Song Of The Petal Throne
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Version 0.XX

Introduction:

Back in the dark yesteryear known as 2005 CE, during a weekly trip to my friendly local game store, a rather colorful-looking set of role playing rules on the "New Game" shelf turned my attention away from the latest issue of a certain gamer-themed comic book. Called *Tékumel: Empire Of The Petal Throne* and published by the late and lamented Guardians Of Order, the back cover blurb promised "a vivid science-fantasy setting with rich backgrounds and unique cultural identities." A quick glance within revealed impossible to pronounce words with loads of accent marks along with pictures of strange fantasy beasts and warriors dressed in cool-looking Aztec/Ming Dynasty-inspired armor wielding outlandishly curved blades! It looked pretty interesting, but alas, my general gaming interests tend to be more toward pulse rifles, starships, acid-dripping aliens, and grav tanks; not dungeons or dragons.

It wasn't until a few years later that I heard, to plagiarize Paul Harvey, "the rest of the story." After delving a little deeper into the setting I found that I'm now hooked. *Tékumel* wasn't just another J. R. R. Tolkien/C. S. Lewis rip-off you'd you'd find in most modern fantasy games. It's something completely different. Like Tolkein before him, Professor M. A. R. Barker, the creator of *Tékumel,* has been developing the setting, it's religions, it languages, it's history, since he was 10-years-old! *Empire of the Petal Throne* role-playing game*,* published by TSR in the early 70s and using the original "white box" D&D engine, was the first RPG with a well-defined background and has been through various incarnations since. Professor Barker has published five novels set in the *Tékumel* universe. Both PHD Games and Eureka Miniatures have produced their own lines of figures that feature Tékumel's various armies and characters (both human and nonhuman).

While I do enjoy a good RPG session, I'm primarily a miniature wargamer. While there are reprints of the original *Tékumel* miniature wargames available, they are meant to simulate large scale battles where every figure represents one hundred solders. I'm also more of a skirmish gamer. I'm perfectly happy playing small melees with a few figures per player that can be resolved in a few hours rather than massive battle that can take whole weekends to play out. Skirmish gaming also allows an element of role-playing to be added which, with the right group, only adds to the fun. In my search for a set of rules that would suit the style of gaming I was looking for and the EPT setting, I was faced with many choices. Then I came across Andrea Sfiligoi's *Song Of Blades and Heroes*. It was fast. It was easy to learn, It's character construction system allowed me to create reasonable facsimiles of the people, monsters, and situations found in the setting with little or no modification to the rules. It was perfect!

I hope you playing enjoy these rules as much I have enjoyed witting them.

**About Tékumel*: Empire Of The Petal Throne:*

The world of *Tékumel: Empire Of the The Petal Throne* is set in humanity's far-flung future. Tens of thousands of years from now the Human-Space Alliance and their alien allies (e.g. Pé Chói,

Shén, Ahoggyá, *et al*.) discovered the planet Tékumel. While more technically advanced than we can hope to imagine, the humans of the future were certainly no wiser than we are today for they

decided to colonize Tékumel with no regard to the planet's original inhabitants--the understandably hostile Ssú, Hlüss, and other species. The planet was terraformed to suit the environmental tastes of her conquers: The planet's atmosphere, rotation, and revolution were changed to be similar to ancient Earth's; the dangerous flora and fauna had been replaced with more agreeable species, and the native creatures were forced to live in isolated reservations. After the terraforming was complete, Tékumel became a pleasure planet; a trade hub and vacation paradise for the Alliance's rich and elite.

Then, something happened.

The myths of the people of Tékumel speak of a great cataclysm: Floods, earthquakes, volcanoes, and the very stars themselves vanished from the sky save for Tékumel's sun, moons, and sister planets. Some unknown power had forced the entire star system into a pocket universe, cutting Tékumel off from their home reality. The survivors of this catastrophe, both human and nonhuman, tried to make do with the technologies they had left, but as their sciences became lost to them, they collapsed into barbarism. As the millenia passed, city-states, kingdoms, and mighty empires rose and fell. During that time, new religions came into being and their adherents discovered that they could mentally draw upon the energies that exist "between the planes." "Magic," along with the intervention of the newly discovered "Gods" soon replaced the forgotten technologies of the ancients.

