

Shamanic Magic

for Tékumel: Empire of the Petal Throne

by Brett Slocum

A scrawny old man wearing more shell necklaces than clothing hunched before me, muttering incantations. A few Yóm later, his body had transformed into a hideous, venomous Zrné, all clattering teeth and powerful limbs. I took several steps away from the creature. My heart raced.

"Do not be afraid. I need this-sss form to track and kill the intruding minions-sss of She Who Cannot Be Named. I have control of my faculties-sss, and I will not attack you. Come, let us-sss hunt." It was very eerie to hear the sibilant voice of the Shaman come from the head of the vicious animal. I kept my distance as we moved into the jungle, scanning for the black-clad interlopers. I kept an arrow nocked and half an eye on the deadly insectoid ahead of me, just in case he betrayed me.

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Shaman are magical or spiritual practitioners from primitive societies. Where the chieftain is the worldly leader of a tribe, a Shaman is the spiritual leader. They have a strong relationship with the spirits and animals of the environment they live in, be it desert, mountain, jungle, or swamp. They also aid their people with healing, divination, finding food and water, as well as presiding over rites of passage, such as weddings, funerals, and coming of age ceremonies.

On Tékumel, they would come from the jungle people of M'mórcha and Nmartúsha, the desert tribes of the Desert of Sighs, the northern clans from Lorún, the mountain cultures of Rannálu, and other areas. Each tribe will have different spells available for the Shaman, at least partially affected by their environment.

In *Tékumel: Empire of the Petal Throne*, Shaman are treated like any other magic user of the temples and use the same rules. The spells they can learn are strongly influenced by the environment they live in. The spell lists for each tribe will differ greatly. What is presented here is a sample list of spells some roughly similar to spells of the other temples, plus the special Temple spells.

[Disclaimer: Some of the spells mentioned in this article (listed in **Bold**) do not appear in the *Tékumel: Empire of the Petal Throne* (T:EPT) spell rules. They were originally published in *Swords and Glory*, as well as in *Gardásiyal*. These spell conversions are left as an exercise to the reader. Later articles may detail these spells in T:EPT style.]

Shaman Spell List

Shaman may learn any Universal spells, as well as the following spells:

| | |
|-------------------------|----------------------------------|
| Benefaction | Perception of the Energies |
| Blessings of the Planes | Pestilence |
| Comprehension | Reanimation |
| Derangement | Semblances |
| Dessication | The Silver Halo of Soul-Stealing |
| Excellence | Stealth |
| Far-Seeing | Tranquilisation |
| Healing | Visitations of Other Planes |
| Inscription | Zoic Domination |
| Necromantic Domination | |

They also have access to the Shaman Temple spells. In addition to the eight Temple spells shown below, Shaman may also learn the following Temple spells:

| |
|--------------------------------|
| Demonology |
| Muniments of Excellence |
| Revivification |

As a further option, a Shaman can drop up to three of the Shaman Temple spells and replace them with up to three spells from the following list of spells from other temples. These spells are variants specific to the tribe involved. Spell users knowing the Temple version of these spells would not necessarily recognize the spell being cast.

| | |
|------------------------------|-------------------------------------|
| Alleviation | Globe of Distant Discernment |
| Breath of the Goddess | Hebetation of the Intellect |
| Climatisation | Rejuvenation and Senescence |
| Decorporealisation | Simulation of the Immovable |
| Eater of Souls | Spiritism |
| Emulation | Viscosity |
| Etherealisation | Zoification |
| Fructification | |

Shaman Temple Spells

The Adroitness of the Chri-Fly

Temple Affiliation: Shaman

Magic: Psychic Temple Spell

Prerequisites: None

Level: 8

Preparation Time: 1 round

Range: Touch

Area of Effect: 0.5-meter radius, Caster only

Duration: 1 minute

Base Effect

This spell allows the caster's hands and feet adhere to vertical surfaces, allowing them to climb walls. They can carry only 25 kilograms of gear and can carry nothing in their hands.

Spell Attributes

Increased Area of Effect: + 1 meter per Level, maximum 1 Level

Increased Duration: +4 minutes per Level, maximum 2 Levels

Increased Effect (Unique): this spell can be cast on others.

Increase Mass (Unique): +25 kilograms per Level, maximum 2 Levels

Increased Range: + 2 meters per Level, maximum 1 Level

Increased Power (Unique) – Level 1: The target can also traverse the undersides of slanted surfaces.

Increased Power (Unique) – Level 2: The target can also traverse the undersides of horizontal surfaces (e.g. ceilings).

