

PEL007

The
Dying Earth

Based on the work of Jack Vance

Turjan's Tome of Beauty and Horror™



By
Robin D. Laws
with Ian Thomson



Pelgrane Press



Based on the Dying Earth book series by JACK VANCE

Turjan's Tome of Beauty and Horror

“The palace loomed before him, every window and balcony aglow with light. Among the lords of the city, there was feasting and revelry. If Kandive were flushed with drink and unwary, reflected Turjan, the task should not be too difficult. Yet, entering boldly, he might be recognized for he was known to many in Kaiin. So, uttering Phandaal's Mantle of Stealth, he faded from the sight of all men ...”

A supplement for the DYING EARTH RPG

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With thanks to Jack Vance



Send forth animalcules! Why exert yourself needlessly?

Pelgrane Press Ltd.

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INTRODUCTION

A pox on the whimsical misadventures of scoundrels and mountebanks! Divert your thoughts from the absurd cavils of querulous Arch-Mages! True glory and adventure await the brave souls who tread the narrow but rewarding path between these two extremes. Although we live in an age when words like “heroism” and “gallantry” are understood by few and mocked by many, it remains as true as ever that a stout-hearted individual, armed with a well-fashioned blade, a discerning intelligence, and that elusive thing men once knew as courage, can still unearth ancient mysteries, deliver the innocent from those who prey upon them, and genuinely change the world just before the sun goes out, enveloping it forever in darkness.

After a regrettable Compendium intended to render easier the lives of charlatans and ne’er-do-wells, Pelgrane Press atones for its previous sins with the publication of this very tome, a volume addressed to the urgent needs of Turjan-level characters wherever on the Dying Earth they might be located. Whether you are an idealistic offshoot of the Kaiinese royal family, a limpid-eyed sorceress, or a statuesque vat creature unschooled in the ways of man, this publication will stalwartly aid you in your efforts to survive while plumbing the vexing mysteries of this strange and beautiful world.

✿ CHAPTER ONE, *Creating Turjan-level Characters* describes the genesis of your flawed, driven heroes. Build magicians, puissant warriors or sly socialites.

✿ CHAPTER TWO, *Running Turjan-level Adventures* explains how your players can be entertained, horrified and rewarded as their characters explore your world.

✿ CHAPTER THREE, entitled *Arcane Items of Terrible*

Might, details a series of rare enchanted curios of exotic provenance and powerful effect. Also included is a scheme allowing you to swap out Possession points previously paid for lesser items, in order to invest in loftier and more prestigious enchantments, such as those detailed here.

✿ CHAPTER FOUR, *Noble Qualities and Obscure Merits*, provides a listing of TWEAKS, add-ons to existing abilities. Though the tweak is not an entirely new invention, the examples herein befit the dignity and courage of the Turjan-level character.

✿ CHAPTER FIVE, *Occult Footnotes and Marginal Scrawls*, catalogues a succession of arcane spells of dubious origin but undeniable effectiveness. Although scholars have long claimed that workers of magic have a mere one hundred true magical spells available to them, careful scrutiny of ancient scrolls and hieroglyphs reveals countless additional rituals and chants not found on the canonical lists. Beware, however, as these unperfected magics are less tested and refined than are the commonly accepted spells, and their reliability may be questionable, especially for magicians who lack the proper temperament.

✿ CHAPTER SIX, *Acquaintances of Cruelty and Renown*, details additional Personages with whom you might forge fruitful relationships. Here the accent is placed on individuals powerful enough to aid characters of your lofty level of achievement, especially the wandering types you’re apt to encounter on your own far-flung travels.

❖ CHAPTER SEVEN, *Rumors of Impending Hazard*, gathers a wide array of reports from throughout the known corners of the Dying Earth, and beyond. They detail sites to explore, mysteries to be solved, villains in need of comeuppance, and legendary treasures obscured by the sands of time. Use these entries to direct your destiny – if a rumor intrigues you, warn your GM that your character intends to pursue it in the weeks and months ahead.

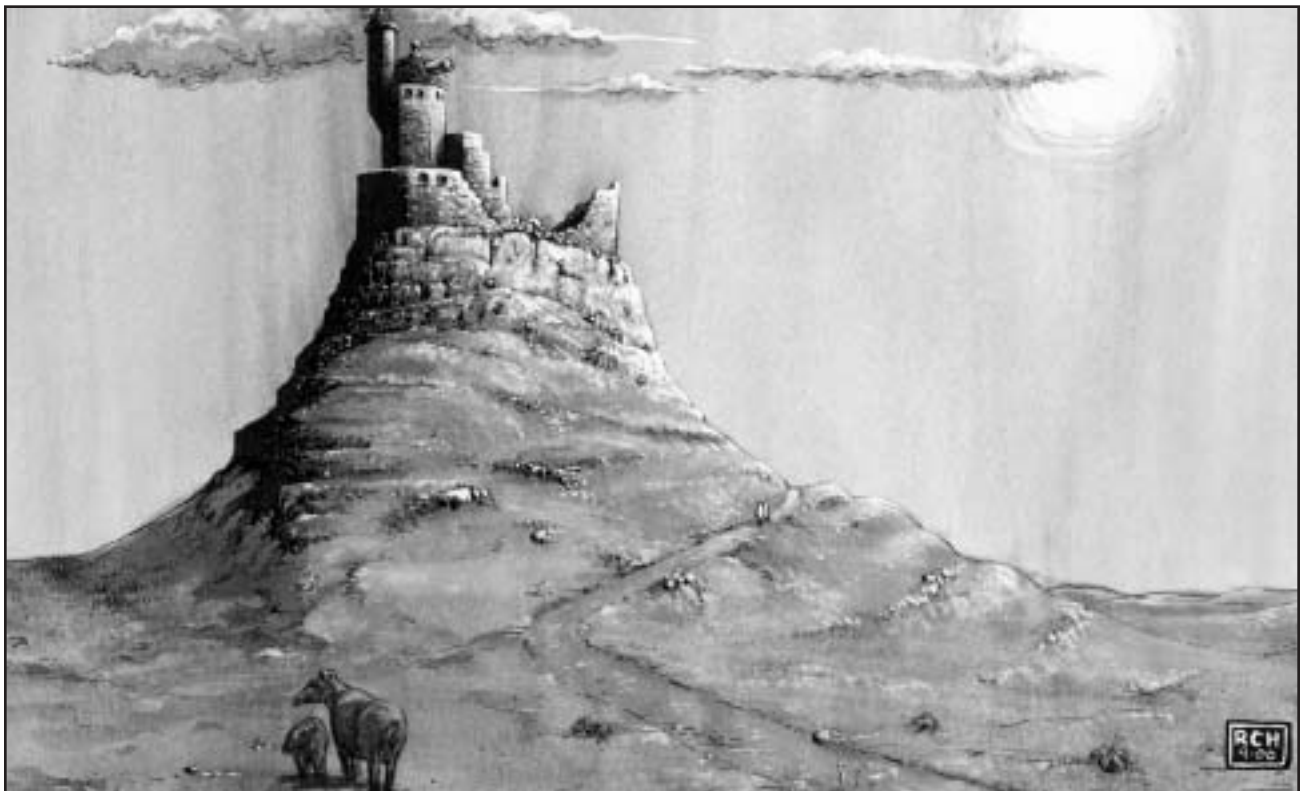
❖ CHAPTER EIGHT, *Beyond the Dying Earth*, mirrors the previous chapter, except that it concerns realms separated from this world by the veils of time, space, and reality. Exploration of bizarre otherworlds is a stock in trade of the Turjan-level adventurer, and these intriguing fragments will inspire you to such remarkable travels.

❖ CHAPTER NINE, *Outbursts Pithy and Poignant*, provides many new taglines especially suitable for the action and drama of a Turjan-inspired series, with a lessened emphasis on the droll foolery and galli-

maufic pedantry that passes for discourse among the other character levels.

❖ The INDICES OF FORBIDDEN KNOWLEDGE contain all the lists, charts, tables and character sheets to help you find what you seek and run your game smoothly.

All told, the aforementioned entries unquestionably render this book an essential purchase for all players who seek to emulate the heroes of Dying Earth, from the estimable Turjan to the courageous Ulan Dhor. Be assured that the nominal fee we charge for this volume reflects but an inkling of the deadly risks we undertook in researching, writing, illustrating, designing, and printing it. Persons seeking evidence of self-sacrifice and strong moral conviction in the Dying Earth's last days need merely peruse this book to confirm that some still act solely out of concern for the needs of others. It should therefore be clear that you would prove yourself not only a churl of the lowest sort, but a shameful exemplar of dissipation and ethical degradation, were you to return this text to the game store shelf.





CHAPTER ONE

CREATING TURJAN-LEVEL CHARACTERS

This supplement expands *Dying Earth Roleplaying's* treatment of Turjan-level characters and adventures. This is a game of callous, ambitious, rash adventurers. They rush off into the unknown, equipped only with a sword, a pair of Live Boots and “a head full of spells.” In *The Dying Earth*, Jack Vance introduces us to four of them: Turjan of Miir, Mazirian the Magician, Prince Kandive the Golden, and Ulan Dhor. They are fine physical specimens: big, muscular, agile men with good hair and “old-young eyes.”¹ Many have a low regard for human life or dignity, and none whatsoever for any law except for that of “Equipoise.” When dealing with each other, they drive and observe hard bargains, apparently on a moral impulse. When stealing from each other, they have no scruples. And steal they do; their magic is incomplete. Both Turjan and Mazirian are aware that there is at least ten times as much to know as they have learned. Welcome to *Turjan's Tome of Horror and Wonder*, and to Turjan-level games.

This book modifies and expands upon the rules in *The Dying Earth RPG*, particularly the limit of one magical specialization, and the suggestion on page 145 to abandon Rebuff altogether. We limit the use of Persuade and Rebuff styles that interfere with the flow of play. Resistance to Pettifoggery becomes Ω for all characters. We also introduce Goals (p.14) and Adversaries (p.22).

Using this Chapter

We've included most of the information you need to create Turjan-level characters – we've reproduced a number of charts, and repeated important rules. Players familiar with *Dying Earth* character creation will probably be able to make do with this chapter alone; others should consult Chapter 2 of *The Dying Earth RPG* (p. 15.) You have a basic 100 points to spend on your character, and you may earn bonuses of 10 for random choices.

Cooperation

Although Mazirian and Liane don't really play well with others, games run better when the PCs try to do so. Agreeing to work with other PCs without killing or torturing them is a step in the right direction. Wizards can cooperate – it would be hard to run a game otherwise. In the stories they can be mutually hostile – Turjan had fallen out with Kandive long before he robbed him and Mazirian was friendless – but it's obvious that Turjan had a mentor, the Sage, and got on tolerably well with Pandelume. There's even an account of a friend-

“Who are you, then that you
desire not the secrets of
magic?”

“To you Mazirian, I am nameless,
lest you curse me. Now I go
where you may not come”

T'sain

1. Given his vulnerabilities and personality, Iucounu the Laughing Magician qualifies as a Turjanic mage, although he is as ugly as sin.

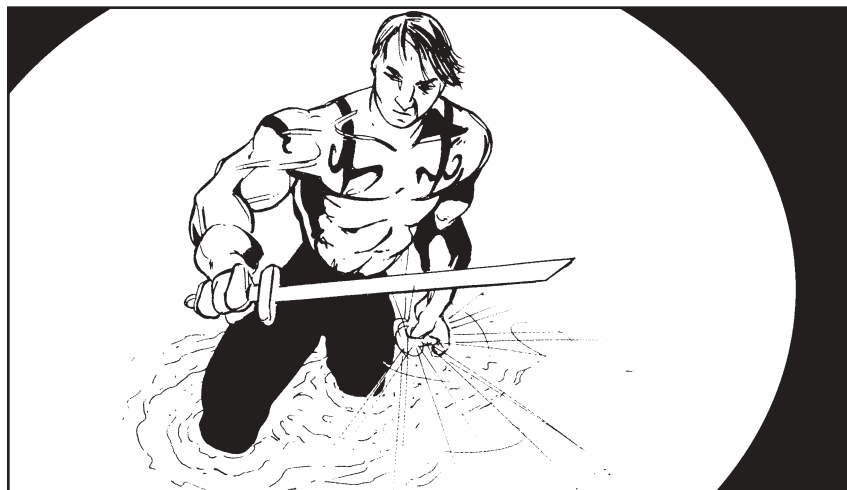
ly magical bragging match in Liane's eponymous story. So, if players want to run Turjanic characters (as opposed to lowly rogues and dabblers) then they should remember that they don't have to (for instance) shrink their companions and put them in a tank with a ravenous miniature forest dragon. It's entirely fitting for them to set limits to their cooperation, and to agree contractual terms for any special assistance they render to their compatriots.

Female characters

The female role models for adventures in the Dying Earth do not include heroic magicians such as Turjan; instead female spell casters are regarded with suspicion and called witches. As the evil witch Javanne is the only example of a powerful female magician in the Dying Earth, and she may be typical, this attitude is hardly surprising. While it is possible to model this attitude in the game, most GMs will not place restrictions on female magicians, nor is it essential for all such characters to be referred to as witches. Attitudes have changed since 1950 when this book was written, and a slavish devotion to the source material should not spoil the enjoyment of the game. However, if your GM does wish to reflect the attitudes in the game, and you wish to play a female Magician, you GM may ask how you came to gain your sorcery. You may also have to keep your magical skills secret. If you do not wish to risk magic, there are still plenty of female role models: T'sain, who tricks the powerful Mazirian the Magician and T'sais, who fights her brain-addled way to Etarr's side.

Player Character Design

The stock Turjanesque wizard is a powerful, in-your-face, magically charged raider. Playing one should come naturally to any gamer who loves and respects the conventions of Fantasy Roleplaying. Just like in most fantasy RPGs, the ethos is competitive – characters acquire power through winning knowledge and taking magical items, either from each other or from the host environment. They then restrict others' access to these resources, to entrench their power. Although Turjan and Mazirian aren't quite polar opposites – Turjan is no choir-boy – they do behave differently. While Turjan is happy to trade and cooper-



Optional Rule

Fate Gives Way to Control

Taking random values gives players a greater number of points to place in their character. This randomness reflects the fatalistic atmosphere of the Earth in its dying days. If you can't accept randomness even in the character creation process, you might find it hard to cope with the harsh hand of cosmic justice. However, some players only want to play certain character types. If you want complete control over your character's creation, you will lose out in power to those who select entirely randomly. This is intentional.

However, optionally, the GM may allow players who deny themselves all chance of random bonuses to gain a double bonus. Such characters could still buy enemies or choose the Power for Ignorance option for gaining extra points. Alternatively, the GM could simply assign a fixed number of creation points – usually 100 – and remove all randomness (except perhaps random spell selection.) This optional rule gives a different feel to the campaign, as the players will get a sense of empowerment not necessarily appropriate for an accurate reflection of the background material.

The stock Turjanesque wizard is a powerful, in-your-face, magically charged raider



ate, Mazirian prefers to steal, blackmail and torture his way to his goals.

Turjan-level games emphasize the use of power. Where Cugel has cunning and flexibility, and Rhialto juggles his rules, sandestins and social conventions, Turjan and Mazirian use magic and swordplay. There really is no substitute for high scores in these abilities, and we recommend maximization wholeheartedly. This means that there will be fewer points to spend on Persuade and Rebuff, which is in keeping with the early stories.²

Turjan-level PCs have 100 creation points to start with. Players who want their characters to prosper should always take every opportunity to get the bonus random creation points, but should probably resist a temptation or two. Such a random wizard will start at 150 points.

Players should remember what their characters exist for – to come back from dangerous adventures in one piece. For this, they need to be tough and powerful, so should emphasize some core abilities. There’s no good reason to be multi-skilled; it’s fighting and spell casting that make the difference, so players should buy useful things like Pedantry, Perception, Wherewithal and Athletics.

They should give their alter egos decent Persuade, Rebuff and Health scores, but pour points into Magic, Attack and Defense. A defensible manse, at least one handy magic item and a decent level of wealth, and perhaps a good relationship with the twk-men or a neighboring wizard, are all worth having.

For the adventurous (and to reflect the stories’ descriptions of incomplete libraries and lost knowledge), we also include a *Random Starting Spells Table*, which players can use if they like, for the usual bonus.⁴ The chart below shows how many creation points it costs to buy ratings greater than 15 for Turjan-level characters. Buying magic costs twice as many points, and is limited to 19 (see p. 10).

Winning the Argument

Persuasion and Rebuff are not the central focus of Turjan-level games, so we recommend that players keep them to a minimum, in the interests of pacing. We’ve also skewed the random tables in favor of the more appropriate styles, by removing Obfuscatory, Contrary and Obtuse, all of which tend to slow the game down. However, even Turjanic characters are persuaded to do things that they might regret – if you don’t like this, build up your Rebuff.

Persuasion

Eight points in one style should be sufficient for most purposes, although non-magician characters can certainly consider taking a very high value and use it to Wallop in a desperate plea for their lives. Choose a style or roll and earn a bonus of 10.

- | | |
|-----------------|-----------------|
| 1. Glib | 2. Eloquent |
| 3. Forthright | 4. Charming |
| 5. Intimidating | 6. Intimidating |

Players may take the Obfuscatory style as a non-random choice, but only with the GM’s permission.

“What means this? Come, come, put away your steel. It is sharp and hard. You must lay it away. I am a kind man, but I brook no annoyance”

Liane the Wayfarer to T’sais

Rating	Creation Points
16	17
17	21
18	29
19	37
20	45
21+	+8 for each point

Optional Rule

Conventional Argument

The Persuasion and Rebuff rules allow your character to be persuaded to do something that you yourself may think is a bad idea.³ We hope that you will embrace this as a roleplaying challenge. However, if you feel that this rule distances you from your heroic PC, and your GM agrees, then consider the following optional rule. PCs do not have Rebuff ratings, they are completely immune from Persuasion. Persuasion includes the use of any other ability such as Seduction and Etiquette that allows an opponent to affect your behavior.

If your GM allows magic or tweaks that let PCs enhance their persuasive skills, or reduce your GMC opponent’s resistance to such persuasion, this will give PCs an advantage. Your GM will let you know whether they are permissible.

2. Attempting to subvert opponents, rather than kill them is still an option, but having big pools for this purpose uses points that would be better spent on magic, combat and abilities.

3. Strangely, many players will happily act out such a role if the source of the persuasion is described as “magical”.

4. 10 for Turjan-level characters.

Rebuff

Magicians should be able to get by with 8 points, but cunning players might consider going as high as 11, to avoid the Walloping tactic described under Persuasion, above. If someone is Persuading you to do something glorious, heroic, or in line with your character goals, consider accepting immediately without rolling Rebuff. Choose a style or roll and earn a bonus.

- | | |
|----------------|-----------------|
| 1. Wary | 2. Wary |
| 3. Penetrating | 4. Penetrating |
| 5. Lawyerly | 6. Pure-Hearted |

Players may take the Obtuse or Contrary styles as a non-random choice, but only with the GMs permission.

Answer Steel with Steel

Combat is more a feature of Turjan-level games than Cugel- or Rhialto level. If you want to spare points for a very high Magic rating, concentrate on Defense. If you are creating a non-magician character, take a huge Attack rating.

Attack

Magicians need to be able to fight; although their spells are potent, they really cannot encompass enough of them to guarantee success. There is no shame in having a high Attack rating. 10 is reasonable, 15 respectable. Roll randomly for a bonus, or choose a style.

Attack Style	Melee Weapon	Missile Weapon
1. Strength	Cudgel	Longbow
2. Speed	Rapier	Sling
3. Finesse	Rapier	Bow
4. Cunning	A found object	Throwing Knife
5. Ferocity	Axe	Rock
6. Caution	Rapier	Bow

Defense

For the adventuring wizard, Defense is, if anything more important than Attack. An enemy with a high Attack rating (13 or above) often has the option to use an instant kill Wallop (*The Dying Earth RPG* p. 47), so we recommend spending at least 12 points. Also, players should remember that defensive Wallops exist, and are useful for breaking off combat safely. Roll randomly for a bonus, or choose a style.

- | | |
|--------------------|--------------|
| 1. Dodge | 2. Parry |
| 3. Sure-Footedness | 4. Intuition |
| 5. Misdirection | 6. Vexation |

Health

In combat, a high Defense is more important than a high Health, although many spells and hostile circumstances (drowning, burning, poison, disease) act directly against Health. We recommend a minimum of 8.





Magic

Magic acts as both attack and defense against spells, determines how many spells a wizard can encompass, and how many spells they know at the beginning of the game. In spell casting this ability also determines initiative order, with the higher pool going first.

Magic is of prime importance to wizards, and should be at least 15, and probably higher. A quirk of the encompassing rules (*The Dying Earth RPG* p. 84) means that it is slightly better to have an even number, and marginally beneficial to have a multiple of 4. Sadly, Magic costs twice as much as any other Ability. We include this table of magic point costs above 15 for your convenience. The maximum Magic rating for Turjan-level magicians is 19.

Non-magicians should always take some magical ability, if only to resist other people’s spells. A rating of 8 (costs 16 points) is reasonable, if only to avoid the restrictions that come with being a Dabbler (*The Dying Earth RPG* p. 101).

Roll a style at random for a bonus, or choose a style.

1. Studious
2. Insightful
3. Forceful
4. Daring
5. Devious
6. Curious

Spells

Pick a wide selection of spells. We suggest:

- at least one spell that harms people who have Magic resistance; such as Phandaal’s Inside Out and Over,
- Edan’s Thaumaturgic Poultice for healing,
- an offensive spell for individuals such as The Excellent Prismatic Spray, or Phandaal’s Gyrator,
- an offensive spell that can affect more than one individual such as Felojun’s 2nd Hypnotic spell,
- The Liberation of Warp, to remove magic,
- The Charm of Untiring Nourishment.
- Choose additional spells from the *Tome* that match your style of magic. We provide a chart for your convenience (see p.168).

Players who would like more creation points might also like to consider the following sections.

Power for Ignorance

Ordinarily, a Turjan-level wizard begins the game with a number of spells in his library equal to his Magic rating. Players may take extra creation points by foregoing some of this magical knowledge. They get one point each time they decline to take two spells. This will promote higher powered, but worse informed wizards.

Random Spell Selection

A Turjanic wizard, taught the basis of his craft by the last in a line of eccentric mentors, won’t necessarily have his pick of spells. Players may gain a bonus of



Magic Rating	Creation Points
16	34
17	42
18	58
19	74



The Charm of Forlorn Encystment

10 creation points by opting for random spell selection. If a player chooses to combine this option with Power for Ignorance, then she should state how many spells she wants to learn before she starts rolling. Players who choose to take no spells at all (while retaining a Magic rating) may still get the bonus. If you choose the random spell option, all your spells must be random, even extra spells that you buy with creation points.

Random Starting Spells Table

Roll a die to select a table, then roll again for the specific spell. Reroll any duplicates. The table below lists only complex spells.⁵ Only half your spells can be Complex, so if you roll too many, simply reroll any extra that come up.

<p>1</p> <ol style="list-style-type: none"> Behemoth's Bounty Arnhoult's Sequestrous Digitalia Astounding Oral Projection Brassnose's Twelffold Bounty Charm of Brachial Fortitude Charm of Untiring Legs 	<p>4</p> <ol style="list-style-type: none"> Phandaal's Critique of the Chill Phandaal's Gyrator Phandaal's Mantle of Stealth Rhialto's Green Turmoil The Seventh Set's Web of Hiding Spell of Dissolution
<p>2</p> <ol style="list-style-type: none"> Charm of Untiring Nourishment Edan's Thaumaturgic Poultice Enchantment of Another's Face Excellent Prismatic Spray Felojun's Second Hypnotic Spell Pick a Straightforward spell from <i>Turjan's Tome</i> (see p.168) 	<p>5</p> <ol style="list-style-type: none"> Spell of the Loyal Servitor Spell of the Slow Hour Pick a Straightforward spell from <i>Turjan's Tome</i> (see p.168) Pick a Straightforward spell from <i>Turjan's Tome</i> (see p.168) Pick a Straightforward spell from <i>Turjan's Tome</i> (see p.168) Charm of Untiring Nourishment
<p>3</p> <ol style="list-style-type: none"> Interminable Interim Javane's Enervation of Will Khulip's Nasal Enhancement Liberation of Warp Lugwiler's Dismal Itch The Omnipotent Sphere 	<p>6</p> <ol style="list-style-type: none"> Call to the Violent Cloud Charm of Forlorn Encystment Gilgad's Instantaneous Galvanic Thrust Pick a Complex spell from <i>Turjan's Tome</i> (see p.168) Pick a Complex spell from <i>Turjan's Tome</i> (see p.168) Thandaval's Stolen Life



Rhialto's Green Turmoil



Enchantment of Another's Face



Enchantment of Youth

5. Enchantment of Youth Renewed, The Second Retrotropic, and the Spell of Temporal Stasis aren't in the table. This is intentional – they should be earned in the game.



Magical Specializations and Prerequisites

We recommend that characters do not start the game with a magical specialization, and instead assign improvement points to the specialism in game time. Your GM may differ. If so, consider putting a few points in Warding, Vat Mastery, Dream Walking or Mathematics (see p. 82ff)



Vermouliau's Dream Walking is one of the rarest of spells, and represents a lost art – the facility to enter the lands of dreams.

Other abilities

Characters should have ratings of at least 10 in Perception and Wherewithal. Very high Athletics (16 or above) might help non-magicians, as it gives a 50% chance of avoiding hostile magic (*The Dying Earth RPG* p.92). Depending on the player's conception of her character, Appraisal, Concealment, Seduction, Pedantry, Wealth and Stealth might be handy. Etiquette, Quick Fingers Living Rough, Imposture, Craftsmanship and Engineering are unlikely to be much use. Stewardship is close to pointless.

Cautious players and maximizers might like to consider spending one point in each ability, to avoid being *Caught Without the Right Ability* (*The Dying Earth RPG* p.29).

Relationships and Adversaries

Chapter Six presents a selection of suitable neighbors and allies, on whom to spend points. We suggest investing 3-5 points in each of two people with different abilities, Azvan the Astronomer (p. 125) and the Coronel (p. 126), for example.

We also present optional rules for Adversaries (p. 22), which will give players extra points to spend. Players can take up to 5 points' worth of Adversary. The value reflects the enemy's power and determination. Different players in the same game may take the same Adversary; indeed this can provide a rationale their cooperating in the first place.



Possessions

Turjan-level characters do not need to put Possession points into mundane items. Replacing a sword, or a set of clothes is a mere trifle. The GM might attempt to rob you as part of a specific plot, but not on every possible occasion. Magic, however, is a rare and valuable commodity. When you “buy” a magic item with creation or improvement points, it has a Possession pool equal to the point value of the item.

Players should consider buying a magic item or two; both Turjan and T’sain benefit from Laccodel’s Rune, and T’sais’ dancing sword saves her life. Non-magicians may particularly benefit from items that protect from spells. Khadl’s Redoubtable Guardian (16 points, *The Dying Earth RPG* p. 117) is cost effective. There are new rules for possessions (p. 30), enabling you to use them to your advantage when you dispose of them, or influence your contacts.

Keeping your Spells

Your loosely bound scrolls, engrimed tomes and fusty papyrus are your prized possessions. We grant you one Possession point for every two spells with which to resist attempts to deprive you of your collection. This is in addition to any defenses you have placed on your manse. However, your collection is not portable. If you wish to carry copies of your spells with you in a grimoire, expect to spend one Possession point per spell retained to deter theft. There are those who regard a laxly guarded spell book as a short cut to their goal “to acquire the hundred spells”. We also refer you to wards (p. 79).

Retainers

Fleshed out, faithful retainers slow down game play and emphasize the existence of the “little people”. Neither outcome is desirable in a Turjan-level game, so we don’t recommend devoting points to developing retainers. Your GM may even not allow it. The basic five-point manse (*The Dying Earth RPG* p. 98) contains four unremarkable servants who will work discretely and unobtrusively.

Temptations

To speed game play, all characters in a Turjan-level game receive infinite resistance to Pettifoggery. They may buy other resistances if they like. Players should bear in mind that characters with a rating of 15 or above in any ability will always have a Resist Arrogance rating of 0 (*The Dying Earth RPG* p. 24). Roll for a temptation immunity, or choose a Resistance and put half a bonus in it. We don’t recommend that you take no resistances.

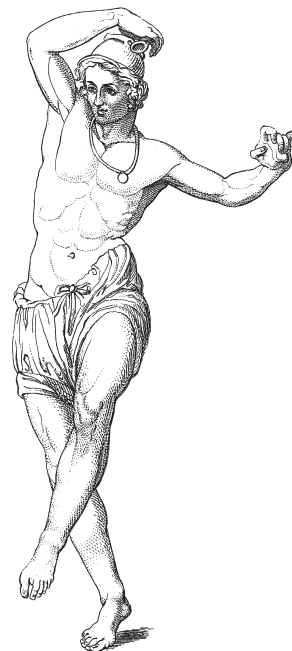
- | | |
|---------------------|-----------------------|
| 1. Resist Arrogance | 2. Resist Avarice |
| 3. Resist Indolence | 4. Resist Gourmandism |
| 5. Resist Indolence | 6. Resist Rakishness |

Manse

Turjan and Mazirian have presentable manses, and Kandive has a huge palace, but none of them seems to be particularly well defended. 5–10 points’ worth

Nine-tenths of the Law

If you do not spend Possession points on items you find in the game, expect to be robbed in short order. Avaricious magicians want your spells and items, and if you don’t guard them properly, they’ll be gone while your back is turned. Your GM won’t roll handfuls of dice – just expect it to happen. Of course, this shouldn’t stop you from hunting down the perpetrators and taking their stuff, too. Only this time, remember to spend the Possession points!





of building is adequate for a beginning wizard's home.

Tweaks

Tweaks are add-ons for existing abilities, often of great utility. There are tweaks to gamble with demons, leap into your saddle or extract the last dregs of power from an artifact. They cost 1 creation point each, and you must have 6 points in the ability you want to tweak. However, to reduce your GM's record keeping you must be familiar with your tweaks, and there is no obligation to take them. We provide a summary list on page 170.

Goals

Player character attitudes are important. With all the pessimism and debauchery, it's surprising that wizards bother to study, nevertheless there are a lot of them about. The Dying Earth's magicians are intensely competitive and ambitious. Players should decide why their characters wanted to learn magic, rather than drinking themselves to death or succumbing to dream-powders and synthetic love. Maybe they hope to find a way to escape the Earth entirely, or perhaps it's just an obsession.

Turjanic magicians can be driven, focused people. Goal-oriented, in fact. The following are suggested obsessions – they are also the prerequisites for the Turjan to Rhialto transition – suitable for adventurer-mages.

Players may pick one or more goals, or roll randomly if they prefer – there is no bonus. You may also choose a place or item described herein as your goal. GMs may award bonuses, boons, spontaneous pool refreshment or even improvement points to players whose characters work conscientiously towards achieving their ambitions. We suggest that all players share one or more secondary goals to aid roleplaying.

Sample Magician's Goals

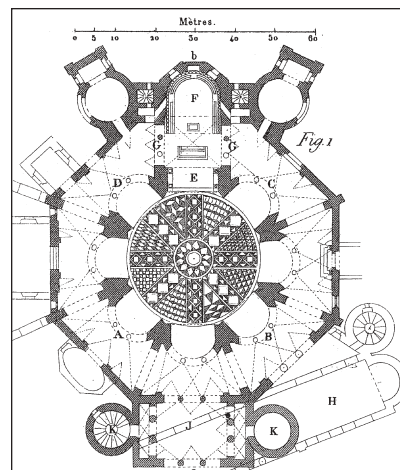
1. Stop ageing
2. Master the art of summoning
(see *Disputation* p.81)
3. Find lost spells
4. Perfect vat-creature manufacture
5. Master Mathematics⁶ (see p.82)
6. Retrieve ancient artifacts or knowledge

Sample Non-Magician's Goals

1. Retrieve ancient artifacts or knowledge
2. Drive demons back to Jheldred.
3. Find the Museum of Man or Temple of Lost Gods
4. Be restored to your rightful position in society
5. Seek vengeance on one who has wronged you
6. Become the best sword-fighter in all Ascolais

Background and Personality

Unlike Cugel-level adventurers Turjan-level characters have well developed back-stories. Think of a background that reflects your character's Goals and the styles of their main abilities (Persuade, Rebuff, Attack, Defense and Magic).



Prerequisite Specializations

If you do not spend possession In order to reach the giddy heights of Arch-Magicianhood, Magicians must master one or more magical disciplines such as Vat Mastery or Warding. These disciplines are not available to starting characters, but you will be able to take one after you have earned improvement points based on an appropriate goal. To see the powers you might attain, see page 81ff.

Manipulating your Goals

You are particularly vulnerable to Persuasion attempts when you are offered a prize that furthers your goals. Your GM will impose a hefty levy on your Rebuff if you oppose such persuasion attempts.

6. This is not 'doing sums'. It gives you a greater understanding of the nature of magic. In all candor, it lets you cast more spells.

What do your character's relationships and Adversaries tell you?
Some samples from the book:

- ✦ Guyal was born in the manse of Sfere. Since the time he could talk, he was obsessed with questions, and sought only to quench his insatiable curiosity. Now he seeks to escape the bonds of Earth and see the stars.
- ✦ T'sais is a vat creature. A mistake in her pattern means that she always sees that which is beautiful as flawed, and that which is good as evil. Her will power and her sister's help enabled her to overcome her natural reaction to kill, and now she seeks to see things as they truly are.
- ✦ Ulan Dhor is a noble seeking to improve his standing in the city of Kaiin and gain lost knowledge. His indolent uncle Prince Kandive often finances his expeditions, taking the lion's share of loot.

Non-Magicians

Some players prefer to run characters who have little, if any magical aptitude. In the Dying Earth stories, T'sain, T'sais, Etarr and Guyal of Sfere are all models for these types of characters. This isn't as perverse a choice as it might seem in a Turjan-level game. Warriors, thieves and social specialists can be fearsome. Mostly, this is because magic and its accessories are very expensive. The player still has the same 100-150 points to spend on a non-magical character, but doesn't have to buy a high Magic rating or a manse.

A fighter is a great choice. The 30 points that would buy a magical style at 15, pay for a truly nasty Attack of 18 (enough to Wallop many magicians). The player might consider taking a respectable 10 in a secondary Attack style, but should invest 15 points in Defense, and add high scores in Athletics, Perception and Wherewithal. Select other abilities to taste and buy a little arcane defense with a low Magic rating (or, if the player prefers, put the points into a minor spell-repelling item). Lawyerly maximizers should be sure to point out that they are forgoing all their potential magical knowledge, so are entitled to extra points.

Warriors should familiarize themselves with the Contusion rule, (*The Dying Earth RPG* p.47).

Really high Concealment, Perception, Quick Fingers and Stealth will pick the average deodand-disintegrating magician as clean as they would anyone else. Many magicians make some effort to protect their Manses from predation, but the Wallop rules give a highly skilled thief a five in six chance of robbing a wizard, without him ever noticing. Naturally, the GM should require the PC to resist Arrogance, to avoid the urge to boast the next time she is relaxing among fellow larcenists.

Beautiful women dupe both Liane and Etarr comprehensively, and *The Dying Earth RPG* allows female PCs to do likewise. This is especially true of magicians, as the Persuade/Rebuff mechanic and a heavy expenditure of creation points allow for non-wizard characters to have a crushing advantage over sorcerers, particularly where social interaction and base lusts are involved. High (16 or over) levels in Persuade and Seduction, with respectable ratings in social skills such as Etiquette, Scuttlebutt, and Imposture, will allow PC femmes fatale to walk all over potent PC and GMC magicians.



Guyal, T'sais and Ulan Dhor as shown on hand-painted playing cards of the 18th Aeon.

"I would smite you silent ere
you worded the first frame of
your spell"

Etarr, in T'sais

"Who would dare steal from
Iucounu the Laughing Magician?"

Fiansother, in
The Eyes of the Overworld

"I burn, I seethe. Yet I may have
no lover but him who has
served me"

Lith, in Liane the Wayfarer

Sample Characters

Romac, Magician

Tara decides that Romac will need all available creation points, so decides to randomize everything. She rolls the following: Persuade (Forthright), Rebuff (Penetrating), Attack (Caution), Defense (Misdirection), Magic (Devious), and Resist Indolence 2. Tara has 150 points to spend so far (later on she'll be getting more for Power from Ignorance and Random Spell Selection).

Tara decides to start with Romac's magic rating, as this is the most important. She spends 74 points to get the maximum rating of 19. She has 76 CPs left. Looking at the random spell table, Tara decides that Romac can get by with 10 spells, so chooses to forgo the others, in return for 5 CPs. The CP count rises to 81. Rolling the spells randomly, gives her 10 more points, making her running total 91.

Tara spends 8 points each on Persuade, Rebuff, Attack and Parry.

With 59 remaining she then makes the following purchases:

Health 10	Perception 8
Wealth 2	Wherewithal 8
Manse 10 (Excellent work room)	

She only has 21 points remaining, and Tara asks Tom her GM if she can have an Adversary worth 5 CPs. Tom thinks about it and says that Lucounu the Laughing Magician is powerful and vindictive enough to qualify. Tara now has 26 points to spend on Romac's other Abilities, Relationships, and Possessions. She takes Athletics 8, bumps up her Rebuff to 10 and her Parry to 11, and spends 2 CPs in Pedantry and 2 on Appraisal, Riding, Seduction, and Stealth. She puts 5 Possession points into her grimoire. Finally, Tara buys a Talisman to Reveal the Hidden (1 point).

Tara recognizes that Romac won't win many fights or arguments, but he's unlikely to get Walloped. She's not too bothered, though; his huge Magic rating means that he'll usually cast his spells first, and that they'll be hard to resist. He rolls randomly to discover that he is immune to Indolence.

Tara decides that Romac's first goal is to stop ageing. He begins his search for the Bracelets of Youth and Age (see p. 37) and will consider the morality of its use later. After consultation with her fellow players and GM, she decides to take "Retrieve ancient artifacts or knowledge" as an additional goal, one Romac shares with the other characters. She'll rely on the GM for specifics. Tara decides that Romac looted a tomb in the Scaum Valley under the nose of an expedition sponsored by Lucounou. Lucounou has hunted down Romac's teacher Corball, and he is next. Tara pictures Romac as a tall, thin bird-like man with ever-shifting eyes, single-minded in pursuit of ancient knowledge.

Jandar Churm, Warrior

Despite his dumb-sounding name, Jandar (or rather his player, Sam) is bright, and realizes that Attack (Speed) is the best choice for wizard killing, and that there is no significant benefit to choosing Defense, Rebuff or Persuade. Sam also thinks that Jandar can manage with almost no magic at all, and doesn't care what style he gets. Sam has 140 points to spend.

"I was expecting an effect of some singular merit, yet this degree of desolation far transcends my expectations."



"I am rightly called 'courageous' even by those whose own heroic exploits are the stuff of legend."

First, Sam buys Attack (Speed) 21, for 53 CPs. That'll beat most magicians' defenses hands down, and will mean that Jandar will win Initiative (because his rating determines Initiative, when it's higher than his pool). Sam's got 87 points to spend.

Jandar's random rolls are Persuade (Eloquent), Rebuff (Pure-Hearted), Defense (Sure-Footedness) and Magic (Studious). Sam spends 10 points on Persuasion and Rebuff, and 17 on Defense, for a rating of 16. 50 points remain. Sam reads the magic rules carefully and elects to take 1 point in Studious Magic. This makes him a Dabbler, thus not entitled to know spells automatically. However, he buys a spell for two creation points, which he selects randomly, for a 10-point bonus. Jandar's net gain is 6 points; his new total is 56.

