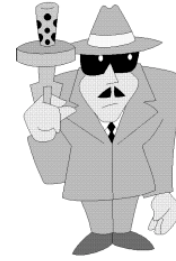


Uncle Enzo's
CosaNostra Pizza
Brett Slocum, proprietor
4th Delivery



Appetizer

In the beginning of January, within 48 hours, three parts of my life fell apart: I lost my job, I nearly lost a girlfriend, and I had to discipline a Wiccan student for violations of trust. I now have a new job, doing the same thing (software consulting) for 8.5% more money, my relationship with my girlfriend is better than ever (she's moving here from St. Louis in May), and the situation with the student has been handled. The Gods probably felt I was too complacent and happy, so they decided to stir things up a bit.

Needless to say, though, all this put a cramp in my writing time. Therefore, this issue doesn't have much new material, just stuff I had lying around.

Since many people have requested more *Tékumel* material, I've included my original *GURPS Tékumel* article in this issue, with permission from Steve. He mentioned that he was interested in publishing some of the AotA material and gladly gave me reprint permission. I've removed the parts that have appeared in AotA #28.

Also, since I got a few comments on font size, I've increased to 11 point Times New Roman.

Alternate Earths

Allah Be Praised

Judas Escariot has second thoughts about betraying Jesus Christ, keeps the nine silver coins, and kisses one of the Roman officials instead. Judas is executed in Jesus' place. Christianity never really catches on without a good martyr. Rome never converts to Christianity, and therefore loses a powerful political tool. The Western Empire lasts about as long as it did in this timeline, but failed to have the same far-reaching effects on Western Civilization beyond its demise. The Byzantine Empire was a non-starter. Without the unifying aspects of Christianity on Europe, the Muslims and the Mongols divide Europe between them. Scientific discovery pushes forward at a fast pace, but artistic fervor remains in the realm of non-representational Islamic art. Because of their essential conservatism, Allah is currently in TL 5, but with TL 7 in the area of medicine. The world has three main capitals: Beijing, Damascus, and Tenochtitlan, as the Aztecs were never invaded. Use *GURPS China*, *Arabian Nights*, and *Aztecs* for sourcebooks to this alternate.

Menu

Appetizer.....	1
Alternate Earths.....	1
GURPS Tékumel.....	2
Fan Mail from Some Flounder.....	16

Brett Slocum
816 Old Settlers Trail, #3
Hopkins MN 55343
(612) 945-0163 (home)
slocum@io.com
<http://www.io.com/~slocum>

All written material is copyright © 1997 by Brett Slocum. All rights reserved. Permission granted to photocopy for personal use.

GURPS ® is a registered trademark of Steve Jackson Games. *Tékumel* and *Empire of the Petal Throne* is copyrighted by M.A.R. Barker. No infringement of any trademarks or copyrights is intended by their use here.

GURPS Tékumel from Pyramid #11 is reprinted with permission from Steve Jackson Games.

Uncle Enzo and CosaNostra Pizza appear in the novel *Snow Crash* by Neal Stephenson.

This issue was written using Office 95. Images were scanned using an HP ScanJet 4P, PaintShopPro, Corel Photo-Paint, and Visioneer Paperport software.

Past issues can be found at my Web site - <http://www.io.com/~slocum/apa.html>

GURPS Tékumel

Adventures in the Empire of the Petal Throne

Nonhumans

For the most part, the various races of friendly nonhumans remain in their enclaves scattered around the region, but many travel and hire themselves out around the continent. The Shén, a powerful reptilian race, live on the southernmost tip of the continent, south of Livyánu. They work as mercenaries or ply the oceans as merchants.

The Tinalíya are a tiny four-legged race of scholars and mages, who live in the mountainous area in the north of Livyánu. They are totally literal-minded, not understanding human idioms and humor.

Living in the low-lying swamps of Mu'ugalavyá, the Swamp Folk (their name for themselves is unpronounceable by humans) are natural sailors. They ply the sea lanes, selling their wares.

The Páchi Léi, four-legged forest dwellers, live in the southern coastal area of the Cháka forests. They fit well into Tsolyáni society, being somewhat passive and calm.

To the north of the Páchi Léi live the Pé Chói, beautiful insectoids with considerable magic talents. They also easily join human society, rising nearly as high as humans within the bureaucratic hierarchies.

In mountain enclaves within Yán Kór live the Pygmy Folk in their subterranean tunnels. These short, furred creatures are never completely trusted for they have a reputation for being shy and devious. They can be very dangerous if cornered.

In their mountaintop aeries east of Tsolyánu are the skittish Hláka, flying mammals of roughly human size. They are cowardly, yet curious, and their usefulness as military scouts is unsurpassed.

The swamp-dwelling Ahoggyá look almost like a furry barrel that has sprouted four arms and legs. They live in the wet, low-lying coastal plains across a narrow part of the southern ocean and in their extremely distant enclave, Ónmu Tlé Hléktis, beyond the most distant province of Salarvyá.

As for the enemies of humankind, they are scattered around the continent as well. In the middle of the southern ocean is the island of Hlüssuyal, where the dreaded Hlüss live. These aquatic creatures are one of the original races of Tékumel, before it was discovered by the Terran star empire. They travel the ocean in their huge hive-ships, each carrying a queen of their race, much like a queen bee or ant.

The Hlutrgú are a swamp-dwelling race so inimical that every race will fight them. Only their rapid

reproduction and ferocity, and their boggy homeland on the southern coast of Tsolyáni, have kept them from being wiped out.

The Ssú are also native to Tékumel, cousins to the Hlüss. These magically adept beings live in cities below the surface north of Salarvyá. They often travel in the subterranean tube cars, looking for ancient technology. Their bodies exude the odor of musty cinnamon, which has saved the lives of more than one group of humans delving in the Underworld.

In the northern area of Yán Kór are the sealed cities of the Shunned Ones. This race breathes an atmosphere that is toxic to humans, and they can only come out of their cities for short excursions wrapped in their voluminous cloaks. They are also magically powerful.

Where the homeland of the mysterious Mihállí is found is not known. In some regions of the continent, this shapeshifting race is believed to be mythical. Some say that Baron Áld's chief advisor, the enigmatic Fu Hsí, is a Mihállí, but no one knows for certain. What is known is that the motivations of these people are completely indiscernible to humans. One minute they might aid you and the next attack you. Perhaps their view of reality is vastly different than ours, or perhaps they are just mad.

Characters

100-point characters are suggested for the average campaign, but a Cinematic campaign with 150 or even 200 point characters is possible. In campaigns where court intrigue plays a major role, the extra 50 to 100 points could be restricted to social advantages, such as Status, Wealth, Military Rank and Clerical Investment.

Treat humans as pre-19th century humans for determining height, and subtract 3" from average height.

Advantages

Literacy

Varies

Literacy among the populace is pretty low, averaging about 10% within the Five Empires, but the wealthier clans are more likely to educate their members in the appropriate temple schools. Literacy costs 10 points, unless the character is Status 3+ or Wealthy, where Literacy is free. (Illiteracy is not a Disadvantage for characters of any status or wealth.)

Military Rank

5 points/level

The Five Empires keep highly organized standing armies, so legion members need Military Rank. The terms used below are for Tsolyánu. Starting characters should probably be limited to Rank 3 or less.

Rank	Title
7	Kérdudali (Senior General)
6	Kérdu (General)
5	Dritlán (Higher Officer)
4	Molkár (Lower Officer)
3	Kási (Captain)
2	Heréksa (Higher Subaltern)
1	Tirrikámu (Lower Subaltern)
0	Changadésa (Soldier) or Kuruthúni in Elite Heavy legions.

