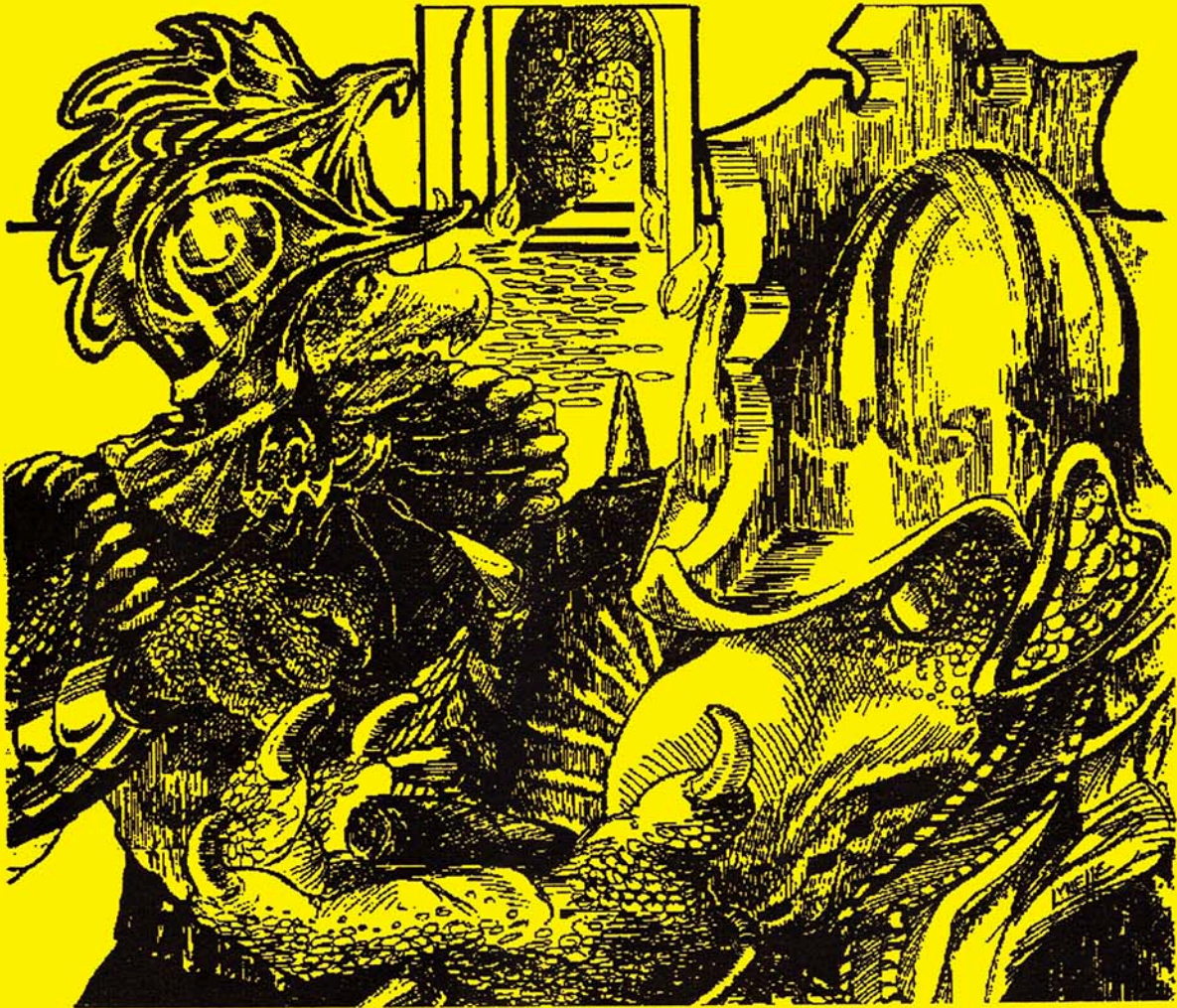


**The Best of the
Journal:
The Pettigrew Selections**



Tita's House of Games

The Best of the Journals:

The Pettigrew Selections

By Mark Pettigrew

Illustrations by Ken Fletcher, Lynelle, and Other Artists

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Publisher

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Introduction

Over the last few years I have received numerous requests for reprints of *The Best of the Journals* series by Tekumel Games, Inc., by my customers on the Internet. This volume is the first step in meeting these requests.

Although I wanted to start with reprinting the articles written by Prof. MAR Barker which were in *The Best of the Journal*, I decided that these articles deserve a more professional presentation and broader distribution than I am up to at the moment. Thus, I chose to defer collating these articles (and others) by Prof. Barker for publication until after I test what is involved in preparing a more polished presentation for distribution via normal gameshops with the first issue of the *Seal of the Imperium*.

When I then turned my attention to reprinting the works of the other authors, I encountered a problem with royalties. Despite my efforts to reestablish long lost lines of communications within the Tekumel gaming community, I have been unsuccessful at locating most of the authors whose works were part of *The Best of the Journals*. Since under Minnesota law, copyrights held by a dissolved corporation revert to the authors, no centralized authority exists which could give me authorization to reprint the entire series of articles. Without such authority, the only way I can try to avoid people accusing me of “ripping them off” if I reprint their works without finding them first is to pay a royalty payment to a trust account. Then if they “resurface” at a later date, they just draw the monies which I should have paid them from the trust account. The only author whose works were included in *The Best of the Journal* to have a sufficient volume of work to make such a payment worthwhile was Mark Pettigrew.

So I decided to start with **Selections from Mark Pettigrew**. Mark, if you are out there someplace, email me. Your royalties are waiting for you.

Carl L. Brodt, June 1999
CarlBrodt@AOL.com



Tauknélin Zu'áryal: A Thousand Flowers

The ancient discipline of Tauknélin Zu'áryal (literally “a thousand flowers”) is one of the most exotic art forms found within the Five Empires. It bears a close relationship of the Japanese art of Origami or paperfolding. Practitioners of both arts use paper or light parchment to fashion designs and figures. As the name suggests, the most popular shapes for Tauknélin Zu'áryal are those which resemble flowers.

The customer of paperfolding developed on Tékumel during Engsvanyáli times. Although perhaps originally an artisan's craft, Tauknélin Zu'áryal soon become popular in court circles. It became a fashionable skill for a nobleman to be able to create a few shapes and display them before company. The greatest early master of the art was Tiritlén Miyána hiJásra, who was said to be able to copy the form of a rose to the finest detail. This art now, although still popular, is less commonly practiced by noblemen. Artisans (usually paper and ink makers) are often commissioned to create pleasing paper designs to be displayed or given as gifts. Tauknélin Zu'áryal is also taught to children as a game with which to amuse themselves. It is considered more a diversion than the talent it once was. The finest masters in Tsolyánu at present are those of the Clan of Transient Beauty, a small clan

centered at Avanthár, where they find most of the demand for their art.

The practice of Tauknélin Zu'áryal is too complex to be fully described here. It is an intricate system of folding and creasing paper, to produce various shapes and figures. Each operation has a specific title, such as the “petal” crease, the “bending branch” fold, the “tower” roll and crease, etc. Although similar to Origami, Tauknélin Zu'áryal has several distinct differences. Cuts with scissors or sharp knives are more often made in Tauknélin Zu'áryal, and sometimes rips are made purposely. Tauknélin Zu'áryal is also desired to be symmetrical in all ways, where Origami commonly enjoys deviation from this limit. Materials used are usually paper or parchment, although occasionally de-solidified Chlén-hide is used and then made hard, to preserve a particular figure. The paper used in Tauknélin Zu'áryal is also often performed and colored. The most popular shapes are various flowers, but figures are also made in the form of men, animals and nonhumans.

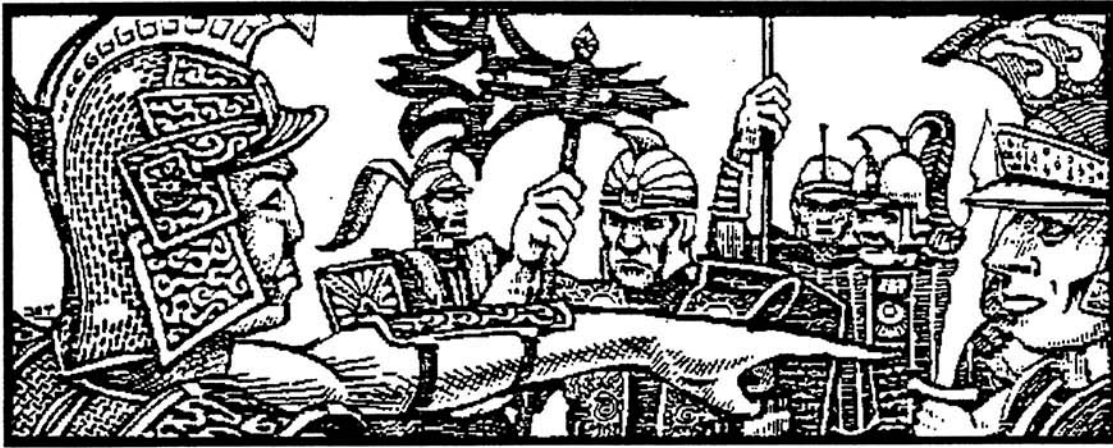
The Puppetmasters, people with special powers allowing them to animate puppets without the use of strings, are also able to animate Tauknélin Zu'áryal figures. Such demonstrations are diverting, but are not as

popular as puppets, as the figures of paper are too weak and flimsy to do battle with each other. The Tauknélin Zu'áryal figures are also used in some magic and priestly rituals. The worshippers of Vimúhla burn them as effigies of their enemies, in the belief that as the figures are consumed by flames, their enemies will suffer misfortune. The low level priests of Sáрку and Durritlámish are sometimes taught to animate figures of parchment (from the hide of an animal) as practice for later training in necromancy. These figures, as they are constructed of dead animal matter, are imbued with a strange sort of "half life." Although they can move and flop about in a manner, they are not really alive, even in the undead sense, and cannot follow commands of any sort. They deteriorate rapidly to dust when the animation ceases.

A strange tale is told of a sorcerer named Hélgamesh the Mad, who lived in late

Engsvanyáli times. He was said to have created a small bat-like Tauknélin Zu'áryal figure with special powers. The figure could fly about as specified by the wizard, and through certain mystic arts, he could see and hear through it. He used this device to spy upon his enemies, until one day it was destroyed. As the figure was crushed, the sorcerer is said to have bled profusely from the nose and mouth, and to have died quickly. This exact enchantment was apparently never attempted again.

Those who are interested in Tauknélin Su'áryal should consult Pengatsánikh hiTauknélin Zu'áryal by Urugésh Pehiyá, preserved in the Temples of Thúmis in Jakálla and Béy Sü, and Dalumiyal hiDlánmukoi hiDhalíbanin (Lineages of the clan of Transient Beauty) by Haichún hiChuvámas, kept at the clanhouse at Avanthár.



Marching with the Ever-Glorious

Ever since the beginning of the current war with Yán Kór in 2355 A.S., and especially during the fiery period which resulted from the conflicts of 2358 A.S. and the years which followed, our attention as *Empire of the Petal Throne* players has been directed towards military matters. The war has spawned the creation of *The Imperial Military Journal* and numerous articles tracing the history of the Yán Koryáni campaign. So far, however, those of us who do not possess the time, facilities, funds, and patience to fight the war out with the elaborate *Missúm* rules and thousands of lead figures have been left out. Of course, there are many opportunities for role-playing adventure in such a conflict. I have attempted to provide in the space below a set of simple rules to be used as guidelines for referees with military-minded players.

Not only do the Tsolyáni legions allow players a new chance for adventure and a break from the usual underworld dungeon routine, they also allow players to integrate themselves more fully with the Empire. Foreigners may prove themselves on the fields of battle, be granted citizenship, rise through the ranks, and perhaps

even receive a fief as a reward for their efforts. A military career may cover months or years of game-time in a short amount of real time, and establish characters more fully in the Tsolyáni Empire.

As background, all players should know a little about the history of and reasons for the war. The Baron Áld, a powerful and ruthless man, organized and united the wild clans and warlords of the North into a single nation, Yán Kór. He carefully allied himself with several neighboring states including Pijéna, Ghatón, Chayákkú, Saá Allaqí, and certain factions in Milumanayá. His goal was to invade and smash Tsolyánu. His careful planning and devious plots are driven on by bitterness and hatred, the results of numerous offenses committed against him by Tsolyánu. Among these offenses was the impalement of his beloved mistress Yilrána, which he will never forgive.

The war itself started in 2355 A.S. as an accidental skirmish between border troops of the two opposing sides. Although he was not completely ready, the Baron launched a large-scale attack in an attempt to gain a foothold in the Empire. He managed to seize the Átkolel

Heights, a small, easily defensible mountain range, but could advance no farther. The armies of the two nations held each other at bay, and a stalemate was reached.