Aware that his PC is vulnerable to magic, Sam blows 16 points on Khadl's Redoubtable Guardian. He has 40 points left to spend on Abilities. Aware that this isn't quite enough, Sam talks to Craig, who allows him to take Lucounu as an Adversary, for 5 points, making the total 45.

Next, Sam spends 15 points on Health. 30 remain. He needs to be sure to hold onto his rapier, so pays 1 CP to keep it. He's got 29 points left, and decides to spend 5 of them on Perception – Elai (see below) and Romac have respectable ratings, so he can rely on them. Sam spends 11 CPs on Athletics, and 12 on Wherewithal. Finally, he buys the Lightning Thrust tweak, (p.63) which enhances his Attack (Speed). Sam rolls randomly for a Temptation to which Jandar is immune – he gets Arrogance. As he has at least one rating higher than 15, he re-rolls, getting Resist Avarice.

For his goals, he chooses "Retrieve ancient artifacts or knowledge" and one of his own – slay immoral magicians. Sam has yet to decide the specifics of Jandar's morality, so this should be interesting. Sam decides that Jandar was a member of Valdaran's Green Legion. He was decommissioned under a cloud of ignominy, but still seeks to destroy sorcerers who consort with demons.



Elai, Rogue

Iain decides that his character is going to be a slinky cutpurse with excellent social skills. He wants to pick Persuade and Rebuff styles, but is happy to roll for Attack, Defense and Magic. Iain chooses the name Elai from the story Ulan Dhor. He has 130 points to spend.

Iain decides that Elai is Charming, to encourage people to speak to her, rather than to non-charming conversationalists (*The Dying Earth RPG* p. 42). A rating of 16 costs only 17 CPs, and enables her to Wallop most opponents.

Elai is first and foremost a thief, and Iain selects Rebuff (Penetrating), as it enables her to correctly guess a persuading character's secrets, and to spend Perception points on Rebuff (*The Dying Earth RPG* p. 43). Iain decides that a rating of 14 is adequate. So far he has spent 31 CPs, and has 99 remaining. Iain rolls randomly for Attack and Defense and is pleased to get Finesse and Vexation. These ratings need to be respectable, so he spends 12 points on each. There are 75 CPs left.

It's likely that Elai will get into lots of scrapes, or at least have to jump from many windows, so she needs a good Health score. Iain spends 13 points, 62 remain.

"I cannot in all honesty claim that I am pleased to renew our acquaintance."



Iain decides to exploit the magic rules to their full extent. He rolls randomly and gets Curious Magic, and spends 16 CPs for a rating of 8. He doesn't see Elai as much of a magician, so elects to take two spells only, netting him 3 points, and decides to roll them randomly, for 10 points. His astonishing luck continues, and he rolls Phandaal's Mantle of Stealth and Turjan's Temporary Replicant. Iain has 59 CPs left.

Iain spends 57 of them on Abilities:

Appraisal 2	Quick Fingers 7
Athletics 4	Scuttlebutt 3
Concealment 4	Seduction 12
Etiquette 3	Stealth 4
Gambling 4	Wealth 1
Perception 10	Wherewithal 3

Iain decides that Elai has a one point relationship with Xallops the Archaeologist (p.134), and possesses a lucky demiurge scale (ordinary, 1 point), set in a pearl handled lorgnette.⁷

Aware that Iain has missed out on 5 CPs by not taking Lucounou as an Adversary, Craig suggests that he does so, as it will make running the game easier. Iain accepts the offer and increases Elai's Quick Fingers to 10. Finally, he takes We Never Found the Body..., an Athletics tweak, and I am the Most Deserving Recipient, a Quick Fingers tweak. Finally, Iain decides to take half a bonus (5 points) in Resist Avarice so that he has some control over his character's larceny. Elai is an urbanite, a dweller of Kaiin, who makes acquisitions and oils the wheels of bureaucracy for socially inept magicians.



Machask, versatile adventurer

Ellen decides to create a character with a wide range of abilities. He won't be the best at the main skills, but he can hold his own. He'll certainly be the best at many of the more minor abilities, and she intends to enhance her character with a good range of tweaks. She will take most of the random options, giving her 150 points to spend.

Ellen rolls her Persuade and Rebuff randomly, getting Glib and Wary. Attack and Defense, both random, get her Strength and Sure-Footedness. The benefits of these styles enhance Athletics. She puts 13 in each of these four abilities, leaving her with 98 points. For Magic she rolls Insightful, takes a full selection of spells, which she chooses herself, not taking the bonus for random spell selection. Ellen puts 16 points in Magic, leaving her with 84. She feels that the right choice of spells will overcome her slight disadvantage in Magic rating – and magic is not exclusively for combat.

She chooses

<i>Straightforward</i>	<i>Complex</i>
The Omnipotent Sphere	Clambard's Rein of Long Nerves
Phandaal's Mantle of Stealth	The Second Definite Reduction
The Spell of Temporal Stasis	The Curse of the Reluctant Dead
The Imperceptible Intellectual Analyzer	Veronifer's Fabricated Portal



"On principle, I disregard all such warnings."

7. Spectacles on a short handle.

Ellen chooses Health 10, and the following other abilities:

Appraisal 1	Physician 1
Athletics 6	Quick Fingers 2
Concealment 2	Riding 3
Craftsmanship 1	Scuttlebutt 3
Driving 1	Seamanship 1
Engineering 1	Seduction 3
Etiquette 2	Stealth 3
Gambling 2	Stewardship 2
Imposture 6	Tracking 2
Living Rough 1	Wealth 3
Pedantry 5	Wherewithal 10
Perception 11	

Total 72

This costs a little too much, so she takes Mazirian as a three-point adversary, leaving her with five points for her tweaks – they cost only one point each now, as opposed to two when the game starts. Ellen takes Torrent of Supplication (Glib), Skilled at Dodging Spells (Athletics), Brute Force (Strength), Biotic Intuition (Insightful), Never Underestimate a Magician (Imposture.) Machask's goal is to create a band of loyal companions in his vats, and he shares his companions' secondary goal. Finally, Ellen rolls randomly for a resistance, getting Arrogance. Machask has no ability of 15 or over, so he gains infinite resistance to Arrogance, at least until improvement points put an end to this. Ellen decides that Machask is a mercenary turned magician, who has given himself a head start in his sorcerous career by looting Mazirian's library while he was away.



"Mazirian shook off the spell ... and uttered one of his own, and all the valley was lit by streaming darts of fire, lashing in from all directions to spit Thrang's blundering body in a thousand places."



CHAPTER TWO

RUNNING TURJAN-LEVEL ADVENTURES

Vagrant rogues like Cugel are amusing, but inconsequential. Arch-Magicians like Rhialto are refined and influential. Between them are the true adventurers, callous, ambitious and rash. These powerful, driven magicians face deodands with impunity – if they have a suitable spell to hand. They spend little or no time haggling with innkeepers, conning others in card games or arguing points of order in committee meetings. Instead, they seek lost cities and lost spells, rescue the trapped and search for the Museum of Man.

The words “Turjan” and “Turjanic” have two senses. Firstly, to mean “characters similar in power to Turjan of Miir,” secondly, to denote the tone, themes and content of the original *Dying Earth* book. *Turjan’s Tome* includes material to help gamers to evoke the feeling of the early stories: the cosmic justice, the grim, laconic humor, and the deliriously bizarre tableaux.

The Dying Earth, the first novel (actually, a collection of inter-linked short stories), differs from the rest of the cycle. It is almost more fantastic, but is far less playful. A series of protagonists – not all of them pleasant – have formative experiences in its dark, atmospheric environment. Turjan starts out callous, Mazirian and Liane are psychopaths, pure and simple, T’sain is a scared but determined, T’sais is broken (but gets fixed), Guyal and Ulan Dhor are obsessive and insipid respectively. By the time their stories end, T’sain’s love redeems Turjan, Mazirian and Liane overreach themselves, T’sais finds out there isare good and bad and that love’s beautiful, Guyal satisfies his curiosity, marries and settles down in a museum, and Ulan Dhor wins the lady and returns home a man.

The moral sense in *The Dying Earth* is more obvious than it is in the Cugel and Rhialto stories. Cugel more or less gets what he deserves, Rhialto doesn’t, but *The Dying Earth’s* protagonists always do. We last see Mazirian collapsed in a stand of whipping plants and we leave Liane, his eyes torn out, dead in a small, dark, pocket dimension. Inhumanity and hubris put them there. Similarly, Turjan is moved to resurrect the woman he first grew as a toy, because her – successful – attempt to save him killed her; and T’sais, Guyal and Ulan Dhor receive rewards for their wholesomeness. The *Dying Earth’s* stories suggest karma – appropriate things happen to characters for reasons beyond human interactions, while Cugel’s and Rhialto’s difficulties all arise from their relationships, not from some overarching cosmic sense of justice.

By the time ‘*Eyes of the Overworld*’ came out, Vance had published in a variety of genres, and had found his own voice. His vision of what the *Dying*



Rhialto the Marvellous

Earth should be had solidified and differed markedly from the one presented in his earlier work.

Getting the Right Atmosphere

This vision of fantasy, doom-laden and beautiful, violent, alien and treacherous, is what Turjanic games should be about. A Turjan character doesn't actually need to be as powerful as Turjan – in game terms T'sais, Liane and Gual are Cugel-level – but the adventurers do need a few changes to the atmosphere. Remember the feel of the place. Dying Earth isn't vanilla fantasy, all medieval castles with modern plumbing. It's the end of time: the ruins are packed miles thick underfoot, with soil and plants on top. The sun's a dim red orb. People doubt that they'll see another sunrise. It's as well to consider what it would be like to live like that – do you, for instance, bother to plant crops or save money for later? Probably not. Certainly not if you live in white-walled Kaiin: "they were gay, these people of waning Earth, feverishly merry for infinite night was close at hand, when the red sun should finally flicker and go black." It helps immensely to remember that Jack Vance didn't stint on his descriptions when he wrote *The Dying Earth*. There are few places in fantasy writing where a reader can come across the simile "like bubbles rising through mead," or concise observations like "the streets surged with the wine-flushed populace, costumed in a multitude of bizarre modes." When GMs are describing events, they should remember that all is strange and fantastic.

Morality

In the Dying Earth, there's cosmic justice. Given that the protagonists get what's coming to them, good or bad, it's puzzling that malicious sorcerers choose to embrace evil at all, but they do. It's possible that the likelihood of imminent universal extinction outweighs the fear of a personal nemesis. Of course, in their stories, Mazirian, Javanne and Liane don't know that impartial retribution is on its way, and they are usually very proud of their capabilities and actions. GMs can get emulate this theme of flirting with disaster by allowing Turjanic PCs free rein, but offering them the occasional path to redemption – an opportunity to do something selfless, perhaps. Keeping track of Sympathy points and meting out appropriate consequences are important in Turjan-level games.

In the stories, the protagonists earn their fates through their behavior, and there's no particular reason for the game to go any differently. Just as Mazirian and Liane believe that they can outwit doom, so can villainous PCs attempt to fight and trick their way past what the GM has in mind for them. Cosmic justice doesn't mean that PCs' fates are predestined, just that the GM is keeping score. Some players dislike even this degree of control, and a few of them will complain about it. Discourage this whining by awarding extra Improvement points to players who cooperate by playing their characters, good or bad, to the hilt. Yes, this does mean that evil characters can prosper. Don't worry, though – the cosmos will still get them. The Sympathy rules will ensure this.

The Transition

Cugel-level dabblers can progress to Turjanic heights if their players really want them to, and if the GM can be bothered to change the series' tempo. In in-

The Influence of Clark Ashton Smith

The first novel has more in common with a strand in American fantasy exemplified by Clark Ashton Smith, a precursor of Vance – one that Tolkien's imitators pretty much killed off. This kind of fantasy appeared in *Weird Tales*, a pulp magazine that ran from March 1923 to September 1954. In Smith's mind, his stories of opulent, eldritch vistas, often set in the remote future or a strange antediluvian past, were a rebuff to the self-absorbed intellectualism of contemporary highbrow writing. This divide still exists, but Smith's genre is all but forgotten. He's worth seeking out, though – instead of kingdoms and snooty elves, he has city-states, wide deserts, deep, damp forests, demon-summoning priests, plagues from space and capricious divinities and forgotten gods. Unavoidable doom, too – Smith, wasn't always keen on heroes; no matter how hard they tried, people just died anyway. This non-Tolkien fantasy overlaps with occult horror – it's remarkably easy to summon up something whose only purpose is to eat you, and the architecture, as often as not, follows an alien canon. People can be nasty, and good looks are no guide – a handsome man is more likely to shrink you and stick you in a bottle with a couple of flies than to save you from an unwanted marriage. A gorgeous woman can save, or be saved, or might just swap your face for a demon's, then fly away laughing.



game terms, what the PCs need is a solid foundation in magical theory and a defensible base of operations. In game mechanic terms, they must spend improvement points on a tutor, or an authoritative magical primer, and on a manse. Most likely, they will need to increase their magical ability as well. All in all, this will cost a lot of points, and the player will have to save them up over several Cugel-level stories. Sympathetic GMs can tailor events so that the PC comes into contact with suitable people and places, or (particularly if using the *Player's Guide to Kaiin*) the player can demand to go where these things – tutors, lost books of lore, vacant castles – are to be found. Alternatively, a wizard-patron could trade lessons for difficult personal services. We know from Turjan that the going rate for advanced magical tuition is – a theft from a wizard-prince, followed by saving the patron's life from a demon. Players would feel let down if their GM did not drive just as hard a bargain with them.

Once established, the new magician should seek out the Enchantment of Youth Renewed as, to acquire and enjoy real power, a wizard really has to plan to live for a long time. Occupying a manse and beginning serious magical work represent a complete change of pace for practitioners. They spend much of their time tracking down lost knowledge, deciphering and collating ancient formulae, or attempting to replicate old techniques. Turjan and Mazirian have their vat creatures, and Mazirian has his perverse hybrid garden. Unless there is a compelling reason to be out and about they remain at home. Unlike Cugel-level rogues, Turjanic magicians don't travel for survival, or for pleasure, as the Arch-Magicians do. The lesser wizards travel to work. They trade knowledge with colleagues, or they locate items of use or interest and acquire them by more direct means.

Adversaries

If the GM agrees, and is willing to incorporate the extra inconvenience into a series, players might also like to consider taking Adversaries. A personal Nemesis fits the background – Turjan, Kandive and Mazirian are actively hostile to each other and Etarr certainly has it in for Javanne. Adversaries aren't for every game; there are arguments that they interfere with the orderly development of the plot, and more seriously that they are really *points for free*, as PCs attract antagonism and incident anyway. This last concept has intellectual purity in its favor, and GMs who agree with it are – obviously – free to disallow enemies entirely.

Besides, if PCs overcome their foes, they can take their stuff. Obviously, if they don't pay for the loot with improvement points, this property becomes fair game for other, equally acquisitive thugs.

Adversaries can be worth up to five points. Part of this award derives from the GM's assessment of the relative power of each party, and of the opponent's persistence. Liane would be worth little as the enemy of a PC magician as he seems to lack staying power, while Cugel is worth more because he is both vindictive and persistent. Note that neither of them has much in the way of magic. As a guideline, a GMC with less magic than the PC should be worth no points, one with equivalent magic should net one, while a more powerful foe might rate two. Persistent threats are worth one point, as are resourceful pests. Particularly indolent enemies are worth one less point than normal. Hence, while Kandive has superior magic (+2) and superior resources (+1), he's also as

"She looked back in awe at the expression of Mazirian's lust for life. He staggered about it a cloud of whips, his furious obstinate figure dimly silhouetted ... he tried to rise, but fell back."

Mazirian receives
cosmic justice

Humor in Turjan-level Adventure

Wry Humor, not Belly Laughs

The Dying Earth is a lot less humorous than the three later books. Instead of the daft communities and the outlandish clothes, only occasional grim statements raise a smile – when the demons Javanne calls stamp their feet in frustration because they won't get to eat their summoner, for instance. Many other fantasy books and role-playing games are similarly deficient in chuckles, but the Dying Earth is wry about it. Liane doesn't take the hint when even mentioning Chun the Unavoidable by name empties an entire bar; T'sain straightforwardly bribes the Twk-men to lie to Mazirian.



Keep it Serious

There's nothing more likely to kick the stuffing out of a Turjan-level game than a bout of levity. GMs should remember the outright ban on quoting Monty Python during play, and should be alert for what can best be described as low humor.

lazy as a pimp, “not known to scorn the pleasures of wine, couch and table” so he’s only a two pointer.

The other part of the award comes from the back story that the player develops. Moderators should reward a creative rationale, as well as the antagonist’s power. Something like “Kandive hates me because I stole his all-encompassing spyglass” is about the most rudimentary that a GM should accept, so is worth no creation points at all.

PCs can get rid of their Adversaries by paying Improvement points to buy them off (and justifying why the enmity no longer exists.) If they kill their adversaries, they will need to make up the point balance somehow – the improvement points earned by defeat of the average Adversary will usually be more than enough to do this.

No More Taglines

Some GMs may feel that the tagline system, which encourages Vancean dialogue rather than aggressive, acquisitive play, doesn’t really fit the mood of the early stories. We’ve made it an option for Turjan-level play. Turjan and Mazirian both attempt to win through in the standard fantasy RPG way – they steal from, frustrate or kill their enemies. Turjan’s better at it because he isn’t a psychopathic loner like Mazirian, so he has a friend or two to help him out. GMs should encourage pithy dialogue, with lots of threats and presumptuous demands, but they needn’t reward them with Improvement points. We have included taglines in the Tome for those GMs who wish to use them (p. 154).

Spell Swapping

Strict enforcement of the “Finding new spells in play” rule is an important part of keeping your players in a suitable frame of mind. A spell swap between players costs both parties an improvement point, and requires a Resist Arrogance roll (limited to once per session) even to request such a swap.

Dismal Failures should be feared rather than provide fuel for laughs. Only an Arch-Magician would bother to inflict a trifling indignity on an opponent; Turjan-level wizards are arrogant and anxious to show off – the Excellent Prismatic Spray is the standard response to abuse.



Avoid Silly Places

Do not, whatever you do, send your players’ characters anywhere intrinsically funny. There are quite a few of these places in the later books. Lausicaa, where the sexually frustrated women lure men to their tents with promises of fried spraling, springs to mind. There is no way to avoid these locales bringing Vance’s later, bawdier humor into the game, other than summoning a big demon to eat the residents.¹



1. And in *Cugel’s Saga*, Vance manages to make this funny.

Creating Turjan-level adventures

Before you even start creating your adventures, you should consult the players over their choice of PC goals. It is vital that you give the PCs a chance in every adventure to further their characters' aims and give them a sense of progress.

Adventure Checklist

Some elements of Cugel- and Rhialto- level adventures apply equally to Turjan-level adventures – others work with adjustment, and some not at all. This section will help you piece together the right elements to create an adventure.

Essential Elements

Opportunity for bloodshed
Horror
Ruined Wonders
Lost Knowledge

Important Elements

Casual Cruelty
Weird Magic
Strange Vistas
Odd Customs

Inessential Elements

Crafty Swindles
Heated Protests and Presumptuous Claims
Exotic Food
Foppish Apparel



Opportunity for bloodshed

This new adventure element was mentioned in *The Dying Earth RPG* p. 145. It's an essential element of all Turjan-level adventures. Unlike their Rhialto- and Cugel-level counterparts, Turjanic characters often fight, sometimes with relish. T'sais meets four separate would-be ravishers and only escapes because of their cockiness and her dancing, blood-seeking rapier. Mazirian destroys Thrang the Ghoul-Bear with the Excellent Prismatic Spray. Valdarán's legion launches a full-scale assault on a Black Sabbath.

Turjanic PCs have heads full of violent spells, and swords twitching to be used. Debates and archeology aren't enough – give PCs a chance to test their mettle against suitable foes.

Non-Magical Foes

Non-magical opponents provide little challenge unless they have over-the-top Attack ratings – one playtesting GM reported that his group took down a pack of erbs in seconds. Such encounters are fun, show the PCs' power, but provide little challenge. We recommend at least one such encounter in a session to let the PCs stretch their legs. Weak opponents may well flee on their first injury or even Health roll if they fail a Wherewithal roll. Figure that each PC can kill one non-magical beast a round, for a couple of rounds using deadly spells.

Optional Rule

Pure Turjan

Jack Vance wrote the *Dying Earth* stories long before he wrote the later three books. There are certain elements in common, and we have retrofitted some of the later works' concepts into *The Dying Earth RPG*. For example, we consider Turjan, Cugel, Rhialto and his fellow Arch-Magicians to be co-existent, so that a Turjan-level character might encounter a sandestin or madling. If you wish to base your series on the first book alone, then make the following changes:

- ✦ There are no sandestins, Arch-Magicians, madlings or chugs. Spells are created by a mysterious unknown mechanism based on Mathematics.
- ✦ Pandelume of Embelyon, who has a little knowledge of Mathematics and knows most runes and spells, is at the pinnacle of the Magician's art.
- ✦ There are no IOUN stones.
- ✦ The stars are young, fresh, and ripe for exploration.



Powerful Enemies

Even enemy magicians need to be supported with allies to wear down the PCs, and should be prepared with protective spells and amulets. Clever magicians will use observational magic to ensure that they appear when the party is at its weakest. Multiple magical foes, whilst not strictly canon, provide the real challenge, particularly when combined with the well-timed appearance of an Adversary (see p. 22).

Demons, demonists, witches and their acolytes are useful opponents – breaking up a Black Sabbath can form a challenge for any group of PCs. The forthcoming Demons supplement covers such things in detail.

“Turjan of Miir skulks through my palace!” snarled Kandive.

“With ready death on my lips,” spoke Turjan. “Turn your back, Kandive, or I speak a spell and run you through with my sword”

The Skill of the Players

Our playtester-GMs reported a wide variation in player competence. Some PCs had difficulty against fairly weak opponents, others took down enemies with relative ease. This is a game where the players’ knowledge and cleverness really makes a difference in combat – and combat can be deadly. We suggest therefore that you go easy on inexperienced players in the first session, but if they seem to be knocking aside your creatures with ease, have a nasty encounter ready to test them more thoroughly.

The value of ~

In The Dying Earth RPG, we use ~ (tilde) to denote the average of your players’ ratings in a particular ability. A deodand with a 2~ Attack rating has twice as many points as the average PC. For Cugel-level adventures, this makes sense, but the average deodand should not survive a sword-battle with Turjan-level adventurers with Attack ratings of 13 or more. We therefore cap the value of ~ at 8 points. The above deodand has a maximum attack rating of 16 points – very respectable, but not ridiculously high.

Speeding Up Combat

Initiative tends to be the biggest factor in slowing down play. Emphasize that Turjan-level play is full of quick, even rash, decision making. At the beginning of every round each player should quickly declare the ability they are using and the current pool (for example Magic, 13.) If they are too slow, push them to the end of the round. This will help the determination of initiative. It is each player’s responsibility to keep track of any benefit of their styles, weapons, spells and tweaks, and remind the GM if appropriate. There is no going back if a player forgets. We suggest that one player keep an eye on trumping, pointing out when one style trumps another. Use the optional ‘Smaller They Are’ rule to speed up combats with weak opponents.

Optional Rule

Cautious Magicians Rewarded

The way the rules stand, Magicians get a one-point bonus when casting Straightforward spells. However, they don’t get a bonus to resist such spells. This means that aggressive magicians who attack first will get a great advantage over cautious ones. If you would prefer to balance this out, give Magicians a one-point bonus to resist Straightforward spells. This will slow down play a little. A second option, which this writer prefers, is that when a Magician faces a Magician, neither gains a bonus when casting or resisting a Straightforward spell.

Basic Surprise Rules

Surprise attacks are handled as follows. If you are within 10 yards of a person you wish to attack, and he does not currently see you, you may contest Stealth against his Perception. If you succeed, you get a +1 bonus on your first Attack roll against your opponent, and it costs him 5 points to force you to reroll any Illustrious Successes.

PCs in the midst of being sneaked up upon will have their Perception rolls made by the GM, as per usual.



Horror

- ✦ Chun the Unavoidable follows his quarry wherever they hide, and leaves their eyeless corpses in the fearsome ruins of the Old Town.
- ✦ Etarr's face is transposed with that of a hideous demon. T'sais' flawed brain sees only evil in the world.
- ✦ Javanne holds a Black Sabbath to bring forth the cavorting spawn of the demon lands.

The disturbing and horrifying, whether supernatural or human, form a central element in the Dying Earth. Vance's stories create suspense with hints and suggestions, and then culminate in a shocking, but satisfying climax. Include a horrific, barely perceived mystery in your plots – in the early stages, a few secret Perception and Pedantry rolls will give half-glimpsed clues to what awaits. The reaction of GMCs is vital, too. Look at the wizards in Liane the Wayfarer as he speaks the name of Chun the Unavoidable – they fall silent then disperse. Use darkness and lack of information to make your players fear what awaits. Show them the handiwork of evil, the scarred minds, ravaged bodies and damaged faces. Don't ham it up too much – this requires subtlety – but when they encounter the final horror, make it scary and dangerous. However, whilst Vance was influenced by Clark Ashton Smith and indirectly, Lovecraft, Turjanic characters have the right stuff to defeat such threats and come through triumphant.

"Here grew trees like feathered parasols, trees with transparent trunks threaded with red and yellow veins, trees with foliage like metal foil, each leaf a different metal – copper, silver, blue tantalum, bronze, green iridium."

Mazirian's garden

Strange Vistas

- ✦ Embelyon, home of Pandelume is a place of blurred horizons and a sky full of many-colored shafts.
- ✦ The witch Lith stares longingly at her half of the tapestry of Ariventa. She must earn the remaining threads from Chun the Unavoidable so that she might return.

Turjan-level adventures encounter alien landscapes, perhaps not on every adventure, but as a recurrent theme of a series. Only the Demon Realms are truly alien, the others have one or two features that differ from the Earth in subtle ways. Traveling to or from such domains should require magic, and such places should be a source of knowledge or power.

Odd Customs

The Dying Earth has less ethnographic data than the three later books, and only the observations about Kaiin are pleasant. Not that such considerations matter much to Turjan and his ilk; like the Arch-Magicians in Rhialto the Marvellous, the magicians of the Dying Earth, and their cousin Iucounu the Laughing Magician, couldn't care less about the odd customs that surround

Optional Rule

The Smaller They Are

Combat with large numbers of weak creatures can be treated as an attempt to reach a Tally, with a Health roll for any PCs if they allow a failure to stand. PCs can contribute to the Tally with Magic (unnamed cantraps), Attack or Defense points. Each weak creature can add from 1 to 3 points to the tally.



them. Ulan Dhor and Guyal of Sfere, twin innocents abroad, might fall foul of the natives, but anyone who is strong with magic can – indeed should – pay the locals as little heed as possible. This does not mean that the little people have to take it lying down – wizards are obvious targets for burglary, simply because they are where the good stuff accumulates.

Crafty Swindles

The Law of Equipose is a seemingly complete barrier to wizards swindling each other, and a mostly justified pride in their own abilities (as evidenced by Lucounu's treatment of Cugel) means that they would seldom need to dupe a mere peon. Contrarily, ordinary people can and do swindle magicians; T'sais pragmatically bribes a Twk-man to misdirect Mazirian, and Fiansother (in 'Eyes of the Overworld') does attempt to keep the Laughing Magician occupied so that Cugel can burgle his house. Swindles are, therefore, the mundane world's way of striking back at sorcerers. Apparently, wizards are prone to being duped because they are conceited. It never occurs to Mazirian that an ordinary creature would lie to him. The kind of long con games that most Cugel-level adventurers encounter should be rare, however.

Heated Protests and Presumptuous Claims

The Saponids' assertion that their law is correct because it is ancient, and thus superior to the present day, certainly qualifies as a presumptuous claim. Equally, Guyal's objections are heated, if doomed. Turjan accepts Pandelume's demands in order to receive wisdom.

Long arguments, red-faced shouting matches and social posturing do not form a central element of Turjan-games. You can plan an adventure without the presence of this element. Haggling with innkeepers, fighting for audiences with majordomos or discussing the appropriateness of a particular garment are not ingredients of Turjan-level adventures. The easiest way to avoid such debates is to remove the "annoying functionary" and "avaricious tradesmen" archetypes from all encounters. Talking mounts also come into this category – stick with horses or other dumb riding beasts. Mermelants discussing their bunions and demanding beer are not Turjan-level encounters.

PCs should not argue too fiercely with mentors who offer new spells or powers in exchange for dangerous tasks. To reflect this, apply strong levies to the Rebuff of those who argue against such tasks – it isn't heroic to do so.

Casual Cruelty

It is uncertain whether the Cobalt Mountain witch whom the Kaiinities use as a dartboard was brought in specially, or whether they just used what was to hand; but there is so much planned sadism in the Dying Earth stories that adding casual cruelty on top of it might seem redundant. This is a shortsighted attitude, as Mazirian's treatment of the anonymous deodand shows. The magician takes the time to lift the half-man into the path of pelgranes, gloat over its predicament and then, bored at last, has Phandaal's Gyrator tear it apart. Many Turjanic characters don't feel hampered by any moral constraints when the opportunity for some mordant fun presents itself. Of course, the overarching cosmic justice of the Dying Earth does mean that they will eventually get paid back in full, but there's no reason why they shouldn't make hay

The Law of Equivalence

This rule is followed by most magicians, and we have referred to it in other supplements. Here, we quote from Pandlume the most precise version of it:

"The universe is methodized by symmetry and balance; in every aspect of existence is this equipose observed. Consequently, even in the trivial scope of our dealings, this equivalence must be maintained thus and thus. I agree to assist you; in return, your perform a service of equal value to me. When you have completed this small work, I will instruct and guide you to your complete satisfaction."²

Turjan, realizing that Pandelume's offer is fair, does not argue with the terms of the compact, he gets on with the job.



2. In *Cugel's Saga*, Weamish is more succinct: "...all is exact, and every jot balances against a corresponding title."

while the sun shines. Naturally, a PC who takes an enemy should be resigned to the prospect of becoming the victim of similar treatment.

Weird Magic

The set pieces in T'sais – summoning and torturing an ancient goddess, and the appeal for justice to an old deity – are the most obvious instances of weird magic in the Dying Earth, and provide inspiration for workable plots; but the PCs' own ignorance also qualifies. Turjan-level mages exist to expand their sorcerous knowledge in a competitive environment. As Turjanic mages are firmly convinced that 90% of arcane lore has been lost, anything that they don't know should startle and excite them. This book is full of spells and wondrous items that any mage would happily kill for, and the best way for them to find out how desirable these things are is to have GMCs use them on the PCs first.

Ruined Wonders

Quite simply, the Dying Earth stories are full of past marvels. Pride of place has to go to Ampridatvir; without a doubt the finest ruined wonder in the Dying Earth. The city once had a fully functioning high-technology society, and its remnants – flying cars and big, strange machines – still survive. Scattered phrases, like the “fallen pylons” of Canaspara, hint at what else is around. Ruined wonders will be the location of many Turjanic adventures – they are an ideal place to find danger and ancient knowledge. Even where they are not central to the plot, they should be present to maintain a suitable atmosphere.

Lost Knowledge

Turjanic PCs have goals. These goals might involve seeking out lost spells, honing their weapon skills, searching for projectors for their vats or petitioning ancient gods. Lost knowledge forms the bait for PCs, but can also give them clues to solve the perils they face.

It's vital to remember that magical knowledge is a thirst and currency. Turjan accepts, ruefully, of course, that he will have to risk his own life to pay for Pandelume's offer of tuition. In *The Dying Earth*, the surviving practitioners struggle with a great inferiority complex: they are aware that most arcane knowledge was lost in the remote past. In Turjanic stories, the study of magic is a competitive scavenger hunt, played in some cases to the death. Luckily, discovering spells and learning new techniques present easy ways to kick off an adventure, and the suggestions in the “spell restriction” box will ensure that players will feel their characters' desperate thirst for power and knowledge.

Exotic Food

- ✦ A wine that brings a terrible melancholy and shows visions of a lost city;
- ✦ A gnawed bone left by a necrophage;
- ✦ A witch who drinks only pearls dissolved blood and milk;
- ✦ A bowl of gray pap with a long spoon to feed a malformed vat creature.

Kandive is an enthusiastic trencherman, of course but haute cuisine is not so evident in the Dying Earth as it is in the later books. There are the occasional mentions of meals, but they are less lovingly described than in *Cugel's Saga* or



“...only a few more than a hundred spells remain to the knowledge of man. Of these, Mazirian had access to seventy-three, and gradually by stratagem and negotiation, was securing the others.”



Rhialto the Marvellous. Turjan eats biscuits in a Kaiin tavern, and Liane sits down to a meal of oysters, mushrooms and wine, but that's about it, aside from the offer of oast that Gual declines. Turjan and company aren't really epicures – they eat for sustenance, and get nasty for pleasure. Food is no more important than in any other game, except as it enhances the other elements in the adventure checklist.

Foppish Apparel

Other than adding a little atmosphere, you needn't plan for clothing to form a central element of your adventures, and it needn't feature.

The mutual invisibility of Ampridatvir's green and gray societies is a neat idea, but couture is no more or less a feature of Dying Earth than the food is. If Valdaran the Just is notable because he dresses in basic black, then fashions can be outré in the extreme. This is certainly true of the party town of Kaiin, where the revelers sport all kinds of carnival outfits, up to and including black body-paint and a deodand's leather harness. Liane's a bit of a dandy too, with his green and scarlet outfit and cockscomb shoes, but the focused magician tends to practicality – shirt, trousers and cape. So, for that matter, do T'sais and T'sain. If you need to run and fight, pompoms and multi-tiered hats aren't necessarily a good idea.

Improvement Points

Turjan-level characters thirst for improvement points. To reach the giddy heights of magical power, they need to spend 16 Improvement points per magic point, improve their magical specializations and squander points on vat creature creation. Ten improvement points a session is not unreasonable.

Taglines: Taglines are optional in Turjan-level play, but you may give them out and award improvement points as usual if you wish (see p. 154 for sample taglines). If you do not use taglines, we recommend that you award up to 3 points per session for pithy Tujanese dialog.

Attendance: All players earn a well-deserved Improvement point for showing up.

Player Goals: At the end of the session, players are rewarded with 0 to 3 points for achieving something of their personal or shared goals.

Mission Goals: Players should receive 0 to 5 points for successfully completing the adventure.

Adversaries: Players who defeat an Adversary should receive an amount equal to the number of points they have in that Adversary.

Roleplaying: Players should receive 1 to 3 points for roleplaying their Persuasion, Rebuff, and other personality-related abilities to the hilt.

Extras: At your option, PCs may earn Improvement points for perfecting spells, detailing their manses and performing bookkeeping chores in the game such as keeping track of trumps. Award up to 3 Improvement points for extras.



Liane the Wayfarer

Optional Rule Refreshment

Turjan-level play should be fairly fast paced. Certain methods of pool refreshment suitable for Cugel-level play may stop the flow of play or be inappropriate. We haven't found this to be a problem, but you may use the simple refreshment rule mentioned in *The Dying Earth RPG*, p. 27: two hour's rest for learning and knowledge-based skills, four hours for social interaction or non-strenuous physical skills, and eight for strenuous physical activities or use of Magic points. Note that spells are not refreshed – they are relearned using the rules on p. 83 of *The Dying Earth RPG*.



A new creation emerges from the vat



Other Sources of Inspiration

The Dying Earth is a slim book. Granted, the polished language is close-grained and the information content is high (it was only on perhaps the ninth re-reading that I noticed that Mazirian's vat is a big tank on the floor, and that a weird green light mounted above it energizes the creature growing in it), but GMs might want more ideas. The most obvious source for these is Vance's own fantasy and science fiction, some of which is still in print. Aside from being a good read in their own right, these books are a crash course in Vancean thought and attitudes. The end of time shtick might be absent, but the rest of it – the ornate style, the odd customs, crafty swindles, casual cruelty, ruined wonders, exotic food, foppish apparel, the heated protests and presumptuous claims – are all there, ready for the borrowing and insertion into the Dying Earth. Naturally, although perhaps less helpfully, there's plenty of weird magic in the *Lyonesse* trilogy, and even a discussion of sandestins in *Madouc*. The supporting cast of grotesque dowagers, obstructive bureaucrats, treacherous domestics, scheming politicians, capricious rulers and unashamed criminals should help the GM with characterization and dialogue for many games. Finally, and most gloriously, there are the – for want of a better word – “heroes.” These individuals really do epitomize what makes Turjanic games special. They're not quite hard-boiled – they talk too much and dress too well – but they are cool, focused individuals who get the job done with callous efficiency. They're not people anyone sane would want to know – while an evening with Rhialto or Turjan might pass pleasantly enough, few readers would voluntarily sit down to eat with someone like Glawen Clattuc.³

Vance's forebears also have the right stuff. Some of the aforementioned Clark Ashton Smith's work has recently been reissued. It's readable – chuckle-free Vance, more or less – and it has the right ambiance; an island exclusively inhabited by torturers, and a garden filled with monstrous plants, like a prehensile hybrid that has the hands of a particularly nimble-fingered harem slave. These stories reinforce the horror and fatalism of the Dying Earth at the expense of its humor, and they also provide an idea of what a doomed world with slightly more people in it might be like.

Robert E. Howard's Conan stories are in print too. Although that author is by modern – and was perhaps even by contemporary – standards a monstrous bigot, his writing is worth a look for his vivid, action-packed English. Hyboria – Howard's invented world – has few obviously Vancean traits, although there is a creepy familiarity to it. There's a prodigal distribution of lost cities, massive ruins and strange customs. Demons, nasty magic and near-unstoppable evil crawl out at night, and more than anything else there's a sense of age. Hyboria is massively old. Not end of time old, but ancient enough for the unwilling heels of human sacrifices to wear a deep groove between the threshold and the altar. On a lighter note, Howard's lost world is thick with floosies, just like the Dying Earth is; and the obliging, dark-haired women of Zamora would certainly feel as much at home in White-Walled Kaiin as in Shadizar the Wicked. Finally, Conan himself fits the Turjanic mold like a glove, aside from his detestation of magic, anyway. The steel-thewed barbarian is a pure psychopath, amoral, selfish and sentimental. He's also fit, big and attractive, and has very, very good hair.



3. From Jack Vance's *The Demon Princes*



CHAPTER THREE

ARCANE ITEMS OF TERRIBLE MIGHT

This chapter presents a number of rare and exotic enchanted items. These are not the everyday gewgaws which might be found with equal facility in the dust of ordinary ruins, or among the wares of itinerant peddlers, or even on display in the collections of minor scholars and experts. No, you will have to research assiduously, and risk life, limb, and reputation to acquire them. They may be hidden deep beneath the earth, or carefully stored away in copiously trapped vaults by the magicians and demigods who lay greedy claim to them. Unless of course, they were left apparently unprotected, as a bait to trap the unwary. You may not, therefore, add these items to your character sheets merely by paying Possession points for them, as you would the magic items found on pp. 21–22 of *The Dying Earth* RPG.

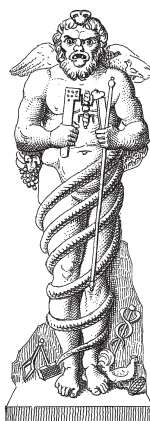
You must instead find them in the course of play. But never fear; you are not the helpless plaything of destiny you might at first believe yourself to be. Appended to each item description is a new entry, called

Purported location: This contains various rumors, legends, and passing references from moldy texts, which theorize on where this item might be found. Should you desire an item, you need merely inform your GM that your character intends to set off in search of it. Needless to say, you'll have to convince your companions to accompany you on the journey, but this should pose no problem for an individual as clearly impressive and worthy as yourself.