It is now the year 2374 A.S., 30,000 years since the "Time of Darkness." Despite a war with neighboring rivals and recent internal strife, the Tsolyáni Empire is perhaps the most powerful nation on Tékumel. While the Empire enters upon a new era under the Emperor Mirusiya, enemies and threats still abound. The Baron Áld of Yán Kór, the Tsolyánu Empire's long-time rival, still desires to wreck his vengeance upon the Empire. The deposed necromancer Emperor Dhich'uné plots to retake the Petal Throne from his half-brother and establish himself as the undying master of all Tsolyánu, and perhaps all Tékumel. The Ssú and the Hlüss, whose hatred for humanity had never died after the long centuries, attack all they encounter without mercy. Meanwhile, ancient evil gods that dwell between the universes, thought long dead and forgotten, threaten to intrude upon Tékumel's plane of existence and destroy all in their path.

It is a time for swords, sorcery, and forgotten technology. It is a time for noble action and noble heroes. It is an epic that will be sung from the most common clan home to the court at Avanthar itself for ages to come. This is the *Song Of the Petal Throne*.

Rules: Players will need *Song Of Blades and Heroes Version 4.0* (i.e. *SBH*) its supplement *Song of Gold And Darkness* (ie. *SGD*) to play *Song of the Petal Throne* (i.e. *SPT*) uses.

Abbreviations:
EPT: *Empire Of The Petal Throne*
SBH: *Song Of Blades And Heroes*
SGD: *Song Of Gold And Darkness*
SPT: *Song Of The Petal Throne*

Special Terrain:

Most of the special terrain features mentioned in SBH and SGD are still present in SPT with little or no modification. Players may wish to modify some of the terms for Special Terrain to fit the *EPT* setting. For example: The "Fountain Of Youth" or "Holy Water Basin" could be renamed "Sacred Healing Spring Of The Exquisite Lady Avánthe ," "Fungus Patch" could represent a grove of deadly Ssumani plants, a "Cursed Area" can be dubbed an area blessed by Lord Sárku, etc.

Hallowed Ground: Moral philosophy is different on Tékumel than in most fantasy words. Instead of "Good" and "Evil" the religions in EPT revolve around two separate categories of deities:

Change and Stability. A area that uses the Hallowed Ground rules needs to be established as being aligned with either of these two. Models standing on this area with the opposite alignment the Hallowed Ground was assigned will suffer a -1 modifier to combat. The rules regarding Undead models and Hallow Ground only apply to Stability Hallowed areas. See the Special Rule for Change/Stability below.

Pentacle: The rules remain unchanged, just the table for deterring what sort of models the Pentacle is against:

1   Pentacle against Change
2   Pentacle against Animals
3   Pentacle against Undead
4   Pentacle against Stability
5   Pentacle against Magic Users
6   Pentacle against Artificial creatures

Magically Barren/Ferile Areas: There are areas on Tékumel where a spell caster's access to the magical energy from between the planes, called "Pedhétl," can vary. Some areas are richer than average, will others are completely devoid of it. When a model stands on a magically barren area, it suffers a -1 modifier to its quality rolls when casting spell. On the other hand, a model standing on a magically fertile area will receive a +1 modifier when casting a spell.

Random Monster Table: This Table replaces the Random Monster Table found on page 20 of *SGD*:

1   1d6-1 Mrúr
2.   1d6-2 Shédra
3.   1d6-2 Gray Ssú
4:      1d6-3 Human Warriors
5   1 Thunru'u or 1d6-3 Qól
6   1 Ru'un or Ngoro carrying a random magical treasure.

Treasure:

The following replaces all magical treasure tables found in *SBH* and *SGD*.