In 2358 A.S. and the years which followed closely, Tsolyánu decided to break off the waiting game, and organized several new campaigns turning the war red hot again. It is during this time that characters would most likely enter the war, ready to fight for the glorious empire in its moment of need.

Enlistment

The first step to entering the war is enlistment. The Tsolyáni army is organized into legions of about 8000 men each. Legions are subdivided into 20 cohorts of 400 men each. These are the official figures, however, many legions are unable to keep up 20 cohorts, and may have less depending on recruitment and funding.

Provided below are four likely legions which characters might easily join. Each of these legions was stationed in Jakállá for a long enough period of time to allow extensive recruiting. It is therefore logical that adventurers in Jakállá would join one of these four.

When enlisting, a character must join for at least one year. Leaving the service before this time is desertion, a crime punishable by impalement. To enlist, a character must be of the required level for the legion, and must roll a percentage or less on percentile dice to join. If the character is of at least one level above the minimum, he may also roll for a Commission (a Commission indicates that a character starts out as a Tirrikámu, a low-level officer, instead of a normal foot-soldier) with a similar percentage. The following penalties adjust the rolls for enlistment and Commission:

1. Nonhumans have less chance of being accepted into human legions. The following races are allowed, but lose the indicated

percentage:

Shén	-15%
Pé Chói	-5%
Hláka	-15%
Páchi Léi	-15%
Ahoggyá	-25%
Pygmy Folk	-15%

2. Legions are made for warriors. Although some rough and tumble Priests may join, they receive a -10% penalty. Magic Users are sometimes used in large battalions of Battlefield Magicians, but this requires extensive training that is unavailable to most player-characters.

3. All foreigners suffer a -5% penalty when trying to join a legion.

A character who is eligible for several legions may roll for enlistment in them in any order, but must join the first one which accepts him. If a character fails to join any legion, he may try again in one game year.

The four most likely legions for characters to join are:

1. *The Legion of Mighty Jakállá*, 27th Imperial Heavy Infantry. This is a recently revived legion, struggling to get new recruits.

Legionaries fight with pikes and poleaxes, and wear plate armor and small shields. Minimum level is one. The chance for enlistment in the Legion of Mighty Jakállá is 80%; the chance for Commission is 60%.

2. *The Legion of Gúsha the Khirgári*, 7th Imperial Medium infantry. This is a "communal" legion, run by a sort of council. Legionaries fight with spears and swords, and wear half-armor and round shields. Minimum level is two. The chance for enlistment in the Legion of Gúsha the Khirgári is 60%; the chance for Commission is 40%.

3. *The Legion of Giriktéshmu*, 23rd Imperial Archers. This is a noble legion of ancient

standing, officered by a veteran soldier. Legionaries fight with composite bows and small axes, and wear light armor and small round shields. Minimum level is level three. The chance for enlistment in the Legion of Giriktéshmu is 50%; the chance for Commission is 30%.

4. *The Legion of Sérqu, Sword of the Empire*, 14th Imperial Heavy Infantry. This is an excellent legion officered by the scion of one of the oldest military clans in the empire. Legionaries fight with long spears, short swords, maces, flails, and morning stars, and wear full armor and shields adorned with demon faces. Minimum level is level four. The chance for enlistment in the Legion of Sérqu is 50%; the chance of commission is 20%.

Once a character has joined a legion, he will be intensively drilled and trained for one month in Jakálla. Warriors who are unfamiliar with the use of all their legion's weapons will be trained in one (add that professional skill). After training, characters will spend another month moving to the northern front.

At the end of each year, a character may collect his pay and leave the legion. Pay each month will be 300 Káitars x the character's level + bonuses for rank. If a character wishes to continue his army career, he may re-enlist for another year automatically. Monthly army pay does not contribute to experience points.

Events

Each month on the front the players should roll percentile dice on the table below to see what happens to each legion.

Roll	Event
1-30	<i>Waiting:</i> The legion remains entrenched on the front, waiting for action. For each player-character in the legion, there is a 10% chance of a

Roll	Event
	sub-event, cf. Below.
31-40	<i>Travel:</i> The legion travels from one area of the front to another. Nothing of importance occurs this month.
41-55	<i>Patrol:</i> The legion patrols its area in search of enemy troops. There is a 50% chance that some will be found and fighting will break out. If a fight starts, determine who wins on the Conflict Resolution Table. Determine personal results for each player-character in the legion on the Personal Conflict Table.
56-65	<i>Ambush:</i> The legion is ambushed by the enemy while in camp. Determine who wins on the Conflict Resolution Table. Determine personal results for each player-character in the legion on the Personal Conflict Table.
66-80	<i>Raid:</i> The legion raids an enemy camp or fortress. Determine who wins on the Conflict Resolution Table. Determine personal results for each player-character on the Personal Conflict Table.
81-90	<i>Siege:</i> The legion defends a fortress against an enemy attack. Determine who wins on the Conflict Resolution Table. Determine personal results on the Personal Conflict Table.
91-100	<i>Battle:</i> The legion engages in a full scale battle on the field of honor. Determine who wins on the Conflict Resolution Table. Determine personal results for each player-character in the legion on the Personal Conflict Table.

Waiting Table

The following sub-events may occur for

individual characters while their legion is waiting for action. Roll percentile dice on the table below:

<u>Roll</u>	<u>Sub-event</u>
1-10	Character spots an enemy sneak attack while on watch and gets one "Hero" result (see below). Determine the attack as an Ambush result on the table.
11-25	Character falls asleep on watch and loses pay for this month.
26-50	Character gets a chance to gamble with the other soldiers (bet and roll against the referee on percentile dice, high roll wins, double or nothing odds). If the Character wins three times in a row, there is a 10% chance he will be suspected of cheating and get knifed in the back (instant death).
51-65	Character offends a superior. He loses on "recognition" (see below) or if he doesn't have any, loses his pay for the next two months.
66-85	Character is noticed by a superior. This counts as a "recognition" (see below).
86-100	Character is noticed by the Kérdu (general) of the legion. He is promoted one full rank.

Conflict Resolution Table

When a legion comes into conflict with the enemy, roll percentile dice on the table below to determine the winner:

<u>Roll</u>	<u>Result</u>
1-30	Tsolyáni defeat
31-70	Draw
71-100	Tsolyáni victory

This roll is modified by the following factors:

- The type of conflict:
For an Ambush: -5 from the roll
For a Raid: +5 to the roll
- The legion involved:
The Legion of Mighty Jakállá: -5 from the roll
The Legion of Sérqu: +10 to the roll

Personal Resolution Table

To determine the effect of each conflict on individual characters, each player should roll percentile dice for the seven categories on the Personal Resolution Table, cross-referencing each category with the type and outcome of the conflict to find the percentage. The percentage listed is the chance of that effect occurring to each player-character in the conflict. Full description of the effects is provided in the Personal Resolution Table below.

<i>Conflict</i>	<i>Result</i>	<i>Death</i>	<i>Encounter</i>	<i>Wounds</i>	<i>Capture</i>	<i>Booty</i>	<i>Hero</i>	<i>Recognition</i>
Ambush	Defeat	15%	20%	20%	10%	05%	--	--
	Draw	10%	15%	10%	--	15%	--	--
	Victory	05%	15%	10%	--	25%	05%	10%

<i>Conflict</i>	<i>Result</i>	<i>Death</i>	<i>Encounter</i>	<i>Wounds</i>	<i>Capture</i>	<i>Booty</i>	<i>Hero</i>	<i>Recognition</i>
Patrol	Defeat	10%	15%	15%	05%	05%	--	--
	Draw	05%	05%	05%	--	20%	--	--
	Victory	05%	05%	05%	--	30%	05%	10%
Raid	Defeat	15%	15%	20%	05%	10%	--	--
	Draw	10%	15%	10%	--	30%	05%	05%
	Victory	05%	20%	10%	--	55%	05%	10%
Siege	Defeat	15%	20%	20%	20%	05%	05%	--
	Draw	10%	15%	10%	--	05%	05%	05%
	Victory	05%	10%	10%	--	10%	10%	10%
Battle	Defeat	20%	20%	20%	10%	10%	05%	--
	Draw	15%	15%	15%	--	40%	10%	05%
	Victory	10%	20%	15%	--	65%	15%	15%

The percentages may be adjusted by the following modifiers:

1. The legion in conflict will modify certain categories as shown:

The Legion of Mighty Jakállá: +5% death; +5% wounds; -5% booty; +5% recognition.

The Legion of Gúsha: -5% booty; +5% recognition

The Legion of Giriktéshmu: -5% death; +5% capture.

The Legion of Sérqu: +5% encounter; +5% wounds; +5% capture; +5% booty; +10% hero; -5% recognition.

2. Characters may choose to be Courageous, Normal, or Cowardly in battle, with the following modifiers for each choice:

Courageous: +5% death; +5% encounter; +5% wounds; +5% capture; +10% booty;

+10% hero; +5% recognition

Normal: no modifiers

Cowardly: -5% death; -5% encounter; 5% wounds; -10% booty; -15% hero; -10% recognition

3. If the character is an officer of any rank, he gets the following modifiers: -5% death; -5% wounds; +5% capture; +10% booty.

Note: Any category on this table with a dash in the column indicates no roll at all (no matter what modifiers there may be).

DEATH: The character is killed in an inescapable way (e.g. a catapult boulder lands on him, he is attacked from all sides, etc.). He is automatically dead. If he has a friend (another player-character) in the same legion, he may be resurrected for 10,000 + (1D6 x 1000) Káitars

(take two months off for rest and recuperation). Otherwise, and only if he is an officer, there is a 5% chance that someone will have him resurrected.

ENCOUNTER: The character has a one-on-one encounter with an enemy soldier. Roll percentile dice on the table below for his AC, armament, and level.

Roll	Level	AC	Arms
01-30	I	5	sword
31-50	II	5	spear
51-70	II	4	mace
71-80	III	4	axe
81-90	III	3	spear
91-95	IV	2	morningstar
96-100	V	1	sword

This is a life-or-death struggle, winner take all. If the enemy soldier is killed, he will have 1D6 x 100 gold coins on him as reward. Both the coins and the fight count towards experience.

WOUNDS: The character takes random damage from glancing blows, missile fire, etc. Roll percentile dice on the table below to see how many points of damage are done.

Roll	Damage
1-30	1D6
31-50	2D6
51-70	2D6 + 2
71-80	3D6
81-90	3D6 + 3
91-100	4D6 + 1

If this damage (plus any taken if the character was wounded by an encounter) kills the character, treat it as a Death result. Damage taken from Wounds counts towards experience at a rate of 20 experience points per point of damage taken. Damage which does not kill the character will all heal before the next battle.

CAPTURE: The character is taken prisoner by enemy troops. What they do with him is determined by how he fought.

Courageous characters have a 50% chance of being ransomed back to their legion (at a cost of 1D6 +1 months pay lost). If the character isn't ransomed, treat as for Normal characters below.

Normal characters are sold off as slaves in Yán Kór (lose all possessions, weapons, clothing etc.).

Cowardly characters are executed and die in disgrace (no chance for Divine Intervention or Resurrection).

BOOTY: The character received some of the plunder taken in the conflict. Roll percentile dice on the table below to see what he gets:

Roll	Type of Booty
1-10	100 Káitars
11-20	500 Káitars
21-40	1000 Káitars
41-70	Type A Treasure
71-80	5000 Káitars
81-90	+1 Weapon (determine type randomly)
91-100	Type B Treasure

A character may only take as much booty as he can carry. Booty counts toward experience in

the same way as normal treasure.

HERO: The character performs a heroic action in battle and is well rewarded. He may take the following benefits:

1. Take an extra roll on the booty table (directly above).
2. Receive one "recognition."
3. Receive Citizenship (for any foreign character).

RECOGNITION: The character is recognized as having performed his duties correctly and efficiently. Two "recognitions" become a promotion.

If a character receives the rank of Dritlán, he no longer needs to roll for Death, Encounter, or Wounds. He may also roll

immediately to receive an Imperial fief, p. 97 of the original TSR edition of the *Empire of the Petal Throne* rulebook.

Officers receive the following advantages:

1. Any officers who are foreigners automatically become citizens of the Empire of Tsolyánu.
2. In addition to normal pay, officers receive an extra amount per month, depending on their rank:

Tirrikámu:	+100 Káitars/month
Heréksa:	+500 Káitars/month
Kási:	+1000 Káitars/month
Molkár:	+5000 Káitars/month
Dritlán:	+10,000 Káitars/month

3. Officers get special bonuses on the Personal Conflict Table, as detailed in that section.



The High Seas of Tékumel

Anyone who has gazed into the eyes of a beautiful Chashkéri or felt the hull of his ship embraced by a fearsome Akhó knows that the waters of Tékumel are anything but dull. Playing these waters as merchants, characters may find exotic adventure, have a bit of rest from the old underworld route, and make some money in the bargain. Provided below are some simple rules for sea merchants in *Empire of the Petal Throne*.

