

THE ARMIES OF TÉKUMEL VOLUME VI: SHÉNYU

By Prof. MAR Barker and Robert Brynildson



with “The Splendor of Shényu”

by Prof. MAR Barker

Combat Guide

1	2	A	B	C	D	E	4
5	6	7	8	9	10	11	12

- 1: Cohort Number
- 2: Level of the troops in the cohort
- A: Armor class
- B: Shield class
- C: Long weapon, melee weapon class 1 or 2 (Missum miniature rules)
- D: Short weapon, melee weapon class 3 or 4 (Missum miniature rules)
- E: Missile weapon
- 4: Cost in points per figure
- 5: Morale rating
- 6: Magic defense rating
- 7: Melee defense factor (using long weapons/using short weapons)
- 8: Missile defense factor
- 9: Long weapon attack factor
- 10: Short weapon attack factor
- 11: Missile attack factor
- 12: Shieldless melee defense factor/Shieldless missile defense factor

Statistics Section Abbreviation Key

1: Cohort Number

1-25 Cohort number where each cohort is normally 500 troops unless noted otherwise in the "Strength" section of the text, e.g., certain Shén units of 343 troops

cohorts

X:Y The number of artillery pieces : The number of personnel required to support each piece

Number of troops in irregularly sized

continued on p. 37

ARMIES OF TÉKUMEL VOLUME VI: SHÉNYU

with "The Splendor of Shényu"

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Publisher

Tita's House of Games

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Foreword

Since the introduction of the "Empire of the Peal Throne" at GenCon in 1976, M.A.R. Barker's *World of Tékumel* has probably been the most complex and sophisticated gaming world in existence--rivalled only by the Middle-Earth of J.R.R. Tolkien. Sadly, much of Tékumel's popularity, built up in the late 1970s and early 1980s, was aborted by a series of unfortunate events in the mid-eighties.

"The Armies of Tékumel Vol. VI: Shényu" was a gaming release largely completed during this troubled period for Tékumel gaming. I hope that this manuscript will end up being the first of a number of nearly forgotten Tékumel projects which ultimately reach print, on however limited a basis, and that these new releases will help repair some of the damage done to the popularity of the gaming world.

Also, I want to make a few observations about accents, pronunciation, and spelling--observations which might be of interest to the more "serious" Tékumel gamers. First of all, although I attempted to take care to preserve the proper accents of the languages of Tékumel, one accent was beyond the capacity of my WordPerfect software, i.e. the combination of an acute accent with an umlaut--an accent required by words such as H'lüss and Béy Sü. Words requiring such an accent, as in these examples, carry only the umlaut. Additionally, since I used Lotus 1-2-3 to do the painting guide and since Lotus 1-2-3 does not support accents, I decided to omit them altogether from the painting guide rather than do a shoddy job of putting them in by hand.

The Shén words, though accented, in this book reflect only an approximation of the actual Shén pronunciation, which involves clicks, hisses, barks, growls, whistles, and other speech characteristics which the accents cannot come close to conveying. And the spelling of the Shényu capital in this book is "Ssorvá," as is standard in much of Tékumel, although Prof. Barker has advised me that older texts and the Livyáni occassionally refer to it as "Ssorúa."

Finally, I want to thank Giovanna Fregni and of course, Prof. M.A.R. Barker for their input to help me make "The Armies of Tékumel VI: The Armies of Shényu" and "The Splendor of Shényu" a polished product.

Carl L. Brodt
September 1998

*From the Library
of the Hrg-Ssá of the Great Nest
in Ssorvá*

**"The greatness of a weapon is a measure of a warrior,
The honor of an egg-group is the honor of a warrior,
Glory gained in battle is the wealth of a warrior,
These are the fidelities of life."**

--Oratories of the Great Old Ones

Shényu!, Splendid Shényu! If mortals may build anything that can survive eternity surely noble Ssorvá, capital of the Empire of Shényu, is in that category! Shényu is the greatest enclave of the nonhuman species called Shén. These great scaled reptiles are known for the nobility and skill as warriors, merchants and seafarers. Shén can be found in the armies of most great empires and any city that deals in trade.

The Shén are an ancient people and stress is placed on doing things as they have always been done! Initially the Shén military system was simply an outgrowth of a feudal/warrior society where literally the strong survived! The need to survive as a species brought about the need to adapt. The ancient society was formalized to provide for an army that could stand against the higher organization of the other races.

The Shén military is organized in units of seven. A Tá-kì of seven is commanded by a Ká-Tsà; Seven Tá-kì make up a Chá-Ss of forty-nine, commanded by a Ká-Chà; Seven Chá-Ss comprise a Shí-Gü officered by a Ká-Shì and Seven Shí-Gü constitute a Gá-Hì of

2401 troops under the generalship of a Tí-Hss. The forces of each region are in turn commanded by a council, the Hrg-Ssá. The Hrg-Ssá of Ssorvá has supreme command.

The traditional weapons of the Shén are halberd, axesword and pistol crossbow, but pikes and long spears have been adopted and phalanx formations copied from the human armies. Shén tactics are simple and straight forward, generally offensive in character. Shén are masters in the art of siege and use fortifications. The artillery of the Shén is famous for range, accuracy and weight of missiles.

Few Shén are capable of using magic. Shén Gá-Hì have no magic contingents. They seem to have a very high proportion of ancient technological devices of all types assigned to the Gá-Hìs. It is not known how these are organized or deployed in battle.

Most Shén males and a very small percentage of females join one of the Gá-Hìs early in their lives. After serving a number of years, they return to whatever occupation they may wish to do. A small number remain in

the Gá-Hr and form a veteran cadre of officers and non-commissioned officers. It is interesting to note that the Shén have no enlistment contracts. They simply serve until they grow "lonesome" for their homes. It is common to have a number of Shí-Gü leave at the same time leaving the Gá-Hr with only untrained troops to fill its ranks. Thus, a Gá-Hr's experience fluctuates greatly from year to year. There are some Gá-Hrs that seem to be made up of mostly professional Shén and are not subjected to this problem.

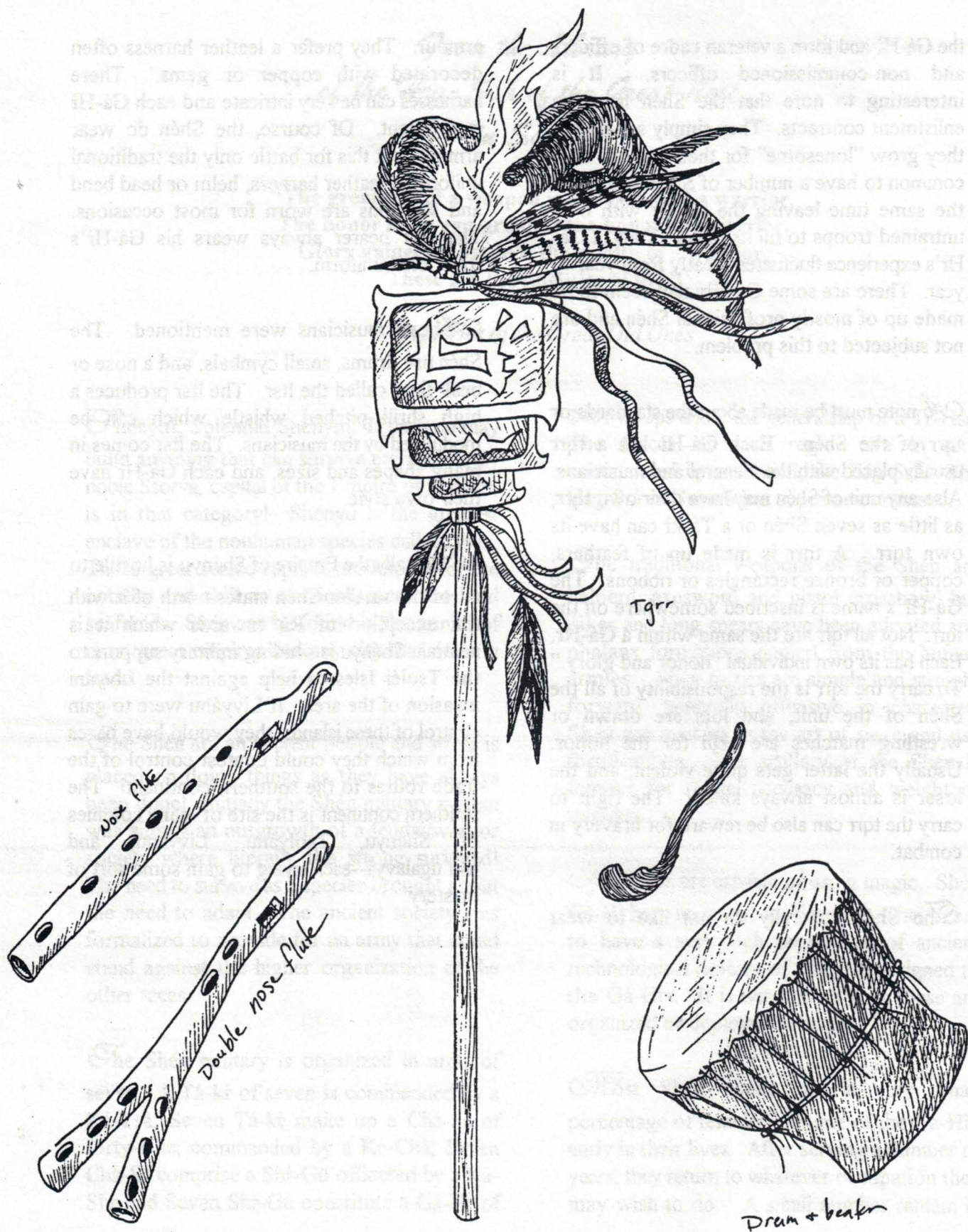
A note must be made about the standards or tqrr of the Shén. Each Gá-Hr has a tqrr usually placed with the General and musicians. Also any unit of Shén may have their own tqrr, as little as seven Shén or a Tá-kí can have its own tqrr. A tqrr is made up of feathers, copper or bronze rectangles or ribbons. The Gá-Hr's name is inscribed somewhere on the tqrr. Not all tqrr are the same within a Gá-Hr. Each has its own individual "honor and glory." To carry the tqrr is the responsibility of all the Shén of the unit, and lots and wrestling matches are held for the honor. Usually the latter gets quite violent, and the loser is almost always killed! The right to carry the tqrr can also be reward for bravery in combat.

The Shén generally do not like to wear

armour. They prefer a leather harness often decorated with copper or gems. These harnesses can be very intricate and each Gá-Hr is different. Of course, the Shén do wear armour, but this for battle only the traditional uniform of leather harness, helm or head band and weapons are worn for most occasions. The tqrr bearer always wears his Gá-Hr's traditional uniform.

Above musicians were mentioned. The Shén use drums, small cymbals, and a nose or beak flute called the ltsr. The ltsr produces a high shrill pitched whistle which can be modulated by the musicians. The ltsr comes in many shapes and sizes, and each Gá-Hr have their own style.

Politically the Empire of Shényu is hostile to all of the smaller Shén states north of it with the exception of Rá towards which it is neutral. Shényu is sending military support to the Tsoléi Isles to help against the Livyáni invasion of the area. If Livyánu were to gain control of these islands, they would have bases from which they could contest control of the trade routes to the southern continent! The southern continent is the site of many colonies of Shényu, Tsolyánu, Livyánu, and Mu'ugalavyá--each trying to gain some sort of mastery.



Shényu Troop List

A. The Forces of Ssorvá, the Egg-group of the Great Nest

(1) The Gá-Hr of Hka-Hrr (Shén word for an ancient duty of honor beyond the norm)

Tf-Hss: Su-Yha-Pss, Senior council member of Ssorvá

Based: Ssorvá, map 1 / hex 0421

Arms: Long halberds, axeswords, full steel armour with intricate copper etching and coloration, helmets with high feather plumes, Three Shr-Gü have pistol crossbows.