You will, note that these items still have Possession points listed next to them. These entries show you how many points you'll need to spend to ensure that the item remains yours for the duration of your career. Otherwise, your GM is entitled – nay, obligated – to separate you from the item as soon as he can so contrive. After paying its Possession point cost, your relationship to the item is defined by the standard Possessions rules (*Dying Earth*

RPG, p. 69.)

The point costs for the artifacts described may strike you as eccentric, even wildly irrational. Put from your mind any thought that these are numbers summoned from an author's whim. Advanced calculation was necessary; much work was done in balancing the fact that



virtually every item described is exquisitely wrought¹ yet because of its obvious power and utility much sought after. Many, due to the nature of magic, are not without some slight disadvantage, whilst others merely excite the cupidity of those whose immense power has not brought with it any noticeable increase in moral rectitude. Thus and so, we have decided on the point costs. Make of them what you will. Ours is merely the describing of what is, and we accept no responsibility for human nature and the mutability of life.

Possession Point Transfers

Until now, players whose characters find new items in the course of play have had to spend Improvement points to retain them. We now beneficently waive this onerous requirement. Instead, you can divest yourself of current items on which you've spent Possession points, transferring the points to the new item.

To abandon a current item and transfer its points to a new one, your character must dispose of it in a manner that accrues some benefit to you, either in parsimony, prestige, or pleasure.

You may give it to another PC, who then pays the full points to make it one of her Possessions. You then regain all of the Possessions points you spent on it, which you may use to invest in any new item.

You may sell it to a GMC. Undergo a contest in which you pit your Persuade + Appraisal vs. the potential purchaser's Rebuff + Appraisal. (GMCs with no interest in the item prior to your attempt to unload it on them gain a boon of 1.)

On an Illustrious Success, you may get back more Possessions points than you spent in the first place. Add the modifier on the following chart to the original value when you make the transfer. You give up ownership of the original item.

On any other success, you regain the original possession points and give up ownership of the item.

On a Dismal Failure, you fail to unload the item. The would-be buyer not only balks at the purchase, but does something to make it harder to sell in the future. He may, to provide two examples, spread rumors of its lack of authenticity or accidentally cause slight to the damage the piece while inspecting it. Your Possession rating for that item goes down by the modifier on the chart above.

On any other Failure, you get a poorer offer than you'd hoped. You can let go of the item, but your subsequent transfer of Possession points is then reduced by the modi-


fier on the above chart. Or you can wait until a more responsive customer comes along, at no loss to you. Any sale also provides you with terces.

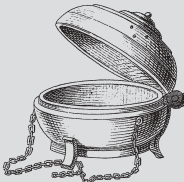
You can dispose of an item in exchange for non-monetary considerations.

You can give it as a gift to someone you want to feel indebted to you. In that case, the contest pits your Persuade + Etiquette versus the GMC's Rebuff + Etiquette. The outcome is the same as above, except that, instead of terces, victory brings you a Relationship with the GMC equal to the Possession points of the item.

You can give the item as a gift to someone you hope to seduce. During the seduction attempt, you may spend Possession points as Seduction points; the Possession points spent can't exceed your Seduction rating, or (obviously) the number of Possession points attached to the item you're giving away. On an Illustrious Success, you get the same bonus to your Possession points transfer as in a straight sale; on a Dismal Failure, you suffer the same loss of Possession points.



Original Value of Item <i>in Possession Points</i>	Possession Points Modifier	
1	0	
2-3	1	
4-6	2	
7-8	3	
9-12	4	
13-18	5	
19-32	6	
33-64	8	
65+	10	

Result	Gain points Equal to Possession Points \times	
Illustrious Success	100	
Prosaic Success	75	
Hair's-Breadth Success	50	
Exasperating Failure	25	
Quotidian Failure	10	

1. The high standards of the publishers would allow nothing else.



The Absolute Explicator

(5pts, Permanent)

Summary: A talking puppet that allows you to refresh your Pedantry pool in one hour.

Description: Charmath of Ceinid Ul desired to know everything, but balked at the prospect of spending his entire life in the Museum of Man, learning it. With the assistance of his sandestin Fahburne, he manufactured the Absolute Explicator, a device which will eventually explain everything. The Explicator is a black box the size of a baby's head, with a hinged lid and a spring-loaded puppet inside. When opened, Fahburne, speaking through the puppet's mouth, proceeds to explain everything. The precise terms of the sandestin's service are that, in consideration of his disavowal of the entire indenture point system, he may go free as soon as he has finished his monologue. Therefore he speaks quickly, answering no questions, reciting in a rapid monotone. Sadly, no one has yet lived long enough to hear Fahburne's entire exposition, so he remains bound to his box. In game terms, an hour spent with the Explicator refreshes your Pedantry pool.

Purported location: It was rumored that Charmath had his Explicator with him when he fled the fall of Ceinid Ul but whether he kept it in Mar, or whether his concubine 'Iltish took it when she decamped to Old Romarth is no longer known.



The Amorphous Ovoid

(10 pts, Permanent)

Summary: A matrix for a strong, clever diligent vat creature.

Description: 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 nightmare hybrid of gaun, pelgrane and oast, once commonly used for portage of heavy items too valuable to entrust to any servitor, no matter how loyal. Fortunately, the creature (whose name is lost) retained the intelligence of the gaun and the strength and obedience of the oast.

In game terms the matrix can be used to create the creature, provided that the mage has a suitably equipped

workroom. If everything goes as it should the mage will have a diligent retainer, who is strong, loyal, obedient, and relatively intelligent.

In game terms, the magician has a basic creature with the following pre-determined qualities: human-sized, bipedal, possessing opposable thumbs, and full sapience. The magician does not need to pay the price in creation points for these qualities, and may add others. The creature must have Attack (Strength) and Rebuff (Pure-Hearted). Because of the quality of the basic matrix, the mage gets a bonus of 1 to the two Magic rolls needed to breathe life into the creature.

Purported location: It is rumored that there is a cache in an alcove set half way up a cliff of polished basalt in the western Fer Aquila mountains. The alcove is easily located; it contains a large pelgrane's nest.

"Clasp this amulet upon your wrist, it will reflect magic intended evilly against him who utters the spell. This is a most powerful rune; guard it well."

Pandelume to T'sais



Amulet of Azoic Revelation

(3 pts, Permanent)

Summary: An amulet which causes vat creatures to glow.

Description: When wearing this amulet you see all vat creatures and other artificially created life forms fluoresce. They give off a gentle violet light which, in 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.

Purported location: Popular during the 19th Aeon, they may be found in the Valley of Graven Tombs by those exploring the spoil heaps created when the Early Ferghaz tombs were dug. (See *The Excellent Prismatic Spray*, Vol.1, No 3.)



The Armor of The Neophyte

(4pts, Permanent)

Summary: Armour that causes an attacker to suffer a levy of one; you gain a Health boon of two. Use once per day.

Description: This is an elegant waist belt, with a buckle engraved with fish scales. On pressing the buckle and saying the command word, you are covered with a knee length shirt of scales that also cover your arms to the wrist. Anyone attacking the wearer will face a levy of 1 on their Attack while the wearer also gains a single boon of 2 points to their Health pool.

The effect does not last long and can only be used once per day. If the wearer rolls a Dismal Failure on a Defense roll the armor starts to flicker. At that point it may be discarded with no ill effects. It can be left on and still functions as armor, but should the wearer roll another Dismal Failure the magic collapses in a blinding flash and flames. The wearer must test as if 60% of their body was exposed to the flames, their opponent tests as if 40% of their body was exposed.

Purported Location: These belts are occasionally found in the armories of old houses, or the forgotten barracks of long-disbanded civic guards.



The Assassin's Blade and Ring

(5pts, Permanent)

Summary: An undetectable dagger in a pocket dimension.

Description: A long-bladed dagger with a slender blade, this is an assassin's tool, not a fighting knife. It comes complete with a scabbard which is, in effect, a pocket dimension. Place the dagger in its scabbard and it ceases to be visible, or even present. When you need the Blade, merely reach into the pocket dimension and retrieve it. Until the dagger is drawn, there is no magic to detect either.

The dimension is created to fit the dagger; attempting to place anything else in the dimension ruptures it, causing it to collapse and cease to exist. The ring is attuned to the dimension and the presence of the ring allows the dimension to be opened and the dagger withdrawn.

Purported Location: It is probable that there still are mages who know how to create this artifact. Occasionally an Assassin's Blade will come up for sale, in which case it

is normal for the seller to include a ring with it.



An Aura of Petty Divinity

(5pts, Charged)

Summary: A god-powered torc that increases your Magic rating by one. Affects one temptation.

Description: This artifact is a silver torc with handsomely embossed finials. When you wear it around the neck the torc enables you to tap into that vague aura of power that still lingers in disused shrines and temples to forgotten gods. This augments your magical power, increasing your Magic rating by 1 whilst they possess the torc. The torc must be refreshed once a month. The torc recharges itself every time it enters some form of religious building, no matter how old or ruinous. The building must be different every time.

When you wear the torc, each Illustrious Success made on the first roll of any Magic contest adds one point towards a tally of six. Once this tally is reached the wearer begins to manifest an aura of religious sanctity. Each time a tally of six is achieved the wearer gains 1 point of resistance to Rakishness, Gourmandism, Avarice or Indolence (choose one at random.) Conversely, if a similar number of Dismal Failures is reached first, the god is displeased and lowers one of these resistances by 1. The torc cannot be removed until one or the other of these tallies is reached.²

Purported Location: Occasionally found in the Valley of Graven Tombs, they have also been found by Shorecombers on the mud-flats at Kaiin.



Bombol's Convenient Portals

(10pts, Permanent)

Summary: A matched pair of portals allowing you instant travel.

Description: Appearing to be normal, unadorned wooden doors, the portals come in attuned pairs, each of which may be affixed to any roughly vertical surface. Once you have set them in place, invoked the activation magic, the doors (which must be on the same world and in the same time-plane and dimension) will continue to connect as if

2. In these decadent times, those gods who grant resistance to temptation are the ones who are forgotten.

The Assassin's Blade and Ring



they were a single non-magical door leading from one location to another. Both doors must be set in place before the magic begins to work. Many functions – whether utilitarian, nefarious, or hazardous – may be accomplished through intelligent situation of the portals. Any portal may be moved to a new vertical surface and reactivated.

Small variations in the locking mechanism are the only way to match pairs of these time-saving portals, but it is easy to make mistakes. Turgubut records a few examples of the results of such ill-matched pairs:

- ✦ *Cambax of the Cryosphere left his manse through one portal and arrived two years' later at the other door, with no recollection of the lost time. His irises had changed color to a livid gold*
- ✦ *Gauleceme had four portals, which he matched with great diligence. The third pair failed, bisecting the unfortunate traveler.*
- ✦ *One portal lead to a mauve-hued world of glowing, regularly shaped sentient beings. This information was deduced from a garbled message dispatched by the magician along a vertex of connection, which was then breached.*
- ✦ *Pephifain, the Incisor of Kalee stepped through his portal into the workroom of his rival Kembar. By coincidence, Kembar had been working on the matching portal. Kembar was dissecting a water wefkin at the time, and quickly turned his sectioning knives on his ill-fated adversary.*
- ✦ *Phandaal traversed an unmatched pair set to trap him by an unknown rival in the Witch Wars. He was captured briefly in a resonant field. He experienced a strange revelation and broke free with an improvised spell.*

Purported Location: One portal is known to be set into the back wall of a manse located on the Misty Isles. The location of the matching portal is not known.



The Black Cone

(8pts, Permanent)

Summary: You can summon a ghost or demon to answer questions.

Description: The Black Cone is a fist-sized piece of pure

black rock. Sages claim that it is from some sub-world, but bicker over which one. The cone has an unpleasant history, as it serves as a beacon for sub-world beings.

- ✦ Should you have at least a single Magic point, you may call forth the ghost of a hideous demon. This ghost will answer truthfully either “Yes” or “No” or “I don’t know” to one question. The ghost will remain for five minutes, can be summoned only once per day and has a Pedantry rating of 5.
- ✦ If you have at least 10 Magic points, the cone will summon a scion or avatar of a demon. This creature will chat knowledgeably about all manner of things, and will answer one question truthfully, providing supporting detail and expanding on the answer if necessary (if it knows it). It will remain for 15 minutes. It has a Pedantry rating of 10.
- ✦ If you have 15 or more Magic points you may summon and bind a major demon who will answer three questions honestly, answering only “Yes” or “No”. The demon may also perform one service in return for one soul,³ although it may not impart further knowledge. Its Pedantry rating is unlimited – it knows what the GM knows. For the purposes of the service, it has a rating of 10 in all abilities except Magic.

Every time a power is used, the user must make a successful Magic roll or attract the attention of other sub-world denizens. Should this happen the artifact has attracted the attention of a major daihak. Driven by whim and casual curiosity this being will whisk the artifact away, examine it, and jettison it once bored. This process can take some years and the artifact is unlikely to reappear within a thousand miles of where it was last seen.

Purported Location: Rumor insists that the Cone was discovered by the Pirates of the Jhardine coast (the dwellers of the strip of land where the Saponid Tundra meets the waters of the Melatine Gulf). Inquire there should you wish to know more.



Bracelets of Youth and Age

(The pair 12pts, Permanent)

Summary: One bracelet wearer grows a year younger per day, the other a year older per day.

3. The demon is not too fussy whose soul, but human souls are at a premium, half men and beasts very much at a discount..

Description: The power of the Bracelets is revealed when two different individuals wear them. The wearer of the new bracelet grows younger by one year for every day the bracelets are worn, while simultaneously the wearer of the older looking bracelet grows one year older for every day the bracelets are worn. Rejuvenation and aging end when one of the two participants reaches a natural limit (death or birth). The effects also stop when one of the wearers takes off the bracelet. Very few people will wear the Bracelet of Age voluntarily. Condemned criminals, those in desperate need of debt repayment and friendless wanderers are often coerced into claspng it to their wrist.

These two silver bracelets appear identical except than one seems as if it was newly forged whereas the other suffers from a patina produced by age. In reality, they were forged together during the 18th Aeon by a mage named Orsum, who wanted to escape from the pains of growing old. When he reached the age of twenty (for perhaps the eighth time) Orsum was captured by his rival Vitzraig. Twenty days later, Orsum mysteriously escaped, leaving his bracelet. The other bracelet was found on the corpse of a prisoner discovered when Vitzraig looted Orsum's manse.

Purported Location: Vitzraig is known not to have been wearing the bracelets when he died; they could still be in his manse which is rumored to have stood on the south bank of the Scaum six days march east of Azenomei. Orsum may have manufactured more, his last recorded abode was in Zamplin in the Twish Valley.⁴



Calanctus' Temporal Monitor

(10pts, Permanent)

Summary: Causes others to cast Temporal Stasis with a levy of 1; powered with an IOUN stone it opposes such castings with a Magic rating of 10.

Description: Spells such as The Spell of Temporal Stasis can be used all too readily. Calanctus was a strong proponent of the movement to limit time-manipulation to cases of absolute necessity. To prevent unscrupulous magicians misusing chronomancy, he devised his Temporal Monitor - of which many examples have remained in existence right through until the 21st Aeon. Such devices come in a vari-



4. Zamplin is further discussed in *The Scaum Valley Gazetteer*, an essential purchase for the discerning gamer.

ety of styles, from brooches to solid metal lozenges, and all have a second minor magical effect so as to hide them from casual discovery by anyone who meddles with time. Their actual affinity for the correct passage of time is strongly resistant to magical discovery. Each has its own way of alerting its owner to an occurrence of temporal hiatus - perhaps a chime audible only to its user, or a psychic warning, or even feelings of heat or cold.

When empowered by an IOUN stone, the Monitor is no longer a passive observer; they punish temporal violators. The monitor is then known as a Temporal Warden. When any person in the near range of the monitor attempts a time-altering spell, they must enter into a contest of Magic with the monitor, which has ten Magic points for this purpose. If the time-spell caster loses the contest, the spell is treated as if it were a Dismal Failure that cannot be rerolled, often causing horrible side effects.

Because Calanctus was so opposed to time manipulation his temporal monitors differ from the more common Temporal Monitors carried by most Arch-Magicians, because they impose a levy of 1 on all attempts to cast The Spell of Temporal Stasis within 30 yards of them.

Purported Location: As far as is known, none have been made since Calanctus made his last one and therefore they are extremely rare. Calanctus had a manse near Raulk, and its ruins may not have been properly explored.

"Your sword lives," said Pandelume...
"It will kill your enemies with intelligence."

Carbenal's Penetrating Fork

(10pts, Permanent)

Summary: You can pass through any solid non-living object.

Description: This device resembles a small, but ornate tuning fork and can be worn about the neck as an amulet. When the fork is struck against a solid, nonliving object, it emits a tone varying in pitch depending on the nature of the object struck. The fork will continue to emit that tone for three rounds. During those three rounds, anyone holding the fork will be able to pass through the object as if it weren't there. The bearer must completely exit the object by the third round. If they do not, they are vio-

lently expelled and suffer an Injury.

Purported Location: The last one to be found had 'Zabal of Merchdilan' stamped on it.

Carrier Beetles

(5pts, Permanent)

Summary: Beetles that carry a treasure trove to a beacon

Description: This item comes in two parts. The first is a beacon that attracts the beetles when they are released; the second item is a matrix that will produce the beetles. It requires a large amount of animal material from which to work. Fortunately, studies have shown that the size of a treasure trove is usually proportionate to the size of the creature that guards it. You simply place the matrix onto the

recently deceased guardian creature and the beetles will start to emerge from the corpse. The first beetle must be directed to the treasure heap, all the subsequent beetles will follow this trail, pick up a small item and carry it back to the beacon. They will unerringly seek this out and deposit their load at the beacon before dissolving into a runny black liquid that does not harm the treasure.

The beetles do not require air or sustenance during their journey, no matter how long this may take. They will ignore any attempt to interrupt them and deliver a nasty nip to anyone who tries to take their load.

Rating: Attack (Speed) 10, Defense (Dodge) 10, Health 6. A deprived beetle will unerringly seek out its lost load.

These creatures were developed in the legendary Aeon of Ruins. Due to a savage war involving powerful mages, a large number of ruined buildings containing caches of treasure were left.

Purported Location: Voasbach Zing is known to have owned a matrix, but neither he nor the matrix has been seen since he offended the 20th Aeon Arch-Magician Avorial Deritass and The Twelve of Ochre. It is suspected that he was taken to the Valley of Cages and died there, forgotten. (For more details see the article 'Valley of Cages' in *The Excellent Prismatic Spray* Vol 1, Issue 2)



Clisias's Loving Gift

(5pts, Permanent)

Summary: These ruby earrings increase your Seduction pool by ten when given as a gift.

Description: This pair of ruby earrings endears you to a potential lover to whom you give them as a gift. Gain a boon of ten to your Seduction pool when attempting to seduce the wearer. This boon recurs daily while the earrings are worn. In the unlikely event that the wearer wishes to remove them, they must resist Rakishness with a limit of zero. If the wearer ever loses the earrings, or they are stolen, the former wearer loses their affection for you, and will certainly hate and resent you if they discover the purpose of the gift.

Purported Location: It may be a coincidence but Anersi, one of the four magnates who control the League for the Promotion of Integrity In Gaming in Kaiin (*The Kaiin Player's Guide* p. 147), has recently given his mistress a set of earrings cut from a single ruby.



Charm of Pandithkemous

(15pts, Permanent)

Summary: Resurrects you if you die.

Description: The Charm is an amulet of unexceptional appearance. It is worn around the neck on a cord, and has the madling Nuir bound to it. It is neutral most of the time, but in the event of the wearer's sudden or violent death, Nuir will create a phantom, into which the wearer's consciousness passes. The phantom has just enough solidity to retain the charm. This phantom will then slowly reincorporate, growing a new body over a period of several months, during which time Nuir will protect it from all magical agencies save those of sandestinal or greater power. If the charm is removed, the phantom ceases to develop. If the wearer dies of illness or old age the Charm has no power to act and is merely part of the estate of the deceased. When it is used, it disappears, along with any Possession points invested in it.

Purported Location: There are rumors that Pandithkemous has managed to retain his charm and now dwells in Mar, north of the Great Central Steppe, nearly six hundred miles east of Saskervoy. Others claim it is owned by the scholar Bacholde (whose residence in



Clisias the magician loved the beautiful witch Meel. Alas, she was cold to his pressing advances. Eventually and in some desperation, Clisias presented her with earrings cut from a single perfect ruby which she accepted. After wearing the earrings for a short period her feelings for Clisias changed and she started to return his affection. They were married and lived together in great happiness for many years.

Unfortunately when Clisias was traveling Meel mislaid one of the earrings and obviously could not wear the other one alone.

On the evening Clisias returned home, Meel strangled her lover in their bed. She had discovered that the ruby contains a madling who constantly murmurs a most positive subliminal commentary on the actions of the person who offered the gift. The Victim assumes that these remarks are their own thoughts and tends to hold the donor in high esteem, and may even fall in love with the donor. Some scholars say Clisias had enchanted other jewelry.



Azenomei is on the south edge of town, near the river, overlooking the fair ground)



Cold Wind Horns

(5pts, Permanent)

Summary: Summons an icy snowstorm that lasts for hours.

Description: When blown, the horn summons a storm which blows for a day in an area a days walk in diameter. After several hours of cold wind, it ceases and the temperature falls to below freezing. Once freezing has been reached, snow begins to fall. If blown at sunset, the night will be stormy and snow will fall around sunrise, the

snowstorm ceasing after three or four hours. Then the temperature gradually increases until 36 hours after the horn was blown, at which point the temperature has returned to normal

These large horns (made from kory's horn⁵ which is often found washed up on remote beaches) are made by the inhabitants of the Archipelago of Tosowal, in the southern Songan sea. The horns are painted with designs typical of the islands.

The Inhabitants of Tosowal use these horns during ancient rituals preordained within their complex calendar. Even in the hot and tropical south it is possible to have a day of genuine winter.

Purported location: Occasionally these horns are found washed ashore on southern beaches and rumors abound that one was spotted in Sulz. (Details of Sulz may be found in *The Excellent Prismatic Spray*, Vol. 1 Issue 3).



Cube of Communication

(12pts, Permanent)

Summary: Allows you to communicate with a chosen individual across space and time.

Description: The cube of communication is a crystalline block, about nine inches on each side, which pulses with a red and blue aureole. You may attune it to any single individual, using that person's hair, nail clippings, blood, skin, a severed appendage, or an item the person fashioned. The latter can range from a letter written in the subject's hand to a magical item of his creation. The attunement requires 24 hours of ritual chanting.

At will, the owner of the cube can create a link with the individual. He sees the subject's face appear in the cube, and may hear them speak. The subject can hear your disembodied, echoing voice. The subject cannot see you.

The magic of communication traverses any distance and ignores all dimensional barriers. If the subject has decamped to another period, the cube may still reach backwards or forwards in the chronosphere to establish a connection. It cannot contact the user's past or future self.

Purported location: Rananbet the Fat claimed that he saw one in Tinkerdhre's emporium but did not have the asking price.



The Delicate Warning of Ill-Intent

(6pts, Permanent)

Summary: A fish-shaped clasp that warns you of hostile spirits and prevents your location by madlings.

Description: A piscine adornment that can be used as a hat-clasp, pendant or brooch, the charm is made from turquoise and resembles a fish leaping proudly from foaming waves of malachite and lapis lazuli. The item causes the charm to turn blood red in the presence of ghosts or elementals with less than cordial intentions towards the wearer. A pleasant side effect of the charm is that it obscures the location of the wearer by any madling deliberately sent out to find them.

Purported Location: The one whose location is widely known is claimed to have come from the Yushu Littoral.



The Enchiridion

(10pts, Permanent)

Summary: A book that gives you a 1-point boon to Etiquette, Scuttlebutt and Living Rough and magic item creation.

Description: The Enchiridion is an extraordinarily well-researched gazetteer of the regions south of the Land of the Falling Wall. In addition to waxing poetical about the joys of rustic life, this travelogue contains exhaustive information on the peoples, places, and hazards of said regions, as well as providing practical advice on how to extricate oneself from unpleasant social and environmental situations while traveling among them. This grants the user a 1-point boon to his Etiquette, Scuttlebutt and Living Rough pools each time he first uses the ability in a new locale in the region where he might reasonably use these Abilities to a limit of one point per pool per day.

Of more importance, the Enchiridion describes in some detail sundry magical artifacts, their design and construction, as explained to the author by the artifacts' creators. If you have a well-equipped work room, you will gain a 1-point boon if you attempt to create a magic item capable of holding and casting a spell you already know. Penned by the famed scholar Bazzacco of Ild Ummar, this tome is a much needed corrective to those penned by urban elitists who take an immoderate pride in their supposed "cosmopolitanism" as if dwelling within the walls of

5. Keanha the Corpulent states that Kory horn "...is a purple and green flowering plant that grows deep undersea, several of the fronds solidifying through the application of saline physics to a hardness that defies description. It is rank heresy to claim that the kory is some sort of aquatic beast."



Kaiin or Old Romarth were sufficient to elevate their own narrow-minded presumptions to the level of truth.

Purported Location: Complete copies cost 2000 terces on the rare occasions they are found (ironically they normally become available in large cities)



The Fabulous All-Calming Mirror

(10pts, Permanent)

Summary: A mirror which refreshes all pools over a day.

Description: The mirror is a man-high, hand-thick oval, of pattern-welded gold, orichalk and platinum laminae, polished to iridescence, and set in a dark frame of an unknown dense wood. It is free standing and has a candle sconce at its base. Ordinarily, the pattern-welded surface presents as a mass of scintillating lines, but should there be a lit candle in the sconce, the mirror will reflect whatever is in front of it. If you look into the surface, you will notice that your image has a pinkish-gold aura, produced by the play of light over the welds. This nimbus has a calming effect on onlookers, so much so that you feel no need to act on any hostile, violent, avaricious or acquisitive impulse possessed at the time.

A period of contemplation studying the mirror refreshes all your pools in one day and heals an injury per additional day. Every day you must make a contested Wherewithal roll against the mirror's pool of 6. Failure to win the contest means that you spend another day in pleasant contemplation.

Merely covering the mirror does not break the trance into which you fall, lost in deep contemplation of your soul. Your body exists without need for food, drink, or exercise while the process continues.

Queen Zoh-Endre of Old Kauchique commissioned this item as a complement to the grand ruby *Panamorous Reflective* (q.v.).

Purported Location: The mirror was rumored to be in Cienid Ul.⁶

Gator's Flea

(4pts, Permanent)

Summary: A flea that increases your chances of persuasion.

Description: 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 twenty yards a minute 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. If the victim rolls an Illustrious Success on a secret Perception roll, he notices the flea; otherwise the victim becomes malleable. If the wearer then attempts to Persuade the victim of their wishes within a day of the flea's activities, the victim does so at a penalty of 1. This penalty lasts for a single Persuasion attempt.

Purported Location. Rumor has it that these were once relatively common but no one will admit to making them.



Gong of Life

(32 pts. Permanent)

Summary: It refreshes a pool instantly but reduces your life span if another strikes it.

Description: When fabricating this item, you wed it indivisibly to your own life force. It takes the shape of a small copper gong, which hangs from a stand, with a padded mallet to strike it. Whenever you ring your own gong, you can refresh either your highest non-Magic pool or your Health pool, as you prefer.

Any student of magic knows that it is normally very difficult to continually recycle one's fortune (in rules terms, refresh a pool) in so easy a manner. If you create a gong of life, you pay for superseding the normal rules of magic by taking an enormous risk: whenever any person strikes the gong with a silver hammer, you lose a year from your life span, and must make a Health roll (with a levy of 1) or suffer an injury. Even when the roll is successful, you will find the effect extraordinarily painful and you will suffer a -1 penalty on all rolls pertaining to physical action or complex mental activity, such as the casting of spells, for the next hour or so. Simple social abilities, including Persuade and Rebuff, are not penalized.

The ill effects of another striking one's gong persist no matter how great a separation exists between magician and gong. Because the gong is most useful as a threat to hold over its user, gong purloiners often find it advantageous to

6. Scholars and charlatans have scoured the world for this magical artifact. There have been seven purported sightings and two "recoveries" of the item.

keep a Cube of Communication (q.v.) on hand to facilitate the issuance of threats, and to bask in the victim's pitiable supplications.

This item so incredibly tempts your circle of ill wishers to steal it that all Possessions rolls associated with it are made with a levy of 8. You can only make a Gong of Life for yourself. There is one case of an imprisoned magician making a Gong of Life as a condition of his release.

Purported location: Rustoppen's *Ritual*

Artifacts and Major Thaumaturgical Items of the Derna/Scaum Basin mentions that the instructions for making a gong of life are carved on the inner chamber wall of the tomb of Zaffdithosa. Mazirian the Magician is also purported to hold that of Azvan the Astronomer.

He tapped again and again. Suddenly, Azvan's face shone from the crystal, beaded with pain and great terror.

"Stay the strokes, Mazirian!" cried Azvan. "Strike no more on the gong of my life!"

a relatively nondescript bridle, such as might fit a medium-sized riding beast. Its true power only becomes evident when you get the bit between a mount's teeth. Any creature then immediately becomes tractable and pulls with twice the strength one would normally expect. The bridle grows or shrinks to fit any mount, and the same bridle can be used on an oast, a mermelant, or a deodand. Using the bridle, even a pelgrane becomes a useful mount. The creature

must be rendered immobile for the bridle to be fitted, in most cases a difficult proposition.

There are disadvantages; the creature finds it difficult to eat with a bit between its teeth, and unless suitable nourishing liquids are provided, the bridle must be removed after no more than eight hours. The other disadvantage is that once the bit is removed from between the mount's teeth, the mount's original nature returns, and its use as a beast of burden may leave it in an aggravated state.

Purported Location: Hoptile was last seen, bit firmly between his teeth, being ridden into the forest by a salivating deodand. His original bridle is doubtless long decayed. Others still exist, whether made by him or copies produced by other mages is uncertain.

The Heliosdactum

(5pts, Permanent)

Summary: Collects then releases light, either gently or in a blinding flash.

Description: A delicately sculpted bronze brooch in the shape of a sunflower, the Heliosdactum collects sunlight throughout the day, slowly unfurling as the light increases before gradually closing at dusk. Just utter a simple operating phrase, and the flower will reopen and slowly release that light over a period of four hours or if another phrase is used, in one blinding flash. Any witnessing the flash must score an Illustrious Success on their Wherewithal roll to avoid being temporarily blinded.⁷

Purported location: Rumor claims that these are as common as fleas on a pariah tree weasel in excavations which took place at the site of the great trading city of Sandine. (Sandine is mentioned in *The Excellent Prismatic Spray*, Vol.1 No 3.)

Hoptile's Bridle

(4pts, Permanent)

Summary: Causes a creature to become your mount.

Description: This plain but functional item appears to be

The Invaluable Farvoyer

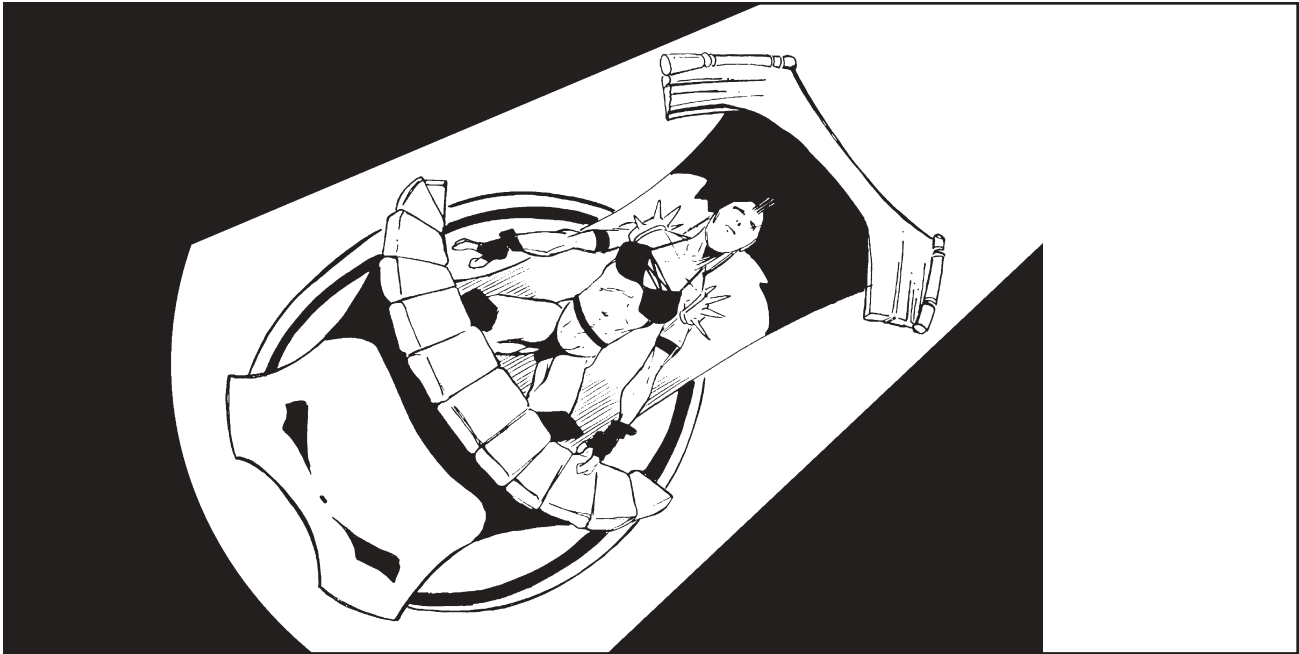
(12pts, Permanent)

Summary: A device to view distant places or people.

Description: A farvoyer is a device that magicians use to gaze at distant places on the same planet and dimension in which they are currently situated. Once a common fixture in every magician's manse, few now remain extant. In order for the device to work you must have previously visited the desired location, or be viewing a specific individual whom you know well and to whom the device has been attuned. Farvoyers are activated by a simple cantrap. Rhialto's farvoyer is in the shape of a tabouret.⁸ When you press one of the projections (or scallops), it links a specific individual or place into the cantrap. This is the very device that Rhialto has used to observe the secret location of each and every IOUN stone belonging to his fellow magicians of the association in which he is a member.

7. Blindness causes a penalty of 1 on all activities for which sight is helpful, and certain activities such as reading become impossible.

8. That is to say an old, dark and small-wheeled cabinet, decorated with a continuous series of angular projections along its border.



When in use, Rhialto opens the doors of this apparatus and observes a holographic representation of the desired person or area within. Any magician of merit will create obstacles to the perusal of himself or his personal affairs, and you must discover and discreetly bypass these impediments before the farvoyer can properly function against such a person.⁹ Rumor suggests that a farvoyer's capacity can be vastly enhanced to include distant planets and dimensions, but few if any magicians have retained such knowledge, and none admit to such.

Purported location: Instructions as to how to make one are in a tattered folio held in the Library of the Scholasticarium in Kaiin. Its whereabouts is known only to the Librarian Quirethomble (*The Kaiin Player's Guide*, p. 113).



The Jade Fish

(6pts, Permanent)

Summary: A floating carriage pulled by a fish that serves as water-born transport.

Description: This is a small pendant of jade on a silver chain of exquisite workmanship. Should you place the Fish in a body of water the chain becomes a floating carriage and the fish grows to a size large enough to pull the

carriage. The enchantment lasts for one hour per Magic point you spend before reverting to become a jade pendant on a silver chain. The fish travels at the speed of a trotting horse. The spell can be halted at any moment by pronouncing the word 'Hilisku'.

Purported Location. There is a seam of jade on one of the Isles of Cloud which looks identical to that from which the fish was carved. Whether this is the original source is unknown.



Jilish Musical Box

(5pts, Permanent)

Summary: A box that adds boons or levies to Persuasion or Rebuff abilities.

Description: 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 classic musical pieces from all eras. No tinny metallic tinkling, but 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

⁹. Standard manes are considered to have a Magic resistance of 5 for the purposes of this item. The value may be increased. A failed attempt to farvoy usually means the resident magician becomes aware of the attempt.

which are mentioned anywhere on the box. To discover each demands an Illustrious Success at Pedantry. The music played has a magical ability to enhance certain Persuade or Rebuff modes (granting a boon of 1). If instructed specifically the musical box concentrates on these modes, if not 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 you need to know the commands. (A separate Pedantry roll for each, but once you have realized commands are needed an Ordinary Success suffices.) When the box is working but silent, it acts subliminally. Unless instructed otherwise the box will randomly cycle through tunes and those near it will find their Persuade or Rebuff rolls being affected by a boon or levy of one, purely at random. The box is magical but does not need recharging because it recharges itself. Each morning it absorbs one point from its owner's Magic pool. The owner does not realize this and the missing point will be refreshed normally. Should the owner not have any Magic points, the box absorbs a Health point instead so the owner starts to feel tired and overworked.

Purported Location: The only known example is said to have come from the Caverns of Tuelle.

Memory Token

(6pts, Permanent)

Summary: A coin that memorizes a message or spell for you.

Description: 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 he holds the token in his hand and says, slowly and distinctly, what it is that he 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.

If you have a Magic or Warding rating of 10 or better, you can also store spells in this object. One Straightforward spell can be carried in a token and it will be cast on the first occasion the token is exposed to the light. The spell, when cast, affects the person nearest to

the token other than you, so they are occasionally used as traps for the unwary – in effect, a ward (see p.79). The spell is cast with a Magic pool of 5, plus up to 5 extra points you imbue in the token from your Warding or Magic pool when the ward is originally made. Beware – if no other person is in range, then the spell will affect you. The only way you can change the spell on a token is to let the token cast the spell.

Purported Location: Most seem to have come from the Golgi Era (p.148).



The Miniature Conclave of Abbat Loam

(10pts, Permanent)

Summary: A source of knowledge and rhetorical entertainment.

Description: A small case of polished deodar wood, lined with heavy damask, contains six small figurines carved from alabaster, marble and aromatic popin wood. Each figurine represents a senior member of a fractious association of Arch-Magicians from the 19th Aeon, and each is imbued with their debating ability, although little proper knowledge. When cast to the floor, a life-size simulacrum of the magician appears, and begins to harangue and chastise the person whom the conclave owner directs. If other figurines are thrown to the floor, they will also enter the debate. Abbat Loam used these figurines to test out the effectiveness of his rhetoric, and guess voting intentions amongst his colleagues. They also make irascible party guests, or status-enhancing dinner companions. Whilst they appear solid, they are quite insubstantial. The simulacra have no physical presence, only knowledge, and can be made quiescent only with Liberation of Warp, or a similar magic. The figurines are those of:

- ✦ Zemiah of the Steppes, a bird-faced martinet dressed in every shade of red (Obfuscatory 15, Wary 15, Pedantry 5);
- ✦ Cambalan, a saturnine necrope who commands the Fifteen Moons (Eloquent 15, Penetrating 15, Pedantry 5);
- ✦ Chemask the Silent, who communicates by means of speech bubbles and frantic gestures (Forthright



15, Pure-Hearted 15, Pedantry 5);

- ✦ Exorimbah, the affable hedonist, whose easy-going nature infuriates his colleagues (Charming 15, Obtuse 15, Pedantry 5);
- ✦ Xho the Demonist, hot-tempered and hoarse, who knows the ways of Jheldred (Intimidating 15, Contrary 15, Pedantry 5);
- ✦ Kang Paom, a master of the vats whose goal is to create the perfect retainer (Glib 15, Lawyerly 15, Pedantry 5).

