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(5/5/2020 Note) : The OpenD6 products are now only available on Drive Thru RPG here -

https://www.drivethrurpg.com/browse/pub/3020/Nocturnal-Media/subcategory/5328_28740/OpenD6---West-End-Games-

I do not understand how you can put an originally OGL opened content back on sale, but they have.

Empire Of The Petal Throne D6 (EPTD6)

A D6 Fantasy OGL Conversion Of Various Tekumel Systems & Sources

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NOTE: All Chapter references found within this document are related to [the D6 Fantasy OGL](#).

Purpose:

The purpose of this game conversion is to hearken back to the original intent of EPT (first edition) released in 1975. The original rules were light but frothy. EPT was written within the time-frame and environment of the birth of modern rpgs by Dave Arneson & Gary Gygax so there are easy to find comparisons in the systems. With that stated, there are some subtle yet sophisticated differences in EPT in comparison to it's shared lineage of "Original D & D". Much like Tekumel itself, the original rule set was brimming with detail, while remaining *out-of-the-way* enough to garnish a higher level of "role-playing" by players and GM alike. I hope to offer a full set of rules congruent with the original feel of EPT, and for this first edition they will remain in line with sources available through the first two novels in M.A.R Barker's wonderful Petal Throne fantasy setting. I am relatively new to the EPT setting as a player and GM, so in some respects feel that I can more readily start fresh with the original works by M.A.R Barker. I am a proverbial *tabula rasa*, and in the process of writing this rule conversion I am learning about Tekumel and it's rich offerings alongside the reader. With the recent release of West End Game's OGL products (their 51000 series of books [are now available](#) to use under

OGL license 1.0a) we now have a freely available rules light system that is not only well rooted mechanically, but it is also highly adaptive. I think the Open D6(tm) system, as defined in the OGL documents will fit like a glove with Tekumel; especially as an attempt to reconnect with the original rule-set and setting materials. With this purpose in mind, I present Tekumel fans, *Empire Of The Petal Throne D6* (EPTD6).

Prerequisite Materials:

[D6 Fantasy OGL](#). EPTD6 is intended as a fan variant of D6 Fantasy OGL, and by that token sections of the OGL will be referenced as opposed to copied in their entirety into this document. It is assumed that the reader has a full grasp of the D6 Fantasy OGL pdf, which is available from several sources online. The intent of EPTD6 is to remain fully compatible with OpenD6(tm) games, while adding additional rules that closely resemble the intentions of the original EPT game.

Empire Of The Petal Throne (1975). The original EPT game will be referenced heavily as this is a conversion of those rules to Open D6(tm) standards. It is graciously available today in water-marked PDF format from [rpgnow.com](#) and [drivethrurpg.com](#) (currently costs \$11 at time of writing this document). Just do a search on "Barker" or "Tekumel" at either site, in case the links become broken. A very nice physical re-print of the rules book is also available from [Tita's House Of Games](#). (currently \$25 at time of writing this document.) Both versions are fully worth their price.

Strongly Suggested Materials:

The first two Tekumel novels by M.A.R. Barker. *Man Of Gold* (1984) and *Flamesong* (1985). These novels are not currently in print, but you should be able to find used copies on the net. There were rumors that Zottola Publishing were going to re-print Barker's first books, but they remain rumors at this time. There are three additional novels in print by Zottola, as well as a two part series on Tekumel's pantheon of deities and legends. I will not be referencing material from those books *until possibly a later edition of this document*.

Swords & Glory Volumes 1 & 2, available [from Tita's House Of Games](#).

Character Creation:

(All chapter references throughout this document are from [D6 Fantasy OGL](#))

For EPTD6 character creation, the "Defined Limits" system as described in Chapter 1 : Character Basics are in effect. The attributes as found within Chapter 1 will all be in effect with the exception of extra-normal attributes will now be Psychic and Ritual (described further under MAGIC below). The "Defined Limits" of various races and species found throughout the world of Tekumel will be treated in detail below. The "Body Points" system will be used to mimic the hit points system used in the original EPT rules. The "Wound Levels" chart in Chapter 8 : Damage will be used by the GM to determine the results of varying levels of damage to the player character.

Skills:

"Original Skills"

The [Original Skills](#) list as described in *Empire Of The Petal Throne* (1975) will be utilized during character creation in EPTD6.

The following chart will be used in place of the original EPT percentage rolls:

Roll 2D6 during character creation.

Result

1-7 , Pick One Original Skill from either Group 1 or Group 2.

8-10, Pick Up To Two Original Skills from either Group 1 or Group 2.

11-12, Pick Up To Two Original Skills from any Group.