Strength: 2401

Statistics: EHI

1-2	10	EH+ 3	-	HB	AXs	-	256
20	16	30	21	28	25	-	30/ 21

3-4	8	EH+ 2	-	HB	AXs	-	216
20	14	27	20	26	22	-	27/ 20

5-7	7	EHs	-	HB	AXs	sxs	159
20	13	24	18	25	21	4	24/ 18

ave.	8	EH+ 2	-	HB	AXs	-	216
20	14	27	20	26	22	-	27/ 20

Remarks: This is the Gá-Hr of the egg-group of the Great Nest. It is made up exclusively of

retainers of this egg-group, and functions as council guard. Members of this Gá-Hr have been sent of emissaries for missions in foreign lands.

(2) The Gá-Hr of the Ebon Egg - also listed in *Armies V, Livyánu and Tsoléi*

Tf-Hss: Hú-Shá-Gsh of Ssorvá

Based: Ssorvá, map 1 / 0421 - now in map 1 / hex 2507 on Khrüsha Island

Arms: Armoured Shén, pikes, axe-swords, pistol crossbows, small targe shields. Some of these troops have steel armour, while the rest have copper or bronze.

Strength: 2401

Statistics: HI

1-2	8	H+1	R+1	LP	AX	sx	192
16	14	31	24	18	22	3	24/ 17

3-4	6	Hs	Rs	LP	AX	sx	136
16	12	27	22	16	20	3	21/ 16

5-7	4	Hs	Rs	LP	AX	sx	96
16	10	25	22	14	18	3	19/ 16

ave.	6	Hs	Rs	LP	AX	sx	136
16	12	27	22	16	20	3	21/ 16

Remarks: Princes Yeméa Dalési has summoned aid from Shényu, anticipating an attack from Livyánu. This Gá-Hr was sent to Llürúra Isle just south of Khrüsh.

(3) The Gá-Hr of the Copper Disk

Tř-Hss: Mrs-Gr-Yth

Based: Ssorvá, map 1 / 0421

Arms: Halberds and axe-swords. Armour consists of a harness of leather to which is attached a circular copper disk centered on the chest. Some pistol crossbows.

Strength: 2401

Statistics: LI

1	6	L	-	HB	AX	-	103
16	12	15	10	24	20	-	15/ 10

2-6	3	L	-	HB	AX	-	60
16	9	12	10	21	17	-	12/ 10

7	3	L	-	HB	AX	sx	66
16	9	12	10	21	17	3	12/ 10

ave.	3	L	-	HB	AX	sx	66
16	9	12	10	21	17	3	12/ 10

Remarks: This Gá-Hr is the traditional force of the Egg-group of the Copper Disk. It is now tasked with the defense of Ssorvá.

(4) The Gá-Hr of the Black Obelisk

Tř-Hss: Gs-Rr-Tsu

Based: Ssorvá, map 1 / 0421

Arms: Medium infantry have long spears, short swords, medium shields, and armour studs. These are attached laterally to a harness and gives protection to the chest. Light infantry have axe-swords, pistol crossbows, and no armour.

Strength: 2401

Statistics: MI

1	5	Ms	Rs	LS	SW	-	120
16	11	24	20	15	14	-	18/ 14

2-3	2	M	R	LS	SW	-	50
16	8	19	18	12	10	-	14/ 13

ave.	3	M	R	LS	SW	-	73
16	9	21	19	13	11	-	15/ 13

Statistics: LI

4-7	1	-	-	-	AX	sx	33
16	7	8	8	-	15	3	8/8

Remarks: This Gá-Hr is recently returned from guarding the border of Xáx. The officers are battle experienced, but the Gá-Hr has just had a turn over of new recruits.

(5) The Gá-Hr of the Night of Death

Tř-Hss: Not known, but believed to be the councilman for temples

Based: Ssorvá, map 1 / 0421

Arms: Large maces painted white, light armour of Chlén hide, helm with a black turban around brim, pistol crossbows

Strength: 3 Shf-Gü

Statistics: LI

1	6	L	-	TMC	-	sx	123
18	12	15	10	24	-	3	15/10

2-3	1	L	-	TMC	-	sx	43
18	7	10	10	19	-	3	10/10

ave.	2	L	-	TMC	-	sx	70
18	8	11	10	20	-	3	11/10

Remarks: A Gá-Hr that is rarely used in combat because of its ill discipline. As the Shén say, "Once in battle everyone smells wrong to them"!

(6) The Gá-Hr of the Retainers of Hu-Shra

Tf-Hss: Bg-Ss-Mga, captain of the Shényu Navy

Based: Ogsélu, map 1 / hex 0620

Arms: Medium infantry have short halberds, long swords, pistol crossbows, and light Chlén hide breast plate. Light troops have axe-swords, medium shields. This Gá-Hr wears a full cape of multi-colored feathers and a band of feathers adorn their crest.

Strength: 2401

Statistics: MI

1	4	M	-	HB	LW	sx	86
16	10	16	13	22	18	3	16/13

2-3	2	M	-	HB	LW	sx	46
16	8	14	13	20	16	3	14/13

ave.	3	M	-	HB	LW	sx	59
16	9	14	13	21	16	3	15/13

Statistics: LI

4-7	1	-	R	-	AX	sx	33
16	7	13	8	-	15	3	13/8

Remarks: This Gá-Hr is used as marines on merchant vessels and warships. The medium infantry and light infantry fight in mixed units. The light infantry being the shield bearers until contact. This Gá-Hr is known locally as "those who sail on the breeze from the sea."

(7) The Gá-Hr of the Grey Crest

Tf-Hss: Sr'el (means "leader" in Shén)

Based: Ssorrá, map 1 / hex 0421

Arms: Two-handed mace, no armour. The crest is painted light grey and silver

Strength: 3 Shf-Gü

Statistics: LI

1-3	2	-	-	TMC	-	-	60
18	9	9	8	20	-	-	9/8

Remarks: It is not known who supports this Gá-Hr. It gets no funding from the Hrg-Ssá.

(8) The Gá-Hr of the Warriors of the Kír'grü

Tf-Hss: "Captain" Lrr-Sq

Based: Ssorva, map 1 / hex 0421, patrolling river Kfr'grü

Arms: Medium infantry have Chlén hide armour, halberds, and swords. Light infantry have axe-swords, medium shields, and pistol crossbows.

Statistics: MI

1	3	M	-	HB	AX	-	50
11	9	14	13	22	17	-	15/13

Statistics: LI

2-3	1	-	R	-	AX	sx	28
11	7	8	8	-	15	3	8/8

4	1	-	R	-	AX	-	25
11	7	8	8	-	15	-	8/8

ave.	1	-	R	-	AX	sx	28
11	7	8	8	-	15	3	8/8

Remarks: A mediocre unit used only as police and road guards.

(9) The Gá-Hr of the Sable Mountains

Tf-Hss: Ypmg-Rk of Ssorvá

Based: Village of Múle'el, map 1 / hex 0820

Arms: Halberds, small picks, pistol crossbows, a helm of leather straps with small plates of Chlén hide colored dark blue

Strength: 2401

Statistics: LI

1-3	2	-	-	HB	SW	sx	38
11	8	8	8	20	7	3	8/8

4-7	1	-	-	HB	SW	sx	21
11	7	8	8	19	6	3	8/8

ave.	1	-	-	HB	SW	sx	27
11	7	8	8	20	6	3	8/8

Remarks: A poor Gá-Hr used to patrol the Spouting Mountains. The Tf-Hss has just been replaced for inefficiency and cowardice. He was torn apart by his own troops.

(10) The Gá-Hr of Omnipotent Impalers

Tf-Hss: Au-Tss-Gs

Based: Ssorvá, map 1 / 0421

Arms: Heavy winch crossbow, short axe, leather armour with light copper plates sewn in, helm with plume running down the back, greaves, vambraces

Strength: 2401

Statistics: CB

1-2	5	M	-	-	SW	hc	118
16	11	17	13	-	11	18	17/13

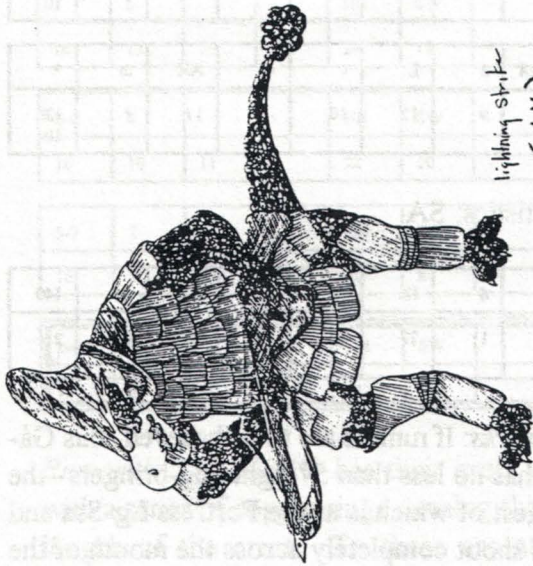
3-5	3	M	-	-	SW	hc	78
16	9	15	13	-	9	17	15/13

6-7	1	M	-	-	SW	hc	38
16	7	13	13	-	7	16	13/13

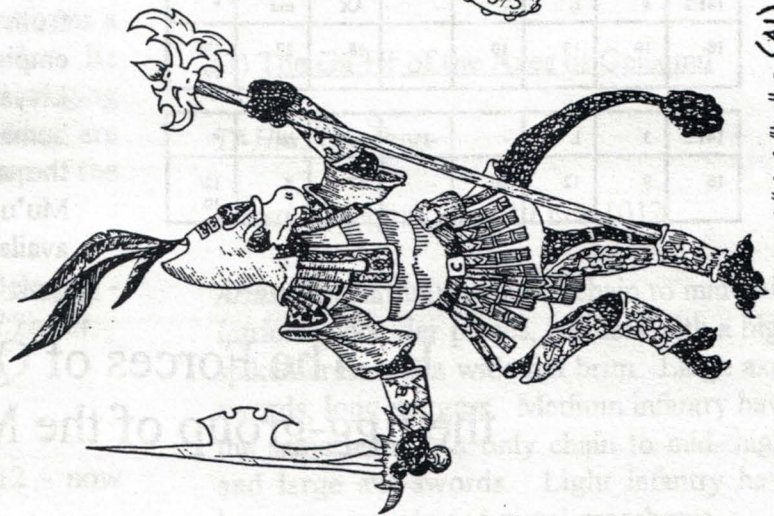
ave.	3	M	-	-	SW	hc	78
16	9	15	13	-	9	17	15/13



Gift of the Light of Death (A5)



Lightning Strike (A11)



Gift of the Hammer (A1)



Gift of Swift Kill (D7)

Remarks: The crossbow of this unit is very heavy. It loads slower than a human heavy winch crossbow but has more than twice the hitting power!

(11) The Gá-Hr of Lightning Strike

Tf-Hss: Osg-Sst-Ys, "the Engineer"

Based: Ssorvá and the Fortress Lg-Ssa, map 1 / hex 0421

Arms: Axe-swords, medium and heavy ballistae, light and heavy onager, and trebuchets. Armour is leather. Conical helmets, gauntlets, siege armour of steel, medium shields, pistol crossbows

Strength: 2401

Statistics: AR

141:2	4	L	-	-	AX	md	*
16	10	13	10	-	18	27	13/10

141:3	3	L	-	-	AX	hd	*
16	9	12	10	-	17	*	12/10

65:6	3	L	-	-	AX	mo	*
16	9	12	10	-	17	*	12/10

63:9	3	L	-	-	AX	ho	*
16	9	12	10	-	17	*	12/10

28:14	3	L	-	-	AX	tb	*
16	9	12	10	-	17	*	12/10

Statistics: SA

1	6	Hs	Rs	-	AX	sx	140
16	1	27	22	-	20	3	21/16

Remarks: If rumors are to be believed, this Gá-Hr has no less than 57 lightning-bringers--the largest of which is at the Fortress Lg-Ssa and can shoot completely across the mouth of the Bay of Ssorvá! The Tf-Hss got his nickname from the Mu'ugalavyáni when serving in that empire as a siege expert. He has visited Livyánu, Tsolyánu, and some of the smaller human states and has compiled a treatise on the art of siege and use of artillery. A Mu'ugalavyáni translation is said to be available and highly sought after.

