

Codicillary Notes
and
Errata
for the
Primer of Practical Magic

Version 2.0

Requires the Use of Wizards of the Coast's Players' Handbook

Magic Items

A General note regarding the creation of magic items listed within the Primer of Practical Magic and the issue of prerequisite spells.

The items from the Dying Earth should be considered of ancient and exceedingly rare lineage, having their origins, as they for the most part do, in the remote aeons of the Dying Earth. In fact, for game purposes the items in the Primer are essentially to be treated as minor artifacts. These items should be considered as Minor Artifacts, as per the Dungeon Masters Guide and the RSRD:

“Minor artifacts are not necessarily unique items. Even so, they are magic items that no longer can be created, at least by common mortal means.”

Though not all of the items in the Primer rival even minor artifacts in power, they are equally rare in a non-Dying Earth D20 campaign. If you wish to allow players or NPC's to manufacture these items anyway, feel free to come up with your own spell prerequisites.

Arch Magician Prestige Class

(Primer of Practical Magic, Page 121)

Eratta: The Spell **Greater Scrying** (aka **Magon's Distant Scrutiny**) should be added to the Arch Magicians spell-list as a seventh level spell.

Spells

Temporal Projection

(Primer of Practical Magic, Page 70)

Eratta: This spell sends casters from a *minimum* of 1,000 years in the past, to a maximum of 1,000,000 years. No lesser span of time can be encompassed, except by accident. An Illustrious Success allows the caster to place the target within 2d10 –10 weeks of the target date, while a normal success places the target within 2d10 – 10 months of the target date. A normal Failure places the target within 4d10 –20 years of the target date. A Dismal Failure causes an explosion as noted in the Primer.

GMs' notes on Temporal Paradoxes

- We suggest a single time line, one history approach to time travel. Temporal paradox is easily dealt with. What has happened has happened. You can't go back in time and kill your grandmother before she gave birth to your mother, because you didn't, even if the spell permitted such a recent sojourn, or your grandmother was long-lived. If you try to do something that causes a paradox, you fail somehow.
- The spell sends you 1,000 years into the past, not 10 or 100. Anything the PCs do then is unlikely to give the DM too many headaches that 1,000 years of change can't deal with. Let PCs do what they want and then invent a reason why it didn't grossly affect the future, if that's what they are trying to do.

- If PCs do affect the future, and the potential result seems satisfying or appealing to the DM (eg burying an obsidian tablet with a prediction on it, then going back to the present and finding it,) so be it.
- Closed time loops are not paradoxes. For example, you could be your own ancestor. You could pick something up at one time, take it back into the past then leave for your future self to find. The item was never made and exists in a closed loop.
- You can't go into your own future.
- The law of temporal duplication means that time travelers cannot exist more than once at a particular time.
- If you do not like this spell, don't use it or allows your players' characters to find it. It's supposed to be a fun way of exploring ancient and prehistoric events and monsters; the mega fauna and flora of a savage world, not a pelgrane around your neck.
- Remember, if all else fails, send in the time elementals.

Vat Creatures

(Primer of Practical Magic P 107 – 113)

Errata: The DC for imprinting the sensorium gem should be equal to the Craft Wondrous Item DC in the chart on page 111. This puts most of the simpler humanoid creatures well within the reach of any mage capable of casting the minimal requisite spells. Thus the range of DC's required is from 20 to 44 depending on the number of creation points.

Vat creature Artifacts

At great difficulty and expense, some rare artifacts have been located which may in some cases facilitate the creation and maintenance of Vat Creatures.

The Amorphous Ovoid

A palm-sized gray item, disconcertingly warm to the touch and with the texture of soft skin that gives slightly when prodded. A rare example of the trade in vat matrices fabricated in craft workshops in the 19th Aeon, each Amorphous Ovoid will give rise to a single vat creature of unpredictable type. The only guarantee is that the creature will normally have at least roughly human intelligence and will normally be of unusual obedience and good nature by the standards of vat creatures.

For these last two reasons alone these Ovoids are highly sought after by those rare magicians who are still capable of fashioning vat creatures. When using an Ovoid in the creation process, the basic characteristics of the Vat creature are determined randomly:

Creatures animated using the Ovoid animate with a +2 on the animation table, and receive +2 on the personality table (Primer of Practical Magic Page 111). This is cumulative with the bonus for the Vat Creature Mastery Feat (Primer of Practical Magic Page 127). Any creature fashioned from an Ovoid is capable of understanding common speech. Fish, Octupoid and Amphibian Vat Creatures can breathe both air and water. Birds sized S or VS can fly at 60' with good maneuverability.

