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India:
A short season's dance
Her spring in winter ended
breath exhaled, a gasp
dew on noontime grass
vanished and
upended

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The cover illustration depicts the single surviving stained glass window at the ruined Cathedral of Iurdana in Sardarthion.

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Errata and Supplement to Cruenti Dei Fifth Edition Rules. (CDPRS01)

(v1.4)

Contents

§1. Introduction1	Charts & Tables	11
§5. The Order form 1	Unit Build Table	13
5.5.2 Academies1	Land Unit Upgrade Table	14
5.5.6 Megalithic Construction 3	Site Construction Table	
§6. Army & Leader Actions 4	Common Megaliths TableCity Letter Codes Table	
6.2.7 ROAD MOVEMENT	Diplomatic Status Summary Chart	
6.7.1 Combat Action Codes (New)	Religion Garrison Matrix	
6.7.3 Leader-Only Action Codes (New)5	Life Expectancy Table	
6.9 Movement Example5		
	Academy Training Codes Table	
§10. Nation Building5	Colleges Table	
10.6 Plague5	Action Code Table	
10.6.1 Contagiousness6	Terrain Chart	1 9
10.6.2 Deadliness6	Movement Phase Matrix	20
10.6.3 Historical Plagues6	Trollspawn Table	21
10.7 Famine8	Mana Battery Cost Table	
10.7.1 REALM-WIDE FAMINE		
10.7.2 REGIONAL FAMINE 8	BPA Cost Tables	
10.8 Corruption8	Floaters	
10.8.1 Effects of Corruption8	GATES	
10.8.2 Fighting Corruption	Religious Strength Table	
§11. Imperial Sahûl10		
11.2.2 Heirs10	The Calendar of Sahûl	. 24
11.3.4 Monastic and		
Mendicant Orders10		



§1. Introduction

History does not always repeat itself. Sometimes it just yells "Can't you remember anything I told you?" and lets fly with a club.

—John W. Campbell

RUENTI DEI is played on a fantastic world, which slowly reveals itself to the players over time as they explore their surroundings and develop their Realm. This is the first of a series of Rules Supplements designed to do two things: correct some errors, and fill in some more of those gaps in the world of Sahûl. Unless indicated with the designation [Revised], these Rules are new to Players.

All Rules revisions and new Rules take effect immediately upon publication.

The numbering in this Supplement is compatible with the numbering in the main Rules Book, so it skips around a bit.

§5. The Order form

5.5.2 Academies

5.5.2.5 Primary Academies

Realms may create a Primary Academy for use by their Heirs, children, or others. Such a Primary Academy costs the same as any other Academy and improves in the same manner.

Children may attend the Primary Academy the Turn (five full years) before they come of age. Players may issue attendance orders for any children on their Stat Sheet, generically for all children in their Ruling Clan, their major Clans, or (in the case of Malebolge) members of specific Castes within a Hive.

Malebolge Realms, and other Realms that do not use Heredity rules (§11.2), may never-

theless build and use Primary Academies for their Hives/Clans. Malebolge attendance at a Primary Academy is two years.

Primary Academies serve several functions, some for specific children, and some generally.

5.5.2.5.1 Fast Track

Heirs and other children may be "fast-tracked" into an Academy for which they are specifically suited. The Primary Academy determines which (if any) of a Realm's Academies the child will attend. This is useful particularly when an Heir or child would lose a year (or several) between the end of their Primary education and the end of a Turn where a Player could make intervene to make a decision.

5.5.2.5.2 A Bias towards Excellence

The existence of a Primary Academy will provide slightly better Leaders, as those with natural abilities are discovered early.

5.5.2.5.3 Fast-Tracking Leaders

At a Realm's discretion, ordinary Leaders may be fast-tracked like Heirs and children. There is a danger in this, however, in that Realms may suddenly discover themselves with a more unbalanced leadership cadre.

5.5.2.5.4 State Primary Education

As the Primary Academy gains in levels, greater numbers of students may be educated. Each level corresponds roughly to the ability to reach the elite students typically found in a Population of 5.

EXAMPLE: A Realm's Regions have a combined Population value of 40 (i.e. the Realm produces 40 NFP per Turn). To provide State Primary Education for all of the children of the elites would require a Primary Academy of level 8. Whether or not a Realm would actually attempt to do this is doubtful.



5.5.2.5.5 Primary Academy Support

A Primary Academy of Level 1 is sufficient to train Heirs and other Clan children. Greater levels indicate an ability to educate greater and greater numbers. Because of this, support costs for larger Academies increases rather sharply. The number of actual Regions in a Realm is also a contributing factor.

5.5.2.6 Colleges

Universities and some Academies may be expanded through the addition of Colleges. A College provides additional, specialized courses of study, which attending Leaders

are free to take or not at the Realm's discretion. Each specific kind of College awards an attending Leader its own two-letter designation. See *Academy Training Codes Table* for more details.

Specific Colleges provide specific additional benefits. See *Colleges Table* for more details.

A Realm may build any number of Colleges at a qualifying Academy or University (see the *Colleges Table* for qualifying institutions). Realms may have more than one of each type of College, but never more than one of each type at a qualifying "home" institution.

EXAMPLE: If a Realm has a qualifying Naval Academy and a qualifying University, it may build a Navigation College at each, but it may not build more than one Navigation College at its University. The University might, however, have additional colleges for Theology, Engineering, etc.

Realms may establish entirely new types of Colleges in consultation with the Referee.

5.5.6 Megalithic Construction

5.5.6.2.1 Roads & Trade Roads (Revised)

Roads connect two adjacent Land Regions and have a base cost of one level. If the terrain of either Region is Mountain or Swamp/ Jungle, or if the road crosses a Minor Mountain Range, the level increases by one. If the road crosses a Major Mountain Range, the level increases by two. These increases are cumulative, so a road connecting two Mountain Regions and crossing a Major Mountain Range would be a level-5 Megalith.

Roads double the Movement rate of Leaders and Land Units on them (see §6.2.7). CCR counted along Roads is similarly doubled.