Clan Membership

In Tsolyánu, almost all mercantile matters are handled through the vast network of clans in the empire. Any character who wishes to be a merchant and expects to turn a profit must be a member of one of these clans. All characters who are citizens of the empire may buy membership in one of these clans for a certain fee. Tsolyáni clans are like extended families. They care for their members when they are sick; give them food, shelter and clothing; protect them in court; allow them to practice the clan trade, etc. Each clan requires its members to pay 10% of their income to the clan each month in return for its services. When a clan-member character wishes to start his merchant career, his clan will loan him a sum of money, the exact amount depending on his level. This loan must be repaid within a year or the character

will be expelled from the clan.

Some likely merchant clans are listed below:

Clan	Status	Membership Fee
Clan of the Blazoned Sail	medium	8000 K
Clan of the Black Hood/ Black Mountain / Black Monolith (character must worship a god of Change)	medium	9000 K
Clan of the Red Flower	medium	9500 K
Clan of the First Moon/Moon of Evening	medium	10,000 K
Clan of the Copper Door (character must worship Sárku or his cohort)	medium	11,000 K

Clan	Status	Membership Fee
Clan of the Rising Sun	high	30,000 K
Clan of the Great Stone (character must worship a god of Change)	high	40,000 K
Clan of the Sword of Fire (character must worship Vimúhla)	very high	50,000 K

Note: The membership fee for joining clan must be paid up front, but the clan loan may then be taken immediately to help pay for a ship, crew, cargo, etc.

Buying Ships and Equipment

Basic ship costs are as listed in the *Empire of the Petal Throne* equipment list: 15,000 Káitars for a small merchant ship (Hrú) and 30,000 Káitars for a large merchant ship (Tnék). These prices include the design and architecture of the craft by a ship-builder, labor costs, construction material costs, drydock fees, and bribes to asserted officials. The specifications of the two most common varieties of merchant ships are as follows:

1. The Hrú is a single-masted vessel with a triangular lateen sail; length: 15-25m; beam: 6-9m; displacement: 30-135 metric tons; cargo capacity: 15-70 tons (70 tons for game purposes).
2. The Tnék is a two-masted vessel with square sails; length: 30-40m; beam: 10-13m; displacement: 450-1350 tons; cargo capacity: 200-650 tons (200 tons for game purposes).

Once the ship itself is purchased, official Tsolyáni documentation must be drawn

up (with a service fee of 186 x 100 Káitars). The process of building and documenting the vessel takes 5 weeks for a Hrú, and 8 weeks for a Tnék.

This may be reduced by one week by the addition of certain well-placed increments (amounting to 1000 Káitars).

Adventurers may wish to arm their ships with artillery (costs are listed in the *Empire of the Petal Throne* equipment list). Each artillery piece reduces the vessel's cargo capacity by two tons.

Finally, characters will need charts and maps of their proposed routes. Rough maps, such as those provided with the *Empire of the Petal Throne* boxed set, cost 20 Káitars. Detailed maps cost 10 Káitars per hex on the large terrain maps, and may be difficult to obtain if the hexes in question are distant or unexplored.

Crew and Supplies

Once a ship is purchased, the characters must find a crew. The following positions must be filled:

1. *Ships Captain*: If no player-character has the skill ship-captain, someone with the proper experience must be hired. Without a captain, the vessel moves at half speed, has double chances of being lost, and the crew may mutiny.
2. *Navigator*: Again, if no player-character has the skill astronomer-navigator, this position must be filled with a hired freeman or a slave. A ship may sail without a Navigator, but with double chances of getting lost.
3. *Physician*: Most ports will require a non-player physician or player-character with physician skill aboard for security against disease. Ships without a physician risk being barred from some ports.
4. *Scribe*: If no player-character has scribe-accountant skills, a scribe must be hired (or

bought). The empire requires that strict records of mercantile dealings be kept.

5. *Overseer*: If any slaves are used as crew on board, an overseer or major domo must be hired, or there is a 5% chance each month of an attempted slave revolt.

6. *Sailors*: The Hrú requires 18 sailors to sail at top speed, may sail at half speed with a crew of 8, and will drift with less; standard crew: 20-35. The Tnék requires 36 sailors to sail at top speed, may sail at half speed with a crew of 16, and will drift with less; standard crew: 40-80. Again, player-characters with sailor skill may fill as many positions as they like, the rest must be bought or hired.

7. *Men-at-arms*: Piracy as sea is rare but not unknown. It is foolish for a ship with rich cargo to sail without proper protection. Standard contingents are 6-12 fighting men on a Hrú and 12-24 on a Tnék.

8. *Cabin-boys*: These are obviously optional, but make ship-board life a little easier for the player-characters, and provide them with an easy means of finding out the crew's gossip.

How easily a crew may be found is determined normally as for slaves and hirelings in the *Empire of the Petal Throne* (EPT) rulebook. Prices and fees are as follows:

Crew Member	Pay for Freeman
Ship's captain	300 Káitars/month
Navigator	250 Káitars/month
Physician	250 Káitars/month
Scribe	100 Káitars/month
Overseer	100 Káitars/month
Sailor	100 Káitars/month
Men-at-arms	100 Káitars/month
Cabin boy	25 Káitars/month

Note: The Hrú can carry a maximum of 80 crewmembers; the Tnék, 114.

Supplies (food, drink, fresh citrus, clothing, etc.) must be provided for all crewmembers and player-characters on board. Supplies cost 40 Káitars per freeman or player-character per month, and 20 Káitars per slave per month. Supplies take up one ton of cargo space for every 20 people (or fraction thereof) supplied.

Cargo

Once a vessel has a full crew, it must fill its hold with cargo and set sail. There are a variety of commodities which may be transported as cargo. The amount of each of these carried is measured in tons.

Cargo	Cost Per Ton		
	Minimum	Base	Maximum
Wine	400 K	700 K	1400 K
Grain	50 K	200 K	400 K
Fruits & vegetables	150 K	400 K	800 K
Spice	250 K	500 K	1000 K

<i>Cost Per Ton</i>			
<i>Cargo</i>	<i>Minimum</i>	<i>Base</i>	<i>Maximum</i>
Clothing materials	100 K	300 K	600 K
Livestock	350 K	600 K	1200 K
Slaves	1000 K	3000 K	6000 K
Copper	1000 K	2000 K	4000 K
Silver	6000 K	8000 K	12,000 K
Gold	20,000 K	24,000 K	32,000 K
Iron	60,000 K	72,000 K	88,000 K

Each type of cargo may be bought at any major port and sold at another. The normal amount that is paid is the base cost. This is modified, however, by the highest Bargaining Bonus of the player-characters involved. The Bargaining Bonus is percentage calculated as follows:

1. Bargaining Bonus starts at 0%.
2. Add 10% if the character has merchant skill.
3. Add 5% if the character has mathematician skill.
4. Add 5% if the character has orator skill.
5. Add 5% if the character has scribe/accountant skill.
6. Add 10% if the character is a Pygmy Folk.
7. Add 5% if the character has good contacts in the port city, i.e. he has bought and sold goods there several times before.
8. Add 5% for each skill the character has which is complementary to the type of goods he is bargaining for.
9. Subtract 5% if the character has to work through an interpreter does not understand the local language.

Cargo	Complementary Skill(s)
Wine	Wine-maker

Cargo	Complementary Skill(s)
Grain	Farmer
Fruits & vegetables	Farmer, botanist, grocer
Spice	Cook
Clothing materials	Tailor, tanner, weaver
Livestock	Animal-trainer, hunter
Slaves	Slaver
Copper	Geologist, miner
Silver	Jeweller-goldsmith, miner
Gold	Jeweller-goldsmith, miner
Iron	Smith-armoror, miner

When buying cargo, subtract the bargaining Bonus from the Base Cost to determine the real cost per ton (if this goes below the Minimum Cost, use the Minimum Cost instead). When selling cargo at another port, add the Bargaining Bonus to the Base Cost to see how much the cargo may be sold for (this, again, may not exceed the Maximum Cost of the cargo).

The same type of cargo, however, may never be bought and sold in the same port at one docking.

To add some realistic fluctuation to the economic situation in the game, the referee may randomly assign one type of cargo as being under-supplied and another as over-supplied each time players enter a new port. When a commodity is under-supplied, it may not be bought by merchants, but may be sold at the Maximum Cost listed in that port. When a commodity is over-supplied, it may not be sold at the port, but may be bought at the Minimum Cost listed. Silver, Gold and Iron are never over-supplied.

Voyages

Sea-merchants on Tékumel rarely sail out of sight of land, and tend to hug the coast while they travel to their next destination. Determine the speed of the voyage, encounters, getting lost, etc. as detailed in the *Empire of the Petal Throne* rulebook.

When vessels enter a port, they must pay customer duties on the cargo aboard. The total percentages of the Base value of the goods on board (bribes included) come to the following

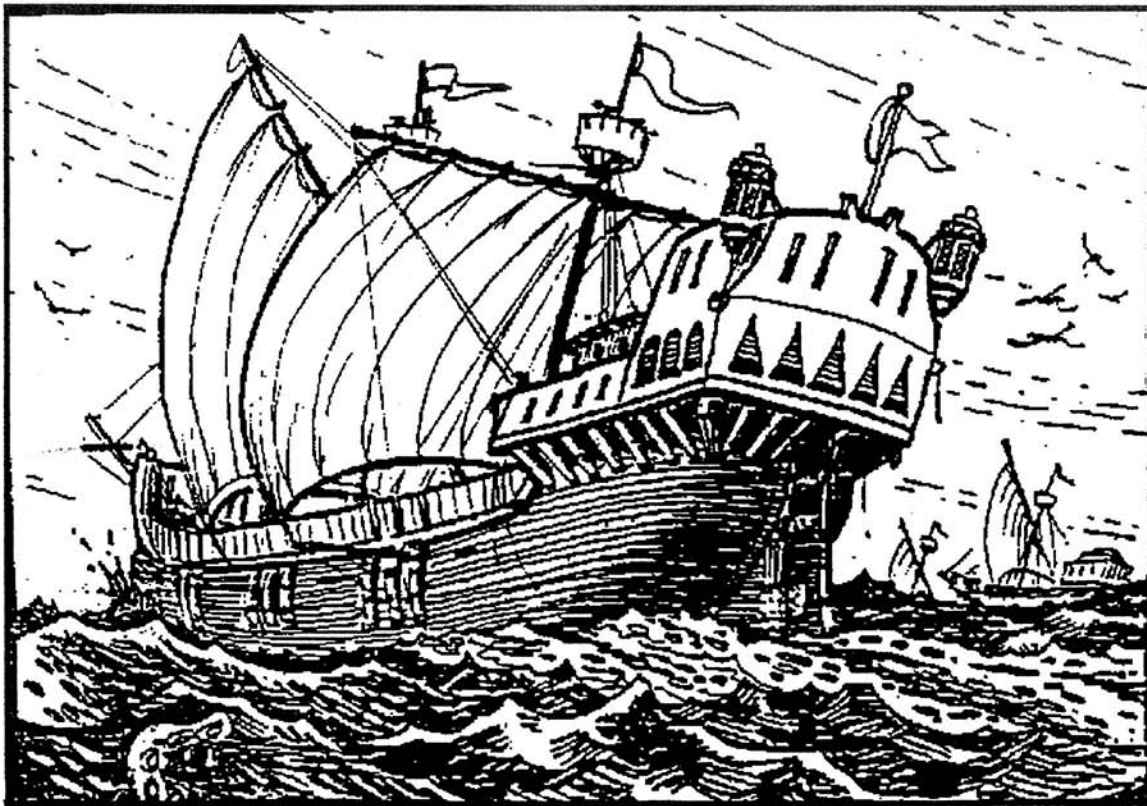
values for the various empires, kingdoms and other nations of Tékumel:

Nation	Tariff
Tsolyánu	2.5%
Livyánu	2.5%
Mu'ugalavyá	2.0%
Salarvyá	5.0%
Yán Kór	1.0%
Háida Pakála	10.0%
Shényu	2.0%
All Others	1 or 0%

Once in a port, a vessel must remain docked for one week per 100 tons (or fraction thereof) of cargo it loads or unloads. Dock fee is 100 Káitars per week in port.

Ships damaged in storms or battles may be required by local ship-builders while in port. The cost of this is 25% of the ship's original cost.

Tnék



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The Underworlds

The Tsuru'úmyal (Underworlds) are a phenomenon on Tékumel. These labyrinths and warrens provide easy access to danger and excitement for adventurers, but one must remember that this is not the only reason they exist. Underworlds develop intricately over thousands of years for various reasons. Some of these are listed below:

- 1. Natural ruins:** When buildings and edifices are abandoned or deserted, they may be gradually covered by the local terrain and become part of the underworld.
- 2. Entombment:** In the City of the Dead, found on the outskirts of most cities in the Five Empires, rich and noble persons are buried in elaborate tombs and mazes of catacombs.
- 3. Ditolána:** According to the ancient tradition of Ditolána (renewing), the cities of the Five Empires are symbolically purified at intervals of about 500 years. Purification is achieved by destroying the city, filling in the foundations, and building a larger, more impressive city above the ruins. Of course, large sections of ancient cities still exist beneath the modern cities, adding their volume to the local underworld.
- 4. Temples:** The various hierarchies in the temples retain their ancient shrines and temples in the underworlds for certain holy rites. The temples of Change are especially fond of maintaining their shrines beneath Tékumel's surface.
- 5. Denizens of the Underworld:** A variety of beings, human and otherwise, have learned to survive in the Underworlds. These creatures often add on to existing ruins by digging their own tunnels, holes, etc. and by excavating ruins in search of food and treasure.

