Heroic Age of Tékumel

Quick Start Rules (Beta)

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Heroic Age of Tékumel Quick Start (Beta)

WEIRD REALM GAMES

This game is **OSR Compatible** and can be used with any old school RPG or modern clones. It was designed with the **classic** version of the game in mind, but with minimal changes can be used with **original** or **advanced** rules or their clones.

Armor Class is given both descending and ascending values, with descending values in parentheses. An unarmored character is AC 12 (9) and chainmail gives AC 16 (5). Unless specified, all encountered creatures and men are assumed to have the same movement rates as normal men and to use the same saving throws as a fighter of the same level as their hit dice.

Acknowledgments

1. Introduction

After roleplaying in countless fantasy worlds based on European/Celtic models, a world that does not rely on these overused backgrounds is a refreshing change of pace. Tékumel, a setting drawing heavily from Middle Eastern, Chinese, Indian, and Mesoamerican cultures, fits the bill perfectly. Tékumel is a place with the politics and intrigue of the Roman Empire, the religions of ancient India and pre-Columbian Mesoamerica, the magic of the Arabian Nights, the monsters and demons of the Cthulhu mythos, plus ancient ruins containing the technology of a good space opera thrown in just to keep things interesting.

First created by M.A.R. Barker (a professor of South Asian Studies at the University of Minnesota) when he was a child in the 1940s, Tékumel was first published by TSR in 1975 as the roleplaying game *Empire of the Petal Throne* (EPT). It was the third role-playing game published. Since that time, Tékumel has developed an international following and has seen several revivals, including five novels, four more sets of official game rules, and countless homebrew systems.

How This Game is Different

Heroic Age of Tékumel uses the Pylon Game Engine, which is derived from the first generation of roleplaying games. Pylon was inspired by *Empire of the Petal Throne* (EPT), *Chivalry and Sorcery* (C&S), and the basic version of the first roleplaying game. Pylon has a simple skill system, where the classes have access to different groups of skills. Pylon uses percentile dice for character generation, though 3d6 can easily be substituted, and a d20 die is used for combat and skill resolution. Pylon is compatible with other games from the early years, as well as other OSR games, such as *Labyrinth Lord* and *Swords and Wizardry*, and can use the same adventures and monsters.

The goals of *Heroic Age of Tékumel* and the Pylon Game Engine are to create a game that (1) is understandable to someone who has played EPT or D&D, (2) is easy to create characters for, and (3) is easy to run.

These Quick Start rules present the full character generation system of *Heroic Age of Tékumel* with skill and spell descriptions plus the player-facing roleplaying rules. This Quick Start does not have much Tékumel content. The two-page Tékumel Summary is all that is provided. The complete game, to be published in 2016, will contain full setting information. This is a 'no interior art' version.

I am using a different historical era to set adventures in this game. *The Time of No Kings* is the 5,000 year period that occurred after the cataclysm that destroyed Engsván hlá Gánga and before the formation of the Tsolyáni Empire.

Resources

You can find more information about Tékumel at the official website: http://tekumel.com.
A Tekumel mailing list can be found at http://groups.yahoo.com/neo/groups/tekumel.
Facebook has a Tekumel community at http://www.facebook.com/groups/16107501733/.
Google+ has a Tekumel community at http://plus.google.com/u/0/communities/102789866310726897114 and a *Heroic Age of Tékumel* community at http://plus.google.com/u/0/communities/115489213008463113275.
You can also follow my blog, *The Eye of Joyful Sitting Amongst Friends*, where I discuss Tékumel, Heroic Age of Tékumel, and the Old School Revival at http://joyfulsitting.blogspot.com.

Compare to what you have played before

If you know Empire of the Petal Throne (EPT)

Heroic Age of Tékumel is designed to produce similar results to EPT. The goal is to make translating between the two systems as easy as refiguring bonuses and renaming spells and skills. Attributes are still d100, and characters end up with a set of Professional and Background skills.

If you know The Fantasy Trip

The skill system will be familiar to you, but the rest of the system is a level-based, class-based system. If you created two classes, one with spells at double cost, and one with weapons at double cost, but no other restrictions, you could emulate TFT.

If you know Basic, BX, BECMI, RC or their clones

Character generation in Heroic Age is similar to BX, except *Psychic Ability* replaces *Wisdom*, and attributes are rolled with d100. The break points for modifiers are very close to the standard BX progression, except that the −3 and −2 modifiers are collapsed into the −2 modifier (see table below). I think few people want to play with −3 modifiers. In fact, one could use 3d6 just as easily. The classes are designed to be similar to BX classes. Nonhuman species are designed as separate races, not Race-as-Class. The skill system is similar to the skills in BECMI and RC.

3d6	Percent	d100	Mod
3	.46		−3
4-5	4.62	01-05	−2
6-8	25.92	06-25	−1
9-12	74.07	26-75	0
13-15	95.37	76-95	+ 1
16-17	99.53	96-99	+ 2
18	100	100	+ 3

If you know AD&D

(I don't know these games well, so perhaps a kind soul might write up this section to help out.)

If you know d20 (3.0 and 3.5), 4th or 5th Ed.

(I don't know these games well, so perhaps a kind soul might write up this section to help out.)

2. Tékumel Summary

Tékumel's History

60,000 years in our future, the vast Humanspace Empire discovered the planet Tékumel. Two hostile races with primitive space travel lived there, the subterranean Ssú and the aquatic Hlǘss, but Tékumel was in a strategic location. The humans defeated them, placed them on reservations defended by force fields, destroyed vast tracts of poisonous native plant life, and extensively terraformed the world. Tékumel became a hub of trade and a resort for the rich and powerful.

After a millennium, a great cataclysm occurred, ripping Tékumel's star system out of space and plunging it into the darkness of another dimension. No one knows what caused it. From the global stresses of this event, earthquakes, volcanoes, tidal waves and other disasters befell Tékumel, and without supplies (especially iron for this iron-poor planet), civilization fell hard. The Ssú and the Hlǘss rejoiced as the force fields keeping them in their enclaves eventually failed.

In the intervening 30 to 80 millennia (the exact timeframe is unknown) before the game's current time period, civilization has returned, and is at a medieval level of technology.

The Climate is Hot

Temperatures are similar to Earth's equatorial zone. Daytime temperatures in the summer can reach 125° F; nighttime temperatures in the winter go as low as 70° F.

Not Much Iron

The density of the planet is relatively low, making heavier metals, especially iron, in short supply. Humans have adapted to this with the use of chlén hide, an animal hide chemically treated by the armorer's clan to form a lightweight substance with the hardness of bronze.

No Cavalry

No riding beasts are known on Tékumel and the only draft animal is the gigantic and ponderously slow chlén, a beast similar to a domesticated triceratops. Most merchant caravans use slave bearers, trained to carry large loads on their backs. Armies have no cavalry, relying on foot soldiers and magic.

Magic Exists

The veil between universes is thin, allowing the power of the mind to unleash the energies from between the planes. The training in the magical arts is mostly controlled by the temples.

Nonhumans

Several species of nonhumans live on Tékumel, including the insectoid Pé Chói, the reptilian Shén, the arboreal Páchi Léi, the amphibious Hlútrgu, the aquatic Swamp Folk, the diminutive Tinalíya and Pygmy Folk, the mysterious Shunned Ones, as well as the native Ssú and Hlǘss.

The Gods Exist

Over the millennia, contact has been made with powerful interdimensional beings, who have been worshipped as Gods. The pantheon consists of the Five Stability Gods and their Cohorts and the Five Change Gods and their Cohorts. The Cohorts are slightly less powerful than their God counterpart, acting as assistant gods. Other gods exist in other areas.

Stability Gods

Hnálla   Supreme Lord of Stability, the order of things, light. *Drá* is his Cohort.
Karakán   War for the protecting society, courage. *Chegárra* is his Cohort.
Thúmis   Knowledge for the good of society, healing. *Keténgku* is his Cohort.
Belkhánu   The soul, passage into the afterlife. *Qón* is his Cohort.
Avánthe   Nature, family, motherhood, fertility. *Dilinála* is her Cohort.

Change Gods

Hrü'ǘ   Ultimate Master of Change, chaotic situations, darkness. *Wurú* is his Cohort.
Vimúhla   Flame, war for the sake of overturning society. *Chiténg* is his Cohort.
Ksárul   Knowledge for selfish use, secrecy, the 'Demon' planes. *Grugánu* is his Cohort.
Sárku   Survival of the Intellect after death, tombs. *Durritlámish* is his Cohort.
Dlamélish   Hedonism, pleasure of the Now, sensuality. *Hriháyal* is her Cohort.

Clan

The clans are the major unit of social organization in Tékumel of which nearly all citizens are a part. Clans are large extended family groups, organized by status and sometimes by trade or religion. To be without a clan is to be lower than a member of the lowest latrine-cleaning clan.

Women

Women can choose to be a 'good clan girl' and let their clan take care of them in all things (including choosing a suitable husband) or they may go a government office and declare themselves 'Aridáni', the legal equivalent of a male. All female PCs are Aridáni.

Sex

In general, Tékumel is sex-positive. Sexual fidelity is not part of the marriage contract. Homosexuality and bisexuality are accepted. Some regions are more conservative about sex.

Current Affairs

A thousand years ago, the great Golden Age of the Engsvanyáli Empire, which had lasted 20,000 years came to an end in a horrific apocalypse. Cities were flooded, continents overturned, earthquakes, volcanoes, tidal waves, and other destruction ensued. This is known as *The Time of No Kings*, because of the lack of great empires, but in reality, this is the time of a thousand kings. Petty kings, princes, warlords, and dictators abound, and a vast patchwork of city-states and minor kingdoms covers the land, constantly changing. The wild spaces between cities are filled with monsters and horrific animals. It is a time of great challenges and great opportunity.

3. Character Creation

Character Creation Process

1. Choose Species
2. Roll Attributes
3. Roll Background
4. Choose Class
5. Choose Skills and Spells
6. Calculate Spell Points
7. Roll Hit Points
8. Roll Money and Buy Equipment
9. Find Encumbrance, Armor Class, Move
10. Choose Name
11. One Sentence

1. Choose Species

Human

HD	1
AC	12 (9)
Morale	7
Classes	any
Clans	any
Religions	any

N'lúss (human subspecies)

Strength	+15%
Dexterity	–10%
Intelligence	–10%
Psychic Ability	–5%
Charisma	–15% (non-N'lússa)
Species Traits	Height +12"
Classes	Tribal classes
Clan	N'lússan clans
Religion	Vimúhla or Chiténg

Ahóggya

Strength	+20%
Dexterity	–20%
Constitution	+20%
Intelligence	–10%
Psychic Ability	–40%
Charisma	–40% (non-Ahóggya) –60% (Shen)
HD	3
AC	17 (4)
Morale	10
Species Skills	Survival (swamp)
Classes	Tribal Fighter
Clans	None
Religions	None

Hláka

Strength	–10%
Dexterity	+15%
Charisma	–20% (non-Hlaka)
HD	1
AC	13 (8)
Morale	6
Species Traits	Wings, Tail Sword
Species Skills	Flying, Tail Strike
Classes	Tribal Fighter, Shaman, or Specialist
Clans	None
Religions	They express their religion by build colorful stone mandalas in flat mountain areas. When living in human areas, they adopt a human temple.

Páchi Léi

Charisma	–5% (non-Páchi Léi)
HD	1
AC	14 (7)
Morale	7
Species Traits	Dark Vision Search +6
Species Skills	Survival (jungle) Climber
Classes	Fighter, Priest, or Specialist; wild Páchi Léi use Tribal classes.
Clans	None
Religions	N'ŕg (Hnálla/Thúmis equivalent), Á'lsh (Hrǘ'ǘ/Ksárul equivalent). When living in human areas, they adopt a human temple.

Pé Chói

Dexterity	+10%
Constitution	–10%
Psychic Ability	+15%
Charisma	+5% (humans)
HD	1d6+2
AC	16 (5)
Morale	7
Species Traits	Listen +6 Sense Life Sense Death Search +9
Species Skills	Survival (forest)
Classes	Fighter, Priest, or Specialist; wild Pé Chói use Tribal classes
Clans	if not wild, normal Tsolyáni clans
Religions	The Father of Nests (Stability) and The Old Black One (Change). If in human lands, Pé Chói join human temples.

Pygmy Folk

Strength	+10%
Dexterity	–10%
Charisma	–20% (non-Pygmy Folk)
HD	1d6–1
AC	13 (8)
Morale	5 if no Pygmy Folk present, 9 if at least one Pygmy Folk present
Species Traits	Dark Vision Listen +9
Species Skills	Survival (underground) Climber Tradesman (miner) Swimmer
Classes	Tribal classes
Clans	none
Religions	A complex pantheon. If in human lands, Pygmy Folk join human temples.

Shén

Strength	+20%
Dexterity	–20%
Intelligence	–5%
Psychic Ability	–20%
Charisma	–20% (non-Shén) –80% (Ahóggya)
HD	3
AC	16 (5)
Morale	10
Species Traits	Club Tail
Species Skills	Tail Strike
Classes	Tribal Fighter or Specialist
Clans	none
Religions	One of Eggs (Stability) and the One Who Rends (Change). In human lands, Shen can join human temples.

Swamp Folk

Constitution	+10%
Psychic Ability	None
HD	1
AC	14 (7)
Morale	7
Species Traits	Spatial Sense
Species Skills	Swimmer Sailor
Classes	Tribal Fighter or Specialist
Clans	none
Religions	A complex pantheon. In human lands, Swamp Folk can join human temples.

Urunén

Constitution	–5%
Intelligence	+5%
HD	1d6
AC	12 (9)
Morale	7
Species Traits	No Binocular Vision
Classes	Fighter, Priest, or Specialist
Clans	none
Religions	Diulé (Avánthe/Dlamélish equivalent), Almílo (other Stability gods), and Wasúro (other Change gods).

Tinalíya

Strength	–15%
Dexterity	+10%
Intelligence	+5%
Psychic Ability	+15%
Charisma	–5% (non-Tinalíya)
HD	1d6–1
AC	12 (9)
Morale	8
Species Skills	Survival (underground)
Classes	Tribal Fighter, Shaman, or Specialist
Clans	none
Religions	Monotheistic deity uninterested in the world. Sometimes they join human temples for pragmatic reasons.

Species Traits

Club Sword

Hláka have a tail that ends in a bony sword-like point, which they can use against anyone behind them or to the side, striking for d6–1.

Club Tail

Shén have a tail that ends in a bony club, which they can use against anyone behind them or to the side, striking for d6–1 and requiring a DEX save from the target to avoid falling down.

Dark Vision

Páchi Léi and Pygmy Folk have very good night vision and can see in the dark up to 60 feet. Nearby light sources interfere with this ability.

Height +12"

N'lǘss are 12 inches taller than the average human on Tékumel.

Listen

Pé Chói and Pygmy Folk have an excellent sense of hearing and they add the bonus given to their Hearing rolls. This ability extends for 60 feet for Pé Chói and 120 feet for Pygmy Folk. Pygmy Folk can also hear through a foot of stone. Nearby noises interfere with this ability.

No Binocular Vision

The Urunén's widely spaced eyes give the species superior peripheral vision, but no binocular vision. All Urunén are at –3 on missile weapons, but can see on both sides and partially to the rear.

Search

Páchi Léi and Pé Chói have an increased ability to search for hidden objects, including secret doors and hidden traps. This ability lets them add a bonus to any Search rolls.

Sense Death

Pé Chói can sense the death of one of their own within 3 miles.

Sense Life

Pé Chói have a rudimentary ESP that can sense living beings within 10 feet.

Spatial Sense

Swamp Folk have an innate sense of their body's position and orientation. Thus they can perceive subtly curved or sloping passages, or if they've passed through a nexus point that caused them to travel a distance in an instant.

Wings

The Hláka have wings. They can fly at 300 yards per round outdoors.

Species Skills

Flying

Routine flying does not require skill checks, but in adverse conditions (wind storm, combat, etc.) skill checks will be needed.

Tail Strike

This weapon skill is for Shén and Hláka using their tail as a weapon.

2. Roll Attributes

Roll d100 for each attribute in order: **Strength**, **Dexterity**, **Constitution**, **Intelligence**, **Psychic Ability**, and **Charisma**.

Strength	
d100	STR Mod
01-05	– 2
06-25	– 1
26-75	0
76-95	+ 1
96-99	+ 2
100	+ 3

STR Mod:
  STR skills
  Damage
  STR Saves

Dexterity	
d100	DEX Mod
01-05	– 2
06-25	– 1
26-75	0
76-95	+ 1
96-99	+ 2
100	+ 3

DEX Mod:
  DEX skills
  Armor Class (AC)
  DEX Saves

Constitution	
d100	CON Mod
01-05	– 2
06-25	– 1
26-75	0
76-95	+ 1
96-99	+ 2
100*	+ 3

CON Mod:
  CON skills
  Hit Die
  CON Saves

*Constitution (100)**:
+1 to Hit Points healed by
any method

Intelligence		
d100	INT Mod	Skill Points
01-05	– 2	3
06-25	– 1	5
26-75	0	7
76-95	+ 1	9
96-99	+ 2	11
100	+ 3	13

INT Mod:
  INT skills
  Skill points
  INT Saves

INT	INT Notes
01-05	Illiterate, cannot cast spells
06-25	Slow reader, level 1 spells only
26-75	Literate, no level 3 spells, unless PSY 76+
76-100	Literate, no spell limits

Psychic Ability	
d100	PSY Mod
01-05	– 2
06-25	– 1
26-75	0
76-95	+ 1
96-99	+ 2
100	+ 3

PSY Mod:
  PSY-based skills
  Spell points
  PSY Saves

PSY	PSY Notes
01-05	Cannot cast spells
06-25	Level 1 spells only
26-75	No Level 3 spells, unless INT 76+
76-100	No spell limits

Charisma		
d100	CHA Mod	Reaction Mod
01-05	– 2	– 1
06-25	– 1	– 1
26-75	0	0
76-95	+ 1	+ 1
96-99	+ 2	+ 1
100	+ 3	+ 2

CHA Mod:
CHA skills
Morale and
# of Retainers
Reaction Mod:
Reaction rolls

Option: Alternate Attribute Rolls

Using the above system, the player makes the best character they can from the rolls they have made. Rolling the six Attributes in order may not give a player the character they want. It is difficult to play a sexy courtesan with a Charisma of 18. The Referee may choose to use an alternate method of rolling Attributes, to allow each player to create the character they want.

Option #1: Roll 6, Swap 2
Roll once for each Attribute, and then swap two scores.

Option #2: Roll 6, Swap All
Roll six times and rearrange them any way desired.

Option #3: Six by Six
Roll six sets of six attributes. Pick one set of six. Give the rest to the Referee for NPC fodder.

Option #4: Point Exchange
For every two points you drop one Attribute, you can raise another Attribute one point. A maximum of 20 points can be added.

3. Roll Background

The character's background determines the occupation they were exposed to in their youth, either by their family or as a young assistant. In Tsolyánu, backgrounds are divided by clan, so this must be determined first. Once the character's clan is determined, choose a **background** and **deity** from the choices given for each clan, or choose one of the universal backgrounds below.

Games where all characters are from a single temple, legion, village, or other diverse group roll on the **Tsolyáni Clan Table**. If all characters are from the same clan, the referee should pick a clan from the Clan table. Foreigners from the Five Empires can use the Tsolyáni Clan Table and then create a new name for a similar clan from their home country. Look up the chosen background on the **Tsolyáni Background Table** to see what equipment and skill the character receives. Any tribal humans or wild nonhumans (those not part of Tsolyáni society), as well as foreigners from the smaller states, should roll on the **Tribal Background Table**.

The following backgrounds are universal to all clans: *Accountant*, *Administrator*, *Craftsman (baker), Craftsman (cook)*, *Soldier*, and *Scribe*.