A tirrikámu commands a semétl or squad of 20 soldiers. A heréksa leads a karéng or company of 100 soldiers, and a Kási commands a tsurúm or cohort of 400 soldiers. A niqómi or legion is composed of 20 cohorts. Each legion has two molkár who command the left and right wings of the legion in battle, and two dritlán who assist the kérdu as his staff.



Warriors in Legion of Red Devastation

Patrons

Nearly everyone has a patron of some sort. Clans, temples or legions are the most frequent. Some sort of duty may be required, usually of equal Frequency as the patron. Priests and temple guards can take the temples of the ten Gods count as very powerful patrons (30 points) and the ten Cohorts as 25 point patrons + 5 points for each of the priest's levels of Clerical Investment. Princes and Princesses of the Realm count as 25 point Patrons, regardless of how many points they are built on. The cost of clan patrons depends on the Clan Status of the clan as follows: Tlakotáni = 30, Very High = 25, High = 20, Medium = 15, Low = 10, Very

Varies

Low = 5. Most clan members will at least have their clan as a patron at the Rare frequency.

Reputation

5 points/level

A character's position within a clan is considered a reputation. A respected clan member has a reputation of +1 within the clan, a clan elder has +2 and the head of the clan has a +3 reputation. Half of this bonus (rounded down) can be applied outside of the clan. These clan-based reputations are included in the Social Status table below.

Wealth

Varies

In the Five Empires, the connection between Social Status and Wealth is reversed; a Social Status of 3 or more lets you pay 5 fewer points for Wealth levels. A rich slaver (a very low status occupation) still is at the bottom of the social ladder and won't be invited to the grand balls of the social elite.

New Advantages

Administrative Rank

5 points/level

This advantage represents a character's position within a governmental bureaucracy. In Tsolyánu, this is a position within one of the Four Palaces of the Empire: the Palace of the Realm (government bureaucracy), the Palace of Ever-Glorious War (military bureaucracy), the Palace of the Priesthood of the Gods (religious bureaucracy) and the Palace of Foreign Lands (diplomatic bureaucracy). The difference between Ranks is applied as a reaction bonus or penalty. For example, the reaction penalty for a petty clerk attempting to influence the Provincial Governor is -6. When the Provincial Governor is influencing the clerk, the clerk's reaction is at +6 ("Yes, Sir! Right away, Sir!"). Starting characters should probably be limited to Rank 3 or less.

Rank Typical Posts

6	Provincial governors, high functionaries at Avanthár, the Court of Purple Robes
5	Provincial Palace chiefs, legates and ambassadors, senior provincial advisors
4	District Palace chiefs, mayors of large cities
3	Local department heads
2	Supervisors, overseers
1	Middle-level clerks
0	Low-level clerks, petty functionaries

Extra Fatigue (Magic Only)

4 points/level

At character creation, mages can buy up to 2 x Magery points of Extra Fatigue for use in casting spells. This cannot be used as normal fatigue, as Spell Energy is segregated from normal fatigue. Recovery of Spell

Energy is covered later in the section on Magic. Extra Fatigue represents a larger than normal reservoir of mana for spell use.

Mana Damper **40 points**

The person with this advantage creates an area around him in which spells cannot be cast. This area extends in a 2-yard radius around the person. Magic that originates outside of this range acts normally on those within it. A person with this advantage cannot have Magery.

Clerical Investment **5 points/level**

The character is a priest or priestess in the hierarchy of one of the temples. This leveled version of Clerical Investment is described in GURPS Religion. The priesthood has a number of advantages that the laity lack, including a reaction bonus equal to their level of Clerical Investment among their co-religionists and others who respect their faith.

He or she will be addressed by a title, such as Rashángo or Hrúgash. Also, priests receive a bonus to their roll when calling on their deity for Divine Intervention (see below). No other powers are granted by this advantage.

Some priests will have Magery as well. It is recommended that beginning characters be limited to level 3 or less.

The Tsolyáni have a formal system of ranks called *Circles*, which roughly translate into one level of Clerical Investment for every three Circles. Priests are also divided into three categories: ritual priests, administrative priests, and scholar priests. The ranks of each of these categories and the equivalent Circles are given below:

Ritual Priests

Rank	Title	Circle
5	Ritual Preceptor (Mriyán)	13-15
4	High Priest (Qusúnchu) (10 th Circle) and Grand High Priest (Hrúgash) (12 th Circle)	10-12
3	Chief Ritual Priest (Rashángo)	7-9
2	Priest (Shárto)	4-6
1	Junior Priest (Su'umél)	1-3
0	Acolyte (Kengyé)	0

Administrative Priests

Rank	Title	Circle
5	Administrative Preceptor (Mriyán)	13-15
4	District Commandant (Hrúgash) and Senior Commandant (Otlú)	10-12
3	Temple Commandant (Njáshte)	7-9
2	Priest (Shárto)	4-6
1	Junior Priest (Su'umél)	1-3
0	Acolyte (Kengyé)	0

Scholar Priests

Rank	Title	Circle
5	Great Proctor (Qurupengátodali)	13-15
4	Proctor (Qurupengáto)	10-12
3	Ranking Scholar (Kusijáktodali) and Licentiate (Jokálto)	7-9
2	Senior Scholar (Kusijáktosa)	4-6
1	Scholar (Kusijákto)	1-3
0	Acolyte (Kengyé)	0

Priests of Rank 5 from each branch are members of the High Council for the temple. This body elects an Inner Synod of 10-50 Patriarchs, which in turn elects an Advisory Curia of 3-5 Lords Adept and a Grand Adept for the whole religious order. The Ranks of these Titles are given below:

Upper-level Priests

Rank	Title	Circle
8	Grand Adept (Tiritlén)	21-30
7	Lord Adept (Jáshten)	19-20
6	Patriarch (Tsémel)	16-18



Priestess and Priest of Ksárul

Disadvantages

Social Stigma

Varies

Women who do not declare themselves 'Aridáni' (giving them the same rights and responsibilities as men) are considered "Second-class Citizens" (-5 points). Tribal peoples, such as the N'lüss and the natives of M'mórcha, and many nonhumans, like the Ahoggyá, and essentially anyone from outside the Five Empires are

considered as "Outsiders/Barbarians" (-15 points). Citizens of the Five Empires may not always like each other, but they recognize their common inheritance from the ancient empire of Engsván hla Gánga and outsiders are always seen as inferior for that reason. Slaves are "Valuable Property" (-10 points).

Skills

Riding

As there are no riding animals known within the Five Empires, Riding skill is not allowed.

Beam Weapons

Eyes, small techno-magical devices of the ancients, use the Beam Weapons skill, but due to limited numbers of charges and limited opportunities to practice, Beam Weapons can only be taken at the default level of DX-4.

Languages

The languages of Tékumel are generally Mental/Average, except Ái Ché, Duruób, Llyáni, Mihállli, Thu'úsa, the Tongue of the Lord of Worms, and the written form of Ghatóni, which are Mental/Hard, and the Tongue of the Priests of Ksárul and Súnuz, which are Mental/Very Hard.

Modern languages: Aomórh, Hijajái, Jannuyáni, Livyáni, Lo'orúnankh, Milumanayáni, Mu'ugalavyáni, N'lüssa, Pe'é, Pecháni, Sa'á Allaqiyáni, Salarvyáni, Tká Mihállli, Tsoléi'i, Tsolyáni, Yán Koryáni.

Ancient languages: Ái Ché, Ancient Mihállli, Bednálljan Salarvyáni, Classic Mu'ugalavyáni, Classic Tsolyáni, Duruób, Engsvanyáli, Llyani, Súnuz, Thu'úsa, The Tongue of the Lord of Worms, The Tongue of the Priests of Ksárul, Tsáqw, Zna'yé.

