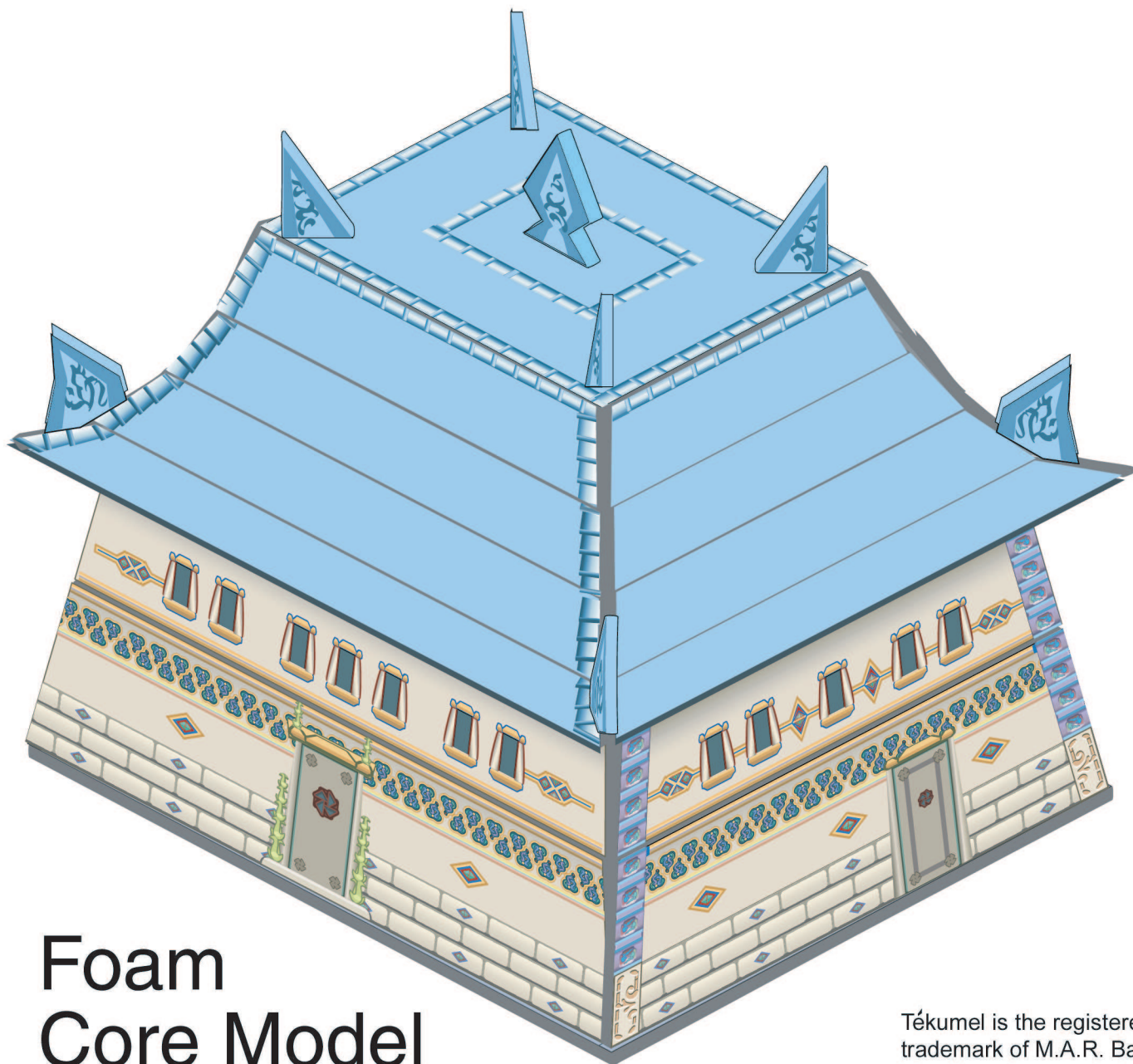


Wayhouse of the Blue Sun

**3 X 5 Notecard Box
and 28mm Scale Building**

Requires two pieces of
11" X 14" foam core.