Roads generate 1 GP per the GP value of Cities connected by road, not counting the largest City so connected. This bonus is in addition to normal Internal Trade, and is not calculated on the Stat Sheet.

A special kind of Road, called a *Trade Road*, may be built through uncontrolled (hostile) land Regions to allow International Trade between two otherwise non-bordering Realms. These Roads contain redoubts for defensive forces and fortified way stations for travellers. Therefore, all costs for Trade Roads are double those associated with normal Roads. In addition, all segments of the Road must be protected from raiders and such. At minimum, a responding Cavalry

force must available, and each segment must be within its Reaction Radius.

Even given these protections, during periods of particularly heavy raiding, trade along this route may be curtailed or prevented entirely. If a third Realm gains control of any segment of the road, trade between the first two Realms ceases.

The maximum length of a Trade Road is five hostile Regions.

5.5.6.2.7 Megalithic Stadiums

A *single* great Stadium, Tourney Field, or Coliseum may be constructed by a Realm to provide amusement or distraction for the population or ruling class. Such a Stadium is a minimum level-2 *urban* Megalith. Smaller sorts of stadia and fields are represented by Regional Public Works.

A Stadium provides an Internal trade bonus equal to the GPv of the city in which it's built and +1 to the Realm's TV. It may help in pacifying (or provoking) the Region's population in times of national or regional crisis.

5.5.6.2.8 Granaries

Megalithic granaries may be built in a Region to help offset the effects of *Famine* (§10.7). One granary may be built in a Region for every Population Value. A granary is a level-1 Megalith.

To do any good, a granary must be stocked in advance of a Famine. Stocking a granary requires either 5 GP or 1 AP. GP or AP spent to stock a granary are lost; they may not be carried over for an additional Turn, nor reclaimed for the Treasury. Food rots.

5.5.6.2.9 Cultivation

A cultivation project is level-2 megalith that attempts to clear and irrigate a Region, changing its terrain type to Clear. This project may only be attempted in Forest or Steppe Regions.

The Region in question must have access to fresh water (a lake or river), *or* to a mountain that borders no steppe regions *or* to a canal from one of the above.

Clearing projects of this sort may fail, and it may take several Turns for the project to succeed.

5.5.6.2.10 Canals

Canals may be dug to create new artificial "rivers" on the map. One end of the canal must connect to an already existing Sea Region (oceanic or river). Canal segments may be dug along any non-mountainous Regional boundary. A segment runs to a point where two Regional borders meet. Each canal segment is a level-4 Megalith.

If the terrain of either bordering Region is Hill or Swamp/Jungle, the level increases by one. If the terrain of either bordering Region is Mountain, the level increases by two. If the terrain of *both* bordering Regions is Mountain, digging a Canal is not possible.

5.5.8.3 Colonizing Underpopulated or Depopulated Regions (Revised)

Realms may place colonies in underpopulated or depopulated Regions. The cost for this type of colony in GP, AP, and NFP equals:

15 x target Population value

No such colony may increase by more than one Population level in any given Turn.

This type of colony has a small chance of failure and usually succeeds on the Turn the colony is emplaced. The maximum possible Population for Regions varies by Terrain (see §4.3). Increases in GP and AP values of such a colonized Region are determined by the referee.

§6. Army & Leader Actions

6.2.7 ROAD MOVEMENT

Per §5.5.6.2.1, Armies travelling on Roads have double normal Movement. Armies in Regions with Roads may take advantage to this bonus whether or not they leave the Region. This effectively doubles an Army's movement points, though this bonus is lost the instant the Army leaves the Road. See §6.9 for an example of Road Movement.

6.7.1 Combat Action Codes (New)

EX: Explore. This code instructs the Army to attempt to wander off the edge of the known world and return with maps of what lays beyond. This is an extremely dangerous undertaking, and fatalities are common and expected. Usually, a direction of travel must be indicated, such as "Wanagapa Sea: EX/north".

Exploration of Sea Regions requires an Army containing at least one Naval or Air Unit. Exploration of Land Regions only requires a Leader.

The Army or Leader in question may be listed on the Stat Sheet for one or more Turns as "exploring". Until the very moment they return, it is still possible for them to die, and explorers who die while exploring do not generally report about their discoveries.

6.7.2 Intelligence Action Codes

OP: OPERATIONS. This code may only be performed by a Leader from a Secret Society. See §11.5.2.2 for more details.

RA: RAISE INFLUENCE. This code may only be performed by a Leader from a Religious Primacy in the target Realm's Capital or Homeland. This code instructs the Leader to attempt to raise the Primacy's Influence (§11.3.2.3) in the target Realm.

6.7.3 Leader-Only Action Codes (New)

AD: ADMINISTER. This code may only be performed by a *Jurist*, i.e. a Leader who has attended a Law College. Depending on the location of the Leader, this action has different effects.

If performed in the Realm's Capital for at least half a Turn, the Realm's CCR is increased by one for the Turn.

If performed in any other Region within the CCR of the Realm for an entire Turn, CCR may also be counted from the Administering Leader, to a maximum of 2. This may be useful in areas that may be isolated from the rest of the Realm, provided of course that the Leader in question doesn't himself rebel.

6.9 Movement Example

Movement, we take the example of an infantry force in Zahn (which for the purpose of this example is owned by the Army's Realm) moving through Ziman (owned) into Mekellen (Hostile) and other hostile points up the Old South Road.

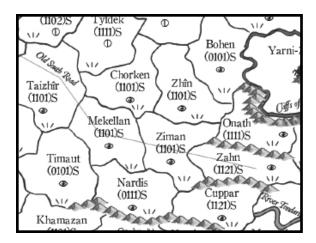
The Army begins on the Road with:

 $6 \times 2 = 12$ Movement Points.

The Army therefore uses the 12 Move Rate row on the Matrix.

- Zahn to Ziman (this costs 1 MP, which occurs in Phase 3)
- Ziman to Mekellen (2 MP, Phases 4 and 8)
- Attack (1 MP, Phase 9)

Now the Army wants to leave the road and head into (Hostile) Chorken. As infantry no longer on a Road, its Move drops to 6. Scan up to the 6 *Move Rate* row. The Army



is now using this row. Its next available phase is 13.

