attacker then rolls for the amount of damage on the following table. A hit that does damage equal to the number of hit points in a body area renders that area useless. Unconsciousness results if the affected area is the head, torso, or abdomen. If damage exceeds the amount the body area can take, the target goes into shock. If a limb takes double its allotted damage, it is severed, or, in the case of a blunt weapon, mangled irreparably.

WOUND EFFECTS TABLE

WOUND CATEGORY	D20 SCORE RANGES/HIT POINTS LOST				
	1-2	3-4	5-6	7-8	9-10
NO EFFECT	0	1	1	2	2
MINOR WOUND	3	4	4	5	5
SERIOUS WOUND	6	7	8	9	10
CRITICAL WOUND	11	12	13	14	15
KILL/INCAPACITATE	16	17	18	19	20

Armour: various types of armour provide subtractions to the damage obtained above.

ARMOUR PROTECTION TABLE

ARMOUR TYPE	MODIFIER
LIGHT ARMOUR	-2
MEDIUM ARMOUR	-3
HEAVY ARMOUR	-4
STEEL ARMOUR	-6
ENCHANTED ARMOUR	-8

Once the damage done by a blow or missile has been ascertained, the location of the hit is found from the following table.

HIT LOCATION TABLE

D20 SCORES	LOCATION OF HIT*	PERCENT OF TOTAL DAMAGE POINTS
1-2	HEAD	15%-
3-4	RIGHT ARM	15%-
5-6	LEFT ARM	15%-
7-12	TORSO	20%+
13-16	ABDOMEN	15%+
17-18	LEFT LEG	15%-
19-20	RIGHT LEG	15%-

*Creatures described in the Bestiary do not necessarily have the same hit point locations as humans. A rough approximation can be had by multiplying the Body Damage Points of a creature by the fraction given in the preceding table; round up if a "+" follows the percentage, and round down if the percentage is followed by a "-".

SUBDUING AN OPPONENT

An opponent can be subdued rather than killed. The attacker must first defeat the character in combat. An attempt to subdue must be declared at the beginning of combat. A modifier of +3 is added to the roll to subdue if the victim is struck with an edged weapon; a -3 modifier is applied if all attacks are made bare-handed or with a quarterstaff or a club. A successful "subduer" rolls a D10. On a score of 1-6 the opponent is subdued and is either helpless or unconscious. A D10 score of 7-10 indicates the opponent has either been accidentally critically wounded or is dead.

The referee may decide that some creatures cannot be subdued at all, or he may impose further hit modifiers to simulate very ferocious beasts or creatures that cannot fail morale.

MISSILE COMBAT

Missile fire is performed in much the same way as melee: when a combatant attempts to hit a target with a missile, the firer rolls for initiative, then rolls to hit, then rolls for damage, as outlined above. Missile fire differs, however, in that firing is done from a distance, rather than hand-to-hand melee range.

MISSILE RANGES

Data for each missile weapon are provided in the following table: (a) minimum range in feet, under which the weapon cannot fire; (b) short range, for which there are no negative hit modifiers; (c) medium range, at which weapons are given a -20 modifier to hit; and (d) long range, at which weapons receive a -30 to hit. Some missile weapons also take longer than 1 Combat Round to load, aim, and fire: times required to load these are noted below. Aiming and firing are done in the next following Combat Round.

Large artillery machines, such as ballistae, onagers, and trebuchets, are also included below for sieges and naval battles. The damage such engines do and the number of targets they can hit within a 20 ft circle are listed. Damage modifier bonuses for artillery are added to the wound severity die roll, above. When an artillery bolt or stone lands amongst a group of possible targets, a random dice roll is made to determine which is hit.

MISSILE RANGES, RELOADING TIMES, DAMAGE TABLES, AND NUMBER OF TARGETS (FOR ARTILLERY)

WEAPON	RANGES IN FEET				RELOAD TIME	DMG TABLE	NUMBER OF TARGETS
	MIN	SHT	MED	LNG			
ROCK, THROWING STICK	-	30	60	90	-	B	I
STAFF SLING	-	150	270	330	-	E	I
SLING	-	180	270	360	-	C	I
SHORT BOW	-	90	225	270	-	C	I
LONG BOW	-	180	450	600	-	D	I
COMPOSITE BOW	-	225	390	630	-	D	I
LIGHT CROSSBOW	-	180	360	540	-	E	I
MEDIUM CROSSBOW	-	210	450	570	3 CR	E	I
HEAVY CROSSBOW	-	240	480	600	5 CR	F	I
VERY HEAVY CROSSBOW	-	300	510	630	2 T	G	I
SMALL BALLISTA	-	300	510	630	2 T	G	I
MEDIUM BALLISTA	-	450	630	900	4 T	G + 1	I
LARGE BALLISTA	-	510	660	1080	6 T	G + 2	I-2
SMALL ONAGER	90	300	900	1050	4 T	G + 2	I-2
MEDIUM ONAGER	120	360	960	1140	6 T	G + 4	I-5
LARGE ONAGER	150	390	1140	1200	10 T	G + 6	I-5
SMALL TREBUCHET	120	360	960	1140	6 T	G + 4	I-5
LARGE TREBUCHET	150	450	930	1080	10 T	G + 6	I-10

At least one person with artillery skill must be a member of a machine's crew in order to fire a ballista, onager, or trebuchet. Hits by artillery pieces must be confirmed by a D10 roll of 1-5 on the first shot and 1-7 thereafter.

MAGICAL COMBAT

Spell-casting and the use of sorcerous weapons will be discussed in a later section. It is only necessary to note here that magic functions much like missile fire: a mage prepares a spell or weapon, ascertains the range and the effects, and fires — usually

within the same Combat Round, but sometimes one or two Combat Rounds later. Damage or other effects of the spell/weapon are then assessed and applied.

NAVAL COMBAT

Combat at sea is similar to land combat. Magic, missiles, and melee take place as described above. Melee is possible, of course, only when two hostile ships, or a ship and a sea creature move within physical contact range. A ship's or creature's movement through the water causes no penalty, but individual movements by a missile firer and/or a target do create the modifiers listed in preceding tables.

BOARDING

The referee determines the difficulty level of a Dexterity Test required to board an enemy vessel. This depends on wind speed and the relative sizes of the ships, as well as other possible factors. No roll is needed to board back and forth between friendly ships.

SINKING A SHIP

Ships are sunk because: (a) someone sabotages the hull; (b) the crew scuttles the ship to deny it to the enemy; (c) a huge creature swamps the ship; (d) the ship is successfully rammed; or (e) the hull is destroyed by artillery or magic.

Only oared warships may ram. When one ship catches another in naval movement, or two ships confront each other bow to bow, the attacking ship has a 10% chance to sink a larger vessel and a 25% chance to sink a smaller warship or a merchant ship. If this roll is successful, the enemy ship's hull is punctured, and it sinks within 5-10 Turns (a D10 roll divided by 2). If the ramming roll fails, then the ships remain locked alongside in melee.