Tsolyáni Clan Table (roll d100)

Roll	Clan	Backgrounds	Deities	Location
01-02	Collar of Bronze	Slaver	Any deity	Across the empire
03-04	Emerald Circlet	Entertainer, Prostitute-Panderer	Mostly Dlamélish and Hriháyal	Across the empire
05-06	Scarlet Planet of Knives	Butcher, Hunter	Karakán and Chegárra	Katalál and across the empire
07-08	Turning Wheel	Cart Driver, Wheelwright	Any deity	Across the empire
09-10	Wicker Image	Sewer worker, Cleaner	Any deity	Across the empire
11-12	Blue Water	Farmer, Forester, Woodworker, Bowyer	Mostly Hnálla, Drá, Avánthe, and Dilinála	Jaikalór and across the eastern empire
13-14	Flat Peak	Cabinetmaker , Carpenter, Bricklayer, Mason	Any deity	Across the empire
15-17	Green Forest / Green Reed	Farmer, Craftsman	Mostly Avánthe, Dilinála, Dlamélish, and Hriháyal	Sokátis and across the east and central empire, rural
18-19	Green Emerald / Green Opal / Green Stone	Dyer, Weaver, Tailor, Priest, Soldier	Mostly Dlamélish and Hriháyal	Across the central and eastern empire
20-21	Open Hand	Farmer	Any deity	Across the empire, rural
22-24	Open Sepulcher	Embalmer, Tomb Guard	Belkhánu, Qón, Sárku, and Durritlámish	Across the empire
25-26	Plume of White	Scribe, Accountant, Bureaucrat, Administrator	Mostly Stability deities	Jakálla and across the empire
27-28	Round Rock	Farmer, Weaver, Dyer, Cloth-maker	Mostly Hnálla and Drá	Across the eastern empire
29-30	Sapphire Bird	Farmer, Herdsman, Tanner	Avánthe, Dilinála, Dlamélish, and Hriháyal	Thráya and across the east and southeast and into Salarvyá
31-34	Black Hood / Black Monolith / Black Mountain	Merchant, Craftsman, Artist	Mostly Hrü'ú, Wurú, Ksárul, Grugánu, Sárku, and Durritlámish	Across the empire
35-38	Black Stone	Bureaucrat, Scribe, Priest	Change deities	Across the empire
39-42	Blue Kirtle	Administrator, Bricklayer, Carpenter, Mason, Priest, Potter, Winemaker	Avánthe, Dilinála	Béy Sú, and across the Empire

43-46	Golden Lintel	Moneylender	Any deity	Béy Sǔ, and across the Empire
47-50	Golden Dawn / Golden Sapphire / Golden Sheaf / Golden Sphere	Merchant, Soldier, Priest, Farmer	Stability deities	Across the empire
51-54	Iron Fist/Iron Hand	Armorer	Karakán, Chegárra, Vimúhla, and Chiténg	Began in the west and now across the empire
55-58	Scroll of Wisdom	Lawyer, Scholar	Any deity	Across the empire
59-62	Silver Lightning / Silver Collar	Artist, Jeweler, Craftsman	Mostly Hnálla, Drá, Avánthe, and Dilinála	Across the empire
63-66	Victorious Globe	Paper-Ink Maker	Hnálla, Drá, Thúmis, and Keténgku	Every major city in the empire
67-70	Weeping Stone	Winemaker	Any deity	Across the empire
71-74	Amber Cloak	Noble, Priest, Scholar, Apothecary, Physician	Belkhánu, Qón, Thúmis, and Keténgku	Across the empire
75-78	Iron Helm	Noble, Priest, Soldier, Bureaucrat	Mostly Ksárul, Grugánu and other Change deities	Centered in Méku and across the empire
79-82	Joyous of Vrá	Noble, Priest, Soldier, Bureaucrat	Mostly Avánthe, Dilinála, Belkhánu, Qón, Hnálla, Drá, Thúmis, and Keténgku	Founded on the Isle of Vrá and now located across the empire
83-86	Staff of Beneficence	Noble, Priest, Soldier, Apothecary, Physician	Thúmis and Keténgku	Across the empire
87-90	White Stone	Noble, Priest, Soldier, Bureaucrat	Mostly Avánthe, Dilinála, Dlamélish, and Hriháyal	Béy Sǔ, Sokátis, and across the empire
91-93	Golden Bough	Noble, Priest, Soldier, Bureaucrat	Any deity	Jakálla, Thráya, and Jaikalór, and across the empire
94-96	Jade Diadem	Noble, Priest, Soldier, Bureaucrat	Dlamélish and Hriháyal	Across the empire
97-100	Sea Blue	Noble, Priest, Soldier, Bureaucrat	Any deity	Across the empire

Tsolyáni Background Table (roll d100)

Roll	Background	Equipment	Free Skill
01	Butcher	3 meals of jerky, cleaver (as hatchet)	Tradesman (butcher)
02	Hunter	3 meals of jerky, short bow + d6 arrows	Hunter-Trapper
03	Prostitute-Panderer	Jewelry (25 Káitars), dagger	Courtesan-Gigolo
04-05	Entertainer	Instrument or juggling balls (25 Káitars), dagger	Entertainer (dancer, juggler, musician, singer, storyteller)
06	Wheelwright	Chisel, hammer (as club)	Craftsman (wheelwright)
07	Cart Driver	Cart whip, dagger	Driver (chlén-cart)
08	Slaver	Body slave, whip	Slaver
09	Sewer worker	Map of local sewers, dagger	Swimmer
10	Cleaner	Bucket and rags, dagger	Servant
11	Tomb guard	Treasure map, short sword	Sword
12	Embalmer	Embalming fluid (poison), dagger	Tradesman (embalmer)
13-14	Herdsman	Dog, sling	Farmer (animals)
15	Woodcutter	Rope (50'), axe	Tradesman (woodcutter)
16	Forester	Snares, short bow + d6 arrows	Survival (forest)
17	Carpenter	12 spikes, small hammer (as club)	Craftsman (carpenter)
18-19	Bricklayer or Mason	Chalk, trowel (as dagger)	Craftsman (bricklayer or mason)
20	Cabinetmaker	Straightedge, chisel, hammer (as club)	Craftsman (cabinetmaker)
21	Tanner	Leather backpack, dagger	Craftsman (tanner)
22-23	Weaver or Tailor	Yarn or needle and thread, scissors (as dagger)	Craftsman (weaver or tailor)
24-25	Dyer or Cloth-maker	Scissors, bottle of dye (color) or bolt of cloth	Craftsman (dyer or cloth maker)
26-27	Baker or Cook	Recipe book, rolling pin (as club)	Craftsman (baker or cook)
28	Paper and Ink Maker	Pen, ink, paper, pulp paddle (as club)	Craftsman (paper-ink maker)
29-30	Woodworker	Half-finished carving, carving knife (as dagger)	Craftsman (woodworker)
31-34	Bowyer	Feathers, short bow + d6 arrows	Bowyer-Fletcher
35-38	Scribe	Pens, ink, paper, dagger	Scribe-Calligrapher
39-42	Farmer	Bag of seeds, shovel (as club)	Farmer (crops)
43-46	Winemaker	Bottle of wine or brandy, cask hammer (as club)	Brewer-Winemaker
47-50	Armorer	Chlén breastplate, forge hammer (as club)	Smith-Armorer
51-54	Jeweler	Gem (50K), dagger	Jeweler-Goldsmith
55-58	Potter	Crock of wine, dagger	Craftsman (potter)
59-62	Moneylender	d100 extra Káitars, dagger	Moneylender
63-66	Scholar	Book on specialty, dagger	Scholar (botanist, chemist, geographer, geologist, historian, philosopher, zoologist)
67-70	Artist	Dagger, hammer and chisel (sculptor) or paint and brushes (painter) or pens, ink, and paper (author or poet)	Artist (author, painter, poet, sculptor)
71-74	Merchant	Backpack, steel mirror, dagger	Merchant
75-76	Lawyer	Law book, dagger	Lawyer
77-78	Physician	First aid kit, dagger	Physician
79-80	Apothecary	Healing salve (4 doses), dagger	Apothecary
81-82	Priest	Holy symbol, staff	Priest
83-84	Soldier	Water skin, spear	Spear
85-86	Bureaucrat	Pen, ink, paper, staff of office (as club)	Bureaucrat
87-88	Craftsman	Tools of the trade (look at previous Tradesman), dagger	Craftsman (basket maker, cobbler, carpet maker, dyer, glassblower, paper-ink maker, perfumer, potter, rope-net maker, sail maker, shipwright, tailor, weaver, wheelwright, woodworker)
89-90	Tradesman	Tools of the trade (look at previous Tradesman), dagger	Tradesman (barber, bricklayer, butcher, carpenter, gardener, grocer, mason, miller, miner, tanner, woodcutter)
91-94	Administrator	Pens, paper, ink, dagger	Administrator
95-98	Accountant	Pens, paper, ink, dagger	Accountant
99-100	Noble	Fine clothes, boots, belt pouch, long sword	Sword

Tribal Background Table (roll d100)

Roll	Background	Equipment	Free Skill
01-02	Butcher	3 meals of jerky, cleaver (as hatchet)	Tradesman (butcher)
03-04	Potter	Crock of wine, dagger	Craftsman (potter)
05-08	Farmer	Bag of seeds, shovel (as club)	Farmer (crops)
09-10	Entertainer	Musical instrument or other entertainment item, dagger	Entertainer (dancer, juggler, musician, singer, storyteller)
11-12	Basket maker	Reeds, dagger	Craftsman (basket maker)
13-16	Herdsman	Dog, sling	Farmer (animals)
17-19	Woodcutter	Rope (50'), axe	Tradesman (woodcutter)
20-22	Miller	Bag of flour, dagger	Tradesman (miller)
23-25	Tanner	Leather backpack, dagger	Tradesman (tanner)
26-28	Weaver or Tailor	Yarn or needle and thread, cloth, scissors (as dagger)	Craftsman (weaver or tailor)
29-31	Dyer	Bottle of dye (color), dagger	Craftsman (dyer)
32-35	Baker or Cook	Recipe book, rolling pin (as club)	Craftsman (baker or cook)
36-37	Woodworker	Half-finished carving, carving knife (as dagger)	Craftsman (woodworker)
38-40	Cobbler	Good boots, awl (as dagger)	Craftsman (cobbler)
41-43	Carpenter	12 spikes, small hammer (as club)	Tradesman (carpenter)
44-46	Bricklayer	Chalk, trowel (as dagger)	Tradesman (bricklayer)
47-49	Mason	Chalk, crowbar (as club)	Tradesman (mason)
50-51	Furniture maker	Straightedge, chisel, hammer (as club)	Craftsman (furniture maker)
52-55	Fisherman	Net, club, fish jerky	Fisherman
56-58	Sailor	Belaying pin (as club), flask of wine	Sailor
59-60	Bowyer	Feathers, short bow, d6 arrows	Bowyer-Fletcher
61-62	Armorer	Hammer (as club), medium armor	Smith-Armorer
63-64	Winemaker	Bottle of wine, cask hammer (as club)	Brewer-Vintner
65-66	Boat maker	Chisel, hammer (as club)	Craftsman (shipwright)
67-69	Merchant	Steel mirror, dagger, 3d6 extra cash	Merchant
70-72	Naturalist	Backpack, notebook, dagger	Naturalist
73-74	Artist	Paper, pen, ink, dagger for Author or Poet Paints and brushes and dagger for painter Chisel and small hammer (as Club) for sculptor	Artist (author, painter, poet, sculptor)
75-78	Hunter	3 meals of jerky, short bow	Hunter-Trapper
79-80	Animal Trainer	Dagger, Kűni-bird	Animal Trainer
81-83	Scout	Soft boots, short bow, d6 arrows	Spy
84-86	Forester	Snares, short bow	Survival (forest)
87-88	Navigator	Charts and maps, dagger	Navigator
89-91	Healer	First aid kit, dagger	First Aid
92-94	Shaman	Holy symbol, staff	Priest
95-97	Warrior	Water skin, spear	Tactics
98-00	Tribe Leader	Fine clothes, boots, belt pouch, long sword	Orator

If making a **Level 0** character, stop now.

4. Choose Class

There are four classes in this game:

Fighter	combat, tactics, weapons
Magic User	magic, alchemy
Dilettante	combat *and* magic, rich
Specialist	all other character types

Skills

Each class has three classes of skills.

Professional Skills: These skills are part of the character's class training. Fighters take weapons, Magic Users take spells, and Specialists take the other types of skills. A player must spend half of their skill points (rounded up) on these skill groups.

Background Skills: These skills are learned outside of class training, either before they chose a class, or in their spare time.

Restricted Skills: Restricted skills are limited in some way.

Prohibited Skills: Prohibited skills cannot be taken by the class.

Fighter Class

Fighters can be legionaries or other military personnel, bodyguards, temple guards, city guards, barbarians, and gladiators.

Weapons and Armor

- Any weapons
- Any armor

Saving Throw Bonus

Fighters gain a +2 on STR saving throws.

Fighter Skills	
Professional	Weapon, Soldier, and Military skills
Background	Any, except Prohibited skills
Restricted	Cannot take Military skills until Level 4
Prohibited	Spells and Spellcaster skills

Fighter Experience Table

Level	Fighting Level	Hit Dice	Experience
1	1	1d6+1	0-2,000
2	2	2d6+2	2,001-4,000
3	3	3d6+3	4,001-8,000
4	4	5d6	8,001-16,000
5	5	6d6+1	16,001-32,000
6	6	7d6+2	32,001-64,000
7	7	8d6+3	64,001-120,000
8	8	10d6	120,001-240,000
9	9	11d6+1	240,001-360,000
10	10	12d6+2	360,001-480,000

Each additional Level requires 120,000 experience points more than the last. The Hit Dice go up by +2 per Level.

Sub-Class: Tribal Fighter

Tribal Fighter Skills	
Professional	Tribal Weapon and Soldier skills
Background	Tribal skills
Restricted	None
Prohibited	All other skill groups are prohibited

Magic User Class

Magic Users can be priests, lay priests, shamans, or other users of magic.

Weapons and Armor

- Dagger or staff, and any weapons they received from their background. Magic users of the Temples of Karakán, Chegárra, Vimúhla, and Chiténg* can take any one-handed weapon instead of the staff.
- Light armor and no shield are required for spell casting. One can use an action to drop the shield to cast.

Saving Throw Bonus

Magic Users gain a +2 on PSY saving throws.

Magic User Skills	
Professional	Spells and Spellcasting skills
Background	Any, except Prohibited skills
Restricted	Level 1: 1st Level spells, Levels 2-3: 2nd Level spells, Levels 4+: 3rd Level spells, Cannot take Spellcasting skills until Level 4, Weapons restricted to Dagger, Staff*, and weapons from Background
Prohibited	Soldier and Military skills

* = can take a one-handed weapon instead of Staff, if in the Temples of Karakán, Chegárra, Vimúhla, and Chiténg.

Magic User Experience Table

Level	Fighting Level	Casting Level	Hit Dice	Experience
1	1	1	1d6	0-2,000
2	1	2	2d6-1	2,001-4,000
3	1	3	3d6-2	4,001-8,000
4	2	4	4d6-3	8,001-16,000
5	2	5	4d6	16,001-32,000
6	2	6	5d6-1	32,001-64,000
7	3	7	6d6-2	64,001-120,000
8	3	8	7d6-3	120,000-240,000
9	3	9	7d6	240,001-360,000
10	3	10	8d6-1	360,001-480,000

Each additional Level requires 120,000 experience points more than the last. The Hit Dice go up by +1 per Level. Fighting Level stays at 3.

Sub-Class: Priest

Prerequisite: Priest skill.

Priest Skills	
Professional	Knowledge, Spells, and Spellcasting skills
Background	Any, except Prohibited skills
Restricted	Level 1: 1st Level spells, Levels 2-3: 2nd Level spells, Levels 4+: 3rd Level spells, Cannot take Spellcasting skills until Level 4, Weapons restricted to Dagger, Staff*, and weapons from Background
Prohibited	Soldier and Military skills

Sub-Class: Shaman

Shaman Skills	
Professional	Spells and INT-based Tribal skills
Background	Tribal skills
Restricted	Weapons restricted to Dagger, Staff, and weapons from Background
Prohibited	All other skill groups are prohibited

Dilettante Class

Dilettantes are the scions of the rich and powerful families and clans of high status. They are rich enough to pay tutors to teach them whatever they want; but dilettantes are dabblers—they never learn anything in depth. The Dilettante is the only class that has access to the full array of weapons as well as spells.

Weapons and Armor

- Any weapons
- Light armor and no shield are required for spell casting. One can use an action to drop the shield to cast.

Reaction Bonus

Dilettantes get a +1 on reaction rolls, due to their social graces.

Dilettante Skills	
Professional	Weapon, Soldier, Spells, and Social skills
Background	Any, except Prohibited skills
Restricted	Level 1 spells only
Prohibited	Military and Spellcasting skills

Dilettante Experience Table

Level	Fighting Level	Casting Level	Hit Dice	Experience
1	1	1	1d6	0 – 2,000
2	1	1	2d6	2,001 – 4,000
3	2	2	3d6	4,001 – 8,000
4	2	2	4d6	8,001 – 16,000
5	3	3	5d6	16,001 – 32,000
6	3	3	6d6	32,001 – 64,000
7	4	4	7d6	64,001 – 120,000
8	4	4	8d6	120,001 – 240,000
9	5	5	9d6	240,001 – 360,000
10	5	5	10d6	360,001 – 480,000

Each additional Level requires 120,000 experience points more than the last. The Hit Dice go up by +1 per level after Level 10. Fighting Level stays at 5.

Specialist Class

Specialists fill all the other roles within society: government officials, clan leaders, craftsmen, laborers, thieves, and any other occupation within the empire.

Weapons and Armor

- Dagger and a one-handed weapon or missile weapon, and any weapons they received from their background.
- Any armor but some skill uses require light armor or less.

Saving Throw Bonus

Specialists gain a +2 on DEX saving throws.

Specialist Skills	
Professional	All skill groups, except Weapon, Soldier, Military, Spells, and Spellcasting.
Background	Any, except Prohibited skills
Restricted	Weapon skills restricted to Dagger, a one-handed or missile weapon, and weapons from Background
Prohibited	Soldier, Military, Spells and Spellcasting skills.

Specialist Experience Level Table

Level	Fighting Level	Hit Dice	Experience
1	1	1d6	0 – 2,000
2	1	2d6-1	2,001 – 4,000
3	1	3d6-2	4,001 – 8,000
4	2	4d6-3	8,001 – 16,000
5	2	4d6	16,001 – 32,000
6	2	5d6-1	32,001 – 64,000
7	3	6d6-2	64,001 – 120,000
8	3	7d6-3	120,001 – 240,000
9	3	7d6	240,001 – 360,000
10	3	8d6-1	360,001 – 480,000

Each additional Level requires 120,000 experience points more than the last. The Hit Dice go up by +1 per level after Level 10. Fighting Level stays at 3.

Sub-Class: Tribal Specialist

Tribal Specialist Skills	
Professional	Tribal skills
Background	Tribal skills
Restricted	Weapons restricted to Dagger, a one-handed weapon or missile, and weapons from their Background
Prohibited	All other skill groups are prohibited

5. Choose Skills and Spells

Skills are divided into Groups, such as Social, Knowledge, or Aquatic skills. If you don't find what you're looking for, suggest a skill to the Referee. Each skill has a cost, as well as an Attribute associated with it. When using a skill, the Mod for the associated Attribute is added to the skill roll.

Learning a skill a second time gives the character expert level knowledge in the skill, and increases the character's chances of success. Put 'Expert' or 'Master' in front of the skill.