Economics

Money

1 gold Káitar = 20 silver Hlášh

1 silver Hlášh = 20 copper Qirgál

1 Káitar = \$4 GURPS

1 Hlášh = \$0.20 GURPS

1 Qirgál = \$0.01 GURPS

Standard starting wealth for a Tekumeláni character is \$1,000 or 250 Káitars. This includes all possessions, not just cash.

Social Status and Wealth

Social Status

5 points/level

Social Status is an extremely important and complex subject in Tsolyánu. It is recommended that beginning characters be limited to Social Status of 4.

If a person is living in a group situation, such as in a clanhouse, army barracks, or priestly dormitory, reduce monthly upkeep costs by 25%.

Status	Title	Monthly Upkeep
8	Tsolyáni Emperor	\$50,000
7	Other ruler	\$20,000
6	Imperial heir	\$10,000
5	Imperial clan elder, close Imperial relative	\$5,000
4	Imperial clan (Tlakotáni), elder of very high status clan	\$2,000
3	Very high status clan, elder of high status clan	\$1,000
2	High status clan, elder of medium status clan	\$500
1	Medium clan, elder of low status clan	\$250
0	Low status clan, elder of very low status clan	\$100
-1	Very low status clan	\$50
-3	Clanless individual	\$25
-4	Slave	\$5

Equipment

Tékumel is a metal-poor planet and iron especially has become a rare and precious commodity, the more so since it is practically the only metal that can be enchanted. Therefore, most metal objects are made out of bronze and other soft metals, and iron or steel weapons and armor are worth hundreds to thousands of times more than their bronze equivalent. Only steel weapons can be made better than Good quality.

However, there is another substitute which is even more useful. The chlén, a large reptilian work animal similar to a triceratops, produces a hide that can be chemically hardened to produce a light, yet strong, substance used to form weapons, armor and other items. This hide is removed in sheets from living animals. It then regrows in a few weeks.

For game purposes, chlén hide armor has the same PD as the equivalent metal armor, the weight is only 1/3 that of steel and the DR is reduced by one. So, a chlén-hide breastplate is PD 4, DR 4 and weighs 6 pounds. Chlén-hide swords weigh one-third as much as steel, and cause one less point of damage because of the light weight. Chlén-hide swords also break like cheap weapons when used to parry steel weapons.

For buying equipment, use the GURPS costs, except for chléen hide swords and plate armor, which are 1/3 of

the weight and cost, and flint, steel and tinder, which cost \$20 because of the rarity of steel.

Jobs Table

Job (Required skills)	Monthly wage	Success Roll	Critical Failure
Poor Jobs			
Beggar* (none)	\$30	10	-1i/3d
Farm Laborer *† (Agronomy 8+, ST 11+)	\$5	11	2d/3d SM
Litter Bearer or Porter *† (ST 12+, Savoir Faire 10+)	\$5	PR	1d/3d
Miner *† (ST 11+)	\$5	PR	2d/5d
Street Guide* (Area Knowledge (city) 12+)	\$45	PR	1d, -1i/3d, -1i
Street Vendor* (Merchant 9+)	\$45	PR	-1i/2d
Unskilled Servant † (Status 0-, No Attr below 7)	\$5	IQ	LJ/2d, LJ
Struggling Jobs			
Acolyte (Theology 10+, Literacy)	L + \$10	IQ	LJ
Apprentice (Clan, Craft skill 10+)	L + \$10	PR	1d/2d, LJ
Artist* (Artist or Sculpting 12+)	Skill x \$4	PR	-1i/-2i
Bazaar Wizard* (IQ+Magery 12+, 7 marketable spells)	Total in spells x \$1	IQ+Magery-2	-2i/2d
Bodyguard/Caravan Guard* (any combat skill 12+)	\$40	PR	2d/4d LJ
Clerk or Scribe (Literacy, Administration or Calligraphy 10+)	\$40	PR	-1i/LJ
Entertainer* (Bard, Singing, Musical Instrument, Performance 13+)		PR x \$4	PR 2d
Gambler* (Gambling 10+, Fast Talk 10+)	Gambling x \$8	Worst PR	-2i/3d -1i
Hirilákte Gladiator* (2 weapon skills 13+)	PR x \$4	Worst PR-1	3d -1i/6d -2i
Hunter* (Survival 11+, Tracking 11+)	PR x \$4	PR	2d/3d, 1i
Militia / Sákbé Road Guard (3 combat skills, level totaling 40+)	\$60	PR	1d/3d
Prostitute* (Attractive or better, Sex Appeal 10+)	Sex Appeal+App x \$4	PR	-1i/2d -2i
Seaman (Seamanship 11+)	L + \$35	PR	-2i 2d/-3i 4d
Soldier (Military Rank 0, legion's primary and secondary weapons at 10+)	\$40	PR	2d/4d C
Soldier, Elite Heavy legion (as above, plus Status 1+)	\$60	PR	2d/4d C
Average Jobs			
Administrative, Ritual or Scholar Priest# (Religious Rank 1-2, Admin., Theology or Scientific 12+, Literacy)	\$150 x Rank	PR	-1i/-2i demoted
Administrator (Administrative Rank 1-2, Literacy, Admin. 12+)	\$150 x Rank	PR	-1i/-2i demoted
Courtesan* (Attractive or better, Sex Appeal 12+, Savoir-Faire 12+)		Sex Appeal+Appx\$10	PR -i/1d -i
Craftsman (Clan, Craft skill 13+)	Skill x \$10	PR	-1i/-2i
Magical Bodyguard* (IQ+Magery 13+, 5 combat spells)	Worst PR x \$10	PR	2d C/4d C
Ship's Officer* (Seamanship 13+, Leadership 12+)	\$200	PR	-2i/-4i, 3d
Shop Owner (Clan, Merchant skill 12+, \$1000 investment)	Merchant x Inv/100	PR	-i/Lose 2d x \$100
Sorcerer* (IQ+Magery 14+, 15 spells, Status 1+)	Total Skills x \$2	PR	2d/5d
Subaltern (Military Rank 1-2, legion's skills at 12+, Tactics 10+)	\$150 x Rank	PR	2d/4d C
Comfortable Jobs			
Administrative, Ritual or Scholar Priest# (Religious Rank 3-4, Administration, Theology or Scientific 13+)	\$500 x (Rank-2)	PR	-1i/-2i E
Administrator, mid-level (Admin. Rank 3-4, Admin. and Law 13+)	\$500 x (Rank-2)	Worst PR	-1i/-2i E
Courtesan (Beautiful or better, Savoir Faire 14+, Sex Appeal 14+)	Sex Appeal+App x \$15	Best PR	-1i/-3i
Healer (Physician 14+, Diagnosis 14+ or healing spell)	\$30xPR+Rep	PR	-1i/Sued for Malpractice
Junior Officer (Rank 3, legion's skills at 14+, Tactics 12+, Leadership 12+)	\$500	PR	2d/3d C
Master Merchant (Clan, Merchant skill 16+, \$5000 investment)	Merchant x Inv/100	PR	-1i/ Lose 1d x \$2000 .
Master Craftsman (Clan, Craft skill 16+, Merchant 12+)	Skill x \$30	PR	-1i/-2i
Ship's Captain (Leadership 14+, Seamanship 14+, Merchant 12+)	\$30 x PR	PR	-2i/3d -4i
Wizard* (IQ+Magery 16+, 20 spells, Status 2+)	Total spells x \$3	IQ+Magery	2d,2i/4d, 4i C
Wealthy Jobs			
High-level Administrator (Admin. Rank 5+, Admin. 14+, Law 14+, Politics 14+)	\$2000 x (Rank-4)	Worst PR	-1i/-4i E
High Priest# (Religious Rank 5+, Admin., Theology or Scientific skill 14+, Politics 14+)	\$2000 x (Rank-4)	PR	-2i/-4i E
Senior Officer (Military Rank 4+, legion's skills at 14+, Leadership 14+, Strategy 14+)	\$2000 x (Rank-3)	PR	3d/5d E

* = freelance job, see the *GURPS Basic Set*, p. 193.