The underworlds of Tékumel have developed in logical patterns dictated by the processes listed above. In light of this fact, it may be observed that the simple system for randomly assigning monsters to the rooms of an underworld, as listed in the *Empire of the Petal Throne* rulebook, is inadequate for players with really advanced knowledge of Tékumel gaming. I have designed an alternative system, giving more detail to each location in the underworld allowing for logical patterns of development, and effectively making the whole underworld one big "Saturday night special."

Level Structure

To begin an underworld, the referee must first determine the number of levels it has. This may be achieved by simply choosing a fitting number, or by rolling a D10 (add 3 if the underworld is beneath a town or isolated temple, 5 if it is below a city, and 6 if it is below a real metropolis).

Each level contains a number of structures of complexes of rooms. There should be about $1D6 +$ the level number in structures on each level (i.e. 1st level has $1D6 + 1$ structures, 2nd has $1D6 + 2$, 3rd has $1D6 + 3$, etc.). There are 14 basic types of structures, described fully below:

Cities - Complexes of abandoned or buried city rooms. Most of these rooms are rubble-strewn foundations or collapsed cellars, but occasionally a room with intact furniture, artwork, etc. will be found.

Catacombs - Labyrinth of cave-like chambers, used for mass burial. Corpses are often interred in crypts carved out of the walls. Most catacombs have been long abandoned, but some are still used by certain temples, and are suitably guarded.

Shrines - Small complexes devoted to a God,

Cohort, or Demonic Being. They usually consist of a small altar chamber and various entrance halls, prayer rooms, etc. Shrines are usually protected by supernatural forces, as opposed to corporeal guards.

Temples - Large complexes devoted to a God, Cohort, or Demonic Being. Unlike shrines, temples are more commonly used by people from the surface, and may be occupied by priests, temple guards, etc.

Tombs - Places of interment for people of medium or high rank: Wealthy merchants, Imperial officials, rich priests, etc. The sleep of the dead is usually protected by various deadly guardians and devices.

Great Tombs - Places of interment for people of very high rank: Emperors Kings, high noblemen, great warriors, high priests, etc. These crypt chambers are always well guarded.

Palaces - The remains of ancient palaces, buried for one reason or another. Some are still fairly intact, displaying the splendor of past dynasties. If well hidden, they may still be filled with treasure.

Caches - Ancient treasure caches, left to be guarded by fearsome creatures and traps in ancient times.

Fortresses - The remains of old castles and forts buried beneath the surfaces by time and war. One may sometimes find large sections intact, including barracks, guardrooms and armories, often filled with potent weapons.

Wizards' Towers - As the name suggests, the hideaways of ancient magic users, buried by time. Although the original occupants rarely dwell in their towers, their pets, experiments and guardians may still protect the artifacts and devices within.

Canals - Systems of underground rivers (such as the eerie River of Silence beneath Jakállá). On

canals will be found various docks, quays and islands, each of which may be guarded by aquatic monsters.

Mazes - Labyrinths and featureless mazes extend for great distances in the underworld. Some of these are natural cave systems or the random pattern formed by Ditolána-razed chambers. Others are purposely constructed by groups which wish the underworld to go unexplored by others--such as the Ssú and the Priests of Ksáru.

Nexus Points - Mysterious gates between dimensions, sometimes found on low levels of the underworld. These gates may transport a part to another part of the underworld, another part of Tékumel, or even another dimension or plane.

Ancient Tunnels - Remains of structures from the Latter Times and from before the Time of Darkness. Technological items and devices are common in these areas, and they even lead to tubeway stations (a sort of supersonic subway

system, parts of which may still be intact). These areas are, of course, well guarded by ancient creatures and traps, and they are also commonly infested with Ssú, who seem to have an excellent knowledge of the tubeways.

The referee should roll a 1D20 on the table below for each structure on a level to determine its type. Cross-reference the roll and the depth of the level to determine the type of structure.

Mapping the Underworld

Once the type of each structure is determined, the referee should start to map out each level. The first step to mapping out a level is rolling up how many rooms each structure contains. Each structure is made up of 1D6 rooms, plus the modifiers for type shown below:

City	+3 rooms	Catacombs	+2 rooms
Shrine	+0 rooms	Temple	+3 rooms
Tomb	+1 room	Great Tomb	+3 rooms
Palace	+5 rooms	Cache	+0 rooms
Fortress	+5 rooms	Wizard's Tower	+3 rooms
Canals	+1 room	Maze	Special
Nexus Point	special	Ancient Tunnels	+2 rooms

Mazes may either be mapped out in detail, making it necessary for parties to figure them out geometrically, or they may simply be blocked off on the map, requiring a roll against the party leader's intelligence, or some similar arrangement.

A nexus point takes up one room (usually directly connected with another structure). Passage through such a room indicates passage through the dimensional gate

contained within.

After the number of rooms in each structure is determined, the type of each room must be decided on. Listed below are likely types of rooms, which should be included in each structure in the order in which they are listed (e.g. a Tomb within 3 rooms would contain a Tomb Chamber, an Offering room, and an Inner Hall, but not an Outer Hall, Secret Room, or Guard Rooms).

City

1	Collapsed Cellar
2	Foundation
3	Collapsed Cellar
4	Empty Room
5	Empty Room
6	Empty Room
7	Empty Room
8	Collapsed Cellar
9	Empty Room

Shrine

1	Inner Shrine
2	Inner Hall
3	Outer Hall
4	Prayer Room
5	Prayer Room
6	Secret Room

Temple

1	Altar Room
2	Inner Hall
3	Outer Hall
4	Storage Room
5	Prayer Room
6	Prayer Room

Catacombs

1	Plundered Crypt
2	Crypt
3	Crypt
4	Plundered Crypt
5	Collapsed Room
6	Collapsed Room
7	Plundered Crypt
8	Collapsed Rooms

Tomb

1	Tomb Chamber
2	Offering Room
3	Inner Hall
4	Outer Hall
5	Secret Room
6	Guard Room
7	Guard Room

Great Tomb

1	Tomb chamber
2	Offering Room
3	Inner Hall
4	Outer Hall
5	Trap
6	Secret Room

Temple

7	Secret Room
8	Cell
9	Library

Palace

1	Throne Room
2	Living Quarters
3	Living Quarters
4	Reception Room
5	Main Hall
6	Cellars & Foundation
7	Gardens
8	Guard Room
9	Courtyard
10	Treasury
11	Guard Room

Cache

1	Cache
2	Trap
3	Guard Room
4	Guard Room
5	Guard Room
6	Guard Room

Great Tomb

7	Guard room
8	Guard Room
9	Guard Room

Fortress

1	Barracks
2	Storage
3	Courtyard
4	Main Hall
5	Officers Quarters
6	Guard Room
7	Cellars & Foundation
8	Guard Room
9	Secret Room
10	Guard Room
11	Barracks

Canals

1	Dock
2	Dock
3	Island
4	Dock
5	Island
6	Dock
7	Island

Wizard's Tower

1	Living Quarters
2	Inner Hall
3	Laboratory
4	Storage Room
5	Summoning Room
6	Guard Room
7	Courtyard
8	Secret Room
9	Cell

The referee should assign the various rooms and chambers appropriate dimensions, and map out each level, bearing the following factors in mind:

1. Many extra empty rooms, dead-end passageways, etc. should be added to realistically represent a buried complex. Remember that the underworld is filled with stretches of empty ruins, and blocked by rubble in many places.
2. Similar structures should be grouped together. Shrines, Temples, and Wizard's Towers may be close to each other, as Tombs and catacombs should be, etc. Structures may even be combined (e.g. a Temple and Shrine could be put together to form a large Temple complex).
3. The positions of structures in the underworld may be related to the positions of buildings on the surface. Temples and Shrines will usually be in a position below the appropriate Temple on the surface, canals, must be formed from underground branches of surface rivers, City areas will be directly beneath surface towns and cities, etc.
4. The referee should add stairways, trapdoors, and chutes leading to lower levels. There should be at least one way down in every other structure

Ancient Tunnels

1	Ancient Room
2	Ancient Room
3	Guard Room
4	Ancient Room
5	Ancient Room
6	Guard Room
7	Guard Room
8	Tubeway Station

on a level.

5. The referee should remember that the architecture, design, and decoration of a structure should reflect the period in which it was built. Use the chart below to determine the period of the various levels of an underworld:

<u>Level</u> <u>Underground</u>	<u>Approximate Period</u>
1-3	Modern
3-6	Engsvanyáli
5-8	Bednálljan
8-9	Time of the Dragon Lords
9-10	Earlier Eras
10-12	Latter Times
12+	Time of Darkness

Parties of adventurers should be able to recognize the architecture and design of each level to determine the period in which it was built.

Room Descriptions

The full description of each room is determined by a series of rolls on several tables below. The first roll is for "Encounter." If the indicated number(s) is rolled on a D6, an underworld creature is present in the room. A second roll is made to determine if the creature is a Guardian or a Wanderer. Guardians will stay in the room they were assigned to. Wanderers may leave if they hear interesting noises (a party in battle, for instance). Wanderers will also run if they start to lose a fight; Guardians will not. For convenience, the possible underworld creatures are separated into the 12 categories listed below. The referee should pick a creature or a number of creatures from the category indicated, suitable to the situation and level.

Bandits - Humans or intelligent nonhumans who



have turned to Tomb robbery and banditry for a living. If they are encountered as Wanderers, they are in search of treasure. If encountered as Guardians, they are in their lair or hideout. Bandits vary in power, depending on the level they inhabit. If encountered in their lair, they will have a Type A or Type B treasure.

Adventurers - Humans or intelligent nonhumans who have descended into the underworld in search of treasure and artifacts. They may be willing to join forces with another party of adventurers, or they may see them as just another bunch of monsters (roll on the NPC reaction table in the *Empire of the Petal Throne* rulebook). Adventurers carry Type B or Type C treasure.

Undead - Corpses reanimated to serve various purposes. Undead may be (in order of increasing power) Mrúr, Shédra, Hurú'u, Vorodlá, or Hrá.

Guardians - Creatures designed to protect treasure by the ancients, the priests of Ksárul, and others. They may be Biridlú, Marashyálu, Qumqúm, Tsü'uru, Sagún, Ru'ún, or Ngóro.

Carrion Eaters - Creatures which subsist on carrion. They are generally either Kúrgha or Dlaqó beetles.

Demon - A large interdimensional demonic being. A suitable demon may be chosen from *The Book of Ebon Bindings* (by M.A.R. Barker), or may be invented by the referee. Lesser Demons are as shown under "The Demon" spell in the *Empire of the Petal Throne* rulebook. Others may be more powerful, and have other powers, as determined by the referee.

Guards - Humans or intelligent nonhumans (including Qól) who are set to guard a specific place. Their strength should be based on the level on which they are encountered.

Water Creatures - These include most of the creatures normally encountered at sea. The

referee may choose from the Sró, Ghár, Qáqtla, Akhó, Mu'ágh, Haqél, Nenyélu, Krúa, Ngrútha, Chashkéri, Tletlákha, and Tsóggú.

Ancients - Creatures or devices created by the ancients, including the Marashyálu, Yéleth, Tsü'uru, Sagún, and Ru'ún.

Ssú - The Ssú roam some areas constructed by the ancients, no matter where the underworld is located, due to their knowledge and use of the tubeways.

Independents - Intelligent or semi-intelligent underworld creatures which function on their own. Independents include the Chnéhl, Qól, Thúnru'u, and Nshé.

Other - Monsters not on the encounter charts below, and not included in the categories above. They should be used in special situations at the referee's discretion. Creatures included in this category are the Aqáà, Hli'ír, Káyi, and Ngáyu.

Once the type of encounter is decided upon, the referee should determine if the room

contains treasure. Monsters will, of course, carry whatever treasure is normal for them. Some rooms have a chance of containing treasure, whether guarded or not. Some rooms contain the treasure type that is normally found in the creature's lair. If there is no encounter in these rooms, then there is no treasure; if there is an encounter, the treasure is automatically present (no roll as for normal lairs).

If there is treasure in the room, a second roll is necessary to find if it is contained in a chest or is loose. If the treasure is in a chest, there is a 20% chance that the chest will be trapped in some way (the referee should choose an appropriate type of trap). Either way, the treasure will be hidden or disguised in some way on a roll of 5 or 6 on a D6.

Below each room description is a listing of possible random contents of the room, to aid the referee in making up a full verbal description of the room.