Animal Skills

Animal Trainer	INT	2
Farmer (animals)	INT	1
Driver (chlén cart)	DEX	1
Veterinarian	INT	2

Aquatic Skills

Craftsman (shipwright)	DEX	1
Fisherman	INT	1
Navigator	INT	2
Pilot (boat, ship)	INT	2
Sailor	INT	1
Ship's Captain	INT	2
Swimmer	CON	1

Artistic Skills

Acrobat	DEX	2
Scribe-Calligrapher	DEX	2
Entertainer (dancer, juggler, musician, puppeteer, singer, storyteller)	DEX	2
Artist (author, painter, poet, sculptor)	INT	2
Writer	INT	2

Athletic Skills

Acrobat	DEX	2
Climber	DEX	1
Runner	CON	2
Stealth	DEX	2
Swimmer	CON	1

Craft Skills

Craftsman (basket maker, cobbler, carpet maker, dyer, glassblower, paper-ink maker, perfumer, potter, rope-net maker, sail maker, shipwright, tailor, weaver, wheelwright, woodworker)	DEX	1
Smith-Armorer	DEX	2
Bowyer-Fletcher	DEX	2
Jeweler-Goldsmith	DEX	2
Locksmith	DEX	2

Food Skills

Craftsman (baker, cook)	INT	1
Brewer-Vintner	INT	1
Farmer (animals, bees, crops)	INT	1
Tradesman (butcher, gardener, miller)	INT	1

Knowledge Skills

Accountant	INT	2
Administrator	INT	3
Apothecary	INT	3
Engineer-Architect	INT	2
Diviner	INT	3
Bureaucrat	INT	2
First Aid	INT	1
Language, Native	INT	0
Language, Modern	INT	1
Language, Ancient	INT	2
Lawyer	INT	2
Lore (type)	INT	2
Mathematics	INT	2
Physician	INT	2
Naturalist	INT	2
Navigation	INT	2
Research	INT	3
Scholar (botanist, chemist, geographer, geologist, historian, philosopher, zoologist)	INT	3
Veterinarian	INT	2

Medical Skills

Apothecary	INT	3
First Aid	INT	1
Physician	INT	3
Veterinarian	INT	3

Military Skills

Military Engineer	INT	3
Tactician (land, naval)	INT	2
Sapper	INT	2
Strategist (land, naval)	INT	3

Outdoor Skills

Mimic	INT	2
Climber	DEX	1
Naturalist	INT	2
Navigator	INT	2
Stealth	DEX	2
Survival (swamp, desert, jungle, forest, plains, mountains, islands)	INT	1

Swimmer	CON	1
Tracker	INT	1

Social Skills		
Bargainer	CHA	1
Carouser	CHA	1
Courtesan-Gigolo	CHA	1
Diplomat	CHA	2
Etiquette	CHA	1
Gambler	INT	1
Leader	CHA	2
Priest	INT	2
Servant	DEX	1
Streetwise	INT	1

Soldier Skills		
Tactician (land, naval)	INT	2
Two Weapons	DEX	2

Spellcaster Skills		
Alchemist	PSY	3
Item Researcher	INT	3
Military Sorcerer	PSY	3
Spell Researcher	INT	3

Spy Skills		
Detect Traps	INT	1
Disguise	INT	2
Mimic	INT	2
Pick Locks/Pockets	DEX	2
Remove Traps	DEX	1
Spy	INT	3
Stealth	DEX	2

Trade Skills		
Trade (barber, bricklayer, butcher, carpenter, gardener,	DEX	1

grocer, mason, miller, miner, tanner, woodcutter)		
Merchant	INT	2
Moneylender	INT	2
Slaver	INT	2

Tribal Skills		
Acrobat	DEX	2
Animal Trainer	INT	2
Smith-Armorer	INT	2
Artist (author, painter, poet, sculptor)	INT	2
Bowyer-Fletcher	DEX	2
Brewer-Vintner	INT	2
Craftsman (baker, basket maker, carpet maker, cobbler, cook, dyer, glassblower, paper-ink maker, perfumer, potter, rope-net maker, sail maker, shipwright, tailor, weaver, wheelwright, woodworker)	DEX	1
Diviner	INT	3
Entertainer (dancer, juggler, musician, puppeteer, singer, storyteller)	DEX	2
Farmer (crops, animals)	INT	1
First Aid	INT	1
Fisherman	INT	1
Gambler	INT	2
Hunter-Trapper	INT	2
Merchant	INT	2
Climber	DEX	1
Naturalist	INT	2
Navigator	INT	2
Pilot (boat)	DEX	1
Priest	INT	2
Sailor	INT	1
Spy	DEX	2

Survival (swamp, desert, jungle, forest, plains, mountains, islands)	INT	1
Swimmer	CON	1
Tradesman (barber, bricklayer, butcher, carpenter, gardener, grocer, mason, miller, miner, tanner, woodcutter)	INT	1

Tribal Weapon Skills		
Axe-Mace	STR	1
Blowgun	DEX	1
Bola	DEX	1
Boomerang	DEX	1
Bow	DEX	1
Brawler	STR	1
Dagger	STR	1
Flail	STR	1
Net	DEX	1
Polearm	STR	1
Shield	STR	1
Sling	DEX	1
Spear Thrower	DEX	1
Staff	STR	1
Sword	STR	1
Whip	STR	1

Weapon Skills		
Axe-Mace	STR	1
Bow	DEX	1
Brawler	STR	1
Crossbow	DEX	1
Dagger	STR	1
Flail	STR	1
Polearm	STR	1
Shield	STR	1
Sling	DEX	1
Staff	STR	1
Sword	STR	1

Spells

Spells are magical skills, based on the Psychic Ability attribute (PSY).

Reversible Spells: Spells after a slash are reversed versions of the original spell. At the time of casting, the spellcaster can choose which version to be cast.

Temple Restrictions: Some spells are marked with the names of deities. These spells can only be learned by devotees of those Gods and Cohorts.

Level 1 Spells (PSY)

Tékumel Name	Temples
Adornment/Disfigurement	Avánthe Dilinála Dlamélish Hriháyal
Adroitness of the Chrí-Fly	Shaman
Alleviation	All
Artfulness/Artlessness	Avánthe Dilinála Hnálla Drá Ksárul Grugánu Thúmis Keténgku
Ascertainment of Foes	All
Ascertainment of Thoughts	All
Barring/Broaching	Vimúhla Chiténg
Blessing of the Planes/Curse	Belkhánu Qón Hnálla Drá Ksárul Grugánu Sárku Durritlámish Thúmis Keténgku Shaman
Clairvoyance	All
Comprehension	Hnálla Drá Hrü'ǘ Wurú Ksárul Grugánu Thúmis

	Keténgku Shaman
Control of Self	All
Disenchantment	All
Domination of Persons	All
Elicitation of History	All
Elicitation of Things	All
Elicitation of Riches	All
Empowering/Enervation	Avánthe Dilinála Dlamélish Hriháyal Karakán Chegárra Vimúhla Chiténg
Emulation	Dlamélish Hriháyal
Encapsulation	Avánthe Dilinála
Excellence/Impairment	Karakán Chegárra Vimúhla Chiténg Shaman
Excoriation of Contagion	All
Far Seeing	Karakán Chegárra Vimúhla Chiténg Shaman
Fireproof/Coldproof	Vimúhla Chiténg
Hymnal of the Lord of Light	Hnálla Drá
Inscription	All
Intrepidity/Trepidity	Karakán Chegárra

	Vimúhla Chiténg
Invisibility	All
Levitate	All
Light/Darkness	All
Missile of Mettálja	Ksárul Grugánu Thúmis Keténgku
Nimbleness/Clumsiness	Avánthe Dilinála Dlamélish Hriháyal Karakán Chegárra Vimúhla Chiténg
Nutrification	All
Perception of the Energies	All
Pestilence	Avánthe Dilinála Dlamélish Hriháyal Sárku Durritlámish Shaman
Phantasms	All
Piercing the Gloom	All
Polycrest of the Third Octant/ Enfeeblement	Dlamélish Hriháyal
Recuperation	All
Repair	All
Sagacity/Imbecility	Ksárul Grugánu Sárku Durritlámish

	Thúmis Keténgku
Seeing Other Planes	All
Soporiferousness	All
Spiritism	Belkhánu Qón
Stealthiness	Belkhánu Qón Hrü'ű Wurú Ksárul Grugánu Sárku Durritlámish Shaman
Summon Creatures I	All
Summon Demon	All
Terrorization/Remove Fear	All
Tranquilization	Avánthe Dilinála Belkhánu Qón Hnálla Drá Shaman
Translocation	All
Warding	All
Web of Kriyág, The Lover of Spiders	All

Level 2 Spells (2 points each, PSY)

Tékumel Name	Temples
Acceleration/Prorogation	Belkhánu Qón Hnálla Drá Karakán Chegárra Vimúhla Chiténg
Aeriality	Avánthe Dilinála Belkhánu Qón Dlamélish Hriháyal Hnálla Drá Hrú'ú Wurú Ksárul Grugánu Thúmis Keténgku
Apparitions	Avánthe Dilinála Belkhánu Qón Dlamélish Hriháyal Hrú'ú Wurú Ksárul Grugánu Thúmis Keténgku
Breath of the Goddess / Inhalation of the Goddess	Avánthe Dilinála
Concupiscence	Dlamélish Hriháyal
Congelation	Hrú'ú Wurú
Decorporealization	Hrú'ú Wurú
Derangement	Belkhánu Qón Hnálla Drá Hrú'ú

Tékumel Name	Temples
	Wurú Sárku Durritlámish
Desiccation	Avánthe Dilinála Hrú'ú Wurú Ksárul Grugánu Sárku Durritlámish
Discerner of Enchantments	Thúmis Keténgku
Enhancement/Debilitation	Karakán Chegárra Sárku Durritlámish Vimúhla Chiténg
Eradicator of Veracity	Sárku Durritlámish
Execration	All
Globe of Distant Discernment	Thúmis Keténgku
Guiding/Misguiding	Thúmis Keténgku
Imbition	Dlamélish Hriháyal
Necromantic Domination	Ksárul Grugánu Sárku Durritlámish Thúmis Keténgku
Necromancy	Ksárul Grugánu Sárku Durritlámish
Negation of Instability	Hnálla Drá
Panoply of Iron	Vimúhla Chiténg
Perfected Gem of Obliteration	Karakán Chegárra
Periplus of the Planes	Belkhánu Qón
Petrifaction/Reconstitution	Avánthe Dilinála

Spell	Deities
	Hrú'ú Wurú Ksárul Grugánu Sárku Durritlámish
Polymorph Others	Avánthe Dilinála Dlamélish Hriháyal Thúmis Keténgku Shaman
Potence	Dlamélish Hriháyal
Radiant Gaze	Karakán Chegárra Vimúhla Chiténg
Reanimation	Hrú'ú Wurú Sárku Durritlámish
Remove Curse	Hrú'ú Wurú Ksárul Grugánu
Sending of Evil	Avánthe Dilinála Dlamélish Hriháyal Sárku Durritlámish Shaman
Speculum of Retribution	Avánthe Dilinála Dlamélish Hriháyal Hnálla Drá Hrú'ú Wurú Karakán Chegárra Ksárul Grugánu Sárku Durritlámish Thúmis

Spell	Deities
	Keténgku
Summon Creatures II	Avánthe Dilinála Belkhánu Qón Dlamélish Hriháyal Hrú'ú Wurú Ksárul Grugánu Thúmis Keténgku
Summoning of the Spectral Hosts	Sárku Durritlámish
Transference of Thoughts	All
Transportation	All
Vapor of Death	Hrú'ú Wurú Ksárul Grugánu Sárku Durritlámish Vimúhla Chiténg
Viscosity	Hrú'ú Wurú
Visitation of Other Planes	Belkhánu Qón Hnálla Drá Hrú'ú Wurú Ksárul Grugánu Sárku Durritlámish Thúmis Keténgku
Well that Waters the World	Avánthe Dilinála
Zoic Domination	All
Zoification	Avánthe Dilinála
Zoomorphy	Shaman

Level 3 Spells (3 points each, PSY)

Tékumel Name	Temples
Blade of Inexorable Disjection	Karakán Chegárra Vimúhla Chiténg
Bolt of Imminent Immolation	Vimúhla Chiténg
Climatization	Avánthe Dilinála
Control Terrain	Hrǘ'ǘ Wurú Ksárul Grugánu Thúmis Keténgku
Doomkill	Hnálla Dra Karakán Chegárra Vimúhla Chiténg
Entombment/Exhumation	Sárku Durritlámish
Etherealization	Belkhánu Qón
Grey Hand	Hrǘ'ǘ Wurú
Hands of Krá the Mighty	Avánthe Dilinála Belkhánu Qón Dlamélish Hriháyal Sárku Durritlámish
Hebetation of the Intellect	Sárku Durritlámish
Inexpugnability	Vimúhla Chiténg
Infrangible Incandescent Orb	Vimúhla Chiténg
Invulnerability	Karakán Chegárra Vimúhla Chiténg
Labyrinth of Elongated Shadows	Ksárul Grugánu
Mind-Bar	Belkhánu

	Temples
	Qón Hnálla Drá Hrǘ'ǘ Wurú Ksárul Grugánu Sárku Durritlámish Thúmis Keténgku
Muniments of Excellence	All
Necrofacture	Sárku Durritlámish
Quest	Sárku Durritlámish
Re-embodiment	Belkhánu Qón
Regeneration	Avánthe Dilinála Belkhánu Qón Dlamélish Hriháyal Karakán Chegárra Thúmis Keténgku Vimúhla Chiténg
Revivification	All
Seismism	Avánthe Dilinála
Silver Halo of Soul-Stealing	Belkhánu Qón Hrǘ'ǘ Wurú
Summon Creatures III	Avánthe Dilinála Belkhánu Qón Dlamélish Hriháyal Hrǘ'ǘ Wurú Ksárul Grugánu Thúmis

	Keténgku
Viaticum of the Yellow Robe	Belkhánu Qón
Wall of Fire	All
Wall of Ice	All
Wall of Serpents	All

Wall of Swords	All
Wall of Water	All
Wall of Wind	All
Web of Refulgent Command	Ksárul Grugánu

6. Calculate Spell Pool

Spell Pool (Spellcasters only)
Skill points spent for spells + PSY Mod

Spell points recover fully after six hours of rest and two hours of meditation.

7. Roll Hit Points

Level	Fighter	Dilettante	Magic User / Specialist
1	1d6+1	1d6	1d6
2	2d6+2	2d6	2d6-1
3	3d6+3	3d6	3d6-2
4	5d6	4d6	4d6-3
5	6d6+1	5d6	4d6
6	7d6+2	6d6	5d6-1
7	8d6+3	7d6	6d6-2
8	10d6	8d6	7d6-3
9	11d6+1	9d6	7d6
10	12d6+2	10d6	8d6-1

When achieving a new level, roll the Hit Dice listed for the new level, and add the Constitution modifier to each die rolled. No modified die can be lower than 1. If the new number of Hit Points is lower than the Hit Points at the previous level, keep the higher number.

To determine Hit Dice levels beyond 10th Level, add +2 for Fighters and +1 for other classes at each higher level.

Hit Dice for Nonhuman Species

Species	Class for Hit Dice
Ahóggya	As *Class* + 2d6
Hláka	As *Class* – 1
N'lǘssa	As *Class* + 2
Páchi Léi	As *Class*
Pé Chói	As *Class* + 2
Pygmy Folk	As *Class* – 1
Shén	As *Class* + 2d6
Swamp Folk	As *Class*
Tinalíya	As *Class* – 1
Urunén	As *Class*

Option: Alternate Hit Die Methods

Some Referees may want to select different methods of rolling Hit Dice. Two possibilities are presented here.

Option #1: Incremental

Only roll the new dice for the new Level and add the result to your current total. So, for instance, at Level 1, Kuluma the Fighter has 4 Hit Points after rolling her 1d6+1 Hit Dice, and at level 2, she has 2d6+2 Hit Dice. So, when she goes up to Level 2, she rolls a d6, getting a 2, adds +1, adds her Constitution modifier, and adds the total to her previous total. Her Constitution modifier is 0, so her new total is 7.

Option #2: Max Hit Points at Level 1

Another alternate, chosen for character survivability at Level 1, is Maximum Hit Points at Level 1. At Level 1, the Referee decrees that everyone has their maximum possible die roll. This means that all Fighters start with 7 Hit Points, and Magic Users, Dilettantes, and Specialists start with 6.

8. Roll Money and Buy Equipment

Coinage	
20 copper Qirgál	1 silver Hlásh
20 silver Hlásh	1 gold Káitar

Starting Cash

> 2d100 + 50 Káitars

The d100 rolls are open ended, so if a player rolls 100, they can roll again and add the result. The player may keep rolling until they roll less than 100. Check the *Equipment List* for prices.

The Referee may change the starting cash, according to the scenario.

Dilettantes don't need to roll for cash, because their clan covers all expenditures. Besides, dealing with money is beneath them. Large purchases may need clan approval (the Referee).

Option: Alternate Equipment Rule

Starting Cash

> 3d6 + 20 Káitars

For the 3d6 roll, each d6 is open ended, so each 6 rolled gets rerolled and added to the total.

All characters are a part of a clan, legion, temple, or tribe. These groups support their members with the basics needed to survive. All characters receive the following equipment at Level 1:

- The tools required for any skills the character has, for instance a hammer and chisel for Mason skill, weapons, shields, bow, quiver and arrows for Bow skill, medical bag for Physician or Vet, sorcerer's bag for spellcasters, etc.,
- Armor up to Medium,
- Clothing and footwear of a style appropriate to status,
- A uniform, if a soldier, and
- Backpack, pouch, d6 days rations, water skin, bed mat, blanket, d6 torches, and flint, steel, and tinder, if traveling.

For anything else, each character gets three checkboxes on their character sheet for generic equipment. If the party needs a particular piece of equipment, one character marks off a checkbox and writes in the type of equipment on their sheet, For example, the party comes to a gorge that requires 50 feet of rope to climb down. One of the players checks off a box and writes in "rope - 50 feet", and then announces that they have rope. Items must come in the quantities given in the Equipment List.

If a fighter wants Heavy armor, rather than the Medium armor the clan provides, they must permanently lose a checkbox to upgrade.

The checkboxes reset between adventures.

9. Find Armor Class and Move

Armor	AC	Move
None	12 (9)	40' / 120'
Light	14 (7)	40' / 120'
Medium	16 (5)	30' / 90'
Heavy	18 (3)	20' / 60'
Shield	AC + 1 (-1)	
Steel Armor	AC + 1 (-1)	
Dexterity	AC + DEX (-DEX)	

Move: The first number is the movement per round, and the second number is the movement per turn, if moving carefully. If moving quickly, movement per turn is 3 times the careful rate.

Equipment List

ITEM	COST	ITEM	COST
Dagger, knife	5	High officer's uniform	200
Short sword	8	Rope, 50-ft. (supports 450 lbs.)	3
Long sword, scimitar	10	Pole, 10-ft.	1
Mace, flail, club, morning-star, axe	8	Spikes (10) and mallet	4
Hand-and-a-half sword, mace, flail, axe	12	Torches, 10	2
Two-handed sword, mace, flail or axe	15	Lantern with glass cover	5
Polearm	9	Flask of oil	1
Spear	5	Wax candle or small oil-filled clay lamp	1
Javelin, dart	4	Flint, steel and tinder	3
Staff	5	Water-compass	50
Long spear, pike	12	Astrolabe	100
Short self-bow	30	Ephemerides	200
Short composite bow	50	Charting paper, pens, ink	3
Longbow	30	Paint box	3
Light or medium crossbow	20	Leather belt pouch	2
Heavy crossbow	40	Small sack	1
Quiver with 30 quarrels	20	Large sack	3
Quiver with 20 arrows	20	Small leather backpack	5
Bolas	2	Large leather backpack	10
Leather sling	3	Blanket and bed mat	5
Staff-sling	8	Personal toilet articles	5
Lead sling pellets (20)	1	Rations (outdoors) 1 person, 1 week	15
Light helmet	6	Rations (underworld) 1 person, 1 week	10
Medium helmet	13	Small water skin (1 day's water)	1
Heavy helmet	24	Large water skin (2 days' water)	2
Suit of light armor	30	Physician's bag	50
Suit of medium armor	40	Sorcerer's bag (required for spellcasting)	50
Suit of heavy armor	50	Coin purse (holds 50 coins)	2
Small shield	10	Wooden or leather chest	30
Large shield	15	Fresh garments tunic, kilt, and sandals	30
Steel shield	1500+	Heavy outdoors boots	15
Ballista	400	Small boat (12 feet long)	150
Onager	1000	Small merchant ship	15,000
Trebuchet	2000	Large merchant ship	30,000
Ballista bolt	5	Small warship	20,000
Military travelling cloak	15	Medium warship (bireme)	40,000
Common soldier's uniform	30	Large warship (trireme)	80,000
Non-commissioned officer's uniform	50		

10. Choose a Name

Tsolyáni names consist of a given name followed by a lineage name. Lineage names are prefaced by 'hi', which translates to 'of', similar to the 'von' of German aristocrats.