- Mekellen to Chorken (1 MP, Phase 13)
- Attack (1 MP, Phase 18)

Then let's say the Realm wishes to reposition these forces:

• Chorken to Ziman (1 MP, Phase 23)

Now the Army is back on the road, so it returns to the *12 Move Rate* row.

• Ziman to Zahn (1 MP, Phase 24)

At this point, the Army still has 1 MP available for Phase 25, in case one felt like pillaging Zahn.

§10. Nation Building

10.6 Plague

espite advances in the magical and natural arts of healing, disease is still a fact of life in Sahûl. Occasionally, a new disease or a more virulent form of a common disease emerges with devastating effects for the population. Such a condition is known as Plague.



Plagues strike during a given Turn, generally affecting a Realm all at once. Specific Plagues may reoccur periodically.

Plagues are classified according to how fast they spread (*Contagiousness*), and how likely they are to kill (*Deadliness*).

10.6.1 Contagiousness

Contagiousness is rated by a number, generally from 0 to 2, indicating the rate at which the Plague spreads.

A Plague with a Contagiousness of 0 is confined to a single Region or, more rarely, a specific Town or City. Generally, a 0 occurs where the Plague is so deadly that it kills its hosts before it can spread.

Other numbers indicate how fast the Plague will spread each Turn to nearby Realms. Plagues spread overland and through trade routes. A Plague with a Contagiousness of 1 will spread in the next Turn to all Realms directly adjoining the infected Realm and all trading partners of the infected Realm. A Plague with a Contagiousness of 2 will affect not only those Realms, but also all adjoining or trading Realms of those Realms.

10.6.2 Deadliness

Plagues kill. In game terms, this is represented by the application of a percentage reduction to a Realms GP, AP, and NFP income. The deadlier the Plague, the higher the percentage. All Plagues have a specific Deadliness rated in Percent.

If the Deadliness of a Plague is rated above 40%, Cities may reduce by one or more levels, and Towns may be abandoned.

In addition to the above, if the Deadliness of a Plague is rated 60% or above, there will be reductions in the Population of infected Regions.

The Deadliness of a Plague in a specific Realm may be lowered for high Public Works, the presence of a Medical College, or other environmental factors.

The Deadliness of some Plagues may change as they spread to new ecological areas. Specific Plagues may affect some Kindreds more than others.

10.6.3 Historical Plagues

During the course of Sahûl's history, there have been numerous pandemics and plagues.

Three in particular have significantly affected the course of history.

10.6.3.1 The Scringe (1/70)

These days, the Scringe is a common child-hood disease amongst Saurians. It is rarely fatal, and once the hatchling has recovered, he or she is immune. Related to influenza, the Scringe typically manifests as an inflammation of the nasal membranes in the hatchling's developing crest, making breathing laboured and often leading to secondary infections.

In the late First Empire, however, the Scringe was a deadly pestilence that spread on the air and laid waste to whole cities and regions. First occurring in the aftermath of the First Civil War, the Scringe rapidly spread throughout the Byrrin River Valley, killing approximately a quarter of the population.

Over the next century, the Scringe reappeared approximately every twenty years. Although no outbreak was as devastating as the first, the overall impact was severe. Malebolge are not affected by any form of the Scringe.

10.6.3.2 GAWAN FEVER (1/80)

Gawan Fever tore through the First Empire in its waning days. It was especially deadly in the northern and eastern Gawan Peninsula, where whole Prefectures were abandoned to the wolves. Some historians contend that the virtual wiping out of Saurian Imperial civilization in the northeast paved the way for the later population explosion of the Wenemet into those areas.

Less virulent forms of the disease (1/30) still recur from time to time, particularly in the eastern and western steppes.

Symptoms begin with a rash that soon spreads over the entire body. Within days, pustules form and erupt into lesions. Most fatalities occur at this point, as the victim is consumed by a high fever. For those who sur-

vive, the lesions heal within ten days, leaving behind de-pigmented scars and, in Wenemet, unattractive hairless patches.

10.6.3.3 THE RED DEATH (2/60)

The Red Death of Sixth Century was the single most devastating pandemic in Sahûl's storied history. The initial outbreak took place in Tarotist Queendom of Thax, which was extinguished as a culture and as a Realm. From there it spread across the north, reaching as far as Urdraháhn within just a few years. By 602 it reached Sardarthion, where the Kicitchat garrison fled for their lives, abandoning the city to its fate. When they returned in 607, the population was less than half of what it had been. Cities all over Sahûl were emptied, fields stood abandoned, and Realms fell including Thax, Tokatl, Forndon, Djarden, Kembra, and Kumara. All in all, nearly a third the population of Sahûl were killed. By 615, the Death had run its course; it has not returned.

Typically, victims show no symptoms until the disease is already well advanced, though they may suffer from aches and fever. When the main symptoms begin, the victim usually has only hours to live. First, soft tissue begins to bleed. On Saurians and Wenemet this is most often nosebleeds or tears of blood; Malebolge suffer wilted antennae from which blood and other fluids issue. Blindness typically follows, and soon the victim is seeping blood from every pore. By this time, most victims drown in their own fluids. Within hours the fleshy portions of the body have entirely dissolved, leaving behind crumbling bone and cartilage, or chitin, in a puddle of melted flesh and organs.

Survivors bear horrific scars and mutilated features.

10.7 Jamine

amine is caused by both environmental factors and by war. In Sahûl, the most common environmental cause of Famine is the advance of Winter. Regions in which a major battle has occurred may also be subject to Famine, representing the disruption of the agricultural routine and the destruction of fields and crops.

A Famine may be Realm-wide, specific to a Region, or both. Famine may be partially alleviated through the use of Granaries (§5.5.6.2.8).

10.7.1 REALM-WIDE FAMINE

Similar to the mechanics of Plague, Realm-wide Famine is represented by the application of a percentage reduction to a Realms GP, AP, and NFP income. The worse the Famine, the higher the percentage.