B. The Forces of Qeleggú, the Egg-group of the Mighty Host

(1) The Gá-Hr of the Exalted Plume

Tf-Hss: Yr-Mqs-Grr, senior member of his egg-group, probably delegated to a younger Shén

Based: Qeleggú, map 1 / hex 1012 - now

north on the border of Qónu, map 1 / hex 1013

Arms: Long halberds that are weighted on the end by a copper ball-spike, and two narrow short swords. Armour consists of a leather harness with pink and light green coral sewn

into it.

Strength: 2401

Statistics: LI

1	6	-	-	HB	SW	-	100
16	12	13	8	24	12	-	13/8

2-4	4	-	-	HB	SW	-	77
16	10	11	8	22	10	-	11/8

5-7	2	-	-	HB	SW	-	50
16	8	9	8	20	8	-	9/8

ave.	3	-	-	HB	SW	-	64
16	9	10	8	21	9	-	10/8

Remarks: This Gá-Hr has their crest pierced with a series of copper rings running the entire length of the crest. To these are attached feathers and small oval plates of copper. When going into battle, the Gá-Hr performs a dance of death that is quite spectacular. Its effect is to unnerve the foes while bringing their own morale to a fever pitch. They are the traditional forces of the egg-group of the Exalted Plume.

(2) The Gá-Hr of the Egg-Eaters of Qeqlmqú - also listed in *Armies V, Livyánu and Tsoléi*

Tí-Hss: À-Shg-Ssa of Qeqlmqú

Based: Qeqlmqú, map 1 / hex 1012 - now Llü'ür in Tsoléi, map 1 / hex 2007

Arms: Axe-swords, maces, halberds, and Shén pistol crossbows. Part of this Gá-Hr is armoured with steel and carry pistol crossbows.

Strength: 2401

Statistics: EHI

1	6	EHs	Rs	HB	AX	sx	149
16	14	24/30	25	24	20	3	24/19

Statistics: HI

2-3	4	H	R	HB	AX	sx	90
16	10	17/23	20	22	18	3	17/15

Statistics: MI

4-7	2	M	R	HB	AX	sx	53
16	8	14/19	19	20	16	3	14/13

Remarks: The nearest Shén port to Tsoléi has supplied this Gá-Hr officered by a veteran and powerful commander of much experience. He has landed his troops at Llü'ür and now make up a major part of the garrison.

(3) The Gá-Hr of the Axes of Qeqlmqú

Tí-Hss: Grr-Pugt

Based: Qeqlmqú, map 1 / hex 1012

Arms: Plate armour with full chain to mid-calf. Intricate shoulder pieces, helmets with a high spiked crest and a wide flat brim. Large axe-swords, long daggers. Medium infantry have the same helm, but only chain to mid-thigh, and large axe-swords. Light infantry have large axe-swords and pistol crossbows.

Strength: 2401

Statistics: EHI

1	8	EH+ 2	-	TAXs	SW	-	200
16	14	27	20	27	14	-	27/ 20

2-3	6	EHs	-	TAX	SW	-	138
16	12	23	18	24	12	-	23/ 18

ave.	7	EHs	-	TAX	SW	-	159
16	13	24	19	25	13	-	24/ 19

Statistics: MI

4-6	5	M	-	TAX	SW	-	106
16	11	17	13	23	11	-	17/ 13

Statistics: LI

7	2	-	-	TAX	-	sx	38
16	8	9	8	20	-	3	9/8

Remarks: A good unit with a lot of combat experience. Used as council guards and garrison of Qeleggmu.

(4) The Gá-Hr of the Mighty Host

Tf-Hss: Ms-Tgma, delegated to Lyr-Tgma

Based: Qeleggmu, map 1 / hex 1012

Arms: Long pikes, long swords, medium shields, some pistol crossbows, armour of plate Chlen hide or steel, conical high helmets, chain around sides to protect neck and ears

Strength: 2401

Statistics: HI

1	7	H+1	R+1	LP	AX	-	152
16	13	30	24	13	21	-	23/ 17

2-4	4	Hs	Rs	LP	AX	-	100
16	10	25	22	10	18	-	19/ 16

5-7	3	H	R	LP	AX	sx	77
16	9	22	20	9	17	3	17/ 15

ave.	4	Hs	Rs	LP	AX	-	100
16	10	25	22	10	18	-	19/ 16

Remarks: An ancient Gá-Hr that has just returned to Qeleggmu from some posting that was very secret. This unit once marched to the very walls of Shrukhe'el itself to settle a "great wrong"!

(5) The Gá-Hr of the Crystal Blade

Tf-Hss: one has not yet been appointed

Based: Qeleggmu, map 1 / hex 1012

Arms: Halberds, maces, pistol crossbows, no armour, but does wear a helm

Strength: Five Shf-Gu

Statistics: LI

1-3	2	-	-	HB	MC	sx	38
11	8	9	8	20	16	3	9/8

4-5	1	-	-	HB	MC	sx	21
11	7	8	8	19	15	3	8/8

ave.	2	-	-	HB	MC	sx	38
11	8	9	8	20	16	3	9/8

Remarks: This Gá-Hr was “shamed” when its first two Shf-Gü were ambushed and nearly destroyed by a smaller “less noble” raiding force from Shrükhe’él. The Tf-Hss killed himself by starvation. This Gá-Hr is trying to rebuild its reputation.

(6) The Gá-Hr of the Silver One

Tf-Hss: Syr-aaí

Based: Qeleggú, map 1 / hex 1012

Arms: Long halberds, small shield, narrow short sword, some pistol crossbows, helms, but no armour

Strength: 2401

Statistics: LI

1	3	-	S	HB	SW	sx	66
16	9	13	11	21	9	3	10/8

2-7	1	-	S	HB	SW	-	30
16	7	11	11	19	7	-	8/8

ave.	1	-	S	HB	SW	sx	33
16	7	11	11	19	7	3	8/8

Remarks: A Gá-Hr of its egg-group. It has an ancient history.

(7) The Gá-Hr of the Silent Sting

Tf-Hss: Brmg-Ts

Based: Qeleggú, map 1 / hex 1012

Arms: Heavy winch crossbow, mantelet, warhammer, light scale armour

Strength: 2401

Statistics: CB

1	4	L	EL	-	WR	hc	98
16	10	20	17	-	13	19	13/10

2-3	3	L	EL	-	WR	hc	78
16	9	19	17	-	12	18	12/10

4-7	2	L	EL	-	WR	hc	58
16	8	18	17	-	11	17	11/10

ave.	3	L	EL	-	WR	hc	78
16	9	19	17	-	12	18	12/10

Remarks: Parts of this Gá-Hr have been deployed, but where is not known. The Tf-Hss has served with Mu’ugalavyáni against the Livyáni.

(8) The Gá-Hr of Shattering Stone

Tf-Hss: Is-Pga-Rrr

Based: Qeleggú, map 1 / hex 1012, and Fortress Bs-Vgr, map 1 / hex 0911

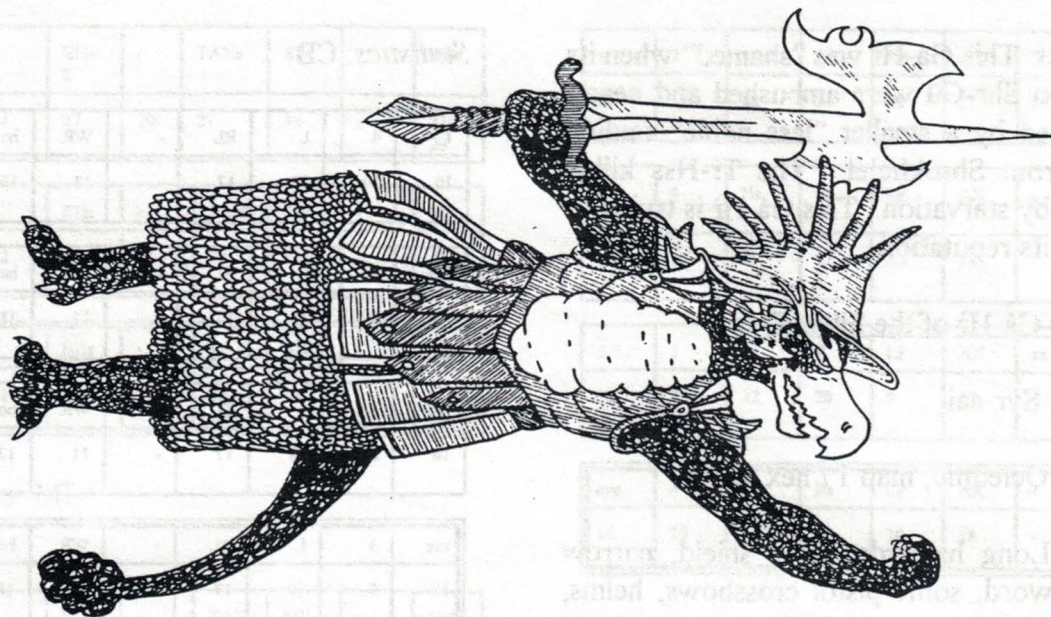
Arms: Medium and heavy ballistae, medium onagers, heavy stone throwers, trebuchets. Armour consists of a wide leather belt supported by a harness and studded with copper. Moran style helm, mantelet, axe-swords, pistol crossbows

Strength: 2401

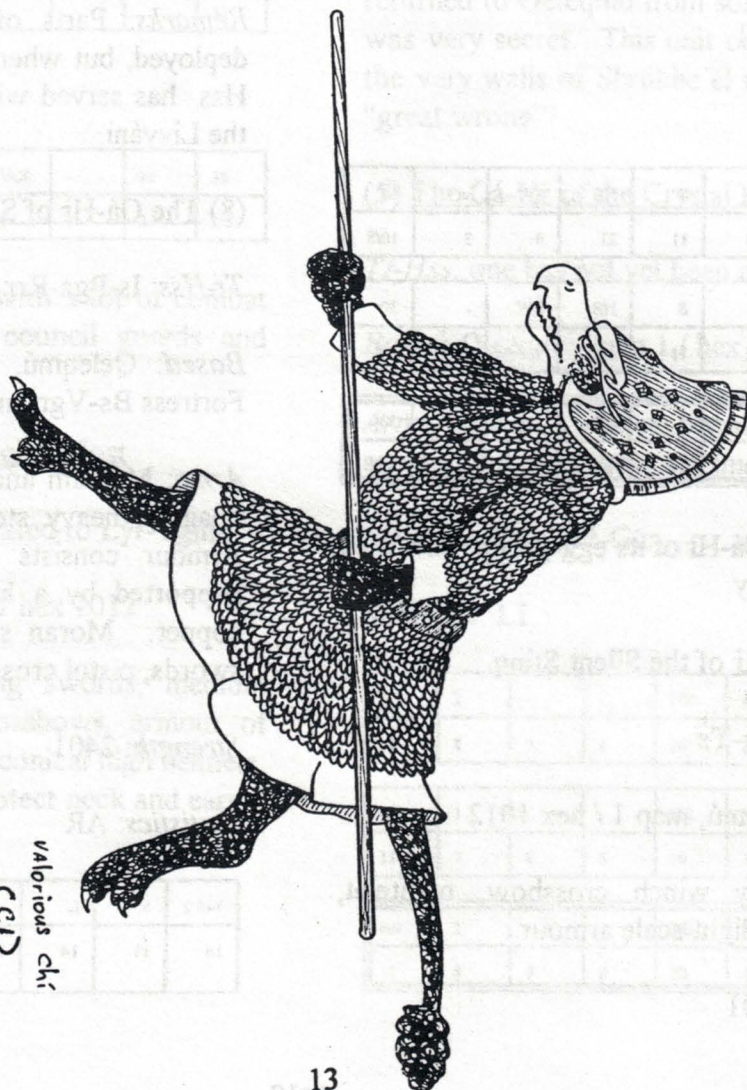
Statistics: AR

143:2	5	L	-	-	AX	md	*
16	11	14	10	-	19	28	14/10

Axes of Qelegmá
(B3)



valorous chi:
(C1)



117:3	3	L	-	-	AX	hd	*
16	9	12	10	-	17	*	12/10

10:6	3	L	-	-	AX	mo	*
16	9	12	10	-	17	*	12/10

74:11	2	L	-	-	AX	ho	*
16	8	11	10	-	16	*	11/10

14:14	1	L	-	-	AX	tb	*
16	7	10	10	-	15	*	10/10

Statistics: SA

1-2	4	L	EL	-	AX	sx	98
16	10	20	17	-	18	3	13/10

Remarks: There are at least 3 lightning bringers in this Gá-Hr as that many were seen in working order against a naval raid from Shrúkhe'él. A good unit with experienced troops.