† = slave occupation, see *Imperial Rome*, p. 40 or the *Basic Set*, p. 193. Wages are in the form of tips and presents. Slaves have no cost of living, as this is paid by their owners.

= Administrative priests earn 5% more and scholar priests earn 5% less. Priests of Cohorts should reduce income by another 10%.

Clan = must be a member of the appropriate clan to exercise that profession in the Five Empires. Foreigners without a local clan must restrict themselves to the Foreigners' Quarter and will earn 20% less than the standard income for any job that has 'Clan' as a prerequisite.

C = Make a HT roll or have a limb crippled.

E = The character has made a new enemy in the hierarchy of his profession who is worth a penalty of 1d-1 points against future reaction rolls for promotion.

SM = Sold to the mines.

Nonhumans

Of the more than 15 intelligent races of Tékumel, only a few of those most likely to be found in Tsolyánu are presented here. A rough translation of the name of each race is given.

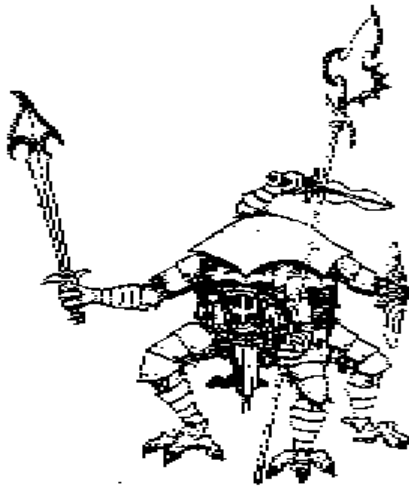
Ahoggyá (Knobbed Ones) 347 points

These squat beings have four knobby arms and legs equally spaced around their barrel-like bodies. Ahoggyá are 10 inches shorter than humans and 100 pounds heavier for their ST. An Ahoggyá cannot take the Skinny disadvantage.

Advantages: ST +3, DX -2, IQ -2, HT +2, 6 Extra Hit Points, Increased ST, Extra Encumbrance, PD 1, DR 2, Independently Focusable Eyes/4, 360-degree Vision, Full Coordination/3, Claws and four arms and legs.

Disadvantages: They are Ugly and are considered Outsiders (-3 Social Status) in the Five Empires. Due to their bulk and body shape, they have Inconvenient Size. Ahoggyá have Odious Racial Habits -3: crude, smelly, and obnoxious. Ahoggyá make poor magic users (-2 to spellcasting). One in ten Ahoggyá has the Mana Damper advantage. Ahoggyá react to Shén at -5 with no reaction better than 'poor' possible. Shén react in kind to Ahoggyá.

Quirks: Ahoggyá are unconcerned with religion.



Armored Ahoggyá

Hláka (Furred Flyers) 16 points

These mammalian flyers are 10" shorter and 10 pounds lighter than humans of the same ST. Hláka cannot take the Overweight or Fat disadvantages.

Advantages: ST -2, DX +3, and HT -1. Sword-like tail (cutting striker, 1 hex range,). Hláka start aging later at age 70. Winged Flight and Flight skill at DX.

Disadvantages: Cowardice, Curiosity, Fragile and Odious Racial Habits: very talkative and scatterbrained.

Quirks: Hláka dislike sea travel and walking (they prefer to fly), they never wear armor and only use Hlaka-style weapons.



Hláka

Pé Chói (The Listeners) 89 points

These six-limbed insectoids are 5" taller and 10 pounds lighter than humans of the same ST. No Pé Chói can take the Overweight or Fat disadvantages.

Advantages: ST +1, DX +2, HT +1, and +2 Extra Fatigue (Magic Use Only), Magery 1, Acute Hearing +1, Alertness +3, 4 arms (the lower two are at DX -2), Full Coordination/1, and Attractive.

Telepathy (Sense Life Only) at Level 4 with the Sense Life skill (see below) at IQ-1, and Telepathy (Sense Death Only; Limitation: Pé Chói Only: 1/3 cost) at Level 15 with Sense Death skill (see below) at IQ.

Disadvantages: Short Lifespan, Slow Healing, Resistance to Magic Healing (does not affect spellcasting) -2, Weakness to water over 2 feet deep (1d per minute, Somewhat Common) and severe Thassalophobia (fear of oceans and other bodies of water over 1 ft. deep).

Quirks: Pé Chói cannot swim, and they will seek revenge on those who murder other members of their race needlessly, though they do not avenge military casualties.



Pé Chói Warrior

Shén (Demon Warriors)

91 points

These powerful reptilians are 15 inches taller and 30 pounds heavier than the average human for their ST. No Shén can be Skinny.

Advantages: DX -2, HT +2, IQ -1, 2 Extra Hit Points, Extra Encumbrance, Increased ST, PD 1, DR 2, Claws, a mace-like tail (1-hex striker) and a sharp beak (+2 damage from Claws).

Disadvantages: Short Lifespan. Shén react to Ahoggyá at -5 and visa versa, due to a long-standing hatred. Shén are poor magic users (-2 to spellcasting). No more than Magery 1.

Common Disadvantages: Berserker, Bloodlust.

Quirks: They dislike magic.



Two Shén

Gray Ssú (Enemies of Man)

65 points

These rather shaggy beings are one of the native races of

Tékumel, are 2" taller than the human average, and cannot be Fat.

Advantages: ST +1, HT +1, and +2 Extra Fatigue (Magic Use Only). Magery 1, Extended Lifespan, Early Maturation. Four legs, the front two of which have crude manipulators (DX-2). Absolute Direction (Underground Only), Night Vision and Engineer (Mining) skill at IQ-1. Natural Attack: Hypnotic Command (see description below).

Disadvantages: Enemy: humans and allies, appear on 9-. Their bodies emit a distinctive cinnamon odor, and Smell perception rolls are at +2 within 30 yards. Grey Ssú have a rigid command hierarchy; if the leader becomes a casualty, the rest of the party will lose morale. They are poor swimmers.

Quirks: They wear no armor.



Ssú Warrior

Hlüss (Spawn of the Old Ones)

115 points

Hlüss are eight inches shorter than the average human for a given ST. No Hlüss can be Fat or Skinny.

Advantages: +4 ST, +1 DX and +2 HT. Extended Lifespan and Early Maturation. Four legs, chitinous Armor (PD 1, DR 1), Claws (impaling on tail, cutting on front legs), and an envenomed tail (Striker; 1-hex range; Venom, paralysis only).

Disadvantages: Enemy: Humans and allies, appear on 9-. Hlüss live at sea in large Hive-ships, which make a loud buzzing noise, audible for long distances at sea. Their bodies emit a distinctive odor, and Smell perception rolls are at +2 within 30 yards.

Quirk: They embed gems into their chitinous armor.



Hlüss Warrior

New Abilities

The Sense Life and Sense Death psi skills are similar to the Sense Psi skill. They are passive skills which gain the same bonuses and penalties as Sense Psi. Sense Life can detect the presence of creatures with IQs greater than 2 within range. Sense Death can detect the death of creatures with IQs greater than 2 within range. The Pé Chói Sense Death psi skill can detect the death of another Pé Chói within range.

Hypnotic Command is a special psychic attack in which the target must make a Will-1 roll or they must follow the command of the attacker. A command must be rather simple, such as "Stop!", "Attack Friends!", "Run Away!", or "Sit Down". The attacker and the target must look at each other, the attacker must concentrate for two seconds. The attacker must concentrate for an additional second to change the current command. The target gets another resistance roll every five seconds and whenever the command is changed. The range is 20 yards.