Basic form and Base Attributes (Roll once only, d20)

Die	Basic	Str	Dex	Con	Int	Wis	Cha	Special Features	Natural
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Roll	Form								Attacks
1-2	Cat	16	19	15	5	12	8	Four legs, tail, fur	Bite, Strong Claws
3	Bird	10	15	12	6	14	10	Two legs, feathers, wings	Strong Bite, Talons
4	Dog or Wolf	13	14	15	7	12	7	Four legs, tail, fur	Strong Bite
5-7	Monkey	12	15	10	9	12	6	Prehensile tail, fur	Bite, Grapple
8-12	Humanoid	11	11	11	10	11	11		None
13-15	Humanoid	10	10	13	12	12	16	Fey appearance, pointed ears	None
16	Reptile	17	15	17	3	12	5	Scales	Strong Bite, Grapple
17	Amphibian	16	8	12	3	12	4	Slimy, gills, webbed feet	Bite, Claws, Grapple
18	Fishlike	13	15	13	3	12	3	Slimy, Scales, gills	Bite
19	Octupoid	12	17	11	5	12	3	Slimy, 8x tentacles	Bite, Grapple
20	Insect	10	10	10	3	11	2	Exoskeleton, six legs	Strong Bite, Sting

Physical Attributes (roll once, D6)

ie	Size	HD	No of Extras	Bite	Strong Bite	Claws	Strong Claws	Talons	Sting
1	VS	1	8	D3	D4	D2	D4	D4	D2
2-3	S	2	6	D4	D6	D3	D6	D6	D3
4-5	M	3	4	D6	D8	D4	D8	2D6	D4
6	L	4	2	D8	D10	D6	2D6	3D6	D6

Extras (Roll 2d6) (description after slash is for second consecutive result)

Die	1	2	3	4	5	6
1	+2 Int	Alertness / Power Attack	Opposable Thumbs / +1 Dex	Opposable Thumbs / +1 Dex	Immune to Disease	Weapon proficiency*
2	+1 Int	Combat Reflexes / Weapon Finesse	Opposable Thumbs / +1 Int	Opposable Thumbs / +1 Int	Immune to Poison	Weapon proficiency*
3	+1 Wis	Dodge / Expertise	Prehensile Tail or Tentacle / +1 Dex	Prehensile Tail or tentacle / +1 Dex	Spell Resistance, 2 points	Weapon proficiency*
4	+2 Cha	Toughness / Improved Critical	Speech / +1 Int	Speech / +1 Int	Regenerate 1 pt / round	Weapon proficiency*
5	+1 Dex	Combat Reflexes / Weapon Focus	Speech / +1 Int	Speech / +1 Int	Darkvision 60'	Weapon proficiency*
6	+1 Cha	Improved Initiative / Weapon Finesse	Flight 20' (separate Wings, unless basic form	Flight 20' (separate wings, unless basic form	Spell casting as 1 st level Wizard (requires	Weapon proficiency*

			is bird) / + 20'	is bird) / +20'	speech)	
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(Weapon Proficiency: Simple / Martial / Exotic / Weapon Focus)

Market Value: 10,000 gp

Amulet of Azoic Revelation

Anyone wearing this amulet will see all vat creatures and other artificially created life forms (including Homonculi and Golems, but not undead such as zombies) fluoresce. They give off a gentle violet light which, in the darkness, is strong enough to see by. Even in the middle of a bright and sunny day, the effect will mark out vat creatures as obviously different from the natural beings around them.

Market Value: 300 gp

Sensorial Conflator

In essence, this device allows for continuity in the owner's vat-servants and retainers. It is a cylinder made of a cream ceramic material, about four inches in length and one inch in diameter. It is usually buried somewhere deep within the vat-creature and wires of gold connect from the device to the optical, auditory, and other sensory organs of the host. The device may be retrieved from the host, usually after death, and used either to view scenes from the creature's life or as a way of transferring basic knowledge from the creature that carried the Conflator to a new creature. This item is not usually for sale. Alarmingly, some people have been known to spontaneously cough them up, leading them to question their very origins.

The advantage for the mage is that when creating a vat creature [Primer Reference] it is possible to totally bypass the risks of personality formation [Primer Reference] as the character of the creature is already established on the cylinder. The creature created with a used cylinder also retains the memories it had prior to its previous demise. This may cause it to blame you for that unhappy event and could cast a shadow on your previous, happy relationship. On the other hand, with the use of the Conflator, your vat creature servant can spring back to life already knowing where the broom closet is, and how to mix your favorite cocktail, obviating the need for any tedious retraining.

Pre-existing Personalities

Cylinders found for sale in markets or laying about in old abandoned magical laboratories can contain any number of personality types, ranging from the benignly insignificant through the extremely dangerous. Perhaps worst are those which seem to be the former but are actually the latter. Fortunately, a Conflator found in uncertain circumstances can be 'wiped' with a simple application of the **Formulary of Expedient Ambiguity** ([Primer](#), Page 42). Either way, upon animation, a Vat Creature crafted with a Conflator gains a +2 to the Personality table (cumulative with any other modifier).

If the precaution of a memory wipe isn't taken, there is a 1 in 6 chance that the Vat Creature will have a residual personality. Use the table below to determine the basic aspects, rolling once each for Alignment, Attributes, and Personality.

Die (D12)	Alignment	Attributes	Personality Quirks
1	Chaotic Good	Int +2	Acts as a powerful attractant to ghosts and spirits
2	Chaotic Evil	Int +2	Highly Ambitious: Aims to become a count or baronet
3	Chaotic Neutral	Int +2	Becomes unruly every three months when it goes into heat
4	Lawful Good	Wis +1	Chews a cud
5	Lawful Evil	Wis +1	Emits a noxious odor
6	Lawful Neutral	Cha +1	Bitterly envies another Vat creature or servant of it's master
7	Neutral	Cha +1	Espouses unorthodox political views
8	Neutral	Dex +1	Extrudes small crystalline structures from its body, which it shamefacedly hides about its creators home
9	Neutral Good	Dex +1	Falls pathetically in love with another players character, attempting suicide whenever its plaintive overtures are rejected
10	Neutral Evil	Cha +1	Compulsive gambler 40% or alcoholic 60%
11	Neutral	Cha -1	Emits a high keening wail when in the presence of magic
12	Neutral	Wis -1	Kills a medium sized creature once a month in which it lays eggs that do not hatch

Market Value: 5,000 gp.