Starting Dice In Original Skill/s:

We will not track **D6** dice levels for Original Skills. The intent of Original Skills in *Empire Of The Petal Throne* (1975) was as a means of helping flesh out background skill-sets and general knowledge from past jobs. The GM should use these sparingly in specific situations where a previous job of X years experience in that position would provide. If anything, the GM could track "Years Of Experience" in a given Original Skill if they see fit.

OPTIONAL:

Allow your players to "pick" one or more Original Skills more closely related to their background stories. The o:ept method of picking Original Skills was designed in a time when most players were new to role-playing in general; and may have needed a push in the right direction character wise. If an Original Skill is not found on the original:ept lists that resembles your character's *first job* experiences, then coordinate with your GM a more appropriate choice.

To view those Original Skill groupings, consult [this online reference](#) or consult the original *Empire Of The Petal Throne* (1975).

Improving Original Skills:

You will not need to track improvements of Original Skills. Optionally, the GM can track "Years Of Experience" in a given Original Skill. And if a player character takes the time between adventures to continue that original job, they could accrue time towards that experience in years. For most games GMs will likely not track Original Skill improvements. They were originally intended to describe prior jobs, as most player characters have struck off on their own from their original positions in Tekumel society. There are exceptions of course, and the GM can track experience in "Years Of Experience" if desired.

"Professional Skills"

Professional Skills will be based within the confines of D6 Fantasy OGL's skill lists. Improvement of those skills will be through Character Points as defined in the D6 Fantasy OGL system. Specializations are available as described in D6 Fantasy OGL if player character's desire (and GM allows).

Advantages, Disadvantages & Special Abilities:

Advantages, Disadvantages & Special Abilities as defined in D6 Fantasy OGL are available at GM discretion. It is strongly suggested that the application of any of these items be given solid ties to character background or actions.

Racial Abilities: (OPTIONAL) but SUGGESTED.

The following advantages, disadvantages and special abilities are in effect by *race* of player character. Any differences in "Defined Limits" to be used during Character Creation are also described below. With GM approval, these can all be line item adjusted. It is suggested, as above, that there be a significant reason as to why your character would not have the following bonuses and idiosyncrasies as defined by race (unless otherwise noted below). For a more detailed description of these races, please read the original rule-book text *Empire Of The Petal Throne* (1975) which is currently available in pdf and re-print formats.

Player Available Races -

Human

Advantages:

Multilingual (R1) - Humans on Tekumel exhibit a natural tendency towards multilingual reading, writing, and speech. Humans may treat Language based skills (*Speaking* and *Reading/Writing*) as "Specializations" according to the OGL rules. For example, at character creation, they may set aside 1D towards language, and then use 3D to distribute amongst the specializations. Also, when those specialized skills need to be improved, they use the cost for specializations, as opposed to normal skills. This makes it much easier for a Tekumel human to improve in languages. As you specialize in reading/writing and or speaking a language, you must clearly denote that the language is the Modern or Classic version there-of.

Optional: Some humans chose not to learn multiple languages and may omit this Advantage if desired. If you chose to omit this advantage, you may gain 1D for use in non-language based skills upon character creation. It is GM discretion if you are allowed to omit this Advantage or not.

Disadvantages:

Xenophobia (R1) - Humans, though intrigued and capable in foreign language, show an aversion to physical interaction and social interaction with cultures, races, and civilizations not their own. In their attempts to communicate socially with other races, they are at a disadvantage. Any attempts at the skills *con* and *command* against/with a non-human race are at a **-1D** disadvantage. No matter how much of a supposed xenophile they may claim to be, there is a natural aversion that remains instinctual within mankind.

Special Abilities:

None.

Defined Limits:

Attribute limits - 18 total D towards Attributes. Minimum 1D / Maximum 5D.

Skill limits - Maximum of 10D (adjusted level with underlying attribute). [GMs may omit limits if they desire to allow epic level role-playing.]

Creation Levels - **7D** are available for Professional Skills. No more than 3D can be added to any one skill during character creation (per default D6 Fantasy OGL rules).

Urunen

Advantages:

Resistance To Cold (R2)

The Urunen can go un-clothed comfortably to 0 Degrees Fahrenheit.

Elevated Pedhétl (R1)

+3 Magic Points allotted per day to priests or magic users of the Urunen race.

Disadvantages:

Susceptible To Heat (R2)

The Urunen become very uncomfortable and are at -1D to all rolls at temperatures over 85 Degrees Fahrenheit (even when naked).

Defined Limits:

Attribute limits - 18 total D towards Attributes. Minimum 1D / Maximum 5D.

Skill limits - Maximum of 10D (adjusted level with underlying attribute) in any given skill or specialization.

Creation Levels - **6D** are available for Professional Skills. No more than 3D can be added to any one skill during character creation (per default D6 Fantasy OGL rules). [there is an implied "package cost" of 1D here. Notice how you only get 6D which is different than Humans who get 7D of skills upon creation.]