10.7.2 REGIONAL FAMINE

Famine sometimes strikes harder in some Regions than in others. Regions marked as *Famine* on your Stat Sheet produce no Regional GP. Each Turn a Region is in Famine, its Resistance Level increases by one or more points. At higher Resistance Levels, Regions may riot or rebel. Regardless of Resistance, if famine continues too long, the population will attempt to leave and find greener pastures. Towns and cities in Famine Regions are subject to population loss.

10.8 Corruption

orruption is a fact of life in any Realm. Much of the income that flows through a Ruler's coffers ultimately ends up in the hands of minor officials and hangers on. A small amount of bribery and graft is inevitable in the functioning of a large enterprise such as a government. Corruption (and

manners) are the grease in the engine of any society.

This being the case, there is normally no reduction in a Realm's income for Corruption. However, when a Realm is wealthy enough or old enough, this background graft becomes true rot.

Currently in Sahûl, only two institutions suffer the effects of that rot: the imperial bureaucracy at Sardarthion, and the Church Universal & Triumphant at Urdraháhn.

Other Realms begin to suffer the effects of Corruption at ISI 1,500. Yagnarist Realms may suffer these effects at a slightly lower ISI.

10.8.1 Effects of Corruption

The mechanics of Corruption are similar to those of Plague or Famine, though in most cases Corruption only affects GP income and TV. However, Realms suffering Corruption may occasionally find that one of their National Ratings may drop by a point. Of course, in Tarotist Realms this may also be due to a Random Event.

10.8.2 Fighting Corruption

Depending on the Realm involved, there are several ways of fighting Corruption. This is by no means an exhaustive list.

10.8.2.1 Imperial Reform

Three different facets of Imperial power may be reformed:

- Reform of the Imperial Bureaucracy may be accomplished by investment and advancement of the Imperial BL.
- Reform of the governmental structures of the Empire may be accomplished by *Edict*.
- Reform of the administrative structures of the Empire may be accomplished through *Provincial Reform*.

10.8.2.1.1 Imperial Edicts

The most famous and far-reaching Edict is of course the *Golden Edict of 1387*, which established the power and duties of the Nine Electors. This originally cost 20 IIP. To substantially change this system would now cost 40 IIP, or 20 IIP with the unanimous consent of the Electors.

Less ambitious Edicts will cost less and should be discussed with the Referee. Any Edict dealing with the rights and duties of the Electors is likely to be expensive, though a "clarification" of the *Golden Edict* could be considerably less, and possibly zero, with the unanimous consent of the Electors.

The effects of Edicts on Corruption vary, and may also fluctuate over time.

10.8.2.1.2 Imperial Provincial Reform

Provincial Reform is accomplished through the expenditure of GP and IIP. Provincial Reforms remain in effect for 10 to 20 Turns (50 to 100 years). To reform a Province (on a turn where a new Governor is appointed):

1 IIP + 2x normal Provincial GP bonus

To reform a Province (on another turn):

3 IIP + 5x normal Provincial GP bonus

10.8.2.1.3 Effects of Provincial Reform

Provincial bonus funds not collected by a Realm per \$11.1.8 will now go to the imperial treasury rather than just vanishing into a multitude of pockets. These funds appear in Regional GP and are subject to Corruption.

Reformed Provinces may have their borders redrawn. However, no redrawing may leave a Province with less than 15 nor more than 20 Prefectures. Once redrawn, the borders of any specific Province may not be redrawn for five turns (25 years).

10.8.2.2 Church Reform

Corruption in the Church Universal & Triumphant is both endemic and pervasive. There are several ways to attempt to combat



it, but ultimately the cure may be worse than the disease.

10.8.2.2.1 Religious Strength

As RS rises among the Urdan Realms, Corruption in the Church lessens. However, the Urdan Realms themselves remain subject to all of the issues surrounding a high RS, so this will only help so far as the Realms in question are willing to go.

10.8.2.2.2 Bureaucracy and Public Works

Some relief may be found in raising the Church's BL or in raising the Public Works of both the Urdan See and the constituent Realms in the Church. Both of these solutions only help in small amounts, however.

10.8.2.2.3 Reform Orders

The foundation of new, reforming Monastic, Mendicant, or Military Orders within the Church will help for as much as a century. Witness the effect, each in their turn, of the Benedictines, the Clunaics, the Franciscans and Dominicans, the Cistercians, and the Jesuits on the medieval Catholic Church. Note also, however, that each of these Orders in their turn lost the reforming spirit.

10.8.2.3 Reform in Other Realms

The best bets for fighting Corruption in the short term are increases in Public Works and/or Bureaucratic Level. Once Corruption becomes endemic, however, stronger measures may be required.

Some of the effects of Corruption in Yagnarist Realms are mitigated by the Major Spell *Eye of Yagnar*.

10.8.2.4 Other Solutions

As time progresses, other solutions to the problem of Corruption may present themselves. Be vigilant, and be creative.

§11. Imperial Sahûl

11.2.2 Heirs

11.2.2.5 Educating Heirs

Heirs and other children may be sent to an Academy the turn they come of age, even if they are not (yet) a leader on the stat sheet.

In addition, Realms may create a Primary Academy (§5.5.2.5) for use by their children, or others.

11.3.4 Monastic and Mendicant Orders

Primacies may create one or more Monastic or Mendicant Orders. When first created, such Orders are dynamic and effective tools for reform and proselytization. As they age, however, they become less and less fervent as they become just another part of the Church hierarchy and bureaucracy.

Unless they are suppressed (see "Jesuits") or obliterated (see "Cluny Abbey"), these Orders last forever even if their effectiveness doesn't.

For flavour, Monastic Orders may be given a particular mission or charism. Examples may include healing, teaching, contemplation, preaching, liturgy, and so forth. Mendicant Orders are more constrained in their mission, but they may be healers or preachers, or they may simply serve the poor.

11.3.4.1 Current Orders

Some of the older Primacies in Sahûl already have Monastic or Mendicant Orders serving them, though with one exception they are all now past their Effective Duration (see §11.3.4.4).