Dying Earth Fauna

Frovirn (Primer of Practical Magic, Page 30)

Known Facts:

The frovirn is an extra-planar entity with an amorphous form, an overweening pride in its wide-ranging capabilities, and an insatiable lust for magician's livers. It is best known as the entity which invariably responds to a casting of the rare and generally unpopular spell **Call of the Ominous Enthusiast**. Reports of appearances on earth by other means may be apocryphal.

Scholarly Conjecture:

One Wizard reported that a frovirn manifested itself as a bright blue being with a hundred eyes, a snapping jaw full of sharp wooden teeth, and a long train of orange-colored hair that runs from the crown of its skull to its spine. When the magician Prarbilor was flayed from

skull to toe-bone by a frovirn, the creature appeared to the surviving witnesses as a mass of whirling blades, all humming like unto a celestial choir.

Many scholars believe that frovirn is an all-encompassing term for a species or class of entity. Others assert that there is actually only one frovirn, and Frovirn is his proper name, not that of a category or type. They further allege that Frovirn's cruelty can be attributed entirely to his displeasure over this widespread misunderstanding.

The vast majority of scholars and eyewitnesses however report that the frovirn takes on the appearance of a small, blue skinned, diabolical humanoid about three feet tall, nearly identical to an Imp, with tail, wings and small horns, and a mouthful of shark-like teeth.

Frovirn tasks:

The duration of one minute per level is intended for tasks done under exigent circumstances. At the DM's discretion, the duration of the Spell **Ominous Enthusiast** can be variable, depending on the nature of the task assigned. For example: To remove a trap on a chest, one minute per level. To carve a statue or bake a perfect souffle, one hour per level. To build a brick wall, a gazebo, or a small bridge, one day per level. To build a windmill or water-wheel, one week per level.

Sandestin



A recalcitrant Sandestin is chastised by its new master...

Known Facts:

Sandestins are phenomenally powerful otherworldly beings. They power the workings of magic. Spellcasters (usually unknowingly) draw on the power of sandestins and similar entities when they perform incantations. Each spell is a preset sequence of commands that binds the entity to execute a particular wonder. It was the greatest achievement of the

mighty Arch Magicians of the Dying Earth to have learned a small fraction of the nature of these beings of pure magic, and ultimately, to bind them to their will.

Arch- Magicians can eventually learn to manipulate sandestins directly, by summoning and binding them to their will, through the threat of astral torture or demise, as brought about by chugs (*q.v.*), who are another class of extra-dimensional entity. Thus the Arch-Magician may conjure any effect he can think of.

It is necessarily to phrase one's commands to a sandestin with exacting precision, for they are expert pettifoggers and desire nothing more than to thwart their captors by fulfilling the letter of an instruction while at the same time utterly subverting its intent. Sandestins haggle with Arch-Magicians over indenture points, a definable measure of the amount of labor the Sandestin must perform for the magician before being released from his obligation.

Sandestins frequently claim that their services warrant the removal of additional indenture points, and Arch-Magicians are equally prone to levy fines and penalties for breaches both great and nugatory.

Appearance: A sandestin may look like anything it wants. Typically a sandestin maintains a feature or two from one manifestation to the next. If it has orange hair and blue skin when appearing as a fetching sprite that fits in a walnut shell, it will likely retain both hair and skin when it balloons to the size of an enraged leucomorph. Sandestin names tend to consist of one or two syllables, favoring soft and mellifluous consonants. Examples include Osherl, Walfling, Ssisk, and Bellume.

A sandestin can do anything it wants. It can make the merest wish a reality with a flick of its hand, although some tasks seem to require considerable time expenditures. Why free sandestins do not make a greater effort—or, in fact, any apparent effort- to exterminate the entire lot of Arch-Magicians remains a matter for conjecture.

Chug

Known Facts:

The chug is an otherworldly entity capable of striking absolute terror into whatever passes for the hearts of sandestins (*q.v.*). Arch-Magicians summon chugs in order to enforce on sandestins the terms of their indenture agreements. Released in the presence of a sandestin, a chug will immediately leap upon it and begin to suffocate it. The sandestin has but a few moments to yelp out its cries of acquiescence before the chug either annihilates it completely, or subjects it to torture, inducing agony that observers can only imagine.

Like the sandestins they terrorize, chugs are of mutable appearance. They may alter their forms to more efficiently torture a particular sandestin. So if the sandestin takes the form of a long, blue, legless lizard, the chug might become a monstrous, floating face with enormous nostrils. It would then use the nostrils to suck the sandestin up into it, where it can leech away its essence or prick it with a million sharp tendrils.

Chugs seem less intelligent, more single-minded, and dramatically more malign than sandestins. They do not seem to interact with the mortal world, or work great magics, except in furtherance of their efforts to prey upon sandestins.