Suggested tools:
craft knife
carpenter's glue

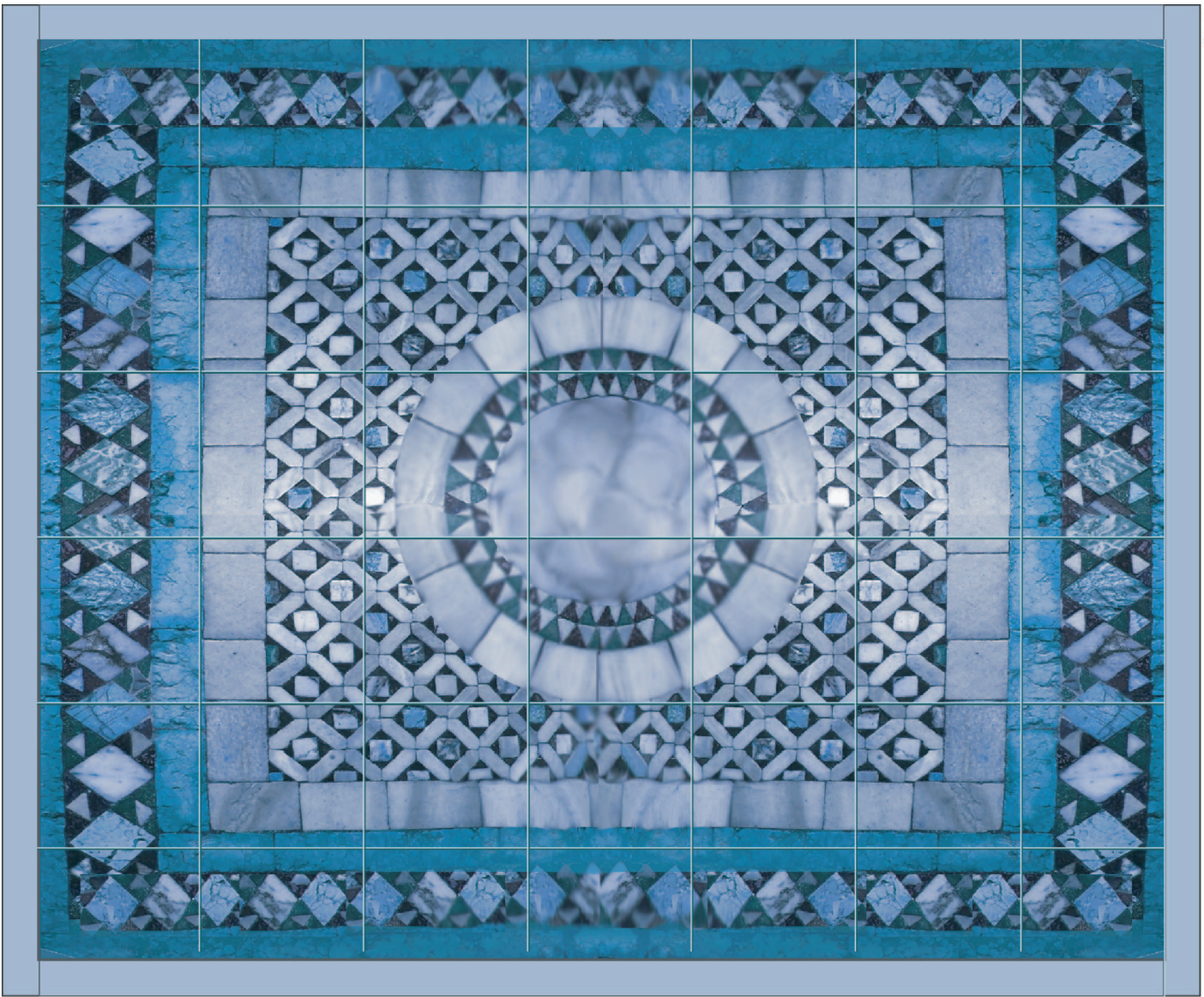


**Foam
Core Model**

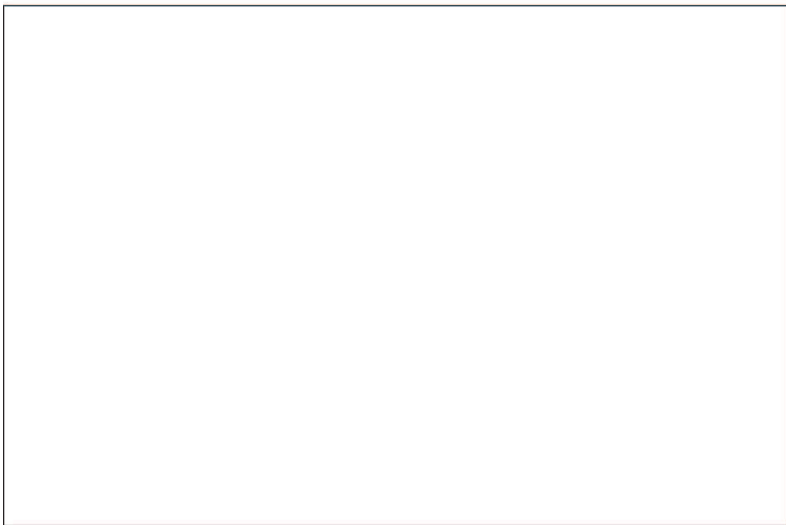
**Skill Level:
Intermediate**

Tékumel is the registered
trademark of M.A.R. Barker.
Used here by permission.

Approved
for **Tékumel**®



Ⓐ FLOOR



Ⓑ ROOFTOP

TOP CORNER
ROOFTOP FINIALS

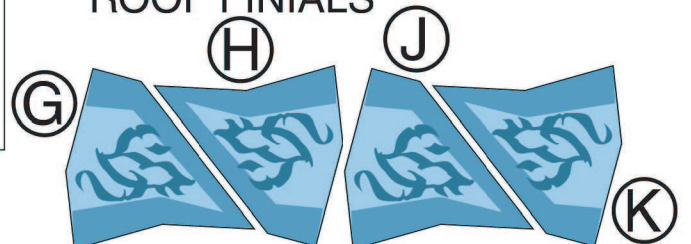
Ⓒ Ⓓ Ⓔ Ⓕ



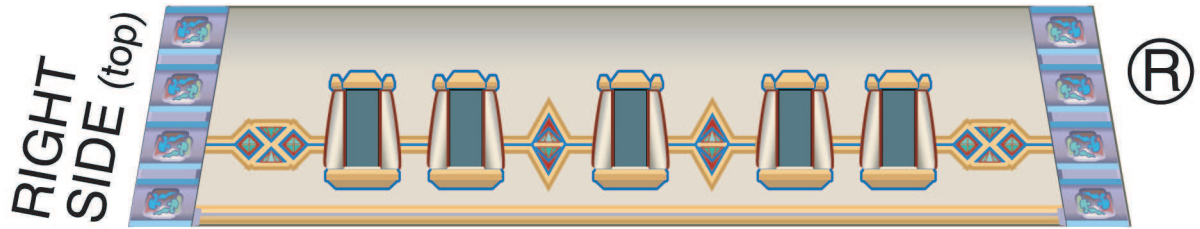
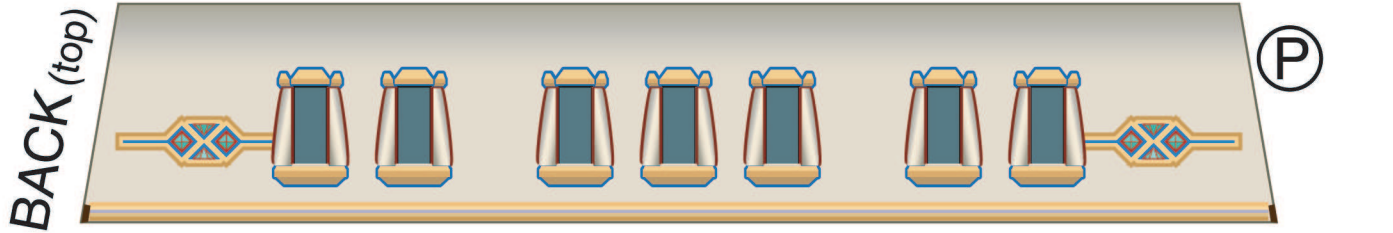
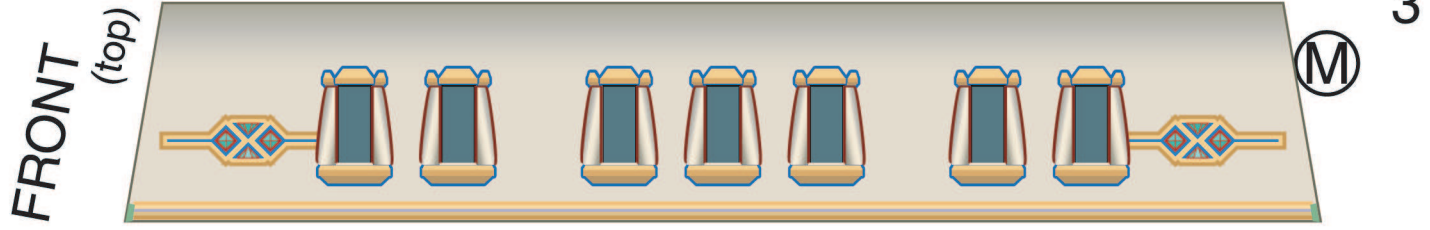
ROOFTOP
CENTER
FINIAL



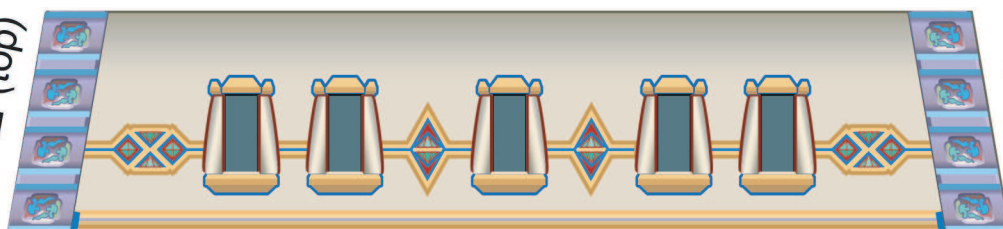
LOWER CORNER
ROOF FINIALS



3



LEFT
SIDE (top)