Magical Treasure Table

1   An Eye. Roll on the Eye Table A (See below) when the Eye is used or when it is in the hands of a Magic User who spends one action analyzing it.
2   A Scroll: see Magic Items Table SBH pp.19. The scroll can only be used once.
3   Roll on the Magical Device Table
4   Roll on the Hand to Hand Weapon table
5   Roll on the Missile Weapon Table
6   Roll on Magical Amulet Table

Eyes: Eyes are technological wonders from the Ancients that grant their user with fantastic abilities. However, eyes have a limited number of charges before they are rendered useless, and there are very, very few alive who can tell just what powers an Eye contains. Using an Eye use up one action. When an Eye is found, roll 1d6 to find out how many "charges" the device has left. The exact variety of Eye discovered will be unknown until an action is spent using the Eye, or a Magic User spends an action to examine it. In either case, roll 1d6 and compare the result on the Eye Table below.

Optional Eye Charge Rule: While many Eyes have power indicators, most beings on Tékumel

(save for a few learned magicians and priests) can't really tell how many charges this eye has left. Each time an eye is used, the players rules 1d6 and compare the result with the "Charge" rating in parenthesis on the Eye Table. If the number is equal to or greater than the Charge rating, then the Eye can be used again. If it fails, the Eye is drained for the rest of the game.

Eye Table

1   **The Abominable Eye of Detestation**: When used on a target up to Medium range, it, and any other model within a short stick radius of the target, must make a morale check at a -2 modifier. Does not affect Artificial models. (Charge 3)

2   **The Excellent Ruby Eye:** This eye can produce an beam that can fired up to Short range with a combat value of 2. If the target is beaten, it is not damaged, but "frozen" in time unable to act until it is released by another charge from another Excellent Ruby Eye. No dice roll is needed to "unfreeze" the target (assuming they want to), just use the charge. The target is also completely immune to any and all attacks while under the power of the Eye. Frozen enemy models do count as kills for victory point purposes. (Charge 4)

3   **The Eye of Being an Unimpeachable Shield Against Foes:** This Eye is a force field generator that that makes the model invulnerable to melee and missile attacks for one turn. The force field will not stop magic spells or attacks from other Eyes. (Charge 4)

4   **The Eye Of Bestowing Life**: This eye will return a recently (i.e. within the span of the game) killed model back to life with full stats. The target model must be "dead" and adjacent with the model using the Eye. It does not work on Artificial or Undead models; however, Undead models created by a Necromancer and later "killed" during the span of the game can be resurrected using this Eye. (They're considered "fresh" enough to bring back to life.) (Charge 5)

5   **The Terrible Eye of Raging Power:** This Eye unleashes a devastating ranged energy attack on a target, and any model up to the Stort movement stick from the target, for combat value of 6. The target must be no closer than the Long movement stick away from the target model or the attack will rebound on the user. (Charge 5)

6   **The Ineluctable Eye Of Healing:** This Eye will completely heal a wounded model as a Cleric. Will not effect Artificial or Undead models. (Charge 3)

Magic Device Table:

1   **Helmet of the Three-Pointed Star:** This Helmet restores the life of any being slain within the span of the game. Requires the owning model to be adjacent to the dead figure and the use of 1 action. Can be used 1d6 divided by 2 before being drained.

2   **Enchanted Armor:** Model gains Heavy Armor rule but without the associated disadvantage.

3   **Speaker to Heaven:** This device provides direct communications with the Gods and the Cohorts. Clerics can add Plus one to all their quality checks.

4   **Boots Of Change Ia:** These boots allow wearer to walk on water. Model gains Amphibious rule.

5   **Trumpet Of Metallja:** To blow this horn uses an action and requires a quality check. If successful, the player can control any Artificial model in a Medium stick radius of the blower for two turns. This can only be used one.

6   **Gloves Of Chirene:** These gloves increase the strength of the wearer. It takes on action to put on or remove the gloves. The wearer gains a +1 modifier to their combat rating in hand to hand.

Hand Weapon Table

1   **Poisoned weapon:** Model gains the Poison rule.

2   **Mace of Lord Qón:** The mace is a symbol of cohort deity Lord Qón, who aids those who against the minions and undead monsters of Lord Sárku. The model using this blessed mace gains Lethal versus Undead and Necromancer models.

3   **Generic Magic Weapon:** Model gains +1 to Combat.

4   **Sword of Lord Karakán:** The model wielding this blessed blade is favored by the God of War and Master of Heroes. Model gains Hero rule.