11.3.4.1.1 Iluvarian Orders

The hierarchies of both the Aradécan Iluvarian Church and the Iluvarian Orthodox

Church are composed mostly of clerics in Monastic Orders. The current Iluvarian Orders are small, most possessing but a single Religious site. The only exceptions are the Order of St. Lhuchen (who own operate St. Lhuchen and Imdhan in Elphárec) and the Order of the Black Monks of Plywavon (who operate Plywavon and Kymbla in Tiryowglas).

Mendicants are rare in Iluvarian lands, though they do exist.

In the margins of the Iluvarian faith, there are numerous tiny independent Monastic Orders (not to mention tiny sects) scattered across Sahûl.

11.3.4.1.2 Tarotist Orders

The chaotic history of the Tarotist Churches have seen many Monastic Orders rise and fall. Some have been powerful enough to influence the history of the Byrrin River Valley, and several have even been suppressed, particularly in the aftermath of the Hyrágecan Crusades. None are currently of any major importance.

There are surprisingly few Mendicant Orders in the history of Tarotism. The phrase "organizing hermits" is common in Tarotist Realms and roughly means "herding cats".

11.3.4.1.3 Urdan Orders

The Church Universal & Triumphant is built of Monastic and Mendicant Orders. There are so many of them that virtually all fade into the general background noise of the Urdan Church.

The single exception is the once-moribund Order of Saint Nöena the Physician. This Order of healing nuns was substantially reorganized (some would say "re-founded") during the Great Steppe War of 1469-1476 to tend to the wounded of both sides in the conflict. In the years since then, they have spearheaded Church reform in Western Sahûl, particularly



in the steppelands and in Araxes, where they have found favour with the Grand Duke's House.

11.3.4.1.4 Yagnarist Orders

In the heady days of the Red Priests of Ozahn, Yagnarism boasted many storied Monastic Orders. Some survive to this day, though none are particularly wealthy or influential.

There remain, however, several mostly disorganized multi-realm Mendicant Orders, including the Mendicant Order of Ozahn (MOO), found throughout the southeast, and the Friars of the One Eye (FOE), most active in Chi'tixi and Atuburrk.

11.3.4.2 Creating a Monastic or Mendicant Order

Any Primacy may create a Monastic or Mendicant Order. Creating such an Order requires the donation of one BL point to establish the Order and, in the case of a Monastic Order, at least one Religious Site.

While Mendicant Orders do not require a Religious Site (and indeed may be more effective and for longer without one), they do require a small and variable amount of financial support. This is calculated into the Primacy's Army Support each Turn. Support for a Mendicant Order ranges upwards from 5 GP per Turn per Realm in which it is active; it will wax and wane during the Order's Effective Duration (see §11.3.4.4).

Monastic and Mendicant Orders should only be created in consultation with the referee.

11.3.4.3 Effects of Monastic and Mendicant Orders

The primary effect of these Orders is their ability to combat Corruption (see §10.8). Each Religious Site assigned to an Order, whether by the Primacy or by another Realm, becomes a center of their reforming activity. Orders can be extremely effective in combating Corruption, but Primacies must be careful that the Order doesn't acquire *too* many sites (see §11.3.4.4).

Mendicant Orders are usually assigned to Realms rather than given Religious Sites. Each Realm to which a Mendicant Order is assigned counts in calculating support (see §11.3.4.2).

11.3.4.3.1 Religious Founders

There is a base (RS x 10)% chance that the creation of an Order will result in a new Leader appearing on the Primacy's Stat Sheet. This holy founder of the Order is available for the Primacy's use during his or her lifetime. Such Leaders are not replaced after their deaths.

11.3.4.3.2 Mendicant Preaching

During their Effective Duration (\$11.3.4.4), Mendicant Orders tend to increase RS of Realms in which they operate.

In addition, such Orders are particularly effective against heresy. Primacies can assign a specific Mendicant Order and spend GP in Missionary Conversion of heretical Regions. These preaching Mendicants are twice as effective against heretics as normal missionaries. However, they have no bonus in converting Regions of differing or opposing Religions.

11.3.4.4 Effective Duration

As reformers, Monastic and Mendicant Orders eventually become victims of their own success. As they root out Corruption, they tend to accrue power. The period of time during which such an Order positively affects Corruption is their "Effective Duration".

Various factors can affect an Order's Effective Duration, including the wealth of both the Order and the Church, the death of a Religious Founder, and assorted political events.

As a base, the Effective Duration of an Order is from three to twelve Turns (15 to 60 years). In extreme cases, Effective Duration can last as long as a century.



Tharts & Tables (Revised)

These charts and tables definitively replace those found in the core Rule Book.