Ahoggýá, Swamp Folk, and Tinalíya are immune.

Bestiary

An entire book has been devoted to the beasts of Tékumel. Some come from the many planets of the Human empire, before the Time of Darkness; some are created by powerful sorcery; some are native to Tékumel. Only a sampling is given here with emphasis on game mechanics.

Biridlú (The Mantle)

ST: 18-24 **Move/Dodge:** 13/7 **Size:** 1-2
DX: 14 **PD/DR:** 2/2 **Weight:** 50-300 lb.
IQ: 5 **Damage:** 1d cr
HT: 14/18-24 **Reach:** C **Habitats:** Sub

These black, flying creatures hide on the ceilings of the Underworld, ready to drop on a victim and envelop them. A Vision roll vs. their Stealth skill of 15 is needed to spot them on the ceiling. Treat this attack as a grapple (p. B111). If successful, the victim begins suffocating (p. B112). Each turn the creature crushes the victim with its muscular folds (1d crushing, no hit roll needed). Impaling attacks against this creature are not doubled, and any successful impaling or cutting attack of greater than 4 hits, penetrates to possibly hurt the victim (treat as a Wild Swing at half the remaining damage). They have Move 3 on the ground. They regenerate 1 HT per 10 seconds unless burned. These creatures are totally invulnerable, except to steel, magic and fire damage. They fight to the death.



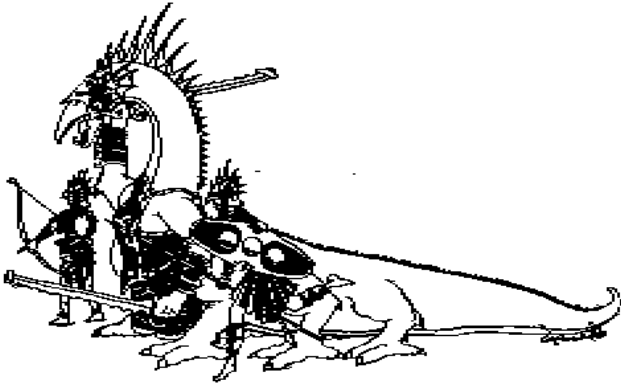
Biridlú and Victim

Serúdla (Pale Murderer)

ST: 15-50 **Move/Dodge:** 8/6 **Size:** 5-12
DX: 15 **PD/DR:** 5/5 **Weight:** 1 - 10 tons
IQ: 6 **Damage:** 2d-1 cut + acid
HT: 14/25-80 **Reach:** C,1-2 **Habitats:** F, M,
M*, Sub

These large lizards are not always hostile; roll reaction normally. Their forearms can wield weapons. Only the Ghatóni can train them, though. They can spit acid, being able to cover a 2 yard radius with their corrosive saliva (Skill 14, SS 12, A+2, Max ST yd.). Anyone in the center hex must make a HT roll or take 3d

damage (armor does not protect); those in the surrounding hexes take 1d on a failed HT roll. Those who make their HT roll take 2 points of damage. They can do this 3 times in a day, taking 4 hours to recover each time. This attack cannot be blocked or parried, only dodged. They can bite for 2d-1 cutting and the victim also takes 1d+1 from acid saliva. Their claws do 3d+2 cutting damage. Use weapon damage when using weapons.



Ghatóni War Serúdda

Vringálu (Flying Snake)

ST: 12-18 **Move/Dodge:** 20/10# **Size:** 2-6
DX: 13 **PD/DR:** 2/3 **Weight:** 50-300 lb.
IQ: 3 **Damage:** 1d-1 cut
HT: 13/17-21 **Reach:** C **Habitats:** J, S

This ferocious indigo feathered snake-like flying creature never checks morale. Its bite does 1d-1 cutting damage plus a contact poison that causes a rotting gangrene: treat as Type B poison: 2d+1 damage. A Cure Disease spell or Tsurál buds, an herbal flower, applied within 3 minutes will neutralize the poison. Their wings are used to make fine leather armor, so each wing is worth \$400 from the leather armorer's clans. They have Move 2 on the ground.



Vringálu and Victim

Tekumeláni Magic

In adapting a world that has a magic system to a generic system, one of the trickiest points is how much you adapt what already exists in the generic system, and how much you try to retain the flavor of the world. What follows is the method used by one of the authors. The other author felt that a system using the GURPS magic system for Ritual spells and the GURPS psionics system to model Psychic spells best represented magic on Tékumel. Both systems work, but the latter takes more time and effort, and therefore was not presented in this article.

Magic on Tékumel is controlled by the temples. Being a priest gives you no magical powers (indeed, most priests are non-magical administrators, scholars and theologians), but the temples are the chief source and repository of magical learning. Each of the ten gods has areas of interest that are reflected in their spell corpus. Listed below are the gods and their cohorts along with the areas they concentrate on:

<i>God (Cohort)</i>	<i>Areas of Interest</i>
Hnálla (Drá)	Light, stability, tranquillity
Karakán (Chegárra)	War, courage, weapons
Thúmis (Keténgku)	Knowledge, healing, communication
Avánthe (Dilinála)	Nature, animals, plants
Belkhánu (Qón)	Departed souls, the Planes Beyond
Hrü'ü (Wurú)	Chaos, darkness, cold
Vimúhla (Chiténg)	Fire, war, destruction
Ksáru (Grugánu)	Knowledge, magic, ancient technology
Sáрку (Durrítámish)	Undead, tombs, the mind.
Dlamélish (Hriháyel)	Hedonism, eroticism, demonology, the body.

All spells are divided into three categories based on how

widely known they are: *Universal*, *Generic*, and *Temple* spells. Universal spells can be learned in any temple. Generic spells can only be learned by followers of some of the temples. Temple spells are only taught within a single temple. A few Generic and Temple spells are available in all temples, but they involve major variations in style (e.g. the Summon Demon temple spell is known to all temples, but specific demons associated with that deity are summoned).

The Temple spells are among the most tightly controlled secrets of the temple. Anyone caught teaching either Generic or Temple spells to those outside the temple will be tried by the Ecclesiastic Courts and severely punished, perhaps with impalement.

All spells are classified as either Psychic or Ritual, based on the mode of casting the spell. Psychic spells use only the power of the mind to form the effect, while Ritual spells require gestures, spoken phrases, incense and other components to aid in drawing power from the Planes Beyond. Ritual spells thus require more time and action, but also cost less energy to cast.

Ritual spells

Arms and legs must be free and empty, uncrippled. The magic user must not be stunned, mentally or physically. A maximum of Medium encumbrance and heavy leather armor or less. Ritual spells require the casting rituals given on p. M7 for "Skill 12 or below". Time Reduction for Skill is not allowed. Cost Reduction for Skill is allowed.

Psychic spells

The mind must be unaffected by wounding, disease, magic, or stunning. Any encumbrance or armor possible. If blindfolded, aimed spells can only be cast as a Wild Swing. Psychic spells require ritual as per "Skill 21 - 24" on p. M7, except time to cast is not halved. Time Reduction for skill is allowed. Cost Reduction for Skill is not allowed.

IQ and Magery Requirements

The requirements of casting each class of spells are slightly different. To cast Psychic spells, the character must have an IQ of 11 and Magery 1. To cast Ritual spells, the character must have IQ 12 and Magery 1. To cast both classes of spells, the character must have an IQ of 13 and Magery 2. A minimum IQ of 6 is needed to use ancient techno-magical devices, such as Eyes.