Ⓙ

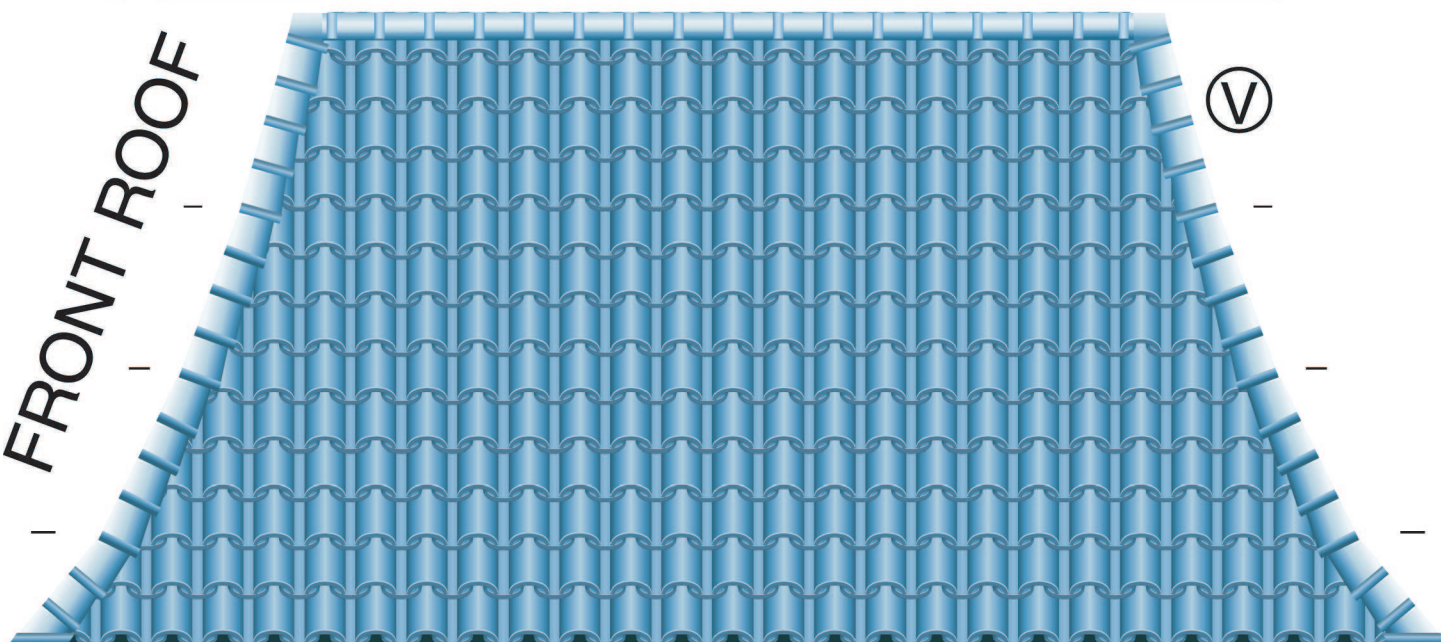
4

LEFT SIDE
(bottom)