Male Given Names

1. Achán	10. Gámalu	19. Kémuel	28. Nirún	37. Shémek
2. Adlár	11. Gayán	20. Kotáru	29. No'ómu	38. Tákodai
3. Arkháne	12. Hárisu	21. Marján	30. Núromen	39. Treshélmu
4. Bálesh	13. Héttukeng	22. Mígor	31. Omél	40. Tsodlán
5. Chúrisan	14. Hóru	23. Mízhotl	32. Osumétlu	41. Túrisan
6. Dlamúz	15. Jesékh	24. Mnéktu	33. Pí'ur	42. Visán
7. Drakóhl	16. Jijékmu	25. Mórusai	34. Qárras	43. Zagár
8. Ekuné	17. Kágesh	26. Mottán	35. Réshmel	44. Zhurák
9. Fíru	18. Kánkolu	27. Mridók	36. Sánjesh	45. Znayáshu

Female Given Names

1. A'én	10. Dzái	19. Liyása	28. Raisákka	37. Srúdhal
2. Arimái	11. Elulén	20. Mára	29. Rayána	38. Ta'ána
3. Asháne	12. Halé	21. Mikúsa	30. Réluen	39. Talía
4. Atín	13. Háya	22. Mísa	31. Sáyi	40. Tálodel
5. Balané	14. Isúra	23. Nélel	32. Senértha	41. Tlayésha
6. Chaikúra	15. Jashána	24. Ngáya	33. Shánü	42. Umá
7. Chashána	16. Ke'él	25. Osuré	34. Shekkára	43. Visháya
8. Dijáya	17. Layéth	26. Paluél	35. Sherésa	44. Zhána
9. Dirúla	18. Linátla	27. Qiláin	36. Sídla	45. Ziyá

Lineage Names

1. hiAmiyála	25. hiKarélsa	49. hiRi'inyússa	73. hiTlélsu
2. hiArusá	26. hiKétkolel	50. hiSáika	74. hiTlénggeku
3. hiBarrégga	27. hiKhanúma	51. hiSanyél	75. hiTsúnkai
4. hiBeshyéne	28. hiKhorsán	52. hiSayúncha	76. hiTukéshmu
5. hiBurusá	29. hiKoródu	53. hiSénkolum	77. hiTukkolén
6. hiChagotlékka	30. hiKurúshma	54. hiShálane	78. hiTuplángte
7. hiCháimira	31. hiKutonyál	55. hiShanátl	79. hiUséna
8. hiChaishyáni	32. hiMaróda	56. hiSharítla	80. hiVáikA
9. hiChakrésa	33. hiMirkétme	57. hiShétla	81. hiVaisonér
10. hiChánkolel	34. hiMmórsa	58. hiSorúna	82. hiVaisúra
11. hiChársha	35. hiMraktiné	59. hiSráshar	83. hiValúro
12. hiChiggéne	36. hiMrékka	60. hiSrúnel	84. hiVárchal
13. hiChorúkka	37. hiMritlékka	61. hiSsáivra	85. hiVasháka
14. hiChunúr	38. hiMriyén	62. hiSsánkoral	86. hiVayéshtu
15. hiDelashái	39. hiNáshomai	63. hiSsánmirin	87. hiVessúma
16. hiDulumésa	40. hiNemuné	64. hiSsanyúsa	88. hiViridáme
17. hiFa'ásu	41. hiNezár	65. hiTáika	89. hiVíridu
18. hiFershéna	42. hiNrashkému	66. hiTánkolel	90. hiVoruséka
19. hiFesrengála	43. hiPagártra	67. hiTigál	91. hiVorússa
20. hiGaján	44. hiPakáillu	68. hiTikéshmu	92. hiVrázhimü
21. hiGurúma	45. hiQolyélmu	69. hiTishkólen	93. hiVriyón
22. hiHyáguru	46. hiQúrrodu	70. hiTlakán	94. hiZhayárvu
23. hiJalchéma	47. hiRánmiyel	71. hiTlanátl	95. hiZhnáyu
24. hiJarásh	48. hiReretlésa	72. hiTlekólmü	

10. Choose a Name (Tribal)

Tribal Names consist of d4+1 syllables, plus a nickname, like "The Bold" or "Longnose". For example, rolling d100 three times gives "O", "Be", and "Mu', so the name is "Obemu" and the player adds, "The Quiet" for his nickname.

d100	Syllable
1	A
2	Ba
3	Be
4	Bi
5	Bo
6	Bu
7	Da
8	De
9	Di
10	Do
11	Du
12	E
13	Fa
14	Fe
15	Fi
16	Fo
17	Fu
18	Ga
19	Ge
20	Gi
21	Go
22	Gu
23	Ha
24	He
25	Hi
26	Ho
27	Hu
28	I
29	Ja
30	Je
31	Ji
32	Jo
33	Ju

34	Ka
35	Ke
36	Ki
37	Ko
38	Ku
39	L
40	La
41	Le
42	Li
43	Lo
44	Lu
45	Ma
46	Me
47	Mi
48	Mo
49	Mu
50	N
51	Na
52	Ne
53	Ni
54	No
55	Nu
56	O
57	Pa
58	Pe
59	Pi
60	Po
61	Pu
62	R
63	Ra
64	Re
65	Ri
66	Ro
67	Ru

68	Sa
69	Se
70	Si
71	So
72	Su
73	T
74	Ta
75	Te
76	Ti
77	To
78	Tsu
79	Tu
80	U
81	Va
82	Ve
83	Vi
84	Vo
85	Vu
86	Wa
87	We
88	Wi
89	Wo
90	Wu
91	Ya
92	Ye
93	Yi
94	Yo
95	Yu
96	Za
97	Ze
98	Zi
99	Zo
100	Zu

11. One Sentence

Write a sentence that describes the character and their origin. Example: "Hársan, a handsome farm boy, found a sword in the fields and convinced the clan's head guard to teach him how to fight." You can write more history as you go, but this is the minimum.

Option: Alternate Character Generation

Level 0 Funnel

The Level 0 Funnel was pioneered by the *Dungeon Crawl Classics RPG* from Goodman Games. Each player creates 3-4 characters of Level 0, and then the Referee runs them through an adventure, called a funnel. The term 'Funnel' refers the fact that level 0 characters tend to die easily, so a lot more characters go in than come out the other side. After the funnel, any characters that survive the adventure and gain 100 experience points (XP) can pick a class and start as 1st Level characters.

For a Level 0 Funnel using *Heroic Age of Tékumel* rules, perform steps 1 through 3 and 10 and 11 above for each of the player's characters, then roll d6-1 for hit points. The characters left alive after the funnel then proceed to steps 4 through 9.

Sample Character

Jack rolls up a Heroic Age character. Jack decides to play a human, which gives him 1 Hit Die, Armor Class 12, 7

and Morale 7 to start with no restriction on class, clan, or religion. The Referee is using Option #1 for attributes: Roll 6, Swap 2. Jack's six rolls are STR: 49, DEX: 05, CON: 89, INT: 98, PSY: 51, CHA: 45. He wants to play a magic user, so he decides to swap CON and PSY. His final attributes are:

STR: 49 / 0
DEX: 05 / -2
CON: 51 / 0
INT: 98 / +2
PSY: 89 / +1
CHA: 45 / 0

For Backgrounds, the Referee wants everyone to be from the Temple of Thúmis, so everyone rolls on the Tsolyáni Clan Table. Jack rolls a 64: the Victorious Globe Clan. His character has the choice of backgrounds: Paper and Ink Maker, plus the universal clan backgrounds Accountant, Administrator, Craftsman (baker or cook), Soldier, and Scribe-Calligrapher. Jack decides to stick with the main occupation of the clan, Paper and Ink Maker. He now has the choice of four temples: Hnálla, Drá, Thúmis, and Keténgku. He picks Thúmis, since it matches what the Referee wants. The Paper and Ink Maker background gives Jack's character some equipment (pens, ink, paper, and a pulp paddle) and a skill (Craftsman (paper-ink maker)).

Since Jack's character is in the temple of Thúmis, being a magic-using priest seems to be the best option. He takes the Magic User class with the Priest subclass. The Professional skills for the Priest are those in the Knowledge, Spells, and Spellcasting groups, though 2nd level Spells can't be taken until 2nd level, and 3rd level spells and the Spellcasting group can't be taken until 4th level.

Jack's character has 11 skill points to spend, because of his outstanding Intelligence. He must spend half of them (rounded up) on Professional skills, or 6 points. To be a priest, he must buy Priest skill for 2 points. The leaves 4 for spells and knowledge skills. He picks four 1st level spells: Ascertainment of Thoughts, Missile of Mettálja, Recuperation, and Warding. The other 5 points can be spent on any skills except Military, Soldier, or Spellcaster skills. Jack chooses Dagger, Staff, Scribe-Calligrapher, and First Aid.

The character has a Spell Pool of 4 for the spells, plus 1 for his PSY Modifier, for a total of 5. Jack rolls a d6 for hit points for being a Magic User, getting a 5. For starting cash, Jack rolls 18 and 39, plus 50, equals 107 gold káitars. For Armor Class, as a Magic User, he can wear up to Light armor without affecting his spellcasting, but he can't afford it, so he has an AC of 12. For equipment, Jack buys the following: dagger, staff, lantern, 6 oil crocks, flint, steel, and tinder, a sorcerer's bag, personal toilet articles, a belt pouch, and a small backpack. He has 21 káitars left.

Jack rolls a 31 and a 10 on the name charts, giving *Omél hiChánkolel*. For Omél's one sentence, Jack writes, "Omél grew tired of the paper vats and joined the priesthood of Thúmis, devoting himself to the Lord of Wisdom and spellcasting."

4. Character Advancement

Leveling Up

When a character reaches the number of experience points needed for the next level, they receive additional skill points, and they might gain an attribute bonus.

New Level Checklist

1. Roll Attribute Bonus
2. Roll Skill Points
3. Choose Skills

1. Roll Attribute Bonus

When a character advances to a new level, one of their basic attributes may increase. Roll on the Attribute Bonus Table to find how much their Attribute increases. Then roll on the Attribute Table to determine which Attribute has increased.

Attribute Bonus Table

d100	Attribute Bonus
01-75	No bonus
76-99	+5% bonus
100	+10% bonus

Attribute Table

d6	Attribute
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Psychic Ability
6	Appearance

Hársan has gone up to Level 3. He rolls an 88 on the Attribute Bonus Table for +5% and he rolls a 2, so he adds 5% to his Dexterity.

2. Roll Skill Points

Skill Points/Level = d6 + INT Mod

3. Choose Skills

Spend half of skill points (rounded up) on Professional skills.

5. Skills

Skills are used by characters to perform tasks. Swinging a sword, casting a spell, building a bridge, or seducing another person are all accomplished with skills.

Knowing a skill gives the character a thorough knowledge of the subject area, and they can perform that skill well enough to be paid for their efforts. Taking a skill a second time gives the character expert- or master-level knowledge of the skill, and usually increases the character's chances of success by +4. Put 'Expert' or 'Master' in front of the skill name (e.g. Expert Swimmer). A character can still attempt things, even if they don't have the skill, but they suffer a -4 penalty to their roll.

Each skill is associated with one Attribute -- the Modifier for that Attribute is added to the skill roll. Hand weapons are STR-based skills, missile weapons are DEX-based skills, endurance-related skills are associated with CON, knowledge skills are associated with INT, spells are PSY-based, and social skills are CHA-based.

Under circumstances determined by the Referee, other Attributes may be used in place of the given Attribute. For instance, Climber is a DEX-based skill, but the Referee might determine that deciding which route over a pass is the safest is a mental use of the skill and therefore the player adds their INT Modifier instead of the DEX Bonus.

Skills cost from one to three skill points to purchase, based on the complexity of the skill and its utility to the game. Shipbuilding is a complex skill, but has little impact on most games, so Craftsman (shipwright) is a 1-point skill.

Innate Skills

Innate Skills are those skills that everyone has. Each skill has a set target number and an attribute association. Level isn't added to the roll.

Force
Attribute: STR
Target Number: 14
This skill is used to open doors that are stuck. Up to two more people can attempt to assist in opening a door at once, but if they succeed, they'll all be in a heap on the floor inside the door.
Modifiers
STR: 2 x STR Mod,
        +STR Mod for up to 2 helpers

Search
Attribute: INT
Target Number: 14
This skill is used to find secret doors and hidden things. Searching a 10 feet section of wall or floor for secret doors and hidden things takes a full turn.
Modifiers
Pé Chói   +10
Páchi Léi   +7
Passive search   -10

Listen
Attribute: INT
Target Number: 18
This skill gives the user information about what they hear.
Modifiers
Pé Chói: +7
Pygmy Folk: +10

Regular Skills

The target number for all regular skills is 12. A character can attempt a skill without knowing the skill at -4 modifier. If the character is an Expert at the skill, they get a +4 modifier.

Accountant
Cost: 2
Ability: INT
An accountant can do basic math and has knowledge of basic accounting. A Master in this skill can falsify accounts and make a losing business look positive on paper, reduce taxes, and otherwise misrepresent the truth. A Master can also detect financial shenanigans.

Acrobat
Cost: 3
Ability: DEX
An acrobat can perform feats of dexterity, such as tumbling, jumping, juggling, contortions, and balance. These can be for entertainment or other purposes.

Administrator
Cost: 2
Ability: INT
An administrator can run an organization, such as planning, creating hierarchies, delegating tasks, supervising work, compensating subordinates, hiring and firing, etc. A Master in this skill can run a large organization effectively.

Alchemist
Cost: 3
Ability: PSY
An alchemist can recognize make chemical substances.

Animal Trainer
Cost: 2
Ability: INT
An animal trainer can train any animal (or bird) to do tasks within the animal's ability. It takes 1-3 months depending on intelligence of animal and tasks being trained for. A rényu or kǔni bird takes 3 months because they can handle complicated tasks, and therefore are complicated to teach. Successful skill checks are needed every week. A failed roll means the week doesn't count toward training. A Master can train more exotic animals.

Apothecary
Cost: 3
Ability: INT
An apothecary can make medical remedies from plant and animal materials. This may entail weeks of effort, depending on the end result, with weird and expensive materials and weekly skill checks. The skill gives the ability to recognize medical compounds (such as poisons, elixirs, etc.).

Artist (type)
Cost: 2
Ability: INT
Types: author, painter, poet, sculptor
An artist creates works of creativity. A character with the Artist skill should pick a medium to work in. An author can write usable records, histories, or fiction with which to entertain his friends and colleagues.

Axe-Mace
Cost: 1
Ability: STR
This skill covers the use of an axe or mace in combat.

Blowgun
Cost: 1
Ability: DEX
This skill covers the use of a blowgun in combat. Blow darts are tipped with poison. On a hit, the target makes a CON save or take the effect of the poison. Poisons can cause sleep (d6-2 turns), damage (d6-2 damage per round for two rounds), or death.

Bola
Cost: 1
Ability: DEX
This skill covers the use of a bola in combat. When thrown, the thrower chooses one option: legs, arms, wings, or head. Make an attack roll, ignoring armor. On a leg hit, the target trips for a round. On an arm hit, the target drops their weapon for a round. On a wing hit, the target falls to the ground, taking d6 damage. On a head hit, the target takes d6-2 damage.

Boomerang

Cost: 1
Ability: DEX
This skill covers the use of a boomerang in combat. This type of boomerang does not return. The airfoil design gives it extended range.

Bow

Cost: 1
Ability: DEX
This skill covers the use of a bow in combat.

Bowyer-Fletcher

Cost: 2
Ability: DEX
A bowyer makes bows and slings, a fletcher makes arrows.

Brawler

Cost: 1
Ability: STR
A brawler fights with their bare hands. Adds +1 damage from fists.

Brewer-Vintner

Cost: 1
Ability: INT
A brewer-vintner can ferment wine and beer, and distill them into spirits. A Master of this skill can make the liqueur, Tsuhóridu.

Bureaucrat

Cost: 2
Ability: INT
A bureaucrat knows how to navigate the large Imperial bureaucracy.

Climber

Cost: 2
Ability: DEX
A climber can climb mountains and cliffs using rope, spikes, and a mallet.

Courtesan-Gigolo

Cost: 2
Ability: CHA
A courtesan or gigolo knows how to cajole and seduce someone into having a sexual relationship with them. A master courtesan knows how to run a brothel or other establishment where several courtesans congregate to get customers.

Craftsman (type)

Cost: 1
Ability: DEX or INT
Types: baker, basket maker, carpet maker, cloth maker, cobbler, cook, dyer, glassblower, paper-ink maker, perfumer, potter, rope-net maker, sail maker, shipwright, tailor, weaver, wheelwright, woodworker
Each type of craftsman makes a particular type of item. They can also determine the quality and value of similar items produced by other craftsmen.

Crossbow

Cost: 1
Ability: DEX
This skill covers the use of a crossbow in combat.

Dagger

Cost: 1
Ability: STR
This skill covers the use of a dagger in combat.

Diplomat

Cost: 2
Ability: CHA
A diplomat is a negotiator knowledgeable about other cultures and the nonhuman races.

Diviner

Cost: 3
Ability: INT
A Diviner can predict events at the Referee's discretion, but the predictions should be fraught with ambiguities and require interpretation.

Driver

Cost: 1
Ability: DEX
Types: chlén-cart
A chlén-cart driver can drive the ponderously large chlén-cart.

Engineer-Architect

Cost: 3
Ability: INT
An engineer-architect can design and build fortifications, palaces, roads, and other civil projects. They can also build or remove traps.

Entertainer (type)
Cost: 1
Ability: DEX
Types: dancer, juggler, musician, puppeteer, singer, storyteller
An entertainer can perform and entertain an audience.

Etiquette
Cost: 1
Ability: CHA
This skill covers being polite in the society of the character.

Farmer (type)
Cost: 1
Ability: INT
Types: animals, bees, crops
A farmer can raise plants or animals for food or work or wool, including hmá, hmélu, chlén, poultry, and other livestock. Masters of this skill can breed plants and animals for specific traits to improve the stock. A Master gets a 3d6 percent increase in yield, whether it is milk, egg, or meat production.

First Aid
Cost: 1
Ability: INT
This skill allows the user to heal 1 hit point from the victim on a successful skill roll. A master of first aid can heal 2 hit points per victim.

Fisherman
Cost: 1
Ability: INT
A fisherman can catch fish in rivers, lakes, and oceans.

Flail
Cost: 1
Ability: STR
This skill covers the use of a flail, morning star, or other flexible weapon in combat. A flail eliminates the AC bonus from a defender's shield.

Gambler
Cost: 2
Ability: INT
A gambler knows the odds and how to bet on several games of chance. A master gambler can cheat or discover cheaters more easily.

Hunter-Trapper
Cost: 2
Ability: INT
A hunter-trapper can track, stalk, ambush, and trap animals for food and fur.

Item Researcher
Cost: 3
Ability: INT
An Item researcher can research making magic items.

Jeweler-Goldsmith
Cost: 2
Ability: DEX
A jeweler-goldsmith can make jewelry of a variety of types with precious metals and gemstones.

Language, Ancient
Cost: 2
Ability: INT
This skill conveys the ability to read and speak an ancient language. Choose from the language list. Those with Priest skill can take ancient languages at a cost a 1, instead of 2, because of their access to temple libraries and other resources.

Language, Modern
Cost: 1
Ability: INT
This skill conveys the ability to read and speak a modern language. Choose from the language list. The character's native language is free.

Locksmith
Cost: 2
Ability: DEX
A locksmith can make and pick locks. A master locksmith can make a lock that is harder to pick.

Mathematician
Cost: 2
Ability: INT
A mathematician understands the principles of mathematics and can use this knowledge to solve problems.

Merchant

Cost: 2
Ability: INT
A merchant can buy and sell goods. They are good at haggling.

Military Engineer

Cost: 3
Ability: INT
A military engineer is proficient in sapping, building catapults, battering rams, earthworks, and siege towers. They can help and engineer-architect build military fortifications, castles, keeps, and towers.

Military Sorcerer

Cost: 3
Ability: PSY
A military sorcerer knows the group spellcasting techniques of the legions. These spells cannot be cast by a single magic user.

Moneylender

Cost: 2
Ability: INT
A moneylender loans money and holds collateral.

Naturalist

Cost: 2
Ability: INT
A naturalist can identify plants and animals native to various environments. They cannot identify GM specials and other monsters.

Navigator

Cost: 2
Ability: INT
A navigator can navigate when out of sight of land. This includes astronomy and the use of navigational aids, such as the astrolabe, water compass, and ephemerides. Only navigators can operate the water compass.

Net

Cost: 1
Ability: DEX
This skill covers the use of a net in combat.

Orator

Cost: 2
Ability: CHA
An orator can sway a crowd with words. They can convince a group of people to do what they want.

Physician

Cost: 2
Ability: INT
A physician can cure up to 2 hit points per patient with a skill roll. These points can also be added to their castings of Cure Light Wounds or Cure Serious Wounds spells, but not to healing from Eyes. Doctors can treat themselves. A Master of this skill can heal 3 hit points and adds +4 to their skill roll.

Pilot (type)

Cost: 1
Ability: DEX
Types: boat, ship
A pilot can steer a boat or ship on a course, and can follow maps to get to a destination.

Polearm

Cost: 1
Ability: STR
This skill covers the use of a polearm in combat. Polearms have a longer reach than other melee weapons, and can hit the second rank of enemies.

Priest

Cost: 2
Ability: INT
A priest knows the rituals and mythology of a religion, and they are recognized by their religion as a priest.

Sailor

Cost: 1
Ability: INT
A sailor can perform many duties onboard a ship.

Scholar

Cost: 3
Ability: INT
Types: botanist, chemist, geographer, geologist, historian, philosopher, zoologist
Scholars have studied a science, history, or philosophy.

Scribe-Calligrapher

Cost: 1
Ability: DEX
A scribe can write calligraphy with pen and ink. They are proficient in the written language.

Shield
Cost: 1
Ability: STR
This skill covers the use of a shield in combat.

Ship Captain
Cost: 2
Ability: INT
A ship captain has knowledge of sailing, cargoes, manifests, simple accounting, tariffs, and other maritime areas.

Slaver
Cost: 2
Ability: INT
A slaver can evaluate a person for strength, endurance, beauty, and talent.

Sling
Cost: 1
Ability: DEX
This skill covers the use of a sling in combat.

Smith-Armorer
Cost: 2
Ability: DEX
A smith-armorer can work with bronze, iron, wood, and chlén-hide to make weapons, armor, shields, and other forged metal objects. A Master can work steel and provide weapons suitable for enchantment.

Spear Thrower
Cost: 1
Ability: DEX
This skill covers the use of a spear thrower in combat. A spear thrower is a device that improves the distance and power of a thrown javelin. Add 10' to the range and +1 to damage.

Spell Researcher
Cost: 3
Ability: INT
A spell researcher can research new spells.

Spy
Cost: 1
Ability: DEX
A spy can move silently and hide quickly.

Staff
Cost: 1
Ability: STR
This skill covers the use of a staff in combat.

Strategist
Cost: 3
Ability: INT
Types: land, naval
A land strategist can plan military campaigns, marshal troops, and direct battles of large-scale armies. A naval strategist can do the same for naval battles and navies. For small unit actions, see Tactician.

Survival (type)
Cost: 1
Ability: INT
Types: Plains, Jungle, Forest, Swamp, Desert, Mountain
This skill gives knowledge of finding food, water, and shelter in a natural environment.

Swimmer
Cost: 1
Ability: CON
A swimmer is proficient at moving throw the water and diving. A master swimmer can rescue drowning victims.

Sword
Cost: 1
Ability: STR
This skill covers the use of a sword in combat.