Mana Levels

On Tékumel, there are some slight changes in the Mana Level (p. M6) definitions. In *High Mana*, only mages can cast spells, but the cost to cast is halved. In *Low Mana*,

the cost to cast spells is doubled. There is no reduction in skill in Low Mana areas. In *No Mana* areas, eyes and other techno-magical devices will work once and then will cease to function until returned to Low Mana or better. *Very High Mana* does not exist on Tékumel. Tékumel is predominantly Normal Mana.

Metal

Mages can carry no more than 60 g (2 oz.; about 20 Káitars) of metal on their persons. Metal cannot be in anyway be directly connected to the mage, even metal being dragged on a rope. If a mage attempts to cast a spell under these conditions, automatically roll on the Metal Spell Failure Table below:

Metal Spell Failure Table

<i>Roll</i>	<i>Result</i>
--------------------	----------------------

3-8	No effect.
-----	------------

9-12	HT-2 roll or take 4d damage.
------	------------------------------

13-18	All in 2 yard radius must make HT-2 roll or take 4d damage.
-------	---

Spell Energy

Spell Energy is equal to ST + (2 x Magery) + IQ Bonus (see table below) + Extra Fatigue (Magic Use Only). For example, Tólekh hiDráskalu, a scholar-priest of Vimúhla, has ST 11, IQ 14 and Magery 3, giving him a Spell Energy of 18 (11 + 2x3 + 1).

IQ Bonus to Spell Energy Table

IQ 13-14	+1
----------	----

IQ 15-17	+2
----------	----

IQ 18+	+3
--------	----

powerstones are only available to advanced mages in the temple of Ksárul. Spell Energy is a separate attribute from normal fatigue. Every hour of sleep restores one energy point. After six hours of sleep, a successful HT roll will restore an additional 6 energy points. A critical success on this roll restores all remaining energy.

Spell Lists

(This section has not integrated *GURPS Grimoire*.)

Spell Prerequisites

Any GURPS spell prerequisites that are more restrictive (e.g. a Generic spell with a Temple prerequisite), not available to a particular temple (e.g. a Temple spell with a prerequisite from another temple) or not allowed can be ignored.

Universal Ritual Spells

Blur, Continual Light, Control Bird, Control Fish, Control Insect, Control Mammal, Control Mollusk, Control Reptile, Counterspell, Create Food, Darkness, Detect Magic, Dispel Magic, Force Dome, Independence, Invisibility, Lend HT, Lend ST, Light, Light Jet, Lighten Burden, Mage Sense, Major Healing, Mass Sleep, Minor Healing, Missile Shield, Monk's Banquet, Neutralize Poison, Regeneration, Scroll (Universal), See Invisible, Simple Illusion, Sleep, Spell Shield (Ritual) and Ward.

Universal Psychic Spells

Apportation, Aura, Control Person, Far-Hearing, Fear, Glass Wall, Hide Thoughts, Mind-Reading, Mind-Sending, Panic, Poltergeist, Resist Pain, Sand Jet, Scryguard, Seek Earth, Seek Food, Seek Plant, Seek Water, Sense Danger, Sense Emotions, Sense Foes, Sense Life, Spell Shield (Psychic), Telepathy, Terror and Watchdog.

Notes: two versions of Spell Shield exist - Spell Shield (Psychic) and Spell Shield (Ritual). The only difference is that each spell only protects against the named spell type. The Scroll (Universal) spell can be used on any Universal spell. Generic and Temple versions of this spell are available under the appropriate headings.

Generic Spells

To learn Generic spells, a mage must know at least 20 Universal spells. The mage must also be a member of one of the temples listed after each spell, or the associated Cohorts. The abbreviations used and the associated Cohort are as follows:

Av = Avánthe / Dilinála, Be = Belkhánu / Qón, Dl = Dlamélish / Hriháyel, Hn = Hnálla / Drá, Hr = Hrü'ü / Wurú, Ka = Karakán / Chegárra, Ks = Ksáru / Grugánu, Sa = Sáрку / Durritlámish, Th = Thúmis / Keténgku and Vi = Vimúhla / Chiténg.

Generic Ritual Spells

Accuracy (Ka Sa Vi), Alter Body (Av Dl), Alter Visage (Av Dl), Animation (Av Hn Hr Ks Sa Th), Banquet (Av Dl), Conceal Magic (Be Hn Ks Sa Th), Control Zombie (Ks Sa Th), Create Animal (Av Be Dl Hr Ks Th), Create Fire (Ka Vi), Create Servant (Av Be Dl Hr Ks Th), Create Warrior (Av Be Dl Hr Ka Ks Th Vi), Cure Disease (Av Dl Ks Th), Fatigue (Av Dl Ka Vi), Fireball (Ka Vi), Flash (Hn Hr), Foolishness (Ks Sa Th), Fortify (Ka Sa Vi), Hawk Vision (Ka Vi), Hinder (Av Be Dl Hn Ka Vi), Magic Resistance (Be Hn Hr Ks Sa Th), Might (Av Dl Ka Vi), Paralyze Limb (Av Hr Ks Sa), Pestilence (Av Dl Sa), Puissance (Ka Sa Vi), Reflect (Av Dl Be Hn Hr Ks Sa

Th), Restoration (Av Be Dl Ka Th Vi), Restore ST (Av Be Dl Hn Hr Ks Th), Reverse Missiles (Ka Ks Th Vi), Scroll (Generic) (all), Spell Shield (Be Hn Hr Ks Sa Th), Strike Blind (Hn Hr), Suspend Enchantment (Ka Sa Vi), Total Paralysis (Av Hr Ks Sa), Turn Zombie (Av Hn Hr Ks Th), Wisdom (Ks Sa Th) and Wither Limb (Av Hr Ks Sa).

Generic Psychic Spells

Borrow Language (Hn Hr Ks Th), Borrow Skill (Av Hn Ks Th), Bravery (Ka Vi), Charm (Be Hn Hr Ks Sa Th), Clumsiness (Av Dl Ka Vi), Death Vision (Be Hr Ks Sa), Dexterity (Av Dl Ka Vi), Emotion Control (Ks Th), Enslave (Be Hn Hr Ks Sa Th), Flight (Av Be Dl Hn Hr Ks Th), Gift of Letters (Hn Hr Ks Th), Gift of Tongues (Hn Hr Ks Th), Great Geas (Be Hn Hr Ks Sa Th), Great Haste (Be Hn Ka Vi), Haste (Be Hn Ka Vi), Hawk Flight (Av Be Dl Hn Hr Ks Th), History (Ks Th), Hush (Be Hn Hr Ks Sa), Lend Language (Hn Hr Ks Th), Lend Skill (Av Hn Ks Th), Levitation (Av Be Dl Hn Hr Ks Th), Loyalty (Be Hn Hr Ks Sa Th), Madness (Be Hn Hr Sa), Mage Stealth (Be Hr Ks Sa), Permanent Madness (Be Hn Hr Sa), Phantom Flame (Be Dl Hn Hr Sa), Silence (Be Hn Hr Ks Sa) and Wall of Silence (Be Hn Hr Ks Sa).

Temple Spells

To learn Temple spells, a mage must know at least 5 Generic spells. The mage must also be a member of the appropriate temple. The spell listed here are the GURPS spells that fit most easily into each of these temples. Some temples have fewer spells only because of a lack of GURPS spells appropriate to that deity. All Temple spells are Mental/Very Hard. Psychic spells are indicated with a '(P)' after the spell name.

All Temples

Resurrection, Scroll (Temple), Summon Demon and Utter Dome.

Avánthe Temple Spells

Air Jet, Animate Plant, Bless Plants, Create Air, Create Water, Destroy Air, Earthquake, Shape Air, Tanglegrowth and Weather Dome.

Belkhánu Temple Spells

Hideaway, Sense Spirit (P), Summon Shade (P) and Summon Spirit (P).