Unit Build Table

Name	Code	GP	AP	NFP	MTA	Моче	React	Cargo	MTU	∂g	Õш	Build
Dragoons	DR	3	4	1	0	8	4	2	0	INF	8	С
Infantry, Light	LI	1	1	1	0	6	3	1	0	INF	0	НМ, Т, С
Infantry, Medium	MI	1	2	1	0	6	3	1	0	INF	1	НМ, Т, С
Infantry, Heavy	HI	2	3	2	0	6	3	1	0	INF	1	НМ, С
Infantry, Pike	PK	3	3	2	0	6	3	2	0	INF	7	С
Infantry, Zombie	ZI	0	0	0	2	4	2	0.5	0	INF -2	0	CR
Longbowmen	LB	2	2	1	0	6	3	1	0	INF	4	F/J
Marines	MR	4	1	2	0	6	3	0.5	0	NAV	6	С
Peasant Levies	PL	0.5	0	1	0	3	0	2	0	INF	0	CR
Rangers	RA	4	1	2	0	6	3	0.5	0	AIR	6	С
Special Forces	SP	3	3	2	0	6	3	1	0	INF	7	Human C
Stone Warriors	SW	-	1	-	10+2	2	0	-	0	INF-2	0	not F/J
Walking Trees	WT	0	0	0	10+3	3	1	n/a	0	INF -2	0	F/J
Cavaliers	CV	4	3	2	0	8	4	3	0	CAV	5	WenC
Cavalry, Light	LC	2	0	1	0	8	4	2	0	CAV	0	НМ, Т, С
Cavalry, Medium	MC	2	2	1	0	8	4	2	0	CAV	1	НМ, Т, С
Cavalry, Heavy	НС	3	3	1	0	8	4	2	0	CAV	1	С
Elephants	EL	3	2	1	0	6	3	4	0	CAV-1	1	E1
Hussars	HU	3	1	1	0	10	5	2	0	CAV	7	НМ, Т, С
Shadow Knights	SK	-	-	-	10+2	8	4	2	0	CAV	1	CR
Saurian Cataphracti	SC	4	4	2	0	8	4	4	0	CAV	5	SauC
Caravels	CR	5	5	2	0	8N	4N	(2)	0	NAV	7	PC
Galleons	GA	7	10	2	0	10N	5N	(3)	0	NAV	9	PC
Transports	TR	2	1	1	0	8N	4N	(3)	0	NAV	0	P
Warships	WR	3	5	1	0	8N	4N	(1)	0	NAV	1	P
Artillery	AR	7	15	2	0	4	2	2	1	SGE	†	С
City Forts	CF	5	5	1	0	0	0	0	0	SGE	0	T, C
Field Forts	FF	5	5	1	0	0	0	0	0	SGE	0	CR
Fortress points	F	6	6	2	0	0	0	0	0	SGE	0	CR
(to repair)		5	5	1						SGE	0	F
Hive Forts	HF	7	7	1	0	0	0	0	0	SGE	4	MalCR
Siege Engines	SE	5	10	2	0	6	3	2	0	SGE	1	С
Yaminon Sappers	YS	10	15	2	0	6	3	2	0	SGE	5	YamC

Name	Code	GP	AP	NFP	MTA	Моче	React	Cargo	MTU	∂g	Õш	Build
Airships	AS	10	10	2	0	6A	3A	(2)	1	AIR	1	С
Destroyers	DE	8	12	2	0	8A	4A	(0)	1	AIR	9	С
Gryffons	GR	4	2	1	0	4A	2A	(0)	0	AIR	*	Gr
Sky Galleons	SG	15	15	4	0	6A	3A	(3)	2	AIR	8	С
Guards	GD	10	15	3	0	10	5	2	0	CAV+2	0	HM
Refugees	RFG	1	1	1	1	4	0	20	1	INF-2	0	Special
Leader	varies	1	-	1	1	10	5	0	0	n/a	n/a	n/a
Demon	DMN	0	0	0	35	8	4	0	0	8	n/a	CR
Deva	DVA	0	0	0	35	8	3	0	0	8	n/a	CR
Djinn	DJN	0	0	0	35	10	5	0	0	8	n/a	CR
Dragon	DRG	0	0	0	35	10A	5A	(1)	0	8	n/a	CR
Efreet	EFR	0	0	0	35	10	5	0	0	8	n/a	CR
Behemoth	varies	100	75	10	100	4	2	(2)	0	8	n/a	CR
Skeletal Dragon	SKD	0	0	0	35	4	2	(1)	0	8	n/a	CR

GP = Gold Piece cost; AP = Arms Point cost; NFP = Force Point cost; MTA = Mana to Animate; Move = Movement Rate (N indicates Naval Movement; A, Air Movement); React = Reaction Range; Cargo = Cargo value or (Cargo capacity); MTU = Mana to Use per Turn; gQ = Governing QR; mQ = Minimum QR required to build; Build = valid Build locations; CR = Controlled Region; HM = Homeland; T = Town; C = City; P = Port; F = Fortress; F/J = Controlled Forest or Swamp/Jungle Region, Gr = Gryffon nests, El = Elephant range

Guard Units use CAV+2 by default, but can use INF+2 or SGE+2 if requested or required. Zombie Infantry may only be raised in ruins or at recent battlefields and those indicated on the maps.

Land Unit Upgrade Table

Unit Type	Levies	Light Units	Medium Units	Heavy Units	Super Heavy Units
Infantry	PL	LI, SP	MI, LB, MA, RA	HI, DR	PK
Cavalry	(no)	LC, HU	MC	HC, CV	SC

^{*} AIR-1 and CAV-3 † SGE-8 and NSR-7

Site Construction Table

Name	Code	GP	AP	NFP
Port Area	P	10	5	2
Priory	Pr	10	5	2
Upgrade to Abbey	Аb	50	50	25
Upgrade to Cathedral	Ca	100	75	50
Town	-	20	20	10
Upgrade to City-1	-	40	30	10
Upgrade to City-2	-	30	30	10
Upgrade to City-3	-	20	30	10
Academy	varies	50	30	30
Upgrade to University	Un	0	0	0
College	varies	25	15	15

Common Megaliths Table

Each level of Megalithic construction costs 25 GP, 25 AP, and 15 NFP.

Megalith	Level	Terrain Modifications
Arsenal	1+	
Bridge	1	+1 for crossing Byrrin River
Canal	4	+1 for Hill, Swamp/Jungle Regions +2 for Mountain Regions
Cultivation	1	
Fortress expansion	1+	(maximum of level-5)
Granary	1	(Forest or Steppe only)
Great Wall	1	+1 for Hill, Swamp/Jungle Regions +2 for Mountain Regions
Library	2	
Palace	2+	
Road	1	+1 for Mountain, Swamp/Jungle Regions +1 if crosses Type 1 Mountains +2 if crosses Type 2 Mountains double all costs if Trade Road
Stadium	2+	(urban only)

City Letter Codes Table

Code	Description	Code	Description
/	default spacer code	Н	Holy site
\$	Treasury	L	Library
С	Capital	p	Port
G	March/Dependency Seat	r	Road
R	Ruins		

Diplomatic Status Summary Chart

Status	GP	AP	NFP	Mana	Garrison?
Tributary	Half	None	None	None	No
Allied	Half	Half	None	Full	No
Pacified	Full	Full	None	Full	Yes
Friendly	Full	Full	Full	Full	No
Homeland	Full	Full	Full	Full	No