Purported Location: When last recorded, the artifact was in Lumath in the collection of Chaladet, the Grand Thearch.



The Magenta Oculi

(5pts, Permanent)

Summary: Glass cusps that allow you to see through solid objects.

Description: This pair of convex magenta glass eyepieces can be comfortably fitted over the top of one's eyelids, or with slightly more discomfort worn for short periods directly against the eyeball. In either instance the oculi grant the wearer the ability to see through normally opaque substances. Such things include a foot of stout timber, several inches of solid stone, or a comparable thickness of other material. In some cases it is necessary for the wearer to manipulate the magical properties of these devices through focusing one's own eyes, especially where thin layers concealing a solid object beneath are concerned. Despite its obvious advantages, inexperienced users soon find themselves made queasy due to the inadvertent observation of unpleasant bodily organs and their contents. Those who imagine ownership will entitle them to voyeuristic pleasures are often sadly disabused.

Purported Location: Manufacture is a function of the glass blowers art rather than the sole preserve of mages, and it is believed the secret is passed down within certain families in the craft. Azenomei is mentioned whenever these things are discussed.



More than Utilitarian Headgear

(8pts, Permanent)

Summary: A hat that serves as a safe extra-dimensional escape hole.

Description: Resembling nothing more than an ordinary hat available to the common man, and of only averagely fashionable design, the headgear is in reality much more. Should the owner be threatened by assailants from which there is no escape, he may grasp the brim of the hat and pull it down over his head and entire body in one swift action. To an outside perspective, the hat consumes the wearer and is left lying alone upon the ground for a moment, before inverting upon itself and vanishing. Inside the hat, the one benefiting from its effect exists in a small inter-dimensional chamber, which those with foresight stock with provisions and an item or two of comfortable furniture. To exit the chamber the owner merely grasps at a small indentation in its floor, and pulls the dimensional space up around them. Should one suspect that danger still threatens it is possible to open the anomaly only a fraction and peer out. The hat will always reappear exactly where it vanished, which is perhaps its only drawback. Allegedly, some versions exist where the hat itself does not disappear, and may thus be used as a mode of transportation. In such cases an accomplice (possibly unwitting) may wear the hat. In all events, air within the hat's sanctuary begins to grow stale after a single day if the dimension remains completely sealed.

Purported Location: Dandanflores, chieftain of the Twkmen on the Derna won one in a bet. (More details of Dandanflores can be found in *The Excellent Prismatic Spray*, Vo1.1, No 1 available free on-line from Pelgrane Press).



The Necrotic Ear Horn

(5pts, Permanent)

Summary: Causes a corpse to answer a question or perform a task on your behalf.

Description: This small ornate device has two functions. When you press it against the mouth of a human corpse, the corpse will answer the next question asked in its vicinity, using up to twenty words.

If it is positioned against the ear of such a corpse, it

allows the magician to impress a single command of twenty words or less upon the deceased individual. As long as the carrying out of the command takes no longer than one hour, the corpse will attempt to accomplish it. After one hour the corpse returns to its natural state of inactivity, and can never be caused to resume motion again by the same means.

Animated corpses do not necessarily have the same skills they had in life, in particular they are likely to be regarded with horror despite any social graces they may have had in life.

Purported Location: It is thought that the Death Horn was created by an embalmer who preferred his charges to assist him in their own evisceration. They have tended to be the toys of specialists and have been passed down through the necromancer's trade.

The Panamorous Illuminex

(10pts, Permanent)

Summary: A chandelier that grants a boon of two to Seduction, and a levy of two to resist Rakishness.

Description: Any room you illuminate with this chandelier is one in which it is difficult to resist Rakishness. Any attempt to do so faces a levy of 2. Those attempting Seduction in the same room do so at a boon of 2.

Kastine Eunuch-bane had the Grand Ruby Panamorous Illuminex set over Queen Dowager-Consort Zoh-Endre's cell-bed in the third house of his gynareum. Zoh-Endre was once his sister-monarch and partner in power, but lost prestige and the ability to govern when an incestuous temporal paradox came to light. Bored and inconsolable, she took to her bed in the third house, hoping to spend her remaining years in listless contemplation. In an effort to stir her passions, Kastine commissioned a chandelier of rose gold and IOUN stones set to resonate at the carnal harmonies. Naturally, he tried the device himself. When he was satisfied that the light cast by the Illuminex would inspire all it touched to great sensual efforts, he hung it above her bed, lit the wick and waited for her grateful resumption of her side of the throne.¹⁰

Purported Location: It is believed that the Panamorous Illuminex was rescued when the kingdom was swallowed by the sea and may well still lie in the ruins of Cienid Ul.

The Pen of Chabal

(3pts, Permanent)

Summary: Takes notes for you and lets you recast a spell without your grimoire.

Description: At its most basic this is a pen that writes down whatever its owner says, without any need to manipulate it in person. The pen is particularly precise when copying down spells, marking the stresses and displaying the pervulsions clearly.

Most can only write if the parchment or paper is laid horizontally on a flat surface, others need an inkwell readily to hand, some are reputedly so cunningly wrought that they can write under water. They have become popular with lesser mages because should you cast a spell you have encompassed, the pen will write the spell down and you can, if necessary re-encompass it without having to return to your grimoires.

It seems that the original was made by Chabal, an Arch-Mage of the 19th Aeon, to take notes while he was busy working at his apparatus. The idea was popular and many have been made.

Purported Location: Most Arch-Mages will have one and they are not uncommonly found on the stalls of specialist purveyors of magical artifacts.

Pipe of Timoun's Memories

(5pts, Permanent)

Summary: Shows what is happening in a location where the pipe has been smoked.

Description: This is a nicely made ivory pipe. The bowl of the pipe is the carved head of an elderly man wearing a turban and is reputed to be the creator of the pipe, Timoun The Foggy, an inveterate traveler and pipe smoker. When smoking this pipe the smoker can see what is happening at that moment in any other place the pipe has

10. Zoh-Endre responded badly to her brother's loving gift and commissioned the Fabulous All-Calming Mirror to counteract its effects.



previously been smoked. With a little exertion of will, the smoker can focus on one of the landscapes which flashes through his mind. The smoker can see and hear what is going on as clearly as if they were in the same small room. Once the smoker has chosen the scene they wish to view they should not attempt to change it as this can lead to the confusing of events from many places.

The effect lasts during the smoking of the pipe (up to one hour).

Purported Location: Timoun was known to have lived in Val Ombrio in the early years of the 21st Aeon.



The Ring of Another's Form

(10 pts, Permanent)

Summary: Allows you to take the form and physical abilities of another creature.

Description: The ability to change shape, to adopt the form and accomplishments of another creature, has been a dream shared by many. This ring allows you to do this. Create a mental picture of a terrestrial non-magical creature smaller than a mermelant you have encountered and you will become it. You will gain all the physical abilities of the creature in question but retain your own intelligence. The ring alters to remain on an appropriate digit. The creature's pools will be lowered by the amount you have already used since your last refreshment, but never be less than zero. The owner may only choose a new form after they have refreshed all their pools.

Each hour the new shape is worn, the ring will try to complete the process by persuading you that you genuinely are the creature, not a mage who has changed your shape. The ring has Persuade (Forthright) 6. The ring refreshes every hour. Should the ring succeed in its attempts, the wearer becomes the creature and will never attempt to change back.¹¹

Purported Location: Most are found in the lairs of wild beasts, usually encircling a bone.



Ring of Fire

(5pts, Permanent)

Summary: A ring that inflicts fire damage on your opponents.

Description: An artifact of the utmost simplicity, this is merely a ring with a lowly fire liggan (the lowest of elements) bound to it. Wearing it a mage can at any time produce enough flame from his ring finger to light a pipe, start a fire with damp wood, or even mull a glass of wine.

In times of emergency more may be demanded of the liggan: with a shouted command the mage can attempt to unleash a blast of flame which sweeps over their opponent, forcing them to take a Health roll to see if they survive the experience. (See *The Dying Earth RPG*, p. 56.) To unleash the flame the mage makes a Magic roll with a limit of zero.

The full power of the ring may only be unleashed once per week.

Purported Location: Many were made by the Brethren of the Riant Eirenicon in the 19th Aeon. The rings are still found in Cutz.



The Ring of Surrogate Health

(3pts, Charged)

Summary: A ring that takes two injuries for you at the expense of your Health rating.

Description: This ring has the appearance of a naked victim of the rack, twisted round the finger of its wearer. It does not block the blows of enemies as armor would, but instead absorbs the damage. The ring is charged by donating a point of your Health rating. This is a simple ceremony involving an hour's meditation, so cannot be done in the midst of a fierce combat. You can, of course, later increase your Health rating by using Improvement Points.

When you are attacked or suffer damage in other circumstances roll against your Health pool as normal, but if you fail, rather than the wearer taking an injury, the ring absorbs the damage. It can absorb two injuries before it requires a recharge. The ring cries piteously when it is wounded, and leaks a little blood. It will sob quietly until recharged or discarded. If it is discarded, it will explain its purpose to the next person who acquires it in the language of the 15th Aeon, and beg for release. What would hap-

11. Companions can try to restore the wearer's true form but this involves removing the ring, normally by cutting off the digit.

The Pipe of Timoun's Memories





Roll	Effect
Dismal Failure	The liggan is exhausted, and the ring no longer functions
Quotidian Failure	A perfunctory fizzle. No effect.
Exasperating Failure	The ring splutters and smokes.
Hair's-Breadth Success	Flame covers 20% of opponent
Prosaic Success	Flame covers 40% of opponent
Illustrious Success	Flame covers 60% of opponent and 20% of anyone adjacent to him.

pen were the ring to be given this release is unknown.

Purported Location: These rings tend to be treasured and passed down through families, often being cut off the hand of the last owner by a dutiful squire and returned to the family for the next generation.



The Rod of the Crawling Vision

(10pts, Permanent)

Summary: A rod that instills terrified obedience and hatred.

Description: This rod of black iron engraved with glyphs acts directly upon the opponent's Wherewithal rather than their Health.

When you strike the victim with the rod, they must make a successful Wherewithal roll. The rod has five points of fear for the purposes of the contest. If the victim fails, she breaks down and will do anything the wielder of the rod wishes them to, rather than risk being struck again.¹² A Dismal Failure, or losing all her Wherewithal points means that the victim literally collapses, sobbing, incoherent and incapable of moving. The victim will obey you out of fear for the next full day, but hate you thereafter. Gain a one-point Adversary.

Purported Location: It is interesting that most have been found in the coffins of mages, some indeed lodged amongst their twisted bones.



Rouseer's Rune

(4pts, Permanent)

Summary: A rune that stores and casts a spell for you when activated.

Description: Rouseer is known to have investigated the properties of IOUN stones and was interested in producing a substitute. His researches led him to a rune which, when engraved on the correct type of stone¹³ would trap a spell within its bindings. The spell could then be cast at a moment's notice, or even automatically if a certain situation pertained. An example of this would be where the spell Omnipotent Sphere would be cast the instant any rapidly moving object came within a hand's span of the wearer's person. If the caster is not present, Rouseer's Rune acts as a ward (see p.79).

In theory the rune can be recharged with different spells innumerable times, but it does seem that the rune conforms to the first spell stored in it, and any other spell stored subsequently risks being mutated to match the initial spell. Hence when the spell comes to be cast, on a Dismal Failure the spell has been corrupted and results in a bizarre effect combining the actions of two spells. This will cause the rune to dissipate.

Purported Location. A popular artifact, it is thought that some mages set their students to create one as an apprentice piece. Those found may contain spells, and may still have an automatic casting command in place. The casting command cannot be changed, although the spell can also be cast voluntarily at any time.



Sensorial Conflator

(5pts, Permanent)

Summary: A cylinder that allows continuity between vat creatures.

Description: 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

12. It should be noted, that while the victim may have disliked you before, it is as nothing to the antipathy they harbor after they have been struck by the rod.

13. He always used soapstone, slippery of surface and showing an affinity for the purpose.

basic knowledge from the creature that carried the Conflator to a new creature. This item is not usually for sale. Alarming, 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 (see p.119) the mage may totally bypass the *Does It Try To Kill You?* table, as you already know the character of the creature. The creature 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.

Purported Location: The local mortician fled town towards the Forest of Ascolais yesterday, leaving a corpse with a gaping hole.



The Sensuate Projector

(4pts, Permanent)

Summary: Allows you to view and eavesdrop on six individuals.

Description: The Projector is a small metal cube, small enough to be carried concealed within one's closed fist. Five of the surfaces each have a pretty engraving of one of the leading figures of Ascolian society.¹⁴ When activated, a scene is projected as a lifelike (though semi-transparent)

three-dimensional image onto the nearest suitable horizontal surface towards which the appropriate surface of the cube is pointed. The scene will gradually change to allow the watchers to see what the person portrayed is doing and saying at that moment. The sixth side is left free so that the owner may affix temporarily the likeness of the individual of their choice. The likeness must be excellent and have touched the skin or blood of the individual to be viewed.

Purported Location: Penalties notwithstanding there are known to be a number circulating in Kaiin and along the Scaum Valley.

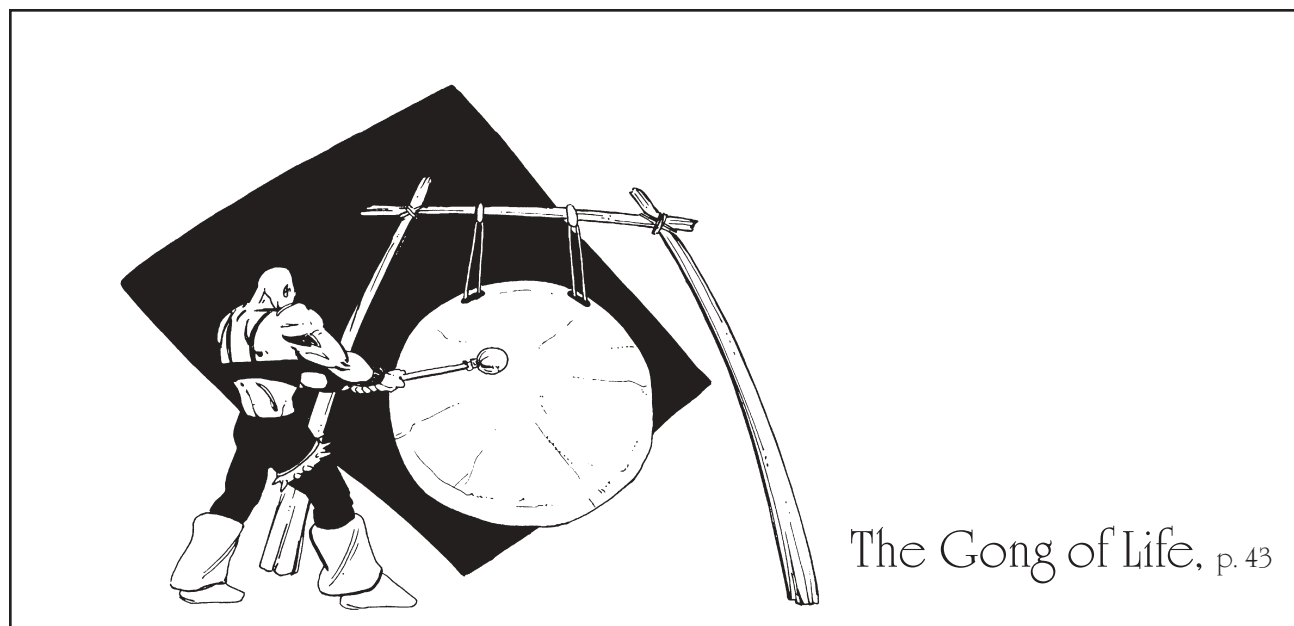


The Serpen Argel

(20pts, Permanent)

Summary: A huge apparatus that allows you to view anywhere in space-time.

Description: In the Magician's Museum outside Old Romarth, in the fourteenth alcove of the South Wing, a bare patch of marble tile shows where once stood the wondrous Serpen Argel: a magical, clockwork device of advanced wizardry and ancient origin. Twice as high as a man, the machine consisted mainly of two large, dark, articulated metal arms rising from the center and arching down like willow-branches to either side: from one branch



The Gong of Life, p. 43

14. Possession of one bearing the features of Kandive the Golden (as most do) is a crime facing an automatic death penalty. The punishment for a second offence is so draconian that we hesitate to discuss it here.



hung a glass globe larger than a human head; from the other hung a burnished bronze great-helm with gold filigree and two large cyan lenses fitted over the eyes. The main body of the Serpen Argel consisted of weights, counterweights, gears, levers, tuning-bars, wires, vapor conduits, lamps, reflective elements, knobs, wooden pins and studs, angle-planes, substance reservoirs, springs, and one large wooden cabinet containing several bags of the powder Argel Zeum Pholf.

To operate the Serpen Argel, the owner adjusted the various components, according to nearly incomprehensible mathematical formulae inscribed on a brass plate near the base. The arms swung about, achieving maximized placement according to the disposition of the controls. Months or years of study were necessary to encompass the components' intricacies, for the anonymous inventor of the Serpen Argel (possibly a Fellow of the Green and Purple college; an unproven speculation) compounded several functions across multiple parts. Perhaps the complexity was meant as a security measure – indeed, an entire module of the Serpen Argel was apparently devoted to backwards access through the time-stream, although no one in memory was ever able to activate it; thus the Argel was limited to simultaneity (a confusing concept *per se*). One bank of particular import, marked Compound-Reflexive Distancers, provided a series of concentric and parallel notched silver thumb-wheels, serving to fine-tune the observed spatial reference across vast distances, a crucial function if one were to wish to view far-off planets; effective use of the CRD bank fell under the category 'Advanced Operations.' Having adjusted the controls appropriately, the operator then snuffed a bit of the Argel Zeum Pholf powder into his nose. Within moments the powder suffused through his bloodstream and attuned his eyes to the helmet's view-crystals, which in turn were attuned to the glass sphere, which saw far and wide across the Earth and through stars, through any opacity, to any extent, wherever the operator had dialed the machinery to see. Donning the helmet and peering through the blue glasses, the operator saw whichever distant vista or scene or tableau the Serpen Argel's current configuration indicated; in the common circumstance of a misalignment, the operator could adjust the controls, or order assistants to make adjustments while he himself viewed the results. Over a matter of minutes, as the operator metabolized the

The cylinder quivered, softened, became barely transparent, slumped a trifle. In the center hung a pulpy white mass – a brain?

Argel Zeum Pholf, his view faded back to normalcy. Production of Argel Zeum Pholf was a simple matter, and the recipe was inscribed inside the wooden cabinet. Appended was a warning: human physiology, without a tolerance for the drug, can suffer acute damage including cephalic hemorrhage. Small doses, increased over weeks, will accommodate operators to the Argel Zeum Pholf; casual use is impractical. The easy way to cope with this is to give characters the ability to operate the Serpen Argel. After one week of study, this will be the same as their Pedantry.

With time they may increase their rating as they would any other ability. The functions may be summarized as follows.

- ✦ One can set the apparatus to view what is currently happening at any place in the universe. This takes an Illustrious Success to achieve.
- ✦ One can set the apparatus to view what is currently happening at any place on Earth. To do this the operator must keep a Tally (The Dying Earth RPG Rules, page 37) to match a total set by the GM. A total of 10 is a fair average. Note that points can be kept from one attempt to another, as the settings are noted down.
- ✦ One can view anything that has happened in the past. To achieve this breakthrough the user must set out to do nothing but attempt this. They must roll an Illustrious Success, then with no rerolls allowed must follow this with another two Illustrious Successes. At this point they have made the breakthrough and may now attempt to use the newly discovered facility. To track down a specific incident in the past demands that the characters achieve a considerable Tally. 30 pts would seem reasonable for a known event, perhaps as high as 60 or even 100 for an event that is merely suspected to have happened in secret.

Protection against magical scrying can thwart the Serpen Argel.

Purported Location: The name of the thief is suspect but not known. Hache-Moncour was implicated but after his downfall the Serpen Argel was not found among his possessions. The assumption is that he hid it, but has it been found?

Snake Ring

(10pts, Permanent)

Summary: Allows you to add poison to any held item, even through a container into its contents.

Description: This ring is in the shape of a snake swallowing its own tail. If you wield its power, you can introduce a venom once per day into anything you hold in your ring hand. The toxin is passed through any vessel so it is possible to poison wine that is in a sealed bottle. A very astute observer who is concentrating on the ring might notice that it discolors slightly when it releases its venom (an Illustrious Success on a Perception roll). The poison, red dart venom, has a potency of levy 1 and an interval of 1 hour, and its effect is a slow, painful death over two days.

Purported Location: Rumored to have all been destroyed and the spell which created them forgotten, some even purport that they never even existed. Yet, occasionally, a trader will whisper an offer for a ring wrought in the shape of a snake for far more than one would think possible.



The Spider Charm

(10pts, Permanent)

Summary: Spiders that stalk, then inject poison into a victim.

Description: The small charm is a spider the size of your thumbnail carved from jet. It is normally worn as one of a pair, one from each ear. Place them on the floor and anoint each with something which has been in close contact with the body of the person you wish to kill and the two spiders will begin to stalk the intended victim. Each spider takes the most rapid direct course available, covering the ground at perhaps a yard a minute.

As they approach their prey they will remain in the shadows (the victim has a levy of 1 on their Perception roll; if the victim is asleep he does not even receive a Perception roll). Once in contact the spiders will each inject a dose of Creature Venom (see *The Dying Earth RPG* p. 59). This is automatic if the victim is asleep or unaware. Otherwise, the spiders use Attack (Speed) 12 Defense (Dodge) 12, Health 10. The spiders then return to their owner at the same speed.

Purported Location: It is rumored that these have been found in Forell's Port. Whether they are a result of work

by the Arachnomancer (see *The Excellent Prismatic Spray* Vol. 1 No 1) is unknown.



The Sword 'Contention'

(4pts, Permanent)

Summary: Allows you to attack and defend using Persuasion and Rebuff. Reduces Persuade rating and increases Attack rating.

Description: This sword has a long and largely forgotten history, its original makers name is no longer remembered. It can be used in any Attack style other than Cunning; when using it, your Defense style is always Parry. Using it allows you to use all the points in your Persuasion pool for your attack, and all the points in your Rebuff pool for your defense.

As a long-term effect, every time you use the sword in combat it takes 1 point from your Persuasion rating and adds it to your Attack rating. This is not straightforward addition; the cost of the point in your Persuasion rating is added as improvement points to your Attack rating. In other words, if your Persuade was 16 points, and you lost a point, you would have two improvement points to spend on your Attack rating. Obviously in the course of play you can spend Improvement points awarded to you by the GM to increase your Persuasion rating.

Purported Location: It may be that there are several similar swords, as there are reliable reports of this weapon being seen in several different locations in Almerly, as well as Val Ombrio and even Efred.



Talisman of Anthropic Imposition

(3pts, Permanent)

Summary: Turns you or an opponent into a ravening half-man.

Description: It appears that the sole purpose of this device is to transform the wearer into a ravening half-man. Clearly there was once more to its properties. The talisman is powerfully magical, and yet its properties are particularly difficult to identify by any means magical or mundane. Within moments of donning it, the wearer turns into a deodand or other half-man, and begins to act



accordingly. Eventually the talisman might fall off whilst the creature sleeps, is snagged on a branch, or otherwise be removed by accident. Otherwise it might be up to the wearer's companions to free their fellow from this affliction. Once the device is removed, the afflicted individual returns to their normal form with no recollection of what has occurred, with no wounds or other abrasions, even if the creature he apparently became was injured during any struggle. There is no knowing what creature a person will turn into on the first application, but it will always be the same one should the talisman be worn again. Oddly enough, each creature thus brought into existence seems to lack speech and reason, even so much as regular half-men appear to possess these faculties.

The half-mad magician Kooleman, or some such misguided individual, may have created this ancient artifact. Perhaps Kooleman himself knew how to control the device – or perhaps not, since he vanished without trace, leaving his manse unprotected, and the talisman was found decades later in a mountain cave many leagues from his former domain.

Purported Location: There are tales that the device was around the neck of a creature cast down the pit in the Undercity in Kaiin. (For further details see *The Kaiin Player's Guide*.)



Thrasmo's Trencher

(3pts, Permanent)

Summary: Provides food for one, or two at a pinch.

Description: A simple wooden plate. If the owner passes his hands over it and casts the command word, it is immediately filled with a satisfying meal of bread, cheese, smoked meats, a little fresh fruit and a small napkin with which one can wipe one's mouth after eating. It provides an excellent meal for one or an adequate repast for two, and can be used three times a day.

Purported Location: Variations of this artifact occasionally appear on the stalls of purveyors of magical artifacts. More elegant versions exist, promising a far more sophisticated repast.



The Vigilant Demarcation

(10pts Charged)

Summary: A circle of thread that casts Gilgad's Instantaneous Galvanic Thrust on the first thing that steps on it.

Description: 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, the whole becomes a magical barrier. If any part of the circle is subject to pressure (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 cast with a Magic pool of 10 (see *The Dying Earth RPG*, p.112). The item then becomes inert until it has been rewound and re-strung. The crank holds 24 charges.

Purported Location: Some claim that a deodand taken in the woods to the west of Sanra Water described something similar to the Vigilant Demarcation.



Vrazmund's Lucky Terce

(4pts, Permanent)

Summary: A coin that hypnotises anyone observing it spinning.

Description: Initially a 5 ottele piece of the Early Kang period bearing the head of Zaffloish III Maiserlesm, this coin has interesting properties. When you flick it in the air, for as long as it spins, anyone looking at it is caught by Felojun's 2nd Hypnotic Spell (see *The Dying Earth RPG*, p. 107) cast with a Magic pool of 10. You should ensure that you do not look at it or you too will be trapped.

There is a variant involving a ten terces piece of Kandive the Golden. The coin must be spun on its end on a table and it casts its spell until the spinning stops and it finally falls flat on the table's surface.



Purported Location: Fortunate individuals claim they have found these coins, or variants of them, in their loose change.



The Wand of Obdurate Affixation

(2pts, Permanent)

Summary: A wand which firmly binds materials together for several days.

Description: This simple wooden baton has the ability to create a tenacious attraction between any two objects. These may be living or inanimate and need only be both touched by the wand and then pressed together for a moment or two. This effect lasts for some days, or until the wand is tapped against the place where the objects hold against each other. To render the wand inactive, one must keep it sheathed within a cover of pure silk backed with deodand hide.¹⁵

Purported Location: One has recently come to light in a haberdasher's emporium in Taun Tassel. Others doubtless exist.



The Yadnitz Charm

(7pts, Charged)

Summary: The first spell to strike you will have no effect; subsequent spells have a lower chance of affecting you.

Description: A small retiform pear drop of silvered bronze, suspended from a crude leather thong, this pendant is worn round the neck and attracts very little attention. Yet should the wearer be attacked by magic the charm will instantly cast a net of protective wires around the wearer which will absorb the spell and immediately disperse it as a flash of blinding light. The wearer does not have to do anything, and as the flash of light is directed away from him, he is the only one who will not be stunned or dazzled by it.

The pendant should be recharged after every use, but can function more than once without charging. To recharge the charm, use the standard recharging rules (see *The Dying Earth RPG*, p. 94)

The first spell is automatically dispersed. For the sec-

ond and subsequent spells which are directed at the wearer without the charm being recharged, make a roll with a limit of zero. An Illustrious Success means that the spell has inadvertently recharged the charm (hence there will be no flash); any other success means that the charm has merely worked properly.

On a Failure the spell is dispersed but the charm melts and can never again be used. On a Dismal Failure the charm not only melts, but the flash of blinding light from the dispersed spell is directed inwards not outwards and the wearer is considered to have had 40% exposure to flames (see *The Dying Earth RPG*, p. 56).

Purported Location: They are not uncommon and can even be found sold by the superior sort of packman or specialist purveyor of magical artifacts. Purchasers would be wise to assume that the charm is not charged and arrange for it to be charged immediately.



Yimbolo's Folding Closet

(5pts, Permanent)

Summary: A wardrobe that folds to a convenient size, cleans and presses clothes and may lead to Yimbolo's manse.

Description: 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 cantrap, 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 taken out so much as rumpled by the folding process, though a Folding Closet will only clean and press the garments within once each 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 it 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. (Once a person has passed through and closed this panel

15. Interestingly, but understandably, the wand will not stick silk to deodand hide. This is not normally considered a problem.

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.)

Purported Location: Local legend insists that there is one somewhere in the Diadem of Unseen Merit, Kaiin. (For further details see *The Kaiin Player's Guide* p.XX)



Yorba's Grafting Enzyme

(10pts, Charged)

Summary: A paste that grafts body parts together.

Description: The enzyme is a yellow paste with the texture of tar and the odor of bile. It causes flesh, living or dead, to become malleable. What is more, any two surfaces that touch will be joined together in such a way as they can function, if possible. Nerve will graft to nerve, blood vessel to blood vessel. For example, should one use it to attach another hand to one's forehead, the fingers would indeed function but there would be no wrist movement. One pot is sufficient for four legs, twenty arms or fifty eyes.

This unguent was the main development from Yorba's spare parts surgery.

Purported Location: Anyone finding Yorba's manse will

surely find the recipes for his medicines. To find the manse may well entail tackling The Test of Yorba (see p.XX)



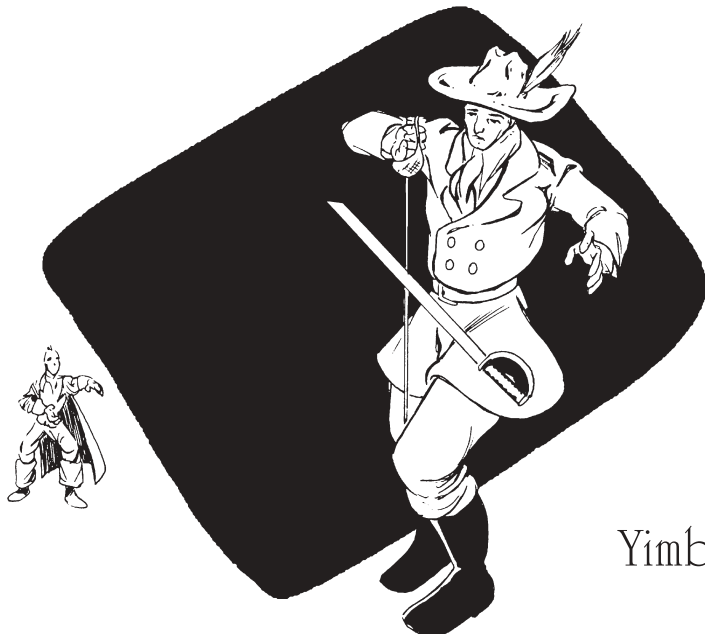
Yorba's Sealant

(10pts, Charged)

Summary: An antidote to the Grafting Enzyme and a way of curing injuries.

Description: Similar in appearance to Yorba's Grafting Enzyme but with a less pleasant odor, the sealant is used to neatly close up all wounds. It also acts as a counter to the Grafting Enzyme which will not function, if even the smallest trace of sealant is present. As such it is useful if your underlings get the enzyme on their fingers and you have some further use for them. It also closes wounds instantly. Note that this is not the same thing as curing the injury; shock and infection are still risks: it cures an injury, but does not refresh Health. Each pot is sufficient for ten injuries, or to counter act a similar amount of the enzyme.

Purported Location: The recipe is surely in the same place as the recipe for the enzyme – Yorba's Manse.



Yimbolo's Dancing Blade p.108

Zaladet's Band

(3pts, Permanent)

Summary: Animates a corpse to perform physical actions for you.

Description: Wearing this ring it is possible to control the actions of one dead body. The body retains its motor functions and reflexes so it can operate, but has no will and merely obeys the ring wearer's commands to the letter.

The body needs life to fuel it and the death of a rat-sized animal will keep a body animated for a full day (sunrise to sunrise). The only problem comes when the body suffers damage, as it attempts to draw life from you to help it absorb the damage and fulfill its orders. This means that it will draw on the Health pool of the ring wearer for 1 point every time it is injured, unless you have an appropriate life that can be sacrificed instead – within fifteen seconds.

You should phrase your orders carefully. If the body is instructed to abort its mission if injured then it merely collapses when successfully struck.

Zaladet may or may not have been a necrope; little is known of him. He must have had need or desire to work with the dead on a regular basis.

Purported Location: The last known source was a decaying manse north of Port Perduz, but there are doubtless other sources.



Zokhargrim's Frightful Mask

(6pts, Permanent)

Summary: A demon mask to terrify all who see it.

Description: This mask was molded directly on a particularly dire demon's face, captured and held still for this occasion by the magician Zokhargrim. The mask is made of a black metal, painted with the meretricious colors of the demoniac face. Witnessing someone wearing this mask means making an immediate Wherewithal roll.

- ❖ On a Dismal Failure the viewer flees whenever they see the mask, no future roll being allowed.
- ❖ Any other Failure means automatic flight, with a new roll permitted on a separate occasion.
- ❖ An Illustrious Success grants total immunity to the mask.
- ❖ Any other Success means that the viewer merely averts their gaze, which may impose penalties if, for example, they wish to engage in combat with the wearer of the mask.

With automatic flight, the fugitive keeps on fleeing until they cannot possibly see the mask anymore. If they cannot flee, they lie curled up on the floor with their eyes closed. Sometimes nausea and vomiting are possible under these circumstances, so a Health roll is called for as well.

It is said by some authorities that the demon is still linked to the Mask.

Purported Location: Zokhargrim is buried somewhere in the Valley of Graven Tombs.





Zokhargrim's Frightful Mask



CHAPTER FOUR

NOBLE QUALITIES AND OBSCURE MERITS

This chapter is devoted to a type of ability add-on, the *tweak*, originally introduced in *Cugel's Compendium of Indispensable Advantages*.¹ Presuming that you had the good taste not to sully your bookshelf with that grasping and odious collection, we have no choice but to briefly review this new rules appendage here, and point out that the superior quality of the tweaks herein increases their cost. The powerful tweaks in this volume are not available to Cugel-level weaklings.

A tweak gives you special benefits when you use its underlying ability in a specified situation. You must have at least 6 points in an ability before you can buy a Turjan-level tweak that modifies it.

To buy a tweak during play, spend 2 Improvement points. Players already experienced with the game may purchase tweaks during character creation, at a cost of 1 creation point per tweak. They may not do so if character creation occurs during a game session and their desire to exhaustively consider the merits of each available tweak forces the GM and players to sit around waiting for them to finally finish.² The GM may limit the number of tweaks per character to five Turjan-level and five Cugel-level tweaks per character. Tweaks add a level of information to the game, for which you, as a player using tweaks, are responsible. If you can't quickly remind your GM what a tweak does, you can't use it. If no one has a copy of the book in which the tweak appears easily at hand, you can't use it. As soon as you ask your GM, "What does Premonition of the Blade do again?", you permanently lose the tweak, without regaining the points you spent on it.³

Tweak explanations consist of three entries: **situation**, **description**, and **benefit**. The situation tells you when the tweak applies, using few, if any, game system references.

The description tells you what your character does to bring the tweak into play. Any rules mechanics, when necessary, appear in the benefit section.

The use of tweaks is always optional. If you don't want to spend the points, you can just decline to do so, no matter when its governing situation occurs.

If the GM permits two characters to hold the same tweak, and that tweak is for one-time use rather than a permanent effect, only the first player to use tweak gains its benefits in any session. If you find a particular tweak to be of little use, with your GM's permission, you may cross it off your character sheet and replace it with another.

There are pedantic individuals who will look through the list presented below and lament that we have not provided an equal number of tweaks per ability. They will undoubtedly sour the air with their pious mewling about game balance, fairness and other such arbitrary constructs. Pahhh! Anyone intent on exploring the world as a Turjan-level character will rise above such petty restraints and grasp their opportunities boldly, thus achieving greatness while lesser mortals whimper and whine.



Persuade (Charming)

Soul of Discretion

Situation: You seek to use your appearance of trustworthiness to become privy to the secrets of one who would undoubtedly withhold them from you, should they recognize your true nature.

Description: With honeyed words and placatory gestures, you make it apparent to even the most paranoid of

1. A pedantic playtester pointed out that a number of tweaks were presented in *The Excellent Prismatic Spray* Vol 1, Issue 2. We commend his pettifoggery. Further tweaks are available in other fine Pelgrane Press books.

2. A condescending GM or one who expresses a momentary sympathy for the player in question may permit them to take tweaks at this time, but should consider some sort of vile punishment, such as the individual desirous of the tweak buying refreshment or edibles for the entire gaming group.

3. We can assure you that the loss of a tweak is more painful than writing the page references down on the character sheet.



individuals that you are someone with whom they can share their inmost thoughts and feelings without fear that you shall betray them. Of course, appearances are deceiving and, in this case anyway, a ruse perpetrated to acquire the most exquisite gossip.

Benefit: You may spend Persuasion (Charming) points as Scuttlebutt points.



Persuade (Eloquent)

First Loss is Least Loss

Situation: A friend or non-adversarial acquaintance has just had a setback when pursuing a goal that you do not want them to achieve.

Description: You explain that all previous efforts, while well-planned and expertly performed in the full blush of optimistic expectation have miscarried, hence further energy spent in this ultimately impossible task will be wasted.

Benefit: If your dispirited acquaintance attempts to Rebuff your tweaked Persuasion, she incurs a levy of 3. You must make your attempt immediately on your acquaintance's perception of the setback in her plans, at the height of her shock and dismay. If the acquaintance ever actually achieves his goal, your extra powers of Persuasion for this individual become void. In this case, you might expect a great deal of arrogant horn-blowing, loudly into your ear – taglines uttered appropriately by the acquaintance in this situation pay her double the normal rate.

Inspiring Oratory

Situation: The odds against you seem enormous. Disaster looms. Your companions are losing hope.

Description: You belong to a type rarely encountered in the fatalistic world of the ancient Earth – one whose stirring words can inspire acts of determination and bravery, even in the dissolute, the distressed, and the deviant.

Benefit: Once per session, you may make a Persuade (Eloquent) roll. On an Illustrious Success, all of your allies (not including yourself) gain a 3-point boon to their Wherewithal pools. On a Prosaic Success, the boon is 2 points; on a Hair's-Breadth Success, it's 1 point. On a Dismal Failure, all allies lose 3 Wherewithal points, as

your vivid words serve merely to underscore the crushing odds that now confront them.

In order to use this tweak, you must have the opportunity to speak for about a minute, clearly and without interruption. The intended beneficiaries must be able to hear and understand your words.



Persuade (Forthright)

“Enough Vacillation! Let us Proceed.”

Situation: Your colleagues are arguing at length over the correct course of action. You grow weary of debate and wish to move on.

Description: With a few well-chosen words you cut through the mess of verbiage, and the mission continues.

Benefit: Make a Persuasion roll. All opponents must Rebuff with a limit of 0. All who fail will follow the plan that you propose. The plan must be one already mentioned, and not for your specific benefit.



Persuade (Glib)

Torrent of Supplication

Situation: An opponent has you completely at his mercy, and intends to subject you to cruel agonies, if not snuff out your life entirely.

Description: You are never so persuasive as when begging for your life. Whether it is because you flatter your tormentors and make them feel powerful, or render yourself so piteous that the most sadistic captor can't help but feel a pang of sympathy for you, you have proven yourself a true master of the desperate, last-ditch grovel.