Tactician
Cost: 2
Ability: INT
Types: land, naval
A tactician can anticipate the enemy's actions. A party lead by a tactician gets a +1 on initiative in combat. A master tactician gets +2.

Tracker
Cost: 1
Ability: INT
A tracker can follow a trail through wild or urban terrain.

Tradesman (type)
Cost: 1
Ability: DEX
Types: Barber, Bricklayer, Butcher, Carpenter, Gardener, Grocer, Mason, Miller, Miner, Tanner, Woodcutter
A tradesman knows a specific trade. A barber can style hair. A Master can create more elaborate hairstyles suitable for the upper classes, and they recommend fashion choices. A butcher can cut meat for consumption. Can determine to quality and value of meat. Tanner works with leather and chlen-hide.

Two Weapons
Cost: 2
Ability: DEX
This skill covers the use of two weapons at once. The weapons cannot be larger than Long. This allows a fighter to add +1 to either their attack, their damage, or their AC on a round by round basis.

Veterinarian
Cost: 2
Ability: INT
A veterinarian can cure up to 2 hit points per animal with a skill roll. These points can also be added to their castings of Cure Light Wounds or Cure Serious Wounds spells, but not to healing from Eyes. A Master of this skill can heal 3 hit points and adds +4 to their skill roll.

6. Magic

Spell Casting

Spellcasters have a pool of magical energy that can be used to cast spells. Each spell has a Level equal to the skill points needed to buy the spell, and the spell pool equals the total number of Levels of the spellcaster's spells, plus their PSY Mod. So, if a spellcaster has a PSY Mod of +1 and knows two Level 1 spells, two Level 2 spells, and a Level 3 spell, they have a spell pool of 10 points. The spellcaster could cast a 2-point spell five times, or any combination of spells that add to 10 points. Spell points are recovered after six hours of sleep and two hours of meditation.

Casting spells requires freedom of movement and the ability to speak the magical incantations. Therefore, chainmail or higher armor or a shield cannot be used while casting spells. Also, if a magic user is gagged or otherwise unable to speak, they cannot cast spells.

If not in combat, a spellcaster merely states that they are casting a spell, they roll their skill roll, and if successful, the spell takes effect at the end of the round as per the spell description.

The procedure for casting a spell in combat is the same, but the spellcaster declares their intention to cast at the start of the combat round. On their party's initiative, they roll their skill roll, and if successful, the spell takes effect. A failed spell roll does not use up the spell for the day, unless the skill roll was a critical failure. The spell can be recast the next combat round. If the spellcaster is injured before the spell goes off, the casting fails, spoiling the effect. In this case, because of the injury, the spellcaster will lose the spell for the day, unless they can make a successful skill roll.

Option: D&D-style Vancian Spellcasting

A spellcaster can cast each spell they know once per day. After at least six hours of sleep and 2 hours of meditation, the spellcaster recovers all of their spells.

Spell Descriptions

The spell descriptions list the *Cost*, *Range*, *Area*, *Speed*, *Duration, and Visible* headings for each spell.

Level: either 1, 2, or 3. This is the cost to learn the spell, as well as the cost to cast the spell.

Range in given in feet from the caster, and it is the distance from the caster that a spell takes effect. The *Cold* spell's range of 20 feet is how far the blast of cold projects in a line. A range of *Touch* means the spellcaster must physically touch the target. A range of *Self* means the caster can only cast it on themselves.

Area is the radius in feet of the area affected by the spell. All targets within the area, up to the maximum targets, are affected.

Duration is how long the spell's effect lasts. Turns are 10 minutes long. Combat rounds are 1 minute long. A duration of *Permanent* lasts until dispelled. A duration of *Instant* means that the spell takes effect for a very short time, such as a healing or combat spell.

Temples lists which temples teach the spell. Temples will generally not teach a spell to someone who is not an adherent of the temple.

Spell List

Acceleration/Prorogation
Level: 2
Range: 30'
Area: 5' radius / 10' at 8th CL
Duration: 3 T
Temple(s): Belkhánu, Qón, Hnálla, Drá, Karakán, Chegárra, Vimúhla, Chiténg
Description: This spell increases the speed of 1d6 creatures within the spell area so that they may move twice as far and attack twice in a turn, though only one initiative or surprise roll is allowed. The first attack is made at twice the group's initiative, while the second attack is made at the group's initiative. Additional castings have no effect. The reverse of this spell, the Prorogation spell, slows up to 1d6 enemies within the spell area so that they can only attack every other turn. A casting of Prorogation or Disenchantment will end this spell.

Adornment/Disfigurement
Level: 1
Range: 10'
Duration: 2 T + 1 T/CL
Temple(s): Avánthe, Dilinála, Dlamélish, Hriháyal
Description: The target of this spell gains an +1 to their Charisma bonus, or +2 for triple cost. The reverse of this spell is called Disfigurement and the target gets a PSY saving throw. Both versions of this spell can be ended with Disenchantment.

Adroitness of the Chrí-Fly
Level: 1
Range: 10'
Duration: 1 T/CL
Temple(s): Shaman
Description: This spell allows the target to climb vertical surfaces and even ceilings like a giant spider. Note that climbing involves at least three appendages, so spell casting cannot be done while holding on to a wall. Eyes and one-handed weapons may be used.

Aeriality
Level: 2
Range: Touch
Duration: 3 T
Temple(s): Avánthe, Dilinála, Belkhánu, Qón, Dlamélish, Hriháyal, Hnálla, Drá, Hrü'ǘ, Wurú, Ksárul, Grugánu, Thúmis, Keténgku
Description: This spell gives the caster or a companion (and up to 250 pounds cargo) the ability to fly at 120 feet per combat round. Melee attacks and spellcasting by flying characters are at -2, and missile attacks and thrown weapons are at -4.

Alleviation
Level: 1
Range: 10'
Duration: Instant
Temple(s): All
Description: This spell counteracts poison, stopping any further damage to the target. Any damage dealt by the poison before casting this spell is eliminated as well.

Apparitions
Level: 2
Range: 20'/CL
Area: 5' radius
Duration: 6 T
Temple(s): Avánthe, Dilinála, Belkhánu, Qón, Dlamélish, Hriháyal, Hrü'ǘ, Wurú, Ksárul, Grugánu, Thúmis, Keténgku
Description: This spell creates an illusion that can affect up to 1d6 creatures (for example, making them appear invisible) or that appears to be a group of 1d6 creatures. Illusionary creatures can do physical damage if believed.

Artfulness/Artlessness
Level: 1
Range: 10'
Duration: 1 T/CL
Temple(s): Avánthe, Dilinála, Hnálla, Drá, Ksárul, Grugánu, Thúmis, Keténgku
Description: This spell temporarily increases the target's ability to perform a skill. If the target does not have the skill, they can use the skill as if they did. If the target has the skill, the target gains the skill at an expert level. This spell does not affect combat skills nor spells. Only one application of this spell can take effect at any one time. The reverse of this spell, Artlessness, can reduce a target's skill. A PSY saving throw is allowed in this case.

Ascertainment of Foes
Level: 1
Range: Self
Area: 10'/CL radius
Duration: 1 T/CL
Temple(s): All
Description: This spell reveals to the caster any life forms within the spell area with hostile intent toward the caster, though it does not provide details of the creature's intent. Objects created for hostile purposes are also revealed. These persons or objects will magically glow to the caster.

Ascertainment of Thoughts
Level: 1
Range: Self
Area: 5'/CL radius
Duration: 2 T
Temple(s): All
Description: The caster can detect the surface thoughts of other persons of their own species within the spell area. At Casting Level 4, the caster can use this spell on other intelligent species. This spell does not work on undead or automatons (Yéleth and Ru'ún, for example).

Barring/Broaching
Level: 1
Range: 10'
Duration: 1 T/CL
Temple(s): Vimúhla, Chiténg
Description: This spell locks and holds a door for the duration of the spell. The reverse of this spell, Broaching, can be used to open any mundanely or magically locked doors within range, including secret doors. A door locked with this spell can only be opened by the reverse of this spell.

Blade of Inexorable Disjection
Level: 3
Range: 10'
Duration: 1 T/CL
Temple(s): Karakán, Chegárra, Vimúhla, Chiténg
Description: This spell creates a glowing magical sword in the hand of the target. This sword does +2 damage and gives a +2 bonus to the target's to-hit roll. If the sword leaves the target's hand, the spell ends and the sword vanishes.

Blessing of the Planes/Curse
Level: 1
Range: 10'/CL (60' max.)
Area: 5' radius / 10' at 8th CL
Duration: 1 T/CL
Temple(s): Belkhánu, Qón, Hnálla, Drá, Ksárul, Grugánu, Sárku, Durritlámish, Thúmis, Keténgku, Shaman
Description: This spell grants a +1 bonus to attack and damage rolls, saving throws, and morale on all allies within the spell area. Allies must within range of the caster to continue to receive the benefits of this spell. The reverse of this spell, Curses of the Planes, inflicts a -1 penalty on the attack and damage rolls, saving throws, and morale of all enemies in the spell area. At 8th Casting Level, the modifier goes up to +2/-2 and the spell area goes up to a 10' radius..

Bolt of Imminent Immolation
Level: 3
Range: 10'/CL
Duration: Instant
Temple(s): Vimúhla, Chiténg
Description: This spell produces a bolt of lightning that is cast from the finger of the caster. This bolt travels in a mostly straight line and strikes 1d6 creatures within five feet of the bolt. If the DEX saving throw is failed, the target takes 5d6 damage, and even if the save is made, they take half damage.

Breath of the Goddess/Inhalation of the Goddess
Level: 2
Range: 10'/CL
Area: 10' radius
Duration: 1 T/CL
Temple(s): Avánthe, Dilinála
Description: This spell creates a sphere of fresh air. Those inside the sphere can breathe normally despite any circumstances that would dictate otherwise — being underwater, surrounded by smoke or poison gas, in a sealed chamber, etc. If used underwater, the sphere will repel sea creatures if they fail their PSY saving throw. The reverse of this spell, Inhalation of the Goddess, creates a sphere of vacuum. After the first round, creatures in a sphere of vacuum take 1d6 damage per round.

Clairvoyance/Clairvoyant Block

Level: 1
Range: 10'/CL
Duration: 2 T
Temple(s): All
Description: This spell allows the caster to see and hear through solid stone and other obstacles within range. At Casting Casting Level 4, the caster can see into unlit areas. The reverse of this spell, Clairvoyant Block, can be used to block other spellcasters from observing using Clairvoyance within range of the caster.

Climatization

Level: 3
Range: Self
Area: 10'/CL radius
Duration: 1 T/CL
Temple(s): Avánthe, Dilinála
Description: The caster can summon or stop rain, create unusually high or low temperatures, summon or disperse a tornado, clear the sky of clouds, summon clouds into being, or create other weather effects. Disenchantment will cancel this spell. This spell can only be cast outdoors. This effect moves with the caster.

Comprehension

Level: 1
Range: Self
Area: 5' radius
Duration: 2 T + 1 T/CL
Temple(s): Hnálla, Drá, Hrü'ǘ, Wurú, Ksárul, Grugánu, Thúmis, Keténgku, Shaman
Description: This spell allows the caster to understand and speak any human language spoken within range. They can also read documents written in any human language. At 4th Casting Level, non-human languages can also be understood.

Concupiscence

Level: 2
Range: 10'/CL
Duration: 1 round/CL
Temple(s): Dlamélish, Hriháyal
Description: The target experiences compelling, orgasmic ecstasy. If they fail to resist, they are incapacitated, losing all sense of what they were doing. Once the spell ceases, it takes an additional round to recover. Only living beings can be affected by this spell. At 6th Casting Level, 1d6 creatures can be targeted. At 8th Casting Level, the spell affects undead, demons, and other creatures produced by magic.

Congelation

Level: 2
Range: 20'
Duration: Instant
Temple(s): Hrü'ǘ, Wurú
Description: This spell shoots a cone of freezing energy towards 1d3 targets in a line, doing 5d6 damage. On a successful PSY saving throw, the victim takes half damage.

Control of Self

Level: 1
Range: Self
Duration: Until dropped or broken
Temple(s): All
Description: This spell allows the caster to perform a single physical or mental action without the chance of failure (for example, retrieve a memory, hold an object, stop their heart). The caster cannot do things that are impossible for a human body, like remembering something they did not witness or growing a tail. A 9th Casting Level person or a 9 Hit Dice creature can physically break this spell, if the action is physical

Control Terrain

Level: 3
Range: 20'
Duration: Permanent
Temple(s): Hrü'ǘ, Wurú, Ksárul, Grugánu, Thúmis, Keténgku
Description: This spell manipulates natural stone and earth, creating a tunnel by removing stone, or creating a boulder or other obstacle by creating stone. This spell affects 1000 cubic feet of rock and earth (for example, 10' × 10' × 10') in any configuration. This spell has no effect on man-made walls and floors. At 8th Casting Level, the amount of material affected increases to 4000 cubic feet.

Decorporealization

Level: 2
Range: 10'
Duration: 1 T/CL
Temple(s): Hrü'ǘ, Wurú
Description: The subject of this spell becomes insubstantial. The subject's Move is 6 and they can pass through solid objects. Other insubstantial beings can harm them, but nothing physical can.

They can use spells, but cannot make physical attacks. If the subject becomes solid in the middle of another creature, both die. They appear as a dim, foggy shape.

Demonology
Level: 1
Range: 20'
Duration: Varies
Temple(s): All
Description: This spell summons a creature from the planes beyond. These are not always nice, well-behaved demon servitors of the deities; these are the screaming, mad beings from the Planes Beyond. Because the skin between the worlds is very thin, it is quite easy to tear a hole to pull something through. Even the lowliest sorcerer can do it, though whether they can control what they get is uncertain.

The steps to cast this spell are as follows:

1. The caster chooses the power of the entity they wish to summon. Casters are limited to twice their Casting Level in Hit Dice. This maximum can be modified by Symbols of Power and sacrifices. If the caster wishes to call one of the demon servitors of their deity, this should be stated here.
2. The caster makes a PSY saving throw. If they fail, a more powerful being than desired might come through, with no association with their deity.
3. The GM will determine the form and powers of the entity pulled through.
4. The caster and the demon roll for domination to see which one will be in control. Each rolls a d20, modified by their Casting Level or Hit Dice, Symbols of Power, and sacrifices. If summoning allies of the caster's deity, the caster gets a +5 to their roll.

Symbols of Power are magical diagrams used to focus the magical energy and give the caster greater control over the summoning. They require 500 gold pieces of materials for every +1 bonus to the Hit Dice of the demon and to the Domination roll.

Each 2 Hit Dice of creatures sacrificed gives the caster a +1 on the Domination roll and the Hit Dice of the demon, or 1 hit die for a +1 bonus, if the sacrifice is of the same race as the caster. To count as a sacrifice, the victims must be helpless at the time of the slaying and purposefully slain just for this purpose. Combat deaths do not count as sacrifices.

Some demons accept other sacrifices, such as money, gems, magic items, or spells. The details of these negotiations are left up to the characters and the demons to determine.

The summoned demon will remain an amount of time determined by the Domination roll. For further information, see the Demonology chapter.

Derangement
Level: 2
Range: 30'
Duration: Until dispelled
Temple(s): Belkhánu, Qón, Hnálla, Drá, Hrü'ǘ, Wurú, Sárku, Durritlámish
Description: The target of this spell is rendered permanently insane. The target gets a PSY saving throw. The GM randomly controls the actions of the victim. Someone using Control of Self is immune, and Disenchantment will dispel this.

Desiccation
Level: 2
Range: 10'/CL
Duration: Instant
Temple(s): Avánthe, Dilinála, Hrü'ǘ, Wurú, Ksárul, Grugánu, Sárku, Durritlámish
Description: The subject of this spell loses the use of one or more limbs (roll 1d: 1 = one arm, 2 = one leg, 3 = both arms or both legs, 4 = one arm and one leg, 5 = torso, 6 = head). An affected limb is withered and useless. If the victim is hit in the torso, they become paralyzed for 3d6 turns. If they are hit in the head, they become unconscious for 2d6 hours. After a turn, a CON saving throw is allowed, but if it fails, the effect is permanent until cured with a Heal-All spell or an Eye of Restoration.

Discerner of Enchantments
Level: 2
Range: 10'
Duration: Instant
Temple(s): Thúmis, Keténgku
Description: This spell reveals to the caster one spell cast on an object or person. Each casting tells the caster about one spell, from lowest Casting Level to highest. The caster may specify the type of spell to reveal (such as beneficial, harmful, illusion, etc.), and the spell will tell the caster about such spells if they are present.

Disenchantment

Level: 1
Range: 10'/CL
Duration: Permanent/2 T for items
Temple(s): All
Description: This spell can be used to completely dispel many spells and enchantments (for example, Mind-Bar and Flesh to Stone). Although not powerful enough to permanently disenchant a magic item or weapon, this spell can deactivate a magic item for 2 turns. This spells costs as much to cast as the spell it is dispelling cost to cast. For instance, dispelling a Geas spell costs 3 spell points. The target spell gets a PSY saving throw at its caster's Casting Level.

Domination of Persons

Level: 1
Range: 10'/CL
Area: 5' radius, 10' at 8th CL
Duration: 1 T/CL
Temple(s): All
Description: This spell causes 1d6 intelligent beings (animals, monsters, undead, demons, etc. are immune) to fall under the caster's control (2d6 beings at 8th Casting Level). Targets are permitted a PSY saving throw. This spell does not work against those of 8th Level or higher.

Doomkill

Level: 3
Range: 100' + 10'/CL
Area: 5' radius, 10' at 8th CL
Duration: Instant
Temple(s): Hnálla, Dra, Karakán, Chegárra, Vimúhla, Chiténg
Description: This spell creates a terrific explosion in the target area, doing 6d6 damage. The target area is 5 feet in radius and affects 1d6 targets, if the caster is less than 8th Casting Level, and is 10 feet in radius and affects 2d6 targets, if they are 8th Casting Level or higher. Anyone who makes their DEX saving throw takes half damage. On a critical failure of the casting of this spell, the caster accidentally targets the spell on themselves.

Elicitation of History

Level: 1
Range: Touch
Duration: 1 T/CL
Temple(s): All
Description: The caster will see the last person to touch the target object. At 5th Casting Level, the caster gets an image of the area around the object the last time it was touched.

Elicitation of Riches

Level: 1
Range: Self
Area: 10'/CL radius
Duration: 1 T/CL
Temple(s): All
Description: The caster of this spell can sense precious metals and gems within the spell area, even when buried or invisible.

Elicitation of Things

Level: 1
Range: Self
Area: 10'/CL radius
Duration: 1 T/CL
Temple(s): All
Description: Within the spell area, the caster is guided toward an object specified by the caster. The object must be something that the caster has seen or held.

Empowering/Enervation

Level: 1
Range: 10'
Duration: 1 T/CL
Temple(s): Avánthe, Dilinála, Dlamélish, Hriháyal, Karakán, Chegárra, Vimúhla, Chiténg
Description: The target of this spell gains an +1 to their Strength bonus, or +2 for triple cost. The reverse of this spell, Enervation, and the target gets a PSY saving throw. If their STR bonus goes below -2, they do not die, but become completely incapacitated, unable to move or act. Both versions of this spell can be ended with Disenchantment.

Emulation

Level: 1
Range: Self
Area: 5' radius
Duration: 1 T/CL
Temple(s): Dlamélish, Hriháyal
Description: This spell creates the illusion that the caster and up to 1d6 others are another type of being —monster or non-human race. This cannot be used to appear like a specific person. The caster can change their height up to 50% taller or shorter. Their stats do not change, and if the illusion is of a being that has more limbs than the caster, they cannot activate these extra limbs. They cannot employ any special powers or language of the being they resemble. Disenchantment ends this spell.

Encapsulation

Level: 1
Range: 10'/CL
Duration: 1 T/CL
Temple(s): Avánthe, Dilinála
Description: The victim cannot move or take any voluntary actions for the duration of the spell, but can see and hear, disbelieve illusions, or take any other actions that require no movement to achieve. They are completely frozen in place. This spell does not affect creatures of 6 Hit Dice or more. Disenchantment will end this spell.

Enhancement

Level: 2
Range: 10'
Duration: 1 T/CL
Temple(s): Karakán, Chegárra, Sárku, Durritlámish, Vimúhla, Chiténg
Description: This spell temporarily increases the Armor Class of steel armor or the attack bonus on a steel weapon. The bonus is +1 at 2nd Level, +2 at 8th level. Weapons with this spell cast on them are considered magical weapons. The reverse of this spell, Debilitation, will reduce the Armor Class or attack bonus, rather than increase it.

Entombment/Exhumation

Level: 3
Range: 40'
Duration: Instant
Temple(s): Sárku, Durritlámish
Description: This spell allows the caster to entomb a creature in a 10 foot × 10 foot × 10 foot space 6 feet beneath the surface of the earth. The target can use magic or dig, but can take no other actions. The subject remains there until they escape or are released by some other means. The reverse of this spell, Exhumation, cast at the locale where the Entombment took place, will reverse this spell. Etherealization, Insubstantiality, or Guiding, or Ascertainment of Thoughts can find the victim. If the target uses Insubstantiality, Exhumation, or Transportation, they can escape. Digging also works, though 6 feet of stone will take a long time. Disenchantment does not work on this spell.