Religion Garrison Matrix

			Осси	pied	
		IL	UR	TR	YG
	IL	x 1	x 2	x 4	x 4
Osaubian	UR	x 2	x 1	x 4	x 4
Occupier	TR	x 4	x 4	x 2	x 2
	YG	x 4	x 4	x 2	x 1

Life Expectancy Table

Kindred	Age of Majority	Average Life Expectancy
Human	1 6	65
Malebolge	7	30
Saurian	13	55
Wenemet	16	65

Academy Training Codes Table

Academy	Code	Title	Leader Bonus
Air	am	Air Marshal	+2 Air Combat
Diplomatic	en	Envoy	+2 Diplomacy
Intelligence	sp	Spy	+2 Intelligence Average
Military	gn	General	+2 Land Combat
Naval	ad	Admiral	+2 Naval Combat
Sorcery	WZ	Wizard	+2 Sorcery
University:	al	Alchemist	+2 Siege Combat, +3 Sorcery for MN and Create Artifact only
	hi	Historian	+4 for Search / Excavate
	sc	Scholar	+4 Sorcery for RS only
Colleges:			
Cartography	mm	Map maker	More accurate maps from Exploration results.
Engineering	en	Engineer	+3 Siege Combat, 25% reduction in Megalithic costs
Law	ju	Jurist	+2 to CCR if performing RU Action. May use AD Action.
Medicine	md	Doctor	Presence modifies effect of Plague in Region.
Navigation	na	Navigator	+20% Exploration survival (Naval or Air only).
Theology	th	Theologian	Possible DP bonus in specific instances of religious or philosophical disputation. Loyal Theologians can help prevent the spread and moderate the effects of Heresy.

Colleges Table

College	Realm Bonuses	Qual. Institutions
Cartography	More accurate maps means more accurate information from Explorers!	Univ, Nav4, Air4
Engineering	Increases chance of Siege QR advancement.	Univ, Mil4
Law	Moderates effects of Corruption, increases chance of BL advancement.	Univ
Medicine	Moderates the effects of Plagues.	Univ
Navigation	Increases chance of Naval and Air QR advancement.	Univ, Nav5, Air5
Theology	Moderates RS: each Turn for every Theological College, RS moves 0.1 towards RS 6.0.	Univ

Action Code Table

Action	Action Code	Туре	Movement Cost
Administer	AD	Leader-only	varies
Assassinate Leader	AS	Intelligence	2
Assault Fortification	AF	Combat	1
Attack	A	Combat	1
Attack to Secure Tribute	AT	Combat	2
Besiege Fortification	BF	Combat	2 (at least)
Blockade	BK	Combat	2 (at least)
Cast Spell	CS	Leader-only	varies
Counter Intelligence	CI	Intelligence	Turn
Defend	D	Combat	1
Diplomacy	DP	Leader-only	1 (at least)
Duel	DU	Leader-only	1
Evade Hostile Contact	E	Combat	3
Explore	EX	Combat	(as movement)
Incite Rebellion	IR	Intelligence	2
Infiltrate	IN	Intelligence	4
Kidnap Leader	KL	Intellegence	2
Loot Region	L	Combat	2
Manufacture Spell Crystal	MN	Leader-only	2
Military Conversion	MC	Combat	Turn
Operations	OP	Intelligence	6 (at least)
Pillage Region	Р	Combat	1
Piracy	PΙ	Combat	3
Plunder	PL	Combat	2
Protect	PR	Combat	Turn
Raise Influence	RA	Intelligence	Turn
Research Spell	RS	Leader-only	Turns
Receive Intelligence	RI	Intelligence	1 (at least)
Regional Genocide	RG	Combat	2 (at least)
Rescue Captured Leader	RL	Intelligence	2
Respond to Attack	R	Combat	Turn
Rule	RU	Leader-only	5 (at least)

Sack Urbanization	SU	Combat	1
Sally	SA	Combat	1
Scout	ST	Intelligence	1 (at least)
Search / Excavate	SE	Intelligence	1 (at least)
Secret Diplomacy	SD	Leader-only	1 (at least)
Slave Raid	SR	Combat	2
Steal Magic	SM	Intelligence	2
Subvert Enemy Leader	SV	Intelligence	2 (at least)

Terrain Chart

Terrain Type	Symbol	Move Cost	Air Move Cost
Clear / Cultivated	(none)	1	1
Desert, Steppe, Island	\17	1	1
Forest	秦	2	1
Hill	M. J. C.	2	1
Mountain	277,48	3	2
Sea Region	(none)	1	2
Swamp / Jungle	*	3	1
Hostile Region	(none)	+ 1	+ 0
Inimical Region	`	+2	+1
Minor Mountain Range (type-1)	ANA	+ 2	+1
Major Mountain Range (type-2)		+ 3	+1
Cliffs	M. Sales or	impassible	+1
River or Canal (crossing)	5	+1	+ 0
Rough Seas	`® (x 2	+0

Movement Phase Matrix

25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1		Move Rate
×																									1	
×	X	X	×	X	X																				2	
×	×	X	×	X	X	X	X	X	X	X	×	X	X	X	X	X	X	X	X	X					3	
×	×	X	×	X	X	X	X	X	X	X	×	X	X	X	X										4	
×	×	X	×	X	X	X	X	X	X	×															и	
×	X																								6	
×	X	X	X	X	X	X																			7	
×	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	×			8	
×	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X									9	
×	X	X	X	X	X	X	X	X	X	X	X														10	
×	X	X																							11	
×	X	X	X	X	X	X	X																		12	
×	X	X	X	X	X	X	X	X	X	×	X	X	X	X	X	X	X	X	X	X	X	×	×		13	Phase
×	X	X	X	X	X	X	X	X	X	×	X	X	X	X	X	X	X								14	ro ro
×	X	X	×	X	X	X	X	X	X	×	×	X													15	
×	X	X	X																						16	
×	X	X	X	X	X	X	X	X																	17	
×	X	X	×	X	X	X	X	X	×	×	X	X	×	X	X	×	X	X	X	X	X				18	:
×	X	X	×	X	X	X	X	X	×	×	X	X	×	X	X	×	X	X							19	:
×	X	X	×	X	X	X	X	X	×	×	X	X	×												20	
\times	X	X	X	X																					21	
×	X	X	X	X	X	X	X	X	X																22	
×	X	X	X	X	X	X	X	X	X	×	X	X	X	X	X	X	X	X	X	X	X	×	×	×	23	
×	X	X	×	X	X	X	X	X	×	×	X	X	×	X	X	X	X	X	X						24	
×	X	X	×	X	X	X	X	X	×	×	×	X	×	X											25	
													steppe Cav		Ldr, GD		Cavalry		Infantry		Zombies	pl, wt				Units

X = Movement Point expended on this Phase; otherwise no Movement Point expended on this Phase.