Shrine

Roll 1D20 to determine the dedication of the shrine:

Roll	Dedication
1-2	a God of Stability
3	a Cohort of Stability
4-10	a God of Change
11-15	a Cohort of Change
15-19	Demonic Being
20	Unknown or Early God

Encounters:

Roll	Guardians	Wanderers
1-40	Demons	Undead
41-70	Guardians	Bandits
71-90	Guards	Independents
91-100	Undead	Adventurers

Room Descriptions:

<u>Room Type</u>	<u>Encounter</u>	<u>Guard/Wand</u>	<u>Treasure</u>	<u>Chest/Loose</u>
Inner Shrine	3-6	1-5/6	As per lair	1-5/6
<i>Random Contents: altar, idols, statues, tapestries, mosaics, murals, etc.</i>				
Inner Hall	6	1-5/6	As per lair	1-5/6
<i>Random Contents: statues, pillars, tapestries, mosaics, murals, etc.</i>				
Outer Hall	6	1-5/6	As per lair	1-5/6
<i>Random Contents: statues, pillars, tapestries, mosaics, murals, etc.</i>				
Prayer Room	5-6	1-5/6	As per lair	1-5/6
<i>Random Contents: statues, small altars, idols, tapestries, mosaics, murals, etc.</i>				
Secret Room	1-6	1-6/0	As per lair +50%:D	1-5/6
<i>Random Contents: record tablets, tapestries, murals, mosaics, etc.</i>				

Cities

Encounters (roll percentile dice):

Roll	Guardians	Wanderers
1-50	Bandits	Bandits
51-80	Guardians	Carrion Eaters
81-100	Independents	Adventurers

Room Descriptions:

<u>Room Type</u>	<u>Encounter</u>	<u>Guard/Wand</u>	<u>Treasure</u>	<u>Chest/Loose</u>
Collapsed cellar	6	0/1-6	20%:A	2-6
<i>Random Contents: bowls, barrels, masonry, bottles, rubble, etc.</i>				
Foundation	6	2-6	None	-
<i>Random Contents: pillars, supports, rubble, masonry, plaster</i>				
Empty Room	5-6	1-3/4-6	40%:A	1-4/5-6
<i>Random Contents: rotting tapestries, clothes, furniture, carpets, rusty weapons and armor, etc.</i>				

Catacombs

Encounters:

<u>Roll</u>	<u>Guardians</u>	<u>Wanderers</u>
1-45	Undead	Carrion Eaters
46-65	Guardians	Undead
66-90	Guards	Bandits
91-100	Independents	Independents

Room Descriptions:

<u>Room Type</u>	<u>Encounter</u>	<u>Guard/Wand</u>	<u>Treasure</u>	<u>Chest/Loose</u>
Plundered Crypt	6	2-6	None	-
<i>Random contents: catalogues of the dead, skeletons, masonry, shrouds, small altars, etc.</i>				
Crypt	5-6	1-3/4-6	40%: A	1-3/4-6
<i>Random contents: catalogues of the dead, altars, statues, etc.</i>				
Collapsed Room	6	2-6	30%: A	2-6
<i>Random contents: catalogues, skeletons, shrouds, masonry, altars, rubble, etc.</i>				

<u>Room Type</u>	<u>Encounter</u>	<u>Guard/Wand</u>	<u>Treasure</u>	<u>Chest/Loose</u>
Wizard's Tower				

Encounters:

Roll	Guardians	Wanderers
1-45	Demon	Independents
46-75	Undead	Undead
76-100	Guardians	Adventurers

Room Descriptions:

<u>Room Type</u>	<u>Encounter</u>	<u>Guard/Ward</u>	<u>Treasure</u>	<u>Chest/Loose</u>
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Living Quarters	6	1-5/6	as per lair +30%: B	1-5/6
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Random Contents: furniture, pillars, statues, books, etc.

Inner Hall	6	1-5/6	as per lair	1-5/6
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Random Contents: pillars, statues, tapestries, murals, mosaics, etc.

Laboratory	3-6	1-6/0	+50%: 1-6 scrolls +40%: 1-2 amulets +30%: 1-2 misc. Magic +30%: 1-2 books +30%: 1 Eye	1-3/4-6
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Random Contents: powders, incenses, books, scrolls, chemical apparatus, strange symbols and glyphs carved into the floor and walls.

Storage	6	1-5/6	as per lair +50%: C	1-5/6
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Random Contents: bottles, barrels, etc.

Summoning Room	3-6	1-6/0	+60%: 1-4 scrolls +50%: 1-2 books	2-6
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Random Contents: powders, incenses, books, scrolls, ceremonial daggers, altars, strange symbols and glyphs, etc.

<u>Room Type</u>	<u>Encounter</u>	<u>Guard/Ward</u>	<u>Treasure</u>	<u>Chest/Loose</u>
Guard Room	4-6	1-4/5-6	as in lair +10%: magical weapons and armor	1-3/4-6

Random Contents: old weapons and armor, etc.

Courtyard	6	2-6	as in lair	1-2/3-6
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Random Contents: fountains, pillars, statues, mosaics, etc.

Secret Room	1-6	1-6/0	as in lair +60%: D +30%: 1-2 misc. magic	1-5/6
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Random Contents: statues, tapestries, murals, mosaics, etc.

Cell	6	1-3/4-6	None	
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Random Contents: manacles, chains, skeletons, etc.

Temple

Roll 1D20 to determine the dedication of the temple:

<u>Roll</u>	<u>Dedication</u>
1-2	a God of Stability
3	a Cohort of Stability
4-11	a God of Change
12-17	a Cohort of Change
18	Demonic Being
19-20	Unknown or Early God

Encounters:

<u>Roll</u>	<u>Guardians</u>	<u>Wanderers</u>
1-40	Demon	Guards
41-70	Guards	Independents
71-90	Guardians	Undead

Roll	Guardians	Wanderers
91-100	Undead	Adventurers

Room Descriptions:

Room Type	Encounter	Guard/Wand	Treasure	Chest/Loose
Altar Room	3-6	1-6/0	as per lair	1-5/6
<i>Random Contents: altar, large idols and statues, tapestries, mosaics, murals, etc.</i>				
Inner Hall	6	1-5/6	as per lair	1-5/6
<i>Random Contents: statues, pillars, tapestries, mosaics, murals, etc.</i>				
Outer Hall	6	1-5/6	as per lair	1-5/6
<i>Random Contents: statues, pillars, tapestries, mosaics, murals, etc.</i>				
Storage Room	6	1-3/4-6	+40%: B	1-4/5-6
<i>Random Contents: barrels, furniture, ropes, rugs, rusty weapons and armor, etc.</i>				
Prayer Room	5-6	1-5/6	as per lair	1-5/6
<i>Random Contents: idols, small altars, tapestries, mosaics, murals</i>				
Secret Room	1-6	1-6/0	as per lair +50%: E	1-5/6
<i>Random Contents: record tablets, tapestries, mosaics, murals, etc.</i>				
Cell	6	1-3/4-6	None	-
<i>Random Contents: manacles, chains, skeletons, prisoners, etc.</i>				
Library	6	1-4/5-6	as per lair +60%: 1-3 books +50%: 1-6 scrolls	1-4/5-6
<i>Random Contents: books, scrolls, manuscripts, temple records, etc.</i>				

Canals

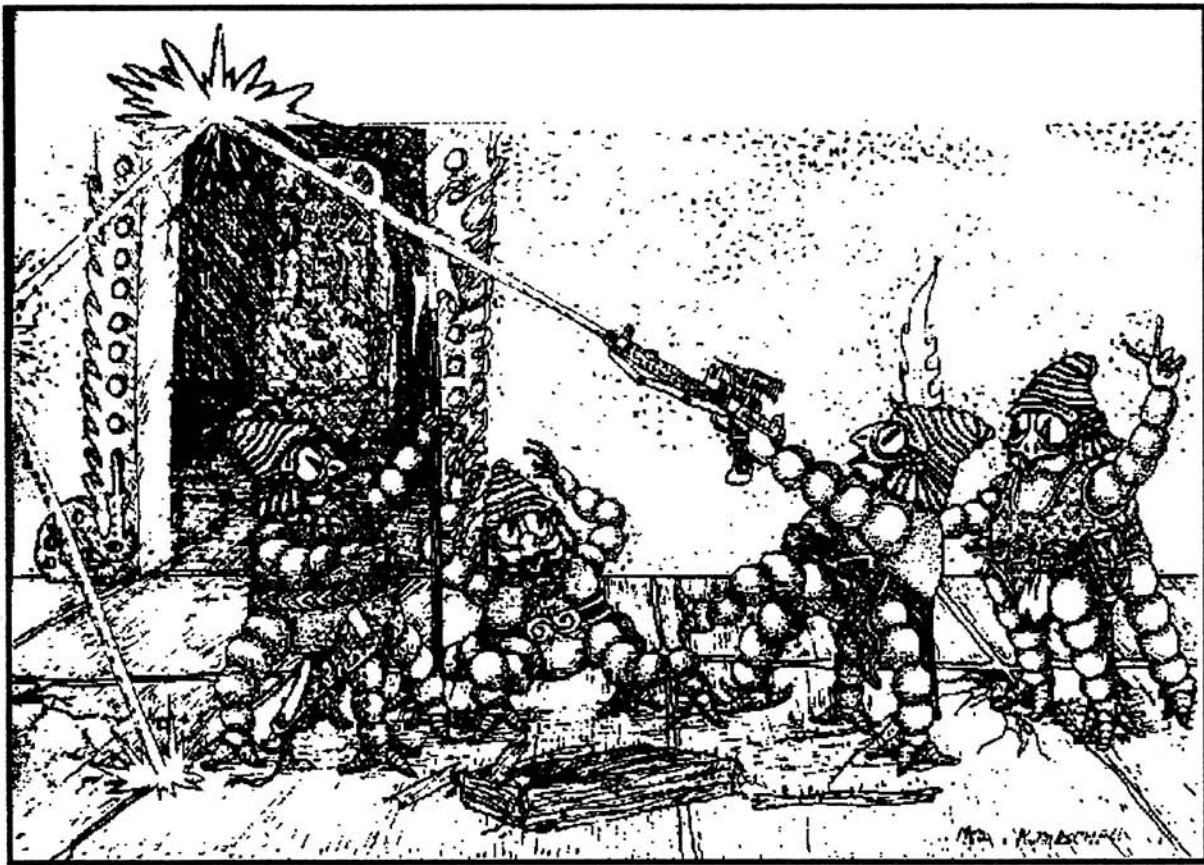
Encounters:

Roll	Wanderers
1-85	Water creatures

Roll	Wanderers
86-100	Adventurers

Room Descriptions:

<u>Room type</u>	<u>Encounter</u>	<u>Guard/Wand</u>	<u>Treasurer</u>	<u>Chest/Loose</u>
Dock	6	0/1-6	None	-
<i>Random Contents: wharf, canal barge, etc.</i>				
Island	4-6	0/1-6	as per lair	2-6
<i>Random Contents: beach, fresh water pools, raft, etc.</i>				



Maze

Roll 1D6 for every turn spent in a maze. On a roll of 6, a wanderer is encountered. Encounters in mazes will have no treasure.

Encounters:

Roll	Wanderers
1-30	Independents
31-50	Bandits
51-70	Carrion eaters
71-85	Undead
86-95	Adventurers
96-100	Ssú

Rooms in mazes are, by necessity, non-descript.

Nexus Point

Nexus points are rarely guarded, inhabited, or filled with treasure. They may have an eerie glow, strange symbols or glyphs, odd sounds or scents, etc., which may give a party a clue to their nature.

Ancient Temple

Encounters:

Roll	Guardians	Wanderers
1-50	Ancients	Ssú
51-90	Guardians	Ancients
91-100	Independents	Adventurers

Room Descriptions:

<u>Room Type</u>	<u>Encounter</u>	<u>Guard/Wand</u>	<u>Treasure</u>	<u>Chest/Loose</u>
Ancient Room	6	1-3/4-6	as in lair	1-2/3-6

Random Contents: strange equipment and devices, walls of concrete, thorny ancient inscriptions, etc.