5   **Sentient Weapon:** This weapon has a mind of its own and "hates" a specific type of

enemy. When this weapon is found, roll 1d6: 1-Lethal Vs. Clerics, 2-Lethal Vs. Flying creatures, 3-Lethal Vs. Undead, 4-Lethal Vs. Magic Users, 5-Lethal vs Artificial models, 6-Lethal vs. Sérudla. When on of these creatures are encountered, the wielder must pass a quality check or be "possessed" by the weapon. A possessed character must attack the any all monsters until they either the wielder or all the enemy models of that type present are dead. Possessed models ignore morale effects for the duration.

6   **Axe of Lord Vimúhla** : The model using this blessed weapon is filled with blind fury by the Fire God. Model gains Savage rule.

Missile Weapon Table

1   Enchanted Bow: The model gains Shooter (Long) and gets a +1 on all ranged attacks using this weapon.

2   Enchanted Bola: The model gains Eng angle rule.

3   Spear of Whiten: Same as Spear Of Courage on page 19 of *SGD*

4   Lightning Bringer: An energy weapon of the Ancients. Model using this weapon gains Shooter (Long) rule and it's blast are rated at a Combat score of 4. Has 1d6 charges before being rendered useless.

5   Enchanted Sling: Model gains shooter (short) with a +1 on all ranged attacks using this weapon.

6   Automatic Crossbow: As per Crossbow of Lightning speed on page 19 of *SGD*

Magical Amulet Table

1   The Amulet Of Finding Treasure In The Underworld:

2   **The Amulet of Mastery Over Rényu:** When used, any enemy Rényu within a medium stick radius of the model using this amulet must roll a 1d6. On a roll of 1-4, the Rényu join the join the player's warband.

3   **The Amulet of Power Over The Undead**: Causes all Undead within a Medium stick radius of the model using this amulet to make a morale check with a -4 modifier (i.e. negating their standard +2 modifier and imposing a second -2 modifier). While this amulet can be used again and again, it can only be used once against any given group of undead beings.

4   **The Amulet Of Protection Against The Grey Hand:** Grants immunity from magical spells, but can only be used by the model who found it.

5   **The Amulet Of Ruling the Ru'un:** When used, any Ru'un within a medium stick radius of the model using this amulet must roll a 1d6. On a roll of 1-4, the Ru'un can be controlled by the player for two turns. Can only be used by Magic User or Cleric Models.

6   **Amulet Of Warding Off Thunru'u:**

New Special Rules:

Change/Stability: The gods and cohort deities of the Pavarian Pantheon are divided into two groups, Change and Stability. A model, like a cleric, can be specifically aligned with one of these two moral philosophies. This replaces the special rule of Evil (but see Vindictive below). The Paladin Special Rule applies against a model with the opposite alignment. Necromancers can only used for models with the Change alignment. Sorcerers can be either alignment. (Yes, even the some of the "Good" gods of Tékumel require a human sacrifice from time to time.) For the sake of calculating posts cost, the choice between Change or Stability costs 0.

Vindictive: Life is hard and cruel on Tékumel, and even the a character aligned with the forces of order and harmony will resort to hard and cruel actions. This Special Rule is the same as Evil, but does not convey any sort of moral position. Any model, be it Change or Stability, can be Vindictive. For the sake of calculating posts cost, the choice between Change or Stability costs 0.

Rosters:

The following rosters are designed using *SBH* Version 4.0 along with *Song of Gold and Darkness* with no modifications made to the rules save for the addition of two new Special Rules. The points values were generated using John Car's Excel spreadsheet available on the Songs Of Blades Yahoo Group. This roster is by no means a "total" overview of the characters and creatures that exist in the *EPT* universe, just some of the more popular ones. For instance Players should feel free to modify or add new characters. Many of the troops try to be as generic as possible. For instance: The stats for "Heavy Infantry" can be used to describe a solider from a Tsolyani legion, or the armies of the Yán Koryáni or the Mu'ugalavyani. The deities of Tékumel have numerous avatars and aspects that are worshipped outside of the Tsolyanu Empire. (e.g. Lord Vimúhla is worshipped as the Lord Of Fire in Yán Kor, but they are essentially the same deity.) so even a party of foreigners can have a cleric.