Etherealization

Level: 3
Range: Self
Area: 100 miles
Duration: 2 T + 1 T/CL
Temple(s): Belkhánu, Qón
Description: The caster projects their astral body onto the astral plane. The astral body is invisible to all creatures, except those also traveling the astral plane. The astral form may travel as fast as 20 miles per turn. The spellcaster is capable of casting spells while in astral form, but there is a -2 penalty to the spell roll. Additionally, there is a 2% chance per spell level that this spell will falter as a result of the spell casting, and the spellcaster's astral form will return to the physical body. If the caster's physical body is moved more than 100 miles from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost on the astral plane. In this case, only a casting of the spells Re-embodiment or Revivification can save them.

Excellence/Impairment

Level: 1
Range: 10'
Duration: 2 T + 1 T/CL
Temple(s): Karakán, Chegárra, Vimúhla, Chiténg, Shaman
Description: The target of this spell fights with +2 on attack and damage rolls. Only one application of this spell is effective. The reverse of this spell, Impairment, can make an enemy weaker at combat, -2 on attack and damage rolls, if they fail their PSY saving throw.

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Excoriation of Contagion
Level: 1
Range: 10'
Duration: Permanent
Temple(s): All
Description: This spell cures the target of any diseases, including many magically inflicted ones. This spell works on humans, non-humans, and animals.

Execration
Level: 2
Range: Touch
Area: 5' radius
Duration: Permanent
Temple(s): All
Description: This spell puts a curse on an object that is triggered under a condition specified by the caster, detonating for 2d6 points of damage in a 5 feet radius. If the condition requires someone to touch or read the cursed object, they suffer full damage, no save allowed. Anyone else in the spell area that succeeds at a PSY saving throw takes half damage. The object on which the curse was cast is obliterated, unless it is unaffected by fire. Another creature can remove the curse with a successful casting of the Disenchantment spell. If the object is moved without triggering the condition, the spell dissipates. The Detect Traps talent will not detect this spell, but the Ascertainment of Foes, Discerner of Enchantments, and Perception of the Energies spells will. Any condition may be set, as long as it has some immediate relation to the trapped object. For instance, a cursed object cannot be set to explode when the King of a far-away city sneezed, but it could be set to explode when some-one in the same room with the object sneezed. There may be only one triggering situation per spell, though an object may have more than one Execration spell cast on it.

Far Seeing
Level: 1
Range: Self
Area: 120' radius
Duration: 3 T
Temple(s): Karakán, Chegárra, Vimúhla, Chiténg
Description: The caster can see what is happening at a distance as if it was 10 feet away.

Fireproof/Coldproof
Level: 1
Range: 30'
Duration: 6 T
Temple(s): Vimúhla, Chiténg
Description: While under the effects of this spell, a character or monster is unharmed by intense (non-magical) heat, and the spell grants a bonus of +3 to all saving throws versus heat- or flame-based magical attacks. In addition, 1 point of damage is subtracted from each die of damage dealt by a heat- or flame-based attack. Each die will inflict a minimum of 1 hit of damage. The reverse of this spell, Coldproof, affects cold-based attacks and conditions. Disenchantment will remove either version.

Globe of Distant Discernment
Level: 2
Range: Self
Area: 20'/CL radius
Duration: 1 T/CL
Temple(s): Thúmis, Keténgku
Description: The caster can send their eyes away from themselves. Their eyes float at the caster's height, they can turn corners, go up or down staircases, but they cannot pass through solid objects. The eyes only need a 1-inch opening to squeeze through. The eyes travel at 10 feet/Casting Level each round. They also have 60 feet of dark vision. The caster's body is blind while this spell is in effect.

Grey Hand
Level: 3
Range: Touch
Duration: Instant
Temple(s): Hrú'ú, Wurú
Description: The caster of this spell can touch a person and turn them into a pile of dust if they miss their PSY saving throw. This spell works through clothing and armor. Before they crumble into dust, the victim gets one last death blow in response, but cannot cast spells.

Guiding/Misguiding

Level: 2
Range: 10'
Duration: 1 T/CL
Temple(s): Thúmis, Keténgku
Description: The target of this spell can find the shortest, most direct physical route to a specified destination, whether into or out of a locale. The locale can be outdoors, underground, or even inside a Labyrinth of Elongated Shadows spell. This spell works with respect to locations, not objects or creatures at a locale. The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times, the exact path to follow or physical actions to take. The target cannot be confused by secret doors, hidden paths, or other physical means of deception. Magical deceits such as interplanar gates, teleportation, or magical barriers, will fool this spell. The spell ends when the destination is reached, or the duration expires, whichever comes first. This spell can be used to remove the subject and its companions from the effect of a Labyrinth of Elongated Shadows spell in a single round. This spell is immune to Disenchantment. Misguiding, the reverse of this spell, renders a touched being completely incapable of finding its way alone.

Hands of Krá the Mighty

Level: 3
Range: 10'/CL
Duration: Instant
Temple(s): Avánthe, Dilinála, Belkhánu, Qón, Dlamélish, Hriháyal, Sárku, Durritlámish,
Description: This spell projects a large telekinetic hand that squeezes the target, doing 3d6 damage. A successful PSY saving throw will halve the damage.

Hebetation of the Intellect

Level: 3
Range: 10'
Duration: Permanent
Temple(s): Sárku, Durritlámish
Description: The caster of this spell enters into a trance and takes over the body of some other creature. To be possessed, a person or animal must be in physical contact with the caster (or some object they have previously prepared as a 'trap') or must be well known to the caster. The victim gets a PSY saving throw to avoid being possessed when the attack first takes place; if they succeed, they will know who tried to possess them.

Possession may be noticed by a good friend of the possessed victim on a successful PSY saving throw the first time the victim is encountered after possession. It may also be detected by a Discerner of Enchantments spell cast on the victim.

Possession ends when (a) the caster dies, (b) the victim dies (this also does 2d6 damage to the caster), (c) the caster voluntarily lets go, or (d) a Disenchantment spell is cast on the victim or the caster by a caster of at least 8th Level.

Hymnal of the Lord of Light

Level: 1
Range: Self
Area: 5' radius, 10' radius at 8th CL
Duration: 2 rounds + 1 round/CL
Temple(s): Hnálla, Drá
Description: The caster's face is illumined with the beauty of the Perfect Radiance of Hnálla. The light illuminates the spell area, making it as bright as day. Undead suffer 1d3 damage per round they remain within the spell area. Semi- and non-intelligent animals are driven off by the light, but are not physically harmed by it. The light negates surprise.

Imbition

Level: 2
Range: Self
Duration: 1 T/CL
Temples: Dlamélish, Hriháyal
Description: When the target of this spell makes a successful PSY Save from a spell, they gain a number of spell points equal to the level of the enemy spell. The extra spell points dissipate at the end of the duration. For example, if the spellcaster successfully saves against a 2nd Level Derangement spell, they gain 2 spell points, usable to cast spells.

Inexpugnability

Level: 3
Range: 20'
Duration: 1 T/CL
Temple(s): Vimúhla, Chiténg
Description: This spell creates an invisible shield around the target that reflects any damage they would take from melee weapons back on the attacker. This offers no protection against missiles, nor does it protect against spell damage.

Infrangible Incandescent Orb
Level: 3
Range: Self
Area: 5' radius
Duration: 3 T
Temple(s): Vimúhla, Chiténg
Description: This spell creates a shell of flames around the caster and up to 1d6 companions. The shell moves with the caster. Each turn of contact with the flames does 2d6 fire damage. This shield does not stop missiles, but the flames visually obscure those within, making them difficult to hit: -4 to missile attacks and spells. It will stop the Wall of Water, Wall of Ice, the Congelation spell, and the Eye of Frigid Breath.

Inscription
Level: 1
Range: Touch
Duration: Special
Temple(s): All
Description: This spell lets the caster create a scroll of another spell. The caster must know both this spell and the spell to be written on the scroll. Writing a scroll requires a caster's whole effort for twice the spell cost in days. The cost of this spell and the cost of the spell placed in the scroll are spent at the beginning of each day of writing the scroll. At the end of that time, make another skill roll to complete the project. The scroll requires 200 K per spell point in materials.

Intrepidity/Trepidity
Level: 1
Range: 10'
Duration: 1 T/CL
Temple(s): Karakán, Chegárra, Vimúhla, Chiténg
Description: The target of this spell fights with +2 on morale rolls. Only one application of this spell is effective. The reverse of this spell, Trepidity, can reduce a target's morale. A PSY saving throw is allowed in this case.

Invisibility
Level: 1
Range: Self
Area: 5' radius
Duration: 1 T/CL
Temple(s): All
Description: The caster and up to 1d6 others become invisible. If an invisible creature makes an attack, the spell is broken. At 4th Level, invisible beings can attack without breaking the spell.

Invulnerability
Level: 3
Range: 10'
Duration: 1 T/CL
Temple(s): Karakán, Chegárra, Vimúhla, Chiténg
Description: The target of this spell becomes immune to all normal weapons and missiles, as well as the Doomkill, Silver Halo of Soul-Stealing, and Translocation spells. Enchanted steel weapons and other damaging spells can penetrate this protection.

Labyrinth of Elongated Shadows
Level: 3
Range: 30'
Area: 0 / 5' at 8th level
Duration: Varies
Temple(s): Ksárul, Grugánu
Description: This spell banishes the subject into an interdimensional maze. The amount of time the subject wanders is determined by their Intelligence.

Intelligence	Wandering Time
01-05	4d6 turns
06-25	2d6 turns
26-75	1d6 turns
76-95	4d6 rounds
96-99	2d6 rounds
100 or higher	1d6 rounds

Each turn the victim is in the maze, roll for encounters as if on the 6th level of the dungeon. A Guiding spell will let those in the maze escape in one round. At 8th Casting Level, the caster can affect 1d6 creatures within an area with a 5 foot radius; use the INT of the leader to determine the time the party wanders.

Levitate
Level: 1
Range: Self
Duration: 1 T/CL
Temple(s): All
Description: This spell allows the caster to levitate themselves, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side, or ceiling could, of course, be used to pull the caster along hand-over-hand. Levitate allows upward or downward movement at a rate of up to 60 feet per round (600 feet per turn). During the first round, the caster is

vulnerable to melee attacks, but in later rounds, only missile attacks can reach them.

Light/Darkness
Level: 1
Range: 30'
Area: 30' radius
Duration: 12 T for torchlight, 6T for sunlight
Temple(s): All
Description: The target person or object produces light, either at the strength of torchlight or full sunlight. The effect moves with the target. The duration changes based on the strength of light created—torchlight lasts 12 turns, sunlight lasts 6 turns. The Sunlight strength of this spell eliminates the possibility of surprise underground or at night. The Darkness spell is the reverse of this spell. It will create ordinary darkness for the longer duration, or utter darkness that cannot even be pierced by creatures that can see in the dark or spells that grant that ability.

Mind-Bar
Level: 3
Range: 10'/CL
Duration: 1 T/CL
Temple(s): Belkhánu, Qón, Hnálla, Drá, Hrü'ǘ, Wurú, Ksárul, Grugánu, Sárku, Durritlámish, Thúmis, Keténgku
Description: If the target fails a PSY saving throw, this spell gives the caster full control of the target for the duration. Victims may be made to kill themselves, to fight against their former allies, and to otherwise do the caster's bidding. The caster can change the victim's attitudes, beliefs, and personality. Persons of Levels higher than the caster's Level are not affected. At 8th Casting Level, these changes can be made permanent and undetectable. A Disenchantment can remove this spell.

Missile of Mettálja
Level: 1
Range: 60' + 10'/CL
Duration: Instant
Temple(s): Ksárul, Grugánu, Thúmis, Keténgku
Description: This spell creates a missile of magical energy that shoots from the caster's fingertip and strikes its target, dealing damage equal to 1d6 per Casting Level of the caster (so a 3rd Level Magic-User deals 3d6 points of damage). The missile strikes unerringly, even if the target is in mêlée

combat or has less than total cover or total concealment. Specific parts of a creature cannot be singled out. The caster can throw the full force of the missile at a single target, or they can choose to divide the damage dice between multiple targets. Dice must be assigned to targets before any damage is rolled. A successful PSY saving throw will reduce the damage by half.

Muniments of Excellence
Level: 3
Range: Self
Area: 5' radius, 10' at 8th CL
Duration: 1 T/CL
Temple(s): All
Description: This spell creates an invisible dome of energy around the caster and 1d6 companions (2d6 if caster is 8th Casting Level) that stops all missiles, The Hands of Krá the Mighty, The Bolt of Imminent Immolation, Radiant Gaze, The Silver Halo fo Soul-Stealing, and Translocation. It also prevents beings and creatures with 3 Hit Dice or less from entering the area.

Necrofacture
Level: 3
Range: 30'
Area: 5' radius, 10' radius at 8th CL
Duration: Permanent
Temple(s): Sárku, Durritlámish
Description: This spell animates bones and dead bodies to create undead creatures that obey the caster's spoken commands. Burned or beheaded corpses cannot be raised as undead using this spell. The undead remain animated until slain. Skeletons have the same Hit Dice the creature had in life and AC 13 (8); zombies have one more hit die than originally and AC 12 (9). Humans do not retain their Hit Dice, but become standard skeletons (1 HD) or zombies (2 HD). Casters can animate their Casting Level in Hit Dice of creatures.

Necromancy
Level: 2
Range: 30'
Area: 5' radius / 10' at 8th CL
Duration: 1 T/CL
Temple(s): Ksárul, Grugánu, Sárku, Durritlámish
Description: This spell temporarily animates 1d6 corpses or skeletons into undead zombies or skeletons to obey the caster's spoken commands. Burned or beheaded corpses cannot be used for

undead. Skeletons have the same Hit Dice the creature had in life and AC 13 (8); zombies have one more Hit Die than they originally had and AC 12 (9). Humans do not retain their Hit Dice, but become standard skeletons (1 HD) or zombies (2 HD). At 8th level, the spell area goes up to a 10' radius, and the number of targets increases to 2d6.

Necromantic Domination
Level: 2
Range: 10'/CL
Area: 5' radius / 10' at 8th CL
Duration: 1 T/CL
Temple(s): Ksárul, Grugánu, Sárku, Durritlámish, Thúmis, Keténgku
Description: This spell allows the caster to control 1d6 undead creatures within range. Undead with 4 Hit Dice or more get a PSY saving throw. At 8th Casting Level, the spell area goes up to a 10' radius, and the number of targets increases to 2d6.

Negation of Instability
Level: 2
Range: Self
Area: 5'/CL
Duration: Instant
Temple(s): Hnálla, Drá
Description: This spell dispels all illusions, including the caster's own, regardless of size. The illusion gets a PSY saving throw at its creator's Level.

Nimbleness/Clumsiness
Level: 1
Range: 10'
Duration: 1 T/CL
Temple(s): Avánthe, Dilinála, Dlamélish, Hriháyal, Karakán, Chegárra, Vimúhla, Chiténg
Description: The target of this spell gains a +1 to their Dexterity bonus, or +2 for triple cost. The reverse of this spell is called Clumsiness and the target gets a PSY saving throw. If their DEX bonus goes below -2, they become completely incapacitated, unable to move or act. Both versions of this spell can be ended with Disenchantment.

Nutrification
Level: 1
Range: 10'
Duration: Instant
Temple(s): All
Description: This spell creates 2d6 days supply of food and water sufficient for 1 person. Every three Casting Levels adds another 1d6 days of food.

Panoply of Iron
Level: 2
Range: 10'
Duration: 1 T/CL
Temple(s): Vimúhla, Chiténg
Description: This spell makes the target's skin the equivalent of chainmail — AC 16 (5). The AC bonuses from shields, DEX Mods, and the Two Weapons skill still add to the target's AC; additional armor has no effect. The target cannot cast any spells or the spell ends. Disenchantment will end this spell.

Perception of the Energies
Level: 1
Range: Self
Area: 10'/CL radius
Duration: 1 T/CL
Temple(s): All
Description: The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. For example, magical items may be discovered in this fashion, as can the presence of a spell secretly laid upon a person.

Perfected Gem of Obliteration
Level: 2
Range: Touch
Duration: Permanent until used
Temple(s): Karakán, Chegárra
Description: This spell creates a glittering gem that can be set to go off when disturbed at all, or to explode only when thrown, at the caster's choice. Throwing the gem requires an attack roll. Its creator may handle it without danger. When the gem explodes, it does 3d6 damage to anyone within 5 feet. A DEX saving throw will reduce the damage by half.

Periplus of the Planes
Level: 2
Range: Self
Area: 10'/CL radius
Duration: 1 T/CL
Temple(s): Belkhánu, Qón
Description: This spell reveals the nearest interplanar gate within the spell area. At 6th Casting Level, the caster can limit the spell to only sense gates within loose parameters; liveable environment, solid surfaces, and so on. At 7th Casting Level, the spell provides the exact nature of the place to which the gate leads. At 9th Casting Level, the spell identifies all gates within range.

Pestilence
Level: 1
Range: 20'
Duration: Instant
Temple(s): Avánthe, Dilinála, Dlamélish, Hriháyal, Sárku, Durritlámish, Shaman
Description: The target of this spell is infected with a horrid disease, rendering them incapacitated after one round. The target gets a CON saving throw. They die after 2 turns, unless an Excoriation of Contagion spell is successfully cast on them. Anyone touching the victim must make a CON saving throw to avoid catching the disease.

Petrifaction/Reconstitution
Level: 2
Range: 30'
Duration: Permanent
Temple(s): Avánthe, Dilinála, Hrú'ú, Wurú, Ksárul, Grugánu, Sárku, Durritlámish
Description: This spell turns one creature into a stone statue, including all gear and any items currently held. A CON saving throw is permitted. The reverse of the spell, Reconstitution, restores a petrified creature to its normal state, including life and goods. A Disenchantment spell can remove this enchantment.

Phantasms
Level: 1
Range: 10'/CL
Duration: 3 T
Temple(s): All
Description: This spell creates an illusion that can affect a single creature (for example, making them appear invisible) or that appears to be a single individual. Illusionary creatures can do physical

damage if believed.

Piercing the Gloom
Level: 1
Range: 60'
Duration: 1 T/CL
Temple(s): All
Description: The target of this spell can see in total darkness (but not in the higher level of darkness created by the reversed Light spell) at no penalty.

Polycrest of the Third Octant/Enfeeblement
Level: 1
Range: 10'
Duration: 2 T + 1 T/CL
Temple(s): Dlamélish, Hriháyal
Description: The target of this spell gains an +1 to their Constitution bonus, or +2 for triple cost. The reverse of this spell is called Enfeeblement and the target gets a PSY saving throw. If their CON bonus goes below -2, they become completely incapacitated, unable to move or act. Both versions of this spell can be ended with Disenchantment.

Polymorph Others
Level: 2
Range: 10'/CL
Duration: Permanent
Temple(s): Avánthe, Dilinála, Dlamélish, Hriháyal, Thúmis, Keténgku, Shaman
Description: The target of this spell is transformed into another creature of the caster's choice. The creature may make a PSY saving throw. If the new creature's Hit Dice total more than twice the Hit Dice of the target, the spell does not work. All abilities of the new form will be acquired, including Intelligence. The target becomes the new creature in every way, including instincts, alignment, preferences, etc. This spell may not be used to reproduce the appearance of a specific individual.

Potence/Impotence
Level: 2
Range: 30'
Area: 5' radius
Duration: 6 T/CL
Temple(s): Dlamélish, Hriháyal
Description: While this spell is in effect, the targets have the stamina to maintain their desire and ability for sex, no matter how many encounters they may have. The reverse of this spell, Impotence, makes

men unable to perform and removes to desire for sex from women, until the spell is removed. This spell is often used in some of the rites of the temple of Dlamélish, and others can hire a magic user to cast this spell for parties.

Quest
Level: 3
Range: 30'
Area: 5' radius / 10' at 8th CL
Duration: Permanent until completed
Temple(s): Sárku, Durritlámish
Description: The caster of this spell may set a task for 1d6 victims (PSY saving throw permitted). If the victim does not work at performing the task, a deadly weakness will set in (50% reduction in Strength), and entirely abandoning the quest incurs a curse set by the caster in the wording of the original Quest. The details, of course, must be approved by the Referee. A Disenchantment spell will not end this spell.

Radiant Gaze
Level: 1
Range: 60' + 10'/CL
Duration: Instant
Temple(s): Karakán, Chegárra, Vimúhla, Chiténg
Description: This spell shoots small fireballs toward the target(s). The fireball does 1d6 damage per Casting Level of the caster, which can be divided between multiple targets. A successful DEX saving throw gives the target half damage. Flammable objects in the vicinity of the target (clothes, hair, drapes, and so on) may catch fire.

Re-embodiment
Level: 3
Range: 10'
Duration: Instant
Temple(s): Belkhánu, Qón
Description: The soul of a person not more than one day dead may be placed into an 'empty' body (see The Silver Halo of Soul-Stealing).