Dlamélish Temple Spells

Age, Halt Aging, Illusory Disguise, Steal Youth, Stun, Vigor (P) and Youth.

Hnálla Temple Spells

Banish (Change), Dispel Illusion, Invisible Wizard Eye (P), Peaceful Sleep, Teleport Other, Teleport and Wizard Eye (P).

Hrü'ü Temple Spells

Beast Possession, Body of Air, Cold, Confusion (P), Ethereal Body, Freeze, Frostbite, Nightmare (P), Shape Ice and Walk Through Earth.

Karakán Temple Spells

Earthquake, Strike Deaf, Thunderclap and Winged Knife.

Ksáru Temple Spells

Control Creation and Powerstone.

Sárku Temple Spells

Exchange Bodies, False Memory (P), Forgetfulness (P), Mindlessness, Permanent Forgetfulness (P) and Zombie.

Thúmis Temple Spells

Beast Soother, Copy, Identify Spell (P), Instant Regeneration, Instant Restoration, Pathfinder, Persuasion (P), Scribe and See Secrets.

Vimúhla Temple Spells

Armor, Berserker (P), Breathe Fire, Essential Flame, Explosive Fireball, Fireproof, Flame Jet, Flaming Missile, Flaming Weapon, Heat, Lightning, Lockmaster, Locksmith, Magelock, Melt Ice, Shield and Volcano.

Chiténg Temple Spells

Curse Missile and Pain (P).

Dilinála Temple Spells

Compel Truth (P), Magic Resistance, Strike Dumb and Truthsayer (P).

Durritlámish Temple Spells

Entombment.

Grugánu Temple Spells

Sharpen Missile.

Keténgku Temple Spells

Rear Vision (P).

Wurú Temple Spells

Disintegrate and Death Touch (P).

Spells not allowed on Tékumel

Air-Golem, Alarm, Alertness, Analyze Magic, Ancient

History, Blink, Body of Stone, Breathe Water, Clean, Clouds, Colors, Complex Illusion, Control Illusion, Control Elemental, Cook, Cornucopia, Create Elemental, Crystal Ball, Dancing Weapon, Dark Vision, Daze, Decay, Deflect, Dehydrate, Delay, Delayed Message, Destroy Mana, Destroy Water, Dispel Creation, Distill, Divination, Drunkenness, Dye, Earth to Air, Enchant, Essential Water, Exorcism, Extinguish Fire, Ferment, Find Weakness, Find Direction, Flesh to Stone, Fog, Frost, Golem, Great Ward, Great Voice, Heal Plant, Hex, Ice Sphere, Ice Dagger, Icy Weapon, Identify Plant, Ignite Fire, Illusion Shell, Independence, Infravision, Iron Arm, Itch, Keen Nose, Keen Ears, Keen Eyes, Know Illusion, Lesser Geas, Limit, Loyal Sword, Mage Sight, Manipulate, Mass Suggestion, Mass Daze, Master, Measurement, Melt Ice, Mind Search, Mystic Mist, Name, Night Vision, Odor, Password, Pentagon, Perfect Illusion, Permanent Possession, Permanent Blindness, Plant Growth, Poison Food, Possession, Power, Predict Weather, Preserve Food, Purify Water, Purify Air, Quick March, Quick Draw, Rain, Reflex, Remove Curse, Remove Enchantment, Resist Fire, Resist Cold, Restore Mana, Rooted Feet, Roundabout, Ruin, Scrywall, Seeker, Shape Fire, Shape Water, Shape Darkness, Shape Plant, Share ST, Sharpen, Sickness, Soul Jar, Sound, Spasm, Speed, Staff, Steal HT, Steal ST, Stench, Sterilize, Stone to Earth, Suggestion, Summon Elemental, Tanglefoot, Teleport Shield, Tell Time, Test Food, Trace, Umbrella, Undo, Voices, Water to Wine, Weaken and Wither Plant.

New Psychic Spells

Hands of Krá the Mighty* *Missile; resisted by DX

The target is crushed by a powerful telekinetic force. The target must make a DX roll, or take full damage; if the target makes the DX roll, they still take half damage. Armor and shields do not protect against this damage. SS 13, A+1, Max 40.

This spell can also be used as a battering ram to knock down walls, doors, etc.

Class: Generic

Cost: 1 per 1d+1 damage. Maximum of 3d+3.

Prerequisite: Magery 2.

Temples: Avánthe, Belkhánu, Dlamélish and Sárku.

The Missile of Metállja

Missile

This spell produces a silent, invisible psychic bolt of energy. The caster can choose to physically stun (B106) rather than injure. If more than one point of energy is spent on the stun version of this spell, the target's HT rolls are at -2. SS 13, A+2, Max 30.

Class: Generic

Cost: 1 per damage die; Maximum of 3 dice.

Prerequisite: Poltergeist.

Temples: Ksárul and Thúmis.

New Ritual Spells

Silver Halo of Soul-Stealing Missile; resisted by Will

Shoots a silvery circle of energy which removes the victim's soul, leaving them mindless. The soul can only be returned with the Resurrection spell.

This spell can be dodged and blocked, but not parried. It can also be deflected by Force Dome, Utter Dome, Missile Shield, Reverse Missiles, Spell Shield (Ritual), and Spell Shield. SS 13, A+1, Max 60.

Class: Generic

Cost: 6.

Time to cast: 3

Prerequisites: Magery 2, 6 Mind Control spells.

Temples: Belkhánu and Hrü'ü.

Simple Teleport

Area

Instantly transports the targets (caster must be included) to any location the caster occupied within the last 5 minutes and within 100 yards. All targets within the specified radius from the caster are teleported.

If you roll exactly what you need, everyone arrives at the location mentally stunned (p. B106). If you fail by 1, all take 1 die damage and arrive physically stunned (p. B106). If you miss by more than 1, the spell just fails.

On a critical failure, the targets go somewhere else, GM's choice. Just don't kill them outright.

Class: Universal

Base Cost: 4 to cast. Cannot be maintained.

Prerequisite: Magery 2, IQ 15+.

Doomkill

Missile

This spell produces a large explosion at the target hex. All targets in the area must make DX rolls, or take full damage; those making their DX rolls still take half damage. On a critical miss to target this spell, the Doomkill goes off with

the caster's hex at the center. This powerful explosion can cause roofs to collapse, so assess damage to inanimate objects in the area. The explosion covers an area of (dice-1) hexes in radius. SS 13, A+2, Max 90.

Class: Generic

Cost: 2 per die of damage; maximum of 4 dice.

Time to cast: 1 second per damage die.

Temples: Hnálla, Karakán and Vimúhla.

Vapor of Death

Area

A visible cloud of poison gas is created 1 yard in front of the caster and moves away from him/her at 1 yard per

second.

Each temple uses a different gas:

Hrü'ü: Purplish-gray nerve gas; death occurs 10 seconds after a missed HT roll. A Neutralize Poison spell must be cast immediately to save the victim. Successful breath holding (see sidebar p. B91) protects against the gas. Only breathing beings can be affected.

Ksárul: Bluish-black suffocating gas; death occurs 20 seconds after missing a HT roll, unless a Regeneration spell is cast before the victim dies.

Neutralize Poison has no effect. Successful breath holding (see sidebar p. B91) protects against this gas. Only breathing beings can be affected.

Sárku: Greenish-brown corrosive gas; burns the skin of any living being. Clothing and armor offer no protection, although clothes that are soaking wet (or complete immersion in water) reduces the damage by half. These fumes cause 1d of damage every 5 seconds for 1d x 5 seconds (roll for each victim). Neutralize Poison and breath holding are ineffective. Damage caused by this gas can be healed normally or with magic.