N'luss

Pe Choi

Many more pending...

Combat:

EPTD6 will utilize the combat rules found in *Chapter 7* of the D6 Fantasy OGL. No optional rules from *Chapter 10* will be in effect.

Magic:

Magic in Tekumel is unique in the fantasy realm of gaming. All magic in Tekumel is linked to priestly activities. In effect all magic-users on Tekumel are priests of two flavors. There will be two new Extra-Normal attributes used in EPTD6 to express these flavors: *Psychic* and *Ritual*.

The Psychic priest concentrates on the use of internal energies and mental capacities to act upon their surroundings. They also use their mental powers to connect to (and possibly influence) the minds of other people. The Psychic Priest finds their power via their mind and internalized energies. 'Some' energy from the other planes is used in the process.

The Ritual priest utilizes arcane scrolls, writs, books, incantations, ritual, ceremony, and materials to perform magic upon their surroundings. The Ritual Priest finds their powers from articles that surround them, combined with personal actions and incantations. 'Some' mental ability and energy is utilized during the process.

Psychics will have the same underlying skills as the Metaphysics extra-normal attribute within the existing D6 Space rules: ***Channel, Sense, Transform.***

Ritual will have the same underlying skills as the Magic extra-normal attribute within the existing D6 Fantasy rules: ***Alteration, Apportation, Conjunction, Divination.***

Every skill listed in the [Master Spell Table](#), will have a specific Psychic or Ritual based skill assigned to it upon GM communication with the player at time of learning new spell/s.

If you put 1D or more into either Psychic or Ritual you may chose the following upon character creation:

6 Universal Spells, 3 Generic Spells, and 0 (Zero) Temple Spells.

Note: Temple Spells are learned potentially after the 7th circle (Adjust if needed), and ONLY if

the temple deems you fit for the honor.

Below is a link to a [Master Spell Table](#), showing all available Universal, Generic, and Temple Spells.

EPTD6 - [Master Spell Table](#) ← Click here to get to the *Magic* document

- Based upon the *Swords & Glory* and *Gardasiyal* RPG Game Spells. (They use the same spells)
- ***The Master Spell Table includes additional rules and notes on the use of magic in Tekumel.***

SHAMANS

Shamans are magic users of humans and intelligent non-humans outside of the 5 empires. Their training is usually outside of a formal temple structure though some may have travelled for formal training from a rogue temple priest or priestess. Basically, any tribal humans who are "witch doctors" would be rolled up under the moniker *Shaman*. The following spell #s are available to the Shaman: All Universal Spells. Generic & Temple Spells

29,32,34,35,36,37,43,44,48,xxxxx

You will need to coordinate with your GM as to the learning of spells as a Shaman. Note: Shamans utilize the same under-lying magic skills as the Ritual priest: *Alteration, Apportation, Conjuraction, Divination*.

Magic Points / Pedhétl

Take your character's highest Focused Skill (under either Psychic or Ritual attributes) and convert it to pips. For example, let's say that Alazáar The Mage has an *Invisibility* focused skill level of 5D+2. That converts to (5x3)+2 or 17MP (Magic Points) allotted per day. A Day is measured by a full 4 Hrs of sleep. Meditation alone will not restore MP at full rate. Heavy meditation (2 Hours) will only restore half MP for a character with magic skills. (rounded up)

Expending Magic Points (Pedhétl Pool Usage):

When a spell is successfully cast, only 1MP is used up. If a spell is not successfully cast, the difference between the Magic Skill rolled and the Difficulty target is the number of Magic Points expended. If you roll miserably, you tear a whole in the ether that surrounds Tekumel, and are sucked into a cinnamon-filled pocket dimension inhabited solely by Ssú ; just checking if you are still awake :)

Availability Of Magic:

It is well known that in certain areas of Tekumel, the fabric between this realm and the planes beyond is thinner or thicker than in others. In fact, in some zones, there is little to no Pedhétl available to the priest at all. The following Table 1.1 provides a list of the areas on Tekumel involved, and the effects to spell difficulty number and Pedhétl recovery.

Table 1.1 - Spell Difficulty & Pedhétl Recovery Modifiers

- *Certain areas have a thicker veil to the planes beyond and the Pedhétl filling energies there-in. In the following areas, you have an automatic (+5) to the difficulty number of all spell attempts: x,y,z. Note: You also recover Pedhétl at half rate. In other words, you only recover 1/2 of what you would normally recover after 4 hours sleep.*

- *In the following areas, Pedhétl is actually more prevalent, and you obtain an automatic (-5) to the difficulty number of all spell attempts. Those areas of high Pedhétl are: x,y,z. Additionally, your character recovers Pedhétl at twice normal rate. (half as much sleep required)*

- *All other areas have normal listed spell difficulty and Pedhétl recovery rates.*

Equipment:

The following are D6 compatible listings of Original:EPT equipment.