<u>Room Type</u>	<u>Encounter</u>	<u>Guard/Wand</u>	<u>Treasure</u>	<u>Chest/Loose</u>
Guard Room	4-6	1-4/5-6	as in lair +50%: 1-2 Eyes	1-2/3-6
<i>Random Contents: ancient weapons, strange equipment, walls of concrete, ancient inscriptions, etc.</i>				
Tubeway Station	5-6	1-6/0	as in lair +40%: 1-2 Eyes +50%: Tubecar	1-2/3-6
<i>Random Contents: strange equipment, colored crystal floor tiles, tubecar tunnels, etc.</i>				

Cache

Encounters:

<u>Roll</u>	<u>Guardians</u>
1-30	Guardian
31-60	Undead
61-80	Independents
81-90	Demon
91-100	Ancients

Room Descriptions:

<u>Room Type</u>	<u>Encounter</u>	<u>Guard/Wand</u>	<u>Treasure</u>	<u>Chest/Loose</u>
Cache	1-6	1-6/0	as in lair +100%: D	1-6/0
<i>Random Contents: chests, furniture, bottles of wine, knick-knacks and baubles, etc.</i>				
<i>Trap: The referee should devise a suitable room-sized trap.</i>				
Guard Room	1-6	1-6/0	None	-
<i>Random Contents: old weapons and armor</i>				

Fortress

Encounters:

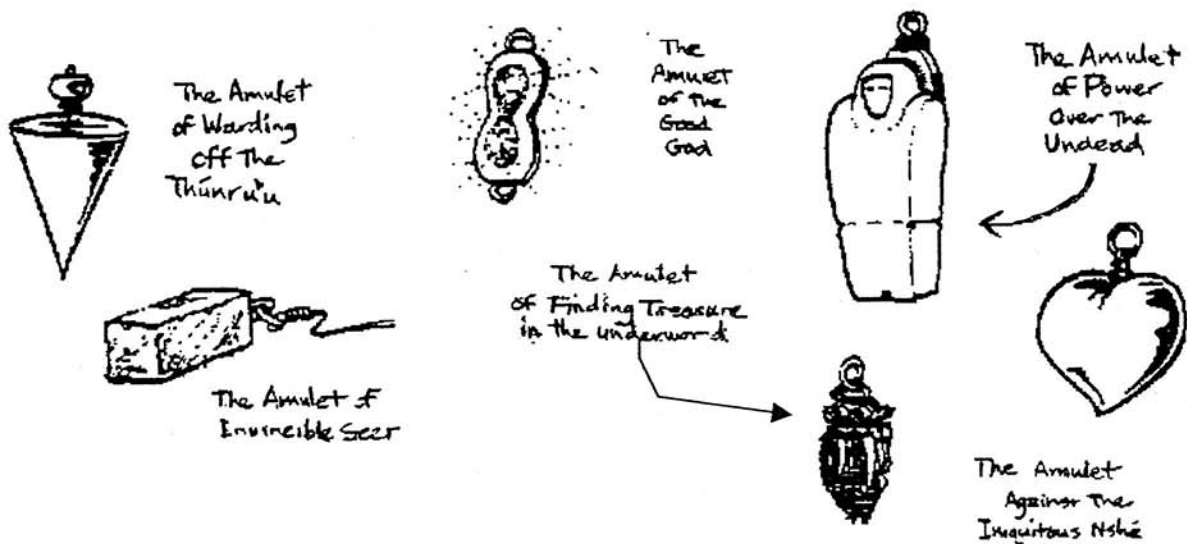
Roll	Guardians	Wanderers
1-40	Guardian	Bandits
41-70	Undead	Independents
71-100	Bandits	Adventurers

Room Descriptions:

<u>Room Type</u>	<u>Encounter</u>	<u>Guard/Wand</u>	<u>Treasure</u>	<u>Chest/Loose</u>
Barracks	6	2-6	10%; magical weapons and armor	1-2/3-6
<i>Random Contents: bunks, old weapons and armor, etc.</i>				
Storage	6	2-6	10%; magical weapons and armor	1-2/3-6
<i>Random Contents: old weapons and armor, barrels, bottles, etc.</i>				
Courtyard	6	2-6	None	-
<i>Random Contents: well, pillars, statues, etc.</i>				
Main Hall	6	2-6	None	-
<i>Random Contents: pillars, statues, etc.</i>				
Officers' Quarters	5-6	1-3/4-6	40%: B 50%: magical weapons and armor	1-3/4-6
<i>Random Contents: furniture, old weapons and armor, etc.</i>				
Cellars	5-6	0/1-6	None	-
<i>Random Contents: barrels, bottles, foundations, masonry, pillars</i>				
Guard Room	5-6	1-2/3-6	as per lair	1-3/4-6
<i>Random Contents: pillars, old weapons and armor, etc.</i>				

<u>Room Type</u>	<u>Encounter</u>	<u>Guard/Wand</u>	<u>Treasure</u>	<u>Chest/Loose</u>
Secret Room	1-6	1-6/0	as per lair +50%: D +60%: magical weapons and armor	1-5/6

Random Contents: old weapons and armor, castle records, statues, tapestries, etc.



Great Tomb

Roll 1D20 to determine the occupant of the tomb:

Roll	Guardians
1	King or Emperor
2	Queen or Empress
3-5	King or Queen's Favorite
6-12	High Noble
13-15	Great Warrior
16-18	High Priest
19-20	Powerful Magic User

Encounters:

Roll	Guardians	Wanderers
1-40	Guardian	Undead
41-70	Demon	Bandits
71-90	Undead	Independents
91-100	Guards	Adventurers

Room Descriptions:

<u>Room Type</u>	<u>Encounter</u>	<u>Guard/Wand</u>	<u>Treasure</u>	<u>Chest/Loose</u>
Tomb Chamber	2-6	1-5/6	as per lair	1-5/6
<i>Random Contents: sarcophagus, braziers, pillars, statues, tapestries, murals, mosaics etc.</i>				
Offering Room	5-6	1-3/4-6	as per lair	1-5/6
<i>Random Contents: altars, statues, tapestries, murals, mosaics, etc.</i>				
Inner Hall	6	1-5/6	as per lair	1-5/6
<i>Random Contents: pillars, statues, tapestries, mosaics, murals, etc.</i>				
Outer Hall	6	1-5/6	as per lair	1-5/6
<i>Random Contents: pillars, statues, tapestries, mosaics, murals, etc.</i>				
<i>Trap: The referee should devise a suitable room-sized trap.</i>				
Secret Room	1-6	1-6/0	as per lair +60%: D	1-5/6
<i>Random Contents: tapestries, mosaics, murals, etc.</i>				
Guard Room	4-6	1-3/4-6	10%: magical weapons or armor	1-3/4-6
<i>Random Contents: pillars, old weapons and armor, etc.</i>				

Tomb

Encounters:

Roll	Guardians	Wanderers
1-40	Undead	Undead
41-70	Guardian	Bandits
71-90	Demon	Independents
91-100	Guards	Adventurers

Room Descriptions:

<u>Room Type</u>	<u>Encounter</u>	<u>Guard/Wand</u>	<u>Treasure</u>	<u>Chest/Loose</u>
Tomb Chamber	3-6	1-5/6	as per lair	1-5/6
<i>Random Contents: sarcophagus, braziers, pillars, tapestries, murals, mosaics, etc.</i>				
Offering Room	5-6	1-3/4-6	as per lair	1-5/6
<i>Random Contents: small altars, statues, tapestries, mosaics, murals, etc.</i>				
Inner Hall	6	1-5/6	as per lair	1-5/6
<i>Random Contents: pillars, statues, tapestries, mosaics, murals, etc.</i>				
Outer Hall	6	1-5/6	as per lair	1-5/6
<i>Random Contents: pillars, statues, tapestries, mosaics, murals, etc.</i>				
Secret Room	1-6	1-6/0	as per lair +50%: C	1-5/6
<i>Random Contents: tapestries, mosaics, murals, etc.</i>				
Guard Room	4-6	1-4/5-6	10%: magic weapons or armor	1-34-6
<i>Random Contents: armor, weapons, pillars, statues, murals, etc.</i>				

Palace

Encounters:

Roll	Guardians	Wanderers
1-50	Guardian	Bandits
51-90	Guards	Independents
91-100	Undead	Adventurers

Room Descriptions:

<u>Room Type</u>	<u>Encounter</u>	<u>Guard/Wand</u>	<u>Treasure</u>	<u>Chest/Loose</u>
Throne Room	3-6	1-5/6	as per lair +50%: C	1-5/6
<i>Random Contents: throne(s), furniture, pillars, statues, tapestries, mosaics</i>				
Living Quarters	6	1-5/6	as per lair +50%: A	1-5/6
<i>Random Contents: furniture, baths, pillars, statues, tapestries, murals, mosaics, etc.</i>				
Reception Room	6	1-5/6	as per lair	1-4/4-6
<i>Random Contents: couches, tables, statues, tapestries, murals, mosaics, etc.</i>				
Main Hall	6	1-5/6	as per lair	1-5/6
<i>Random Contents: pillars, statues, tapestries, murals, mosaics, etc.</i>				
Cellars	5-6	1-2/3-6	as per lair	1-3/4-6
<i>Random Contents: pillars, foundations, barrels, bottles, etc.</i>				
Gardens	6	1-4/5-6	as per lair	1-3/4-6
<i>Random Contents: plants, fountains, statues, pillars, mosaics, etc.</i>				
Guard Room	5-6	1-4/5-6	10%: magical weapons and armor	1-3/4-6
<i>Random Contents: old weapons and armor, pillars, murals, etc.</i>				
Courtyard	6	1-4/5-6	as per lair	1-4/5-6
<i>Random Contents: fountains, pillars, statues, mosaics, etc.</i>				

Room Type

Treasury

Encounter

1-6

Guard/Wand

1-6/0

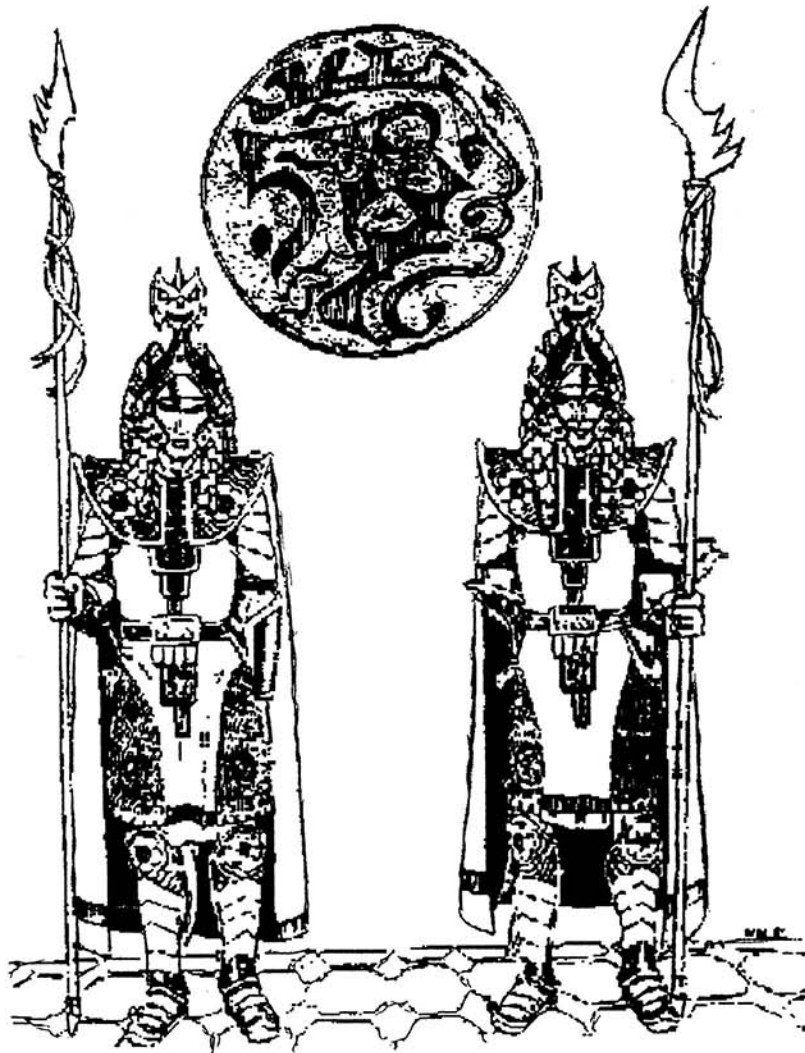
Treasure

as per lair
+70%: E

Chest/Loose

1-5/6

Random Contents: palace records, tapestries, murals, mosaics, etc



New Magical Items for EPT

One of the most exotic things about Tékumel is the wide range of superbly crafted magical items which characters may acquire during the course of their adventures.

Unfortunately, players who have studied the rules carefully learn to recognize them all and tend to say: "Oh, it's one of those." In the space below, I have devised a few new items for Tékumel gaming, designed to give veteran players a few surprises (pleasant and otherwise ...). I hope you enjoy them.

1) *The Marvelous Inkpot of Gratstsátla the Wise:* This is a small bronze inkpot filled with a strange magical ink. This side of the pot has the item's name inscribed in Engsvanyáli. There are 1D10 "charges" of ink left in the pot. Any character who has Scribe-accountant skill may use the ink to make magic scroll of any spell he or she knows (or to copy an existing scroll). "Charges" of ink may also be used by any character with Artist skill to summon a creature of 3 or less hit dice by drawing its image on a piece of parchment. This being will follow the Artist's orders for 1D4 turns before turning back into a



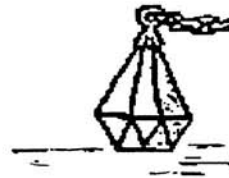
#1

picture (permanently). The larger the summoned creature, the longer it will take to draw (assume one combat round per hit die for the being). The picture may not be drawn in advance and completed at the last moment, because the ink

must all still be wet in order to summon a being. Artists and scribes using the ink must roll for their success (as for spellcasting).