The referee decides whether a sea creature is large enough to swamp a ship. If such a monster is encountered, a D100 score of 1-5 sinks the ship during the first two turns; thereafter these ranges are increased by 5 pips per turn (i.e. 1-5, 1-10, 1-15, etc.) to a maximum of 1-30, unless the monster is slain.

Of the artillery weapons, only a large ballista, a medium or large onager, or a trebuchet can sink a vessel. Each ship takes a fixed number of "free" hits before it must check for sinking. A Séscha gets no free hits: it rolls for sinking whenever it is hit by one of the listed artillery engines; a Hrí takes 1 free hit; a Srüganta is given 2 free hits; a Tnék gets 3 free hits; a Qél is allowed 4 free hits; and a Zírunel may take 6. Further artillery hits then have a 5% cumulative chance of sinking the ship: 1-5, 1-10, 1-15, etc. Certain spells, such as the Doomkill and the largest Hands of Krá the Mighty, do similar damage. Military ships often carry sorcerers whose task is to negate enemy magic (see under Battlefield Magic, below). Certain very important ships are also magically warded to prevent spells from affecting the hull, although the crew is not immune to missile fire or melee.

MORALE

Player characters can run away or fight to the death, as they wish. Nonplayer characters may not be so heroic, however. A party that loses members in combat needs to check morale to continue fighting. A group that fails its morale check will attempt to flee or surrender if cornered, unless it is known that certain death awaits. In the latter case, the party must check again at once. A second failure results in surrender or abject cowering; if the roll succeeds, the party regains its courage and continues to fight. If the party consists of members of different morale classes, only one test is made at the level of the component group making up the highest level of morale and numbering at least 20% of the total party. Thus, a handful of veterans can add backbone to a group of peasant levies. If a group runs and certain members are of a higher class than those

that failed the test, those individuals may either join the rout or cross-check the failed die roll with their own morale check. If they pass, they may fight on, if desired.

MORALE CLASSES

Morale classes are based on average members of various social and racial groups. Nonhumans not listed belong to categories similar to those of similar human groups. Using this table as a guide, new categories may be added by the referee.

MORALE CATEGORIES

A	B	C	D	E	F
SLAVES	AVERAGE CITIZENS	AVERAGE SOLDIERS	VETERAN SOLDIERS	ELITE SOLDIERS	FANATICS
PORTERS	BANDITS	SWAMP FOLK (LAND)	SWAMP FOLK (AT SEA)	OFFICERS	HLUTRGÚ
DOMESTICS	PIRATES	YOUNG BRAVOS	SsÚ	AHOGGYÁ	UNDEAD
PEASANTS	NEW RECRUITS	SORCERERS	TINALÍYA	SHÉN	AUTOMATONS
HLÁKA		CARNIVORES; FEROCIOUS HERBIVORES	NOBLES W/FIGHTING EXPERIENCE	HLÜSS	
MILD HERBIVORES		CLAN GUARDS	SHUNNED ONES	PYGMY FOLK	FEROCIOUS CARNIVORES

THE MORALE TEST

One D20 roll is made for the party, according to the percentage of its casualties at the end of the current Combat Round. All members are counted, including noncombatants, slaves, family members, etc. Only player characters are not included. Scores within the ranges given below succeed: the party may stay on and fight or act with reasonable cohesion.

MORALE TEST RESULTS

PERCENTAGE LOST	A	B	C	D	E	F
10%	1-10	1-12	1-14	1-16	1-18	1-20
25%	1-7	1-10	1-12	1-14	1-16	1-18
50%	1-4	1-7	1-10	1-12	1-14	1-16
75%	1-2	1-4	1-7	1-10	1-12	1-14
90%	1	1-2	1-4	1-7	1-10	1-12

Morale Test roll modifiers include:

CAUSE	MODIFIER
The party leader is slain or captured	-4
The party is attacked by magic and has none itself	-3
Humans meleeing Hlüss, Ssú, or Shunned Ones	-2
Meleeing a huge creature or underworld denizen	-2
Meleeing a party more than 50% larger in size	-2
Each of the party's sorcerers killed or captured	-1
Party's major objective has been attained	+4

Enemy leader has been slain	+3
Meleeing a party half as large	+2
Each large treasure (greater than 100 Káitars) found and divided equally among party (except slaves, children, domestic servants, etc.)	+2
Each huge creature or underworld denizen killed or subdued	+2
Each enemy sorcerer killed or captured	+1

The referee determines the actions of a party that has failed its morale roll: the direction of flight, characters who do not escape, etc.

HEALING

Sorcery is the simplest and easiest method of healing wound damage, as well as curing poisons, indigestion, and similar problems. Spells of Healing or Alleviation, or an "Eye" (a magical device of the Ancients) are also used, usually at touch range. If these methods fail, a -10 (cumulative) is subtracted from any subsequent attempt to heal the patient. If sorcery is not available or cannot be made to work on a wound, severed limbs, loss of sight, etc., must either be lived with or the character must retire.

It is possible to heal many wounds and illnesses through medical skill. Levels of medical skill (see below) are needed for this. No surgeon can replace a limb, but many can indeed aid an injured person. Moreover, any party member can administer first aid after a fight. This can only be done once for each set of wounds, however. To see how much damage is regained from first aid, roll a D10 on the following chart. Physicians subtract 1 from the score of this roll for every 5 levels of medical skill possessed.

HEALING TABLE

SYSTEM USED	D10 SCORES AND HEALING EFFECTS				
	I	2-5	6-7	8-9	10
QP	2 CATEGORIES	1 CATEGORY	0	0	0
HP	6-10	4-5	2-3	1	0

In the foregoing table, a QP result denotes the number of wound categories healed: e.g. a serious wound is reduced one category to a minor wound. An HP result signifies the number of hit points recovered.

After first aid is administered, only time and care will enable wounds to heal. At the end of every week, roll on the skill success chart to heal a wound; a success in the QP system heals one category, and a success in the HP system heals the number of hit points required to reach the maximum damage of the next lower wound category. If a physician with 10 or more skill levels is available, he treats a wound as one difficulty level less (but never less than "easy"). If the patient rests at a temple or clanhouse, the wound is treated as two categories less. A failed roll worsens the wound by one category in the QP system. In the HP system, the patient takes the extra damage needed to reach the top of the next category. A QP character who is thus incapacitated will die due to infections and shock; a weaker individual in the HP system may perish sooner. The following chart gives the degree of difficulty for treating each wound category:

WOUND TYPE	DIFFICULTY LEVEL
NO EFFECT	EASY
MINOR WOUND	HARD
SERIOUS WOUND	DIFFICULT
CRITICAL WOUND	VERY DIFFICULT
INCAPACITATED	REAL CHALLENGE



MASS COMBAT: PHYSICAL

Some encounters are too large to handle expeditiously with a set of role-playing rules. Large-scale military engagements perhaps should not be attempted at all, or should be decided by the referee. The following brief set of mass combat rules can be employed for intermediate-size battles.

