



*Note: These images will be removed for the final document. For now I am just placing inspirational art work from the internet.*

## Beyond Jakalla -

*A Beyond The Wall Playbook For Role-Playing The Tekumel Setting.*

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### **Overview:**

Beyond Jakalla is just a simple fanmod describing how you can play Beyond The Wall in the Tekumel setting. This is not a full role-playing game in and of itself. You will need a reasonable understanding of Tekumel ([www.tekumel.com](http://www.tekumel.com)) and own *Beyond The Wall* RPG to use this fanmod properly. This document is intentionally generic in nature. The goal is to provide a skeleton by which the GM can flesh out their player's characters, and their starting "neighborhood" within Jakalla by way of dialog.

*Recommended Materials -*

*For Background / Setting Information -*

Empire Of The Petal Throne : The World Of Tekumel (1974) [Available on DriveThruRPG!]  
Swords & Glory: Volume 1 (1983) [harder to find, but well worth it if you can land a copy]

*For Spells to convert for Beyond Jakalla use -*

Swords & Glory: Volume 2 (1983) -or- Gardisayal : Book II - Sorcery & Spells (1994)  
Both of these rpgs included the same spell listings and power level descriptions, so either should suffice. There are some slight differences between the two but nothing glaring. You should be able to find one or the other via Tita's House Of Games, or Ebay, or just asking around the G+ Tekumel Community or the Yahoo Group for Tekumel.

*Miscellaneous Others -*

Any other Tekumel official materials you can get used or new copies of. I'd recommend at least the first two novels by M.A.R. Barker. *Mitlanyal* (Two Volume set on Tekumel's Pantheon) and *The Book of Ebon Bindings*, but those are just a quick list of recommendations. Not in any particular order. If you can't find one of the spell books, perhaps ask politely for someone that does have the material to provide you a simple listing as needed. Out of the above, having at least one or the other of the spell books listed, is probably more of a requirement than a recommendation to use this fanmod.



## **Section 1: The Dynamic Playbook Format**

The typical structure of a Beyond The Wall playbook -

Start by setting five of your character's attributes to 8, and one attribute to 10. Keep in mind that no attribute may be raised above 19.\*

### **What happened during your childhood :**

“What did you learn from your parents?”

Usually a total of +5 to any combination of attributes, (OR) +4 and ONE new skill or specialty.

“How did you distinguish yourself in childhood?”

Usually a total of +3 to any combination of attributes.

“Who else did you learn from during your childhood?”

Usually a total of +3 to any combination of attributes.

## **How did your adventuring life begin in your class :**

“What was your first foray into your given adventuring class?”

Usually a total of +3 to any combination of attributes, and one new skill or specialty of an existing skill.

“What was the specialty of your mentor?”

Usually a total of +2 to any combination of attributes, and one new skill or specialty This one is usually a more 'focused' skill then just above under your first foray.”

“What secret do you know? (and which fellow adventurer shared in this knowledge or experience?”

Usually a total of +2 to any combination of attributes and +1 to an attribute of the person to your right at the table.

“How will you seek your fortune or fame now? (or) What was the result of your first 'quest'?”

Usually a total of +2 to any combination of attributes and any ONE special item of note.

Use the above set of questions to dialog with your GM about the coming of age of your character. As far as coming up with a background to answer the above questions ; a suggested “canon” to start with is the original rpg, Empire Of The Petal Throne (1974), but then work with setting information found in the “Tekumel Sourcebook” (a.k..a Swords & Glory Volume I - 1983) and others as you obtain them. That is purely a suggestion. Use whatever official material you can get your hands on.



## Section 2: Magic

Spells from Gardasiyal will be used for Beyond Jakalla. The following will be the “type” of Magic involved in Beyond The Wall terms:

| Gardasiyal RPG Term               | Equates to | Beyond The Wall RPG Term |
|-----------------------------------|------------|--------------------------|
| Universal Psychic Spells          | =          | Cantrips                 |
| Generic & Universal Ritual Spells | =          | Spells                   |
| Temple Spells                     | =          | Rituals                  |