C. The Forces of Chrí, the Egg-group of the Iron Egg

(1) The Gá-Hr of Valorous Chrí

Tf-Hss: Oss-Ga

Based: Chrí, map 1 / hex 0917

Arms: Long pikes, long hafted axes, full chain mail worn over a red shirt and kilt, helm with aventail, some pistol crossbows, medium shields

Strength: 2401

Statistics: HI

1	8	H+2	R+2	LP	LW	-	200
18	14	33	36	13	22	-	25/18

2-3	6	Hs	Rs	LP	LW	-	140
18	12	27	22	11	20	-	21/16

4-7	4	H	R	LP	LW	sx	97
18	10	23	20	9	18	3	18/15

ave.	6	Hs	Rs	LP	LW	sx	127
18	12	25	23	10	19	3	20/15

Remarks: An ancient Gá-Hr dating back to earliest Shén history. It is said that this unit stopped the tide of the Dragon Lords by "fearsome" combat. This Gá-Hr guards Chrí and the Shényu-Xáx border. Its current battle record is not know, but among Shén this Gá-Hr is spoken highly of!

(2) The Gá-Hr of the One Who Rends - also listed in *Armies V, Livyánu and Tsoléi*

Tř-Hss: Shá-Kn-Hř of Chří

Based: Chří, map 1 / hex 0917 - now at Llü'ür, map 1 / hex 2007

Arms: The medium infantry have long pikes, axe-swords, pistol crossbows, and small shields. These armoured troops used long pikes as their primary melee weapon. The unarmoured soldiers have long spears, shields, and the usual axe-swords, pistol crossbows

Strength: 2401

Statistics: MI

1-3	4	M	S	LP	AX	sx	88
16	10	19	16	14	18	3	16/ 13

Statistics: LI

4-7	2	-	R	LS	AX	sx	48
16	8	16	15	12	12	3	11/ 10

Remarks: This unit has just landed in map 1 / hex 2007 north of Llü'ür. It is digging in and establishing a depot for supplies. Its *Tř-Hss* is inexperienced against humans but has fought against the little splinter Shén states several times.

(3) The Gá-Hř of the Ever-Vigilant

Tř-Hss: Zss-Tgma, once in Mu'ugalavyáni service

Based: Chří, map 1 / hex 0917 - now patrolling map 1 / hexes 1015-1018

Arms: Short spear, axe-sword, pistol crossbows, no helm but a leather headband

with a single small blue plume on the left side. These light infantry wear no armour but a brown-black haversack worn diagonally from left to right.

Strength: 2401

Statistics: LI

1-3	4	-	-	SS	AX	sx	80
16	10	11	8	14	18	3	11/8

4-7	2	-	-	SS	AX	sx	53
16	8	9	8	12	16	3	9/8

ave.	3	-	-	SS	AX	sx	65
16	9	10	8	13	17	3	10/8

Remarks: This Gá-Hř is deployed in detached units along the border. They are trackers and scouts of renown ability, frequently raiding the smaller Shén states.

(4) The Gá-Hř of Radiant Light

Tř-Hss: Nss'el

Based: Chří, map 1 / hex 0917

Arms: Long spears, axe-swords, medium shields, medium armour of Chlén hide plates with copper studs

Strength: 2401

Statistics: MI

1	4	Ms	Rs	LS	AX	-	100
13	10	23	20	14	17	-	17/ 14

2-7	1	M	R	LS	AX	-	34
13	7	18	18	11	15	-	13/ 13

ave.	1	M	R	LS	AX	-	47
13	8	18	18	11	15	-	14/ 13

Remarks: A relatively new Gá-Hr that is showing a lot of promise and will improve in time.

(5) The Gá-Hr of the Feathered Serpent

Tí-Hss: Omga-Ar

Based: Chrí, map 1 / hex 0917

Arms: Axe-swords, medium shield, pistol crossbows, no armour, headdress of feathers that runs down the middle of the back to the back of the knees

Strength: 2401

Statistics: LI

1-3	3	-	R	-	AX	sx	59
16	9	15	13	-	17	3	10/8

4-7	1	-	R	-	AX	sx	29
16	7	13	13	-	15	3	8/8

ave.	2	-	R	-	AX	sx	42
16	8	14	13	-	16	3	9/8

Remarks: Traditional forces from the egg-group of the Feathered Serpent. Little battlefield experience.

(6) The Gá-Hr of the Broken Shield

Tí-Hss: Aui-Hgs

Based: Chrí, map 1 / hex 0917

Arms: Heavy long spears, axe-swords, light armour

Strength: 2401

Statistics: LI

1-3	3	L	-	LS	AX	-	53
16	9	12	10	13	17	-	12/ 10

4-7	1	L	-	LS	AX	-	26
16	7	10	10	11	15	-	11/ 11

ave.	2	L	-	LS	AX	-	38
16	8	11	10	12	16	-	11/ 11

Remarks: Primarily used to defend Chrí, little experience.

(7) The Gá-Hr of the Swift Kill

Tí-Hss: Jrk-Pue'el

Based: Chrí, map 1 / hex 0917

Arms: Shén heavy winch crossbows, heavy maces, large shields, leather cap with feathers down the crest, soft leather armour with copper plates sewn in

Strength: 2401

Statistics: CB

1	6	M	EL	-	MC	shc +1	168
16	12	25	20	-	20	23	18/ 13

2-5	4	M	EL	-	MC	shc	110
16	10	22	20	-	17	19	16/ 13

6-7	2	M	EL	-	MC	shc	58
16	8	21	20	-	16	17	14/ 13

ave.	4	M	EL	-	MC	shc	107
16	10	22	20	-	17	19	16/ 13

Remarks: A Gá-Hr said to have the finest marksmen in all Shényu. Raised mostly from the border areas.

(8) The Gá-Hr of Thunder

Tf-Hss: Yrk-Ss

Based: Chri, map 1 / hex 0917

Arms: Axe-swords, large wooden mallets, light helms of Chlén hide, medium and heavy ballistae, medium and heavy onagers. The sappers have pistol crossbows

Strength: 1384

Statistics: AR

D. The Forces of Ssrú'gatl Isle

(1) The Gá-Hr of the Four Eggs

Tf-Hss: Pgm-Rs

Based: Prátu, Ssrú'gatl Isle, map 2 / hex 0406

Arms: The heavy infantry has armour of scale plate, wide brimmed helmets, long halberds, axe-swords, targe shields. The light infantry has heavy winch crossbows, axe-swords, light armour. The artillery is the same as the light infantry plus medium ballistae and heavy

130:2	4	-	-	-	AX	md	*
16	10	11	8	-	18	27	11/8

84:3	3	-	-	-	AX	hd	*
16	9	10	8	-	17	*	10/8

56:6	2	-	-	-	AX	mo	*
16	8	9	8	-	16	*	9/8

21:9	1	-	-	-	AX	ho	*
16	7	8	8	-	16	*	8/8

Statistics: SA

1	2	-	-	-	AX	ss	57
16	8	9	8	-	16	3	9/8

Remarks: Another excellent artillery unit. It has seen much action against the small Shén states to the north. Some of its units are being moved to Qeleqmú in response to the Livyáni invasion of Tsoléi. Yrk-Ss served in Tsolyani as an artillery officer.

onagers.

Strength: 2401

Statistics: HI

1	5	Hs	Ts	HB	AX	-	120
16	11	23	19	23	19	-	20/ 16

2-4	2	H	T	HB	AX	-	54
16	8	18	17	20	16	-	16/ 15



Silent Sting
(B7)



Gà Hí of the
Retainers of
Hu-Shra
(A6)



Gà Hí of the Exalted Plume (B1)



Gà Hí of Práty (D2)

ave.	3	H	T	HB	AX	-	71
16	9	19	17	21	17	-	17/ 15

Statistics: LI

5-6	3	L	-	-	AX	hc	78
16	9	12	10	-	17	18	12/ 10

Statistics: AR

98:2	2	L	-	-	AX	md	*
16	8	11	10	-	16	25	11/ 10

21:9	2	L	-	-	AX	ho	*
16	8	11	10	-	16	*	11/ 10

Remarks: The Gá-Hr is maintained by a community effort of the egg-groups. It has fought several engagements and has more than held its own.

(2) The Gá-Hr of Prátu

Tf-Hss: Dss-Trmgi, commander of Ssrú'gatl Isle

Based: Prátu, Ssrú'gatl Isle, map 2 / hex 0406

Arms: Pointed helms with thin tusk-like legs extending out and up around the edge of the

brim. The heavy infantry have scale armour with aventail to the helm, long pikes, small shields, and axe-swords. The medium infantry have two-handed spiked maces, narrow short swords, and pistol crossbows.

Strength: 2401

Statistics: HI

1-2	6	Hs	Ss	LP	AX	-	140
18	12	25	20	11	20	-	21/ 16

3-4	4	H	S	LP	AX	-	94
18	10	21	18	9	18	-	18/ 15

ave.	5	H	S	LP	AX	-	117
18	11	23	19	10	19	-	19/ 16

Statistics: LI

5-7	4	M	-	TMC	SW	sx	86
18	10	16	13	20	10	3	16/ 13

Remarks: This Gá-Hr is raised by the colonists of Ssrú'gatl Isle. It has fought off at least two Hlüss incursions already. Dss-Trmgi has a fanatical hatred for the Hlüss. During battle it is said that he gets incensed and charges off the command stand leading all who will follow into a frenzied melee.

E. The Forces of the Minor Egg-Groups of Shényu

(1) The Gá-Hr of the Heroes of Morcháptla - also listed in *Armies V*, *Livyánu* and *Tsoléi*

Tf-Hss: Há-Srr of Ti-Sà

Based: Ti Sà, a village in map 1 / hex 0617 - now at Dlu'nir, map 1 / hex 2302

Arms: Long pikes and pistol crossbows, axe-

swords, light Chlén hide armour

Strength: 2401

Statistics: LI

1-2	4	L	R	LP	AX	sx	70
16	10	18	15	14	18	3	13/10

3-7	2	L	R	LP	AX	sx	48
16	8	16	15	12	16	3	11/10

ave.	3	L	R	LP	AX	sx	59
16	9	17	15	13	17	3	12/10

Remarks: This unit was intended for Átlímn on the Isle of Ku'úl, but the troopships were blown off course and finally made a landing in map 1 / hex 2302 south of Dlú'nir.

(2) The Gá-Hr of the Retainers of Sqa-Sna

Tf-Hss: Sqa-Sna, noble of the Castle Lgs, map 1 / hex 0822

Based: Castle Lgs, map 1 / hex 0822

Arms: Long spear, long sword, medium shield, some pistol crossbows, helm but no armour

Strength: 5 Shf-Gü

Statistics: LI

1	3	-	R	LS	LW	sx	70
13	9	15	13	12	17	3	10/8

2-5	1	-	R	LS	LW	sx	26
13	7	13	13	11	15	-	8/8

ave.	2	-	R	LS	LW	sx	35
13	8	13	13	11	15	3	8/8

Remarks: A Gá-Hr used mainly for patrol and local policing duties. Of unknown combat abilities.

(3) The Gá-Hr of the Sword of Zsri

Tf-Hss: Tf-Zsri holder of the Castle Zsri

Based: Castle Zsri, map 1 / hex 1113

Arms: Medium infantry have long spears, medium armour, medium shields, and long swords. Light infantry have halberds, axe-swords, and pistol crossbows.

Strength: 2401

Statistics: MI

1	5	M	R	LS	LW	-	118
16	11	22	18	15	19	-	17/13

2-3	3	M	R	LS	LW	-	78
16	9	20	18	13	17	-	15/13

ave.	4	M	R	LS	LW	-	98
16	10	21	18	14	18	-	16/13

Statistics: LI

4-7	3	-	-	HB	AX	sx	67
16	9	10	8	21	17	3	10/8

Remarks: This unit garrisons an important castle on the Shényu-Qónu border. The Gá-Hr has much skirmish battle experience.