Each mass combat turn represents two minutes of combat. A combatant's HBS factor gives him a D10 base number needed to achieve a hit. This number is then modified by the combatant's armour, weaponry, speed, visibility, and for missile attacks, range. A random modifier that affects everyone on one side of the mass combat is included to add an element of uncertainty to the combat.

If the D10 score is equal to or less than the modified number, the attacker scores a critical wound on a defender. An attacker with a HBS of 300-399 does two wounds to two different opponents; an attacker with a HBS of 400-499 does 3 wounds; and an attacker with a HBS of 500+ does 5 wounds to 5 different opponents, if that many are within reach!

If the battle is too large to be fought individual by individual, percentages can be used for casualties and any left over fraction: e.g. 63 men rolling a 6 = 37.8 casualties (i.e. $63 \times .6$). A random roll is then

made with a D10 to determine whether the .8 is a hit or not. Creatures allowed multiple wounds are killed as their cumulative wound totals are reached: e.g. 17 wounds are done to a group of 10 creatures that can absorb 3 critical wounds each; 5 creatures expire and 2 wounds remain for the next turn.

Morale checks are made at the end of each turn, according to the tables given above. In this system, individuals are not distinguished, although player characters and key nonplayer characters can indeed be picked out and allowed to fight individual combats. Otherwise, leaders are incapacitated on a D10 die roll equal to the turn of mass combat: e.g. on a "1" in turn 1, on a "1" or "2" in turn 2, on a "1-5" in turn 5. 1-5 is the maximum, however: scores of 6-10 never kill leaders. A leader who becomes a casualty in this manner replaces one ordinary casualty, thus saving a trooper.

Post-battle recovery rates are 70% for the victor, 80% if a friendly sorcerer has survived the fight; 20% for the loser, 30% if a friendly sorcerer remains.

THE MASS COMBAT DIE ROLL

A D10 score less than or equal to the numbers listed in the following table scores a hit.

HBS RANGE	BASE NUMBER NEEDED TO HIT
0-49	1
50-99	2
100-149	2
150-199	3
200-249	4
250-299	4

300-349	5
350-399	6
400-449	6
450-499	7
500-UP	8

MODIFIERS TO THE MASS COMBAT DIE ROLL

The attacker's weapon category provides a modifier. This may be the weapon category of an individual or of a group of combatants grouped together for purposes of the fight.

WEAPON USED

WEAPON CATEGORY	MODIFIER
A/B	0
C/D	+1
E/F	+2
G+	+3

TARGET'S SPEED

This is needed when fighting creatures and nonhumans:

TARGET'S SPEED	MODIFIER
VERY SLOW	+2
SLOW	+1
AVERAGE	0
FAST	-1
VERY FAST	-2

VISIBILITY

This is used unless the combatant sees in the dark.

CAUSE	MODIFIER
IMPAIRED, FOG, NIGHT	-1
TOTAL DARKNESS	-3

TARGET'S ARMOUR PROTECTION

ARMOUR TYPE	MODIFIER
LIGHT ARMOUR	0
MEDIUM	-1
HEAVY ARMOUR	-2
ENCHANTED ARMOUR	-3

RANDOM MODIFIER: (BOTH SIDES ROLL EACH TURN)

D10 SCORE	MODIFIER
1	+2
2-3	+1
4-7	0
8-9	-1
10	-2

TACTICAL MODIFIERS

CAUSE	MODIFIER	COMMENT
Surprise	+1	First turn only; the surprised party may not attack in return.
Flank	+1	Only when using miniature figures, a battle board, or with the referee's permission.
Rear	+2	See Flank, above

MISSILE RANGE MODIFIERS

RANGES	MODIFIERS
SHORT RANGE	0
MEDIUM RANGE	-1
LONG RANGE	-2

Only one shot per range is allowed against a closing or retreating enemy. No long-range fire is allowed in restrictive terrain. Night shortens allowable fire by 1 range category.

MASS COMBAT SYSTEM: MAGIC

Magic-users and magical devices play an important role in combat. Each mage or destructive magical weapon, (e.g., an Eye of Raging Power) rolls once per mass combat turn on the following chart. A D10 score equal to or less than the number listed results in the attacker doing critical wounds equal to his level to the enemy side. Twice per turn each defending magic-user may volunteer to try to stop incoming sorcery; a defending mage may thus include himself as the first potential casualty in a magical attack to decrease the attacker's magical attack die roll number. An attacking mage may also nominate a defending mage as a target, at the attacker's option. Eyes function as 20th level spells for purposes of determining attack level but cease to function if an 8-10 is rolled for the Eye's attack. When defending, the wielder of an eye is treated as whatever class the wielder normally is; in effect, the eye gives no defensive bonus. Mages cannot be specifically targeted in melee during mass combat unless there are no other targets remaining in the area. Each turn a mage runs a risk of being incapacitated or exhausting his spell casting points. To represent this, a mage of levels 1-6 can only cast spells during the first two mass Combat Rounds; mages of levels 7-12 may cast spells during the first 3 Rounds; Levels 13-18 for the first 4; Levels 19-24 for the first 5; and Levels 25-30 for the first 6 Rounds. A mage with no more turns of spell casting can still act defensively for his side or, if so inclined, may join the fray as a warrior:

MASS COMBAT MAGIC TABLE

TARGET'S MAGICAL RESISTANCE FACTOR	CASTER'S LEVEL				
	1-6	7-12	13-18	19-24	25-30
0-1	4	5	6	7	8
2-3	3	4	5	6	7
4-5	2	3	4	5	6
6-7	1	2	3	4	5
8-9	0*	1	2	3	4
10-11	0*	0*	1	2	3
12	0*	0*	0*	1	2

* On a result of "0" roll a D10. A score of 1 requires a second D10 roll: 1-5 = 1-5 targets are affected, 6-10 = no effect.

SECTION FIVE

ADVENTURE DICE ROLLS

Beyond such clearly defined activities as movement and combat, characters must perform many other actions. Most of these cannot be subjected to "rules" any more than can actions here on Earth. (What dice score do you need to enjoy your breakfast? To race downstairs without tripping? To win an argument in a court of law? To gain the affections of your intended?) This section offers ways to determine such matters in the rôle-playing game. One can over-use these methods, of course, turning the game into an exercise in dice-rolling. The mark of a good referee is neither to under-use nor over-use such mechanisms: rolling dice for every petty event is not fun, nor is it enjoyable to

have to depend upon the referee's whim whenever an event occurs for which there are no neatly codified rules.