### Example Gard to BtW Conversion : (more will be found in Appendix B)

Cantrips will be the equivalent of Universal Psychic Spells from Gardasiyal. For example sake, lets look at the spell *Elicitation*. As we are emulating a Cantrip, it would be suggested that you utilize the “lowest” listed cost version of the spell. THEN add in -2 modifiers (which will stack) as you try to use the Cantrip as a higher power. For example, in Gard. the spell *Elicitation* as a U1 cost level that states “*Provides a hazy picture of the last being to handle the inanimate object*”. This would be perfect as a normal difficulty roll against your Wisdom or Intelligence (whichever of the two makes most sense when converting the spells over GMs). Then, lets say you want to cast the Cantrip *Elicitation* at a higher power level, you’d end up with the results listed in Gard. as U2 “*Enables the caster to perceive an animate target’s magical aura and reveals how magically powerful the target is.*”. You’d have the mage roll against the Wisdom attribute as a check, but you have to adjust the target by -2. So, let’s say the Wisdom of the mage is 13. They roll a 12. Normally that would have been good enough so that the spell does not go wonky, but , as there is a -2 modifier to the target, they really need to roll an 11 or under. Hopefully that

makes sense. Then, as you try a more powerful version of the spell, keep adding in -2 to the target. The spells in Gard. are a bit all over the place as far as the “Cost” levels, so the GM will have to dialog with the character as they are allowed access to the spell to properly spell out clearly, what the Target modifier will be if you want to cast it at a higher power level. As with the dynamic coming of age questionnaire, dialog it out between one another.

I am not going to copy over all the spell names, classifications and power levels of the existing spells found in both Swords & Glory Book II RPG and in Gardasiyal RPG. (Both of those Tekumel RPGs share basically the same listings of spells and power levels there-of). **\*\*You will need to buy a used copy of either in order to properly use this fanmod.\*\***



### **Section 3: Clan Loyalty**

On your sheet, you should mark your Clan Loyalty. This can be your birthright clan, or one you've been fully adopted into. With Clan Loyalty comes Clan Responsibilities. As you age, those responsibilities may change. A sample list of “Circles” of Clan Loyalty will be provided in an appendix. That list will include suggested requirements to maintain that appropriate kinship. It will show you what areas of Mastery may be available within the “Clan” structure you dialog the format of with the GM. As your leaders start to trust you more, more opportunities present themselves.

#### **Example Clan Loyalty Responsibilities by Circle.**

“Circles” in Clans are not nearly as gradated as those in a Temple. You primarily will see Clans have 4 Circles. *Younglings, Adults, Mentors, and Masters*. The suggestion is that this is split by AGE, but there can always be exceptions to this rule. Some kids mature to “Adulthood” level quicker than others. There may be rituals or rites of passage that are waved in the case of let's say for example, a young clan boy going off and killing a major threat to the extended family well before what we'd normally say is an Adult age. The default suggestion would be *Ages 0-16 Younglings, Ages 17-30 Adults, Ages 31-50 Mentors, and Ages 51 to Death are Masters*. The family may give access to powerful heirlooms once the member reaches Mentor level, etc. It is best that the GM sets these age ranges, and what the requirements for each are within the extended Clan unit. It could differ wildly between various clans. You could even vary what the clan member has access to by way of what they might be a “Master Of”. “Master Of Carpentry” may have access to all of the incoming wood to the Clan house of Jakalla in front of the “Master Of Whittling”. Any kind of named leveling would add detail to your Clan structuring. More examples will be added to this document as we actively use this fanmod to play the game. This is a *living document* as they say. The four circle system just described is entirely up to your whimsy. Make it a little more structured, or even less, as desired. Or do away with it outright, but I would clearly denote where the character's Clan Loyalty stands in some way on your sheet.



#### Section 4: Temple Loyalty

Similar to Clan Loyalty, Temple Loyalty is a means to track a “Circle” the player belongs to : tracking from when they are just a clumsy initiate in a given Temple to when they are considered a Master of the temple. As you obtain higher Circles in a given temple, the priests may allow you to learn certain higher powered cantrips, spells or rituals. A suggestion would be for the Circle to match the Experience Point derived “Level” of the player character in Beyond The Wall terms. Its clean, its simple, its easy to state Hey I’m a 10th circle priest in the Temple of Ksarul. And anyone that understands basic D&D will *get* how powerful you likely are, and what level of spells you might have access to. Non-magic wielding characters would still be considered within different administrative or protective/warrior circles within the temple strata.

*Have some fun* with dynamically creating your Clan and Temple structuring by way of “Circles” of loyalty.

#### **FURTHER EXAMPLES :**

##### **Appendix A: Character Dialogs**

George’s example [character dialog](#).

##### **Appendix B: Spell Conversions**

##### **Appendix C :Clan Structures**

##### **Appendix D: Temple Circles**

**NOTE: Again, all images in this document will be replaced eventually with my own pen and ink drawings. Eventually! Until then enjoy the rich wonders of internet imagery. I do not “own” any of them.**