Benefit: In any attempt to bargain for your life, all of your opponent's Hair's-Breadth Successes become Exasperating Failures.



Persuade (Intimidating)

“I Command any Number of Discomforting Spells”

Situation: You are dealing with a non-magician or dabbler who stubbornly refuses to see your point of view.

Description: You impress upon the ignorant dolt that unless he does what you wish, you will cast any one of a number of horrific spells on him.

Benefit: When you are persuading an adversary with a Magic rating of 4 or lower, you may spend 2 points of Persuade (Intimidating) and the contest immediately ends in your favor. The victim of this bullying will consider you a hated enemy and will work whatever mischief he can once he's done what you ask. It does not work on those who know you well.

“Wretched man, I know how to make you speak. If your mouth were stuffed, waxed and sealed, you would speak! Tomorrow, I take a nerve from your arm and draw coarse cloth along its length”

Mazirian intimidating Turjan

Pseudo-Magical Imprecations

Situation: You are insulting a foe, rival, or other person who has foolishly incurred your limitless wrath.

Description: Your venomous invective is so vivid and disturbing that overly cautious magicians subjected to your highly detailed fits of rage may confuse your words for curses of actual occult power. When you are especially convincing, your foe will be unable to resist the urge to cast a variety of minor counter-spells, sapping his reserve of occult energy.

Benefit: You may contest Persuade (Intimidating) against any other character's Wherewithal. If you win the contest, you may spend any number of remaining Persuade (Intimidating) points. For every point you spend, your opponent loses a point from his Magic pool.⁴



Persuade (Obfuscatory)

The Vague Impression of Horror

Situation: You wish to impress others with your fearful knowledge of eldritch horror.

Description: By describing in terrifying but opaque detail the horrors you have witnessed and survived, you instill a healthy fear of your abilities.

Benefit: For the rest of the day, anyone present when you used the tweak must make a Wherewithal roll if they wish to initiate a contest (for example combat or persuasion) with you. If they fail, they will not enter the contest, and will only repeat the attempt if drastic circumstances force them – they will act as if they had been persuaded not to attempt such a contest. It has the unfortunate side effect of giving you a levy of 1 on any Seduction or Etiquette contests with those present when you used the tweak.



Rebuff (Contrary)

Foolhardy Spite

Situation: Someone is baiting you into performing a difficult task by denying that you are capable of it.

Description: Through sheer bloody mindedness, you exert yourself to achieve the task

Benefit: When dared to do something very difficult (it must have a levy of 2 or more), you reduce the levy by 1.

“Tell you? And then? You would kill me with hot oil in a moment.”

Turjan rebuffs Mazirian

Rebuff (Lawyerly)

Understanding the Small Print

Situation: You are presented with a binding contract, or asked to be bound by complex terms.

Description: With your sharp nose for legal loopholes you point out a flaw in their terms that makes the contract unreasonable.

4. Note well that your GM may well insist upon you roleplaying the venomous invective and may grant levies or boons with an open hand.



Benefit: When in any such situation, your opponent is at a levy of 1 to persuade you to sign the contract or agree to the terms.



Rebuff (Obtuse)

“As You Wish...”

Situation: You have been persuaded to perform a complex task.

Description: Your innate bafflement and disorganization make you confuse the exact nature of the task you must perform.

Benefit: Once per session, spend 2 points and the GM will tell you what you think the task is. It will not necessarily be much better for you, but will not satisfy the Persuader.

Contagious Confusion

Situation: Someone is being persuaded to perform a task of which you do not necessarily approve.

Description: By means of complex and convoluted interjections, you help your colleague resist the Persuasion attempt.

Benefit: For every two Rebuff points you spend, your colleague gains a boon of one to Rebuff. You can keep spending points for the duration of the contest. This boon disappears at the end of the contest, if any points remain.



Rebuff (Penetrating)

“You Are Here for the Crystal!”

Situation: A potential adversary is attempting to persuade you – you are suspicious that she has a hidden motive.

Description: Your knowledge of human (and non-human) nature lets you ferret out the motive behind the adversary’s attempt.

Benefit: Spend 3 points from your pool to get an insight into any secret motive behind your adversary’s argument. If there is such a motive, you win your Rebuff attempt. If not, the points are lost.

Rebuff (Pure-Hearted)

The Resistance of Purity

Situation: A demonic creature, demonist or other evil creature is blasting you with magical power that affects your mind.

Description: Your innocence and trust in the nature of things lets you resist such effects by force of will alone.

Benefit: You may spend Rebuff (Pure-Hearted) as Magic points for defensive rolls against such magic.



Rebuff (Wary)

“He has an Unconvincing Manner”

Situation: Someone is being persuaded to perform a task of which you do not necessarily approve.

Description: A whispered aside to your colleague helps them resist the Persuasion attempt.

Benefit: Your colleague gains a one-time boon of 2 to his Rebuff pool. You may use this once per session.



Attack (Caution)

“It is Best to Deal with this Matter Remotely”

Situation: A guard or some such similar being blocks your further progress.

Description: If an opponent is not aware of your presence, and more than 10 yards away, you may strike them with great accuracy with a missile weapon in order to avoid a more dangerous combat.

Benefit: You may attempt a Wallop with your missile weapon if your Attack pool is but three higher than your opponent’s.





Attack (Cunning)

“Come, Your Death Awaits”

Situation: You are about to enter melee combat.

Description: This tweak is for when you are using the weapon that goes with your Attack ability. You draw it and wield it with such obvious competence that your opponents flee rather than face your attack.

Benefit: Any opponent not capable of Walloping you with Defense or Attack must make a Wherewithal roll to face you. On any other Failure they and flee, casting aside their weapon if their failure is Dismal. On an Illustrious success, they are not impressed by your bravura demonstration. On any other Success they grit their teeth and prepare to fight you with a levy of 1 for their first round Defensive rolls.



Attack (Ferocity)

“You’ll Pay for That!”

Situation: Your opponent has just struck a blow, simultaneously wounding you and filling you with the desire to avenge yourself upon him.

Description: Few things focus the mind like pain. If in the previous Attack contest, you suffered an injury but are not Down as a result, this tweak gives you the chance to channel your pain into a powerful blow against your opponent.

Benefit: If you successfully strike a blow against an opponent in the contest immediately after you yourself were injured, you deal two injury levels rather than one as usual if they fail their Health roll. Thus, an uninjured opponent is automatically Downed and a Hurt character is either Dying or Dead. This tweak can only be used in the action immediately after you suffer an injury.



Attack (Finesse)

“There is a Weakness in the Matrix”

Situation: You confront a vat-spawn or other artificial beast.

Description: You know of some fatal flaw in the matrix used to construct it. Furthermore, you are capable of precisely striking this weak spot.

Benefit: You gain a single boon of 2 to your Attack pool during such a circumstance.



Attack (Speed)

Lightning Thrust

Situation: You face an opponent in combat and wish to end the matter quickly.

Description: You make an attack of extraordinary swiftness to land an unexpected blow.

Benefit: Once per session you may nominate an attack as a Lightning Thrust. Any Defense rolls against that attack have a limit of 0.



Attack (Strength)

Brute Force

Situation: You are attacking an opponent with some success, but not inflicting injury.

Description: By an extravagant muscular exertion you drive your blows through your opponent’s guard and inflict a terrible wound.

Benefit: Once per session whilst in combat, you may inflict an injury where your opponent would otherwise make a Health roll. Your opponent may make a Health roll with a limit of 0 and avoids this effect on an Illustrious Success.



Defense (Dodge)

“My Loyal Friend, if only you had Ducked”

Situation: You come under attack from a missile weapon or an aerial assault from a creature such as a pelgrane.

Description: Your servant or vat creature is hit instead of you.



Benefit: If you take an injury as a result of an attack, you may spend two points from your Defense pool and redirect the injury to your faithful retainer. Any person disguised as your servant, or temporarily acting in that capacity, may also be affected.



Defense (Intuition)

Premonition of the Blade

Situation: You have just sensed an attempt to attack you by surprise.

Description: Your alertness to attack is so acute that you are better at defending against would-be ambushers than those who would enter honorable combat against you.

Benefit: If you are alerted to an incoming attack by a successful Perception roll (see ‘Basic Surprise Rules’, in the sidebar on p.25), you gain an advantage against all attacking opponents. Your first Defense roll against such an attacker is made with a +1 bonus; all subsequent rolls against the attacker(s) grant you a boon of 1.



Defense (Misdirection)

Ungallant Riposte

Situation: You face an expert opponent with a strict code of martial conduct.

Description: By subverting his expectations of gallantry, you turn his principles to your advantage.

Benefit: You may spend Defense points as Attack points against such an opponent as long as he fights fair.



Defense (Parry)

“First You Must Get Past my Blade!”

Situation: An opponent not armed with a weapon attacks you.

Description: Any attack that does not penetrate your guard can cause your opponent an injury.

Benefit: If an unarmed opponent rolls a Dismal Failure on an Attack, you may spend 2 Defense (Parry) points to force an immediate Health roll.



Defense (Sure-footedness)

“Alas, You Should Have Avoided the Red Tile”

Situation: You become caught in a trap.

Description: Due to your sure-footedness, your loyal retainer is caught instead.

Benefit: If rolls indicate that you should suffer an injury from a non-magical trap, you may spend two Defense points and the trap afflicts your retainer instead. Any person disguised as your servant, or temporarily acting in that capacity, may also be affected.



Defense (Vexation)

Cutting Words Draw the Blade

Situation: You face an opponent who wields both weapons and magic, and you fear their magic.

Description: With taunts and stinging jibes you cause them to draw their weapon rather than mutter the words of a spell against you.

Benefit: If an opponent has a Magic pool within 3 points of their Attack pool, they must Resist Arrogance or spring to the attack with their weapon. They may resort to magic only after draining their Attack pool or suffering an injury.



Health

Blood Sacrifice

Situation: Your desperately need magical power, even at the expense of your physical well-being.

Description: Muttering horrific charms, you cut yourself to make a blood offering to an unknown otherworld being.

Benefit: Make a series of Health roll with a levy of 1. Each

roll gives you a Magic boon of 1 up to your Magic rating. You may not cure yourself between Health rolls.

Crakan the Diabolist has a Health pool of 15, his Magic pool is 8, his rating 11. He makes a Blood Sacrifice. He makes a Health roll, spending one Health point and gets a Prosaic Success. He gains a Magic point. His Health is 14. He spends and rolls again, this time rolling an Exasperating Failure, pays 2 to reroll and gains a Hair's-Breadth success. His Health is 11, his Magic pool 10, the same as his rating, and the most he can spend.



Magic (Curious)

Always Prepared For a New World

Situation: You have just been transported from one reality to another.

Description: Your natural curiosity is such that you are never at a loss, even for an instant, in a new, magical situation.

Benefit: You suffer no penalties of any kind as a result of your sudden shift from one dimension or time frame to another. As a matter of fact, your Magic (Curious) pool refreshes⁵ whenever you are shifted from one reality to another without your consent.

Curiosity Overcomes Fear

Situation: You have witnessed something novel and otherworldly or magical that has terrified you, whether a demonic ritual, gibbering shadow or a banquet of ghosts.

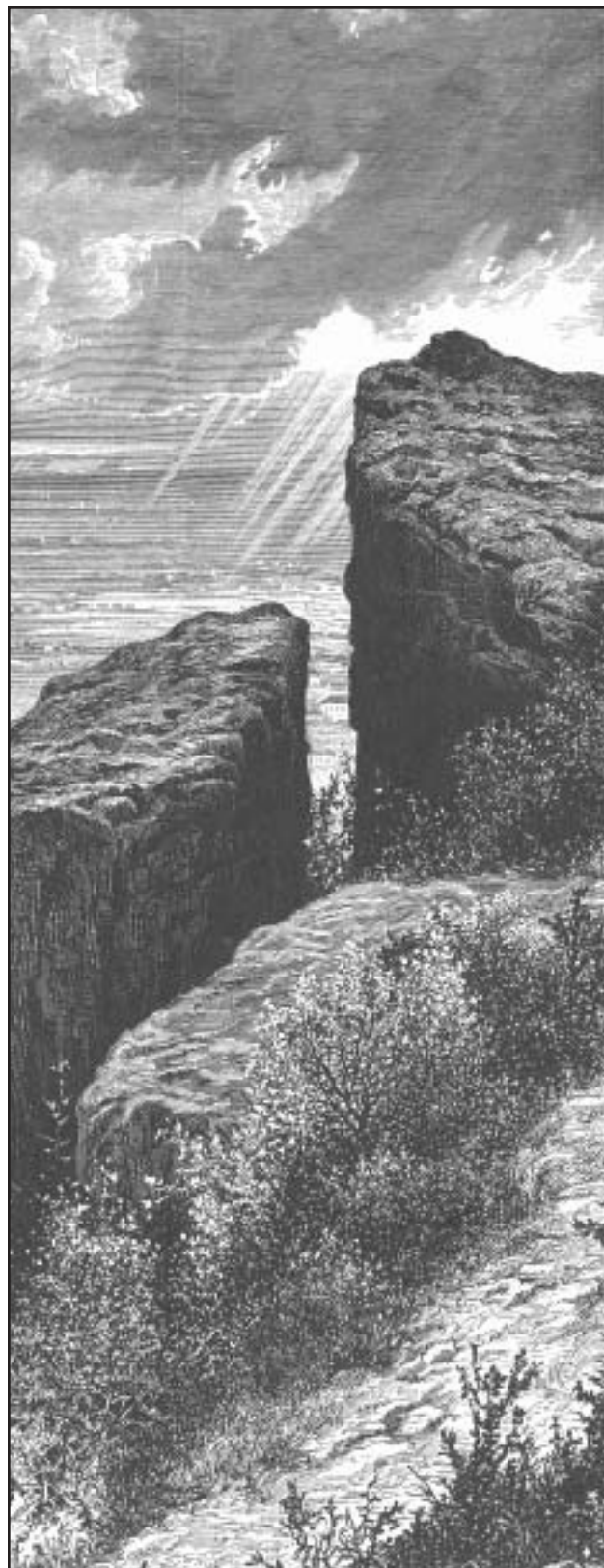
Description: Your natural inquisitiveness overcomes your fear.

Benefit: If you fail a Wherewithal contest, you may spend Magic (Curious) points instead of Wherewithal points to reroll. If you defeat or overcome the hazard, you gain a one-time boon of 2 to your Magic (Curious)

Fate Guards the Inquisitive

Situation: You are examining a magical item or area that you suspect may have defensive enchantments or other magical dangers, but your curiosity gets the better of you and you proceed.

Description: This tweak enhances your ability to resist



5. In case you think this is another example of 'a free lunch', ask yourself, would your GM refresh your pool unless you really needed it?



any hazard your probing nature activates.

Benefit: Invoke this tweak when you suspect a magical hazard and then trigger a magical trap. The first roll you are permitted in defense against it gains a bonus of 2. This protection does not extend to your companions.

“The Markings, Thus and So, Seem Oddly Familiar”

Situation: You are faced with a magical artifact that you have never seen before.

Description: Your time spent examining knowledgeable tomes gives you the chance to identify this object and its purpose.

Benefit: Use your Magic (Curious) instead of a Pedantry roll to try and identify this object. Even so, only an Illustrious Success gives the full spectrum of general information.



Magic (Daring)

Ethereal Ennui

Situation: An inherently magical being from another plane of existence, whether it be a demon, chug, astral emanation, spirit, or entity beyond category, has manifested itself in your presence, and its appearance, aura, unearthly screech or other qualities are so disturbingly alien that a normal individual would stand in utter paralysis, his brain singing.

Description: The bizarre configurations and emotional resonance of such beings do not perturb you in the slightest. In fact, the eerie and the unnatural give you an energizing thrill of discovery, one you would not trade for all the terces in Alмеры.

Benefit: You need make no Wherewithal rolls merely beholding or interacting with unearthly beings. For every fellow PC who fails such a roll, you gain a boon of 1 to your Magic (Daring) pool.

Supplementary Encompassment

Situation: You are encompassing spells.

Description: Through extreme diligence, after years of eyestrain, in the wake of a thousand sleepless nights, you have pushed your mind harder than most of your feckless

colleagues have dared to do. Consequently, on certain days, when your powers of concentration are at their utmost, you can encompass an additional spell.

Benefit: You may attempt to encompass one extra Straightforward spell per day. You may make a Magic (Studious) roll at the beginning of the day. If you allow a Dismal Failure to stand, you lose a currently encompassed spell; on any Success you gain a single extra spell. If you roll an Illustrious Success, you may encompass a Complex spell instead.

Swift Spell-Casting

Situation: With no prior warning you are confronting a prepared foe, either a magician who begins to cast a spell or a lesser foe merely intent on killing you in hand to hand combat. Fortunately you have no fear of danger and toss forth the syllables of your spells with reckless abandon.

Description: You gesticulate and speak so swiftly that you rob your opponent of their initiative.

Benefit: You may use your Magic rating, rather than your Magic pool to determine your initiative in a contest of Magic. If you roll a Dismal Failure when casting the spell, the results will be much worse than usual, often resulting in terrible injury or death.

Wild Casting

Situation: You would like to cast a spell, which you have earlier memorized, but have since cast

Description: Each cast spell leaves an ephemeral imprint on your sensorium. Working from these remaining spell fragments, you attempt to re-cast it without any sort of study or re-memorization.

Benefit: Once per session you may recast the spell with a limit of zero.



Magic (Devious)

“Aid Me, and Your Master will be Well Pleased”

Situation: You need the favor of a sandestin or madling who might conceivably believe that you are a valued associate of the magician who holds its chug.

Description: Through assuming the air of a confident

and powerful magician, you attempt to convince a sandestin who does not know you, to perform an action worth one indenture point on your behalf.

Benefit: Unless it knows of evidence to the contrary, the sandestin is predisposed to be convinced of your honesty in this case. You may spend Magic (Forceful) points as Persuasion points to convince a sandestin to perform an action for you.⁶ This act may not be to the obvious detriment of the Arch-Magician. The deed will not improve the sandestin's indenture with the Arch-Magician, and it is unlikely to be amused when it discovers this. The Arch-Magician will be even less pleased.

"I Sense Magical Peril"

Situation: You face an apparently wholesome situation, but you suspect a devious magical ploy involving harmful or manipulative magic or otherworldly influence.

Description: Impelled by a moment of foreboding, your senses momentarily heighten and your skin seems to prickle in the presence of magic.

Benefit: Using your Magic (Devious) ability, you can detect the presence of magic in an area where there is supposedly none. This might include a person who has encompassed spells or is merely not what they seem, a nearby hidden ward, or a powerful magical item. It can only sense magic from a source inimical to the magician. On a Dismal Failure, you sense magic where there is none, or become convinced your suspicions were mistaken even where the threat is actually very real.

"Occult Horrors Too Numerous To Detail..."

Situation: You are dealing with an uncooperative person, and it seems to you that threats which refer to your vast and hideous magical powers could motivate him to fearfully satisfy your imperious demands.

Description: No matter how great a magician's prowess, it can always be magnified by a little creative exaggeration. You are adept at alluding to, hinting at, or minutely describing various gruesome fates (real and imagined) that await those who run afoul of your spells and enchantments.

Benefit: You can pit your Magic (Devious) pool against the highest of your opponent's Wherewithal or Rebuff to persuade them to cooperate with you.

Magic (Forceful)

"Be gone, Pathetic Wretch, or I Shall Smite You to a Thousand Shards!"

Situation: You are threatened by a human or half-man with no obvious magical skill.

Description: You recognize a being that is likely to be impressed by magical prowess, and begin to gesticulate and intone confidently, as if preparing a mighty spell.⁷

Benefit: If your opponent's Magic rating is less than a quarter the level of yours, you can use your own Magic (Forceful) pool in a contest against the victim's Wherewithal. Success at any level causes the challenger to flee in terror.⁸

Glare of Ill Luck

Situation: You have just been bested in a contest (which you nonetheless survived), and the one who was victorious over you is still close by, even if they have transferred their attention to some other active pursuit.

Description: You glare with subdued rage and suspicion at your conqueror. So grim is your resolve that fate intervenes, causing them some minor mishap.

Benefit: If the target of your ill will is attempting a task involving a roll, their action is affected by your malignant glare. An Illustrious Success is unaffected; any other Success succeeds, but in a potentially embarrassing fashion. This translates in the game to many possibilities: dropping some fragile item, an inconvenient stumble, embarrassing clumsiness, being accidentally barged into, their attire being trapped in a closing door (to name but a few). If they roll a Dismal Failure the ill luck remains with them – they are at a penalty of one – for the rest of the day.

"Hah! I Perceive a Variable Pervulsion!"

Situation: You cast violent magic against a foe who has proved resistant to a previously cast spell.

Description: You vary your spell at a crucial point, subtly twisting its reality in an attempt to bypass whatever defenses your target may control.

Benefit: If the protections are such as the Redoubtable Guardian or Protective Rune, some force from the spell cast still manages to penetrate, causing minor injuries – a Health roll. In any other case, the opponent must roll as usual to defend against the spell, but at a levy of 1.

6. Without this tweak, these creatures would simply refuse to believe such flagrantly false appeals.

7. This is a trifling cantrap that makes tiny tongues of flame flicker across your fingertips, ideal for circumstances such as these.

8. This tweak works well in combination with the tweak 'Testing their Mettle' p.74.



“I Made You; I Can Unmake You!”

Situation: You are attempting to convince a vat creature or sapient enchanted item of your creation to do your bidding.

Description: Your intelligent creations quake at the very sight of you. You are both their loving creator god and their wrathful deity of destruction and hellfire. Though they may gain the independence to subvert your commands or to pursue their own lazy aims as soon as they leave your presence, they find it nearly impossible to gain-say you to your face.

Benefit: When Persuading your creations, instead of Persuasion, you may use your Magic (Forceful) pool against their Wherewithal.

Unfettered Power

Situation: You face a standoff, in close proximity, with another magician or a skilled combatant, with whom you have engaged in at least two exchanges of a formal nature. Face-to-face, spell-to-spell or weapon to spell, you have met your match, and the result hangs in the balance.

Description: As you and your opponent pause for breath, each realizing that the challenge may go anyone’s way from this point, you take a great risk and momentarily abandon reason, and lash out with uncontrolled magical power, taking your opponent utterly by surprise.

Benefit: You may spend Magic (Forceful) points on a single Strength attack, against which your opponent suffers a penalty of 1.

Magic (Insightful)

Biotic Intuition

Situation: You are making a vat creature.

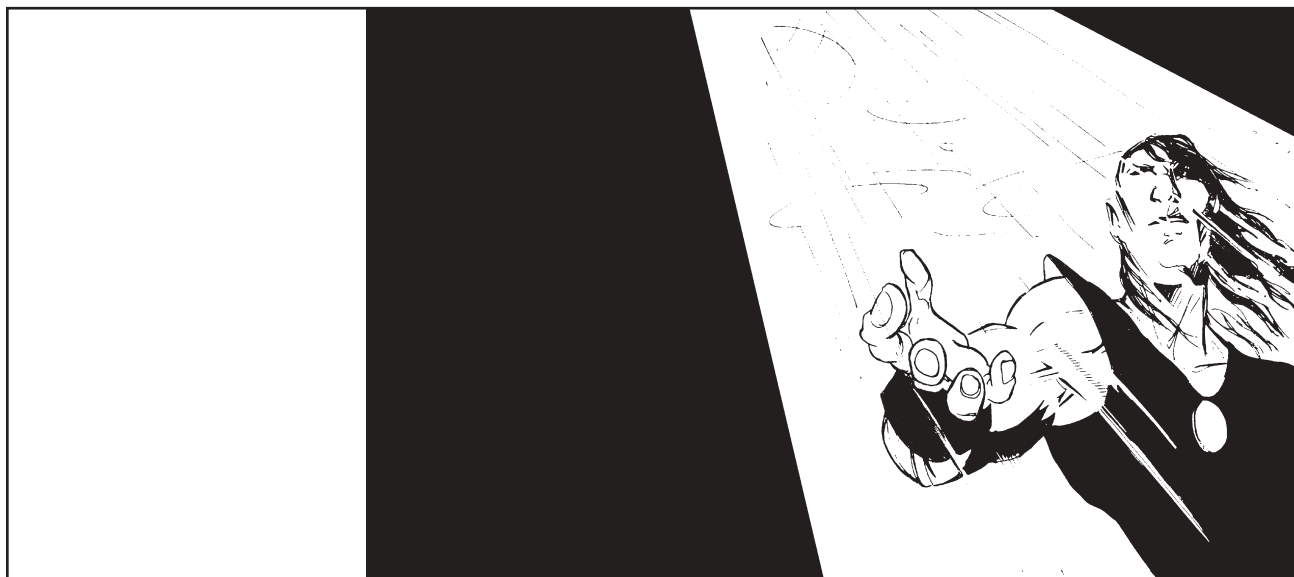
Description: The creation of life is the most challenging of all the occult arts, frequently frustrating even the most accomplished Magicians. Yet even as you first began to paw through the basic texts in the field – *Betzellod’s Primer of Azoic Life*, *Phandaal’s Apocrypha*, and the ineffable *Ubez Volumes* – you felt an instinctive affinity for the field. Intuitively, you made connections between the processes ponderously detailed in those texts, and the rhythms and harmonies within your own mortal form. When you began to translate theory into practice with your first, tentative steps towards manufactured life, you realized that these insights would catapult you to the first rank of vat creature progenitors.

Benefit: When making the two rolls needed to determine whether a vat creature lives, and what its attitude towards you might be (see ‘On the Manufacture of Vat Creatures’, p.119), you can buy ordinary rerolls for only 4 points apiece, and Dismal Failure rerolls for just 12 points.

Divine Entreaty

Situation: You suspect that only divine aid can save you, but fortuitously you may know just the entity to appeal to.

Description: This tweak calls upon a supernatural entity, more often than not a god, to grant the querant some boon.



Benefit: Once per session, you must make a successful Magic roll in order to be able to sacrifice X Magic (Insightful) points to gain a boon of X in another ability. The difficulty of the Magic roll depends on the nature of the entity abjured. For example, Retsbew is an agrarian spirit living in the frozen north. Requests for assistance in manipulating cattle or other livestock will be met with silence as Retsbew treasures these beyond gold or children. Yet Retsbew is only too happy to help when ridiculing pompous authority figures or recalcitrant underlings. On an Illustrious Success or Dismal Failure in the Magic roll, the entity will take a personal (favorable or unfavorable) interest.

“I Tire of Such Antics and will Invoke the Spell of Forlorn Encystment”

Situation: Your opponent is weaker in magic than you, and you wish to defeat him without wasting spells.

Description: Although you have not encompassed the spell of Forlorn Encystment, and may not even have the facility to do so, you know the first gestures and syllables of its activation.

Benefit: Most intelligent opponents who know of the spell (even magicians) will fling down their weapons and grovel for mercy. If you could Wallop your opponent with Magic, you may spend 3 points to do so. A success will cause your opponent to surrender.⁹

“Mischievous Moves Near...”

Situation: An opponent using magical concealment nears you.

Description: Your familiarity with the uncanny and dangerous gives you well-honed senses – you may well detect the opponent and turn to blast it.

Benefit: You may spend Magic (Daring) points to supplement your Perception pool when you attempt to seek out opponents concealed by the Mantle of Stealth, or similar magics. In addition, any penalty or levy induced by such a spell is reduced by 1.



Magic (Studious)

“Hold Fast, Creature – I Know Something to Your Advantage”

Situation: A demon or other-world being is about to attack you.

Description: You recognize the creature (or its type) from your wide researches, and recall a piece of trivia that it will find at least momentarily distracting.

Benefit: You may use your Magic (Studious) ability at a boon of one instead of a Persuasion ability when attempting to convince the being that this piece of knowledge is worthy of garnering its favor. Such trivia may include knowledge of the location of a favored foodstuff, a weakness in the defenses of one of the creature’s enemies, a cantrap to free it from minor magical domination, or even the location of a portal back to its own dimension. On an Illustrious Success this information will be sufficiently interesting to favorably affect the creature, on a Prosaic Success it will consider it for five minutes before rejecting it in favor of its original mission, and on a Hair’s-Breadth Success it will hesitate only one minute.

“Perhaps I can Invert a Quaver...”

Situation: Magicians are creatures of great power, but their flexibility is limited. Even the greatest of them can only coerce a small number of spells into their minds at once, and the vagaries of fate often force them into situations where the creature deserving of the Excellent Prismatic Spray dances beyond their reach, or thirteen people sit at a table for a feast.

Description: While it is quite impossible to simply improvise a spell the way a minstrel deftly composes a mocking limerick, it is possible for you to engineer a few small changes, though not without risk.

Benefit: By using this tweak, you can cause minor variations in a spell. Such tampering with arcane powers is clearly hazardous, and you may well find yourself Encysted when your goal was to liberate a sage buried in the 17th Aeon. The spell can change the target from Self to Touch, increase the range from Near to Sight, increase its duration, but not if it is instantaneous, or enhance it cosmetically, change its duration from Concentration to Feat or Hours, or from Hours to Day. You may only make one such change.

To use the tweak, you must make an additional unopposed Magic roll before casting the spell. Bonuses or penalties for spell difficulty do not apply. If the roll fails, then the spell is wasted. If you roll a Dismal Failure, the spell misfires horribly. If you are successful, you may then go on to cast the spell in the usual way. Extraordinary

9. This tweak works well in combination with the tweak “Testing their Mettle” p. 74



effects can be obtained by rolling an Illustrious Success on both the tweak roll and the spell roll.

Referential Indexing

Situation: An obscure fact or bit of recorded knowledge is required, but you have suffered insurmountable Pedantry failures.

Description: You find a volume known to you, and turn to the precise page where the information is recorded, either explicitly, or in terms sufficiently related to your topic of thought to bring the proper facts to light.¹⁰

Benefit: If a library (yours or someone else's, even, in extremis, a market stall selling manuscripts) is at hand, you may spend points from your Magic (Studious) pool instead of from your Pedantry pool to uncover the bit of knowledge you need. You may use this tweak only if your Pedantry pool is at zero. Also, obviously, a suitable profusion of appropriate written materials must be on hand.

"This Magician is Known To Me"

Situation: You meet a particular magician for the first time.

Description: Through your previous studies, which included sketches and descriptions of attire, you recognize the individual at hand, instantly recalling his work, his habits and his grasp of the magical arts.

Benefit: You may use your Magic (Studious) ability instead of your Perception when attempting to deduce the purpose and preferences of the magician, whether he can be trusted or is likely to wish you harm, who he fears, who are his allies, and what well-known spells he is able to encompass. You may also use this tweak against a person that you suspect is an impostor rather than the real magician, or even a person simply pretending to be a powerful wielder of spells.



Appraisal

"If Only it had the Inverse Spiral"

Situation: You are attempting to buy a rare or ancient item that was once widespread, and for which the owner asks a high price.

Description: You claim spuriously that the item in question is far inferior to the prime examples that existed at the

time. You point out marks that you claim show its inferiority or blank spots where particular emblems should be – in an attempt to convince the owner that it is a far less valuable object than he claims.

Benefit: When negotiating for obscure items, treat all rolls on the Haggling Chart (see *The Dying Earth RPG* p.119) as one step in your favor.



Athletics

The Bigger They Are...

Situation: You are faced with an opponent who is more than fifty percent larger than yourself, but less than three times your size.

Description: With superior calculation of the relationship between structural strength and the forces of gravity, you throw yourself bodily against the opponent, knocking her off balance.

Benefit: Once per session you may spend three Athletic points to knock such an opponent to the ground. A prone opponent defends with a levy of one and must spend the next round regaining their feet rather than attacking.

Skilled at Dodging Spells

Situation: You are faced with a magician intent on obliterating you with a spell.

Description: Your deft leaps and contortions give you a better chance of avoiding the spell's effects.

Benefit: Once per session, when you dive for cover, you may do so with a limit of 1 instead of zero (see *The Dying Earth RPG* p. 92).¹¹

"We Never Found the Body..."

Situation: You are facing certain defeat at the hands of a superior opponent, and the only means of escape appears equally unattractive.

Description: With your notable endurance, and perfect physical coordination, you jump off the cliff into a torrent, race into a burning building, or enter the goblin's cave.

Benefit: You take an injury, but survive the experience. Your opponent will suspect that you are dead, and be unable to find you, unless he has reason to suspect otherwise and rolls an Illustrious Success on a Perception roll.

10. This tweak allows Magicians with the Studious Magic style, rather than the Insightful, to use points in Pedantry pursuits – but not as economically.

11. Note that the rules say "a limit of one (no rerolls allowed)" This should read "a limit of 0 (no rerolls allowed)".


Concealment

The Surprise Reversal

Situation: You have broken away from a combat, and your opponent pursues you.

Description: Sliding into a cubbyhole, or concealing yourself behind a door, you ambush your stunned adversary.

Benefit: Spend 2 Concealment points to gain Surprise (p.25) on your adversary. You must be out of sight of your pursuer, however briefly, for this tweak to function.




Craftsmanship

Extracting the Remnants of Enchantment

Situation: You wish to use a magic item or piece of anachronistic technology whose empowering essence has waned.

Description: With deft hands and magical knowledge, you manipulate any hand-held, complex item with limited charges to extract one last burst of power.

Benefit: Make Craftsmanship roll. On an Illustrious Success, you gain two extra charges in a charged item which has no charges left. On any other Success, you gain one extra charge. On a Dismal Failure, the item malfunctions spectacularly, is destroyed, and you must make Health roll.



Driving

“Fear Not, I Raced at Kaiin”

Situation: You are driving a cart pulled by riding-beasts, or are on or adjacent to such a thing, and you are fighting for road space with a rival.

Description: As a youth, you have spent at least one season racing Dhjetar at the famous Kaiin Tracks (see *The Kaiin Player's Guide* page 142). You know exactly how to encourage the beasts to perform at their utmost, how to read the road, and how much punishment a particular transportation can take.


Benefit: For the duration of the need for speed, you gain a bonus of 1 to Drive rolls, except for a Dismal Failure, which will result in a spectacular crash.

A Hasty Departure

Situation: Following at your heels is a mob or other potent force intent on doing you harm, when you come across a vehicle of a type that you are at least familiar with. (The vehicle must be standing ready for departure and any other bona fide driver or guard must not be close enough to interfere. It is possible to arrange such a vehicle beforehand if you have good reason to believe this tweak will come in handy.)

Description: You scramble aboard the vehicle and instantly compel it to swift action.

Benefit: Spend 2 Driving points to win the first exchange of any chase. The GM must decide if any pursuers are swift enough to gain on the vehicle before it picks up sufficient speed.




Engineering

“It Looks Safe Enough To Me”

Situation: Some ancient structure must be passed over or through. The structure seems rather the worse for wear and it is unclear whether coming too close will be a fatal enterprise.

Description: You have sufficient engineering experience to know where to step, how quickly or slowly to move, and (in the sad case that the structure is so weak as to collapse despite his best efforts) know of any constructional failure at least two rounds before it happens.

Benefit: Providing that you move carefully and travel alone, you can briefly explore – or pass over or through – this structure without causing its collapse. If the GM rules that it is so unsound that even the tread of a fox would bring it crashing down, then you hear the rising groans and creaks, and are forewarned. If the GM declares that it is possible to pass safely, then despite any levies or penalties you need make no rolls and are successful.





Etiquette

Knowledge of Equipoise

Situation: A transaction has occurred, and one party has emerged in a substantially inferior position.

Description: With your intimate knowledge of the Law of Equivalence¹² you correct the imbalance, suggesting a more equitable outcome. Both parties must subscribe, or at least give lip service to the Law of Equivalence. Most magicians, subscribe to this principle.

Benefit: You may force a new contest between the protagonists (one of whom can be you) and spend Etiquette points as Persuade points on behalf of the worse-off party. You may only negotiate a deal which accords with the Law of Equivalence.

The Memorable Tradition

Situation: In a busy social situation a rival is being shown preference by a person whom you wish to decide in your favor. The time to act is now, or your chance is lost.

Description: You recall a formerly well-respected, and somewhat ostentatious mode of address or genuflection – and boldly and obviously perform this feat under the scrutiny of all, to draw your attention away from your rival.

Benefit: Spend 2 Etiquette points and the person addresses their attention to you rather than your rival. You have your chance to impress with further Etiquette rolls, uncontested by your rival until the contest is over. This tweak only applies in locations that you know well or have studied (a Pedantry or Scuttlebutt roll).



Gambling

Playing the Devil at his Own Game

Situation: You are engaged in a game of chance or some other contest with a powerful entity, the outcome of which will significantly and detrimentally affecting your longevity, health, wealth or magical potency if you lose.

Description: Taking a deep breath, you settle into a preternatural calm and let your will gently focus on the task in hand. The dice or cards ‘feel right’, or your energy gathers around you as you come into harmony with your own

body or wits as a pure means of expression.

Benefit: For one exchange, any rolled Dismal Failure becomes a Quotidian Failure, and an Exasperating Failure becomes a Hair’s-Breadth Success. This tweak has absolutely no other effect.



Imposture

Make Way for the Noble Personage

Situation: You have need to pass quickly through a tightly packed crowd.

Description: You know of a specific person, or type of person, whom the common folk fear or respect, and you pretend to be that sort of person as your accompanying retainers or friends barge into the crowd.

Benefit: Spend 2 Imposture and you and your companions move rapidly through the crowd, unless you meet a grandee of similar stature. This tweak only applies in locations that you know well or have studied (a Pedantry or Scuttlebutt roll).

Never Underestimate a Magician!

Situation: You and your companions are apparently trapped with nowhere to run or hide, and an individual foe (or one major foe with insignificant minions) holds a spell or weapon of destruction leveled in your direction.

Description: Feigning panic or terrified collapse, you feebly clutch at your chest, moan into your hands, or drop to your knees gesticulating pathetically. Your opponent is so convinced by this well-rehearsed display that he fails to realize you are casting a spell.

Benefit: You gain the opportunity to cast a single spell whilst under the direct gaze of someone who is ready, able and willing to cause you (and perhaps also your companions) significant harm. Enter into a contest of your Imposture against your opponent’s Perception to determine your success. Your opponent has a limit of zero on his roll. If you succeed, you win initiative, and your spell goes first.



12. That every deed must be repaid in full and exact measure.

Living Rough

Alert to Natural Disasters

Situation: Although you and your companions do not know it, an impersonal hazard of the natural world awaits on the trail ahead.

Description: Long years in the wilderness lend you a special attention to nature's warning signs. From lightning strikes to tornadoes, from ice chasms to scalding geysers, you know to avoid them all. You are also good at sensing imminent attacks from animals and monstrous creatures of the wild. Man-made traps, including bear traps and hunter's snares, are not necessarily your forte. (That requires the Perception tweak, 'Always Wary of the Trap,' q.v.)

Benefit: When rolling Perception rolls to see if you detect nature's hazards before they detect you, it costs only 2 points to reroll your Dismal Failures.

"Boiled for Sufficient Time it has an Elegant Flavor"

Situation: You wish to make a substantial meal from foodstuffs gathered from the wild, and you also possess outdoor cooking equipment and have the means to use it.

Description: Somehow you contrive to find a collection of edible substances that can be prepared with locally gathered herbs. You wish to prepare a tasty and filling repast for up to five people.

Benefit: You may use your Living Rough pool instead of your Stewardship when you attempt to prepare a fine meal.

He Faded Silently into the Undergrowth

Situation: You are being pursued through a forest, or other obscured natural area, by half-men or other creatures conversant with the wild.

Description: You elude your pursuers, at least for the time being, using your superior bush craft to melt silently away.