RANDOM OCCURRENCE ROLLS

A player has the option of deciding many matters for himself. In some cases, however, players may prefer to let a D100 roll settle issues that cannot be predicted from the scenario, the characters' attributes, their learned skills, or their wishes. Does the High Priest Osumétlu like rich and spicy Jakállan cooking? Does the guard turn around? Can Lady Mnélla (a non-player character) tolerate Lord Sunchán's revolting food habits? Does the armourer have a harness that fits Lord Arumél?

In these and many other cases a D100 roll is the simplest solution. The lower the score, the more favourable the outcome for the character; the higher the score, the less favourable. A score of 25, for instance, means that Osumétlu does indeed enjoy Jakállan cooking. A result of 5 shows still greater enjoyment: he absolutely loves it!. A 95 would denote a thorough distaste for spicy food. A score of 45-65 signifies that the guard does turn around but is not very attentive and perhaps not looking in the right direction. A roll of 89 indicates that Lady Mnélla turns a bilious green, leaps up from her meal, and requests Lord Sunchán to depart forthwith! A score of 11, on the other hand, would show that she finds this strange man's predilections fascinating. A score of 51 indicates that the armourer has armour that fits Arumél, but it is not really what he wants. Once a liking, etc., has been ascertained, it is noted on the character's record so that vagaries of the dice do not leave the character loving something one day and hating it the next!

Ungamed background knowledge can be ascertained similarly. Has Tékuu ever heard of this animal before? Did Arjái ever visit the city of Haumá? Does Shenésa recognise the powers of this herb? Low scores give favourable answers; high ones indicate a lack of knowledge; and a middling result (perhaps 40-60) denotes a little knowledge, a brief and undetailed visit (perhaps when the character was a child), or a vague familiarity but no real understanding.

A random dice roll is used to select the subject of an event from the party: e.g. there are nine persons in the exploring expedition (including non-player characters — there are no "NPC's" as far as Tékuu is concerned!). A roll of 1-9 (i.e. a D10, rerolling a result of 0) is used to decide who finds the most valuable item of treasure — or who is attacked by the monstrous tomb guardian! Thus, a 1 denotes Tákodai, a 2 signifies Lady Ashiyán, a 3 picks out Lord Kirkta, etc.

The referee must "fine-tune" these random rolls. The worst possible score (i.e. 100: two zeros on the dice) denotes that the character has had awful luck indeed. The referee thinks of several possibilities, gives each a random chance, and rolls his own D100. For instance, a party discovers a chest in an underworld corridor. Sánjesh scores 100. What happens to him? The referee thinks of four likely results and rolls D100: 1-10 indicates the chest is empty; 11-60 = it holds treasure, but this hapless fellow cannot find it; 61-90 = the chest contains a trap which he sets off, requiring a "targeting roll" against damage according to table C; and 91-100 = a hideous Epéng, a venomous insect whose poison is usually fatal, lurks in the box. If there are 10 or fewer possibilities, and if the ranges are not complex, a single D10 does as well as D100.

ATTRIBUTE ROLLS

One or more attributes from a character's original statistics (determined from volume one of Adventures on Tékuu) is employed as the basis for deciding such actions as smashing open a door, jumping across a chasm, catching a thrown coin, recognising a symbol scratched on a wall, and the like. The first two examples use the character's strength statistic; catching the coin is a matter of dexterity; and recognising the symbol is related to intelligence (although prior knowledge would certainly take precedence). To determine these events, the referee first decides how difficult the test is for that particular character: jumping a 6 ft wide chasm is no problem for an athletic person,

but it is a harder test for a fifty-ish bureaucrat, and for a seriously wounded man it becomes a real challenge. Once the difficulty level of the test is set, the player makes a D100 roll against the table given below, and the action succeeds or fails accordingly.

The relevance of most attributes is clear: strength for tasks that require physical power; intelligence for seeing, knowing, recognising, understanding, and calculating things; dexterity for delicate actions, picking locks, working with small tools, etc.; psychic ability for sorcerous and other-planar manifestations; comeliness to impress someone with one's appearance; charisma to impress with words and manner. Arbitrarily, the strength statistic is employed for matters of stamina: e.g. resisting a poison, marching rapidly or a great distance cross-country, surviving underwater, and the like.

There is no need to roll for events that are impossible, of course: no character can lift a sailing ship; no mage can figure out the workings of a star-ship; and pretty words cannot sway a Princess of the Empire into eloping with a highly charismatic but impoverished swain. In such cases, the referee must say, "Sorry. It can't happen."

Two or more statistics can be combined and averaged, and the resulting number used as the base for the table below. For instance, comeliness and charisma together constitute the basis for a roll to decide how much Mazhán impresses the warrior-maiden Ka'él. If he fails, he is not allowed to roll again until he or she does something that may alter her opinion of him. The three attributes of strength, comeliness, and charisma are averaged together if Mazhán decides to impress Ka'él with his muscles and weight-lifting! Dexterity and strength are used to drag an unconscious comrade out of a tangle of thorns and brush. Intelligence and dexterity are combined to disarm a clever trap. Psychic ability and psychic reservoir are joined to test whether or not a person senses powerful sorcery nearby. (This is not a spell but rather an ability that a few highly psychic characters may have at the referee's discretion.) The referee is urged to innovate and develop further combinations and reasons for using them.

SKILL ROLLS

Competence in a skill forms the basis for many adventure rolls. Swimming is crucial to a person who falls overboard; mountain-climbing is needed for one who essays the peaks of Kilalámmu; cooking is needed to prepare dinner, etc. Indeed, cooking primarily requires training and experience, and a roll using this skill alone by itself is appropriate: the referee sets the level of the test (easy to cook a daily meal, harder to prepare a dinner for guests, very difficult to bake a cake fit for an Imperial Prince, and a real challenge to cook food that would appeal to a visiting nonhuman!) Such tests differ according to the skill level of the tester, of course: what is an easy test for a master chef is likely to be a real challenge for an apprentice. One finds one's skill level from one's character sheet, inquires the test's difficulty level from the referee, and rolls D100. Kagór, a clever cook with much experience, scores a modified 60 and succeeds in cooking a dinner that appeals to Lord Tékuu's highborn guests. Kágesh, who is an average glassblower, rolls a 91 to create a goblet, ruins it, and spatters molten glass over his sandals!

In other cases, an attribute from one's character sheet is employed together with a skill: e.g. the ship captain Pi'úr is below decks when his ship hits a reef and capsizes. He makes a dexterity roll to wriggle out; then he makes another roll using his swimming skill to reach shore, about 300 feet away. If the referee changes the scenario, however, and makes the beach 3 miles away, Pi'úr must use his swimming skill as a modifier to his strength statistic to save himself! (This is poor refereeing, of course: players must be told what they can see or sense, and no changes are allowed thereafter! Pi'úr must have known whether the ship is 300 feet or 3 miles from the coast!) When Pi'úr does crawl up on shore he may have to make an intelligence + botanical knowledge skill roll to notice that the seaweed he is lying on is poisonous. Poor Pi'úr!