DEODAND (Great Erm)

Medium sized Aberration (deodand) **Hit Dice:** 4d8+16 (34 hp) **Initiative:** +2 **Speed:** 30' (40' brachiation) **Armor Class:** 16 (+2 Dex, +4 Natural), touch 12, flat foot 14 **Base Attack / Grapple:** +5 / +9 **Attack:** 2 x Claw +5 Melee (1d6+4) **Full Attack:** 2 claws +5 melee (1d6+4) and bite +9 melee (1d4+4) **Space / Reach:** 5ft. / 5ft. **Special Attacks:** Improved grab, pounce, rend 1d8+4 **Special Qualities:** Low light vision, Scent **Saves:** Fort +4, Ref +2, Will +4 **Abilities:** Str 18, Dex 14, Con 18, Int 9, Wis 9, Cha 16 **Skills:** Balance +6, Listen +4, Spot +4, Wilderness Lore +2, Hide +2, Move Silently +2, Bluff +6, Sense Motive +1 **Feats:** Power Attack, Combat Reflexes, Multiple Attack, Tracking **Environment:** Any forests, hills, mountains Organization: Solitary or gang (2-4) **Challenge Rating:** 3 **Alignment:** Lawful Evil

A hybrid of man, demon, wolverine and basilisk. Charcoal-black in color, up to seven feet tall, characterized by well-defined musculature and handsome faces rendered demonic by the presence of long white fangs and white slit eyes. The deodand is social, living singularly or in small groups, and wears crude clothing or leather harness. It inhabits forest and wasteland.

Self-aware and of near human mental capability, the deodand derives a powerful, even irresistible, lust for flesh from its demonic and wolverine ancestry. Although capable of tearing an ordinary man limb from limb, they often prefer cunning to brute force and employ wheedling, soft-spoken techniques of persuasion to gain access to their prey, which is human by preference. The only thing deodands fear is magic.

It should be noted that the Great Erm variant, which is described here (named after the forest of the same name), is only one of many roughly similar morphs of deodand found throughout the Dying Earth. All have the same general appearance and macabre habits, but do vary somewhat in subtler physical characteristics and abilities.

Combat

Improved Grab (Ex): To use this ability, a deodand must hit with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can run off with a victim, biting to subdue, while it seeks to flee any allies the victim might have.

Pounce (Ex): If a deodand charges a foe, it can make a full attack, including a rend attack.

Rend (Ex): If it hits with both claw attacks, a deodand can attempt to rip a humanoid target limb from limb. Attack bonus +5 melee, damage 1d8+4.

Rage (Ex): A deodand can fly into berserk rage (see below), clawing and biting madly until either it or its opponent is dead. While in this rage it uses a maximum power attack (-5 to Hit, +5 damage), gains a temporary +4 to Constitution (gaining 8 temporary hit points), and -2 to Armor Class. The creature cannot end its rage voluntarily.

Behavior

Persuasion: Deodands consider themselves very clever, though they generally possess slightly less than human intelligence. They are charming however, and will attempt to persuade their prey to come out of hiding, open doors, etc., using their Bluff skill, (enhanced by their considerable charisma). This ability has no effect on Player Characters but can be effective against more vulnerable NPC's.

Conversely, deodands will often pause to chat before slaying a victim, and it is possible, though dangerous, to attempt to bluff or mislead them. Any attempt at Bluff or persuasion using Diplomacy will be resisted by a Sense Motive check. If the deodand wins the contest then it has either detected a lie or sensed fear in it's opponent, either way it will instantly fly into a **rage** (see above). If it fails, it may agree to some bargain or other, or be scared off with the threat of magic or thyle dust.

Finally, once they make an agreement, deodands will always keep their given word, and stick to the letter, if not the spirit, of any pact they make.

Thyle Dust vulnerability: Deodands, like many creatures which track by scent, are highly vulnerable to thyle dust. They can be fended off by even the convincing threat of thyle dust.

Dead Eyes: Anyone looking into a deodands horrible lifeless eyes from within 10' distance can judge it's true intent all too clearly, and gains a +6 against any bluff attempts. This is risky however, for the same individual must make a Will save (DC 15) or fall under the effects of a Crushing Despair spell, suffering -2 to attack, saving throws, ability checks, skill checks, and weapon damage rolls for 1d4 rounds. This effect only works on individuals who intentionally look into the deodand's eyes.

Special Section: Acquiring a Sandestin

The scholars allude to numerous outlandish methods which have been undertaken at one time or another by various magicians to capture and bind sandestins. These tales are as diverse as they are in many cases fanciful. Many of the best and easiest methods are naturally kept as closely guarded secrets by the most powerful arch magicians. A few of the more difficult and tedious procedures are however generally known amongst the very

highest levels of arcane academia. One of the more prosaic¹ of these known methods of acquiring a sandestin works as follows:

A magician must first travel alone to a secluded location at least 100 miles from any significant landmark of civilization, including any roads, stone buildings, or especially temples of any kind (other than druid groves). Often deserted islands, remote mountain outcroppings, deep forest glades and the like are chosen. There, the magician must through means magical or mundane, fashion a hut with no assistance from any mortal, (though summoned creatures may help) and without the use of any iron. Among the normal magical kit, the magician must have access to a silver scrying mirror or crystal ball worth at least 1,000 gp, and an adequate magical library of the same value.