(4) The Gá-Hr of the Hold of Gui-Ysr

Tr-Hrr: Gui-Ysr

Based: Castle Gui-Ysr, map 1 / hex 1016

Arms: The heavy infantry have short pikes, axe-swords and small shields. Their armour is scale copper. The medium infantry have halberds, axe-swords, and pistol crossbows.

Strength: 2401

Statistics: HI

1	6	H+1	S+1	SP	AX	-	152
16	12	27	22	16	20	-	22/ 17

2-3	4	Hs	Ss	SP	AX	-	100
16	10	23	20	14	18	-	19/ 16

ave.	5	Hs	Ss	SP	AX	-	117
16	11	24	21	15	19	-	20/ 16

Statistics: MI

4	4	M	-	HB	AX	sx	80
16	10	16	13	22	18	3	16/ 13

5-7	2	M	-	HB	AX	sx	40
16	8	14	13	20	16	3	14/ 13

ave.	3	M	-	HB	AX	sx	50
16	9	14	13	21	16	3	15/ 13

Remarks: The egg-group which this Gá-Hr is from has a fanatical hatred of the Shén of Xáx. This citadel has become a primary bulwark against any Shén incursion from

Xáx.

(5) The Gá-Hr of the Pale Egg

Tf-Hss: Crs-Suegt

Based: Shényu Colony on the southern continent at Shüggar (map 1/hex 0403)

Arms: Medium infantry have long spears, medium shields, axe-swords, and no helms--just head bands with coral decorations. Light infantry have light armour, no helms, axeswords, medium shields, and pistol crossbows.

Strength: 2401

Statistics: MI

1-2	6	M	R	LS	AX	-	98
16	12	23	18	16	20	-	18/ 13

Statistics: LI

3-4	3	L	R	-	AX	sx	68
16	9	17	15	-	17	3	12/ 10

5-7	1	L	R	-	AX	sx	28
16	7	15	15	-	15	3	10/ 10

ave.	2	L	R	-	AX	sx	45
16	8	16	15	-	16	3	11/ 10

Remarks: This Gá-Hr is supported by the colony. It seems to be in some confusion now. It has been leaked own that some units of the Gá-Hr claim to have been attacked by a "great green egg with silver fire"!

Painting Guide

The painting guide is divided into columns: Legion number, helmet, body armor, shield, leggings, cloak, and standard. The key to the abbreviations used in the column headings to the right, and the key to the abbreviations used within the columns is below that key.

Legion	Helmet / Head Cover			Body Armor			Shield			L	Cloak		Standard		
	B	P	T	B	K	T	B	2	3	B	B	T	B	2	3
Shenyu Units															
(A1)	I	*	W	I	-	C	-	-	-	-	-	-	-	-	-
(A2)	E	W	C	E	-	I	E	-	S	-	-	-	-	-	-
(A3)	-	-	-	N	-	C	-	-	-	-	-	-	-	-	-
(A4)	I	L	S	L	-	S	I	L	S	-	-	-	-	-	-
(A5)	W	-	L	L	-	W	-	-	-	-	-	-	-	-	-
(A6)	varied feathers			dB	-	Z	dB	-	Z	-	varied feathers		-	-	-
(A7)	crest IG/S			-	-	-	-	-	-	-	-	-	-	-	-
(A8)	IB	-	G	IB	-	G	IB	G	W	-	-	-	-	-	-
(A9)	dB	-	IB	dB	-	-	-	-	-	-	-	-	-	-	-
(A10)	N	*	C	N	*	C	-	-	-	-	-	-	-	-	-
(A11)	dF	-	IB	I	W	IB	I	-	W	-	-	-	-	-	-
(B1)	Rings C w/ feathers			W	A	IG	-	-	-	-	-	-	-	-	-
(B2)	Z	IB	F	IB	-	F/Z	IB	-	Z	-	-	-	-	-	-
(B3)	S	-	dF	S	-	dF	-	-	-	-	-	-	-	-	-
(B4)	I	-	IF	I	-	IF	dF	-	IF	-	-	-	-	-	-
(B5)	IN	-	O	-	-	-	-	-	-	-	-	-	-	-	-
(B6)	IO	-	R	-	-	-	IO	-	R	-	-	-	-	-	-
(B7)	A	-	W	A	-	W	A	-	W	-	-	-	-	-	-
(B8)	IF	-	C	IF	-	C	IF	-	C	-	-	-	-	-	-
(C1)	R	-	IO	S	R	IO	R	-	IO	-	-	-	-	-	-
(C2)	C	R	L	R	W	C	R	-	C	-	-	-	-	-	-
(C3)	IN	B	-	N/L haversack			-	-	-	-	-	-	-	-	-
(C4)	-	-	-	W	-	IB	W	Y	IB	-	-	-	W	Y	IB
(C5)	-	*	-	-	-	-	W	G	Y	-	-	-	W	G	Y
(C6)	-	-	-	IF	dB	IB	-	-	-	-	-	-	-	-	-
(C7)	R	-	O	IN	R	C	O	R	C	-	-	-	-	-	-
(C8)	F	-	Y	-	-	-	-	-	-	-	-	-	-	-	-
(D1)	O	-	A	O	-	A	O	-	A	-	-	-	-	-	-
(D2)	IG	-	IN	IG	-	IN	IG	-	IN	-	-	-	-	-	-
(E1)	N	-	-	N	IO	-	N	-	IO	-	-	-	-	-	-
(E2)	F	-	Y	-	-	-	F	-	Y	-	-	-	-	-	-
(E3)	-	-	-	IG	W	-	IG	-	W	-	-	-	-	-	-
(E4)	-	-	-	C	R	L	R	L	C	-	-	-	W	R	-
(E5)	*	-	-	O	A	W	O	A	W	-	-	-	-	-	-

Key to Column Headings

L - Leggings

B - Basic Color

P - Plume or crest color

T - Trim color

K - Tunic and/or kilt color

2 - Second major color

3 - Third major color

Key to Column Contents

I - Light shade of the color

d - Dark shade of the color

b - Bright shade of the color

A - Pink

B - Blue

C - Copper

D - Gold

E - Red-Orange

F - Grey

G - Green

I - Steel

L - Black

M - Maroon

N - Brown

O - Orange

P - Purple

R - Red

S - Silver

W - White

Y - Yellow

Z - Bronze

* - Painter's choice

Human Body Color

The typical Tsolyani is a rich copper-tinged tan color. Prof. Barker uses Floquil M80 "Samoa."

Nonhuman Body Colors

Ahoggys: About 75% brown, 15% gray, 5% black, and 5% buff colored.

Hlaka: Males - dark brown to grey.

Females light gray. About three to one male/female ratio.

Pe Choi: Males - gleaming black.

Females - bone white. About three in four will be males.

Shen: Males - black. Females

(Egg-layers) - blue-black-grey,

Egg-fertilisers - black with tinges

of grey on underbelly and insides of limbs

Swamp Folk: Doughy white.

The Splendour of Shényu

by M.A.R. Barker

Many players of "Empire of the Petal Throne" have asked for information on the Shén, the great reptilian race which inhabits the hot lands south of Livyánu. Of all the nonhuman races of Tékumel, the Shén, the Pé Chói, and the Ahoggyá seem to be the most interesting to players, and in a number of campaigns players have asked to play the part of one of these beings. It is especially difficult to take on the role of an alien creature, of course, and the referees should perhaps advise this only for exceptionally imaginative players. It is not just a matter of being nearly seven feet tall, covered with black scales, and tremendously powerful; there are important mental and cultural differences as well. Some of these will be explained below, while other, more subtle attitudes may perhaps be left to the player to develop.

Historically, the Shén worlds lie around Antares (Alpha Scropii). When man first encountered them, they had already developed interstellar flight and what humans called the "three-light drive," a modification of the torque-stress interdimensional drive used by mankind. At first the Shén were neutral to man, but they soon determined that if they remained passive, the aggressive human worlds would expand and envelop them. They thus colonised all of the worlds close to their region and stiffly resisted human attempts to push them off. A series of small engagements resulted, and both sides suffered losses. Eventually men and Shén came to realize that this was a fruitless

enterprise--the logistics of interstellar war are too difficult to make it profitable--and the Treaty of T'kru (the Shén world capital) was signed. Trade developed, and mutual respect also came into being. Although ferocious in battle, the Shén had never been needlessly cruel--and fortunately at this time in human history the forces fighting the Shén were followers of the Transporters, a highly moralistic, authoritarian, almost prudish sect. Neither side thus committed atrocities, and peace came easily once war was done.

The Shén accompanied man to Tékumel as trading partners, setting up a largish mission on the southern continent. This region was too hot for humans but suited the heat-loving Shén very well indeed. Shén records, like human history, do not extend back to the "Time of Darkness," when Tékumel and its sun were cast into a pocket dimension of their own, but it is clear that volcanism, storms, and tidal waves swept away much of this original colony, leaving only a small enclave in what is now Shényu. Then Shén epic, "The Recital of Ss-tr," describes in allegorical terms the founding of the city of Ssolvá and the struggles of the earliest settlers. Volcanic activity continued for centuries, both in the southern continent and in the region of the Spouting Mountains in Shényu. Nevertheless, the colony persevered and eventually prospered. There was little conflict with humans, who were based farther to the northeast in what is now Tsolyánu and Mu'ugalavyá, and the ancient strongholds of the native races, the Ssú and

the Hlüss, were ruthlessly exterminated.

It may be useful to describe the Shén in more detail than was given in "Empire of the Petal Throne": the "male" Shén (really the egg-creator) is the tallest of the species, ranging up to almost seven feet in height. The "female" (the egg-layer) is smaller and more delicate. The third sex (the egg-fertiliser) is of intermediate height. The males have gleaming black scales, a glittering crest of spiny points which can be raised or kept flat against the skull, a beak-like snout, and three fingered hands with an opposable thumb. The females are of a blue-black-grey colour, and their crests are smaller. The egg-fertiliser is sometimes hard to identify for humans, since he (she? it?) is similar in appearance to a male, somewhat less black, with tinges of grey on the belly and on the inside of the limbs. All Shén have greyish areas around their reddish eyes, which have a vertical black pupil. There are some further sub-species of other colourations as well, but these tend to be from egg-groups (cf. below) outside of Shényu. In their own land the Shén wear little clothing, preferring only a harness upon which to hang a pouch, a weapon, etc. Those who emerge to fight in human armies, however, often lacquer their crests in metallic colours, wear a metal-link belt with a small metal groin guard over a loincloth of red or blue cloth, and add epaulettes of metal to their harness. Shén also enjoy having more complete body armour and use scale mail sewn on leather, a helmet of metal (copper trim is preferred) or of Chlén-hide (which they do not like to wear) when necessary, vambraces and greaves of metal, etc. Shén females wear nothing more than a harness, although they may lacquer designs of their dorsal scales, and the third sex, the egg-fertiliser, tends to

copy the fashions of the males, although with subtle differences which can be perceived by a Shén but which humans may not be able to identify.

The central feature of Shén culture, perhaps, is the division into "egg groups," i.e. lineages of individuals descended from the same male and female; the egg-fertiliser, who comes along after the eggs are laid to fertilise them, may be different). A Shén receives cooperation, support, and assistance from his/her/its own egg group. With other egg-groups, neutrality or downright hostility is to be expected, and this is perhaps the main reason why the Shén have never developed into a unified, world-conquering species on Tékel. The plants and drugs which were used to suppress this inter-egg-group hostility on their own world are no longer available on Tékel, and thus, the Shén behave instinctively much as their ancestors must have done on the hot, rocky plateaus of Antares IV before these tranquilising substances were discovered.