PRIMARY AND SECONDARY SKILLS

Any skill can be used as the primary skill for a test. Where relevant, one secondary skill may be additionally employed as a modifier. This is left to the player and the referee. For example, Mazhán wishes to serenade Ka'él with a poem. He has four levels of poetry, and dashing off a simple poem is an easy task for him. He wants to sing this to her, however, and his skill in music is only two levels. He requests that the test be split in two: one for penning the lyric, which he passes easily; and a second for singing his composition to the lady. Here, he urges his levels of the oration and debate skill should serve as a secondary skill. The referee refuses, saying that, if anything, such a use of the oration skill ought to count as a negative! One does not "orate" or "debate" a love-song to one's heart's desire!

Skills may be differently combined. Philosophy and advanced theology are logical skills needed to read The Scrolls of Pavár. Basket-weaving and hunter/tracker are useful together to weave vines into a sturdy rope. Glassblowing and merchant are good choices for one who manufactures beautiful vessels for sale. Foreign studies and economics are useful in setting up a business in Mu'ugalavyá — or getting a job as a lecturer at a temple academy in Yán Kór. Many combinations are possible, and, again, players and the referee are invited to innovate.

Another example: Captain Pi'úr attempts to dock his ship in rough seas at a wharf in the unprotected harbour of the city of Be'ésa on Dlántla Isle. His intelligence is 80, his dexterity 76, and he has 15 levels of sailing. His two attributes average 78. The referee decides the test is a difficult one even for a seaman with so much experience. Pi'úr's modifiers are +30, -5, and -30 = -5. He scores a $19 + -5 = 14$ and makes port easily. If he had failed by a few points, he would have to go back out into the harbour and try again; a failure of, say, 15-30 points might denote scraped paint or other minor damage, and a real flop of 31+ points could mean disaster!

LANGUAGE TESTS

Each language has only five levels of competence. One who has no levels cannot pass such a test at all. One level is a real challenge when faced with a monolingual speaker; two levels are a very difficult test; three a difficult test, four a harder test, and five an easy test. At the referee's discretion, a person who has five levels and has lived and worked for some time with speakers of that tongue needs no test at all: he is fluent. Reading and writing, however, may still require a test, if the character has not mastered these skills to the same extent.

COMPETITIVE ROLLS

A competitive roll is made when one character's will is opposed by someone else's (whether a player or non-player character makes no difference). This can include persuading an official to be lenient, impressing a love-interest to a greater extent than another character does, getting a reluctant guard to carry a message, obtaining aid from a hostile tribesman, and the like. In such cases, the referee sets the difficulty level of the test for each party. All sides then apply all of their relevant modifiers, and the parties roll D100. The best (i.e. lowest) score prevails. The greater the amount by which a test is passed, the better the result. The worse one's failure, the unhappier the outcome. A tie is won by the contestant having the greatest number of levels in the primary skill employed. For example, Mazhán warbles his song to Ka'él and scores a (modified) 10: he impresses her mightily, much more than Tákodai's result of 68, a bare pass! She smiles upon lucky Mazhán, while Tákodai broods.

Another example: Two Tsolyáni warriors are bartering with a Tinalíya merchant over the price of a steel sword. The first warrior has an intelligence of 40 and no other relevant skills. The second has an intelligence of 85 and one level of merchant. The Tinalíya has an intelligence of 94 and 12 levels of the merchant skill. The referee declares bartering to be a very difficult task for the first warrior, a difficult task for the second, and an easy task for the Tinalíya. All three compute their modifiers: Warrior 1 =

+50; warrior 2 = +18; the Tinalíya = -34. Three D100 rolls are made: warrior 1 scores 31, warrior 2 has a 49; and the Tinalíya gets a 68. The modified scores are respectively 81, 67, and 34. The Tinalíya wins the contest and charges the warriors whatever exorbitant fee he wishes (i.e. the referee decides) for the sword. They can refuse to buy the weapon, of course, but the Tinalíya will not lower his price any farther.

One more example will illustrate the system. Lord Tékonu hiQolyélmu tries to convince a tax collector that his estate is not in arrears. Tékonu has never bothered to pay the taxes, and his father, who last owned the fief, is recently deceased. Tékonu has also failed to acquire much knowledge of estate administration. This is thus a real challenge for him. Tékonu's charisma (his most relevant attribute) is 86, and he has 8 levels of Administration. He convinces the referee that his 12 levels of the skill of law also apply. The modifiers to his dice roll are thus +60, -10, -16, and -12 for a net of +22. The tax-collector has a charisma of 49 and 15 levels of experience in his job. For him, this test is only a difficult test: his modifiers are +30, -5, and -30: a total of -5 to his D100 roll. Tékonu scores $42 + 22 = 64$. The tax-collector rolls an $82 + -5 = 77$. Tékonu wins, and the tax-collector departs. Tékonu offers a prayer of thanks to his tutors in the temple of Hnálla, then has a scribe dash off a letter to his clan elders in Jakálla, begging them to see that the taxes are quickly paid, bribes offered, and documents altered.

At the referee's discretion, minor events and actions can either not be rolled for at all, or else be determined with non-competitive skill rolls: e.g. Tékonu's charisma and skills can be applied to the skill test table without bothering about the tax-collector's statistics. Too much fine-tuning can be tiresome.

THE ADVENTURE DICE ROLL TEST

All adventure dice rolls use the same simple table:

D100 ROLL	OUTCOME
1-70	SUCCESS
71-100	FAILURE

Modifiers include:

DIFFICULTY LEVEL OF THE TEST

CATEGORY OF TEST	MODIFIER
EASY	+0
HARDER	+15
DIFFICULT	+30
VERY DIFFICULT	+45
REAL CHALLENGE	+60

RELEVANT ATTRIBUTE MODIFIER

ATTRIBUTE	MODIFIER
01-20	+10
21-40	+5
41-80	-5
81-99	-10
100+	-15

SKILL MODIFIERS

PER SKILL LEVEL	MODIFIER
PRIMARY SKILL	-2
SECONDARY SKILL	-1

Everything depends upon the referee and his perception of the scenario. The more experience the referee has had of real life, of arms and armour, of adventurous conditions and actions (e.g. hunting, backpacking, foreign travel), the more likely he is to make balanced and intelligent judgments in the game. No one can give guidance for every conceivable situation, of course, and the player party must co-operate with the referee in areas where the latter lacks expertise. The goal is enjoyment, not squabbling over "rules" or dice-rolling!

EXPERIENCE

Combat skills (e.g. Shaman, Sorcerer, and Warrior) are increased by gaining experience points (EXP). A character earns these either through defeating opponents in combat or through casting spells to aid the party. Using non-combat skills to aid the party is irrelevant to "experience," although the referee may add rewards of his own.