Spell Specializations

Perfect Balance: The target can also balance on and traverse objects as narrow as 1-centimeter wide, such as a tightrope or thin rod. **Prerequisites:** Increased Power 2 and Increased Mass 2.

Ampliation

Temple Affiliation: Shaman

Magic: Ritual Temple Spell

Prerequisites: None

Level: 10

Preparation Time: 1 round

Range: Caster

Area of Effect: 0.5-meter radius, Caster only

Duration: 1 minute

Base Effect

This spell allows the caster to expand to twice their usual size. This doubles their Health Points and increases their speed by half. Clothing and belongings are not enlarged and must be removed first.

Spell Attributes

Increased Duration: +2 minutes per Level, maximum 3 Levels

Increased Effect (Unique): +1 size multiplier per Level, maximum 3 Levels (i.e. one level of Increased Effect triples the casters size)

Increased Area of Effect: + 0.5 meter per Level, maximum 1 Level

The Assiduous Pursuer

Temple Affiliation: Shaman

Magic: Psychic Temple Spell

Prerequisites: None

Level: 8

Preparation Time: 1 round

Range: Caster

Area of Effect: 100 meter radius

Duration: 10 minutes

Base Effect

This spell leads the caster to any source of drinking water within the area of effect.

Spell Attributes

Increased Duration (Unique) – Level 1: 20 minutes

Increased Duration (Unique) – Level 2: 1 hour

Increased Effect (Unique) – Level 1: this variant locates plants edible by the caster's species.

Increased Effect (Unique) – Level 2: this variant locates animals edible by the caster's species, as well as inedible predators.

Spell Specializations

Mental Map: This spell gives the caster a mental picture of the terrain within area of effect. An enchanted location can make a Magic Resistance Check to avoid being detected at a level determined by the GM, based on the size and strength to the enchanted location. This spell does not work indoors or underground.

Find Person: This spell locates a specific member of the caster's species, if within the area of effect. The person can make a Magic Resistance Check to avoid detection. **Prerequisite:** Increased Duration 2.

Tracker: The shaman can track any living creature, if it has passed within the spell's 3-meter area of effect within the last 3 days. If the subject of the spell fails its Magic Resistance Check, its tracks appear before the caster as silvery, glittering footprints. If the caster wishes to renew the spell, the subject may make another Magic Resistance Check. Only one failure is allowed per subject; after this, the subject cannot be pursued by this spell. **Prerequisite:** Find Person.

Botanic Metamorphosis

Temple Affiliation: Shaman

Magic: Ritual Temple Spell

Prerequisites: None

Level: 10

Preparation Time: 1 round

Range: 5 meters

Area of Effect: a single item

Duration: 5 minutes

Base Effect

A length of vegetable substance up to 5 meters long and 5 centimeters thick becomes as hard as steel.

Spell Attributes

Increased Duration: +5 minutes per Level, maximum 3 Levels

Increased Range: +5 meters per Level, maximum 3 Levels

Spell Specializations

Plant Speech: A single growing plant can speak telepathically with the caster. It can tell of local plant and animal life, describe its own characteristics, or tell of creatures that passed within 30 meters.

Plant Possession: The caster inserts his physical and mental being (but not possessions) into a plant of comparable size. They can see in a 360-degree circle. They can cast psychic spells, but not ritual ones, nor can they move or speak. Only a spell of Perception of the Energies reveals them. **Preparation Time:** 2 rounds. **Prerequisites:** Increased Duration 3.

Change to Wood: One article of chlén-hide or steel is turned into soft, pulpy wood. This then crumbles into useless bits and is destroyed. The hostile wearer or wielder's Magic Resistance is checked. **Range:** 10 meters. **Prerequisite:** Increased Range 1.

Change to Poisonous Plant: This spell is like Change to Wood, except the item is turned into a poisonous plant. This has a 60% chance of poisoning the wearer/wielder each round. If the Alleviation spell is not cast on the wearer/wielder within 2 rounds after being poisoned, they die. **Prerequisite:** Change to Wood, Increased Range 3.

Stone Plant: All plant life within the area of effect becomes as hard as stone, and only a steel weapon can chop through it. **Area of Effect:** either a 30-meter radius circle or a 15-meter by 60-meter rectangular area. **Prerequisite:** Increased Duration 1.

Plant Soldiers: d5 large plants in a 6-meter radius circle come to sorcerous life. They will attack the caster's foes. Such plants must be between 2 and 5 meters tall. They take 1 round to pull themselves out of the ground and move 5 meters per round toward their targets. They have STR 9 and 60 Health Points. They strike as large clubs and have the equivalent of Medium Armor. **Prerequisite:** Increased Duration 1, Plant Speech.