Securing the services of a Chug

In order to bind a sandestin, it is imperative that the magician first secure the services of a chug. Chugs are simple creatures whose chief goal in life, so far as mortals understand it, seems to be to chastise sandestins. On the first full moon after the completion of the new hut, the magician must contact the magical plane where the chugs dwell by employing the 7th level arcane spell **Greater Scrying** (known in the Dying Earth as **Magon's Distant Scrutiny**). As the chug centrality is only too willing to enter into dialogue with mortals, the ordinary Will save is ignored in this case, but casting the spell does require an Illustrious Success if spell failure rules are being used.

Once this plane is contacted, the magician must **scry** each night, spending up to eighteen hours a night for an entire month in negotiations with the chug centrality. This is a very complex, taxing, and time-consuming process, involving tedious and meticulous discussions of the finer points of sandestin etiquette and the many, many nuances of it's myriad possible infractions, a subject for which the chug centrality has an unquenchable interest. When this time period is up, the magician must roll 4d6, making note of the total value. It is then necessary to select the number of indenture points to be assigned, with a minimum of four and a maximum equal to the value of the die roll just made.

Then the magician must succeed at a Diplomacy check, with the DC being 30+ 3 per indenture point. If the check is a failure, the magician must **Scry** again for another month before making a subsequent check, and so-on until the Diplomacy check is successful. If the check is a success, the magician may proceed to the next step.

Once the Diplomacy check is successful, the magician must cast the mighty spell **Call to the Violent Cloud [Gate]** and actually reach the special magical plane (alignment: Lawful Neutral) where the chugs dwell. This requires an Illustrious Success if spell failure rules are given. The experience point cost of the spell is 250 points per indenture point, with a minimum of four indenture points. This experience point cost replaces the normal xp cost for calling a creature through a **Gate**.

¹ In retrospect, the sandestin binding procedure described here bears certain resemblances to writing d20 books, except without the immense payoff at the end..

The maximum number of points is, again, equal to the number rolled per above on the four d6. If the spell is successful the chug will pass through the **Gate**, enter the magicians hut, and find a convenient place to rest (usually perched on the rim of the scrying mirror), where it will commence awaiting the arrival of the sandestin.

Locating a sandestin

Once the chug has been acquired, the magician must wait until the next full moon and then once again cast **Magon's Distant Scrutiny [Greater Scrying]**, this time in an attempt to reach the magical plane of the sandestins. Their collective will passively resists the scrying with a single Save attempt with a bonus of +15. If the Will Save is successful the magician must wait another entire month until the next full moon.

As contact with the sandestins plane is established, the magician must commence studying the repugnant, convoluted world of sandestin political and 'legal' intrigue, and select a target sandestin, choosing either a Greater or Lesser specimen. The goal is to find a sandestin which has made itself vulnerable by accruing a valid magical debt, in an incredibly painstaking process that must be verified and cross-checked to a diabolical degree of thoroughness. In fact this process must continue for not less than six months.

Summoning and Binding the Sandestin:

At the end of the six month period, the magician must once again cast the mighty spell **Call to the Violent Cloud [Gate]**, opening a gate to the magical plane of the sandestins (alignment: Chaotic Neutral) and naming the target sandestin. The normal xp cost for Calling a creature through the gate remains the standard 1,000 xp for a *lesser sandestin*, but is increased to 5,000 xp for a *greater sandestin*.

When the sandestin appears, the magician and the sandestin may have their first conversation. The sandestin will normally be recalcitrant, and must be threatened or reasoned with (using Bluff, Intimidate, or Diplomacy) as a contested skill check must be made against the sandestins equivalent skill (it is equally good at all three). If the magician succeeds, the sandestin has been bound. If the magician ties or fails, the chug must chastise the sandestin, one indenture point is lost, and the contest must take place again. As soon as one success has been made, the sandestin is bound to the summoning magician, and the work is complete.

Greater Scrying (aka Magon's Distant Scrutiny)

From the 3.5 SRD

Divination (*Scrying*)

Level: Brd 6, Clr 7, Drd 7, Sor/Wiz 7

Components: V, S, M/DF, F

Casting Time: 1 standard action

Duration: 1 hour/level

Range: See text

Effect: Magical sensor

Saving Throw: Will negates

Spell Resistance: Yes

You can see and hear one or more creatures, which may be at any distance. If the subject succeeds on a Will save, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge	Will Save Modifier
None ¹	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	–5

¹ *You must have some sort of connection to a creature you have no knowledge of.*

Connection	Will Save Modifier
Likeness or picture	–2
Possession or garment	–4
Body part, lock of hair, bit of nail, etc.	–10

If the save fails, you can see (but not hear) the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells work reliably through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, message, read magic, and tongues. If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Arcane Material Component: The eye of a hawk, an eagle, or a roc, plus nitric acid, copper, and zinc.

Wizard, Sorcerer, or Bard Focus: A mirror of finely wrought and highly polished silver costing not less than 1,000 gp. The mirror must be at least 2 feet by 4 feet.

Cleric Focus: A holy water font costing not less than 100 gp.

Druid Focus: A natural pool of water.

LAGNIAPPE: Turjan's Treasure-house

As a bonus for readers of the Primer of Practical Magic, and for those unfortunate who do not yet own it but hope to soon, we present five useful magical artifacts, gleaned from Turjan's Tome of Beauty and Horror (available from Pelgrane Press) and converted for your convenience into D20 format.