SORCERER AND SHAMAN EXPERIENCE POINTS

For every 2,000 EXP gained, a shaman or sorcerer adds one level to his magic levels. He then receives 25 spell purchasing points to buy new spells (or higher variants of old ones) from the sorcery section of this book. A mage who defeats an opponent with a physical weapon receives Warrior EXPs, not sorcery EXPs.

WARRIOR EXPERIENCE POINTS

For every 500 EXP gained, a Warriors earns 1 skill unit with which to purchase weapon skills, as shown on page 37, Tables 8 and 9, of part one of Adventures on Tékumel. EXPs can be saved to purchase weapon subskills that cost more than 1 point each. They must be assigned to a specific weapon at the time they are earned, however. No combat modifiers are given for partial skill levels.

A warrior must assign his EXPs to the specific weapon skill he has used to gain them: e.g. points earned through defeating a foe with a long-sword must be assigned to further levels of long-sword. Or: alternatively, he may assign such earned points to a weapon in which he has less than 10 skill levels. When he attains 10 levels in a weapon, he must earn any further levels in it by using it in combat. Further skill levels can still be purchased on a character's birthday through using his academic and hobby skill points, as described in volume one of Adventures on Tekumel. Special cases can be settled by the referee (e.g. learning or developing more skill in a weapon through training with a recognised master while travelling with him. Such cases will be uncommon: it is difficult to practice regularly or study while tramping along a road!)

A warriors who defeats a foe with a missile weapon earns points as if the enemy had a HBS of 1-49. Slaying a powerful enemy with an arrow from a distance does not provide many points!

Experience points are otherwise awarded by cross-indexing the character's skill and that of his opponent on the Gamed Victory Points Chart, below. The topmost and leftmost ranges in the vertical and horizontal rows are a character's modified HBS factor (e.g. 100+ = an HBS between 100-149). The second ranges below or to the right in both rows are a sorcerer's or shaman's magical skill level (the winner) or magical resistance factor (the loser): e.g. 1-3 = a character who has achieved a sorcery level of 1, 2, or 3.

SIMULTANEOUS VICTORY

Only the character who strikes an incapacitating or killing blow gains experience points. If two individuals both cause damage that would slay an opponent in the same combat round, or if two mages simultaneously target a victim successfully, the victors roll percentile dice, and the lowest score receives the credit. A party may allow a new or weak character to strike the last blow against a target mostly defeated by the others, thus giving that character a chance to gain experience points and greater strength.

GAMED VICTORY POINTS

WINNER'S MODIFIED		LOSER'S MODIFIED HBS FACTOR OR MAGICAL RESISTANCE FACTOR									
HBS OR MAGICAL		1-49	50+	100+	150+	200+	250+	300+	350+	400+	500+
SKILL LEVEL		0-1	2-3	4-5	6	7	8	9	10	11	12
01-49	-	500	750	1000	1250	1500	1750	2000	2000	2000	2000
50+	1-3	250	500	750	1000	1250	1500	1750	2000	2000	2000
100+	4-6	100	250	500	750	1000	1250	1500	1750	2000	2000
150+	7-9	75	100	250	500	750	1000	1250	1500	1750	2000
200+	10-12	50	75	100	250	500	750	1000	1250	1500	1750
250+	13-15	25	50	75	100	250	500	750	1000	1250	1500
300+	16-18	15	25	50	75	100	250	500	750	1000	1250
350+	19-21	10	15	25	50	75	100	250	500	750	1000
400+	22-24	5	10	15	25	50	75	100	250	500	750
500+	25+	5	5	10	15	25	50	75	100	250	500

BONUS EXPERIENCE POINTS FOR LARGER CREATURES

Opponents with large numbers of hit points (or critical wounds in the Quick Play system) are harder for warriors to defeat. Thus, warriors (only!) receive a bonus for defeating such creatures. Opponents with 110-169 hit points (Quick Play: 3 or 4 critical wounds) are counted as 1 HBS category more powerful for experience point purposes only: i.e. one column farther to the right on the foregoing table. Two category shifts are given for foes with 170-229 hit points (Quick Play: 5 or 6 critical wounds); three shifts for those with 230-289 hit points (Quick Play: 7 or 8 critical wounds); and four shifts are given for opponents with 290 or more hit points (Quick Play: 9 or more critical wounds). If a shift moves the award off the table, refer to a higher line on the chart to ascertain the logical progression. No target is worth more than 2,000 experience points.

NON-PLAYER CHARACTER EXPERIENCE POINTS

Non-player characters have as much right to experience points as player characters. The players or the referee must keep track of their progress on their cards. Points for minor characters (e.g. nameless soldiers introduced in a battle) need not be recorded, unless they are likely to reappear.

MAGICAL OR TECHNOLOGICAL WEAPONS AND EXPERIENCE

No experience points are given for defeating an opponent with a magical or technological device. An Eye is an easy way to slay even a large creature; using it says nothing about the user's skill, strength, or prowess.

KEEPING TRACK OF EXPERIENCE POINTS

Each player must keep track of his character's experience points and record them on a sheet where the referee can inspect them. Players who abuse the system may quickly find themselves out of the referee's good graces, or perhaps the game itself!

EXPERIENCE POINTS FOR CASTING NON-COMBAT SPELLS

Only successful spells cast to aid the party's goals earn experience points. Casting spells just to gain points is prohibited: e.g. a mage who casts 20 extra Light spells when no light is needed. The referee is the final arbiter.

Points given for casting successful non-combat spells are found from the following table:

SPELL-CASTING COMPETENCE POINTS

CASTER'S MAGICAL SKILL LEVEL	PHYLUM OF NON-AGGRESSIVE SPELL CAST		
	UNIVERSAL	GENERIC	TEMPLE
1-3	30	60	120
4-6	25	50	100

7-9	20	40	80
10-12	15	30	60
13-15	10	20	40
16-18	5	10	20
19+	5	5	10

SKILL DEVELOPMENT

New warrior and sorcery levels and skills are gained with experience points, as shown above. A different method is used to acquire non-combat skills. Each year, on a character's birthday, he can learn new non-combat skills or additional levels of such skills he already knows, as described in *Adventures on Tékumel*, part one, pages 31 and 41. If the character has spent the last game-year adventuring in a rôle-playing game, he will not have had time to study non-combat skills (e.g. poetry, botany) while "on the road." He thus learns his normal number of skills from *Adventures on Tékumel*, part one, but hobby points earned there are halved (and rounded up).

An active character in a rôle-playing game cannot learn sorcerer, shaman, or warrior skills through academic or hobby skill points; these can only be had by adventuring.