I've been lazy and not added full listings here (yet). In interim, I allow any equipment available in the O:EPT, S&G and/or Gardysil rulesets ; then I make up D6 stats for the weapon on the spot as needed, based upon quality of the blade and the overall damage effect related to existing stat'd equipment.

Table x.x Weapons -

Table x.x Armor -

Table x.x Magic Items -

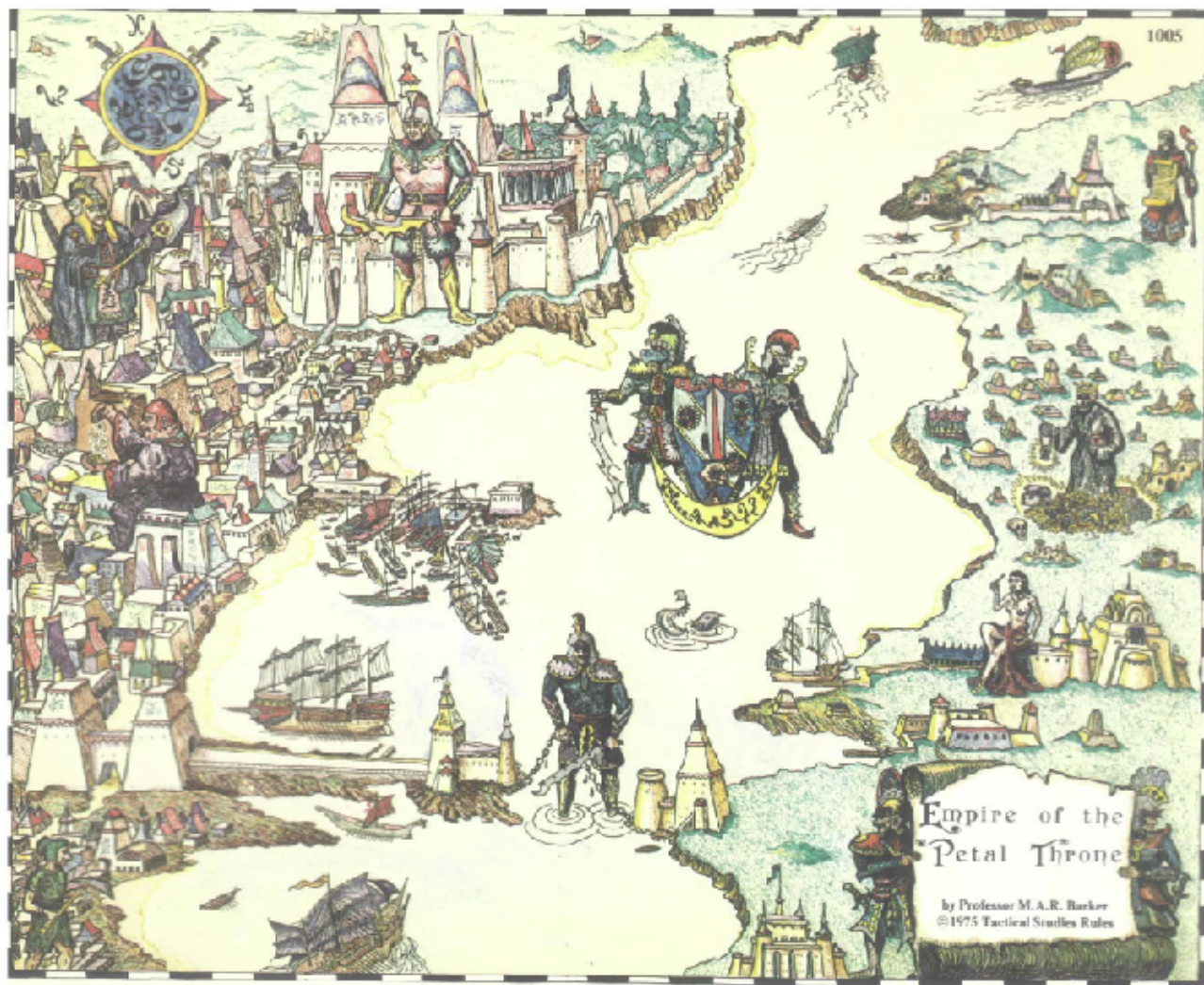
Table x.x Miscellaneous Equipment -

More soon...

Additional Credits -

The system of Magic Points is directly taken from [this online D6 Classic based fan game](#). I've always thought it was a very nice / simple method of keeping track of magic use. I think it's a fair method to adjudicate Magic. I just do not think magic should be left un-checked; given the otherwise multiple use of ethereal energies that should take a toll on the user.

God bless M.A.R. Barker for introducing us all to the world of Tekumel.....



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