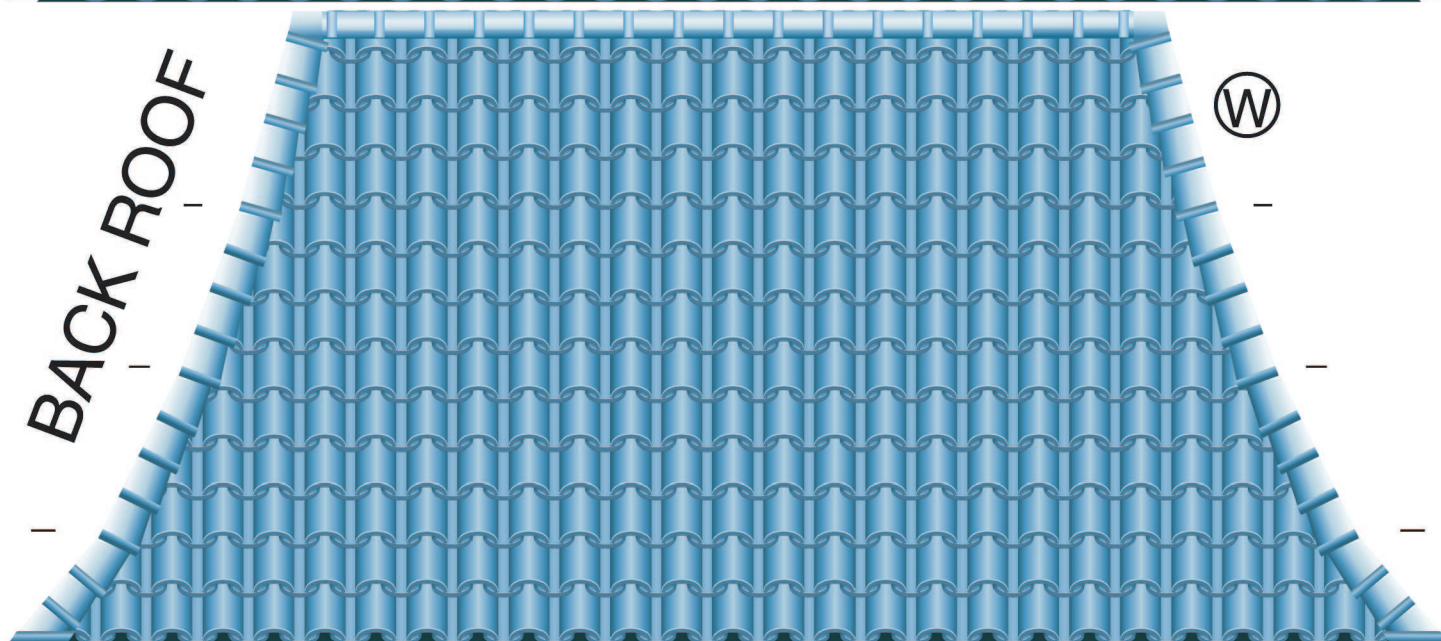
Ⓚ

FRONT ROOF

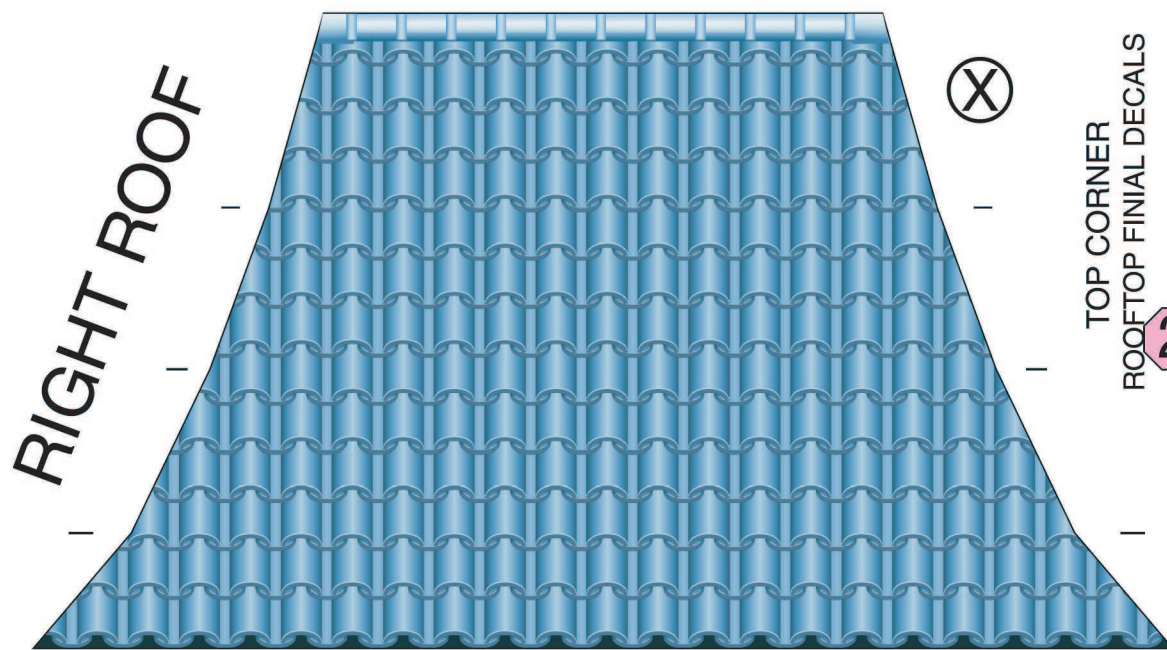


Ⓥ

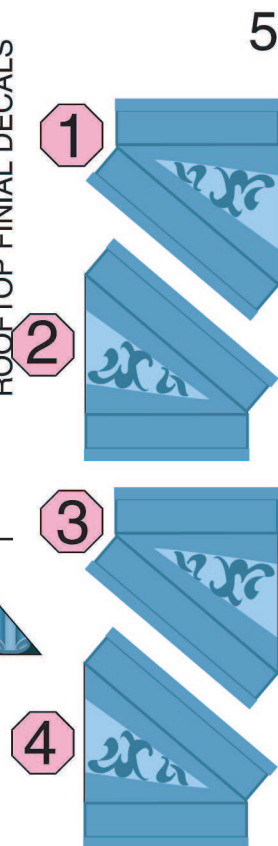
BACK ROOF



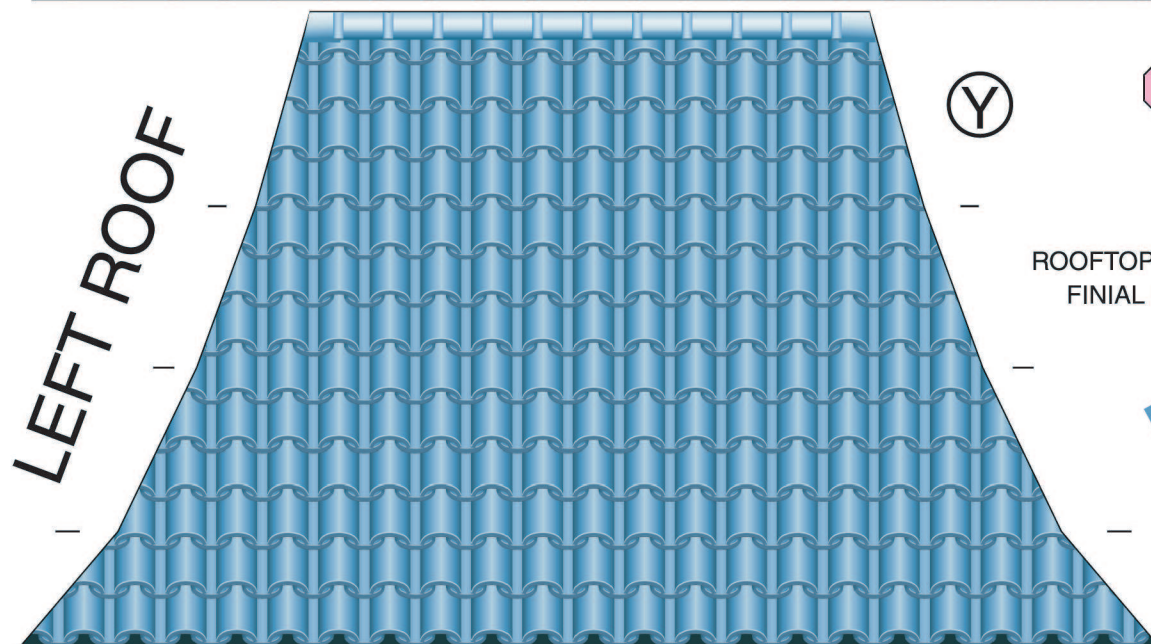
Ⓦ



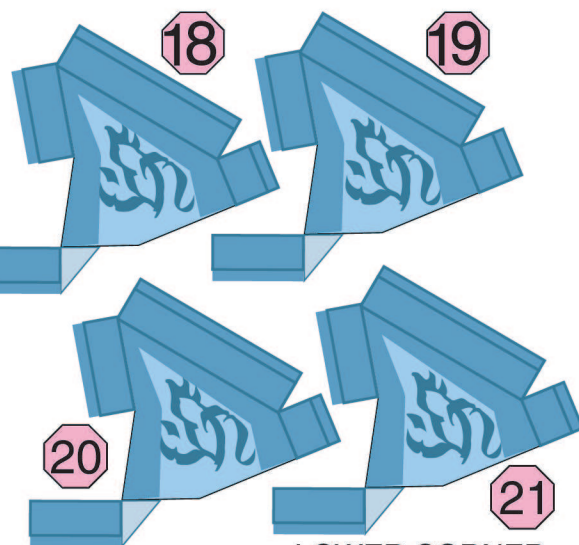
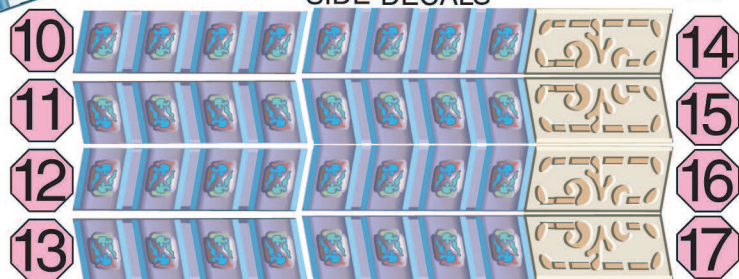
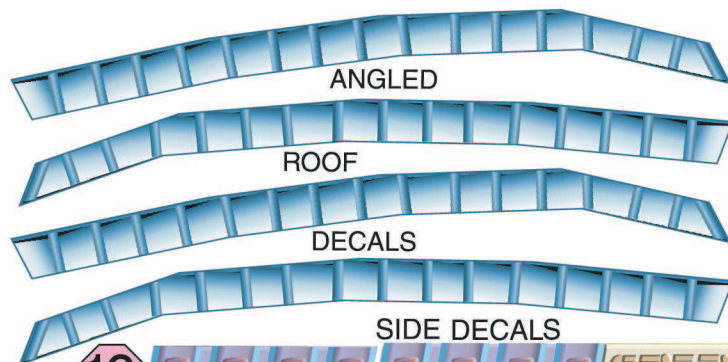
TOP CORNER
ROOFTOP FINIAL DECALS



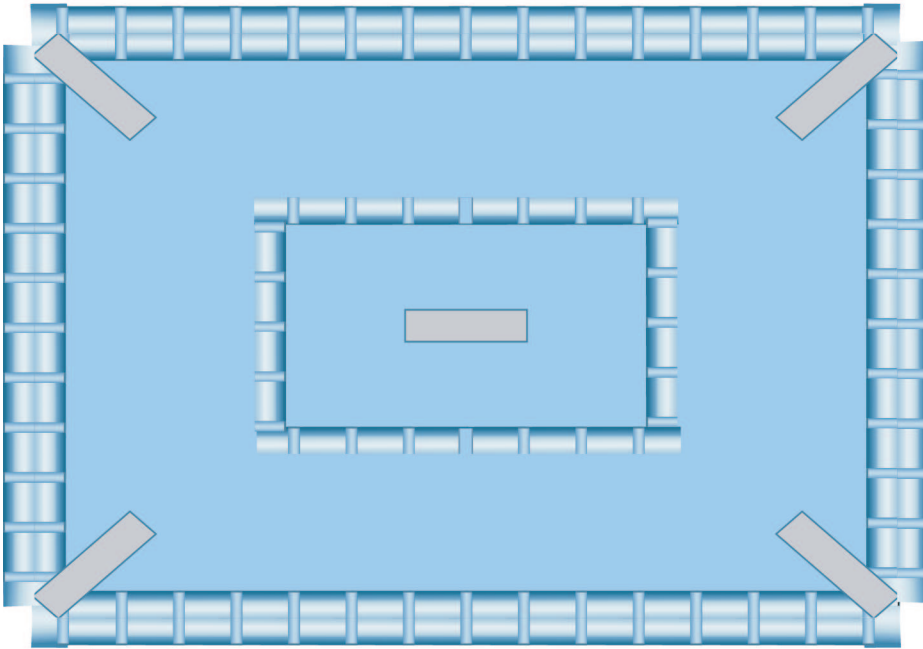
5



ROOFTOP CENTER
FINIAL DECAL

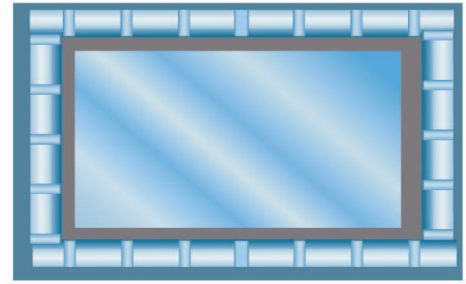


LOWER CORNER
ROOF FINIAL DECALS

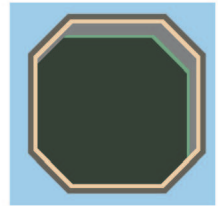
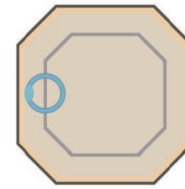