2) *The Mask of Mnuótl:* This item appears to be a simple Chlén-hide mask, made for a human face, and colored dark purple all over. It allows the wearer to change her or his appearance to that of any other person or creature he or she desires (all viewers must make saving rolls versus Hypnosis to disbelieve). The mask does not change the wearer's powers, voice, abilities, etc. "Charges" should be checked with 1D100 (a charge is used up with each identity taken on by the wearer.)

3) *The Talisman of the Blue Lady:* This is a small polished blue stone on a thin gold chain. Priests have a 10% chance per level of recognizing it as having something to do with the fertility rites of the Temple of Avánthe. Any human character who wears this talisman regularly will have his or her comeliness raised by 10 points with the opposite sex, gets a +5 bonus on the Reaction table when dealing with the opposite sex, and is

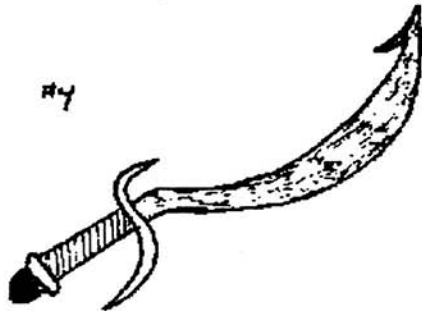


#3

very fertile (100%). This item has unlimited charges.

4) *The Scimitar of Chaké the Dismemberer:* This item (mentioned briefly on page 20 of the original edition of MAR Barker's *The Book of*

Ebon Bindings published by Imperial Publishing Company) is a massive black Chlén-hide scimitar with the blade engraved in Llyáni. It gets +3 to hit and does 1D6+2 to damage. In addition, if the user rolls a natural 20 to hit, this great sword hacks off an enemy's limb. The scimitar is neutral in alignment, and has Intelligence 55 and Ego 75.



5) *The Amulet of the Wheel of Black*: This appears to be a small circular piece of glassy black obsidian-like stone, ringed with a thin strip of gold, and attached to a short gold chain. Written on the ring in the Tongue of the Priests of Ksáru is the first couplet of the "Lament to the Wheel of Black," an epic poem describing the Battle of Dórmoron Plain, and the defeat of Lord Ksáru. The wearer of this amulet or any character close by will be 100% safe from all servitors or one-time servitors of Ksáru (including the Hrá, Mrúr, Qól, Biridlú, Marashyálu, and Tsü'uru) provided that he or she loudly recite verse from the "Lament"

(foreigners have a 20% chance per level of knowing some of the "Lament" by heart; any character with Author, Poet, or Scholar skill will be very familiar with it regardless of origin). To simulate the recitation, the referee should require the players to say everything they do in rhymes. Failure to comply indicates that the character forgot a verse, and made a mistake. Not only does this allow the servants of Ksáru to attack, but it gives them a +1 to hit the character and his companions, due to their rage. This item has unlimited charges.



6) *The Embrace of Belkhánu*: This is a small triangular piece of jade with a golden V engraved on one side. It has only one charge, but it may be used to reincarnate one dead character into a few form. If it is placed on a dead character, it will melt into him or her, and slowly change his or her form. This new form has the same Intelligence, Psychic Ability, and Dexterity, but all other attributes change. Level and memory remain the same. Roll 1D20 on the table below for the character's new form:

<u>Roll</u>	<u>New Form</u>	<u>Roll</u>	<u>New Form</u>
1	Hláka	7-8	Chnéhl
2	Páchi Léi	9-11	Dnélu
3	Pygmy Folk	12-14	Dzór
4	Swamp Folk	15-17	Hyahyú'u
5	Pé Chói	18-20	Küni
6	Tinalíya		

7) *The Golden Automaton of Chnéshqa the Ancient*: This device stands about 6 feet tall. It is humanoid, with delicate metallic features, and is constructed entirely of gold. It is voice activated, and it understands all ancient languages. If not spoken to for an hour, it will deactivate. Each activation costs one charge (check charges on a D100). It may, however, be recharged with the Thoroughly Useful Eye.

The Golden Automaton has AC2 and 20HTK. Any damage done to it cannot be repaired due to the complex mechanisms involved. It cannot fight but may use eyes and other technological devices. It was designed as a walking library during the Time of Darkness in a desperate attempt to save knowledge and technology, but it was never fully programmed. Nonetheless, it will be able to answer 30% of the questions characters may have about the ancient world (these must be asked in Yes/No form). It has Intelligence of 100, and will help characters in scholarly pursuits. It will follow the order of the first person to speak to it each time it is activated. If activated 3 or more times in a row by a single character, it will latch onto him or her as its Master. From then on it will only follow orders given by that character.

The golden Automaton may use the following skills 100% effectively:

Scribe-accountant	Astronomer-navigator
Botanist	Engineer-architect
Geologist	Interpreter
Mathematician	Scholar

8) *Korúnkoi hiThl'úmiyal*: "The Book of Destinies." This tome, written in modern Tsolyáni, is a guide to interpreting omens and signs. All Priests and Magic Users of level III and above may use it to predict whether the near future (the next day or so) will be "favorable," "neutral," or "unfavorable" whenever an omen presents itself; on a 6, an omen appears. Once the omen is read, the referee should decide on what the future is going to be like, and warn the player with one of the three general terms above.

9) *The Wine of the Ancients*: This fairly common commodity is what remains of some of the perfumes and liquors left over from the Time of Darkness and the Latter Times. The "Wine" is usually sealed in exquisite crystal bottles, which are worth a great deal on their own. There is only a 5% chance that the wine will be preserved. If it is good, it may be sold for great sums of money to a Wine-seller or Perfumer. Otherwise, the ancient liquor will have gone bad, requiring any character drinking it to make a Poison saving roll, or die. Only a Wine-seller or a Pé Chói may tell if the wine is good or bad. Otherwise, it must be tested by drinking a small but potentially lethal amount.

10) *The Talisman of Divine Radiance*: This appears to be a heavy hand-sized gem cut of fine crystal, with the double-oval of Hnálla engraved on the top facet. It may only be held by a Stability character, for if a Change devotee touches it, it will burn him for 1D6 points of damage. The power of the talisman is such that if it is taken within 100 feet of the Nexus Point or Dimensional Gateway, it will begin to glow with a bright white light. This item has unlimited charges.

11) *The Teeth of the Ssú*: These are rare thorns, found only on certain plants of the native vegetation of Tékumel, known to humans as "the Food of the Ssú." These thorns are coated with a strong natural poison which paralyzes humans 15 seconds after it enters their blood stream. All other races are immune to it. The effects are permanent unless a poison saving roll is successfully made, in which case the paralysis will wear off in 1D6 hours. The Teeth of the Ssú may be used effectively as blowgun darts, a fletcher may use them as arrow or crossbow bolt tips, or they may be used as weapons in normal combat, with a -1 to hit due to their size. The thorns are unable to penetrate any sort of heavy armor.

12) *Qiyór's Excellent Counter of Time*: This small silver box, said to have been created by the ancient wizard Qiyór, is an exact chronometer.

Small dials on one side of the box, turned by complex gears within, display the year, month, day and time of day in stylized Classical Tsolyáni numerals. It runs on “perpetual motion” devices, and has unlimited charges.

13) *The Amulet of Invisible Power*: This device appears to be a small faceted piece of grey stone, which glows slightly in the dark and is warm to the touch, suspended on a small chain of gold. It is in reality a small chunk of radioactive ore. When worn, it adds 1D6 to the wearer’s Psychic Ability (this is permanent, but happens only the first time the amulet is worn), adds 10% to the chance of the wearer’s spells working, and gives them maximum effect (e.g. a spell affecting 1 to 6 beings would automatically affect all 6. The price for wearing this artifact, however, is that the wearer gradually suffers from radiation poisoning. Every day that he amulet is worn, the wearer must make a saving throw versus poison, or lose a point of Strength and a point of Constitution. For maximum effect, the referee should attempt to disguise the cause of this affliction, masking the connection between he amulet and the wearer’s weakness. The effects of the radiation poisoning are permanent.

14) *The Dark Globe of Chanish*: This item appears to be a small black ball (the size of a soccer ball) swirling with strange images. Supposedly devised centuries ago by the evil sorcerer Chanish, lover of the dead, it is a powerful aid to necromancy. Any Priest or Magic User of level III or above may use it to communicate with the spirits of those recently deceased (up to 1D6 months), or to drive away recently animated undead (80 chance of success). It has 1D100 charges. Any Priest or Magic User of level VI or below must make a saving roll versus spells when using the globe, or lose one point of Intelligence or Psychic Ability (player’s choice) due to fear and revulsion. Any Warrior who touches the orb instantly takes 1D6 of damage.

15) *Korúnkoi hiBiyürmongékh*: “The Tome of Alchemy.” This book, written in modern

Tsolyáni on pages of yellowed parchment, is a guide to the science of alchemy. It teaches Priests and Magic Users the spell Transmutation. It disappears mysteriously after it is read. The writer of this book saw to it that his students would learn well—or not at all. The pages are coated with a slow-acting, deadly contact poison, against which no saving roll is allowed. The reader has one day after reading the text in which to formulate an antidote. He or she must have access to proper alchemical equipment, and must roll 1D100 against his or her Intelligence. If this roll is missed (i.e. if the roll is greater than the character’s Intelligence), he or she will surely perish.

16) *The Méshqu of Destiny*: This item appears to be a small set of Méshqu plaques (small squares of Chlén-hide with designs on them, indicating a variety of emotions and moods). The plaques, however, are magical and may be used to cast spells. After each Méshqu of Destiny is used, it disappears, and may not be used again. The Méshqu, in the set, and their corresponding spells, are listed below:

- a) The Plaque of Grievous Mourning—“Revivify”
- b) The Badge of Prayerful Indisposition—“Plague”
- c) The Plaque of Haughty Indignation—“Fear”
- d) The Badge of Immediate Availability—“Haste”
- e) “Unavailable”—“Teleportation”
- f) The Badge of Solemn Contemplation—“Calm”
- g) The Plaque of the Fist of Stern Retribution—“The Hands of Kra the Mighty”
- h) The Badge of Interminable Repose—“Sleep”
- I) The Plaque of Serene “Palkék”—“Create Food and Drink”
- j) The Plaque of Indefinable Sorrow—“Slow”
- k) The badge of Instant Bravery—“Quest”



The Hirilákte Arena

The Hirilákte arena is a popular form of entertainment in the Five Empires, especially Tsolyánu, comparable to the Circus Maximum of Ancient Rome. Human gladiators, nonhumans, animals, and spellcasters are pitted against one another for the enjoyment of the crowd, to settle personal disputes, and to earn fame and glory. The arena can be a place of entertainment for characters, and a chance to earn some money.

The following charts given simple rules for running arena combat and betting.

First, roll one 1D10 to determine what type of match each event will be, and whether the combatants will be human gladiators, nonhumans, animals or spellcasters:

Roll Result

1. Human gladiator vs. human gladiator
2. Human gladiator vs. human gladiator
3. Human gladiator vs. nonhuman
4. Human gladiator vs. animal
5. Human gladiator vs. spellcaster
6. Nonhuman vs. nonhuman
7. Nonhuman vs. animal
8. Nonhuman vs. spellcaster
9. Animal vs. animal
10. Spellcaster vs. spellcaster.

Once the type of match has been determined, roll on the appropriate tables below to determine the exact combatants and their Combat Strength (CS). The intelligent combatants have been given names and backgrounds that one might expect to see in the arena, allowing them to be used as NPCs by the referee. When judging their strength in normal terms, assume that CS equals level (or Hit Dice for creatures without levels).