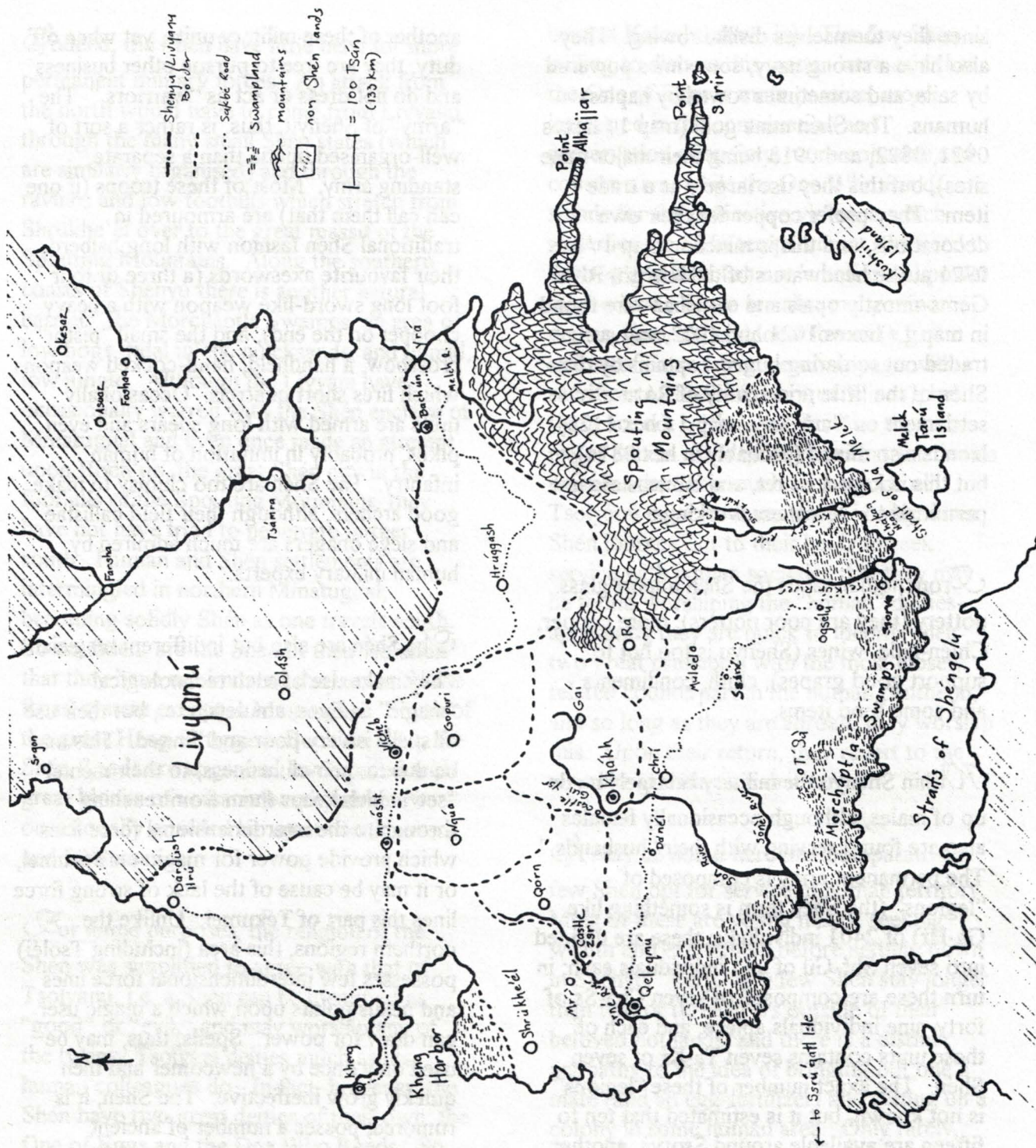
The egg-group division is primary for the Shén, and this has resulted in the many small "states" north of Shényu: these are enclaves of egg-groups of Shényu, gone through a period of "neutrality," and then, as time passed, drifted far enough away genetically to be classified as "hostile." Shén informants have stated that in every clutch of eggs there are always some infants which do not "smell right" (the actual Shén term is untranslatable). The mother weeds these out, killing and eating them as she finds them, but occasionally some escape to run away. These exiles often die of starvation or are caught and killed, but a few survive to reach the northern enclaves. If they are

lucky, they might find an egg-group to which they "smell right," and they are then accepted into that group. They may occasionally meet other "exiles" and found a new egg-group of their own. This naturally process tends to fragment Shén society and then create continual trouble.

The matter is complicated by the recurrence of the "mating season" during the hottest months of the year, when the temperature in Shényu reaches approximately 60°C (approximately 140°F). During this period males from the same or different egg-groups will fight each other on sight, if there is a female with one of them. This fighting is instinctive, and weapons are not used--just teeth, claws, and tail. Females are kept sequestered, usually in the care of the egg-fertilisers, who do not participate in the fighting. The Shén are largely monogamous, forming permanent unions with just one mate, whom they protect and with whom they live. The egg-fertiliser sex, however, is not part of these unions, dwelling first with one couple, then with another, within their egg-group, fertilising each couple's egg in turn. Each yearly clutch of eggs produces infant Shén within about a two-week period, and these are cared for by the mother and by older female Shén who are past the egg-laying stage. Many of these infants die before maturation, killed by their brothers and sisters in rough play within the "nest." Whenever there is too great a preponderance of one sex, the elderly females also weed out the weaklings, snapping off heads and eating the excess infants. This is only too often the fate of infant egg-fertilisers, not too many of whom are required by the egg-group for its continuation--but it is not correct to apply human standards here!

The exact structure of Shén government is not clear. Senior males seem to dominate within each egg-group, and the larger egg-groups in turn dominate lesser, neutral or friendly-related ones. Elderly females appear to have a strong say in matters affecting the egg-group as well, but the third sex, the egg-fertilisers, have no political or social power and go about performing their endless task with no desire to do otherwise. Each Shén city is organised around a centrally powerful egg-group or cluster of related egg-groups. The elderly males regularly meet (except in mating season) in a sort of loosely democratic council, in which one's status is determined by age, prestige (e.g. due to the size and power of one's egg-group), and personal charisma. This council, called the Hírg-Ssá, organises the functions of government: trade, shipping, policing, military matters, etc. Within Shényu, these councils cooperate with those of other cities, since all are friendly-related or neutral egg-group lineage. There is not such cooperation with the fragmented hostile egg-group states to the north.

The Shén are great traders. Much of their commerce is internal, with the Chí melon (their main dietary staple when at home--from which they make a bitter, pungent bread-like cake, edible but not pleasing to humans) forming their main trade item for the interior to the coast. In return, the coastal cities supply fish, crustaceans, insects of various types (also part of the Shén diet), and various other sea products, as well as items traded in from human cultures. Although not very much given to aquatics themselves, the Shén also maintain a large fleet of ships for trading purposes. For their galleys, the Shén purchase human slaves,



since they themselves dislike rowing. They also have a strong navy, sometimes powered by sails, and sometimes rowed by hapless humans. The Shén mine gold (map 1 / hexes 0921, 0822, and 0918 being their major mine sites), but this they use largely as a trade item. They prefer copper for their own decorations, and this is mined in map 1 / hex 0721 at the headwaters of the Kír'grü River. Gems--mostly opals and carnelian--are found in map 1 / hexes 1021 and 1022, and are traded out to daring human captains by the Shén of the little principality of Rá at a settlement on Sarir Bay (map 1 / hex 1126). Iron is also mined (probably in hex 0814), but this is kept a secret, and humans are not permitted to view these workings.

From human lands the Shén import glass, pottery (they are poor potters), more copper, Chlén-hide, wines (Shényu is too hot to support good grapes), cloth, condiments, and some food items.

Within Shényu the military is largely made up of males, although occasionally females also are found serving with their "husbands." The permanent army is composed of "legions" (the Shén term is something like Gá-Hr) of 2401 individuals; these are divided into seven Shí-Gü of 343 individuals each; in turn these are composed of seven Chá-Ss of forty-nine individuals apiece, and each of these units contains seven Tá-Kr of seven Shén. The exact number of these "legions" is not known, but it is estimated that ten to fifteen are available around Ssorvá, another eight to twelve around Qeleqmú, eight to ten around Chrí, and an unknown number of others scattered around the land. It is difficult to assess Shén military power since almost all male Shén belong to one or

another of these military units, yet when off duty, they are free to pursue other business and do not dress or act as "warriors." The "army" of Shényu, thus, is rather a sort of well-organised militia than a separate, standing army. Most of these troops (if one can call them that) are armoured in traditional Shén fashion with long halberds, their favourite axeswords (a three or four foot long sword-like weapon with a heavy chopper on the end), and the small "pistol" crossbow, a handheld, hand-cocked weapons which fires short quarrels. Occasionally units are armed with long spears and even pikes, probably in imitation of human infantry. The Shén are too clumsy to make good archers, although their field ballistae and siege onagers are much admired by human military experts.

The Shén are also but indifferent magicians. They make use of such technological "magic" as Eyes, amulets, etc., but their use of spells is very poor and limited. This may be due to their clumsiness, to their mental "set" which keeps them from reaching through to the interdimensional force lines which provide power for magic on Téकुमेल, or it may be cause of the lack of strong force lines this part of Téकुमेल. Unlike the northern regions, this area (including Tsolei) possesses few interdimensional force lines and nexus points upon which a magic user can draw for power. Spells, thus, may be used only once by a newcomer and then quickly grow ineffective. The Shén, it is rumored, posses a number of ancient technological weapons, preserved from the period of high technology before the Time of Darkness. It is said that these include aircars and some powered artillery, but naturally this is kept a state secret by the Shén.

Indeed, the Shén have little need for more permanent military forces. An attack from the north would have to come from Livyánu, through the many small Shén states (which are similarly organised) and through the ravines and low foothills which stretch from Shrukhe'él over to the great massif of the Spouting Mountains. Along the southern coasts of Shényu there is another natural barrier: the Morcháptla Swamps, an area of low bogs, tidal inlets, quicksands, and humid, low jungle. Although the Livyáni have occasionally warred with the Shén enclave of Mmatugúal and even once made an attempt upon Boch'un, the great Shén city in the foothills of the Spouting Mountains, they have not have tried to penetrate farther south. Human and Shén settlements are intermingled in northern Mmatugúal, becoming solidly Shén as one travels south. So confident are the Shén of their isolation that they have not imitated the human Sákbe Road system except in Mmatugúal. South of the great Héng-Hfuggash-Boch'un road, the Shén Roads are at ground level, paved with great blocks of volcanic basalt, and only occasionally guarded by squat watchtowers and fortresses.

For game purposes, the religion of the Shén was simplified to agree with that of Tsolyánu, i.e. a Shén can be identified as "good" or "evil," and may worship any of the twenty Tsolyáni deities much as his human colleagues do. In fact, however, the Shén have two great deities of their own: the One of Eggs and the One Who Rends. So far as can be ascertained, the first of these deities corresponds to Avánthe (with overtones also of Hnálla and Thúmis), while the second is a counterpart of Vimúhla (with certain aspects of Hrü'ú and the scientific

bent of Ksárul thrown in). The few Shén willing to discuss this matter have said that the One of Eggs is more passive, more interested in the continuation and preservation of society, more cohesive and constructive, while the One Who Rends stands for the instinctive violence which underlies the Shén temperament, the need to destroy and establish one's individual power over others. There are also many minor deities, demons, and local forces (e.g. the sailors of Ssorvá begin each voyage with a sacrifice to Hú-Shrá, Lord of Winds), but these are not of the same level as the two major deities. It is quite clear that the deities exist for the Shén much as the gods of Tsolyánu exist for humans. It is only when Shén journey out to their lands to seek service with human societies that they may be found worshipping the "human" deities--apparently they are quick to identify their two great principles with the most closely related counterpart in the human pantheon, and so long as they are abroad, they worship this. Upon their return, they revert to the worship of their own deities.

It may be noted here that comparatively few Shén opt for service in human territory. Most of these are young males, seeking wealth and excitement before settling down in Shényu. Very, very few Shén stay longer than two or three years outside of their beloved hot lands, and there is a distinct antipathy to the idea of bringing out one's mate (and an egg-fertilizer) and setting up a colony in some human area. Only rarely, thus, are Shén females seen in human cities and egg-fertilizers are even more rare. Shén missions and permanent trading enclaves in such cities in Jakálla, Khéiris, Tsámra, etc., may sometimes include females and children, but there is not a feeling that this should

become permanent, and after a tour of duty the Shén emissaries are rotated home.