Benefit: You may spend Living Rough points as Concealment points when attempting to evade your pursuing foes.

"We Shall be Safe Enough in the Trees"

Situation: You are unable to leave the wilds before nightfall, strongly suspect that half-men prowl these environs,

and have access to treetops or other reasonably inaccessible places.

Description: You understand the ways of half-men sufficiently to disguise your odors and appearance with foliage, pungent herbs, and rancid mud. You also understand basic camouflage sufficiently well to disguise the place where you and your companions will sleep.

Benefit: Your Living Rough functions automatically against any Perception rolls made against you during the night whilst you sleep, and may be assisted by points from your Concealment pool.



Pedantry

"Let Us Reason Together"

Situation: One of your colleagues has been baffled by a knotty problem that is within his means.

Description: By means of a Socratic dialog, you draw out the threads of his thoughts to get the answer.

Benefit: You colleague may supplement his Pedantry points for your own.

Secrets of Cranial Transfer

Situation: One of your beloved vat creatures has perished, yet its brain is still intact.

Description: Through copious study of the esoteric texts, you have learned how to take the brain of a slain vat creature and install it in a new body. This preserves the knowledge and personality of the old creature – and, conveniently, requires a much lesser expenditure of your own effort and essence than the creation of an entirely new creature.

Benefit: When a vat creature dies, you can preserve its brain in a jar. When you are ready to make a new body for it (see 'On the Manufacture of Vat Creatures', p. 119), you can reuse the Improvement points already spent on making the creature sapient and giving it mundane abilities and tweaks. You need only pay for its physical form.

When this new form has been built, you need only bring the creature to life. No second roll is required to determine its attitude towards you, which remains the same as the original. The new version of the creature also retains the original's quirks.



Perception

Always Wary of the Trap

Situation: You are about to walk into a trap, whether it be a primitive snare or a complex ward.

Description: You're especially alert in situations where traps might be waiting to snap your bones or singe your flesh. The hidden signs of the trap-maker are like blazing beacons to you. On the other hand, you're no better than anyone else at sniffing out purely natural hazards, like falling rocks or avalanches. (That requires the Living Rough tweak, 'Alert To Natural Disasters', q.v.)

Benefit: When rolling Perception rolls on your behalf to see if you spot deliberately constructed traps in your path, the GM pays only 1 point to reroll your Dismal Failures.

"And even if you reach the Temple of Dansiu, there are pitfalls, traps and poison stakes, and the ghosts on guard"

Elai to Ulan Dhor

Awareness of Dubious Intent

Situation: Someone tries to convince you of their good intentions, when in fact they or their associates mean you harm.

Description: Despite the most consummate 'suasions sent against you, there is something about this individual, his associates, or the immediate environs which you feel is very wrong.

Benefit: Your GM makes a Perception roll on your behalf to determine if you are able to determine a hidden motive in their Persuasion attempts. If there is such a motive, and you discover it, you may use your Perception pool to assist your Rebuff. It does not function against Fortright Persuasion attempts.

Preternaturally Alert

Situation: Someone has used her Stealth or Concealment to move into a position to attack you, and your Perception has failed.

Description: At the last moment, you nonetheless sense the attack and spring away.

Benefit: Once per session, an attacker loses any benefits

for attacking with surprise (see p.25) unless they have the tweak 'Master of Surprise'.

Testing their Mettle

Situation: You face an opponent and doubt their resolve.

Description: By observing their trembling limbs and the sweat on their brow, you appraise their steadfastness.

Benefit: Unless your opponent has the Imposture ability, you may spend 2 points to know their Wherewithal pool. If your opponent has Imposture, you must enter into a contest of Perception against their Imposture to gain the information.¹³



Physician

The Scent of Almonds

Situation: You are offered food or drink.

Description: As a person experienced in the arts of the Physician, you are aware of poisons and their applications, including how these poisons can subtly affect the texture, color, or scent of foodstuffs to which they are added. Your caution is alerted.

Benefit: You may use the Physician ability as a Perception skill in this situation and do so with a boon of 1.

"You Realize, of Course, That I am a Physician..."

Situation: You encounter an individual whose intransigence or plain ignorance makes it difficult for you to make your point or go about your business unmolested.

Description: By presenting evidence of your training as a practitioner of the medical arts, you can overcome a variety of social impediments, from simple narrow-mindedness to outright interference with your noble work. You must, of course, offer incontrovertible evidence of your noble profession (medicinal herbs, poultice ingredients, leeches, etc.) before you can hope to use the high regard in which all hold it to your advantage.

Benefit: You may freely use your Physician pool to resolve social actions in which your medical knowledge might come to bear. The most obvious actions are Persuasion attempts ("Stand aside, the Duke is in urgent need of medical attention?"), but others are possible, such as

¹³. In this case, at least you know they have an Imposture ability.

Pedantry (“Who better than a doctor to know the effects of the Mottled Plague?”) or even Seduction (“I will never take advantage of the sanctity of the doctor-patient relationship.”). As always, the GM is the final arbiter as to what is and is not within the bounds of this tweak.



Quick Fingers

I am the Most Deserving Recipient

Situation: You have noted a hoard of valuable items. Amongst them is something small and more valuable than the rest, perhaps an IOUN stone or Rune of Queld.¹⁴

Description: In full sight of your rivals, you palm the fascinating nonesuch.

Benefit: In such a situation, you may spend three Quick Fingers points and acquire the most valuable item up to pocket-book size from the hoard. Once a traveling companion has noted your competence at sleight of hand, they may roll their Perception to counter this tweak, but with a limit of zero.

Now You See It...

Situation: You are in close proximity to a small object that you urgently need to possess. Also in close proximity are various people who are casually looking at the object.

Description: Passing by the object, you move so casually and quickly that it is in your pocket (or concealed within your clothing) within the blink of an eye.

Benefit: Those who might miss the object but are not alert to the possibility of theft suffer a penalty of 2 to their Perception rolls. Those who are somewhat alert suffer a penalty of 1. Since those watching you with certain suspicion are immune to this tweak, you would be advised to be alert to the actions of those around you. It is also advisable to casually leave the scene in the moments immediately following the theft.



Riding

Mounting Without Delay

Situation: You need to be mounted on your steed with

some urgency, and yet are not quite in the appropriate position to take this action. Perhaps you are poised on an overlooking balcony or rooftop, standing several yards from your steed, or on the other side of a fence or wall that could conceivably be swiftly scaled.

Description: Nothing deters you from safely and swiftly jumping into the saddle. You bound, leap, scramble, dash, vault, or otherwise propel yourself rapidly into the saddle.

Benefit: Spend 2 Riding points to gain your saddle, but this works only with your own steed.

Standing in the Saddle

Situation: Whilst riding at speed over fairly even terrain you need for some reason to gain significant extra reach or prepare for an athletic feat that requires you to leave your steed's company.

Description: Your years of riding have allowed you to master this trick and you balance with sufficient ease to be able to perform an upright physical action that would normally be impossible.

Benefit: No GM levy is applied for performing this task, though the GM may rule that upon execution of a new task, steed and rider must part company.



Scuttlebutt

“Joddy the Grip is Looking for You”

Situation: You need to gain influence over a member of the lower orders in a town or city where you have at least a passing familiarity with the criminals.

Description: You threaten the person in question with a plausible story of a formidable local tough holds a grievance against them; perhaps a case of mistaken identity, or perhaps the actions of a known relative are responsible. Either way, the person becomes so frightened that they are more compliant to your will – especially if you claim to know a way to extricate them from their predicament.

Benefit: You may spend Scuttlebutt points as Persuasion (Intimidating). This tweak will never work again on the same person unless you have provided them with more genuine warnings than false ones. If you become renowned for this kind of subterfuge the GM may rule the tweak even less likely by adding levies- unless you are in the habit of moving on.

14. Your GM will be happy to inform you of this powerful rune's properties on request.



The Unfair Advantage

Situation: An unhelpful senior functionary or minor noble is an impediment to your chosen course of action.

Description: Providing this event takes place in a city or town where you have had time to find your feet, you can rapidly find a choice piece of gossip about the person who is obstructing you. This is sufficient to gain the advantage, yet insufficient for your victim to become concerned that a more substantial blackmail attempt is intended (unless you strongly overplay your hand).

Benefit: You can add points from your Scuttlebutt pool to your Persuasion pool, providing the Persuasion is not Glib or Obfuscatory. On an Exasperating Failure the target calls your bluff. If you score a Quotidian Failure the target becomes so offended that they must continue to obstruct you, no matter what the personal cost. On a Dismal Failure they are certain that this is the thin end of the wedge and that if they acquiesce their life will no longer be worth living. In this case it is possible they may attempt to have you removed from the scene, either killed or judicially murdered.



Seamanship

“We Can Construct a Raft!”

Situation: You need to travel down river or across a lake or section of ocean, and there are sufficient trees, woody bushes, or buoyant debris that such a suggestion is worthy of consideration.

Description: Coming from the ignorant, this suggestion all too easily falls into the category of ‘famous last words’, but not for you. You know how to make a raft that won’t fall apart the first time a few waves or a section of rapids tests its mettle. After all, you spent many happy hours in your youth making rafts for the local lake.

Benefit: The GM has no choice but to consider your construction a sturdy craft, and no excuse to make sneaky rolls to see if it withstands the rigors of water travel.



Seduction

“A Night with Me and All Others will Pale into Insignificance”

Situation: Your main Persuasion is Eloquent, Forthright, or Charming. The object of your intended affections has so far resisted your attempts to maneuver them into a situation where a vigorous couching is inevitable.

Description: With total confidence you offer a comparison that few warm-blooded aficionados of the arts of love could refuse.

Benefit: Even if your attempt at Seduction is about to fail, you can combine points from your Persuasion and Seduction pools to Wallop the object of your desire. Should they roll an Illustrious Success against the Wallop, they will laugh at your pathetic attempts at self-aggrandizement, and alert anyone who might be interested.



Stealth

Glued to the Spot

Situation: An enemy whom you wish to elude accidentally surprises you in a room or other space where it is conceivable that he might not see you immediately, and yet where there is no convenient hiding place.

Description: You freeze to the spot, possibly pressed against a wall or piece of furniture, possibly in mid-stride, or even sitting at a writing desk with your hand still poised in its task of rifling through the drawers.

Benefit: The GM allows you to match your Stealth against your opponent’s Perception. Make a one-time expenditure of Stealth points. Each point buys you a round in which the enemy must roll an Illustrious Success on Perception, or fail to see you. The GM will determine if the character stops looking before your time is up.

Master of Surprise

Situation: You are about to leap upon a foe and attack him; he does not see you.

Description: You are a master of the ambush, the sneak attack, and the assassin’s rush.

Benefit: After a surprise attack attempt that successfully pits your Stealth against your opponent’s Perception, you

gain not only the standard benefits (see p.25), but also may treat all Exasperating Failures as Hair's-Breadth Successes. You may surprise those with the Preternaturally Alert, although you gain only the standard benefits.



Stewardship

“I Act on His behalf”

Situation: You are dealing with a functionary or underling and you wish to gain his obedience.

Description: You know the name of the functionary's superior, and claim to be carrying his orders. You demand that the lackey obeys you as he would his overlord.

Benefit: You gain a boon of 1 in any Stewardship or Persuasion contests with this functionary. This tweak does not function against sandestins and madlings.¹⁵

“I Deny All Claims to Damages”

Situation: Someone presents you with a convincing case that you must pay reparation for goods or retainers damaged or lost during some escapade in which you were involved. There are others also involved who could be made to seem more culpable.

Description: Hurriedly manufacturing a plausible set of practical reasons why you cannot be held responsible for the actions of your colleagues, you firmly shift the blame in their direction. The thrust of your argument is that you merely work for them, and were just following their instructions. If this is not actually the case, it is probably best to leave the area with haste as soon as the claimants shift their attention away from you.

Benefit: You can use your Stewardship pool in addition to your Rebuff skill, provided the Persuasion is not Intimidating. If you win the contest, the claimant will turn their attention to your colleagues.



Tracking

The Expedient Twk-Man

Situation: You have lost the trail of a creature you are tracking, and are in the wilderness.

Description: You are adept at noticing the signs of twk-men and the rituals required to attract them. They may well know where your quarry has fled.

Benefit: Spend 2 Tracking points. A twk-man will arrive and may help you according to the usual rules of bartering. This tweak may not be used to summon a twk-man in any other situation and if you misuse the twk-man you lose the tweak and gain the enmity of twk-men.¹⁶

Traces of Ectoplasm

Situation: An otherworldly being or spirit has recently fled the scene. No physical evidence remains.

Description: You seek non-corporeal evidence of the creature's passage, and can track it as if it were a normal being.

Benefit: You may track such creatures with no additional levy. If the creature has traveled to another world or plane of existence, you will know this, and may make a Pedantry roll (with possible levies) to determine which one.



Wealth

Trade Goods

Situation: You are from your manse, in urgent need of funds.

Description: You carry valuable items such as gems and rare spices for just such an occasion.

Benefit: The items are assumed to have Possession points equal to your Wealth rating, and you may convert them into local currency with a Wealth roll once per session:

Success	Terces gained
Hair's-Breadth Success	5x Wealth pool
Prosaic Success	10x Wealth pool
Illustrious Success	50x Wealth pool

15. Use the tweak 'Aid Me', and Your Master will be Well Pleased'.

16. Need we remind you what happened to Mazirian?



Wherewithal

All or Nothing

Situation: You are gambling with most of your wealth or possessions, or your life against a hated rival.

Description: Your steely coolness unnerves your opponent, and gives you an edge.

Benefit: For the duration of such a contest, you may spend Wherewithal points as Gambling points.

Resistant to Unnatural Coercion

Situation: Someone is using a spell or magical power to force you to act against your will or to remain motionless when you wish to be mobile.

Description: Your power of will is so strong that you rally against this effect even as it takes hold.

Benefit: You can use your Wherewithal pool to back up your Magic resistance to this effect.



“It Will Take More Than That...”

Situation: You have been injured, and stand defenseless.

Description: By putting on a steely face, you convey the impression that your unshakable will prevents you from acquiescing, irrespective of the misfortune that follows.

Benefit: If your Defense pool is empty and you have taken an injury, you may spend points from your Wherewithal pool as Defense points.





CHAPTER FIVE

OCCULT FOOTNOTES AND MARGINAL SCRAWLS

The following spells are “non-canonical” or “unperfected”, in that they are not accepted by scholars as belonging to the One Hundred Known Spells as codified and handed down by the master magician Phandaal.

All spells in this chapter are original. Some titles are inspired by Chris Pound’s ingenious Dying Earth spell name generator, found on the web (as of this writing) at <http://www.ruf.rice.edu/~pound/dyingearth.html>

We provide suggestions for the effects of Dismal Failures, although GMs may wish to substitute their own. In this event don’t carp or cavil; it will not improve matters.

Protective Wards

Some of the spells in the chapter do not take effect until activated by a condition, perhaps a thief attempting to steal one of the caster’s possessions. These spells are called wards. Some wards cause a specific effect, while others allow you to chose another spell that will activate when the ward is triggered. Other wards simply give the wielder additional Magic resistance. Spells which require the caster to make decisions at the time of casting will need those conditions to be preset. Spells with duration Concentration last a number of rounds equal to the points remaining in the ward’s pool. Some wards allow you to exclude specific individuals or creatures, or require conditions to be met before activating – perhaps a small specially created cantrap will prevent activation. The ward can sometimes be fooled by individuals with Imposture into believing a condition is fulfilled – it uses the Perception rating of its creator to contest.

Wards whose spells Dismally Fail will still have adverse consequences, but usually to the detriment of the warded items.

The caster can place up to five Magic points from her pool into each ward. The magician may have any number

of wards containing, in total, Magic points up to the magician’s Magic rating. You may also wish to increase the power and number of your wards using the Warding specialism (p.83).

Wards may also be powered by IOUN stones, with each stone providing 5 points of Magic, but the stones must be within the protected area, so there is a risk of them being stolen. The magician may use up to three IOUN stones to power a ward, in addition to any points that he has left over. Wards may Wallop opponents, and will always do so if they can.

Wards tend to decay over time, usually losing one Magic or Warding point per week. A simple cantrap freshens them. Most magicians use their apprentices for this purpose.

Idomdor wishes to protect his vat-filled cold room whilst he traverses the chronoplex in search of a matrix for his prime vat. He casts Idomdor’s Expedient Proxy on the cold-room door, then the Liberation of Warp. As an afterthought, he exempts his factor from the ward. As this spell cannot be contested, he places only 3 Magic points in the ward. In the cold room itself he casts another Proxy (from his spell book) on his prime vat, followed by the Inanimate Assailant. He specifies that a nearby scalpel stand is to be the Assailant. Again this spell cannot be contested, but he empowers it with three points and an IOUN stone to hedge against a possible Dismal Failure, giving it a Magic pool of 8.

During Idomdor’s absence, Chomlor, a Dabbler, attempts to raid Idomdor’s cold room in search of rose crystal. Chomlor’s current Magic rating is 5. Expecting imminent danger, he casts The Elegant Combatant then opens the cold room door. The Liberation of Warp is activated and the GM rolls a Quotidian Failure, pays 1 to reroll and rolls a Prosaic

✿ Drawbacks of Unperfected Spells ✿

References in the two early Dying Earth stories Turjan of Miir and Mazirian the Magician indicate that some Magicians consider the state of magical knowledge to have declined to the point where only around one hundred spells are now known. It is traditional in role-playing games for magic-based characters to have plenty of different, deft powers available to them.

We are therefore faced with a choice between complete fidelity to the Vancean text, and the game's entertainment value. The solution to this dilemma is left to the GM, who we address in the remainder of this sidebar.

Option One: Ignoring the One Hundred Spell Limit

You may simply want to take the one-hundred-spell limit with a grain of salt and treat these spells just as you would those in *The Dying Earth RPG*. After all, later works in the series go on to contradict the early stories in other ways – most notably by introducing the concept of sandestins. Thus, you can dismiss Mazirian's and Turjan's thought about magic as referring only to the official corpus of simplified spells laid down by Phandaal. There are many other spells, which are in content no different to the One Hundred. Turjan himself learned at least one new spell in the first story (and possibly many more), thus contradicting the reality of the One Hundred almost as soon as it was established. Rarer and lesser spells are simply looked down upon by the era's hidebound scholars as being improper, inelegant, and generally disreputable. In that case, just use the spells in this book as you would any from the grimoire chapter in *The Dying Earth RPG*. Ignore the 'Style affinity' entry, and treat the 'Spell failure' entry as an extreme possibility.

Option Two: Respecting the Hundred Spell Limit

On the other hand, you may be sufficiently attached to the idea of One Hundred Spells that you want to recognize it in some tangible way, even if you still allow players to use spells that go beyond that list.

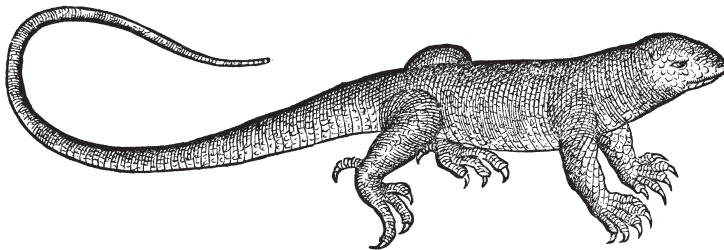
If so, treat the spells in this book, and all future supplements, as follows:

First, they are difficult to find, and can only be gained during play.

Further, Dismal Failures on spell-casting rolls for unperfected spells cannot be rerolled, even by Arch-Magicians – unless the spell in question happens to best suit the caster's style of magic. Both primary and secondary styles count. The style affinity of each exotic spell is listed at the end of its description. Where a magician does not have the correct style affinity, a roll of one on such spells is always treated as a Dismal Failure, even with Magician's and Arch-Magicians¹ bonuses, where applicable (see p. 101 of *The Dying Earth RPG*).

Finally, these exotic spells are especially punishing when they go wrong. Every Dismal Failure reduces the magician's Magic pool by five points instead of the usual two. Casters whose style matches the spell are immune to this effect, too. The effect of un-rerolled Dismal Failures for those without the correct style affinity are listed under spell failure in the spell description. For those with a style affinity, the effect is usually less severe and never fatal.²

There are less than one hundred spells in the main rule-book. The truly dedicated are free to choose which spells in this supplement fall within the One Hundred, and which are non-canonical.



1. If he could muster the willpower, an Arch-Magician might perfect an exotic spell using the procedure to simplify Complex spells (*The Dying Earth RPG* p.93).

2. It should be noted that Dismal Failures with some of these spells are truly dangerous to the mage who cast them. Get some of them wrong and your character is lucky if they live to regret it.

Success. Chomlor's Elegant Combatant is dispelled. Recklessly, Chomlor continues inside and opens the prime vat. The ward activates. The GM rolls a Dismal Failure, and the ward's pool drops from 8 to 6. Luckily, Idomdor has the Daring style of Magic, which is the style affinity for the Assailant, so the GM can reroll the Dismal Failure. The GM pays 3 points to reroll the Dismal Failure, achieving an Illustrious Success. Chomlor faces mobile scalpel-wielding laboratory equipment ...

❦

Magical Specializations

Whether arm-deep in vat fluid, refreshing their boundary curses or plumbing the depths of the unconscious, Magicians hoard their secret knowledge to accomplish things their peers can only imagine. Your PC should consider a MAGICAL SPECIALIZATION. An example, Dream Walking, is given here. We refer you to *The Dying Earth RPG* p.90 for further explanation. The benefits suggested here are not exclusive; inventive players may use the Rule of Efficacious Blandishment to persuade the GM to allow additional effects.

Dream Walking

Also known as Dream Topology, you follow the discipline of Vernoularian, a verbose Arch-Magician whose seven-volume catalog of dreams is the definitive work.

- ❦ You may cast Vermoularian's Dream Walking every night as an additional free spell. You may spend Dream Walking points to power this spell, and in place of any other ability while the caster dreams. You are treated as if you have a style affinity for the spell, and if you are Studios, Dismal Failures are treated as if they were Prosaic Failures. You may return from your dream with any small item worth 10 terces or less.
- ❦ If you chose not to cast Vermoularian's Dream Walking, you may refresh any single ability not usually refreshed by sleep, in addition to any others refreshed.
- ❦ You may have a relationship with Vermoularian at half price, and he is likely to look favorably upon you in any event.

Use in workroom: You may send a dream to an individ-

ual of your choice as a form of communication, send nightmares, reducing Wherewithal and preventing pool refreshment for those abilities that require sleep to refresh. You may attempt a dream prophecy – meditating on the future and receiving a cryptic answer.

Use outside the workroom: You may spend Dream Walking points to induce comatose sleep in any individual you have been talking to for a minute or so. Enter a contest of your Dream Walking against their Rebuff or Wherewithal (whichever has the highest pool) You may only try once per individual. You can sleep despite noise and disturbance.

Refresh: This ability is refreshed when the caster sleeps a dreamless sleep – one where no Dream Walking abilities are used.

Counters: Spells or effects inducing sleep.

❦

Prerequisite Specializations

In order to become a Rhiato-level Arch-Magician, Turjan-level magicians must master a number of disciplines. Arch-Magicians can perform these disciplines as a matter of course, perfecting spells, creating creatures in the vats or protecting their manses with a boundary curse. In contrast, for Turjan-level PCs, they are the pinnacle of knowledge. Such magical disciplines are called PREREQUISITE SPECIALIZATIONS.³ Unlike standard specializations, a there is no limit on the number a magician may take. You may take them in addition to a standard specializations. Turjan-level PCs are recommended to take as many of these as possible. A PC cannot take a further specialization until he has a rating of 10 in all his current specializations. Arch-Magicians are assumed to be able to use all prerequisite specializations merely by spending Magic or appropriate Pedantry points.

Disputation

Contracts govern relationships with most Sandestins, Otherworld Entities and rival wizards. These parties inevitably attempt to distort the terms of their agreements, and aspiring Arch-Magicians practitioners learn the necessity of shrewd negotiation.

- ❦ Disputation enables the magician to trump Obfuscatory Persuasion and Lawyerly Rebuff.
- ❦ Practitioners may spend Disputation points in

3. There are other prerequisites for Arch-Magicianhood, and they will be elucidated in a future supplement.



place of Magic points when attempting to summon an intelligent entity.

- ✦ Finally, you can also subvert other magicians' entities, by spending Disputation points in place of Persuasion or Rebuff. This ability works against creatures that would not normally be vulnerable to suborning. For example, you could persuade an Agent of Far Dispatch not to carry you away. In this case the Agent would have a Rebuff rating equal to its summoner's Magic rating.

Use in Workroom: You may spend Disputation points as Pedantry points when attempting to decipher obscure legal or magical texts.

Use outside the Workroom: You may spend Disputation points in any financial transaction with humans and half-men.

Refresh: Drawing up a useful contract, or offering a learned opinion.

He learned the secret of renewed youth, many spells of the ancients, and a strange abstract lore that Pandelume termed "Mathematics".

Mathematics

All runes and spells are built on an underlying foundation that is not in itself magic. It enables one who even glimpses its pattern to create and improve spells. Even the great Pandelume was unable to grasp its entirety.

You must have at least twenty spells in your collection to take Mathematics as a specialization.

You may perfect unperfected straightforward spells⁴ which match your style affinity, using the process described in *The Dying Earth RPG* page 93, Simplifying Spells. Such spells no longer have a style affinity, and are treated as those in *The Dying Earth RPG*.

- ✦ You may spend Mathematics points as Pedantry points when researching lost magical knowledge.
- ✦ You may recharge items as if you were an Arch-Magician (one day per roll instead of one week)
- ✦ When your Mathematics rating is 10 or higher, you may cast unperfected spells as if your magical style

matched the spell's style affinity.

Use in work-room: You may solve a complex puzzle or compare disparate pieces of information to see a new angle. Your GM will give you extra information (or at least a clue) on an intractable problem.

Use outside the work-room: You may spend Mathematics points to cast cantraps.

Refresh: When you discover a new spell or novel magical effect.

Vat Mastery

Under a great master such as Pandelume you have studied the creation of life itself. In nutrient fluids bathed in baleful light, you have nurtured the seed of existence and brought forth creatures, wet from the vat.

You must have the tweak Biotic Intuition (p.68) to take this specialism. You retain its benefits. You must also have created a creature in the vats, without the benefit of this prerequisite specialization.

- ✦ You may spend Vat Mastery points in place of Magic points when creating vat creatures (see p. 119).
- ✦ You can create a pattern (or matrix) for each vat creature you manufacture, allowing you to create second and further copies of each vat creature without spending additional improvement costs after the first successful attempt. This takes half the time of the usual vat creature creation.
- ✦ You may take an existing pattern and spend additional improvement points to make an enhanced creature. If you do this, and spend points to increase sapience from animal intelligence to full sapience, you lose any Mundane Abilities available only to creatures of animal intelligence.
- ✦ You may bind a matrix into a crystal to create a vat creation item useable by any magician. This requires Vat Mastery roll, and an expenditure of 50% of the original cost of the matrix.

Use in workroom: You may grow a temporary simulacrum of any dead individual from their flesh (bones alone will not suffice.) The creature will last a day, and must remain in the workroom. You may bring back an individual only once, and they have all the knowledge they possessed when they are alive. They will be aware of their short lifespan.

4. Those listed in *Turjan's Tome*.

Use outside the workroom: Your knowledge of vat creatures means that you may spend Vat Mastery points in certain contests with your own or another's vat creatures. These contests include combat, persuasion and gambling. You spend these points at a levy of 1.

Refresh: Creating a viable vat creature.

Warding

You are adept at creating and resisting magical wards (see p.79). You can protect your property and that of others with permanent, rechargeable hexes, or even create a boundary curse that guards your entire manse.

You must have created a ward that has successfully repelled an intruder to take points in warding.

- ✦ You may spend Warding points in place of Magic points to increase the power of a ward.
- ✦ You can place up to one additional Magic point in each ward for each Warding point you possess above the usual limit of five.
- ✦ You may spend Warding points to cast any ward, or to resist a spell cast from a ward.
- ✦ You may use Warding points instead of Pedantry or Perception points when examining a ward to determine its function or activation condition.

Use in work-room: You can create a ward at a remote location the caster has visited or magically viewed. This can last one day.

Use outside the work-room: You can create minor wards that tingle or cause an alarm if an item is moved. You can mark an item with a ward that only those with a Magic rating of 8 or more can see.

Refresh: When one of your wards successfully activates, or you resist a ward, or identify a ward without triggering it. Note that you cannot refresh points that are in inactivated wards.

Counters: Spells cast from a ward.



Straightforward Spells

Advantageous Aerostatic Association

Range: Self

Duration: Feat

Difficulty: Straightforward

Style Affinity: Devious

Summary: Prevents the caster from falling.

Description: Should a magician ever find himself plummeting from a precipice, or tumbling out of a window, this spell is absolutely invaluable. Instead of suffering an undignified defeat by the force of gravity, she, and everything she carries, can float with limited personal guidance (dependent on wind strength and the duration of descent) towards a safe landing. The advantage of this spell over other flight magic is that one need not be upright, prepared, or even in coordinated control of one's movements, in order to activate its effect.

On an Illustrious Success the caster may land where they want within a mile radius. Any other Success merely means they land gently, directly below the point they fell from.

Spell Failure: The caster accelerates uncontrollably, taking damage as if they had fallen from twice the height.

The Agonizing Immolation

Range: Near

Duration: Instant

Difficulty: Straightforward

Style Affinity: Forceful

Summary: Attacks the target with fire.

Description: An offensive spell, both in utility and perception. On activation this magic causes lines of flame to swirl about the living target, quickly burning through clothing and setting alight flesh. The effect of these flames is as if the target's body was 60% exposed to the flames (see *The Dying Earth RPG* p. 56) but with the first round being the burning of clothes or other outer coverings (if applicable).

GMs may permit lively and sensible countermeasures to alleviate some of the potential damage, but the highly mobile flames are almost impossible to utterly douse other than through complete immersion in water or rolling in a carpet. The flames continue to damage the target for a number of rounds equal to the casting magician's Magic pool, and then abruptly vanish.

Spell Failure: The spell affects the caster, who may not roll to prevent its effect.

The Alteration of Compelling Advocacy

Range: Self

Duration: Day



Difficulty: Straightforward

Style Affinity: Devious

Summary: Temporarily alters the caster's Persuasion style.

Description: Through this alteration, the magician can change his style of Persuasion. He may choose to alter either his primary or secondary Persuade ability. This does not affect his pool or rating. If he chooses to change his primary style, he loses the benefits and penalties of his usual style and gains those of the new style. The change remains in place for one day, unless dispelled by other means, such as the Liberation of Warp (see *The Dying Earth RPG* p. 107). The player should endeavor to role-play his new style to the hilt, with special emphasis on behavior that would otherwise seem out of character.

Spell Failure: The caster's Persuasion pool is drained, although they are not aware of this loss.

The Amatory Bounty

Range: Near

Duration: Hours

Difficulty: Straightforward

Style Affinity: Forceful

Summary: Summons a beautiful playmate of the appropriate sex.

Description: This is considered by some to be the erotic companion spell to Behemoth's Bounty summoning a beautiful playmate of the appropriate sex for a chosen willing participant, who may be the caster. This creature spends the night with the participant. Each time this spell is cast, the summoned creature is different.

On an Illustrious Success several appropriate partners arrive. Some texts tell the story of a magician who fell in love with one of the creatures he had summoned, and spent his days attempting to summon the creature once more, or create a simulacrum in his vats, leading to his slow decline.

Spell Failure: The caster instead summons a highly unsuitable partner. According to Turgubut's Fatal Statistics miscasting has had variable results:

- ✿ a vicious half-man who is otherwise suitable.
- ✿ a scold who spends the night haranguing the summoner about their many failings.
- ✿ a person of unsuitable gender, or of no gender.
- ✿ a very large or small paramour.
- ✿ a creature whose preferences were at odds with

those of the caster.

✿ a local grandee's catamite or concubine.

✿ a demon in human form who attempted to devour the caster at an importune moment.

Amberlin's Startling Defender

Range: Touch

Duration: Instant

Difficulty: Straightforward

Style Affinity: Insightful

Summary: Sets a fierce ward for the protection of caster's property.

Description: The principal use of this fierce ward (see p.79) is in the protection of one's own property. The caster casts the spell on a doorway or container, where it remains dormant until someone other than the caster (or any other person included by name and personal effect in the spell's casting) attempts to open the object in question. The container must be stationary and not in the caster's possession for the ward to take effect. The spell then activates, sending rivulets of debilitating and agonizing force through the interloper.

On an Exasperating Failure, the victim suffers an injury. On a Quotidian Failure, the victim is blasted to near death and will soon expire if not treated. On a Dismal Failure, alas, the sad carcass of the intruder is the only evidence of their brief struggle for survival. Even on a Success the victim is thrown bodily away from the object. Only a single application of the Startling Defender by the same caster may exist at any one time.

Spell Failure: No problem manifests at the time of casting. The ward is incorrectly aligned and cures the victim of an injury, or refreshes their Health pool if uninjured.

Archemand's Unlikely Self-Restraint

Range: Near

Duration: Instant

Difficulty: Straightforward

Style Affinity: Forceful

Summary: Causes the target's own garments to entangle them

Description: Should a magician wish to halt, restrain, or embarrass a target who is nearby, it can often be singularly effective to subdue them with their own accouterments. This spell causes the target's own clothes and other appurtenances to tangle them swiftly in the most effective way

possible, through the use of a momentary and highly localized whirlwind effect. Trousers or hose are yanked to one's ankles by unseen forces, hats are pulled rudely and forcefully down obscuring vision (and often ripping the article in question), and jerkins and other items with arms expand and contract abruptly to the greatest extent of their natural elasticity (as well as twisting to the side), thus trapping the victim's arms. Other effects depend on the nature of the target's attire. As the spell affects clothing, the victim does not gain Magic resistance. After one round, the victim may attempt to break free by building a tally using Quick Fingers, Strength or Athletics, with the level of the tally determined by the GM according to the effectiveness of the binding, generally between 1 and 10. Magicians will only be silenced by this spell if they are wearing a kerchief or similar. Damage caused by these exertions is not repaired when the spell has finished its work, and victims will be left disheveled and embarrassed once the encounter is over.

Spell Failure: The caster becomes the victim of her own spell, with no chance of resistance.

Arnhoul't's Unimpeded Egress

Range: Self

Duration: Concentration

Difficulty: Straightforward

Style Affinity: Devious

Summary: Allows the caster to walk through walls.

Description: Armed with this enchantment, the caster may step through vertical solid objects up to ten feet thick such as walls and doors without encountering any hindrance. The spell's major drawback is that if the caster chooses to grasp a physical object whilst under the influence of the spell, the magic expires. Thus the spell's title reflects its most common usage, that of exiting a location (usually with stolen property secreted about one's person).

Spell Failure: The caster discovers that he steps through his own garments and possessions and does not regain solidity until sunrise.

The Arrant Verbal Accomplishment

Range: Self

Duration: Feat

Difficulty: Straightforward

Style Affinity: Forceful

Summary: Grants a bonus of 2 to caster's Persuasion roll in a single contest.

Description: A much more subtle spell than the Improptious Tongue, the Verbal Accomplishment aids conversational persuasions with a magical flourish. The target need never even know that magic was involved, as the caster merely expresses their argument with a debonair and convincing fluency. The spell's result is simply to increase the efficiency of the magician's Persuasion roll by giving a bonus of 2 to the die roll during any single contest. (This spell does not aid 'suasions of the Obfuscatory or Forthright varieties.) This spell is not affected by magical protection, as it improves the caster's ability.

Spell Failure: You opponent gains a bonus of 2 to their Rebuff against you instead.

The Balm of Local Compromise

Range: Touch

Duration: Instant

Difficulty: Straightforward

Style Affinity: Studious

Summary: Allows the caster to move points between two people's pools.

Description: The magician may even out inequities of knowledge, talent, and physical condition between two willing individuals, one of whom may be herself. The player selects any single ability except for Wealth, Possession or Relationship. The GM takes the current total the two characters have in that pool and divides by two, to get the new pool number for both. Through this mechanism, a character may temporarily gain pool points in excess of his rating. It is even possible to get points in a pool for which the recipient's rating is 0. If the character with the higher pool at the time of casting refreshes his pool, the other character loses a number of pool points equal to those originally gained.

The most obvious use for this spell is the exchange of Health points, but creative users can go well beyond such workaday castings.

Spell Failure: The shared points are absorbed by the entity whose sensorium is used to enable the spell and are therefore lost to both participants.

Bergi's Triumphant Compression

Range: Touch

Duration: Concentration

Difficulty: Straightforward

Style Affinity: Devious

Summary: Allows the caster to shrink something to the



size of a walnut to allow it to be hidden.

Description: The caster may shrink any non-living object he can carry unassisted in both arms to the size of a walnut. Although it may then be hidden in any pocket or purse, note that the object still retains its original weight, and may still be noticeable under certain circumstances. This spell is best suited for smuggling items past over-curious guards and servitors – for example, to take a sword into a banquet where weapons are not allowed. The caster can revert the object to its usual size at will.

Spell Failure: The object never does revert to its proper size.

Calanctus' Instant Dispulsion

Range: Near

Duration: Instant

Difficulty: Straightforward

Style Affinity: Daring

Summary: Allows the canceling of a single magical effect.

Description: A minor but common spell, the Dispulsion ends a single magical effect instantly. If this effect is caused by a cast spell, whether simple or complex, the spell is simply canceled and must be cast again at a later time. If the effect is the result of an enchantment built into an artifact or similar object, then it may be only temporarily halted (for a number of minutes equal to the dispeller's Magic rating).

Spell Failure: The effect of the spell is augmented rather than canceled.

Calanctus' Substantive Guardian

Range: Self

Duration: Day

Difficulty: Straightforward

Style Affinity: Daring

Summary: Protects the caster from Magical attack.

Description: The magician may cast this spell about himself whenever he sees fit. The spell is activated through the application of undesired (and possibly unobserved) magic upon the magician's person. Its effect is simple and yet profound, reacting to the first spell to strike the magician. The Guardian's duties are specific; it only protects from spells, not magical items, curses, sandestin magic, or the magic of contractual binding. For reasons unknown, it has no effect when cast while on the Floating Island (p. XX). When the Guardian is activated, make an unopposed

Magic roll with a limit of zero. On any other Failure both spell and warden are neutralized in a burst of brilliant light. On a Success the neutralization involves the production of a pleasant chime, audible only to the target, and the originator of the magic in question becomes instantly clear to the targeted magician.

Spell Failure: The neutralization produces intense light and heat, burning the magician's clothing and the spell takes effect with no Magic resistance permitted.

Call To the Ominous Enthusiast

Range: Self

Duration: Instant

Difficulty: Straightforward

Style Affinity: Daring

Summary: Summons an extra-planar entity who will perform one task with absolute competence

Description: This spell summons an extra-planar entity known as the frovirn, which is then obligated to perform an action for the magician which is equivalent to a single ability check. The task required of it must be achievable through the use of the abilities listed under 'Step Ten: What Else Can You Do?' in *The Dying Earth RPG* p. 20, with the exception of Wealth. In other words, it can't Persuade, Rebuff, Attack, Defend, or make Health, Wealth or Resistance rolls on your behalf. The frovirn cannot enter into contests or accumulate tallies.

The frovirn automatically scores an Illustrious Success on the designated task.⁵ Then it tries to kill the caster and eat his liver. See the sidebar for its game statistics. It cannot under any circumstances be dissuaded from its manic hunger. After taking two injuries, it vanishes, departing back to the anonymous nether-reality from which it emanated.