22 ROOFTOP DECAL

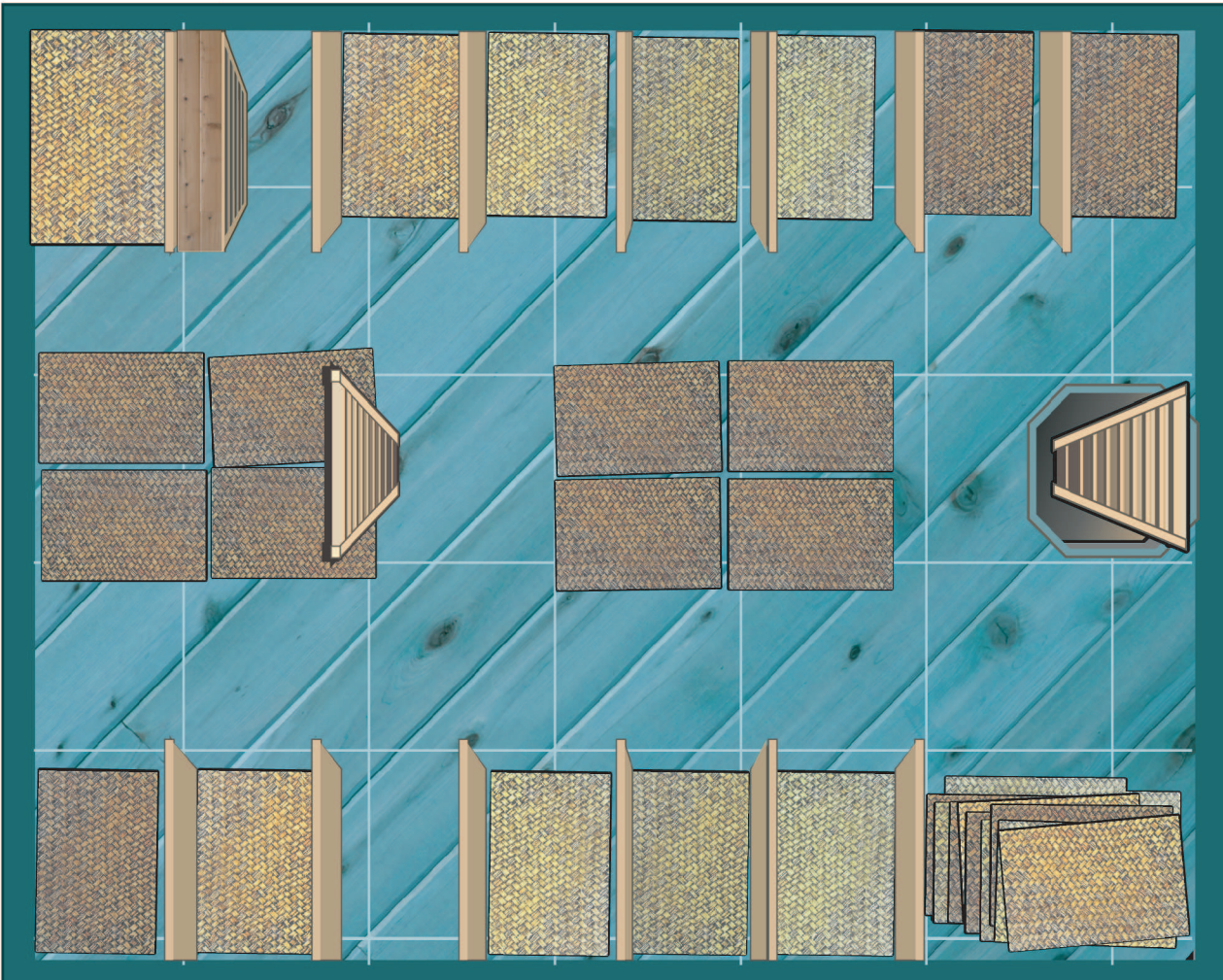
Optional: Rooftop water cache



Optional:
Rooftop
trap door



OPTIONAL:
2nd Floor. See p. 11 for unfurnished version.

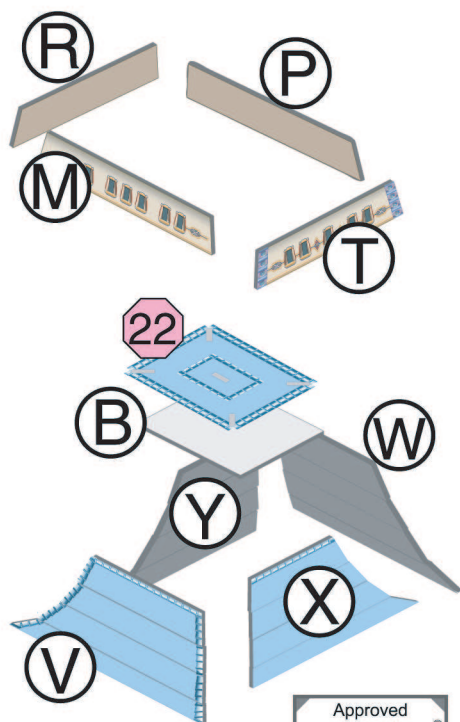
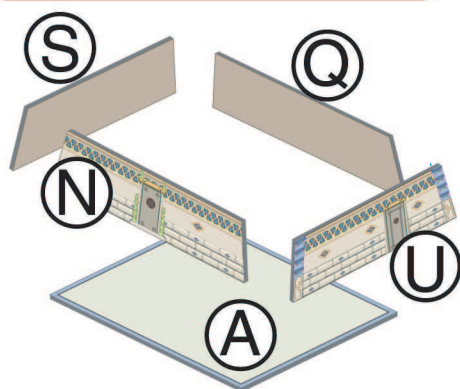


Wayhouse of the Blue Sun

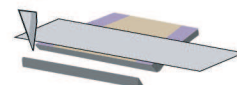
A Tekumel-inspired Notecard Box

INSTRUCTIONS

HELLO! Before you start-- If you haven't done a foam core project within the past 2 months, we recommend you print out the last pages and build the Outbuilding FIRST!



1. **Cut out** all pieces marked with a letter on a white circle.
NOTE: Leave white edges with the hashmarks attached on pieces V, W, X, and Y. You will need them for scoring the back.
2. **Glue pieces** to foam core. Take advantage of the existing straight sides by gluing flush with the edges.
ADVANCED: Glue the paper pieces close together so that a cut does double-duty. See the last page for the layout.
BEGINNERS: Glue the pieces on with space in between.
3. **Cut the pieces apart** using a craft knife and straight-edge.
BEGINNERS: Sharpen lightly after EVERY cut. If the foam looks gouged instead of neat and smooth after a cut, the blade is not nearly sharp enough.
4. **Cover your work surface** with a piece of wax paper or other material from which dried glue comes away cleanly.



FIRST FLOOR

5. Bevel the bottom edges of pieces S, Q, N, U.
Glue piece U to the edge of A, covering the gray stripe.
BEGINNERS: Use a quick-dry "tacky" glue.
ADVANCED: Cut piece A out without the gray stripes, and glue the four walls around it.
6. Glue pieces N and Q to A and U. (Ends of U should be left exposed.)
7. Glue piece S to N, Q, and A. (Ends of S will be exposed.)
Use one or two large weak rubber bands to hold the pieces gently together.

SECOND FLOOR

8. Glue pieces M and P to T. (Ends of T will be exposed.)
9. Glue piece R to M and P. Use one or two large weak rubber bands to hold the pieces gently together.

ROOF

10. Pieces V, W, X, and Y have edges with hash marks. Pierce these with the craft knife so you can see where the scoring cuts need to be. Cut three long cuts into the back of each, using a metal straight-edge as guide.
BEGINNERS: Draw pencil lines where you are going to cut.
11. Bend pieces gently to curve them. Glue pieces Y and X to V. BEGINNERS: With non-stick tape, tape bottom edge of V to the work surface.
12. Glue piece B inside Y, X, and V. (Top edges of Y, X, and V remain exposed.)
13. Glue piece W to Y, X, and B. Use one or two large weak rubber bands to hold it while it dries.

FINISHING TOUCHES

14. Paper pieces with numbers on pink hexagons are "decals". Carefully cut these out.
15. Glue pieces 6, 7, 8, and 9 over the exposed edges of the ROOF.
16. Glue piece 22 over the top of the ROOF. Fold edges over and glue down.