No more than two levels of a non-combat skill can be purchased in one year through the use of academic skill points. Hobby points may allow a character to obtain three levels in some cases, however. For example, one may use the academic skill sections of *Adventures on Tékumel*, part one, to acquire two levels of Poetry. Hobby skill points can then provide a third level of this same skill.

The goal is to give a character enough skills to function in the rôle-playing game, while not letting him become a superhuman warrior, mage, or monomaniacal scholar with two dozen levels in some very limited speciality.

INACTIVE CHARACTERS AND SKILL LEARNING

The following paragraphs apply only to a character not currently active in a rôle-playing game. He receives his normal number of skill and hobby points as in *Adventures on Tékumel*, part one, provided that he is in a locale where this learning is maximised: e.g. in training with a weapons master, in a temple school, etc. Such a character learns new weapon skills and spells as follows:

- A warrior who is not in an army or navy may purchase one level of a weapon skill with no die roll (see below), using points gained from *Adventures on Tékumel*, Part One.
- A character in an army or navy can purchase as many as two weapons skill levels without making a die roll.
- A warrior or soldier who wishes to obtain further levels of weapon skills (i.e. more than two) must first allocate skill learning points (from *Adventures on Tékumel*, part one), then roll a D10: 1-4 = the level is acquired; 5-10 = it is not learned that year. This is done for each weapon skill level the character wishes to buy after the first "free" one(s). If the roll fails, the invested skill points are lost. This method encourages characters to learn skills other than weapons.
- An inactive mage or shaman learns a level of Sorcery similarly: he first invests all his skill points from *Adventures on Tékumel*, part one, then rolls a D10: 1-4 = he achieves the level; 5-10 = he does not. A successful score gives him 25 spell purchase points to buy spell levels from the sorcery section of this book. A failure means that he loses all of these points but does apply a -1 to his D10 roll next year (this is cumulative from year to

year until he achieves a level). A magic-user with an intelligence factor of 91+ also subtracts 1 from his D10 roll. Again, the objective is to slow ambitious players down a trifle and encourage them to seek expertise in skills other than just spells (e.g. languages, sciences, priestly skills, administrative methods, etc.).

- An inactive character acquires non-combat skills with points from Adventures on Tékumel, part one, as does an active player-character.



An inactive character may find it useful to enter one of the Tékumel solitaire adventures. This is risky but offers more in the way of plot development and enjoyment.

INAPPROPRIATE SKILLS

No mage may take academic weapon skills from Adventures on Tékumel, Part One, although he can purchase them with hobby skill points. No warrior can learn sorcerous skills at all, either through academic skill or hobby points, without the referee's specific permission.

ATTRIBUTE DEVELOPMENT

Each year, on a character's birthday, a D10 is rolled: 1-2 = he gains 1-5 points (randomly rolled) to add to one of the following basic statistics: Strength, Dexterity, Intelligence, Comeliness, or Charisma (again randomly chosen). This can affect his HBS factor, which must then be recalculated.

This is repeated each year until he reaches age 35, after which no points are gained. Upon reaching age 40, the process reverses itself: characters roll for ageing penalties in the same fashion. Comeliness and charisma are not reduced by ageing, however: comeliness is as perceived by one's peers, while charisma always shines through, regardless of age.

Upon reaching age 50, a character rolls a D10 each year. A score of 1-2 saves him from losing 1-5 attribute points. At age 60 the decline is automatic, and at age 70 the decline increases to 1-10 points per year. If any of the above-listed attributes is reduced to zero, the character dies and cannot be revived. Characters who are magically made older or younger by spells or devices adjust their attributes in the same fashion unless the referee decrees otherwise.

OTHER REWARDS

A character who has displayed exceptional rôle-playing skill may merit a reward in addition to those given above. Thus, a soldier can be given the "Gold of Glory" in the Hall of Heroes in Avanthár (a very awesome and splendid ceremony). A priest may be promoted a Circle within his hierarchy (a completely different matter from attaining a level

of sorcery, which provides spell purchase points). A loyal henchman can receive a fief, a village, or a piece of land, thus creating a new series of adventures. A patron may offer a largess of money, a magical object, a fine sword, etc., for a job well done. All such matters are left to the referee, who is here gently advised to be neither too stingy nor too generous.

INCOME AND EXPENDITURE

SECTION SEVEN

People on Tékumel hold jobs, receive salaries, make purchases, and live normal human lives. This section lists salaries and likely earnings from business enterprises. Further on, averaged living expenses will be described similarly. Those who do not care about "realistic" gaming may dispense with these portions, but some formula should then be devised; otherwise the game becomes unbalanced. One cannot go on amassing money and "treasure" without a corresponding rise in expenditures!

INCOME

Income differs widely on Tékumel, as might be expected. Various occupational groups are listed. If no precisely appropriate category is given, the referee is urged to extrapolate.

- A. **SLAVES:** These unfortunates are not paid wages but are instead given food, clothing, and occasional gifts at their owner's pleasure. Valuable slaves, such as concubines, entertainers, major-domos, etc., expect better food and clothing than a less skilled slave, as well as leisure time.
- B. **SERVANTS:** Domestics trained in menial tasks are paid about 5-10 Káitars a month. This is halved in rural areas and doubled in major cities. Wealthy clans and nobles often double these rates again in order to get the best possible service. Generosity — public and ostentatious — is considered a virtue in aristocratic circles.
- C. **SKILLED EMPLOYEES:** Craftsmen are paid according to their skill levels. Wages vary according to locale and the employer's status. The following chart gives salaries for skilled workers, based upon the degree of difficulty of the skill (i.e. the skill/hobby points needed to gain a level in this skill; cf. Adventures on Tékumel, part one.) Warriors (clan guards, bodyguards, watchmen, and the like) are paid according to their highest subskill in any weapon, fisticuffs excepted. Soldiers, merchants, officials, and priests are dealt with later.

HOBBY/SKILL POINTS SPENT TO LEARN A SKILL LEVEL, AND WAGES IN KÁITARS/MONTH

EMPLOYEE'S SKILL LEVEL	1	2	3	4	5
1-3	5	10	15	20	25
4-6	15	30	45	60	75
7-9	30	60	90	120	150
10-12	50	100	150	200	250
13+	90	180	270	360	450

Dancers, entertainers, musicians, courtesans, panderers, and other "independent entrepreneurs may receive extra income through tips and gratuities. Such individuals roll a D10 each month: 1 = multiply the usual income by 10; 2 = multiply it by 5; 3-10 = the character earns nothing extra that month.

Farmers multiply the income found on the preceding table by 2 in the harvest months of Didóm and Langála. Depending upon local conditions, income earned from other rural occupations may increase during certain months as determined by the referee. For example: fishing; transport by Chlén-cart or boat, the flower season (for perfumes); local festivals, the wine-making season, etc.