Spell Failure: The frovirn attacks without performing its service.

The Charm of Certain Synergy

Range: Self

Duration: Feat

Difficulty: Straightforward

Style Affinity: Insightful

Summary: Allows the caster to recover Magic points cast.

Description: A magician can quickly cast this spell when she believes that she is about to participate in a contest of Magic. If the contest does not commence within a minute or two, the Charm fizzles. During the contest, the GM

5. Its automatic Illustrious Success only occurs on the one task demanded of it by the spell caster; the frovirn can never use this capability for its own direct benefit.

Frovirn

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 spell Call of the Ominous Enthusiast. Reports of appearances on earth by other means may be apocryphal.

Scholarly Conjecture: Typically the frovirn manifests 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 Parbilor 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 a celestial choir.

Many ignorantly believe that frovirn is an all-encompassing term for a species or class of entity. Thus, there is only one frovirn, and Frovirn is his proper name, not that of a category or type of being.

Frovirn's cruelty can be attributed entirely to his displeasure over this widespread misunderstanding.

Game Statistics

Persuade (Intimidating) 6, Rebuff (Obtuse) 2-, Attack (Strength) 2-, Defense (Intuition) -, Health -, Athletics 2-, all other skills 6

keeps track of all Magic points spent by both parties, including any spent on Wallops. At the end of the contest, the magician gains a Magic boon equal to half the total spent by both parties.

Spell Failure: The caster loses all Magic points when the spell is cast.

The Charm of Necroptic Inveiglement

Range: Touch

Duration: Concentration

Difficulty: Straightforward

Style Affinity: Studious

Summary: The caster may question a corpse.

Description: Using this unpleasant magic, the caster may encourage a corpse to speak in response to questions of limited complexity, answering in a dull and sinister monotone recreation of the person's living voice. The corpse must be substantially intact. The GM will set levies

Age of Corpse Levy

Age of Corpse	Levy
1 day	0
< 3 days	1
< 6 days	3
< 6 months	6
< 1 year	8
< 10 years	10
<50 years	12
>50 years	15



according to the corpse's age.

The GM may adjust this levy if the corpse has been preserved with embalming fluid or the magic of stasis. The corpse will only speak in and respond to questions voiced in a language with which it was familiar when alive. The corpse will answer truthfully to the best of its knowledge, but may refuse to answer impertinent questions. The magician may Persuade the corpse where necessary.

Due to the nature of the corpse, the caster will need to make a Successful Wherewithal roll after the first answer in order to continue, unless he is an unrepentant necrope, familiar with morgues and mortuaries.

Spell Failure: The corpse animates and attempts to strangle the caster, using the original victims Attack and Defense ratings, but with the Strength and Surefootedness styles.

The Curse of Unwitting Merriment

Range: Near

Duration: Hours

Difficulty: Straightforward

Style Affinity: Curious

Summary: Causes the target to laugh in uncontrollable mirth.

Description: The entirety of this spell's effect is to strike the target with an uncontrollable mirth for a number of hours equal to half the caster's Magic rating. Every hour the victim must make a Health roll; each failed roll causes an injury.

All Ability rolls attempted during this spell's effect are at a penalty of 1. The victim cannot cast spells and can barely speak. The victim does not wish to continue laughing.⁶

Applications of this effect include the punishing of inattentive retainers, the exacting of revenge upon rivals, and the wreaking of mischief by the unprincipled.

6. An improved version of this spell is rumored in which the victim passes on the "joke" to others, causing them the same terrible symptoms.



Spell Failure: The spell affects the caster with no chance of resistance.

The Definite Reduction

Range: Self

Duration: Hours

Difficulty: Straightforward

Style Affinity: Insightful

Summary: Shrinks the caster

Description: This spell shrinks the Magician and her possessions to any mass from that of a rat upwards, increasing her metabolism and changing her abilities. The caster may revoke it at will.

The caster's mental abilities remain the same, as do those not reliant on strength and size. A significant reduction has the following effects:

- ✦ Attack (Strength) and (Ferocity) are halved
- ✦ All other attacks are made at a levy of 1.
- ✦ Defense (Parry) is reduced to 0
- ✦ Other Defenses are doubled
- ✦ Persuasion (Intimidating) is halved.
- ✦ Stealth and Concealment are doubled.
- ✦ Perception rolls have a boon of 1 if the caster is examining something in minute detail.
- ✦ Other abilities may change because of the size differential (for example, the caster might be able to ride a dog, but not a horse)

When the caster returns to normal size, she will have lost points in proportion to those used, for example, two points of Attack (Strength) for every point used. Otherwise, her pools are as they were before.

Spell Failure: The caster shrinks to the size of a twk-man and cannot cancel the spell, which lasts until dispelled by another magician.

The Depurative Pulse

Range: Near

Duration: Instant

Difficulty: Straightforward

Style Affinity: Daring

Summary: Digs a hole

Description: This powerful spell is designed to clear away physical debris from over a substantive area (the diameter

in yards is equal to the caster's Magic rating, and as many yards deep). Whilst casting, the magician must stand at the edge of the area to be so affected. The magic effect ripples and pulses across the extent of the spell's range, throwing soil, rocks, and vegetation out of this dimension, and cleanly exposing what lies beneath. The spell retains discernment and if a particular, buried object or area lies in a state of substantive coherence beneath, this will be left safe and untouched at the bottom of the pit, even if parts of it are fragmentary. If the spell is cast on ground on which someone or something is standing, they will plummet to the bottom of the pit and the usual falling rules apply (see *The Dying Earth RPG* p. 56).

Spell Failure: The spell continues repeatedly, drawing points from the caster's Magic pool until the pool is empty, by which time the hole could be of considerable size.

Drumphilo's Adequate Illuminator

Range: Touch

Duration: Day

Difficulty: Straightforward

Style Affinity: Studious

Summary: Provides an artificial light source.

Description: Whether exploring caverns or lightless planets drifting within the void, it can be an irritation if one's companions or retainers lack sufficient magic to see their way and are constantly falling over each other, unexpected obstacles, or even the magician himself. Drumphilo foresaw such inconvenience and created its solution. At the snap of his fingers, the magician can summon forth a fragment of pure light, which he attaches to any nearby object. If this object were, for example, the nose of a beast man, the creature would be dazzled and make all rolls requiring sight at a penalty of 1.

This light will remain bright for hours, and is strong enough to cast its revealing glow about an entire large cave. Of course, inventive users may conceal it within an adjustable lantern so as to regulate its effectiveness to best suit their purposes.

Spell Failure: The light to appear in the caster's eyes, effectively blinding her for the duration of the spell, and causing spots in her vision for days after.

Edan's Vibrant Restorative

Range: Touch

Duration: Instant

Difficulty: Straightforward

Style Affinity: Studious

Summary: Recharges magical artifacts.

Description: This is one spell among the many used by many mages to recharge those magical artifacts that rely on charges. The artifact and the sentient creature from which the charge is to be drawn must be spun together on an etched pentagram mounted on a turntable. Magicians of delicate sensibility will plug their ears with wax to block out the creature's cries of pain.

The charges are drawn from one to the other over the course of twelve hours. Every hour one charge is drawn from the creature, reducing its Health pool (and rating) by one. The creature must then make a Health roll, with the magician deciding if the creature should make a reroll. If in the course of the period the creature dies, then the item is ruined. The creature must not be protected from harm by magic, nor may it be healed while the spell is underway. The loss of Health rating is permanent.⁷

Spell Failure: The caster loses half his Health points permanently.

Enchantment of the Stilled Tongue

Range: Touch

Duration: Instant

Difficulty: Straightforward

Style Affinity: Forceful

Summary: Assists in the keeping of secrets by stopping the victim talking about a given topic.

Description: It is often the case that secrets must be entrusted to individuals who are less than trustworthy. The Enchantment of the Stilled Tongue helps to correct this situation. When placed on a minion, enemy, or servitor, it prevents them from conveying any information, in any way, on a specific topic described by the caster.

Attempting to do so will result in extreme pain of various sorts, the exact effect being selected by the caster according to his whims, e.g. "Carbuncles shall erupt from beneath your skin", or "Ribbons of purple fire will race down your bones". The spell is not concerned about the means of communication; it penalizes the conveying of the information. The victim cannot convey the information because of the horrific pain. The spell causes a permanent physical change in the target's sensorium; this change can be undone by the application of the reverse of the spell, but only by the caster.

This spell (minus the penalizing quatrains) may be cast

by the mage on himself; this is done to prevent him from blurting out a secret under torture, or just the influence of drink. A mage might do this to prevent himself from accidentally revealing the location of a hidden ally, for example, or unwittingly speaking the pass-phrase to his manse after imbibing too much green adreen.

Spell Failure: The target of the spell discovers after an hour or so that they feel so much better when conveying the information that they tell everyone.

The Elegant Combatant

Range: Self

Duration: Feat

Difficulty: Straightforward

Style Affinity: Daring

Summary: Allows the caster to use any weapon proficiently.

Description: This spell allows the magician to enhance his combat skills, empowering his blows with an audacious energy. It can only be cast as combat begins. Blades are deftly turned aside, and thrusts strike vital organs and puncture arteries with deft skill.

The magician may to use any weapon as if he were proficient, and gain any benefits for its use. He may choose an Attack or Defense style appropriate for the weapon of his choice. He may spend Magic points as Attack or Defense points. He may not combine Magic and Attack or Defense to Wallop.

Spell Failure: The magician's current weapon wilts or shatters, and his Defense pool is drained.

The Effective Vegetal Death

Range: Near

Duration: Instant

Difficulty: Straightforward

Style Affinity: Daring

Summary: Destroys living plants.

Description: This spell causes all the vegetation a stone's toss around the caster to quickly fade and turn into dust. This spell only affects living plants: dead wood, picked plants or items made from wood are not destroyed. Sentient plants with Magic ratings may resist the spell, or take an injury. Sentient plants with no Magic rating will take an injury with no chance of resistance.⁸

Spell Failure: The spell functions, but the caster has incurred the enmity of all motile plant creatures, who will

7. This is a spell of supreme cruelty, and each use will reduce the Sympathy rating of any magician by 4 points.

8. Daobado trees are strangely immune to the spell. This fact leads to endless scholarly conjunctures about the real nature of Daobado.



instinctively hate and attack her.

Extensible Auditory Range

Range: Sight

Duration: Concentration

Difficulty: Straightforward

Style Affinity: Curious

Summary: Enhances the caster's hearing

Description: Through use of this spell the caster can extend his hearing to any person or creature in his line of sight. The caster can only hear what she can see. The caster can hear perfectly everything said by the person he is concentrating on as if they were speaking to her.

Spell Failure: The volume of sound in the range of the spell deafens the caster, who can hear nothing whatsoever for an hour.

The First Felicitous Progression

Range: Touch

Duration: Hours

Difficulty: Straightforward

Style Affinity: Studious

Summary: Allows the caster to open locked doors.

Description: Many magicians are impatient and busy people, not wishing to be delayed through mundane chores such as unlocking and opening doors. Using the First Felicitous Progression, with the tap of a fingertip, a door will be caused to unlock, swing open silently, close quietly behind you and lock itself once more. If the door is protected by a ward (see p.79) the caster gains a temporary boon of 5 points for the purpose of resisting the ward. For the next few hours, the caster can lock and unlock the door at will.

Spell Failure: The door jams shut and must be broken down to open it again.

The First Retrotopic

Range: Touch

Duration: Instant

Difficulty: Straightforward

Style Affinity: Forceful

Summary: Causes the magically altered to revert to their original form.

Description: The weaker, original, version of the Second Retrotopic, this spell is only capable of changing magically altered objects back to their original forms. For instance, if his companion was turned to stone, or struck

by an enfeebling enchantment, the magician could instantly reverse such an unfortunate circumstance, thus avoiding much potential inconvenience.

Spell Failure: The magician has fixed the magic so that it may no longer be removed with a spell.⁹

Formulary of Expedient Ambiguity

Range: Sight

Duration: Concentration

Difficulty: Straightforward

Style Affinity: Devious

Summary: Causes the temporary forgetting of a single fact.

Description: While the magician maintains concentration, a single fact remains elusive to all within his sight. People who knew the fact before the spell was cast now forget it. Those who did not know it cannot discover it. Anyone who reads the fact on a page will skip the relevant passage, without noting the omission. If the spell takes effect, no one is even aware that anything is amiss. When the spell ends, it will become obvious to those who temporarily forgot the fact that they were ensorcelled. A fact cannot be something that is immediately obvious through observation ("The sun is in the sky"), nor will the spell change someone's nature or long-held beliefs. The magician might cause a demon to forget that it has been summoned to kill him, but it will not be made to forget it is a demon and may attack him anyway.¹⁰

If the caster rolls an Illustrious Success, the spell lasts for an hour with no concentration required on the caster's part.

Spell Failure: The sole result is that the caster cannot remember the fact they wanted everyone else to forget.

Idomdors's Expedient Proxy

Range: Touch

Duration: Instant

Difficulty: Straightforward

Style Affinity: Daring

Summary: Makes a Straightforward spell into a ward.

Description: This spell allows many Straightforward spells to be used as a ward (see p.79). First the caster utters the first three pervulsions of the Proxy, then the spell to be made into a ward, then the final syllables of the Proxy. The caster then names and describes persons permitted to bypass the ward, and the spell is done. This ward must be cast on an object that can be opened and closed. As with

9. If the GM thinks that making the effect permanent was the magician's intention, then it should instead remove the magic from the caster's favorite item.

10. Think of the abilities of modern stage hypnotists to determine if a particular fact can be forgotten.

other wards, the player decides the number of Magic or Warding points used to empower the ward. Only spells that damage or discommode interlopers or their defenses will be effective in the Proxy. The ward will not take effect if the caster is in the target range of the spell. Spells with duration Concentration last a number of rounds equal to the points remaining in the ward's pool.

If the Proxy itself Dismally Fails, the ward will take effect to the detriment of the caster when the Proxy is finished. The ward fades after one month, unless renewed.

The Imperceptible Intellectual Analyzer

Range: Near

Duration: Concentration

Difficulty: Straightforward

Style Affinity: Insightful

Summary: Allows the magician to peer into the surface thoughts of a single sentient target

Description: This spell allows the magician to peer into the surface thoughts of a single sentient target. The target may not contest the spell with Magic unless they make a secret Perception roll (with appropriate levies if they are distracted). If the target speaks a language the caster knows, he perceives the thoughts as words (possibly with visual elements). If the magician is not familiar with the target's main tongue, then the thoughts are perceived as feelings and emotions with a strong visual component.

If the caster rolls an Illustrious Success, and the target failed the Perception roll she may gently alter the drift of the target's thoughts in a contest of Persuasion versus Rebuff. The victim will not be aware of the contest, but will be suspicious of the caster if the attempt fails, without knowing why.

Spell Failure: The target is aware of this observation.

The Implacable Decay

Range: Near

Duration: Feat

Difficulty: Straightforward

Style Affinity: Devious

Summary: Causes wood to rot away as you watch.

Description: This spell is anathema to obstacles or objects of the caster's displeasure, provided they are made of wood. At the casting of the spell, green spores fly towards the target and it is swiftly covered with a furred mold. On a Hair's-Breadth or Prosaic Success the mold will eat

through ten cubic feet of wood in only one minute.

Spell Failure: The spores attack the caster and destroy not only wood but all fabrics of a vegetable nature (cotton and flax are destroyed, silk, wool and leather are spared.)

The Impropratorious Tongue

Range: Near

Duration: Feat

Difficulty: Straightforward

Style Affinity: Forceful

Summary: Forces the victim to tell the truth.

Description: Sometimes those the magician encounters upon her travels prove reluctant to respond with sufficient honesty and alacrity. The solution to such tardiness is an application of the Impropratorious Tongue. The target will immediately, volubly, and clearly (as plainly as they are able) blurt out the full truth (as they understand it) in regard to any line of inquiry that the caster and his companions have just been pressing. The target is fully aware of what they are doing, but unable to resist. They may of course harbor resentment when the spell is over.

Spell Failure: The caster babbles out her true feelings about the victim, her companions and the nature of her mission.

The Impudent Queror

Range: Near

Duration: Instant

Difficulty: Straightforward

Style Affinity: Curious

Summary: Informs the caster of the spells held by another.

Description: The caster merely looks at his target (which must be a living sentient being), or casually points a finger in their direction, and contests his Magic rating against their own. If Successful, an internal voice describes to the caster the exact nature of spells held in the target's memory. It describes such magic with exactitude naming the spells and describing what they will do.

Spell Failure: The target is aware that the spell was cast, and learns the caster's spell selection.

The Inanimate Assailant

Range: Near

Duration: Feat

Difficulty: Straightforward

**Style Affinity:** Daring

Summary: Allows inanimate objects to attack your enemies.

Description: Reputedly this spell is derided as base and beneath the notice of true Magicians, but is one that has proven inordinately popular amongst Dabblers. Once cast upon some item of furniture (or other non-mobile apparatus that possesses no living component) this object will attack the nearest living being with a grim ferocity. Weapons such as axes and swords are not good targets for this spell, as all they can do is flex and wriggle upon the ground. More effective objects are doors or gates, shutters, tables (and other items with legs) and even hat stands.¹¹ The artifact so enchanted is assumed to have Attack (Ferocity) 10 and Defense (Parry) 5 with Health 4. On an Illustrious Success the artifact has increased Defense (Parry) 10 and Health 8.

Spell Failure: The artifact has all the pools of the Illustrious Success, but hunts down the caster instead.

Incontestable Pedantry

Range: Self

Duration: Instant

Difficulty: Straightforward

Style Affinity: Insightful

Summary: Enhances the caster's ability to win arguments. This spell adds an almost irrefutable sense of authority to the caster's words, sufficient to convince beings possessed of more than human intelligence. Of course, the caster must still decide what to say, and beings of extremely high intelligence may know that the facts quoted by the caster are wrong. Yet if even the slightest element of doubt exists, they are likely to capitulate (if reluctantly) giving them a levy of 3 on all Rebuff rolls in a debate. As it is the caster's debating ability that is enhanced, there is no contest.

Spell Failure: On a Dismal Failure, the caster loses confidence in his own argument and accepts the target's point of view.

This spell has no effect on otherworldly entities such as sandestin who are immune to this sort of magic.

Inviolate Attire

Range: Touch

Duration: Day

Difficulty: Straightforward

Style Affinity: Forceful

Summary: Resists fire and protects equipment.

Description: This useful effect causes the caster's clothes and personal equipment to repulse dust, dirt, water, grime, blood, mud, oil, ordure, ectoplasm and every other type of muck one is likely to encounter on the trail or in a standard workroom. More daring magicians find a side effect of the spell more important – it provides a strong resistance to the effects of fire. All such substances will be repulsed from the magician's clothes as if by a powerful static charge. The spell also ensures that that the magician's exposed skin stays as pristine as his garments.

This spell has the additional bonus of keeping one's garments crisply pressed and jauntily presented about one's person, despite any rigors of the day. In situations where people might be impressed, a well-turned-out individual will receive a boon of 1 to Persuasion or Etiquette rolls. When the beneficiary of the spell is beset by flame or flame-generating spells, he gains a boon of 2 to any resistance rolls against them.

Spell Failure: On a Dismal Failure, the garments become ingrained with dirt and are impossible to clean, having to be discarded, and become highly volatile.

Issuance of the Primordial Whisper

Range: Near

Duration: Instant

Difficulty: Straightforward

Style Affinity: Insightful

Summary: Undermines your opponent's self-confidence.

Description: To cast this spell, the magician throws his head back and speaks in the low, rumbling voice of the primordial ooze from which all life began. The barely audible sound penetrates the bodies of all people and creatures standing within range of the caster, provided that they are native to the Dying Earth. Most find this primeval reverberation simultaneously reassuring and distressing. The unsettling feelings aroused by the spell immediately end all spells currently being maintained by the victims' concentration efforts. All who hear the sound and do not make a Wherewithal roll suffer a penalty of one on their next three rolls. Should the caster roll a Dismal Failure, he alone must make the Wherewithal roll.

Klopag's Wandering Manipulator

Range: Self

Duration: Hours

Difficulty: Straightforward

Style Affinity: Curious

¹¹ A particular amusing application is one where the victim never knows what has occurred, and where no perpetrator is suspected. After all, how does one complain to the authorities that one was attacked and battered by a bench that now lies still and broken in the road?

Summary: Allows the caster to detach their hand and have it move off by itself.

Description: Should a magician ever be confined against his will, this spell may prove highly advantageous. Through its use, the caster can detach her hand and send this organ away under its own motility. The caster can see dimly, and in black and white only, for some feet in front of the hand. The hand can carry small objects or write and perform other simple tasks as if it were still attached to the caster (who retains full feeling in the disassociated appendage). The magician may never cause the hand to pass further from her than a distance equal to twice her Magic rating in yards. If such a thing happens through external force, the hand ceases to be a living part of the caster's body and although the stumps remain sealed it must be considered severed. Similarly, if the hand is caught and destroyed, the magician must find a way to grow another one.

The hand does not have the full strength of a hand attached to an arm, so it cannot exert much more pressure than that required to open a heavy door. Its ratings are Attack (Caution) 1, Defense (Dodge) 4, Health 3, Athletics 0.5-, Concealment 2-, Stealth 2~+2

Spell Failure: The hand is severed, as for going out of range, above.

Llorio's Superior Restraint

Range: Near

Duration: Hours

Difficulty: Straightforward

Style Affinity: Devious

Summary: Traps the victims in a cube of jelly.

Description: This spell may be carried in the mind in the standard fashion, or cast at on particular spot as a ward (see p.79). It creates a perfect cube of translucent jelly approximately four yards long at each edge. This creation is of sufficient rigidity to hold any mobile objects or persons securely within its embrace. The victims may make an Athletics roll with a limit of zero. On an Illustrious Success the victim leaps clear, but on any other Success, the victim is trapped in the edge where they can breathe and may pull free within two rounds. They can cast spells and perform other actions possible from their fixed location at a levy of 1. Unless one is fortunate enough to be caught only on the edge of this manifestation, it requires enormous strength to pull oneself free, and in any case asphyxiation begins immediately. GMs are advised to look

at the Drowning and Suffocation rules (*The Dying Earth RPG*, page 55). Those attempting to escape once trapped in the mass must contest the cube's Defense 10 and Health 5 with their Athletics or Attack Abilities. Strength and Ferocity trump the cube's Defense. Speed, Caution, Finesse and Cunning are trumped by it. Each victory in the contest moves the victim one yard.

The magic can be annulled at a single word from the caster. The normal movements of those trapped within are restricted to almost nothing, though those outside might apply fire or slicing blades to clear away the gelatinous mass sufficiently swiftly to save those within. Spells that affect non-living matter will also affect this deadly hazard.

Spell Failure: The cube is formed but is of a thin, foul smelling liquid which immediately explodes outwards soaking everyone within twenty yards, other than the intended target.

Lorgan's Leaping Flame

Range: Near

Duration: Feat

Difficulty: Straightforward

Style Affinity: Daring

Summary: Causes a flame beast to attack people and objects.

Description: This spell must be cast upon a source of flames at least equal in volume to a strongly blazing hearth or campfire. From the source of the flames an apparently semi-sentient flame being emerges, and runs willy-nilly around the nearby area, apparently delighting in setting all flammable objects alight. If the caster keeps it in sight, he may direct the progress of the flame-beast and send it against specific targets. Unlike the Trifling Typhoon the

Flame-beast

The polymorphous flame beast takes pleasure only in conflagration. It has no concept of the harm it causes, nor would it be concerned if it was enlightened. Many summoned creatures are resentful of being wrenched away from their usual activities – conversely, for the flame beast, it is an unparalleled opportunity for amusement.

Ratings

Attack (Ferocity) x, Defense (Misdirection) x, Health x Athletics Ω x where x is the number of Magic points the summoner has when the spell has been cast. It has infinite Rebuff.

Leaping Flame may cause grievous harm to human targets that suffer prolonged exposure to its embrace (see 'Fire' in *The Dying Earth RPG* p. 56). The flame-beast will grapple with the intended victim and will try and restrain them (*The Dying Earth RPG* p. 49). Each move the victim is so restrained they suffer from damage as if 40% of their surface area was covered in flames. The Flame Beast is not penalized in combat for not having a weapon.

Spell Failure: The flame-beast is impossible to control and attacks the caster and his companions.

Lorgan's Trifling Typhoon

Range: Near

Duration: Feat

Difficulty: Straightforward

Style Affinity: Daring

Summary: Summons a living waterspout.

Description: To work effectively, the spell must be cast at a body of water at least the capacity of a rain barrel. From this water source a living waterspout leaps, and will either rampage about the surrounding area with no apparent sentient direction, or can be directed by the caster so long as he retains it in his sight. Whilst the spell can cause damage to property, it has survived because of its usefulness in putting out fires. The GM should set a figure for the strength of the fire, and each turn the Typhoon rolls a running Health Tally.

Once the Tally matches the fire's strength the fire is put out. For buildings, assign them a Defense and Health value – three "injuries" and they collapse to the ground. Should the caster direct the living waterspout to attack someone it will try to hit them with a series of powerful blows just as any other combatant would; it does not try to drown them.

Living Waterspout

Ratings

Attack (Speed) x, Defense (Dodge) x, Health 2x Athletics Ω x where x is the number of Magic points the summoner has at the time of summoning.

Malakan's Expanded Grasp

Range: Near

Duration: Concentration

Difficulty: Straightforward

Style Affinity: Devious

Summary: Allows the caster to move things at a distance.

Description: The magician can cause any inanimate object that he can see or sense to rise into the air and move slowly. Such objects must weigh no more than 50 lbs for every point in the caster's Magic pool. Everyday distractions do not cause the spell to falter. Yet should the magician's concentration be broken by something startling or highly demanding of the senses, the object becomes instantly at the mercy of gravity.

Should the caster wish to drop an object on someone, this involves using the caster's Attack ability in a contest opposing the target's Athletics ability. If the object hits, calculate damage as if the target had fallen 10 feet for every 100 lbs the target weighs – in most cases killing the victim (see *The Dying Earth RPG* p.56).

Spell Failure: The object accelerates towards him, striking him. Calculate injury as if the caster had fallen 20 feet for every 200 lbs the object weighs.

Malakan's Silver Skin

Range: Self

Duration: Feat

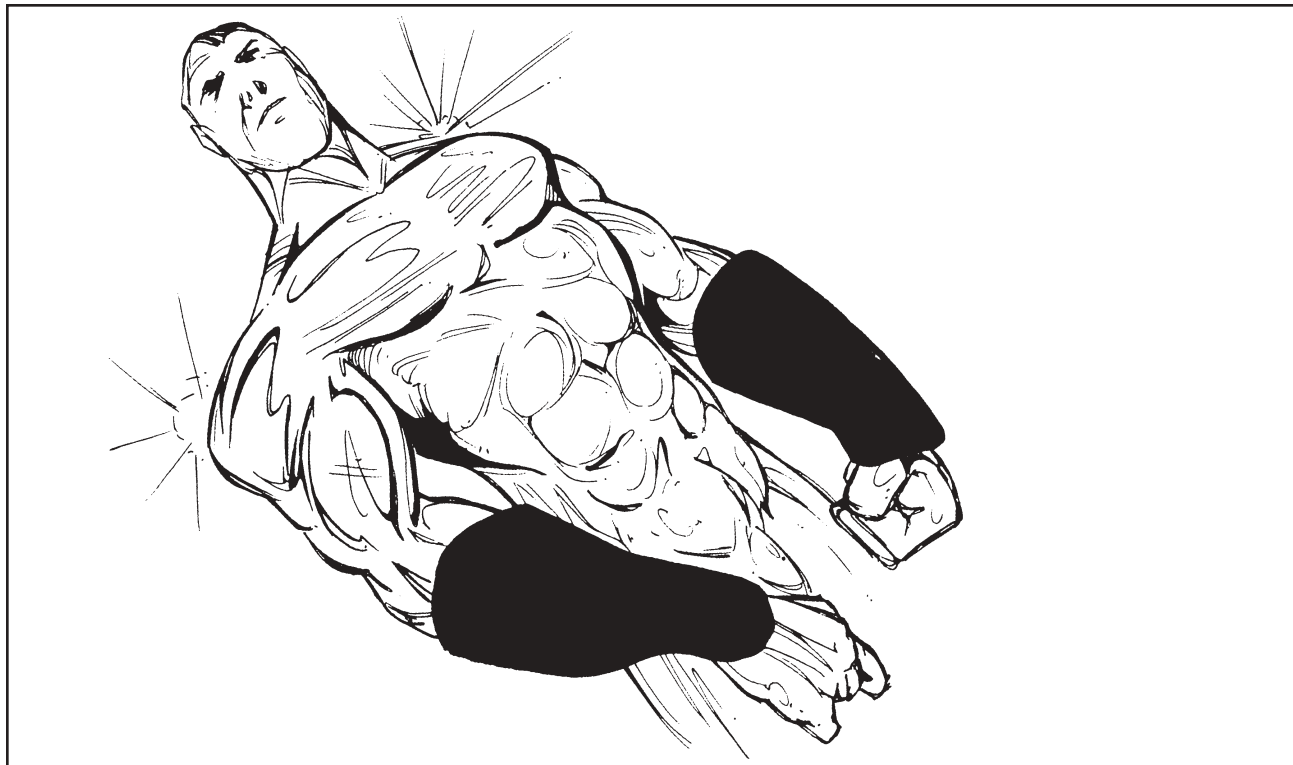
Difficulty: Straightforward

Style Affinity: Daring

Summary: Provides a temporary armor.

Description: This protective measure turns the skin of the caster to a flexible shining metallic substance. This metal is extremely resistant to physical attacks, and can bend and blunt swords, whilst simply deflecting missiles as if they did not exist. An attack of sufficient force will still knock the caster over, but is unlikely to cause actual harm. Nonetheless this magic does not convey invulnerability, and the magician might be suffocated, drowned, attacked with magic or burned inside a furnace (should he be ill-prepared enough to fall for such base inconveniences). If the caster takes a hit caused by something the Skin can protect against, the caster rolls his Skin's Health rather than his own. His magically enhanced skin has a Health pool of 10. Only when the skin is "killed" (taken three injuries) does a Successful attack affect the caster's own Health pool. If the caster rolls an Illustrious Success when casting the spell, any non-magical weapon that hits him and does not injure the skin's Health Pool is broken.

Spell Failure: The caster becomes rigid, trapped in a casing of solid silver, which holds him until some outside agency such as Liberation of Warp removes the silver. Removing the silver physically is dangerous, as the caster



has no skin underneath the casing.

Master of Beasts

Range: Touch

Duration: Hours

Difficulty: Straightforward

Style Affinity: Insightful

Summary: Enables the caster to control pack animals.

Description: This spell has proved a blessing for many a magician who has encountered one or another of the recalcitrant and irritating creatures that pass for beasts of burden in these penultimate days. The effect of this magic is to grant the caster or target being the ability to dominate any species of named beast with more than two legs. The creatures in question regard the enchanted individual as if they were a dominant and intelligent buck of their own species.¹² This spell is reportedly effective on half-men under strictly circumscribed, but indefinable circumstances.

Spell Failure: This results in unwanted rutting behavior by the beasts. The caster may attempt to order the animals back to their duties with a stern rebuke but this involves a Persuasion contest.

Mazirian's Irrational Hatred

Range: Near

Duration: Feat

Difficulty: Straightforward

Style Affinity: Forceful

Summary: Inflicts a killing frenzy on the target.

This is a wonderful spell for upsetting enemies and allies alike. The unfortunate victim of this magic is driven into a frenzy of rage, and will attack the nearest person as soon as it takes hold. The target will also attack anyone who tries to interfere with the violent outburst. When cast upon a burly retainer, perhaps one who is carving the evening roast at his master's side, the outcome can be devastating. The spell has few syllables and no extravagant gestures, so is easy to cast surreptitiously. The obvious advantage of this spell is that the true culprit (if sufficiently cunning) will likely never be identified, and the mystery of the (now probably deceased) servant's murderous insanity never explained. On an Illustrious Success the caster can mentally direct the target's attacks.

Spell Failure: The target is still driven into a killing frenzy but realizes who caused it and attacks the caster.

¹². In those species where a pack matriarch dominates the caster appears female to the intended beasts

Morreion's Immediate Impulsion**Range:** Near**Duration:** Instant**Difficulty:** Straightforward**Magical Affinity:** Daring**Summary:** Moves the caster through all barriers.

Description: Sadly of little use to its creator during his overlong sojourn at the edge of NOTHING, the Instant Impulsion transfers the caster or his chosen target from their current location to another location even if a physical obstruction lies between them. This new position must be no further from the old one than a number of yards equal to twice the caster's Magic rating. If the act is unobserved, those attentive individuals in the vicinity may hear a faint hiss of displaced air, otherwise there is no background noise.

Spell Failure: the spell malfunctions the instant a physical obstruction is reached and the caster (or chosen target) hits it forcibly. For injuries assume that the target of the spell has fallen 30 ft (see page 56 of *The Dying Earth RPG* rulebook.)

Mupouchar's Reliable Proscription**Range:** Sight**Duration:** Day**Difficulty:** Straightforward**Style Affinity:** Studious**Summary:** Prevents anyone using one named spell in the area where this spell was cast.

Description: When casting this spell, the magician specifies any other spell whose existence is known to him by name. Should any magician cast the specified spell within the caster's range of vision during the duration of Mupouchar's Reliable Proscription, that magician must make a Successful Health roll, or suffer an injury. The caster can force rerolls of the victim's Health result by contesting his Magic against the sufferer's Health. The spell fails, regardless of the result of the rolls.

Regrettably, the Proscription also works against the caster, should he attempt the specified spell.

Any character with a Magic rating above 7 knows the names of all of the spells in *The Dying Earth RPG*. Any character with a Magic rating above 14 knows or is at least aware of spells published in all the supplements and sourcebooks, assuming the player has purchased their own copy.¹³

If two magicians with any Proscription spell in force

come within sight of each other, both castings are immediately dispelled.

Spell Failure: All spells are wiped from the caster's memory. *Do not attempt, under any circumstances, to Proscribe the Reliable Proscription*

"I am no one, nothing. I am an abstraction, the ooze of terror, the sweat of horror, the shake in the air when the scream has departed."

Obstructive Ether**Range:** Near**Duration:** Feat**Difficulty:** Straightforward**Style Affinity:** Forceful

Summary: This spell creates a cube of air twenty yards across which opposes the movement of any being or entity trapped in it. To move, those trapped must make a successful Attack, contesting the Ether's Defense (Sure-footedness) ability which is the same as the caster's Magic pool at the time of casting. Each successful attack moves the attacker 3 yards.

Panguine's Providential Presumption**Range:** Self**Duration:** Instant**Difficulty:** Straightforward**Style Affinity:** Devious

Summary: Transports the caster forward in time a short interval.

Description: A significantly lesser cousin to the Temporal Projection spell, the Providential Presumption merely transports the caster and party forward in time a number of hours equal to his Magic rating.¹⁴

If Volune the Eroticist wishes to cast the spell on himself and a party of five, with a current Magic rating of 12, he can move six people forwards up to two hours, or three people forward by four hours or himself alone forwards 12 hours. The caster must be included in the party to be moved.

The party arrives at the same location and disposition as when they left. If there is a solid inanimate object present, the party will be displaced in a random, but safe direction. **Spell Failure:** The party is thrust willy-nilly into the chronoplex, ending their jaunt in any time that the GM wishes, or, the party are trapped in a pocket dimension.

13. Including works as yet unpublished which gives you some idea of the power of this magic.

14. It is fiercely debated as to whether this spell actually transports those affected forward in Time. Molokim of Sfere suggest that the spell transports the victims into a pocket dimension where time moves slowly, then ejects them when the time has passed. We make no opinion on this topic, as there have already been enough deaths.

Pasko's Deducible Placenta

Range: Touch

Duration: Instant

Difficulty: Straightforward

Style Affinity: Curious

Summary: Enables the caster to discover the identity and motives of an unknown person.

Description: Through elaborate means, this spell allows the caster to identify a mysterious person and to determine his motives. It may be cast on any physical remnant of an unknown person's recent travels, such as a footprint in the mud, a handprint on a piece of glass, a hair left behind on a piece of furniture, the well-chewed remains of a piece of fruit, or a discarded fingernail clipping. It does not work when the identity of the person is already known to the caster, or could easily be discovered through simple investigation, such as the questioning of nearby witnesses. The magician extrudes a quantity of ectoplasm, a formless, proto-biological material, through the pores of his face and hands. He rolls it flat, like pie pastry, and then lays it up against the piece of evidence: the footprint, the hair, or whatever. Then he places it in a sack, of sufficient size to hold a large person, and leaves the sack in a cool, dark place for several hours. (The effect takes longer to gestate if the sack cannot be protected from light and heat.)

At the end of this waiting period, an animated, life-sized, fleshy copy of the target lies wriggling inside the bag. After the bag is torn open, the naked, ill-formed simulacrum can be studied and questioned. It shares the target's knowledge as of the moment the clue was left behind. Using that knowledge, it will honestly answer one simple question for every 5 Magic points in the caster's pool. It will answer in concise, even curt, terms. It can provide simple information, including answers about the target's intentions and state of mind, but cannot make judgments, evaluate probabilities, or provide interpretations requiring knowledge of life outside its own extremely limited experience. So it can supply the target's name, tell you where he was headed at the time, and list the magical implements on his person, but cannot tell you whether the target is good or evil, advise you on the wisdom of pursuing him, or guess whether the target's allies mean to betray him. When it has finished its exposition, it dissolves into its components.

Spell Failure: The simulacrum immediately comes under the control of the target through a mental link. Its ratings are 0.5- of the target's, but it has no spells.

The Pattern of Actual Proposal

Range: Near

Duration: Feat

Difficulty: Straightforward

Style Affinity: Forceful

Summary: Enables all to see who is and who is not speaking the truth.

Description: Beloved by blunt speakers and despised by the silver-tongued, this spell encircles all individuals within its range within a brightly-colored, ever-shifting web of insubstantial, luminous tendrils. It may either be cast as a negotiation begins, or in the midst of one. Until the current persuasion contest has resolved itself, no individual may speak an untruth as to his intentions in making any proposal or offer. Practitioners of the Glib and Obfuscatory persuasion styles suffer a levy of 1 on all Persuade rolls.

Any person who makes a promise while under the effect of the spell must make all possible efforts to fulfill that promise in good faith, or suffer a dire effect: neither his Persuasion nor Rebuff pools refresh until he's exhausted all opportunities to discharge his obligation. (He is immediately released from the effect if actively opposed in his efforts by the person he made the promise to, or by any person acting as an agent to that person.)

Spell Failure: The spell caster announces that they will answer three questions truthfully. They do so, answering accurately and concisely.

The Peculiar Peril

Range: Near

Duration: Feat

Difficulty: Straightforward

Style Affinity: Daring

Summary: Protects an area with magical tentacles.

Description: The original purpose of this spell is hard to define. Its potential uses are too numerous to outline, although most commonly only petty magicians who prefer outrageous effect to clear utility apply it these days. The caster aims the spell towards an enclosed space, which must be nearby and if not currently visible must have been observed on a previous occasion. The walls of this enclosed space erupt with repugnant tentacles that attempt to attack all living creatures within range. These tentacles are not overly strong, and will be easily defeated by the agile and armed. The spell generates one tentacle for every 2 points of the caster's Magic rating. Each tenta-

cle has Attack (Strength) 6, Defense (Dodge) 4 and Health 3. Dealing with these tentacles requires concentration and effort, which certainly will distract the surprised defenders from any further actions the caster wishes to make. Unarmed, weakened, or unconscious targets of the tentacles' attentions will be constricted, battered, and at the caster's option strangled. After a few minutes the tentacles simply disappear.