Reanimation
Level: 2
Range: 10'
Duration: 2 weeks
Temple(s): Hrü'ú, Wurú, Sárku, Durritlámish
Description: With this spell, a dead comrade (less than one week dead) is brought back to a sort of half-life, having all their mental faculties (INT and PSY), but their STR, DEX, and CHA are reduced by half. If this spell expires before the subject is revivified, they die again permanently with no chance of revivification. This gives the person time to walk out of the wilderness or underworld. The Revivification spell will always work on a being affected by this spell with no loss of CON.

Recuperation
Level: 1
Range: 10'
Duration: Instant
Temple(s): All
Description: This spell heals 1d6 damage. An additional 1d6 damage can be healed for every 2 Casting Levels (3rd, 5th, 7th, etc.). These dice can be divided among mulitple targets. This spell can also heal paralysis, but no hit points are then healed.

Regeneration
Level: 3
Range: 10'
Duration: Instant
Temple(s): Avánthe, Dilinála, Belkhánu, Qón, Dlamélish, Hriháyal, Karakán, Chegárra, Thúmis, Keténgku, Vimúhla, Chiténg
Description: This spell removes all injury and afflictions. It restores all hit points. It also ends any of the following adverse conditions affecting the target, regardless of cause: blindness, lost limbs, paralysis, disease, fatigue, madness, and poison.

Revivification
Level: 3
Range: Touch
Duration: Instant
Temple(s): All
Description: This spell can raise a corpse from the dead, if dead longer than a week. The target must roll a CON saving throw to survive. A revived being requires a week of recuperation before they can function normally. They are at STR 5 until fully recovered. This spell functions only on humans and intelligent non-human races. This spell can be cast once a week if the caster is below 9th Casting Level, or once a day if 9th Casting Level or higher. No other spells can be cast for a day after Revivification has been cast. Revivification requires two turns to perform.

Sagacity/Imbecility

Level: 1
Range: 10'
Duration: 1 T/CL
Temple(s): Ksárul, Grugánu, Sárku, Durritlámish, Thúmis, Keténgku, Sárku, Durritlámish, Thúmis, Keténgku
Description: The target of this spell gains an +1 to their Intelligence bonus, or +2 for triple cost. The reverse of this spell is called Imbecility and the target gets a PSY saving throw. If their INT bonus goes below -2, they become completely incapacitated, unable to move or act. Both versions of this spell can be ended with Disenchantment.

Seeing Other Planes

Level: 1
Range: Self
Area: 10'/CL radius
Duration: 1 T/CL
Temple(s): All
Description: This spell allows the caster to see invisible, astral, or ethereal things and interplanar gates within the spell area. The GM may give hints to the caster of what is on the other side of a gate (for example, the air will support life or beings are near the opening), but detailed information about the destination requires the Periplus of the Planes spell.

Seismism

Level: 3
Range: 10'/CL
Area: 5'/CL radius
Duration: 1 round/CL
Temple(s): Avánthe, Dilinála
Description: The caster causes a powerful earthquake that topples walls, causes rockslides, and opens gaping fissures in the earth. All creatures must make a DEX saving throw to avoid falling down and taking 1d6 damage; a critical fail on this roll means they have fallen into a crevice and take 4d6 damage. The earthquake's tremors do not extend in any way beyond the spell's spell area.

Sending of Evil

Level: 2
Range: 20'/CL
Area: 5' radius/10' radius at 8th level
Duration: Instant
Temple(s): Dlamélish, Hriháyal, Sárku, Durritlámish, Shaman
Description: This spell sends a plague against up to 1d6 creatures (2d6 if caster >= 8th Casting Level), rendering them incapacitated after one round. The targets get a CON saving throw. They die after 2 turns, unless a Excoriation of Contagion spell is successfully cast on them. Anyone touching one of the victims must make a CON saving throw to avoid catching the disease.

Silver Halo of Soul-Stealing

Level: 3
Range: 10'/CL
Duration: Permanent
Temple(s): Belkhánu, Qón, Hrü'ǘ, Wurú
Description: This spell sends a shiny ring of energy toward the target, which removes their soul, leaving them in a mindless state. A PSY saving throw is permitted. This spell is deflected by Invulnerability or a Wall of Wind—if the caster makes a PSY saving throw, the spell will hit a nearby target, randomly selected. Otherwise it dissipates harmlessly. This spell is blocked by a Muniments of Excellence, Wall of Stone, or Wall of Ice spell. Once a victim's soul is gone, only a Revivification or an Re-embodiment spell can restore them.

Soporiferousness

Level: 1
Range: 10'/CL
Area: 10' radius
Duration: 3d6 T
Temple(s): All
Description: This spell puts targets into an enchanted slumber, if they fail their PSY saving throw. Up to 2d6 creatures can be affected; those at 4th or 5th level count double. Beings of 6th Level or more, machines, androids, and undead are not affected by this spell. Victims will sleep for the duration, unless slapped or wounded, after which it takes a round for them to awake.

Speculum of Retribution
Level: 2
Range: Self
Duration: 1 T/CL
Temple(s): Avánthe, Dilinála, Dlamélish, Hriháyal, Hnálla, Drá, Hrü'ű, Wurú, Karakán, Chegárra, Ksárul, Grugánu, Sárku, Durritlámish, Thúmis, Keténgku
Description: This spell creates an invisible shield around the caster that reverses spells to the opposing caster, if the caster successfully saves against a spell directed at them. The opposing caster must make a PSY saving throw to avoid the effects of their own spell.

Spiritism
Level: 1
Range: 30'
Duration: 1 T
Temple(s): Belkhánu, Qón
Description: The caster can ask three questions of a corpse, spirit, or ghost, and it will answer, although the answers might be cryptic. Only high level spellcasters have enough power to command answers from long-dead corpses. The body needs to be relatively intact, including the head, for this spell to work on a corpse. The Spiritism Table shows the age of spirits with which the spellcaster can communicate.

Spiritism Table
Casting Level	Age of Corpse or Spirit
1-3	1d6 weeks
4-6	1d6 years
7-9	1d6 centuries
10+	Any age

Stealthiness
Level: 1
Range: 10'
Duration: 1 T/CL
Temple(s): Belkhánu, Qón, Hrü'ű, Wurú, Ksárul, Grugánu, Sárku, Durritlámish, Shaman
Description: The target of the spell moves completely silently. It prevents direct sounds related to movement—it stops footsteps, but also the jingling of armor, weapons, or coins, the sounds of bumping into walls or other large objects, etc. It does not stop noises or sounds made deliberately by the target unrelated to movement; characters can speak or clap their hands and be heard.

Summon Creatures I
Level: 1
Range: 20'
Duration: 1 T/CL
Temple(s): All
Description: The spellcaster conjures up d3 creatures of up to 1 Hit Dice each to obey the caster's commands. Some example creatures include large snakes, Chashkeri, Nenyelu, Chólokh, Chnelh, Kuruku, Kurgha, Mrur, Shedra, Qól, Rényu, 1st level humans, Hláka, Hlűss, Hlútrgu, Páchi Léi, Pé Chói, Pygmy Folk, Swamp Folk, Shunned Ones, or Tinalíya. Conjured beings cannot cast spells, throw weapons, or fire missiles, but can attack and undertake normal actions.

Summon Creatures II
Level: 2
Range: 20'
Duration: 1 T/CL
Temple(s): Avánthe, Dilinála, Belkhánu, Qón, Dlamélish, Hriháyal, Hrü'ű, Wurú, Ksárul, Grugánu, Thúmis, Keténgku
Description: The spellcaster conjures up d2 creatures of up to 3 Hit Dice each to obey the caster's commands. Some example creatures include Kayi, Lri, Gerednya, Giriku, Shanu'u, Ahóggya, Hlútrgu, Shen, Ssú, Chlén, Mnor, Hyahyu'u, Ngrutha, Krua, Mu'agh, Marashyalu, Ngayu, Tletlakha, Tsoggu, Vorodla, Huru'u, Dlaqo, Yeleth, or 3rd level warriors. Conjured beings cannot cast spells, throw weapons, or fire missiles, but can attack and undertake normal actions

Summon Creatures III
Level: 3
Range: 20'
Duration: 1 T/CL
Temple(s): Avánthe, Dilinála, Belkhánu, Qón, Dlamélish, Hriháyal, Hrü'ű, Wurú, Ksárul, Grugánu, Thúmis, Keténgku
Description: The spellcaster conjures up one creature of up to 8 Hit Dice to obey the caster's commands. Some example creatures include Dlakolel, Teqeqmu, Vringalu, Dnelu, Dzor, Feshenga, Serudla, Tsi'il, Zrne, Akho, Haqel, Hra, Aqaa, Qaqtla, Sró, Biridlu, Thunru'u, Tsu'uru, or 5th level warriors. Conjured beings cannot cast spells, throw weapons, or fire missiles, but can attack and undertake normal actions.

Summoning of the Spectral Hosts
Level: 2
Range: Self
Area: 30'/CL
Duration: 1 T/CL
Temple(s): Sárku, Durritlámish
Description: This spells creates a moaning cry that calls undead within the spell area, who then come to the caster and obey his commands. At 2nd Casting Level, only skeletons and zombies come; at 5th Casting Level, ghouls come as well. At 8th Casting Level, all undead obey the call. If the undead is under the control of another spellcaster, it obeys the spellcaster with the highest Casting Level.

Terrorization/Remove Fear
Level: 1
Range: 10'/CL
Duration: 1 T/CL
Temple(s): All
Description: This spells instils fear in the target, and will cause them to run away hysterically at full running movement for a number of rounds equal to the caster's Casting Level. The reverse of the spell, Remove Fear, instils courage in the target, and removes the effect of magic-induced fear. A PSY saving throw is allowed.

Tranquilization
Level: 1
Range: 10'/CL
Duration: 1 T/CL
Temple(s): Avánthe, Dilinála, Belkhánu, Qón, Hnálla, Drá, Shaman
Description: When this spell is cast, a wave of peaceful energy flows out from the caster, stilling storms, quelling the Wall of Water and Wall of Wind spells, calming rioting mobs (1st Level), and otherwise dampening violent disturbances.

Transference of Thoughts
Level: 2
Range: 20'/CL
Duration: 2 T
Temple(s): All
Description: This spell allows the caster to send and receive telepathic communications to a member of their own species within range. At 4th Casting Level, members of other species may be contacted. If both the caster and the target know the spell, they can share the cost, double the range, or double the duration.

Translocation
Level: 1
Range: 10'/CL
Duration: 1 T/CL
Temple(s): All
Description: The caster can move objects at a distance, through the air or water. The amount of weight that can be lifted and moved is 1 ounce per Casting Level. If the caster is 3rd Casting Level or less, these items (even edged weapons or missiles) cannot be moved fast enough to injure, but a hit to the head will stun, and a hit anywhere else will distract, perhaps making the victim drop whatever they are holding. A spellcaster at least 4th Casting Level can cause 1d6 damage plus 1d6 more damage at 6th, 8th, and 10th Casting Level.

Transportation
Level: 2
Range: Self
Area: 5' radius/10' radius at 8th level
Duration: Instant
Temple(s): All
Description: This spell transports the caster and 1d6 others (2d6 if caster >= 8th Casting Level) or equivalent weight to a destination that the caster has seen or visited. The maximum safe distance this spell can operate is 500 feet. If the destination is outside this distance, roll on the Transportation Failure Table, below.

Transportation Failure Table

d6	Failure
1-2	Safe arrival
3-4	Somewhere on the planet
5	Some other dimension
6	Dead

Vapor of Death
Level: 2
Range: 100'
Area: 5'-25' radius
Duration: 10 T
Temple(s): Hrü'ü, Wurú, Ksárul, Grugánu, Sárku, Durritlámish, Vimúhla, Chiténg
Description: This spell creates a cloud of poison gas 5 feet in radius up to 20 feet in front of the caster. The cloud moves forward at a rate of 10 feet per round unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy the cloud, or push it back at the caster. Even a 5 mile per hour breeze can negate its natural

movement and push the cloud in another direction. The poisonous mist is heavier than air, and thus sinks down any pits or stairs in its path. The cloud expands by 5 feet in radius very 20 feet of distance traveled, to a maximum of 25 feet. Breathing the gas requires a CON saving throw to avoid death, but even targets that make their saving throw take 2d6 of damage. To cure the poison, a Alleviation spell must be cast within 2 rounds.

Viaticum of the Yellow Robe
Level: 3
Range: 60'
Area: 5' radius
Duration: Instant
Temple(s): Belkhánu, Qón
Description: This spell permanently destroys all undead within the spell area. They fall to the floor completely dead and unable to be made into undead again. Targets are allowed a PSY saving throw.

Viscosity
Level: 2
Range: 10'/CL
Area: 100 sq. ft/CL
Duration: 2 T/CL
Temple(s): Hrü'ǘ, Wurú
Description: This spell transmutes a flat, open area of rock (and any other form of earth, including sand) into mud or water. An area of roughly 400 square feet (20' × 20', or 10' × 40', and so on) becomes a deep mire, reducing movement to 10% of normal. It can also change water into rock or mud, or change mud into rock or water. This spell only works on horizontal surfaces.

Visitation of Other Planes
Level: 2
Range: Self
Area: 20' radius
Duration: Until the caster passes through
Temple(s): Belkhánu, Qón, Hnálla, Drá, Hrü'ǘ, Wurú, Ksárul, Grugánu, Sárku, Durritlámish, Thúmis, Keténgku,
Description: This spell will open a nearby interplanar gate, allowing the party to pass through.

Wall of Fire
Level: 3
Range: 90'
Duration: 1 T
Temple(s): All
Description: The caster conjures up a wall of fire 10 feet high, 10 feet wide, and 6 feet thick. These dimensions can be adjusted as long as the total volume does not exceed the original 600 cubic feet. The wall must be at least 3 feet thick to get the stated damage. It moves at between 20 and 30 feet per combat round (caster's choice). Anyone touched by the wall and failing a DEX saving throw is incinerated. Those who make their saving roll still take 1d6 damage. A Bolt of Imminent Immolation or Doomkill spell will destroy a Wall of Fire. Missiles and spells are not stopped by a Wall of Fire.

Check the Wall Combat section for details of what happens when Wall spells of two types meet.

Wall of Ice
Level: 3
Range: 60'
Duration: 1 T
Temple(s): All
Description: The caster conjures up a wall of ice 10 feet high, 10 feet wide, and 6 feet thick. These dimensions can be adjusted as long as the total volume does not exceed the original 600 cubic feet. The wall must be at least 3 feet thick to get the stated damage. Ice is not transparent. It moves at 10 feet per combat round. Anyone touched by the wall and failing a DEX saving throw is crushed to death. Those who make their saving roll still take 1d6 damage. A Bolt of Imminent Immolation or Doomkill spell will destroy a Wall of Ice. A Wall of Ice blocks all missiles, as well as Translocation, Vapor of Death, Shadows, and the The Silver Halo of Soul-Stealing spells. The Wall of Ice is blocked by The Infrangible Incandescent Orb spell.

Check the Wall Combat section for details of what happens when Wall spells of two types meet.

Wall of Serpents

Level: 3
Range: 60'
Duration: 1 T
Temple(s): All
Description: The caster conjures up a wall of venomous snakes 10 feet high, 10 feet wide, and 6 feet thick. These dimensions can be adjusted as long as the total volume does not exceed the original 600 cubic feet. The wall must be at least 3 feet thick to get the stated damage. Victims must make a CON saving throw or die from the venom. If a Alleviation spell is cast within a round, the victim will survive. A Bolt of Imminent Immolation or Doomkill spell will destroy a Wall of Serpents. Missiles and spells are not stopped by a Wall of Serpents.

Check the Wall Combat section for details of what happens when Wall spells of two types meet.

Wall of Stone

Level: 3
Range: 60'
Duration: 1 T
Temple(s): All
Description: The caster conjures up a wall of stone 10 feet high, 10 feet wide, and 6 feet thick. These dimensions can be adjusted as long as the total volume does not exceed the original 600 cubic feet. The wall must be at least 3 feet thick to get the stated damage. It moves at 10 feet per combat round. Anyone touched by the wall and failing a PSY saving throw is crushed beneath its weight. Those who make their saving roll can climb over the wall with no damage. A Bolt of Imminent Immolation or Doomkill spell will destroy a Wall of Stone. A Wall of Stone blocks all missiles, as well as Translocation, Vapor of Death, Darkness, The Silver Halo of Soul-Stealing, and most other attack spells.

Check the Wall Combat section for details of what happens when Wall spells of two types meet.

Wall of Swords

Level: 3
Range: 60'
Duration: 1 T
Temple(s): All
Description: The caster conjures up a wall of swords moved by telekinesis 10 feet high, 10 feet wide, and 6 feet thick. These dimensions can be adjusted as long as the total volume does not exceed the original 600 cubic feet. The wall must be at least 3 feet thick to get the stated damage. It moves at 20 to 30 feet per combat round (caster's choice). Anyone touched by the wall and failing a PSY saving throw is sliced to ribbons. Those who make their saving roll still take 1d6 damage. A Bolt of Imminent Immolation or Doomkill spell will destroy a Wall of Swords. A Wall of Swords does not impede missiles or most other spells.

Check the Wall Combat section for details of what happens when Wall spells of two types meet.

Wall of Tanglevines

Level: 3
Range: 60'
Duration: 1 T
Temple(s): All
Description: The caster conjures up a mass of tentacled, carnivorous plants 10 feet high, 10 feet wide, and 6 feet thick. A person grabbed by a Wall of Vines has two turns to free themselves before the toothed tentacles rip them apart. Breaking free requires a Force skill roll. An uncaptured companion can try to cut the victim free as well, but they have to make a PSY saving throw to avoid being grabbed by the Wall. A character released on the first turn takes 1d6 damage, while one released on the second turn takes 3d6 damage. A Bolt of Imminent Immolation or Doomkill spell will destroy a Wall of Vines. Missiles and spells are not stopped by a Wall of Vines.

Check the Wall Combat section for details of what happens when Wall spells of two types meet.

Wall of Water

Level: 3
Range: 60'
Duration: 3 T
Temple(s): All
Description: The caster conjures up a wave of water 10 feet high, 10 feet wide, and 6 feet thick. These dimensions can be adjusted as long as the total volume does not exceed the original 600 cubic feet. The wall must be at least 3 feet thick to get the stated damage. Anyone touched by the wall and failing a PSY saving throw is drowned. Those who make their saving throw are washed back 1d6 × 10 feet with no damage. Anyone washed away must spend a combat round recovering. The Bolt of Imminent Immolation, Doomkill, Calm, or Infrangible

Incandescent Orb spells will destroy a Wall of Water. A Wall of Water does not impede missiles or other attack spells.

Check the Wall Combat section for details of what happens when Wall spells of two types meet.

Wall of Wind
Level: 3
Range: 100'
Duration: 4 T
Temple(s): All
Description: The caster conjures up a cyclone of wind 10 feet in diameter. Anyone touched by the wall and failing a PSY saving throw is torn apart by the gale. Those who make their saving throw still take 1d6 of damage. A Wall of Wind will throw a Vapor of Death spell back on its caster, requiring saving throws against magic for all caught in the poisonous cloud. Missiles, Translocation, and The Silver Halo of Soul-Stealing must make a PSY saving throw at 16 to avoid being deflected by the Wall of Wind. The Calm spell will destroy a Wall of Wind.

Check the Wall Combat section for details of what happens when Wall spells of two types meet.

Warding
Level: 1
Range: 10'
Area: 5' radius / 10' radius at 8th CL
Duration: 1 T/CL
Temple(s): All
Description: The spell creates a magical field of protection that blocks out all enchanted monsters (such as undead, elementals, and demons), illusions, and the Control Person spell. Those within the spell area add +1 to their Armor Class and all saving throws. If a person in the spell area already has any magical bonuses to saving throws or armor class, those bonuses from the magic circle have no effect for that person. The field moves with the caster, who may cast spells from within the spell area. Those inside may not strike out of the spell area with physical weapons or missiles.

This spell can also be used to contain a demon until it can be dominated.

Web of Kriyág, The Lover of Spiders
Level: 1
Range: 10'/CL
Area: 5' radius/10' radius at 8th CL
Duration: 3 T
Temple(s): All
Description: The caster of this spell can shoot a web that immobilizes up to 1d6 targets (2d6 if caster >= 8th Casting Level). The target can make a DEX saving throw to avoid getting trapped. Entangled targets cannot move nor attack. Targets of 4th Level and above can break free in one combat round. Targets of 1st through 3rd Levels take 1d6+1 combat rounds to cut their way out (subtract the victim's STR Mod from the number of rounds).

Web of Refulgent Command
Level: 3
Range: 10'/CL
Duration: 1 T/CL
Temple(s): Ksárul, Grugánu
Description: This spell causes a single creature of any type to fall under the caster's control. Targets with 4 Hit Dice or more are permitted a PSY saving throw.