Trollspawn Table

Option	Cost	Description
Base Cost	250	
Couth, Repulsive	+0	Diplomacy range 0 - 5
Couth, Average	+25	Diplomacy range 1 - 10
Couth, Suave	+75	Diplomacy range 6 - 11
Ferocity, peaceful	+0	Combat range 0 - 5
Ferocity, Normal	+25	Combat range 1 - 10
Ferocity, Violent	+75	Combat range 6 - 11
Intelligence, Slow	+0	Sorcery range 0 - 5
Intelligence, Average	+25	Sorcery range 1 - 10
Intelligence, Smart	+75	Sorcery range 6 - 11
Lifespan, Brief	-50	~25 years (Malebolge)
Lifespan, Short	+0	~50 years (Saurian)
Lifespan, Average	+50	~75 years (Wenemet, Human)
Lifespan, Long	+100	~100 years
Lifespan, Ancient	+250	~250 years
Loyalty, Disloyal	-75	Loyalty range 0 - 5
Loyalty, Average	+0	Loyalty range 1 - 6
Loyalty, Loyal	+75	Loyalty range 2 - 7 (Malebolge)
Loyalty, Fanatical	+150	Loyalty range 3 - 8
Amphibian	+200	Colonize Sea Regions
Flyer	+250	Use Air Move rates
Natural Armour	+100	Harder to kill
Vacuum Protected	+250	Personal world-falling (with spell)

Other options may be available for a price. Consult your referee.

Mana Battery Cost Table

Size	Mana to Cast	GP	AP	NFP
20	200	100	100	20
50	500	250	250	50
100	1000	500	500	100
250	2500	1250	1250	250

BPA Cost Tables

FLYERS

Size	Required Battery	GP	AP	NFP	Mana	Air Move
Fortress	20	100	75	25	100	6
Town	50	200	150	50	300	5
City	100	500	375	125	600	4
Region	250	2000	1500	500	1200	3

FLOATERS

Size	Required Battery	GP	AP	NFP	Mana	Move
Fortress	20	75	50	10	75	4
Town	50	150	75	20	225	4
City	100	375	200	50	450	4
Region	250	1500	800	200	900	2

GATES

Battery	GP	AP	NFP	Mana	Distance
20	250	75	10	100	0
50	500	150	25	200	1
100	750	300	45	400	2
250	1000	600	75	800	4

Distances are in maps. Anchor Gate costs are all doubled, excepting Mana.

Religious Strength Table

RS	Effects
-x	Atheist at various levels of commitment. May neither collect nor spend Mana. A Realm with a lower RS (e.g8) is more difficult to convert than a Realm with a higher RS (e.g3).
0	Atheist and disinterested. May neither collect nor spend Mana. Could be converted by a very clever housecat, for a while anyway.
1	Virtually an atheistic government. May not summon Immortals or sacrifice. Citizens open to conversion by opposing Religion, or anybody really.
2	Minimum RS to build Abbey. Minimum RS to sacrifice.
3	Minimum RS to remain a Sect. Minimum RS to summon Immortal. Citizens open to conversion by differing Religion or Sect.
4	Minimum RS to join declared Holy War. Citizens actively opposed to conversion by opposing Religion.
5	Minimum RS to build Cathedral.
6	Minimum RS to declare Holy War. Citizens actively opposed to conversion by differing Religion.
7	Citizens oppose trading with opposing Religion. Citizens actively opposed to conversion by differing Sect. Saints, prophets, and the like begin to appear.
8	May not trade with opposing Religion. Minimum RS to create a Sect. Government is typically a Theocracy. Subject to spontaneous Holy War. Citizens oppose trading with differing Religion.
9	Minimum RS to declare Holy War against Realm of same Religion. Saints, prophets, and religious madmen common.
10	May not trade with differing Religion. Citizens oppose trading with Realm of same Religion with RS 5 or less.



The Calendar of Sahûl

The Vernal Months (Spring)

Primilis (30 days) Sectilis (30 days) Tertilis (31 days)

The Summer Months

Quadrilis (30 days) Quintilis (30 days) Sextilis (31 days)

The Autumnal Months (Fall)

September (30 days) October (30 days) November (31 days)

The Winter Months

December (30 days) Sartember (30 days) Paharn (31 days)

Notes

The year begins on 1 Primilis, six weeks before the Vernal Equinox on 15 Sectilis. Similarly, the Summer Solstice is on 15 Quintilis, the Autumnal Equinox on 15 October, and the Winter Solstice on 15 Sartember.

Each month has 30 numbered days, except the last month in every season, which has 31. This exactly corresponds to the solar year of 364 days. The actual lunar month is almost exactly 30 days, so each year the full moons progress by four days. Full moons correspond with the Vernal Equinox (15 Sectilis) every 91 years. The moon was last full on the Vernal Equinox in 1456.

The *ides* (10th of each month) are considered by many to be particularly fortunate days, whereas the *kalends* (last day of each month, either 30th or 31st) are considered unlucky days by many. The 20th day of each month is the *nones*, a day neither especially lucky nor unlucky.

The kalends of Paharn is considered by many the most inauspicious day of the year.

The kalends of November is celebrated as a Day of the Dead in many cultures.

The month of Paharn is also known by its ancient name of *January*. Though that designation is virtually obsolete throughout most of Sahûl, some parts of the central Byrrin River Valley still prefer it.