17. Glue decals 1, 2, 3, 4 over G, H, J, K.

18. Glue G, H, J, K to rooftop.

19. Glue decals 18, 19, 20, 21 over C, D, E, F.

20. With the edge of a butter knife, press a channel into the undersides of C, D, E, and F so that they will rest on the ridges of the roof more securely.

21. Glue C, D, E, F to rooftop.

22. Glue decal 5 over L.

23. Glue L to center of rooftop.



24. Glue decals 10, 11, 12, 13, 14, 15, 16, 17 to the exposed edges of the FIRST and SECOND FLOORS.

24. BEGINNER: Glue ROOF to SECOND FLOOR with lots of glue.

ADVANCED: Cut four small pieces of foam core and tape with non-stick tape to the inner corners of the SECOND FLOOR. When dry, gently wiggle free of tape. Remove tape. Carefully glue the ROOF to these for a removable lid. Add a thin floor to the SECOND FLOOR so it is like a tray.

25. Cut four small pieces of foam core. Tape with non-stick tape to the inner corners of the FIRST FLOOR. Carefully glue the SECOND FLOOR to these.

26. Cover any remaining exposed foam core edges with a generous layer of glue.

Pieces that keep the Second Floor from slipping off the First Floor.

GLUE

SMALL
PEG
TAPED
IN PLACE
LOOSELY

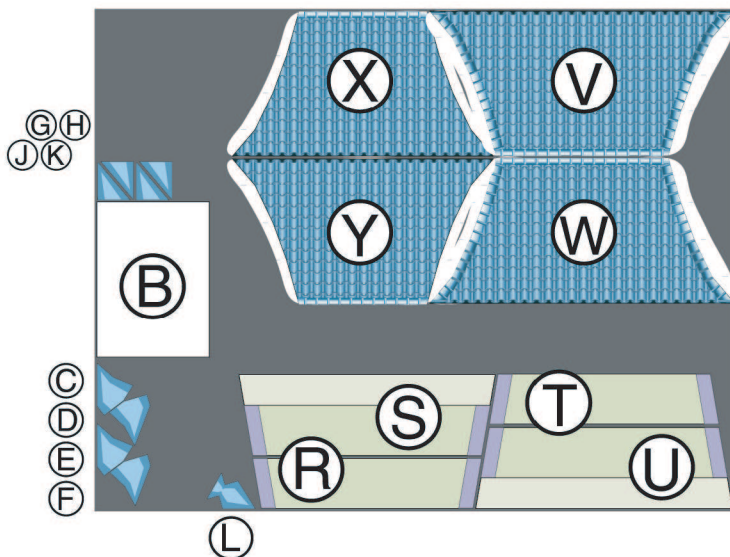


The Empire of Tsolyanu is criss-crossed by the ancient Sakbe Roads. Peasants and merchants travel upon its lowest level, while those of high status may use the middle. The top narrow level is reserved for the Imperial couriers.

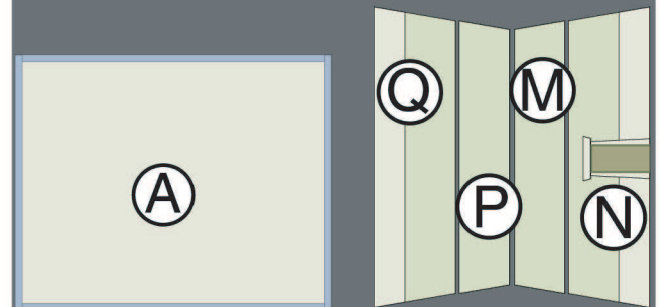


Find this impressive model, our roleplaying books, and more on DriveThruRPG.com and RPGnow.com.

This project was especially designed to enhance play of the game "Béthorm", which is set in the exotic science-fiction/fantasy world of Tékumel (R). See our web site, <http://unigames.us> for all our intriguing RPG and papercraft products!



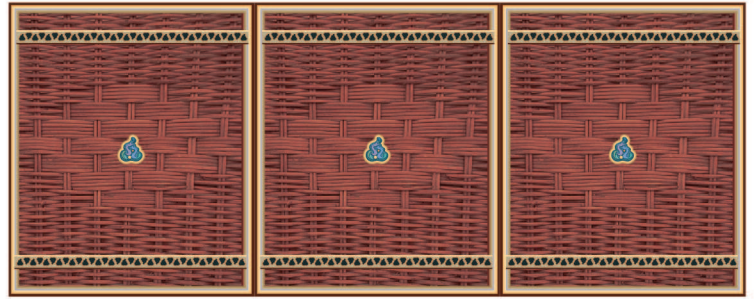
Suggested gluing layout using 11 X 14 foam core.



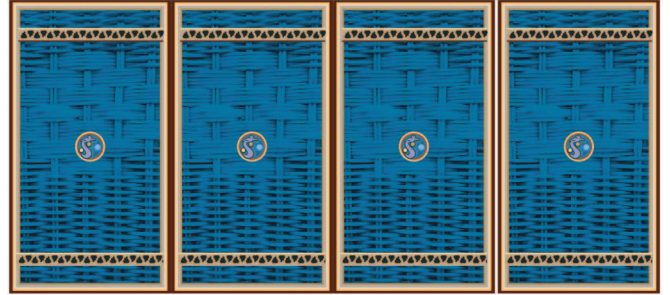
Divider Screens

1. Print out on paper.
2. Cut out pieces A, B, and C.
3. Glue A, B, and C to foam core.
4. Cut out A, B, and C.
5. Cut out decals 1, 2, and 3.
6. Glue 1 to A, 2 to B, and 3 to C.
- Use flaps to cover foam core edges.
7. Partially slit between the panels so that the screen will bend.