Humans should also note that it is not possible to employ Shén of one egg-group to serve in a legion with Shén from some other egg-group. This produces instant hostility, which may result in violence. Such Tsolyáni mercenary Shén legions as the Legion of the Splendour of Shényu, the Legion of Gr-gá the Egg-Layer, the Legion of the City of Chri, and the Horde of Hfk-ss the Eater of Eggs are all composed of troops from the same or friendly egg-groups. On the other hand, the Mu'ugalavyáni employ Shén from some of the smaller states: e.g. Legion XI of the First Palace, "Pride of Xâx," Legion III of the Third Palace, "Egg-Destroyers," Legion IX of the Third Palace, "Iridescent Egg," etc. Shén egg-group loyalties must thus be strictly observed even abroad.

To the Shén, men are the "Tsi" (a small monkey-like creature dimly remembered from their own native world); men move about too much, talk too much, and are too flighty. Men find most Shén reserved, rather cold and calculating, given to sudden and unintelligible violence, and without any sense of humour. The Shén are infallibly honourable, within their own cultural limitations, and take no part in the calculated cruelties and sadism of human culture. They thus find men fickle and dishonest, hypocritical and vicious, while men find them stiff, overly righteous about their cultural ideas, and without any understanding of conflicting points of view. In spite of these gaps in understanding, however, the two races have learned to live together, sometimes even in relative harmony. There have even been joint human-Shén

expeditions; e.g. the Livyáni-Shén attempt in 1802 A.S. to drive the Hlüss off of Kushi'il Island (map 1 / hex 0428). There are Shén officers in human armies, and human captains of Shén ships (although no human has ever served in the Shén military, probably because of the egg-group social aspects of the Shén military structure). Shén and human merchants have often banded together to operate trading firms, and Shén travellers have even reached the northern cities of Yán Kór, enduring the cold and alien surroundings of those far-off regions.

As for humans visiting Shényu, it may be interesting to note the description provided by Hirikása hiTu'únmra, a Tsolyáni officer who was sent to negotiate for gold in 2342 A.S.

"On the next day we passed through the Straits of Vá-Mélek, with the low jungles of Shényu to starboard and the rotting swamps of Mélek-Táru Isle to port. All of this coastline is like that near Penóm: an endless wall of green jungle which overhangs the sea all along. The water flows in and out through the tangles roots of this swampy morass, and over all there is the hum of the biting flies. Not a sign of Shén habitation is to be seen, not a hint that behind this hedge of jungle there lies a mighty empire. My companion, the noble Shí-Mgá sat stolidly in the bows, awaiting a sight of his homeland, which he had not seen for these three years.

"We spent the night tied to the roots of a rotting Sáyu tree, fearing the sandbanks and shoals that predominate in this passage. More, Shí-Mgá warned us of the small pirate craft which dart forth from some tiny inlet and raid passing ships which exhibit few

signs of military power. Although our mission had a good twenty troopers aboard, we had no stomach to face an assault by half a hundred hissing Shén, and we lay silent and dark the night long.

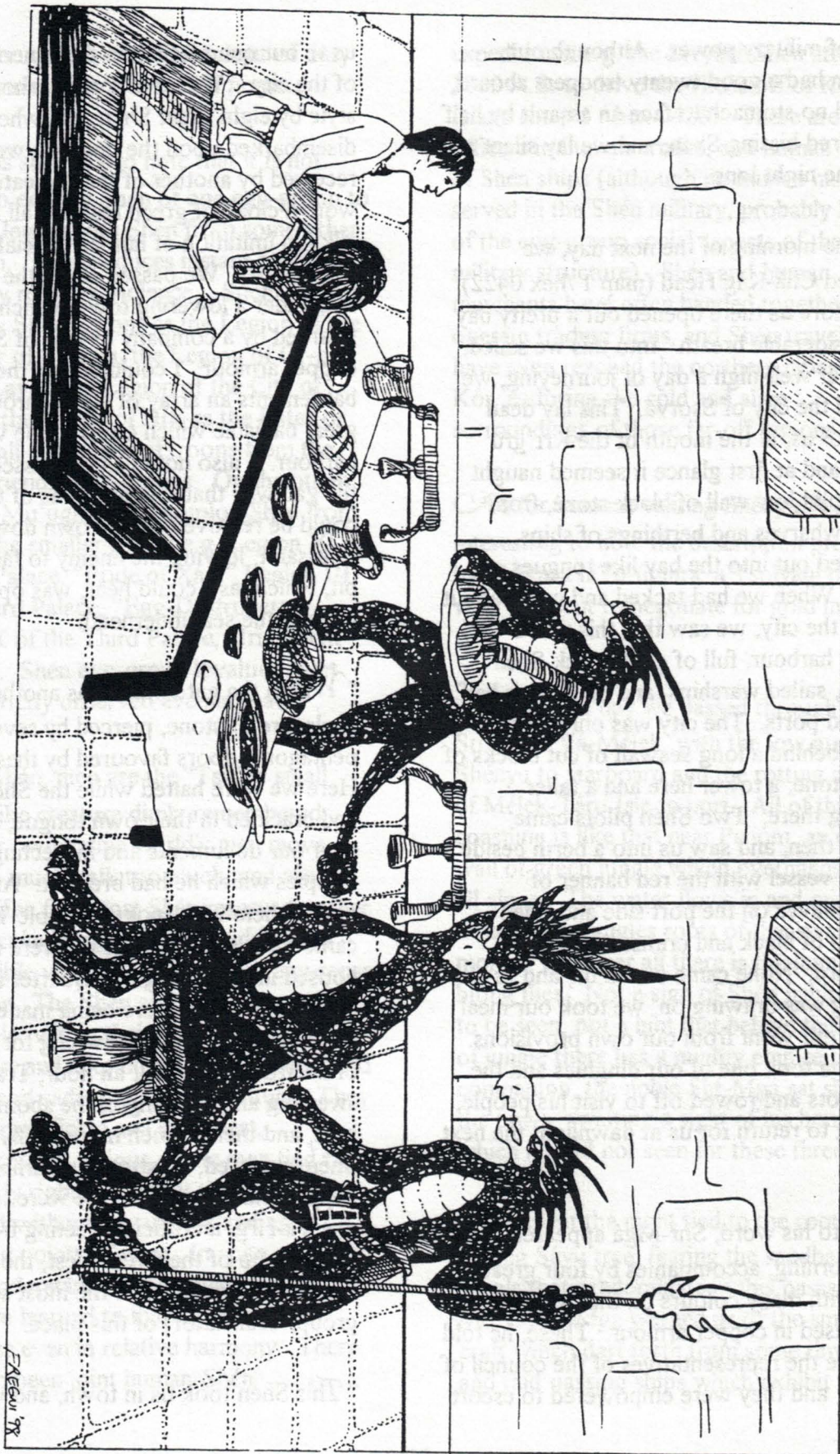
“On the morning of the next day, we rounded Chá-Kág Head (map 1 /hex 0422), and before us there opened out a pretty bay of considerable breath. Into this we sailed, and after well-nigh a day of journeying, we sighted the city of Ssorvá. This lay dead ahead of us, at the mouth of the Kír’grü River, and at first glance it seemed naught but a solid low wall of black stone, from which wharves and berthings of ships extended out into the bay like tongues of stone. When we had tacked and come about before the city, we saw that this was a mighty harbour, full of great black Shén galleys, sailed warships, and craft from half a hundred ports. The city was only partly visible behind a long seawall of cut blocks of black stone, a tower here and a taller building there. Two Shén pilots came aboard then, and saw us into a berth beside a trading vessel with the red banner of Mu’ugalavyá on the port side and Shén warship of black and crimson on our starboard. None came out to us, and as evening was drawing on, we took our meal as was our wont from our own provisions. Shí-Mgá took one of our dinghies and the two pilots and rowed off to visit his people, vowing to return for us at dawnlight the next day.

“True to his word, Shí-Mgá appeared the next morning, accompanied by four great Shén with many colours on their crests and all encased in copper armour. These, he told us, were the representatives of the council of Ssorvá, and they were empowered to escort

us to our quarters in the foreigners sections of the city. We were rowed ashore in some style by eight great Shén, and when we disembarked upon the quay we were received by another of these creatures who wore a cloak of green feathers all sewn upon silk [an imitation of human official dress; Translator]. We passed along the wharves and under a lowering tower which was well guarded by a company or two of Shén in copper armour. I could see on the battlements an array of stone-throwers and great ballistae which covered the whole harbour. I also noted as we passed through the gateway that the floor was of timber and could be removed and thrown down in case of assault, leaving the enemy to face a deep pit, which, as I could hear, was open to the tides of the sea underneath.

“Within the gate there was another enclosure of stone, pierced by several of the pentagonal doors favoured by these beings. Here we were halted while the Shén hissed and crackled in their own tongue, looking over our documents and inspecting the samples which he had brought. At length one of them who spoke passable Tsolyáni came forth and said that we were to be housed in the Foreigners Quarter and that accommodations were being made ready for us. We sat beneath an awning for upwards of a Kirén [about half an hour; Translator], sweating and dripping in the abominable heat, and then a much more lordly-looking Shén appeared, all attired in harnesses of copper and gems. This we were told, was one Tá-Hfg, an official greeting from the Egg-Group of the Great Nest, the chief faction [not really--just the most senior egg-group; Translator] of this place.

“This Shén took us in town, and we were



led through the city like a pack of pet Rényu, all eyes upon us. The Shén build few tall buildings, preferring long, low stone porticoes and blank walls, pieced only by a occasional gate. Everything here is curved, few walls are straight. The copings of the roofs are rounded, and the few windows we could see over the walls on every side also are of oval shape. Somehow these curvings seem wrong to a human eye, and all of us felt ill at ease.

"Humans in Shényu are almost entire restricted to the Foreigners Quarter. When we entered this, we all seemed to feel a sense of relief, and we caught ourselves glancing at one another almost like green troops who have emerged unscathed from a battle. Here there were buildings with square corners and of a form which was familiar. The Tsolyáni merchants of the white Crystal Clan have a large compound here, and to this we were led. Here we were welcomed with wine and water to bathe and with food of reasonable quality--much welcomed by all of us after our long sojourn on our vessel. Rayásu hiTukún, the merchant chief of this clan here, provided us with all of our needs and told us that we might expect from the Shén. 'Do not,' he said, 'hope for instant agreements and contracts. The Shén take their time, and their council will chew it all over a hundred times before making up their minds. You'll be questioned and interviewed and talked at until you are ready to throw it all over and go home--and that's when they will make you the lowest offer you ever head of! You must be patient and cool about it all. The Shén admire that, and eventually they will come about.'

"This Rayásu had lived in Shényu for some ten years, off and on, making voyages home

whenever the heat and the local diseases got too much for him. He further offered us pointers on behaviour, saying, 'the Shén will invite you to feast, and go you must. But don't eat their accursed Chf melon, for it brings about a flux in the bowels the like of which you will never endure again. If they give you meat, look it over well, for they eat the infants of their own species which they have no love for--the meat will be a bit greenish and of a dark hue. This they may find delectable, but humans sicken on the stuff. Instead, you must eat only the blue fruits that they call G'ár and the long yellow pulpy things which are peeled stalks of the Mmí-gr plant. If the Shén are ill-disposed towards you, they may offer you the flesh of a human slave--although they have little sense of humour, as befits a man, they can be sardonic and cleverly insulting at times. Mostly, however, you will find the Shén solicitous hosts, aware of the differences between your diet and theirs, and you may thus expect courteous treatment. Indeed, they may provide you each with human women for the night; these are slaves upon whom they wish you to beget further children so that they need not purchase further wretches from our lands. You may go in to these women or not, as you choose; the Shén are indifferent to our couplings. Of one matter I must warn you; make no attempt to wander about in the city or the countryside unless taken there by a Shén guide. We humans are not permitted outside of certain clearly understood areas in this nation. If your business takes you outside this city, you must obtain permission and a Shén guide in order to travel, and should you journey to one of the northern Shén states, you must be guided to the border and arrange with the Shén of that place to take you into their territory, for no Shén of

Shényu can cross the borders of Qóno, Xáx, Gái, or Shrúkhe'él and live. Rá, I have heard, is somewhat neutral. --Oh, of course, there are renegades who leave Shényu and join the northern states [a reference to the egg-group membership mentioned above, of which Rayásu may have been ignorant; Translator], but travel between these lands does not occur, and trade consist of simple barter--you pile your goods on the border, and then we come and pile ours; then we take what is agreed upon from a distance.