Filamentary Extension

Temple Affiliation: Shaman

Magic: Ritual Temple Spell

Prerequisites: The Web of Kriyág, Lover of Spiders

Level: 9

Preparation Time: 1 round

Range: 10 meters

Area of Effect: 3-meter radius

Duration: 30 minutes

Base Effect

A faintly visible coating is left on a level Floor or area of ground. Any being who does not notice it (by succeeding at an Intelligence or Observation Check at –3 difficulty) sticks to it instantly. A being moving across this surface at a speed faster than a walk must make a Dexterity Check at –2 to avoid falling face first into the filaments. This glue lasts and cannot be removed before it expires. Only grease will not adhere to it.

Spell Attributes

Increased Area of Effect: +3 meters radius per Level, maximum 1 Level

Increase Duration: +30 minutes per Level, maximum 1 level

Increased Power (Unique) – Level 1: the area is filled side-to-side and top to bottom with sticky threads.

Increased Power (Unique) – Level 2: all exposed surfaces with Area of Effect are covered. The caster can leave them an open path if they wish omitting whatever surfaces they choose. This cannot be Disenchanted or dropped by the caster before it expires. **Duration:** 1 day.

Spell Specializations

Web Missile: A thread of a whitish substance is thrown out from the caster's hand at the target. This has a sticky end that enables the caster to pull the target back toward himself. An object of 10 kilograms or less is retrievable by this means. Alternatively, the caster can immobilize a larger target for up to the duration of the spell. A target must try to avoid the filament by making a Dexterity Check at –2. The filament can only be cut with a metal knife. One round is needed to cut a target free. **Range:** 30 meters. It does affect an area, but only one person.

Greater Web Missile: This variant of Web Missile can only be cut with an enchanted steel blade, taking 3 rounds to cut through. **Range:** 60 meters. **Prerequisites:** Web Missile.

Spell Notes: I switched which effect was the base effect for this spell because the Spell Attributes worked out better.

Harmonization with the Powers

Temple Affiliation: Shaman
Magic: Psychic Temple Spell
Prerequisites: None
Level: 9
Preparation Time: 1 round
Range: Touch
Area of Effect: One person
Duration: 10 minutes

Base Effect

The caster attunes their body to the gravitational forces of the Plane, enabling them to run without falling or balance on narrow tree limbs. They can jump up to 10 meters horizontally or 5 meters straight up or behind him. The caster can use other psychic spells while employing this spell, but not ritual ones.

Spell Attributes

Increased Area of Effect: +1 meter radius per Level, maximum 2 Levels
Increased Range: +5 meters per Level, maximum 1 Level
Increase Duration: +4 minutes per Level

Spell Specializations

Feather Fall: The caster and any comrades with range fall as lightly as feathers, taking no damage. This variant is also used to cause a party to leave no footprints, thus obviating the Assiduous Pursuer.

Trip: The caster causes any being except a major demon to trip and fall heavily, sustaining (Margin of Success x 2) damage. **Range:** 40 meters. **Prerequisites:** Increased Area of Effect 2.
Repair: any damaged object as large as 1 meter per side can be repaired with this variant. This only applies to those objects with one break in them and no missing pieces (e.g. a broken spear or sword). An enchanted object can be repaired, but loses its enchantment in the process.

Osteal Thaumaturgy

Temple Affiliation: Shaman

Magic: Ritual Temple Spell

Prerequisites: Necromantic Domination (Enduring)

Level: 10

Preparation Time: 1 round

Range: Touch

Area of Effect: One object

Duration: 3 minutes

Base Effect

One piece of bone speaks telepathically to the caster. If the original owner was hostile, the bone makes a Magic Resistance Check to resist. If it fails, it must give its identity and cause of death, guide the party through areas it knows, warn of traps with which it is familiar, etc. The deceased's facts are often erroneous (as in life), and a hostile spirit may dissemble and omit details, although it can never lie outright.

Spell Attributes

Increased Duration: +2 minutes per Level, maximum 1 Level

Spell Specializations

Compass: An index finger bone from a member of the caster's species functions like a compass and points toward a member of a living intelligent species known to the caster. A hostile target must fail a Magic Resistance Check to be detected; the compass is infallible. Distance makes no difference.

Bone Gold: The caster can turn 1-50 small bones into nuggets of gold or uncut gems. These are indistinguishable from genuine ones by normal means. They last for 12 hours before reverting to bones.