These rosters will be updated and expanded (hopefully) as the *SBH* rules evolve. (Ah! The joys of desktop publishing and the Internet!)

Humans:

Heavy Infantry (Steel Armor, shield, and weapons):
Points Cost: 50   Quality: +3   Combat: 4
Special Rules: Heavy Armor

Heavy Infantry (Steel armor, bow or crossbow):
Points Cost: 54   Quality: +3   Combat: +3
Special Rules: Heavy Armor,   Shooter (Long)

Medium Infantry (Chlén-hide armor and weapons):
Points Cost: 30   Quality: +3   Combat: 3
Special Rules:

Medium Infantry: (Chlén-hide armor and bow or crossbow):
Points Cost: 44   Quality: +3   Combat: 3
Special Rules: Shooter (Long)

Psychic Magician: (Chlén-hide Dagger)
Points Cost: 46   Quality: +3   Combat: 1
Special Rules: Magic User, Traps

Assassin: (Chlén-hide Dagger)
Points Cost: 56   Quality: +3   Combat: 2
Special Rules: Assassin, Stealth

Assassin: (Crossbow pistol)
Points Cost: 60   Quality: +3   Combat: 2
Special Rules: Assassin, Shooter (Short), Stealth

Priest/Priestess Of Avánthe (Mace)
Points Cost: 46   Quality: +3   Combat: 1
Special Rules: Cleric, Steadfast

Priest/Priestess of Dlamélish (Chlén-hide Dagger)
Points Cost: 64   Quality: +3   Combat: 1
Special Rules: Cleric, Distract

Priest /Preistess Of Karakán: (Chlén-hide armor, Shield, and hand weapon)
Points Cost: 106   Quality: +3   Combat: 4
Special Rules: Cleric, Fearless, Hero

Priest/Preistess of Ksárul: (Chlén-hide Dagger)
Points Cost: 70   Quality: +3   Combat:1
Special Rules: Cleric, Magic User

Priest/Priestess of Sárku: (Chlén-hide Dagger)
Points Cost: 70   Quality: +3   Combat: 1
Special Rules: Cleric, Necromancer

Priest/Priestess of Thúmis: (Staff)
Points Cost: 76   Quality: +3   Combat: 1
Special Rules: Cleric, Magic-User, Traps

Priest/Priestess Of Vimúhla (Chlén-hide armor, shield, and hand weapon)
Points Cost: 106   Quality: +3   Combat: 4
Special Rules: Cleric, Hero, Savage

Non Humans Allies:

Ahoggyá Mercenary (Multiple hand weapons and/or Shields)
Points Cost: 56   Quality: +3   Combat: 4
Special Rules: Free Disengage, Heavy Armor

Hláka Scout (Hand weapon)
Points Cost: 47   Quality: +4   Combat: 2
Special Rules: Coward, Flying, Long Move, Poison

Páchi Léi Warrior (Multiple hand weapons/and or shields)
Points Cost: 48   Quality: 3+   Combat: 3
Special Rules: Free Disengage, Forester, Traps

Pé Chói Magician (Chlén-hide Dagger)
Points Cost: 70   Quality: +2   Combat: 2
Special Rules: Magic User, Traps

Pé Chói Warrior: (Multiple swords and/or shields)
Points Cost: 46   Quality: +3   Combat:4
Special Rules: Traps

"Wild" Pé Chói Warrior (Multiple hand weapons)
Points Cost: 32   Quality: +4   Combat: 3
Special Rules: Forester, Traps

Pygmy Folk Scholar (Dagger)
Points Cost: 27   Quality: +4   Combat: 1
Special Rules: Greedy, Magic User, Short Move, Traps

Pygmy Folk Warrior (Spear or short sword)
Points Cost: 12   Quality: +4   Combat: 2
Special Rules:

Mihálli:
Points Cost: 143   Quality: + 2   Combat: 3
Special Rules: Cleric, Magic User, Teleport, Were

Shén Mercenary: (Armor, shield, and hand weapon)
Points Cost: 86   Quality: +3   Combat: 5
Special Rules: Tailsnap, Tough

Other Creatures:

Chlén
Points Cost: 15   Quality: +6   Combat:6
Special Rules: Animal, Heavy Armor, Huge, Short Move, Slow