Vimúhla: Reddish-brown smoke; death occurs in 30 seconds after a failed HT roll. This gas acts like carbon monoxide poisoning: during the first 10 seconds, victims feel drowsy and cannot function, unconsciousness occurs during the next 10 seconds, coma occurs during the last 10 seconds, with death following.

Neutralize Poison and successful breath holding (see sidebar p. B91) are effective against this gas. Only breathing beings can be affected.

Class: Generic

Duration: 1 minute.

Base Cost: 2. Cannot be maintained.

Time to cast: 4 seconds.

Prerequisite: Magery 2, Purify Air.

Temples: Hrü'ü, Ksárul, Sárku and Vimúhla.

Divine Intervention

In extreme emergencies, worshippers of the Gods and their Cohorts may call on their deity for aid. The supplicant must ask for what they want, and the deity interprets the statement accordingly. Any use of divine intervention for trivial requests will be instantly punished with divine retribution (see below).

The character spends at least one unused character point (characters can take an immediate Disadvantage, often a Vow, to supply the unused point), takes a second of concentration (interruptions, like being wounded, require the supplicant to start over), and then sends their prayers to their god. A critical success (4 or less) is required to get the deity's attention. This roll is modified by the following factors:

- +1 for each additional character point spent,
- +1 if the supplicant has Clerical Investment at any level,
- +1 if trying to contact a Cohort, for they are slightly easier to contact, though their help may be slightly less powerful.

If the Intervention roll is successful, the character's Spell Energy drops to zero and their physical Fatigue drops to one. The GM then makes a reaction roll for their deity (p. B204-205). At the GM's discretion, modifiers may be added to this roll based on the situation (e.g. sacrifices made by the supplicant of things pleasing to the deity, the supplicant being on a mission of which the deity approves or disapproves). On a Good or better result, the deity deigns to intervene.

Sometimes the deity will intervene directly and spectacularly, but many times the help appears in a totally realistic manner (i.e. reinforcements arrive, the enemy slips on a pile of Chlén dung). On a Very Bad result (or a natural 3 or 4), the deity is annoyed at the supplicant's presumption and blasts him and perhaps those close by with divine retribution. The form of retribution may depend on the nature of the deity; Vimúhla may rain fire on the supplicant's head, whereas Hriháyel might make one impotent for a year.

All character points or items sacrificed are lost regardless of whether the plea for divine help is answered. The Luck advantage cannot be used in these rolls, as deities are beyond that kind of manipulation by fate.

Bibliography

Game Resources

Empire of the Petal Throne, M.A.R. Barker, Tactical Studies Rules, 1975. Later reprinted by Gamescience and Different Worlds.

Swords and Glory, Volume I: The Tékumel Sourcebook, M.A.R. Barker, Gamescience, 1983. The encyclopedic reference to Tékumel. Later partially reprinted by Different Worlds.

The Book of Ebon Bindings, M.A.R. Barker, Imperium Publishing Co., 1978. A book on Tekumeláni demonology. Currently reprinted by Theatre of the Mind Enterprises (TOME).

Adventures on Tékumel, Part One: Growing Up On Tékumel, M.A.R. Barker, TOME, 1992. Character generation rules for the new game system.

Adventures on Tékumel, Part Two: Volumes I-III, M.A.R. Barker, TOME, 1992-1994. These three volumes are solitaire adventures.

The Tékumel Bestiary, M.A.R. Barker and Victor Raymond, TOME, 1993. Descriptions of the fauna (and some deadly flora) of Tékumel.

Gardásiyal: Deeds of Glory, M.A.R. Barker and Neil Cauley, TOME, 1995. The rest of the new game system. This boxed set, plus *Adventures on Tékumel, Part One* and the *Bestiary* are the complete game system.

Theatre of the Mind Enterprises (TOME)

The Byrne Building #205
Lincoln and Morgan Sts.
Phoenixville PA 19460
(610) 935-7622

Fiction

The Man of Gold, M.A.R. Barker, DAW Books, 1984.

Flamesong, M.A.R. Barker, DAW Books, 1985.

Fanzines

Various fanzines have come and gone in the past two decades, mostly from the group of Barker's players in Minneapolis. Two current fanzines are listed below:

The Eye of All-Seeing Wonder, edited by Steve Foster, 26 Western Lane, Balham, London SW12 8JS U.K.. Issues are £3 in the U.K., £3.50 in the rest of Europe, or \$6 in the U.S.

Realms of Wonder: Role-playing on Alien Worlds, edited by James Roach, 6325 Dunham Road, Downers Grove IL 60516. \$2/issue.

Online

alt.games.frp.tekumel; a USENET newsgroup for discussing anything Tekumeláni.

The Blue Room mailing list: blueroom@prin.edu; this moderated mailing list discusses things Tékumel outside of any particular rule system. M.A.R. Barker participates in this list and answers questions posed to him.

The Blue Room FTP Archives: nexus.prin.edu; lots of material here, including several files of new material from Prof. Barker, presented as shareware.

Fan Mail from Some Flounder

Thad Blanchette

Welcome to the club. Your article on Brazil in a Cyberpunk setting was excellent. I got a real feel of what it would be like to live there. Just the scary kinda place Cyberpunk ought to be. Thanks.

Spike Y Jones

The discussion of minor superheroes was right on the money. I compared it to local sports heroes who can't make it in outside markets. Or the stars who went away and then came back at the end of their careers. Kevin McHale went off to the Boston Celtics and now has come back and is General Manager of the Minnesota Timberwolves. His head coach is Phil Saunders. They were both U of MN basketball players.

Bill Collins

Lots to love in your issue. Your historical Supers campaign ideas and characters were outstanding. I'll have to do some of those. I especially liked Netsuke.

The Celtic Myth supplement was grand. Those fortifications will come in handy when I do my hopeful Celtic campaign. Research is its own reward (and mine).

The Cormyr (Dimension X Files) magic system was excellent. It parallels one I created for my Lorymir campaign that emulates Chivalry and Sorcery magic system, which is the game system I used before *GURPS*. My next project after I get my Tékumel material out is Lorymir.

The fonts I use for the title and subheadings is Excalibur Logotype. And the Tékumel subheadings are actually Calligrapher font.

Eyes aren't the only magic items on Tékumel, just the most common. Amulets of protection are also available. There are many rare or unique items created over the millennia by powerful sorcerers, or ancient technological items. Mages also can enchant weapons and armor. Miscellaneous magic items and amulets are the subject of next issues Tékumel material.

BTW, *Alternate Earths* wasn't late. It is a continuing section in my 'zine.

David Pulver

The Terrible Eye of Raging Power projects lightning, so, yes, it is impaling. My intent with *Alternate Earths* is to come up with ideas that haven't been done to death, so I'm glad you think Walker World is different.

Dan Smith

Another wild issue, dood! The maps are grand. I didn't have time to generate a tower adventure, but I will next issue. It'll be from my Lorymir campaign (see my comments to Bill Collins).

Andy Dawson

"Dislikes Suits" does refer to wearing them. I like most everybody, regardless of what they wear.

Michael David Jr.

I assume your question about starting your own branch of Shamanism refers to Michael Harner's system. This isn't a separate branch, he's just the one I learned it from. Now, if you want to start your own branch, I'd suggest stealing whatever you can from what is out there and then simply calling it "MDJ's New and Improved Shamanism". Isn't that what most New-Age (rhymes with 'sewage') authors do?

More great stuff of Lawrence. Melds well with Spike Y Jones' discussion of local heroes.

Scott Paul Maykrantz

Congrats on learning Web development. Now I'll just have to go look at your site.

I agree completely with your assessment of *GURPS* and the *Compendiums*. The whole line is now one which looks as good as its content.

Robert Gilson

Your Enigmas campaign material is excellent. This fits in well with Bill's historical Supers stuff.