D. OFFICIALS AND PRIESTS: These functionaries are paid according to their Circle. This is different from the magical "level" of a sorcerer, and also the weapon skill level of a warrior. "Circles" are social levels within the hierarchies. Levels of official or priestly subskills do not directly correspond to "Circle" level. Many incompetent individuals have risen to great heights in the bureaucracies of Tékumel. To determine a priest's or official's Circle, use the chart given on pages 80 and 81 of *Adventures on Tekumel*, Part Two, Volume One, sections C1, C2 and C3. The following general approximations of "salaries" are based on urban locales: rural officials and priests receive 25% less; those in major cities 25% more. These sums includes gifts and bribes, which are likely to be greater in a city. Officials and priests of the highest Circles receive further benefits: elegant lodgings, slaves and servants, the best food and drink, concubines, costumes and jewellery, etc. A priest who serves one of the Cohorts receives perhaps 10% less than priests of a God: the temples of the Cohorts are not as rich as those of the Gods.

The referee and the game context will determine the Circle of a priest or official. Priestly and official monthly salaries are then determined from the following table.

CIRCLE	SALARY	CIRCLE	SALARY	CIRCLE	SALARY	CIRCLE	SALARY
1	10	7	90	13	700	19	1900
2	15	8	110	14	900	20	2000
3	20	9	150	15	1000	21	3000
4	30	10	200	16	1200	22	5000
5	50	11	300	17	1500	23+	7000
6	70	12	500	18	1800		

E. SOLDIERS: Members of the army and navy are paid according to their rank. Other military or semi-military forces are paid less: temple guards receive 5% less, road guards 10% less, city militia and the tomb police 15% less, and village constabulary 50% less.

MILITARY WAGES BY RANK

TSOLYÁNI TITLE	ENGLISH EQUIVALENT	MONTHLY WAGE
CHANGADÉSHA	ORDINARY SOLDIER	20
KURUTHÚNI	ELITE SOLDIER, VETERAN	15
TIRRIKÁMU	SERGEANT	30
HERÉKSA	LIEUTENANT	70
KÁSI	CAPTAIN	200
MOLKÁR	MAJOR	500
DRITLÁN	COLONEL	800
KÉRDU	GENERAL	1500+

F. INVESTMENT: Some skills provide a chance for investment income: Administrator, Merchant, Slaver, Money Lender, and Ship Captain. In addition, business or professional hobby skills that produce goods or offer services may make money. To make an investment, the player declares the amount of money invested in a given venture. He then makes a D100 roll. The first is a skill check; all investment tests are made at the difficult level with intelligence as the relevant attribute. The skill used for investing is the primary skill, and no secondary skills can be applied without the referee's permission. If this test succeeds, the venture makes money. If it fails, the investor loses money. After making this first D100 roll, the player rolls D100 again to determine the percentage of the invested sum that is made or lost. For every level of the relevant skill the character has, 1 point is subtracted from his dice score. This makes for higher gains or losses.

INVESTMENT INCOME/LOSS

D100 SCORE	ADMINISTRATOR, MONEY LENDER	BUSINESS, PROFESSIONAL HOBBY	MERCHANT, SLAVER, SHIP CAPTAIN
01	20%	25%	30%
02-05	15%	15%	20%
06-10	10%	8%	15%
11-70	8%	5%	10%
71-90	5%	3%	8%
91-99	2%	2%	5%
100	1%	0%	3%

- G. ALLOWANCES:** High or very high clans often provide a favoured member with an allowance. For simplicity's sake, this is an amount equal to the character's starting wealth, given on each birthday. If the character cannot collect this sum at that clanhouse on that date, it is still available for him to pick up later. No interest is earned on this amount, although he may leave instructions for a clan relative to invest (or embezzle?).

EXPENDITURES

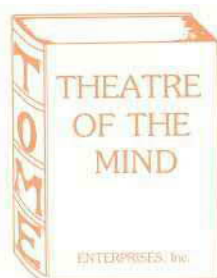
Characters are responsible for their monthly personal expenses.

- A. TAXES:** The Imperium collects 1% of all income (including treasure found!) per month.
- B. EMPLOYEES' SALARIES:** Hired retainers are paid according to the foregoing tables, and slaves require 3% of their original purchase prices for maintenance.
- C. LIVING EXPENSES:** To determine a character's household expenditures per month, a D100 roll is made on the following table. A +5 is added to the score for each spouse and adult dependant. A +1 is added for each child under the age of 12. Only regular income is counted for the determination of expenses: treasure, investments, gifts, etc. are exempted. Clan houses, the military, and the temples cover most normal expenses: food, lodging, some clothing, weapons, and even laundry. Contributions to one's clan, temple, and military mess are expected, however, and these must be paid. The referee will enforce payment of living expenses; not only does too much money unbalance the game, but debtors are often sold as slaves! Money lenders are available but charge 60-90% interest compounded each month. Furthermore, a loan from a moneylender must be paid back in 3 months; otherwise dire consequences follow. The chart below is based on where the character and his household lives. Living in a temple, barracks, or clanhouse is cheaper because food and various services are grouped together and paid for by the organisation. If the character is not living with his usual household entourage, then expenses are determined at the most expensive rate. It costs more to live alone!

LIFESTYLE AND INCOME RANGES IN KAITARS

D100 SCORES AND PERCENTAGE OF INCOME SPENT IN A GIVEN MONTH

INDEPENDENT	20%	30%	50%	70%	90%	100%	150%
I-100	01-05	06-20	21-50	51-80	81-90	91-95	96-100+
101-500	01-08	09-25	26-70	71-90	91-95	96-97	98-100+
501-1000	01-10	11-30	31-75	76-95	96-97	98-99	100+
1001-2000	01-15	16-35	36-80	81-97	98	99	100+
2001+	01-20	21-40	41-85	86-97	98	99	100+
CLANHOUSE	20%	30%	50%	70%	90%	100%	150%
I-100	01-10	11-30	31-60	61-85	86-95	96-98	99-100+
101-500	01-15	16-35	36-65	66-90	91-97	98-99	100+
501-1000	01-20	21-40	41-70	71-95	96-97	98-99	100+
1001-2000	01-25	26-45	46-75	76-97	98	99	100+
2001+	01-30	31-50	51-80	81-98	99	100+	-
ARMY, TEMPLE, BARRACKS OR CAMP	20%	30%	50%	70%	90%	100%	150%
I-100	01-15	16-35	36-65	66-90	91-97	98-99	100+
101-500	01-20	21-40	41-70	71-95	96-98	99	100+
501-1000	01-25	26-45	46-75	76-97	98	99	100+
1001-2000	01-30	31-50	51-80	81-98	99	100+	100+
2001+	01-35	36-55	56-85	86-98	99	100+	-



TEK-2000A

ADVENTURES ON TÉKUMEL GARÐÁSIYAL – DEEDS OF GLORY

ROLEPLAYING IN THE WORLD OF TÉKUMEL
M.A.R. BARKER AND NEIL R. CAULEY