Dzór (Club or Mace)
Points Cost: 54   Quality: +4   Combat: 4
Special Rules: Big, Coward, Tough

Élta
Points Cost: 30   Quality: +4   Combat: 3
Special Rules: Animal, Amphibious, Heavy Armor

Geredyná:
Points Cost: 33   Quality: +5   Combat: 2
Special Rules: Flying, Gregarious, Long Move, Poison

Hyahyu'ú
Points Cost: 39   Quality: +4   Combat: 3
Special Rules: Animal, Forester, Gregarious, Long Move, Stealth

Lrí
Points Cost: 70   Quality: +3   Combat: 3
Special Rules: Animal, Flying, Long Move, Poison

Rényu: (Spear or Club)
Points Cost: 35   Quality: +4   Combat: 2
Special Rules: Forester, Long Move.

Sérudla (Twin Steel Swords)
Points Cost: 90   Quality: +3   Combat 4
Special Rules Big, Shooter (Medium), Tailsnap, Tough

Shanu'u
Points Cost: 42   Quality: +4   Combat: 2
Special Rules: Animal Coward, Gregarious, Flying, Long Move

Small Sró (Twin Steel Swords)
Points Cost: 106   Quality: +3   Combat: 4
Special Rules: Amphibious, Big, Flying, Tough

Large Sró (Twin Steel Swords)
Points Cost: 220   Quality: +3   Combat: 6
Special Rules: Amphibious, Flying, Huge, Long Move, Terror

Vringálu
Points Cost: 82   Quality: +3   Combat: 3
 Rules: Animal, Big, Fearless, Flying, Long Move, Poison

Zrné

Points Cost: 68   Quality: +3   Combat: 4
Special Rules: Animal, Forester, Gregarious, Long Move, Poison, Stealth

Inimical Races:

Hlüss Warrior (Shield and Hand weapon)
Points Cost: 42   Quality: +3   Combat: 3
Special Rules: Poison, Tailsnap

Hlüss Magician (Shield and Hand weapon)
Points Cost: 72   Quality: +3   Combat: 3
Special Rules: Magic User, Poison, Tailsnap

Gray Ssú Warrior (Shield and Hand weapon)
Points Cost: 50   Quality: +3   Combat: 3
Special Rules: Coward, Distract

Grey Ssú Magician (Shield and Hand weapon)
Points Cost: 116   Quality: +3   Combat: 3
Special Rules: Cleric, Coward, Leader, Magic User

Black Ssú Warrior (Shield and Hand weapon)
Points Cost: 66   Quality: +3   Combat: 4
Special Rules: Big, Coward, Distract

Black Ssú Magician (Shield and Hand weapon)
Points Cost: 99   Quality: +4   Combat: 4
Special Rules: Big, Coward, Cleric, Leader, Magic User

Supernatural/Technological Horrors:

Marashyálu
Points Cost: 39   Quality: +4   Combat: 2
Special Rules: Distract, Opportunistic, Were

Mrúr: (Shield and Hand weapon)
Points Cost: 27   Quality: +4   Combat: 3
Special Rules: Undead

Ngoro:
Points Cost: 96   Quality: +3   Combat: 5
Special Rules: Huge, Stealth, Tough

Qól (Poisoned Hand weapons)
Points Cost: 27   Quality: +3   Combat: 3
Special Rules: Poision

Ru'un (Sword and bolt thrower)
Points Cost: 128   Quality: +2   Combat: 5
Special Rules: Artificial, Big, Fearless, Shooter (Short), Tough

Shédra: (Medium Chlén Armor, shield, and hand weapon)
Points Cost: 32   Quality: +3   Combat: +3
Special Rules: Greedy, Undead

Thunru'u (Club or Sword)

Points Cost: 62   Quality: +4   Combat: +3
Special Rules: Big, Greedy, Tough

Tsú'uru
Points Cost: 30   Quality: +4   Combat: +3
Special Rules: Magical Resistance, Were

Vordolá:
Points Cost: 50   Quality: +4   Combat: 2
Special Rules: Flying, Long Move, Undead

Yéleth
Points Cost: 60   Quality: +3   Combat: 3
Special Rules: Artificial, Distract