Gator's Flea

This device consists of a pair of ear clasps (such are commonly worn by respectable merchants in the Scaum Valley), one of which contains the enchanted flea in question. On command, the flea makes its way at a speed of 10' and will enter the ear of a sleeping victim. It then relays the wishes of the wearer of the ear clasps deep into the inner ear of the victim so that the victim regards these words as their own thoughts.

The flea's owner must make a contested Diplomacy or Bluff skill - check (whichever is better) at +4 to their die roll, verses the targets Sense Motive. If the victim makes their save, they have noticed the flea. Otherwise, they are considered to be under the effect of the third level Arcane spell **Suggestion**, subject to the normal constraints of that spell, except the duration is for one day or until the task is completed.

Market Value: 1,500 gp.

Jilish Musical Box

Although this musical box is small enough to hold in one hand it is a complex and wonderful item. Exquisitely carved with singing birds, when opened those standing nearby hear a selection of classical musical pieces from all eras. No tinny metallic tinkling, but a full orchestra and even vocal accompaniment when appropriate. Unless the owner specifically says, 'I like that piece,' it will never play the same piece twice. Many of its owners have set it to play during banquets, thus eliminating the need for uncouth musicians. There are other abilities, none of which are mentioned anywhere on the box. To discover each requires an Intelligence ability check at DC 20. The music played has a magical ability to enhance certain Diplomacy and Bluff Skill checks by +1. If instructed specifically the musical box concentrates on these modes, otherwise it cycles through modes at random. Closing the lid may stop the sound, but does not stop the box working. To stop and start the box one needs to know the commands. When the box is working, but silent, it acts subliminally. The market value of this item exceeds its enhanced by its considerable esthetic value as an artifact.

Market Value: 4,000 gp

Memory Token

Developed in the distant past by a legendary mage whose name has, alas, been forgotten, this artifact consists of a small metal token about the size of a 5-terce piece. Should the forgetful owner wish to be reminded of something, she holds the token in his hand and says, slowly and distinctly, what it is she wants done. The token is then knotted into the corner of a handkerchief or similar item. On undoing the handkerchief and holding the token in ones hand it repeats the message. It will repeat the same message when you request it until it is either given another message, or it is exposed to direct sunlight.

Arcane spellcasters with a Spellcraft rating of 4 or higher can also store a single spell which requires verbal components only, into this object. Any arcane spell with a casting time of 1 round or less, and which has only verbal components (no somatic or material components) can be stored within the token, and cast exactly per the procedure above. Unknotting the

handkerchief and holding the token in the hand counts as a partial action. Casting the spell takes the same duration as the spell normally does.

Market Value: 2,500 gp.

The Vigilant Demarcation

This item appears to be a large, golden spool wound with a thin gold thread that extends a little over 30 feet in length. The thread is attached to a crank on the spool allowing it to be reeled back. If you lay the thread out in a circle (up to 10 feet in diameter) and loop the free end about the crank, or across a doorway or some other portal, the whole becomes a magical barrier. If any part of the thread is subject to pressure (as from being stepped on or tripped over) the source of the intrusion is subjected to a loud electrical discharge that strikes the victim as if it were Gilgad's Instantaneous Galvanic Thrust (lightning bolt) cast at level 10 (10d6 electrical damage, reflex save for half)

Market Value: 5,000 gp.

Yimbolo's Folding Closet

Indispensable to the well-dressed magician, yet unfortunately only a small number exist. Originally created by the vain Yimbolo, and later replicated by several of his associates, the Folding closet appears as a large (yet narrow and light-weight) fashionable suitcase. You may place it upon the ground, call the activation phrase, and it folds out until it reaches full size—that of a small bedroom cabinet. You may not fold it unless the door is securely closed. Within its confines may be stored several suits of clothes; there are even three small drawers for undergarments, kerchiefs and other sundries. None of the clothes within will ever be so much as rumpled by the folding process, and a Folding Closet will magically clean and press any garments within it once per day. Storage of living beings within the closet is not recommended, as the air quickly becomes stale, although a being of human size could be concealed within for an hour if such a thing were absolutely required. The single original closet has an additional feature— a secret panel at the rear of the interior, which opens into the hallway of Yimbolo's Manse. When the panel is closed behind them, the Closet folds itself up and follows —disappearing from its original location and appearing out of thin air in the hallway as it folds itself up to full size. At the DM's discretion, 1 in 6 of these artifacts may contain a similar dimension door to a secret location.

Market Value: 6,500 gp.

Magic from the 19th Aeon. (A word about the nature of the Dying Earth)

Jack Vance is one of the most influential writers in the Fantasy Genre, yet still relatively unknown to the general public. Vance and Lovecraft are stylistically quite different, (and Vance is not nearly as popular), yet there are certain similarities between them, particularly in the effect they have had on other writers and on gamers.

The **Dying Earth** of Jack Vance's novels is a world of evocative concepts, and unfinished ideas — very much by design. Vance uses Hitchcock's classic trick of hinting at things just

enough to get your imagination racing. While Hitchcock was a master at allowing his audience to create a monster far more terrifying than anything the special effects department could come up with, in the case of Vance, it may simply be something just a bit funnier, more evocative, or more mysterious that your own mind conjures up under his masterful prompting, but it's the same basic principle at work. If you are the type of person who gets frustrated by a film like say, the original *Alien*, where you barely ever see the monster at all, but you loved the Freddy or Jason Movies, you probably aren't going to like Vance.