"Rayásu then went on to narrate several further instances of Shén behavior and to described the plight of human travellers who had fallen afoul of their many customs and laws. As it was late, I bid my comrades good health and went to bed.

"At dawn, I was awakened by a servant who brought a copper plaque from the Shén council. I dressed in what finery I could muster, took my comrades with me, and ventured out of the Foreigners Quarter in the company of four ceremonious Shén soldiers attired in copper harnesses and helmets. Once again we traversed that curious city. After some time I inquired of our escort if any spoke our tongue. One did, and I questioned him as we walked. 'Why,' I asked, 'are there no market places in this city?' The Shén pointed from house to house and replied, 'Each great house you see is a nesting place; these belong to one or another egg-group and within an egg-group all is free. We use little money here for exchange, since we know what is to be taken and what is to be given. If you were to give me your Tsolyáni sword, any egg-brother of mine could demand it of me, and I would give it. In turn, I might demand some things

of his. Only in limited matters, thus, do we need coins--mostly in matters dealing with foreign trade. These we can mint aplenty, for we possess much gold.' I knew from this that he was aware of the substance of my mission.

"We arrived at a mighty hall of finely cut basalt blocks. The Shén decorate very little with carvings and paintings, as we are wont to do, and their architecture is thus of a serious and rather ominous mien. After passing through several courts, we were shown into a room furnished upon one side with low daises, such as we humans enjoy, and upon the other with three-legged stools of copper. Seated upon these were seven old Shén. Never before had I seen an aged Shén, and I was taken aback to see that this race indeed ages much like our own: the crests of these Shén were highly lacquered, but yet they drooped and seemed less stiff and springy; the patches of grey around their eyes had widened and become almost a sickly white; their limbs had become thin, and their musculature was plain in front, where their bodies are softest. One stepped forward to greet us, whom I took to be their ruler [actually the senior-most member of the predominant egg-group of the city; Translator]. This being spoke to us in Shén, which is a language of hisses and growls and gargles to human ears. Another, younger Shén stood by to translate. We were welcomed to Shényu and provided with a gift of a golden armlet each. After this ceremonious greeting, our host inquired our business, and without further delay I expounded our mission to him. [The details of this need not be given here; Translator]. At length we were served basins of cold water, a mercy in this hot climate, and then wine, which I have was Livyáni in origin. As

we stood to leave, I was given a message by one of the guards that Shf-Mgá awaited us outside and would conduct us to his house for midday food.

"I had known Shf-Mgá for two years in Tsolyánu, had served with him in the Imperial Army, and had been as close to him as one brother can be to another. Yet I felt him an alien when we stepped out into the steaming sunlight and saw him standing there, all proud and powerful in a new harness of copper all set with garnets and bits of opal. At his side he wore an axe-sword of steel, and upon his head a flared helmet of copper burnished so bright that it hurt the eye. With him were several of his family [egg-group; Translator], and these conducted us most ceremoniously through further streets of enigmatic nature, past two great central rounded buildings which Shf-Mgá said were temples to the gods of this race, and at last to an unmarked gateway in one of the interminable winding walls.

"Within at least it was cool. The outer hall lay in semi-darkness, lit only by four tiny clerestory windows high above. Shf-Mgá passed through this into a courtyard where there was a well and a pile of produce, apparently newly unloaded and ready to be stored within. Then we were ushered into an inner chamber where several more young Shén sat upon copper stools. Knowing our preference, Shf-Mgá had laid out mats upon the floor and a white cloth in the centre of the room. Food of our usual human type was laid out there: a central dish of spicy stew, loaves of Dná bread, fruits, ewers of water and of wine, ho'ó (a Livyáni grain dish rather similar to rice), and other things. In front of the Shén were platters of greenish cakes [the Chr melon product mentioned

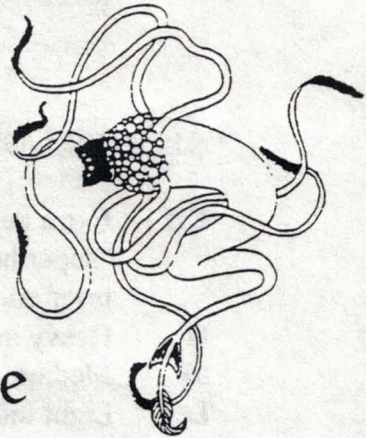
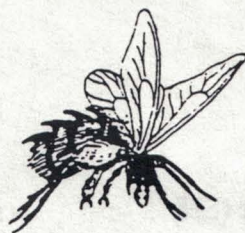
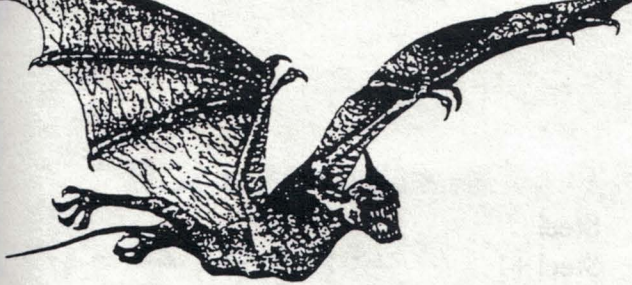
above; Translator], long skewers of darkish meat (about which we made no inquiry), and a variety of fruits of every hue. As we sat to eat, a pack of young Shén ran into the room, snapping, growling, and making rough play with one another. These Shf-Mgá said were his children, sired before he had left for Tsolyánu and now grown almost to full adulthood. Unlike us, the Shén matures within five years and takes his full place in society in about seven. Shf-Mgá also brought forward a Shén of smaller stature, whom he introduced as his 'wife' although the term does not exactly apply. She quickly disappeared again. The females have quarters deep within the nest-group warren, and the egg-laying rooms are said to be far underground. We were not invited to see those areas, nor had we any desire to do so. The acrid, pungent odor of Shén is strong enough in a Legion barracks at home; here it was overpowering. We were also introduced to several individuals who Shf-Mgá said were the egg-fertilisers of his group--more complex relationships than we could comprehend in one sitting! Almost apologetically, Shf-Mgá stated that it was their custom to entertain guests with singing and music; yet, he felt that we might not enjoy their music and could not comprehend their singing. We urged him not to feel disturbed and took our leave.

"When we were once more in the familiar rooms of the Foreigners Quarter, Rayásu came to inquire of our adventures. When I had related all to him, he exclaimed, 'You are fortunate! This Shf-Mgá is a member of the egg-group to which the senior most council members also belong. Your business will prosper, and you may only have to spend a few weeks in this accursed heat! 'Good host,' I asked, 'if the race of Shén is as

organised as they appear, and if they are as powerful as I know them to be, then tell me why they do not form a mighty army and venture forth to take away the lands of men? Do they not covet as we do? Their troops are brave in battle and as clever as we. Today I have seen that they dwell in an organised society and can surely muster all that is needed for military adventures.” Rayásu replied, ‘My lord, this is not entirely clear even to me, who have dwelt in Shényu now on and off for many years. It has to do with their lineages, I think; members of one egg-group cooperate only ill with those of others. Even when there is friendship between two of these great families, there is not the will to go forth upon a dangerous enterprise together. Indeed, Shényu could exterminate all of the little Shén states to the north, but as you see, they do not. They are a conservative race, one much given to its homeland and its ancient places. When young, they attain an age they return here to their blessed heat. Although they do produce individuals who desire foreign adventure, most Shén will remain within their families and homes after maturity. I am reminded of one Rf-Ssá, a mighty Shén you had seen in service in the armies of Tsolyánu some time back. Upon his return here he set about building up a legion of his fellows to

return to Tsolyánu and establish a new mercenary company there--perhaps to colonise, who knows? From his own egg-group he got some cooperation--thirty to fifty individuals who agreed to go with him. From his related lineages he got less, and from more distant egg-groups he got still less, until it became clear to him that no Shén-organised Company of Foreign Persons (as the devilish Yán Koryáni have named one of their legions) could go forth from here. Dissatisfied, he set sail for Tsolyánu, and I heard nothing of him since.’ I replied, ‘I believe he now serves in the Legion called Splendour of Shényu; I met him a year back when I was in Béy Sü. He seemed then a restless, frustrated person.’ Thus, we continued our discussion until the servants called us to the evening meal.”

Thirikása's further adventures in Shényu are of interest, but space prevents their narration here. It may be noted that he eventually got his trade treaty and returned to Tsolyánu laden with gold and trade goods. At his writing he serves as High Legate in the Palace of Foreign lands in Jakállá, where visitors may speak with him further of these matters.



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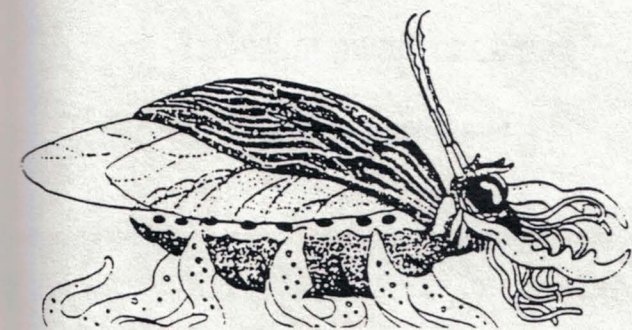
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A: Armor Class

EH	Extra heavy infantry armor (SH, "super heavy infantry armor," in the prior edition)
H	Heavy infantry armor
M	Medium infantry armor
L	Light infantry armor
--	No armor

s	Steel
+1	Steel +1
+2	Steel +2
+3	Steel +3

B: Shield Class

EL	Mantelet
R	Large/Medium
S	Small
T	Targe

s	Steel
+1	Steel +1
+2	Steel +2
+3	Steel +3

C: Long Melee Weapon

BH	Bilhook
GL	Glaive
HB	Halberd
LP	Long pike
LS	Long spear
PA	Poleaxe
SS	Short or medium spear/thrusting spear
SP	Short pike
TAF	Two-handed flail
TAS	Two-handed sword
TAX	Two-handed axe

TCL	Two-handed club
TMC	Two-handed mace
TPA	Two-handed pole-axe
TR	Trident

***** Figure uses two simultaneously

s	Steel
+1	Steel +1
+2	Steel +2
+3	Steel +3

D: Short Melee Weapon

AX	Axe
CL	Club
DG	Dagger / Hlaka light sword
FL	Flail
GA	Garrote

LW	Long weapon (broad sword, axesword, cutlass)
MC	Mace

D: Short Melee Weapon (cont.)

MS	Morning Star
RP	Rapier
SW	Short weapon (short swords, hatchets)
WH	Warhammer
--	No melee weapon

* Figure uses two simultaneously

s	Steel
+1	Steel +1
+2	Steel +2
+3	Steel +3

E: Missile Weapon

bl	Bola
cb	(Medium) Composite bow Hlaka crossbow
ch	Heavy composite bow
cs	Short composite bow, bow
hc	Heavy (winch) crossbow
hd	Heavy ballista
hj	Heavy javelin
ho	Heavy onager
ht	Heavy trebuchet
lb	Longbow Long composite bow
lc	Light crossbow
ld	Light ballista
lj	Light javelin
lo	Light onager
lt	Light trebuchet
mc	Medium (winch) crossbow
md	Medium ballista
mj	Medium javelin
mo	Medium onager
mt	Medium trebuchet

rcb	Repeating crossbow
shc	Shén heavy (winch) crossbow
sl	Sling, shot
sn	Sling, nonshot
st	Staff sling
sx	Shén pistol crossbow
tax	Throwing axe
tc	Throwing club
td	Throwing dart
ts	Throwing spear
--	No missile weapon
-p	Poison weapon
-f	Fire (pots usually)
-a	Acid (pots usually)
s	Steel, steel plating, steel projectile, or steel tipped projectile
+1	Steel +1
+2	Steel +2
+3	Steel +3

4: Cost in points per figure

* No cost per figure

11: Missile Attack Factor

* Seige weapon only

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