Human Gladiators (roll 1D10)

1. Áchna (privately sponsored; young adventurer) CS 2
2. Dmóra (privately sponsored; Aridáni warrior-maid) CS 3
3. Ig-há (sponsored by Salarvyá; young foreigner) CS 3
4. Khasé (sponsored by the temple of Vimúhla; hot-tempered soldier) CS 4
5. Pésha (private sponsored; political exile from Livyánu) CS 4
6. Chró (sponsored by the Temple of Chegárra; veteran fighter) CS 5
7. Leshmá (sponsored by the Sea Blue Clan; down-on-his-luck adventurer) CS 5
8. Chirán (sponsored by a local noble; slave) CS 5
9. Chnésh (sponsored by the Temple of Karakán; veteran fighter) CS 5
10. Bamésh (privately sponsored; N'lüss barbarian) CS 6

Nonhumans (roll D10)

1. "Little-keen-ears" (Pygmy Folk) CS 2
2. Eó-y-iwa, "The Chatterbox" (Hláka) CS 3
3. "Mossy-tree-climber" (Páchi Léi) CS 3
4. Tr-tfká-chr (Pé Chói) CS 3
5. In-nkr-ích (Pé Chói) CS 4
6. Nn-schá, "The Crest of Gold" (Shén) CS 5
7. Ss-grüg, "Masher-of-skulls" (Shén) CS 6
- 8 & 9. Óf and Báq (two captive Hlutrgú) CS 6 (3 each)
10. Inchrá, "Master of the Seven Circles" (Mihállli) CS 7

Spellcasters (roll D10)

1. Mócha (Bishop of Thúmis; sponsored by the Temple) CS 8
2. Liyáma (Bishop of Belkhánu; sponsored by the Temple) CS 7
3. Ráchna (Adept of Hnálla; sponsored by the Temple) CS 10
4. Thiyór (Bishop of Ksárul; sponsored by the Temple) CS 8
5. Tálcha (Cardinal of Hrü'ü; sponsored by the Temple) CS 9
6. Fánsa (Adept of Sárku; sponsored by the Temple) CS 10
7. Abchi'í (Wizard; privately sponsored) CS 9
8. Dímia (Necromancer; privately sponsored) CS 9
9. Mígún (Master Magician; sponsored by himself) CS 10
10. 10. Jnésht (Wizard; sponsored by Livyánu) CS 9

Note: The Charukél, hereditary clan of major domos at the arena, makes sure that each match is a moderately fair fight. Because of this, no combatants may be more than three points apart in CS. If this occurs, the referee may reroll, or add new combatants on either side to even the odds.

Victory in the arena is determined by rolling 2D6, one each side in the battle, and adding the CS of the combatants to the appropriate die. The higher total wins the match.

If the totals are equal, roll again. If they come up equal a second time, both combatants die, leaving no victor. Once a gladiator, nonhuman or spellcaster dies, cross him or her of the appropriate list.

When betting on fights in the arena, players get odds equal to the ratio of the combatants' CS ratings. For example, the odds for Leshmá vs. Ss-grüg would be 5 to 6. Players may bet whatever they like at this ratio with each other. In addition, there will be 1D6+1 NPC bettors in the crowd to wager with. Each will bet against one player, for an amount determined on the table below (add 1D6 plus the average CS of the combatants).

Roll	Amount of Bet
3	5 Káitars
4	8 Káitars
5	10 Káitars
6	15 Káitars
7	20 Káitars
8	30 Káitars
9	50 Káitars
10	75 Káitars
11	100 Káitars
12	150 Káitars

Roll	Amount of Bet
13	250 Káitars
14	500 Káitars
15	1000 Káitars
16	2500 Káitars

Each day of events at the arena will consist of 1D6+2 serious matches on which players may bet.

Should a player wish to use this system for his or her own arena career, compute the CS as follows:

1. Base CS = the character's level
2. +1 if Strength, Dexterity, or Constitution are 90+
3. -1 if Strength, Dexterity, or Constitution are 20-
4. +1 For Magic Armor
5. +1 For Magic Weapon
6. -1 for AC 8 or 9
7. -1 for using a dagger as main weapon
8. +1 if character knows all his or her professional skills
9. +1 if character has any Group III spells

Characters fighting in the arena may not bet on themselves, but may take ransom money from their opponent's bodies, a detailed in the *Empire of the Petal Throne* rulebook.



NPC Personalities in EPT

In *Empire of the Petal Throne*, as in most role-playing games, non-player characters (NPCs) are often treated as “cannon fodder.” They are allowed to turn into mindless zombies who, if their reaction roll is high enough, will plunge to their death for the player characters. In an attempt to make NPCs more realistic and less “cardboard,” I have devised the system below. Important NPCs may be given a full personality, allowing the referee to easily determine logical actions for them in almost any context. Although the system is designed for *Empire of the Petal Throne*, it may easily be adapted to other games.

Personality Characteristics

To reflect an NPC’s personality, each is assigned seven values called “personality characteristics.” These are as follows:

Courage: This is a measure of an NPC’s daring and guts, or lack thereof. Courage will determine whether a character will risk death, fight a losing battle, make especially dangerous sacrifices, etc.

Aggressiveness: This characteristic is a measure of aggressive behavior in an NPC. It determines how much an NPC will argue if he disagrees, haggle over goods in a marketplace, compete for high positions, etc.

Generosity: This is a measure of an NPC’s philanthropy or greed. Generosity determines if an NPC will flip a Qirgál to a beggar, claim a large share of a party treasure, hoard his money and items, etc.

Honor: This characteristic measures an NPC’s conviction in his beliefs. A high honor indicates that an NPC will act in a way deemed moral and ethical in the context of his or her background. Honor may, depending on that background, determine whether an NPC kills an unconscious foe, cheats his fellows, defiles tombs or shrines, etc.

Loyalty: This is a measure of an NPC’s loyalty to his/her direct superior. If the NPC is a slave or hireling, then it measures loyalty to the player character that bought or hired it. Loyalty will

determine if an NPC will perform a dangerous order, escape if the opportunity presents itself, defend his or her masters or run, etc.

Cautiousness: This characteristic measures the care an NPC will take to protect him/herself in a dangerous situation. It determines the time and precautions taken in such a situation.

Politeness: This is a measure of an NPC's social graces and sense of social place. A low politeness indicates that an NPC is rude and socially incorrect in his/her words and actions.

Each of these Personality Characteristics is assigned value ranging from 0 to 20. No characteristics may be less than 0 or more than 20. Values are determined by the steps listed below:

(1) The base value of each of the above characteristics is determined by the NPC's race as shown on the table.

Characteristic	Race								
	Human	Ahoggyá	Pé Chói	Hláka	Páchi Léi	Pygmy Folk	Shén	Swamp Folk	Tinaliya
Courage	10	16	10	6	10	8	16	8	10
Aggressiveness	10	14	8	12	8	16	14	10	8
Generosity	10	6	10	10	10	6	8	10	10
Honor	10	NA*	12	8	10	8	12	10	10
Loyalty	10	8	12	8	10	6	10	10	10
Cautiousness	10	4	16	12	12	12	6	10	14
Politeness	10	2	16	8	12	8	6	10	12

* The Ahoggyá system of ethics and morality are so alien to other races that it cannot be accurately represented here.

(2) The base value of each characteristic is modified by a random roll of 1D6 on the chart below:

Roll	Result
1	Subtract 1D6 from the characteristic.
2	Subtract 1D4 from the characteristic.
3	Subtract 1 from the characteristic.
4	Add 1 to the characteristic.

Roll	Result
5	Add 1D4 to the characteristic.
6	Add 1D6 to the characteristic.

Roll separately for each characteristic.

(3) Each characteristic is modified by the NPC's profession, rank and origin as shown below:

Warriors: Add 2 to courage and aggressiveness, add 1 to honor, subtract 2 from cautiousness, and subtract 1 from politeness.

Laborers: Subtract 4 from courage, and subtract 2 from aggressiveness.

Craftsmen: Add 1 to loyalty, subtract 2 from courage, and subtract 1 from aggressiveness.

Priests: Add 1 to honor, cautiousness, and politeness, and subtract 1 from courage.

Magic Users: Add 1 to cautiousness, subtract 2 from courage, and subtract 1 from aggressiveness.

NPCs of Level 4-6: Add 2 to courage, add 1 to aggressiveness, honor and cautiousness.

NPCs of Level 7 and Above: Add 4 to courage, add 2 to aggressiveness, honor, and cautiousness, and subtract 1 from politeness.

(4) Characteristics may be further modified by god or cohort (if any) worshiped by an NPC (randomly select one) as shown below:

<u>God</u>	<u>Modifier</u>
Hnálla	+1 honor
Karakán	+1 courage
Thúmis	+1 cautiousness
Avánthe	+1 politeness
Belkhánu	+1 loyalty
Drá	-1 cautiousness
Chegárra	+1 courage
Keténgku	+1 cautiousness
Dilinála	+1 generosity
Qón	+1 loyalty
Hrü'ú	+1 honor
Vimúhla	+1 aggressiveness
Ksáru	+1 cautiousness
Sárku	+1 cautiousness
Dlamélish	-1 loyalty
Wurú	+1 honor
Chiténg	+1 aggressiveness
Grugánu	+1 cautiousness
Durritlámish	+1 cautiousness
Hriháyal	-1 loyalty

(5) Loyalty to player characters may be modified

by an NPC's Initial Reaction roll as shown below:

<u>Reaction Roll</u>	<u>Modifier to Loyalty</u>
01-10	-6
11-20	-3
21-30	-1
31-60	no change
61-70	1
71-90	3
91-00	6

Using Personality Characteristics

Personality characteristics are used whenever an NPC must make some important decision. To determine what the NPC does, roll 1D20; if the roll is equal to or less than the characteristic, then the NPC takes an action logical in the context of that characteristic. For instance, if a hireling was fighting in a losing battle, he would roll a 1D20 against his courage. If the roll were equal to or less than his courage, he would continue fighting. Otherwise, he would probably run.

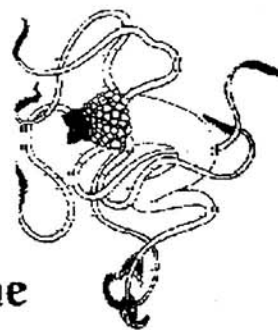
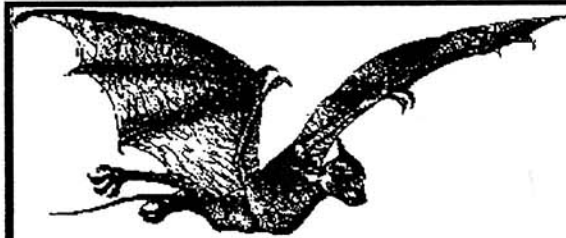
The referee should often require the NPCs to make such rolls in order to determine their actions. This will gradually develop a logical pattern of action, and give your NPCs more of a personality.

Additional Traits

In addition to the normal personality characteristics, important NPCs have a 20% chance of having additional personality traits for the players to deal with. Roll 1D6 on the table below for the exact trait:

Roll	Additional Trait																										
1	<i>Stubborn</i> - NPC will not change his or her mind once it has been made up.																										
2	<i>Superstitious</i> - NPC is very superstitious, and takes magic, omens, unusual creatures, etc. very seriously. Multiply courage by 2 when in the presence of any sort of unnatural phenomenon.																										
3	<i>Nonhuman Enemies</i> - NPC hates one nonhuman race and will fight members of it to the exclusion of all other activities. Roll 1D12 below for the race (if the NPC is of the race indicated, substitute humans for the hatred):																										
	<table border="1"> <thead> <tr> <th>Roll</th> <th>Enemy Race</th> </tr> </thead> <tbody> <tr><td>1</td><td>Ahoggyá</td></tr> <tr><td>2</td><td>Pé Chói</td></tr> <tr><td>3</td><td>Hláka</td></tr> <tr><td>4</td><td>Páchi Léi</td></tr> <tr><td>5</td><td>Pygmy Folk</td></tr> <tr><td>6</td><td>Shén</td></tr> <tr><td>7</td><td>Swamp Folk</td></tr> <tr><td>8</td><td>Tinalíya</td></tr> <tr><td>9</td><td>Ssú</td></tr> <tr><td>10</td><td>Shunned Ones</td></tr> <tr><td>11</td><td>Hlúss</td></tr> <tr><td>12</td><td>Hlutrgú</td></tr> </tbody> </table>	Roll	Enemy Race	1	Ahoggyá	2	Pé Chói	3	Hláka	4	Páchi Léi	5	Pygmy Folk	6	Shén	7	Swamp Folk	8	Tinalíya	9	Ssú	10	Shunned Ones	11	Hlúss	12	Hlutrgú
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4	<i>Foreign Enemies</i> - NPC hates all people of a certain nationality. Roll 1D4 for the nationality (if the country indicated is the NPC's own, substitute the Tsolyáni for the hatred):																										
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5	<i>Fear</i> - NPC is desperately afraid of certain things, and his/her courage and loyalty are halved in their presence. Roll 1D6 for the exact nature of the fear:																										
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Roll	Additional Trait	
6	<i>Drugs</i> - NPC uses certain drugs heavily, and will often be caught under their influence. Roll 1D6 for the type and nature of the drug.	
	<u>Roll</u>	<u>Drug</u> <u>Effects</u>
	1	Hnéqu Weed Mild euphoria
	2	Chūmaz Heightened perception
	3	Drársha Visions, hallucinations
	4	Ntó Volubility, giddy job
	5	Vipu Mind-deadening narcotic
	6	Zu'úr Deadly addiction



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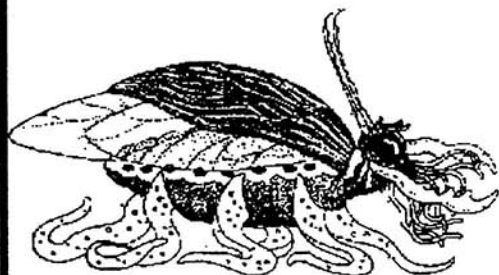
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