Much like Lovecraft in the 60's and 70's, Vance is a huge influence on many of the people who write a lot of the more mainstream films, books and games, and ideas borrowed from Vance are rife throughout the RPG world in particular for those who know his work. And as with Lovecraft's Cthulhu Mythos, there is frequently a little homage or an inside joke referencing themes within the **Dying Earth**.

The use of the evocative turn of phrase, in reference to a creature, artifact, or even an entire era that is never defined, is one of the principle conceits used by Vance in his writing. And this is one of the things most played with by Vance fans, both overtly and sometimes in a subtle homage. Much as nobody ever knew where Arkham, Ma. actually was, we really do not know what the 19th Aeon was all about, for example. It is referenced numerous times in the **Dying Earth**, yet never clearly defined. In fact many, even most of the items, spells and monsters in the **Dying Earth** were never very clearly defined. Again, this is quite intentional, and is in fact a big part of what makes Vance so amusing to many people. Part of the fun of the Dying Earth Role Playing Game in particular is to take this concept and run with it. To insinuate, to tease the mind with hints which give the imagination wings. This is the genius of Vance.

Because of this, certain concepts now part of the D20 paradigm are a difficult fit with the Vance milieu, just as they can be with *Call of Cthulhu* © This is worth bearing in mind when attempting to adapt a **Dying Earth** world, or even some **Dying Earth** items or spells into your campaign. If you 'get the joke', then you can use this same method to amuse and stimulate the players in your own campaign, if you do not, then you may want to pass your Primer on to a passing Twk Man.

Primer Spells

Agonizing immolation (Clarification) The primer states that this spell deals "1d6 damage per two-and-a-half caster levels."

Level	Damage
1	1 d6
2	1 d6
3	2 d6
4	2 d6
5	3 d6
6	3 d6
7	4 d6
8	4 d6
9+	5 d6

The “Two-and-a-half levels” comment was confusing. This table should help explain the damage progression for this spell. Damage is per-round and can continue for several rounds, so it is not as high as for example Lightning Bolt or Fireball, (both of which cause a maximum of 10d6 Damage), nor does this spell effect more than one person under normal circumstances (i.e. unless they are in very close proximity). This is an extremely powerful spell however, and once cast it is imperative for the target to interrupt the caster or get out of the (Close) range of the spell. Allowed to continue, the immolation can cause incredible damage. For example in theory a 9th level Wizard able to maintain the spell for 9 rounds could cause 45 d6 of damage!!! The *immolation* will kill almost any creature vulnerable to fire damage that cannot get away.

Dibarcas’ wondrous reduction Clarification: upon quick perusal, bears a superficial similarity to the Arcane spell *Reduce Person*, but they are very different in effect and application. Both spells make their target smaller, but while *Reduce* allows an incremental reduction to 50% of one’s initial size, the *Wondrous Reduction* reduces the target (or ‘patient’) to the height of a few inches down to a fraction of an inch. Being the size of a mouse or a beetle is a completely different thing from being the size of a Halfling; one makes it easier to crawl through a small window, while still being able to fight with a slightly reduced capability, the other makes it possible to crawl inside a mouse-hole. Only watch out for the cat.

Effective Vegetal Death Errata: Change Max Damage to all targets to 4 d6. Blight, which is one level higher, is a more powerful spell but only targets one plant or plant-like creature at a time.

Excellent Prismatic Spray Clarification: This unique and very powerful spell requires both a ranged touch attack and a Reflex Saving Throw. The caster makes a ranged touch attack, if she succeeds the target has been hit. Because the damage is fixed rather than a range determined by die-roll, the Reflex Saving Throw determines whether one or two of each type of ray (bludgeon, slash and piercing) have hit the target. If the target fails, all six rays have hit and the spell causes full damage (30 points per ray, for up to 180 HP depending on the targets vulnerabilities), if the target succeeds at their Saving Throw, only three rays have hit for a total of 90 Hit Points – still a great deal of damage. Damage reduction applies where applicable, and always note that some creatures may be immune to either bludgeon, slash, or piercing attacks.

Fey pregnancy Clarification: This spell is meant to be highly situational. It is an extremely powerful spell in some respects and the rarity of the material component is part of the spells balance (by making the opportunity to cast the spell rare). Only a mandrake collected from beneath the body of a hanged man can serve as the material component for this spell. You cannot buy such a mandrake at a market. At the DM’s discretion, put a time-limit on the efficacy of the mandrake, perhaps it will work until the next full moon.

Ominous Enthusiast Errata: Instead of the single option of a 3 HD Frovirn with skill level 16 (which is too high), the caster may summon a more or less powerful Frovirn with

corresponding levels of skill. A high level enough caster can summon a highly skilled Frovirn to perform more difficult tasks, but these are correspondingly more dangerous.