The Seeking Bone: One bone projectile point (a spear point, javelin-head, or arrowhead) is given the power of "The Seeking Bone" for 1 hour or until used as a missile, whichever is shorter. If a hit is scored with this bone, roll d10 is rolled: 1-3 = damage multiplier x4, 4-7 = damage multiplier x6, 8-10 = target is slain. The target cannot be larger than a Black Ssú or a Shén. The caster can prepare only 3 "Seeking Bones" per day.

Jelly Bones: The targets' internal skeletons are turned to jelly. During the first round, the target falls down helpless; the second round they become unconscious, and they die at the end of the third round. A spell of Healing or Disenchantment can cure this spell if cast in the first 2 rounds. Only creatures with a skeleton are affected. This excludes Pé Chóí, Hlüss, demons, automatons, or invertebrates. **Area of Effect:** 3-meter radius. **Range:** 40 meters.

Teeth of the Beast: Up to 10 teeth from an animal are cast on the ground. Two rounds later, they turn into living adult animals of the species. These will initially follow the caster's instructions, but once in combat they randomly attack anyone other than the caster. These creatures cannot move beyond 100 meters away from the caster. **Duration:** 3 minutes. **Range:** 5 meter.

Amulet against the Pariah Deities: A bone from an intelligent species is turned into an amulet versus the minions and enchantments of the Pariah Deities. Whenever one of them comes within 30 meters of the amulet, it glows faintly blue. Such beings cannot approach within 5 meters of the amulet. A spell cast by a minion of those deities does not affect the holder of the amulet, but physical attacks and missiles are not hindered. **Duration:** 30 minutes.

Pariah Minion Bane: A piece of bone is enchanted against the Pariah Deities and cast in an area they are likely to frequent. Any creatures animated by sorcery or other-planar power are slain at once, and any human servitors are blocked from penetrating it. **Area of Effect:** 2-meter radius. **Range:** 30 meters. **Duration:** 10 minutes.

Zoomorphy

Temple Affiliation: Shaman

Magic: Ritual Temple Spell

Prerequisites: Zoic Domination (Fine Control)

Level: 9

Preparation Time: 1 round

Range: Touch

Area of Effect: 15-meter radius

Duration: 5 minutes

Base Effect

The caster can summon all large animals with the Area of Effect. These fight as they direct, guide them to water, etc.

Spell Attributes

Increased Duration (Unique) – Level 1: 1 hour

Spell Specializations

Totem: After undergoing a special rite lasting 12 hours, the shaman chooses an ‘totem animal’ from any of the warm-blooded land and sea animals, some birds and flying creatures, and even a few underworld creatures. The species selected cannot be a reptile, amphibian, fish, jellyfish, insect or amoeboid species. It also cannot be a fungus or ambulatory plant, undead, android, demon, sorcerous construct, nor one of the intelligent races. Once chosen, the link lasts for life. A shaman is never attacked by his ‘totem’ species, and these will aid him, should he summon them verbally. Similarly, he can never harm one of these creatures, and he must aid them even with his life, if need be. If the shaman betrays a member of his totem species, others of this species will hunt him down and kill him.

Animal Messenger: A member of the ‘totem’ species can be given a message to take to a target it has seen before. It can also be ordered to attack a specific, known target. **Prerequisites:** Totem, Increased Duration 1.

Familiar: One member of the caster’s totem species becomes a permanent companion. It faithfully supports the caster in all things, as long as it is well treated. Once a familiar is

acquired, it serves to the death. If the caster outlives his familiar, he must do everything possible to acquire another in the shortest feasible time. The familiar can speak to the caster in simple words that are inaudible to others. Its Magic Resistance is equal to its shaman. The familiar develops rudimentary intelligence (IQ 1) after the ritual. **Preparation Time:** 6 hours.

Prerequisite: Totem.

Totem Morph: The caster assumes the form and the abilities of his totem animal for the spell duration. This transformation takes 3 rounds and the caster needs 3 rounds to change back when the spell ends. The caster retains their own intelligence and Magic Resistance, but all other factors are as for the creature's species. The shaman cannot speak or cast spells while in this form. The caster must undress before the transition. **Preparation Time:** 5 minutes.

Prerequisites: Totem, Increased Duration 1.

Greater Totem Morph: As for Totem Morph, but the caster is able to speak while in their totem form. Their animal form has +5 Strength and +2 Dexterity from the totem animal and 3 times the Health Points. The shaman does +1 damage multiplier than the animal's natural weapons do. They can use psychic spells and still use their own Magic Resistance. This variant cannot be voluntarily dropped. **Preparation Time:** 30 minutes. **Duration:** 12 hours. **Prerequisites:** Totem Morph.