A



B



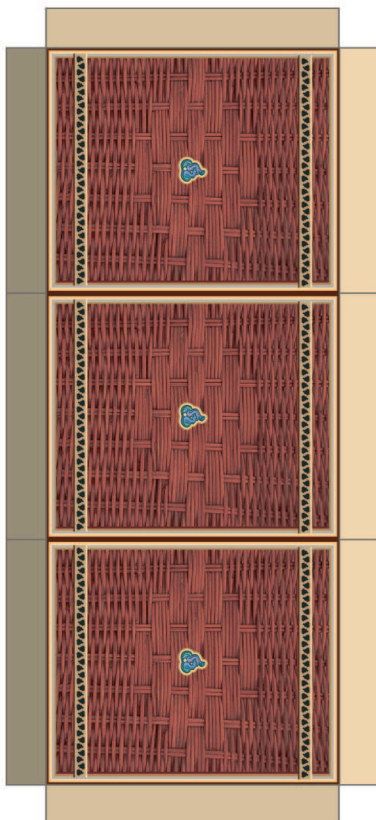
C



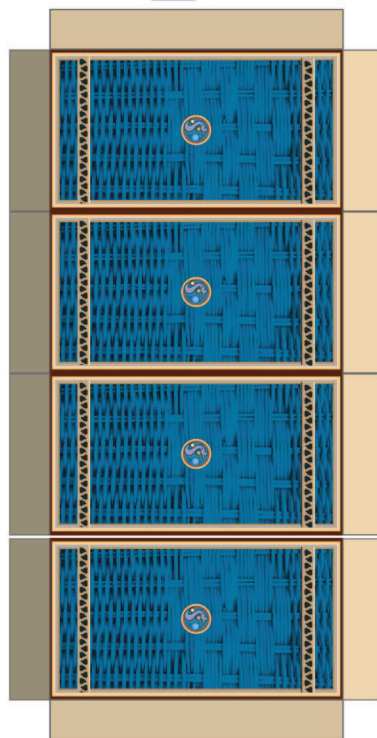
TOP VIEWS



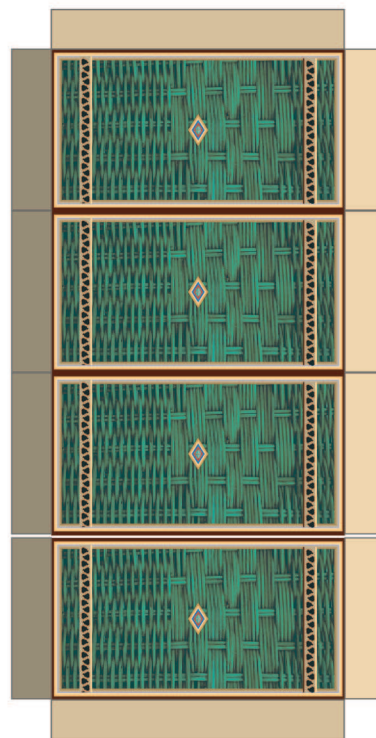
1

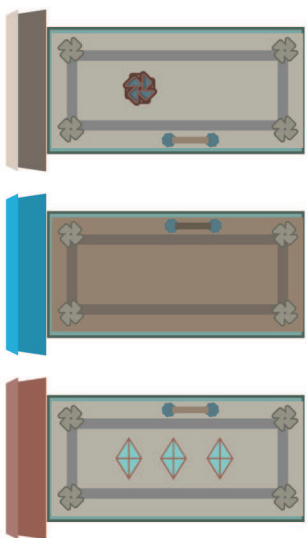
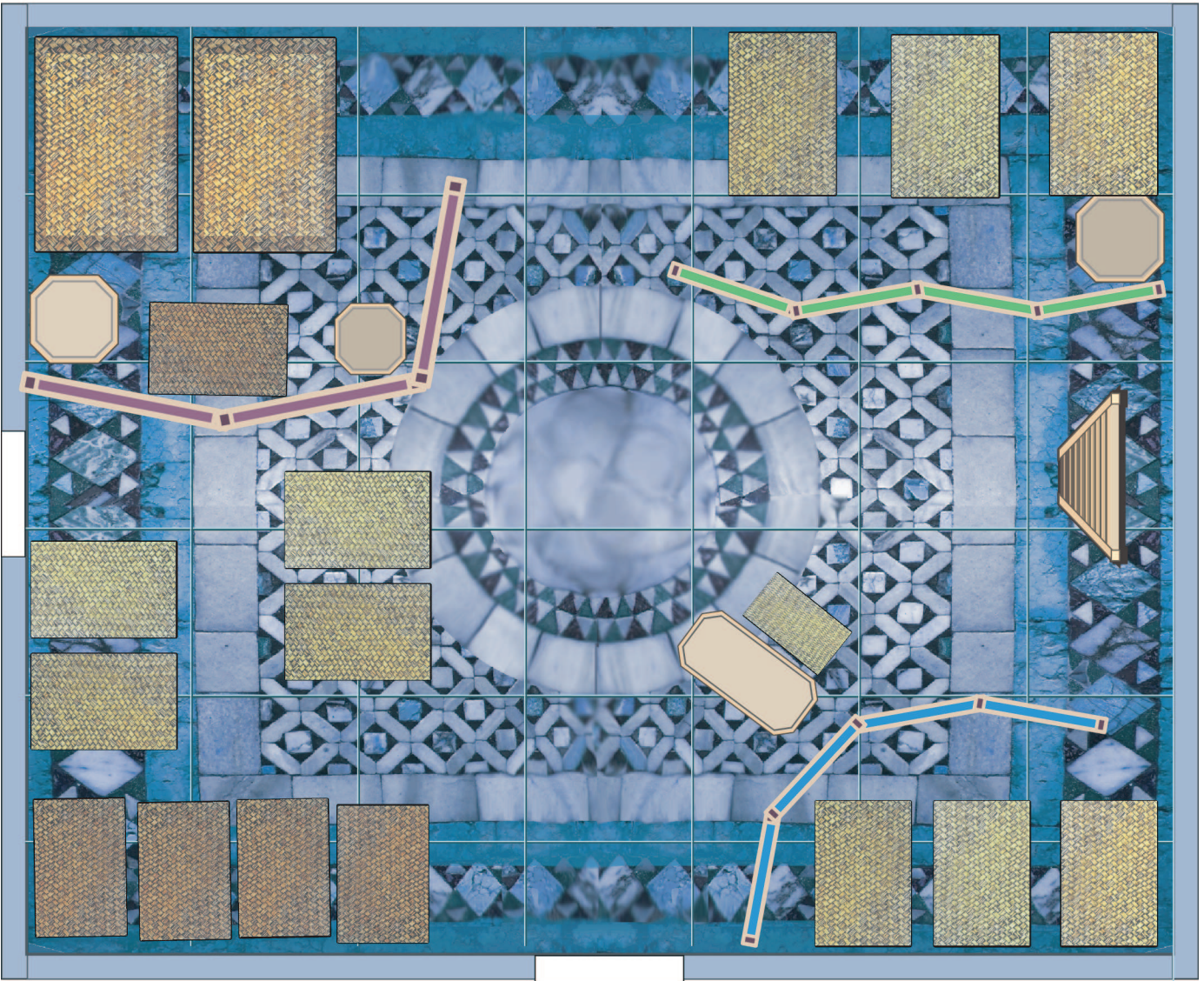


2

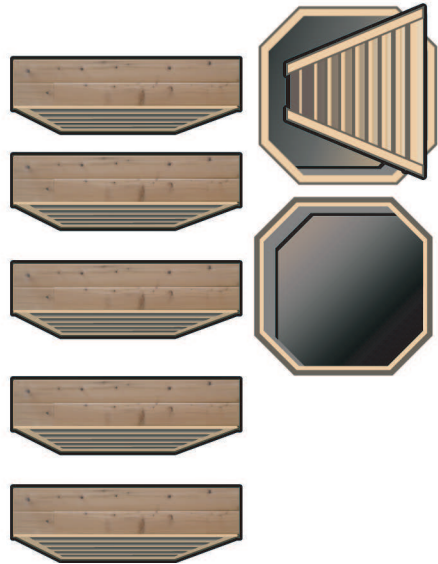
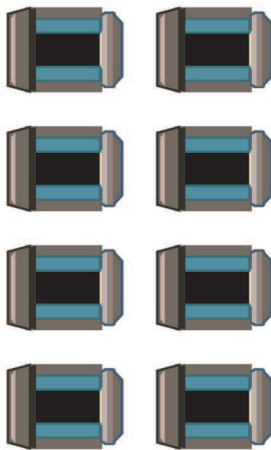