Spell level	Frovirn Hit Dice / HP	Frovirn AC	Frovirn To Hit Bonus	Frovirn bite Damage	Frovirn Skill Level
3	3+12 / 25	18	+9 / +4	D6 +4	6
3	4+12 / 33	19	+10 / +5	D6 +5	8
4	5+12 / 41	20	+11 / +6	D6 +6	10
4	6+12 / 49	21	+12 / +7	D6 +7	12
5	7+12 / 57	22	+13 / +8	D6 +8	14
5 (max)	8+12 / 65	23	+14 / +9	D6 +9	16

"Phandall's Inside Out and Over", Clarification: When this spell is cast, ceilings, walls etc. do not come with the caster. Only portable objects not physically attached to the walls or ceilings within the underground area being turned out are brought along. Obviously the DM's discretion must play a role in the casting of this spell, if that is going to pose a problem to the Players or the DM this spell should not be included in the campaign.

Radl's Pervasion of the Incorrect Chord Clarification: This spell is cast in a similar manner to a counterspell, though it is handled as a special case. The caster, and his target must each make an initiative roll, with all applicable bonuses (Dexterity, Improved Initiative, etc.) Whoever has the higher roll is considered the winner. The winner of this contest has cast their spell first, in the event of a tie, the Incorrect Chord has no effect. If the caster of the *Incorrect Chord* wins this contest, the target must succeed at a saving throw as if affected by any other spell, if the target fails their spell was not cast; i.e. their spell has failed.

It is worth noting that this spell only affects one target rather than (potentially) everything within a twenty foot radius so it is less powerful than the second level cleric spell Silence. It's also only useful for those casters with a good Initiative Bonus.

Temporal Projection (See Codicilliary) This spell sends the caster so far back in time that they cannot effect anything going on in their current lives. It is little more than a means to enter, temporarily or otherwise, what is essentially another world, making it a potentially useful adventure hook. For more on Temporal Projection see the Codicilliary.

Vat Creatures

Errata: The Spellcraft check to fashion the Sensorium is listed incorrectly. Use the following table to determine all die rolls and costs:

Creation Points	Spellcraft Check	Sensorium	Gem Dust*	Sculpting Skill Check	Craft Wondrous items Skill Check	Alchemy Skill Check	XP Cost
10-25	20	100 Gp Topaz	CP * 5	20	20	20	CP x 5
26-50	24	500 Gp Aquamarine	CP * 5	22	22	24	CP x 5
51-75	28	1,000 Gp Citrine	CP * 10	24	24	28	CP x 10
76-100	32	2,000 Gp Jacynth	CP * 10	26	26	32	CP x 10
101-150	36	5,000 Gp Emerald	CP * 20	28	28	36	CP x 20
151-220	40	10,000 Gp	CP * 20	32	32	40	CP x

		Sapphire					20
221-300	44	20,000 Gp Ruby	CP * 30	34	34	44	CP x 30

Thus a Kobold would require a Spellcraft and Alchemy roll of 28, a 1,000 Gp Citrine, 610 Gp worth of Gold Dust, and Sculpting and Craft Wondrous Items checks of 24. A Troll would require a Spellcheck and Alchemy Check of 44, a 20,000 Gp Ruby, 8,760 Gp worth of Gem Dust, and Sculpting and Craft Wondrous Items checks of 34.

Prestige Classes

The third appendix is "Prestige Classes". There are three of these.

The Sharper

Errata: To qualify to become a sharper a character must fulfill all the following criteria.

Alignment: Any chaotic

Base Attack: +1

Bluff: 4 ranks

Decipher Script: 3 ranks

Diplomacy: 4 ranks

Disable Device: 2 ranks

Intimidate: 2 ranks

Knowledge (Arcana): 2 ranks

Sense Motive: 2 ranks

Spellcraft: 2 ranks

Abilities: Minimum Dexterity, Intelligence, and Charisma of 12

Spells: Ability to cast Arcane spells of 1st level or higher

Special: Sneak attack + 1d6 or better

Diabolist

Errata: To qualify to become a Diabolist a character must fulfill all the following criteria.

Alignment: Any except Lawful Good

Spellcraft: 4

Knowledge (The Planes) and Knowledge (Arcana): 8

Spells: Ability to cast 2nd level arcane spells

Special: Must have successfully summoned and bound an outsider such as an Imp or a Quasit.

Arch-Magician

Errata: To qualify to become an Arch Magician a character must fulfill all the following criteria.

Alignment: Any Neutral

Spellcraft: Minimum Spellcraft of 4

Abilities: Intelligence of at least 14

Spells: Ability to cast 3rd level Wizard Spells

Knowledge (The Dying Earth): 5

Special: Must possess at least 3 active IOUN stones

Manufacturing Magic items (See Codicillary)

The Pricing of Magic Items

The Pricing of the items in the Primer do not follow the formulae laid out in the DMG. They essentially reflect the whim of an itinerant Curio Merchant of the **Dying Earth**. In most circumstances, these items would not be available for sale. Certainly no magic supermarkets as such exist in the **Dying Earth**, and these items are meant to be rare enough in any Campaign. Should DMs wish to modify the prices they may of course feel free to do so.

Magic rules

The spell-failure system works better at higher levels with this slight modification.

10 + 3 x spell level memorized spells
 10 + 4 x spell level (optional) Difficult Casting

Level	Memorized Casting DC	Difficult Casting DC (optional)
1	10	10
2	13	14
3	16	18
4	19	22
5	22	26
6	25	30
7	28	34
8	31	38
9	34	42
10	37	46

The “Difficult Casting” is an optional concept if you wish to allow the reading spells out of a book, and / or the casting spells over the current allowed level on some sort of Emergency basis.

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