Well that Waters the World
Level: 2
Range: 10'
Duration: 1 T/CL
Temple(s): Avánthe, Dilinála
Description: This spell creates a spring on the ground or other Casting Level area that produces 3 gallons of pure water per Caster Level, up to a maximum of 60 gallons. The spring remains for the duration of the spell. Due to its magical nature, the spring can created anywhere, even on the floor of a moving airship.

Zoic Domination
Level: 2
Range: 10'/CL
Area: 5' radius/10' radius if 8th Casting Level
Duration: 1 T/CL
Temple(s): All
Description: This spell causes 1d6 animals or plants (2d6 if caster >= 8th Casting Level) to fall under the caster's influence. Monsters and enchanted creatures are not animals. Animals get a PSY saving throw. The caster can control animals and plants with Hit Dice less than or equal to their Casting Level.

Zoification

Level: 2
Range: 30'
Area: 5' radius/10' radius if 8th Casting Level
Duration: 3 T
Temple(s): Avánthe, Dilinála
Description: This spell animates plants within the spell area. Small plants (for example, shrubs, tall grass, vines) grasp at those within reach, stopping their movement and trying to pull them to the ground. Victims must make a STR saving throw. Victims that fail cannot leave the spell area and any action they attempt suffers a -2 penalty. If they fail by 3 or more, they are pulled to the ground and the plants will immobilize the victims, tying down their limbs. Saplings and large trees do 1d6 damage to any within the circle of effect per turn.

Zoomorphy

Level: 2
Range: Self
Area: 50'/CL
Duration: 1 T/CL
Temple(s): Shaman
Description: This spells creates a feral howl that calls animals within the spell area, who then come to the caster and obey their commands. At 2nd Casting Level, only animals of 1 Hit Die or less come; at 5th Casting Level, 4 Hit Dice animals come as well. At 8th Casting Level, all animals obey the call. If the animal is under the control of another spellcaster, it obeys the spellcaster with the highest Casting Level. This spell only operates outdoors.

Wall Combat

Please note that this section is under development. This is very preliminary.

Wall *Combat*

When Wall spells meet, several outcomes are possible:

1. They can 'fight' each other until one dissipates and the other wall continues.
2. One wall can 'destroy' another wall without combat.
3. The walls can 'block' each other until one dissipates.
4. The walls may 'pass' through each other unaffected.

The behavior of walls when they meet is detailed in the *Wall vs. Wall Table*, below.

Wall vs. Wall Table

Attacking Wall	Fire	Ice	Stone	Swords	Vines	Water	Wind
Fire	Fight	Fight	Block	Fight	Fight	Fight (-1)	Pass
Ice	Fight	Fight	Block	Fight	Block	Block	Block
Stone	Block	Block	Block	Fight	Fight	Block	Destroy
Swords	Fight	Block	Block	Fight	Fight	—	Pass
Vines	Fight	Block	Fight	Fight	Fight	Fight	Fight
Water	Fight (+1)	Block	Block	Destroy	Fight	Fight	Fight
Wind	Pass	Block	—	Pass	Fight	Fight	Fight

Fight

Each wall starts with 2d6 Hit Points. An attack roll of 15 or better is needed for one wall to hit the other. A hit causes 1d6 damage. When one wall reaches 0 Hit Points, it vanishes, and the other wall may proceed to move. Any damage caused by an 'injured' wall is proportional to the amount of remaining Hit Points (for example, if 5 Hit Points remain out of a total of 10, the wall does half damage). Wall combat takes place as if the wall was a member of the party, with the Initiative of the party.

Heroic Age of Tékumel
Rules Cheat Sheet

Skill and Spell Rolls

d20 + Level + Modifiers >= 12

Combat Rolls

d20 + Level + Modifiers >= AC

Modifiers

Attributes	+/- Mod
Unskilled	–4

Natural 1	Critical Failure, tell Referee d20: 1-2 = d6 damage to self
Natural 20	Critical Success, tell Referee d20: 19-20 = Instant Death

Armor	Armor Class (AC)
None	12 (9)
Light	14 (7)
Medium	16 (5)
Heavy	18 (3)
Shield	AC +1 (-1)
Steel Armor	AC +1 (-1)
Dexterity	+DEX (-DEX)

Saving Throws

d20 + Level + Save Modifiers >= 16

Class	Save Modifier
Fighter	+2 on STR Saving Throws
Magic User	+2 on PSY Saving Throws
Specialist	+2 on DEX Saving Throws
Dilettante	+1 on Reaction Rolls

Reaction Table

2d6	Reaction
2	Hostile, will attack
3 – 5	Unfriendly, deceptive, refuses offer
6 – 8	Neutral, uncertain, keep negotiating
9 – 11	Agreeable, accepts offer or leaves
12	Enthusiastic, offers extra aid, very friendly or affectionate

Combat Sequence	
1	Surprise Check (d6: 1-2)
2	Distance Check (2d6 x 10')
3	Declare Actions
4	Initiative Check
5	Winners Act (2 actions)
7	Losers Act (2 actions)
9	Check Death and Morale
10	Repeat from Phase 3 until one party dies, flees, or surrenders.

Combat Actions (2 per round)
Move
Disbelieve illusion
Aim (missile or spell), +1, +2 max
Pick up a weapon
Adjust spell (change direction)
Attack **(only one per round)**
Swing weapon
Shoot missile
Cast spell

Weapon	Damage
Fists, thrown rocks, bola (head)	d6 – 2
Daggers, improvised weapons, slings, kicks	d6 – 1
Most melee and missile weapons	d6
Battle-axes, bastard swords, flails, pole arms, heavy crossbow, spear thrower	d6 + 1
Two-handed broadsword or axe (Require STR 51 or more)	d6 + 2

Hit Points	Effects
0	Unconscious and stable.
-1 to -Level	Unconscious and bleeding. Lose 1 HP per round. Needs to be stabilized or healed before victim dies.
> –Level	Really most sincerely dead

Action	Time	Healing (HP)
Aid	d3 rounds	Stabilized
Battle Rest*	1 turn	Level + d6 – 2 (max = HP lost in recent battle)
First Aid*	1 turn	First Aid = 1 Expert = 2 Physician = 2 Expert = 3
Recovery	1 day	1 (2 if under a Physician's care)

* = Battle Rest, First Aid can be stacked together.

Weapon	Short	Medium	Long
Thrown dagger	10'	20'	30'
Javelin, Spear	20'	40'	60'
Sling	40'	80'	120'
Bow, short	50'	100'	150'
Bow, long	70'	140'	210'
Crossbow, light	60'	120'	180'
Crossbow, heavy	80'	160'	240'
Blowgun < 2'	10'	20'	30'
Blowgun > 2'	20'	40'	60'
Bolas, boomerang	20'	40'	60'
Spear Thrower	30'	50'	70'

Example of Play

Six friends gather to play a game of Heroic Age. John is the Referee and has an adventure ready. Jim is playing a mage devoted to Thúmis named Balésh, Sue is playing a priestess of Avánthe named Dzái, Dean and Loren are playing human fighters from the Temple of Thúmis, named Mígor and Múkor respectively, and Tom is playing a Tinalíya named La-Go-Ki. The characters are all 1st level. They've been playing for a couple hours and find themselves in a room in the underworld.

John (GM): Okay, you're in a spacious room, maybe ten strides wide and twenty long, with high ceilings – maybe 4 or 5 man-heights high. The walls are covered with brilliantly-colored frescoes depicting a crocodile-headed goddess eating sacrificed warriors and causing the life-giving floods that irrigate and replenish the land. In the middle of the room is a large statue of her standing with large green faceted eyes and very sharp white teeth, probably a hundred of them. On either side of her statue are two evil, nasty-looking Crocodiles from Hell statues. It almost looks like these statues are drooling. Across the room is an ornate doorway. The doors appear to be covered in gold. At the base of statue is a large ewer. What's everyone doing?

Jim (Balésh): I move toward the center statues. I'd like to cast Detect Magic on the area.

Sue (Dzái): I look at the frescoes. What do I know about the crocodile goddess cult?

Dean (Mígor): I walk to the gold door and see how thick the gold is.

Mark (Múkor): I move next to Balésh. What's in the ewer?

Tom (La-Go-Ki): I move behind the statues and look for traps.

John (GM): Okay, Jim, roll your spell chance.

Balésh (Jim): (*rolls dice*) I rolled a 9, plus 1 for my level, plus 2 for my Psychic Ability of 96, making 12, which is equal what I need. I successfully cast the spell.

GM (John): Balésh detects a general aura of magic emanating from the three statues. You're not sure if this is from their sacred nature or something else. Sue, you need to make a general knowledge roll,

based on your religious education? Can you make a 12?

Dzái (Sue): (*rolls dice*) Nope, I got an 8. (She rolled a 6, +1 for her level, and +1 for her INT Mod.)

GM (John): All Dzái knows is what I've already told you.

Dzái (Sue): What can I glean from the frescoes? (*rolls dice*) I rolled a 14 and my INT Mod is +1 for 15.

GM (John): That's enough. In every depiction of the goddess, you see water nearby, and she often has other crocodiles with her. Dean, Múkor thinks the gold is more than gold leaf.

Mígor (Dean): I'm Mígor.

GM (John): Oops. Sorry. (*rolls dice*) Múkor, the ewer is filled with a lot of coins of every type. Some look to be very old and not of the present regime. Tom, (*rolls dice*) La-Go-Ki detects no traps on the goddess statue. Okay, next round. Actions everybody?

Balésh (Jim): While I've got the Detect Magic going, I'll go around the room looking for more magic.

GM (John): Starting where?

Balésh (Jim): Starting at the statues and moving toward the door in front of us.

GM (John): I'll let you know if you detect anything.

La-Go-Ki (Tom): I'm also looking for any hidden latches or drawers or compartments around the base of the statue.

Múkor (Loren): I start filling my bag with coins.

GM (John): Your bag is full of food, Múkor.

Múkor (Loren): I dump the food and start shoveling in the coins.

GM (John): Dumping it in your backpack?

Múkor (Loren): No, on the floor.

GM (John): Okay. Mígor, what are you doing now?

Mígor (Dean): I'm digging in the gold of the door with my dagger to see how thick the gold is.

GM (John): Dzái, you've been studying the frescoes and are now over near the door with Mígor, and Balésh is arriving there as well.

La-Go-Ki (Tom): So, Múkor and I are the only ones near the statue?

GM (John): Yes. Whose turn is it to roll a d6?

Mígor (Dean): Mine. (*rolls*) I got a 2. I hope that wasn't Surprise.

GM (John): It was Surprise. The two crocodile statues come to life. They are now actually drooling, razor-sharp teeth gnashing. Deep growls rumble in their throats, like rock grinding on rock. One charges Múkor and one charges La-Go-Ki. What armor do you each have?

La-Go-Ki (Tom): AC 15.

Múkor (Loren): My AC is 17.

GM (Tom): (*rolls*) La-Go-Ki, your croc snaps at your arm, but misses. You can smell its fetid breath. Múkor, your croc leaps at you, jaws snapping. (*rolls*) It connects with your leg for … (*rolls*) … 2 damage.

Múkor (Loren): (*marks 2 off of his Hit Points*) He drops the bag and switches to his sword.

GM (John): Hang on. This is Surprise. You'll have to wait till next turn. Which is now. Whose turn to roll Initiative?

Múkor (Loren): Me, and … (*rolls*) … we got a 4.

GM (John): (rolls) Ah, 3. You go first. Start with Loren and Tom, then the others.

Múkor (Loren): I switch to my sword, dropping the bag full of coins. I'm attacking the croc statue, trying to knock its legs out.

GM (John): Make your combat roll. Its stone body has an AC of 17.

Múkor (Loren): My 78 Strength gives me +1. (*rolls*) I got a 6 plus 1 is 7. Miss. Crap. Next!

La-Go-Ki (Tom): I'm pulling my Eye out of my harness pouch. If I shift a step, can I make sure Múkor is not behind the statue?

GM (John): Sure, a sidestep means Múkor will not be in line. Which eye is that?

La-Go-Ki (Tom): The Eye of Frigid Breath. I only have 5 charges left.

Balésh (Jim): You have an Eye of Frigid Breath?! Oh, man! Sweet!

Dzái (Sue): I'm jealous.

GM (John): Okay, roll to hit, but ignore armor.

La-Go-Ki (Tom): My DEX is 98, so +2. And without the armor, the statue is 12. (*rolls*) Aha! 15 with the +2 is 17. Whew!

GM (John): A sparkling white beam shoots from the Eye and strikes the crocodile full in the chest. The stone of its body goes white with frost. You feel a wave of cold on your skin. So do you, Múkor. In fact, the beam only misses you by about a foot. The beam continues and hits the wall, making the frescoes frost up as well. The croc's joints lock up. He's trying to bite, but his jaw is grinding. It can't take a step either. It rolls its eyes wildly.

Mígor (Dean): I drop the dagger and draw my mace. I'm charging the one on Múkor, waving my mace over my head and screaming, "Die for Thúmis!"

GM (John): Okay, you close the gap and can roll your attack.

Mígor (Dean): I smash the mace down on its head. +3 for my 100 Strength. Ooo, 13 plus 3 is 16! Woohoo! (*rolls*) I got a 7 for damage too!

GM (John): Excellent. You got its attention. Jim? Sue?

Balésh (Jim): It's not a living thing, and I can't use Illusion on it, so I've got nothing in the spell department. I'm going to open the gold door.

Dzái (Sue): I'm moving close to Múkor and casting a Recuperation. I need a 12. (*rolls*) 15! (*rolls*) I cure 3 hits, so you're completely healed.

GM (John): The statue's turn. The one on Múkor has to decide between him, Mígor, and Dzái.

Dzái (Sue): What?

GM (John): You're in range next to Múkor. (*rolls*) It's attacking Mígor. Its jaws snap. (*rolls*) A hit. (*rolls*) It does 3.

Mígor (Dean): Ouch, I've only got 1 left.

GM (John): The other one is still frozen and can't move. New round.

La-Go-Ki (Tom): I give it a shove to knock it over.

GM (John): It can't move, so you don't have to roll to hit, but it's big and heavy and you're small, so treat it like a Force roll. d20 plus double your STR Mod and make a 14 or better.

La-Go-Ki (Tom): (*rolls*) Argh! I rolled a 1!

GM (John): Aw, a fumble. You hurt your wrist when you shove the thing and fall against it. But … (*rolls*) … the thing is in mid-step, so it's unbalanced. It tips over anyway. When it hits the floor, it shatters into a dozen pieces.

All: Yay!

Múkor (Loren): I swing at mine.

Mígor (Dean): Me too.

GM (John): Okay, make your rolls.

Múkor (Loren): A natural 20! And a 6 plus 1 for damage.

All: Hurray!

Mígor (Dean): I got a 15 plus 3 for Strength plus 1 for level for a total of 19! 4 for damage.

GM: Roll again, Loren.

Múkor (Loren): A 19!

All: Instant death!

GM (John): Múkor hits the statue right at the juncture of its neck to its body, and the stone cracks. The creature bellows and turns toward you, but its neck cracks further and the head completely falls off the statue. It stops, shudders, and falls to the ground, shattering into a pile of rubble.

(*High fives all around the table with much hooting and hollering.*)

GM (John): The goddess statue now starts to move and a booming voice issues from its throat. "THIS WILL BE THE LAST SHRINE YOU DESECRATE!" Enormous holes in the walls burst forth from the frescoes and water begins to pour into the room from four sides. What do you do?

(*Everyone starts shouting at once and hilarity ensues.*)

Random Appearance Charts

Based on charts from *The Traveller Logbook*

d20	Eye Color
1-3	Black
4-16	Brown
17-18	Green
19	Blue
20	Choice

d20	Hair Color
1-8	Black
9-16	Brown
17-19	Light Brown
20	Reddish brown

Males: roll d10: 1-3 = beard

d10		Hair Length
Male	Female	
1-5	1	Short
6-8	2-6	Medium
9-10	7-10	Long

d20	Complexion
1-3	Very dark
4-11	Dark
12-18	Tanned
19-20	Light brown

d6		Voice Pitch
Male	Female	
1	1-3	High
2-4	4-5	Medium
5-6	6	Low

Handedness (2d6)

2d6	Handedness
2	Ambidextrous
3-4	Left-handed
5-12	Right-handed

Facial Features (d20)

Roll d6-2 times (minimum 1) on the table. When two possibilities are listed, choose or flip a coin.

d20	Facial Feature	d20	Facial Feature
1	Large/small eyes	11	Large/small ears
2	Sharp/soft features	12	Facial scar
3	Round/narrow face	13	Freckles
4	High forehead	14	Curly hair
5	High cheekbones	15	Upturned eyebrows
6	Large/small nose	16	Pointed ears
7	Large/small jaw	17	Wide/thin nose
8	Large/small teeth	18	Overbite
9	Full/thin lips	19	Round/narrow eyes
10	Epicanthic folds	20	Eyes close together/far apart

Random Tsolyáni Family Structure

Family Creation

Start by rolling a d6, d8, d10, and a d12.

Parents: d10-1

Siblings: d12-2
Add +2, if 4 parents or more.

Spouses: (optional)

d8	Spouses
1-4	Not married
5-6	1
7	2 (+1 on Child roll)
8	3 (+2 on Child roll)

-2 if person is 20 or less
+1 if person is 31 or more.
+1 if person is female
+1 if person lives in a rural area

Concubines: (optional)
Roll again on the Spouse Table without modifiers
for the number of concubines.

Children: d6-3
-1 if person is 20 or less
+1 if person is 31 or more

Each roll is an open-ended roll. If the maximum roll
is rolled, roll the same die again, apply the same
modifiers, and add the result to the total. For
instance, if rolling parents, if you roll a 10 (-1 = 9),
roll d10-1 again and add to 9.

Build Your Own Clan House For Fun and Profit

Using these rules you can generate an entire
clanhouse.

Clan Elders

Clanhouse	Rural	Urban
Small	d4	d6+2
Medium	d6	d8+2
Large	d8	d12+2
Huge	d12	d12+4

Urban Clanhouse: add 2 to result

Then take the Clan Elders through family creation
and two more generations down.

1st generation: For each elder, get siblings,
spouses, and children. For each sibling, get spouses
and children.
2nd generation: Then for each child, get spouses
and children.
3rd generation: Then for each child, get spouses
and children.

The brothers of fathers are clan-fathers. The sisters
of mothers are clan-mothers. The wives of clan-
fathers are clan-mothers. The husbands of clan-
mothers are clan-fathers. The sisters of father are
clan-aunts, and the brothers of mother are clan-
uncles. The wives of clan-uncles are clan-aunts.
The husbands of clan-aunts are clan-uncles. The
children of clan-mothers and clan-fathers are
siblings. The children of clan-aunts and clan-uncles
are clan-cousins.

Random Tribe Generator

Tribe Structure

Start by rolling a d4, d6, d8, d10, and a d12.

d8	Homeland Terrain
1	Swamp|
2	Desert
3	Jungle
4	Forest
5	Plains
6	Mountains
7	Islands
8	Roll twice

d4	Main Food Source
1	Hunting-gathering
2	Herding
3	Farming
4	Fishing

d6	Gender Power
1-3	Patriarchal
4-5	Matriarchal
6	Egalitarian

d10	Marriage Structure
1-4	Monogamy
5-8	Plural marriage - If Patriarchal, multiple wives. If Matriarchal, multiple husbands. If Egalitarian, multiple wives and husbands.
9-10	No marriage structure

d12	Why did the tribe leave?
1	Fire
2	Earthquake
3	Invasion
4	Famine
5	Disease
6	Demons
7	Floods
8	Volcano
9	Landslide
10	Tsunami
11	Insects
12	Drought

Family Creation

Parents:
Monogamy: 2
Polygynous/Polyandrous: 1+d4
Group marriage: 2d4

Siblings: 2d6-2
If 4 parents or more, add +2.

d8	Spouses (optional)
1-4	Not married
5-6	1
7	2 (+1 on Child roll)
8	3 (+2 on Child roll)

-2 if person is 20 or less
+1 if person is 31 or more.
Maximum of 1 spouse, if tribe is monogamous.

Children: d6-3
-2 if person is 20 or less
+2 if person is 31 or more

Name		**Age**		**XP**	
Occupation		**Gender**		**Next Level**	
Clan (Status)		**Level**		**HD**	
Deity (Align)		**Fight Level**		**HP**	
Background		**Cast Level**		**AC**	
One Sentence				**Move**	
				Spell Pool	

Attribute	Score	Mod	Notes	Hirelings	Pay
Strength					
Dexterity					
Constitution					
Intelligence					
Psychic Ability					
Charisma			**Morale = 7 # hirelings = 4**		

Skills and Spells		Equipment	
			○
			○
			○

Weapon	Bonus	Damage	Range	Ammo	Cash and Treasure

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

"Tékumel is like if you took Barsoom, dropped it into its own private pocket universe, added magic, and ran the timeline forward 40,000 years. Exactly like that. Weird tech, baroque magic, bizarre cultures, unique aliens, and a really good reason for dungeons. Oh, and less sand." – Brett Slocum on Google+

These Quick Start rules present the full character generation system of *Heroic Age of Tékumel* with skill and spell descriptions plus the player-facing roleplaying rules.

Weird Realm Games