3

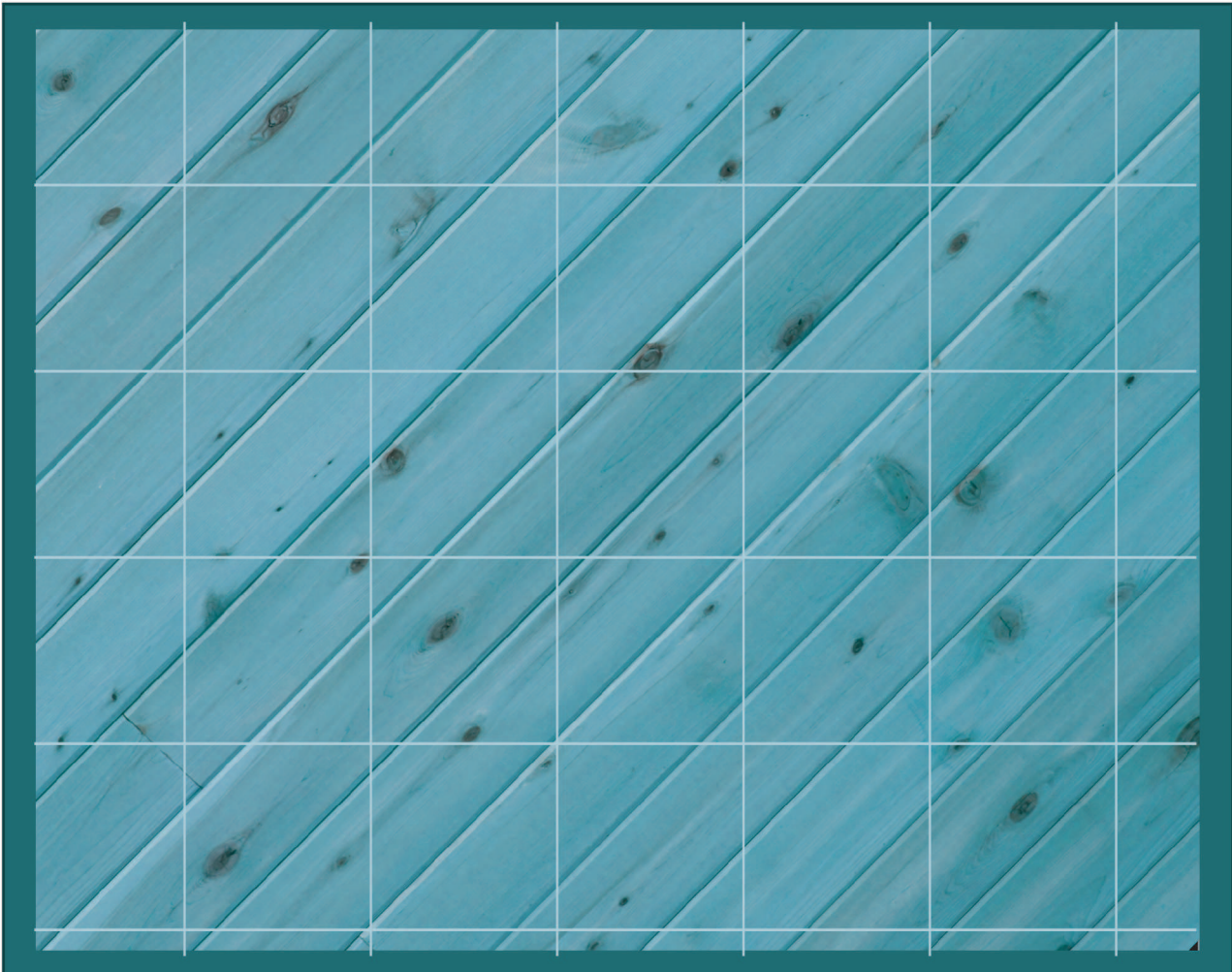
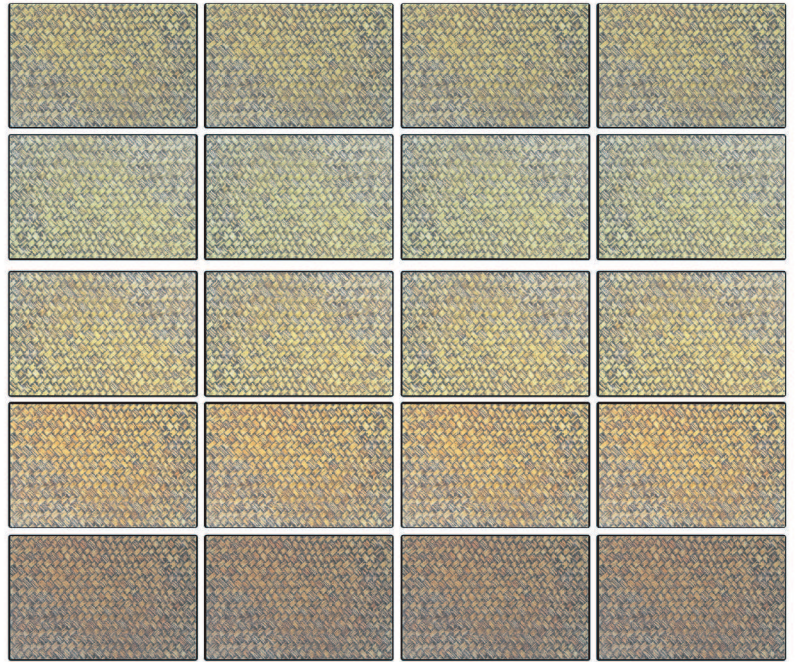
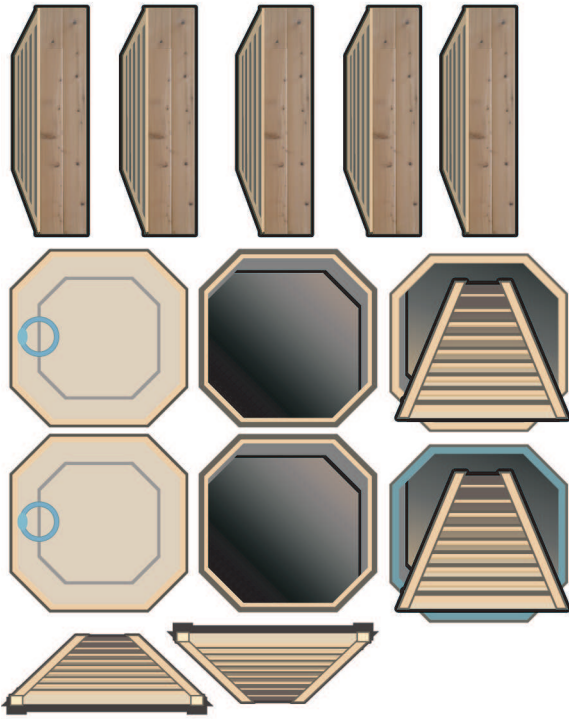




Extra windows and doors



Extra "decals" for
customization.



THE HISTORY OF THE WAYHOUSE

Since its construction a thousand years ago, this building has served many purposes. Its first use is forgotten, and whether that is relevant to its current name, or if that was simply suggested, in recent times, by a pattern on its floor, is also unknown.

It has been home to a small cult dedicated to performing dances in the honor of a now-lost aspect of Lady Avánthe. A ritual audience composed of live fish accounts for the fragments of large bowls glazed blue sometimes found protruding from the dirt after the monsoon.

During a war, it changed hands often between soldiers of Mu'ugalavyá and Tsolyánu. A modest untended graveyard reached by 25 minutes of walking down a dirt path holds red-colored markers on the west and blue-colored markers on the east.

It was a bandit outpost for a while. Then a local authority noticed that the stones on its roof were painted, and it was actually made of wood. The ruffians were burned out, arrested, and executed. The roof was replaced with clay tiles.

At one point, the region around the opening for a ladder on its upper floor was surrounded with wooden posts and wicker lattices in order to house a large number of snakes. It was believed that this would keep ghosts at bay. Another possible explanation is that the building was being used to keep small precious supplies hidden. Regardless of the true explanation, there is now an unusually high snake population in the area.

Today, it is the Wayhouse of the Blue Sun, a place where travelers (of at least Medium Clan) can pay a few coins to stay. It's on the way from Qunú to the School of Calligraphy, north of Katalál. It is currently the property of the Temple of Hriháyal. Custodianship of the Wayhouse is one of number of jobs that the Temple assigns by lot once every few years.

Visitors can enjoy music played by several expensive skilled slaves and the company of a priestess of Hriháyal named Belinyári.

THE SPEAR OF PIERCING INSIGHT

12

This is an artifact made all of bronze. It is dark gold color with a blue-green patina. The designs on the head allow it to be ascribed to the First Imperium.

The silhouette of the head resembles the profile of an animal's head. There is a demon bound into it. It does not have a name nor can it speak. Those who are holding it get the feeling that they are smarter.

Viewing it with aura vision reveals it is enchanted, and that it may grant +2 to any Intellect roll such as Listen or Search, or any Will check such as Insight (essentially, any roll that deals with some kind of perception.)

The spear does not simply work by touching it; it can not just be passed around to everyone. Doing so will annoy it. The demon is of the substance of Lord Grugánu, thus it is most happy with a seeker of powerful magics. It also craves to be treated like a creature rather than a thing-- but has no way to give feedback except by withholding or granting its bonuses. Although it is metal, it is safe for mages to carry.

The spear is not safe for followers of Stability to carry. It will attempt to sneak a Mind Bar command into the unwanted wielder. The GM makes a secret Int or Resist Sorcery roll. On a failure, they will try to kill the nearest follower of Stability, or, if there is none, simply the nearest other person. Contact with the spear is not necessary once the spell is cast. If the spear fails its Mind Bar, the victim is fully aware of what it has just attempted.

Used as a weapon, it has the following stats: Min. PHY=10, +0 To Hit Damage (3/5/7).