This spell may be cast as a ward (see p.79).

Spell Failure: The tentacles will form at some time in the future at the most inopportune moment for the caster and attack him and his companions.

Petritaur's Monitory Atheism

Range: Near

Duration: Concentration

Difficulty: Straightforward

Style Affinity: Insightful

Summary: Removes religious belief.

Description: This abjuration was handed down to us by the sorcerer and theorist who devised a mathematical equation that purports to disprove the existence of all gods and similar religious beliefs.¹⁵ It allows the caster to momentarily induce an understanding of this theorem in all sentient minds within range. All affected individuals intellectually and emotionally know that none of the divine beings they pray to, or merely recognize in their mythologies, actually exist as described. They acknowledge any miracles or other seeming supernatural acts attributed to these deities as delusions, deceptions, or historical errors. At best, they consider that such sendings emanate from various extra-dimensional entities intent on hoaxing believers out of sacrifices and emotional energy. The spell may or may not encourage individuals to act in a manner contrary to their previous credos, depending on each person's prior attitude towards them.

People who accept the inherent validity of a religion's moral code will continue to obey it, even after their belief in its supernatural underpinning is dispelled. Some may hypocritically continue to espouse beliefs they no longer hold, because the status quo benefits them in some other way, for example, a richly robed cleric overseeing a lucrative temple may keep his crisis of faith to himself, rather than abandon his profitable and prestigious position. (Where no beliefs exist, there is nothing for the spell to affect.) On the other hand, those who follow church edicts only out of fear of hellfire or other divine retribution will suddenly feel themselves free to commit all of the

sins and infractions they've secretly yearned for during their years of religious subjugation. The spell does not induce temptations that didn't exist in the first place; a target may suddenly decide that murder isn't wrong without wanting to embark on an immediate killing spree.

When the caster allows his concentration to lapse, all affected persons recover their original beliefs. They remember their time spent as atheists, but explain away the strange thoughts and actions that took hold during this period. These rationalizations employ the most relevant precepts of a target's faith. A person who believes that enemy demons can affect one's reason will decide that this has happened to him, while an adherent who holds that people can fall inexplicably from grace with the deity will regard his errant thoughts through that framework. Should the victim roll a Dismal Failure, the effects are permanent unless magically dispelled.

This spell can be cast as a ward (p.79)

Spell Failure: The caster is converted to a new belief.

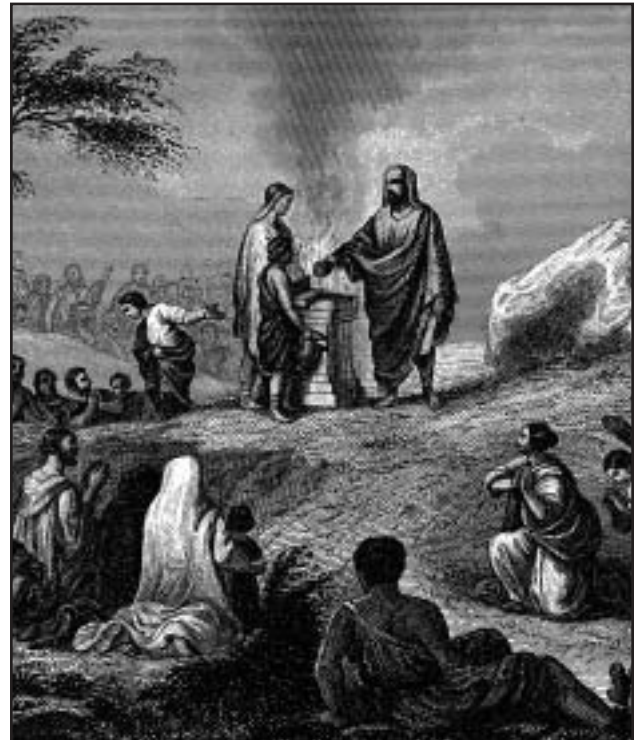
Phandaal's¹⁶ Incomparable Elocution

Range: Target

Duration: Hours

Difficulty: Straightforward

Style Affinity: Curious



15. No one has yet disproved Petritaur's theorem, but detractors note that he was killed by a freak lightning blast on a cloudless day.

16. It is unlikely that those spells ascribed to Phandaal are in fact the master's work. Grashpotel states that they are 'poor imitations, bereft of style and flawed with inferior perversions, of those found in his lost work 'Lambent Elucidations.'

Summary: Allows the caster to speak and understand any language.

Description: There are likely to be instances in a magician's life when he is cast into aeons or worlds so far distant from his own that the means or manner of speech of the natives is utterly incomprehensible. This spell confers on the caster, or a willing target, the ability to both speak and understand any language that he is able to listen attentively to for a few minutes. The spell manifests differently on each occasion:

- ✦ A small manikin perched on the caster's shoulder squeaks the translation in a high-pitched monotone.
- ✦ The caster's mouth moves, and the translation appear a few moments later.
- ✦ The words spring forth from the caster's fingers.
- ✦ The words appear as neatly composed script over the caster's head
- ✦ Two small heads appear, one on each of the caster's shoulders, taking it in turn to speak each word.
- ✦ A choir of miniscules sings the translation with harmonious rhymes.

An Illustrious Success on casting this spell means that the caster has permanently learned the new language.

Spell Failure: The translation will be poor, and to the caster's detriment. This will not be immediately obvious.

Phandaal's Instantaneous Translation

Range: Touch

Duration: Concentration

Difficulty: Straightforward

Style Affinity: Insightful

Summary: Allows the caster to read any language.

Description: Through use of this spell, a magician can (through simply tapping his fingers upon the surface of an illegible scroll or tome) render any treatise comprehensible. The maximum time over which the spell can work equals the caster's Magic rating in minutes. Anyone can read the translated document, so time might be saved with a second reader scanning an opposite page. An Illustrious Success on a Pedantry roll with a limit of zero when the spell ceases means that the caster has permanently learned the new language.

Spell Failure: The caster has irretrievably garbled the text.

Phandaal's Observational Confinement

Range: Near

Duration: Day

Difficulty: Straightforward

Style Affinity: Studious

Summary: Traps the victim in a specimen jar.

Description: A most aggravating spell if you have no means to counter it. When cast, a large transparent container appears from the ground around the target, forming itself as it appears, and closing over the target's head in a flash. This spell cannot be countered by Magic resistance, but the potential victim is allowed the usual chance to dive out of the way. Whilst air passes freely in and out, and there is plenty of room for sitting down and for such actions as hammering one's fists helplessly upon the magical glass, since the confinement is secure. Only magic can damage the container, and only the caster can pass inanimate objects through it to the person trapped within. No magic can pass out of the container or affect it from within. Any magic that would control or damage the victim will shatter the confinement instead.

This spell may be cast as a ward (p.79).

Spell Failure: The caster is trapped and the target takes the roll of caster.

Phandaal's Repudiation of Curses

Range: Self

Duration: Feat

Difficulty: Straightforward

Style Affinity: Curious

Summary: Cancels dying curses.

Description: In far too many instances base beings take offense at the actions of a magician going about his business, often seeking to hinder or harm him with dying curses. Phandaal was no stranger to such happenings and created this spell to counter these acts. To resist becoming cursed, the caster enters into a Magic contest with the one uttering the curse. This single spell is capable of defusing several curses spoken one after the other, acting as a barrier to their effect rather than an antidote to a single specific anathema. Dying curses always take effect somehow; what in fact happens is that the elemental responsible for the spell counter curses the caster with a curse that negates the opponent's dying curse. For example, a curse of depression might be met with a curse of hyperactivity.

Spell Failure: The elemental misaligns the counter curse and the caster receives a double dose of curses instead.



Phandaal's Sheltering Radiance

Range: Touch

Duration: Hours

Difficulty: Straightforward

Style Affinity: Devious

Summary: Protects from the elements.

Description: Even the most competent magician may from time to time find it necessary to travel under the open air and there are many dabblers who lack sufficient mastery of the magical arts to do otherwise. The great Phandaal created his Sheltering Radiance – whilst still practicing the first principles of his craft – in order to make his experiences wandering abroad more comfortable. This spell creates a barrier against water, wind, and wind-blown debris close around the caster or target, whilst simultaneously keeping the temperature within its area of effect at a comfortable level. It is not without limitations, and cannot be used to walk through flames with impunity, nor across a freezing wasteland. It would suffice to protect someone leaping through a blazing doorway.

Spell Failure: This weak spell has no vicious penalties for failure – merely a head cold for a week or two.

Pandeiane's Cheery Doom

Range: Near

Duration: Feat

Difficulty: Straightforward

Style Affinity: Devious

Summary: Imbues your subordinates with courage.

Description: This is a spell that encourages allies, underlings and subordinates to stand fast in the face of apparent doom. Indeed those under its effects will never fail a *Wherewithal* roll nor resist the opportunity for danger. In fact the more wounded they become the more they redouble their cheerfulness, extolling their enemies to greater efforts. The targets gain no penalties or levies for their wounds until they are *Dying*. Every time the target would be required to make a *Wherewithal* roll, their opponent must do so instead, and if the opponent fails they break off the fight and flee.

Phunurus' Outstanding Replicator

Range: Touch

Duration: Feat

Difficulty: Straightforward

Style Affinity: Studious

Summary: Allows the caster to answer questions from his own forgotten knowledge.

Description: Far from home the magician comes across a particular problem that could be solved through exacting application of a particular branch of knowledge. Sadly neither he nor his companions has the required knowledge, and yet in his vast experience, he knows that he must, on at least a small number of instances, have read information that would be of use. The Outstanding Replicator plumbs the depths of the magician's forgotten memories, allowing him to swiftly write down (or recite if no writing materials are available) a number of facts that seem to bear particular relevance to the situation at hand. Where this spell fails to be of use is in a situation where the knowledge required truly is so obscure as to have never previously been accessed by the caster. The player should assign the maximum number of Magic points he is prepared to spend on gaining a success. The GM rolls for the spell on the player's behalf. In game terms should the caster roll an *Illustrious Success*, the GM will answer three questions fulsomely. If the caster merely rolls a *Success* the GM will answer three questions curtly.¹⁷

Spell Failure: The GM should lie like an *Azenomei Lawyer*.

Phunurus' Phantasmal Net

Range: Near

Duration: Hours

Difficulty: Straightforward

Style Affinity: Daring

Summary: Allows the caster to trap his opponents.

Description: Pursuing an annoyingly swift foe? Ambushed by a brash half-man? Why waste time with irritating combat or with spells that might render your foe deceased before you can question them at your leisure? The Phantasmal Net is a faintly glowing web of blue energy that springs smartly from the caster's out-flung fingertips and wraps itself around the target, pinning it efficiently. Any target with an *Athletics* ability may try to break free as soon as the net tightens around them – make a *Tally* equal to the caster's Magic rating, rolling each round. Those trapped may cast spells at a levy of 1 but otherwise will only wriggle ineffectively, until the caster dispels the effect, dispatches the victim, or the spell wears off some hours later.

Post-Chronosal Pyromania

Range: Touch

Duration: Hours

17. If a kind GM is certain that the PC does not have the knowledge, she should inform the player before the spell is cast.

Difficulty: Straightforward
Style Affinity: Devious
Summary: Sets fire to things touched.

Description: This is a spell to handle tactfully. When cast the spell causes everything inflammable the caster has touched with their nominated hand in the previous hour to burst into flame. The effect is as if the caster had touched each place with an oily rag.

The fire starts exactly where the caster touched the item or the person in question. The fire created by this spell is not in itself magical, hence it can be extinguished by normal means. See the section entitled on Fire Damage (*The Dying Earth RPG*, p. 56) for more on the effects on persons.¹⁸

Spell Failure: The caster catches fire as if 40% engulfed in flame.

The Predatory Lament

Range: Self
Duration: Instant
Difficulty: Straightforward
Style Affinity: Devious
Summary: Produces a roar that terrifies the caster's opponents.

Description: Using this magic the caster may let out a bestial roar of significant volume, which will terrify all herbivores and small carnivores, and will cause larger carnivores to soberly rethink their options. Even half-men will be taken in by this terrible bellowing, assuming that some fearsome and previously unknown creature lurks nearby. Any nearby sentient creature that cannot see the caster must make a successful Wherewithal check with a limit of one (one reroll), or flee the area. Nonetheless, its applications are few, and it is seldom collected by magicians of the current age. Its best effect would surely seem to be in combination with a convincing visual deception.

Spell Failure: The caster emits cries similar to those of the wounded prey of the nearest large predator.

The Prodigiously Useful Creeper

Range: Near
Duration: Hours
Difficulty: Straightforward
Style Affinity: Forceful
Summary: Hastens the growth of plants to provide hiding places or means of escape.

Description: Developed by Ganeflex the Horticulturist, this spell allows the caster to encourage the extremely rapid growth of a nearby plant so that it provides either shelter (from the elements or a pursuer) or a means of escape from a pit or tower. The plant grows at 20 feet per minute, and continues until it is either commanded to stop, or for some hours. If the plants form a shelter, the caster may add a boon of 2 to his Concealment pool and is protected from the elements as if he were within a sturdy log cabin. If used as a means of escape, it is very easy to climb.

Spell Failure: The caster may become entangled in his chosen plant, thereby presenting himself nicely to his pursuer or captor.



The Prompt Call of Pelgrane

Range: Near
Duration: Instant
Difficulty: Straightforward
Style Affinity: Forceful
Summary: Summons a pelgrane.

Description: This spell was created by Turgubut, who grew tired of hunting for pelgranes, so he decided to make them come to him. On casting this spell, a pelgrane appears in the air next to the caster (even inside a building). This pelgrane doesn't know who brought her there and she¹⁹ doesn't have to obey the caster (except on an Illustrious Success, which binds the creature for a service). The pelgrane's more than predictable reaction to the spell

18. Note that gentlemen are warned about the risks of subconsciously adjusting their dress with the wrong hand while using this spell.

19. This spell only brings female pelgranes. They are larger, more vicious, and contain the encrinal gland prized by Turgubut.



is to attack the first person other than the caster she finds there.

Spell Failure: The pelgrane attacks the caster.

"Tonight, O Lith, tonight it is two long bright threads for you. Two because the eyes were so great, so large, so golden..."

Chun the Unavoidable

The Puissant Word

Range: Self

Duration: Feat

Difficulty: Straightforward

Style Affinity: Forceful

Summary: Ensures your fighting style trumps your opponent.

Description: Any wise individual knows full well that engaging in armed conflict is foolish. Far better to dispatch an opponent with a spell, or to avoid conflict altogether by convincing him of the rightness the magician's views. It is also true that such tactics are not always successful, and, for a variety of reasons, even a skilled mage may sometimes find himself confronting an enemy with sword in hand. The Puissant Word is a simple spell that grants the caster a useful edge in such conflicts. When it is spoken, the caster's primary Attack and Defense styles becomes whichever styles trumps his opponent's, and the caster gains any benefits and penalties of the styles. Should there be more than one opponent, the caster must decide who is the target. The spell can be cast quickly and on the round it is cast, the caster may make an additional move at no levy at the end of the round.

Spell Failure: The caster's Attack and Defense styles become those trumped by the target.

Read Shadows of Time

Range: Near

Duration: Instant

Difficulty: Straightforward

Style Affinity: Curious

Summary: Allows the caster to see the past.

Description: The caster concentrates on a particular place or object. Although the effect of the spell is to create a single swift flash of sequential images in the caster's mind, it takes several long moments to attune to the place or object

before the magic can be attempted. The spell reveals to the caster's conscious mind a rapid burst of images and sounds covering any emotionally charged activities that have occurred in the vicinity of the place or object. These images start with the most recent and stretch back through history, and are rarely crystal clear, except perhaps for those that have happened within the last few hours or days. Exceptionally powerful echoes, even from long ago, might leap clearly to mind, and likewise images related to a place or object that has been rarely disturbed over the previous aeons will be more precise. The spell does not give the caster any way to comprehend languages he is not familiar with, but it does reveal strong emotions that might have been hidden to some of the participants of the events in question.

Spell Failure: The caster is haunted by the passions they experienced whilst surveying the long-forgotten tragedy, and cannot concentrate enough to cast spells for a full day.

The Revelation of Veracity

Range: Near

Duration: Instant

Difficulty: Straightforward

Style Affinity: Insightful

Summary: Enables the caster to spot anything that has been hidden.

Description: The caster uses this spell to augment his sight, and can take a quick scan of an area or group of people. The magic allows him to see through any deceptions, whether magical or mundane, and to notice other hidden objects such as secret doors, concealed weapons, or lurking assailants. Though instant in effect, the after-image left by the spell allows the caster to individually describe to any companions each and every hidden thing that was revealed – providing nothing of substance disturbs him for the next minute or so.

Spell Failure: The caster becomes blind.²⁰

Shabat's Ambiental Attunement

Range: Near

Duration: Instant

Difficulty: Straightforward

Style Affinity: Curious

Summary: Enables the caster to spot even the tiniest details.

Description: By taking a moment to press his palms against the nearest object that is part of the local environ-

²⁰ Blindness causes a penalty of 1 on all activities for which sight is helpful, and certain activities such as reading become impossible.

ment, the caster enters into a communion with the small area that surrounds him. Within moments, he knows any and all minor details, the kind of facts that would otherwise take many minutes (or even several hours or days) to ascertain with magnifying glass, probes, reference books, and possibly even demolition equipment. For instance, the magician will know what creatures made any substantive tracks that are present, no matter how small or well concealed; the location of any traps and how they are set; the whereabouts of any dangerous life-forms or objects and roughly what hazard they pose; and any other hidden facts that could be discerned with sufficient time and appropriate tools. The spell ignores irrelevant facts such as how many insects lie within the grass, or how many grains of dirt are strewn about the path, unless the caster specifically concentrates on learning these trivialities.

Spell Failure: The caster's mind is overwhelmed by experiential overload, losing all remaining spells and Magic points.

"Note my perfect grace, the beauty of my form and feature, my great eyes, as golden as your own, my manifest will and power... it is you who should serve me. That is how I will have it."

Liane to Lith

Shabat's Resolute Seeker

Range: Self

Duration: Day

Difficulty: Straightforward

Style Affinity: Insightful

Summary: Makes tracking easier

Description: Utilizing a mere scrap of clothing, mark on the trail, or scuff-mark upon a stone floor, the magician may activate this spell upon himself. The caster then becomes attuned to the owner or creator of the clue in question, and can follow their trail from the point of origin as if it were a clear pathway trodden through a field of fever grass. The clues that the magician picks up may be tiny marks that could otherwise be easily overlooked, and in any case are often indications that would otherwise be impossible to link to the one being pursued.

The spell will work on tracks up to a week old. The spell works flawlessly across any terrain, with marks being clearly visible to the magician even over several yards of distance, for example, across streams. If the trail takes longer

than a day to travel, the magician will typically cast the same spell the next day.

Spell Failure: The tracks lead to a vicious and hungry anthropophagic half-man.

Spell of the Seductive Frontier

Range: Touch

Duration: Instant

Difficulty: Straightforward

Style Affinity: Curious

Summary: Imbues ones colleagues with the courage to take the first step across a threshold.

Description: Devised by the quarrelsome Frosmyr, of whom little is known aside from his difficulty in securing co-operative henchmen, this spell targets a person standing at a threshold he is reluctant to cross. He might find himself before a doorway, at the edge of a trackless forest, on the lip of a treacherous ledge, or even before a chest he is reluctant to open. If the spell succeeds, the target is compelled to cross the threshold, desiring to confront whatever dangers and mysteries wait for him on the other side. The spell only applies to physical thresholds; it can't be used to speed a reluctant partner to one's bedchamber, induce a change in philosophy, or move the target across any other purely metaphorical barrier.

This spell can be cast as a ward (p.79).

Spell Failure: The caster steps across the barrier with steely determination.

The Spell of Sudden Irritation

Range: Near

Duration: Concentration

Difficulty: Straightforward

Style Affinity: Devious

Summary: Inflicts irrational irritation on the target.

Description: On a Successful roll, the target of this spell becomes possessed with an irrational irritation caused by the person standing nearest to them. They will immediately berate that person, describing in embarrassing detail those personal quirks that might have been thought to cause the irritation. A furious debate is likely to ensue, lasting many rounds, although this depends on the character of the person thus insulted – a Resist Arrogance roll might suffice if the insulted person is intent on the caster. During this period the caster may make their exit unnoticed. In the longer term this spell can obviously cause bad blood between the parties affected.



Spell Failure: The caster uses her most inventive invective to insult the target of the spell.

The Spell Of Mundane Reality

Range: Sight

Duration: Feat

Difficulty: Straightforward

Style Affinity: Devious

Summary: Hides the wonderful under the cover of the obvious.

Description: This spell is of only three syllables and can be disguised by the magician through the act of clearing one's throat prior to speaking. All those in earshot immediately see the most amazing things as perfectly mundane. Thus, the mage's magical steed becomes in their eyes an elderly mermelant, the mage himself a drably dressed individual of indeterminate appearance, the sylphs and demons that cavort about him are merely merry children. The spell lasts until those listening can no longer hear the caster's voice.

Spell Failure: The caster appears to be an individual hated by any viewers.

Spojan's Thaumaturgical Discernment

Range: Touch

Duration: Concentration

Difficulty: Straightforward

Style Affinity: Insightful

Summary: Allows the examination of magical auras.

Description: This is a simple and yet highly utilitarian enchantment, and the single remaining example of the long-forgotten Spojan's creativity. The target is bestowed with the ability to observe the overlap of the magical realm with the common world. For those untrained in the magical arts, this merely reveals the colored otherworldly auras of persons or objects affected by magic. Magicians of experience may be able to learn more about the nature of what they are seeing by examining the aura, and each successful Pedantry roll allows them to learn a new fact about the magical auras they examine.

Spell Failure: The caster's extant spells and items to glow with a doleful red light for a day.

Stepping on Air

Range: Self

Duration: Concentration

Difficulty: Straightforward

Style Affinity: Daring

Summary: Allows the caster to walk on air.

Description: Using the air as if it were a solid surface laid out in any desired shape, the caster may rise above the ground or pass over a chasm or portion of treacherous terrain. This spell normally requires several practice attempts in a safe place before the magician can master the intricacies of putting his feet on an imaginary surface (which he is in fact creating in his mind with each 'footfall'.) For the beginner, confusion can precipitate embarrassing lunges and plunges, which might make any observer confuse the caster with a rank Dabbler or drunkard. Once the spell is mastered (used three times in earnest), the caster may travel on air up to 100 yards for every point of their Magic rating. The spell will last for up to a day, but ends if the caster alights.

Spell Failure: The spell will end suddenly at an inconvenient moment.

Tarrinor's Photonic Plane

Range: Near

Duration: Concentration

Difficulty: Straightforward

Style Affinity: Daring

Summary: Builds a bridge of light.

Description: A convenient aid to those exploring difficult terrain, this spell creates a glowing sheet of solid light 10 yards wide and up to 100 yards long. The plane may be sloped, but only up to 30 degrees. This plane of force will support almost any amount of weight and is impervious to any sort of physical damage. On an Illustrious Success, sentient beings and any items they touch may move about the plane by thought alone without any physical exertion.

Spell Failure: The plane comes into existence, but will immediately vanish once any amount of weight rests on middle of the span.

Tchanfen's Disintegrative Application

Range: Near

Duration: Instant

Difficulty: Straightforward

Style Affinity: Insightful

Summary: Allows the total disintegration of the target.

Description: This spell allows the caster to form an absolute and devastating understanding of the fundamental structure of all non-living objects within his close-

range field of vision. When the spell is cast every non-living thing within a cone-shaped field before the caster's eyes is disrupted into its subatomic components, and essentially disintegrated. The spell will affect all non-living tissue, including rock, wooden furniture, clothes, toenails, and hair. The magic acts in a cone with a base diameter of four yards. Its effect ceases ten feet from the caster. Magical items are not affected.

Spell Failure: The caster is disintegrated, so magicians whose magic style is not Insightful rarely attempt it.

Treviolus' Emblematical Restorative

Range: Touch

Duration: Concentration

Difficulty: Straightforward

Style Affinity: Insightful

Summary: Recreates lost text.

Description: Amongst his varied hobbies, the great Treviolus wandered the ruins of cities and mansions from bygone aeons, sifting amongst the sad remains for what few relics could be salvaged and contemplated. After many years of frustration at finding incomplete texts and classifiers he finally perfected his Restorative. This spell may be cast upon a section of incomplete lettering, and will recreate (in faint glowing symbols) the missing parts. As many phrases may be recovered this way as the magician has points in his Magic rating. The text must have at least half of its elements present, and it will only restore phrases that are part of an existing leaf. As long as the magician maintains his concentration, the symbols will remain extant, and can be copied down. It is rumored that Treviolus created an advanced version of this effect which allowed spells to be restored, but the manner of his demise suggests he was not entirely successful – he was found slumped over his workbook with smoking, empty eye-sockets.

Spell Failure: On a Dismal Failure, a false text is recreated to the disadvantage of the caster.

Turjan's Temporary Replicant

Range: Near

Duration: Hours

Difficulty: Straightforward

Style Affinity: Studious

Summary: Provides a substitute for your enemies to attack.

Description: It is always useful for magicians to have an alternate target for those who mean them harm, or some

way to distract unexpected visitors whilst they measure their trustworthiness. The Temporary Replicant spell is cast upon a rough simulacrum of the magician that has previously been prepared. This is usually a wooden dummy painted, clothed, and with hair glued upon its head, and will then take on the likeness of the caster, and can either perform simple preprogrammed actions and greetings, or be controlled by the caster from a distance. Replicants are not robust and are a visual and auditory deception only. They do not survive the rigors of the trail well, nor the indignities of bad weather, but are at their best in the magician's own manse, where additional magics may easily be applied, and where the magic of one's visitors may be more easily detected and countered. The Replicant cannot cast magic and has no skill at combat.

Spell Failure: The replicant will act against its creator's interests at the first opportunity. The caster is not aware that the spell has failed.

Turjan's Thunderclap

Range: Near

Duration: Instant

Difficulty: Straightforward

Style Affinity: Forceful

Summary: Attacks with a blast of sound.

Description: This is a short spell, suitable for gaining the surprise advantage when faced by a single attacker, a group with a clear leader, or a mounted assailant. One merely makes a gesture towards the auditory organs of the targeted individual, speaks four syllables and instantly inflicts upon them a great burst of sound, sufficient to make their senses spin. The effect is felt over an area of 10 yards radius from the victim. This utterly disorients sentient beings for two rounds – they cannot attempt active moves, and make reactive ones at a levy of 1. Unintelligent animals will attempt to flee instantly, whereas semi-intelligent creatures must make a Wherewithal roll to remain. Any mage who fails a Wherewithal roll will have their concentration broken.

Spell Failure: The caster is permanently deafened.

Unassailable Intellect

Range: Self

Duration: Day

Difficulty: Straightforward

Style Affinity: Studious

Summary: Guards against mind control.



Description: There are those disreputable magicians and meddlesome entities that try from time to time to take over or meddle with the wills of others. Such interference can be blocked through possession of this spell, which has the added advantage of self-activation at the moment the caster's will is snatched from his control. The first spell or effect that successfully targets the caster's mind will be revoked. This happens before Magic resistance is rolled.

Spell Failure: The first such effect will automatically succeed, as if the enemy caster had rolled an Illustrious Success.

Urturusz's Susceptible Perpetuity

Range: Sight

Duration: Day

Difficulty: Straightforward

Style Affinity: Curious

Summary: Halts objects in mid flight.

Description: This spell acts upon any inanimate but currently moving object smaller than a hoon that owes its motion to kinetic energy (such as a ball thrown through the air), gravity (as in the case of a rock rolling down a hill), or some other force that is, or has, acted upon it. On a Successful roll, the spell causes the object to immediately halt, even in midair, and remain in place after a day has passed, or until any other force is brought to bear on it, whichever comes first. So, for example, the spell can be used to stop a single arrow as it hurtles through the air towards its target, but can then be made to resume its flight when batted from the air by a playful child. As the example suggests, the spell can be used to utterly nullify a single missile attack. The spell name implies that the effect could last forever, but Urturusz was always a self-aggrandizing braggart.

Spell Failure: The item flies towards the caster, forcing a Health roll.

Veronifer's Disembodied Propulsion

Range: Near

Duration: Instant

Difficulty: Straightforward

Style Affinity: Devious

Summary: Enables the caster to move things at a distance.

Description: Through use of this spell, the caster may exert a solid thrusting force on any visible object on which he concentrates. He must push forward his own hands to activate the spell. This does rather mean that its use as a

method of clandestine assassination is somewhat limited - even when attending a social gathering at the edge of some precipitous incline or at a domicile where a surfeit of cumbersome statuary rests atop ornate pedestals.

Spell Failure: The caster experiences the force.

Vorredol's Removable Eye

Range: Self

Duration: Day

Difficulty: Straightforward

Style Affinity: Devious

Summary: The caster's eye travels by itself to see things in places where the caster cannot go

Description: The caster may remove one of his eyes and send it flying where he desires. During this time, he continues to see what is happening in front of this eye. The eye can travel up to ten feet off the ground and pass through small openings. The eye is fragile so it should not be thrown, crushed, immersed in corrosive liquids, or similarly maltreated. If such a thing were to happen, then the caster must live without one eye unless it is magically regenerated. The eye has Defense (Dodge) 2, and is crushed on the first successful hit. It also has a Concealment pool of 8.

At the end of the spell's duration or when the caster wishes it sooner, the eye must be to hand to be replaced in the caster's eye socket, or it will fall to the ground and rapidly decay.

Spell Failure: The eye is occupied by the madling responsible for this spell, which takes control of it and sends it wherever it wishes. The caster still retains vision through the eye.

The Warding Eyes

Range: Self

Duration: Hours

Difficulty: Straightforward

Style Affinity: Studious

Summary: Helps prevent the caster being surprised.

Description: At times, a magician will become engrossed in a complex puzzle or fascinating acquisition and this may occur in dangerous surroundings. The solution is to cast the Warding Eyes. Magical dimly glowing eyes (usually a dozen) appear about the caster's head and shoulders, floating in the air. Immediately, they begin moving about the caster, darting hither and thither as they watch for threats. They are invisible from their rear, and thus of

minimal distraction to the caster, but provide an odd visual effect to the unsuspecting observer who notes faintly luminous objects vanish and reappear as they twist and turn. The eyes vary their distance from the caster, but only rarely stray to their maximum range of two yards or so. Their visual range is a hundred times this distance in good light, and they are linked to the caster's subconscious. Should they sight anything potentially dangerous, this information is instantly transmitted to the caster's conscious mind. They have a Perception pool of 12 for this purpose.

Spell Failure: The eyes are controlled by a malignant enemy who can observe the caster for the duration of the spell.



Yimbolo's Dancing Blade

Range: Touch

Duration: Feat

Difficulty: Straightforward

Style Affinity: Devious

Summary: Provides a self-motivated blade to fight for you.

Description: Should the caster be set upon by ruffians and be unwilling to consider engaging in base physical hostilities, a rapier or other non-magical bladed weapon may be tossed into the air and will commence fighting as if wielded by a swordsman of superior skill to the caster himself (having an Attack and Defense rating 5 points larger than the caster's pool at the point of casting the spell). It stays close by the caster, attacking one opponent and defending him from a single attack in any round. The blade cannot itself be harmed, and if it fails to defend, the caster must make a Health roll. The caster need not concentrate on this defense and may continue with other actions, even (should unfortunate circumstances compel him) engaging in combat with a second weapon. The caster may, if they wish, direct the magical blade towards a particular target.

Spell Failure: The sword Wallops the caster, leaving him

Down. If the Wallop fails, it will continue to Attack until the caster is Down. If the caster fakes injury, it has a Perception pool equal to the caster for the purposes of overcoming the Imposture.

Yimbolo's Mysterious Propulsion

Range: Near

Duration: Day

Difficulty: Straightforward

Style Affinity: Daring

Summary: Propels vehicles without need of draught beasts or sail.

Description: Modes of transport such as carts and rafts usually require animals or forces of nature to propel them. Any magician familiar with Yimbolo's Mysterious Propulsion need no longer concern themselves over such trivialities. Once the spell is cast, the magician need only exert minimal concentration to maintain the magical effect, and any object no heavier than a stagecoach may be propelled at the speed of a hardy runner for prolonged periods, even uphill or against a current. There are restrictions on the use of this magic. The propelled object cannot be living; it must be capable of relatively easy movement were conventional forces to be used to motivate it; and steering is slow and cumbersome if the magic alone is used to maintain its direction – though a simple rudder works well on a river craft.

Spell Failure: A strange force propels the caster at high speed to an ill-omened spot one-day's ride away from the casting point.



Complex Spells

Complex unperfected spells are very dangerous to those without a style affinity, and are extraordinarily risky for Dabblers. We recommend that even powerful magicians with a style affinity should only cast these spells when their Magic pools are replete.

The Alchemist's Curse

Range: Near

Duration: Instant

Difficulty: Complex

Style Affinity: Forceful

Summary: Kills by filling the bones of the target with molten lead.

Description: This is the spell whose use is hinted at when a mage threatens to “fill your bones with molten lead.” What the spell does is turn the calcium in the bone to molten lead which causes the target to collapse into a formless mass (molten lead is not known for its structural properties) which immediately starts to burn due to the heat. Death is guaranteed.

Spell Failure: The caster starts to heat up and must immediately hurl himself into a body of water (or something equivalent) within one minute lest they burst into flames covering 60% of his body.

Blackweb's Explosive Chattels

Range: Touch

Duration: Instant

Difficulty: Complex

Style Affinity: Devious

Summary: Violently protects your property.

Description: Any non-magical, non-living item no larger than a rain barrel may have this spell applied to it. Practiced users will choose the object in question with an eye to its fragmentation capabilities. The spell is activated when any living tissue other than that belonging to the caster (and possibly that of any valued retainers the caster wishes to include in the enchantment's intricacies) touches the object, or the object is moved more than a yard from its resting point, or it is taken more than 30 yards from the caster. The spell's effect is to violently detonate the prepared object, thus warning the thief and any accomplices of the dangers of defying those with a strong grasp of magical principles. Many magicians decry this magic as lacking sufficient discernment, whilst others revel in its application. The person touching the object must make three Health rolls with a levy of 2. Any other persons within 10' of the object may take damage – make a single Health roll for each. If the item contains materials that cause damage in addition to the blast (oil, acid or molten spike worms) this should be considered as an additional effect.

Spell Failure: The chattels explode when the spell is complete.



The Call of Scholastic Leakage

Range: Near

Duration: Day

Difficulty: Complex

Style Affinity: Devious

Summary: Assists in your research.

Description: This spell was devised to make use of any time that scholastic orders leave over from performing their own research. The general effect is that the untapped brainpower of work-shy academics can be brought to bear upon a problem that is currently taxing the caster. Up to five academics can be affected; they receive the usual resistance rolls with a levy depending on the interest they might have in the question posed. In any case, they are not aware that the spell has been cast. The caster then uses any untapped mental resources of the afflicted academics to answer his questions for that day. In game terms, add up the total unused Pedantry pool of the targets. On average, an academic would naturally use up roughly 75% of their pool each day, and what's left is used by this spell to answer questions. Each academic affected allows the caster to make a reroll every hour. Those under the effect of this spell cannot refresh their Pedantry pools until the spell reaches its conclusion.

If the Pedantry pool is all used up before the question is answered, other of the academics' abilities may be drawn upon to answer the question. The spell will draw on other knowledge-based abilities first, so Etiquette, Physician, Stewardship and Craftsmanship will be among the first to be tapped into.

Calanctus' Precise Deception

Range: Self

Duration: Hours

Difficulty: Complex

Style Affinity: Insightful

Summary: Allows the caster pose as another.

Description: This spell allows the caster to assume the absolute likeness of another individual, up to and including voice tones, commonly worn clothing, obvious mannerisms, and gait. Exacting study of the individual whose representation is to be assumed must precede each use. Despite this spell's potency, magic such as the Second Retrotopic will still dissipate it like so much thistledown in the wind. Unlike the Enchantment of Another's Face, the spell will allow the imitation of half-men and other humanoids. This will fool humans, but a creature of the

species imitated may require a Perception versus Imposture contest to be certain.

Spell Failure: The caster is convinced that the spell has functioned.

Charm of Perceptual Disarray

Range: Near

Duration: Instant

Difficulty: Complex

Style Affinity: Daring

Summary: The spell causes the target to forget who he is, where he is, and what he is doing.

Description: The magician may cast this spell at any sentient target within close visual range. The spell causes the target to forget who he is, where he is, and what he is doing. In effect, the person becomes a blank slate, though still able to speak and to function as a living being. The target also retains the instinct for self-preservation, but is somewhat more open and trusting. The brain-addled victim will not be able to cast spells, and their Rebuff is halved and changes to Pure-Hearted in style. Thus, the caster may turn an enemy into a servant, or maneuver them into a compromising situation. On any occasion that the caster convinces the victim to undertake an action that would be clearly against their nature if they possessed their full faculties, the victim may attempt to break free by rolling an Illustrious Success on his Wherewithal.

Spell Failure: The caster's Rebuff pool is drained.

Conjuration of the Four Cardinal Guides

Range: Self

Duration: Day

Difficulty: Complex

Style Affinity: Studious

Summary: Summons guide to tell the caster the best route.

Description: This is a potent divining spell favored by those exploring unfamiliar lands. When cast, a few minutes later, four native creatures arrive, one from each compass direction (north, south, east, and west). Each beast has been traveling in a straight line towards the spot where the spell was cast for the previous day.²¹ The caster may then question the animals about their journeys. Each animal will magically be able to speak to the caster and will relate any and all details of their journey. The caster may continue to question the animals about their travels for up to one hour. The caster may then command the creatures

to perform a service which can last no longer than to the end of the day, after which the creatures will all disperse quietly. The service the caster demands of the creatures, if any, cannot involve danger to the creatures, or go against their nature.

On an Illustrious Success, the spell will summon four flying creatures that will always reach the caster's location and can give a very accurate description of a considerably larger area.

Spell Failure: The spell summons four deodands or other horrid beasts that will attack the caster when they arrive at the caster's location.

The Curse of Insipid Desuetude

Range: Near

Duration: Instant

Difficulty: Complex

Style Affinity: Forceful

Summary: Reduces the enemy's pools.

Description: This notorious curse, devised by a magician obsessed with promoting a now-lost concept known as the work ethic, punishes those who have not recently used certain of their abilities. The magician may cast it on any target who currently has at least four pools from which he has spent points. If the curse succeeds, all the pools which exactly equal their ratings – with the exception of pools refreshed in the last twenty-four hours – are reduced to zero.

You cast this spell on Liane the Wayfarer. He has recently spent points on Attack, Defense, Health, Persuade, and Living Rough; in all cases, his pool is less than his rating. That makes him a legal target for the curse. He lacks any Magic resistance, and therefore succumbs to your spell.

The aforementioned pools remain as they are, as does his Gambling pool, which he refreshed the previous evening, and his Tracking pool, which is currently above his usual rating, thanks to some recent boons. His remaining pools: Rebuff, Appraisal, Athletics, Concealment, Etiquette, Imposture, Perception, Quick Fingers, Riding, Scuttlebutt, and Stealth – are all equal to their ratings, and are therefore affected. All of these pools drop to 0. (He doesn't have any Resistance pools; if he did, these, too, would be affected.)

The magician can't know, when casting the spell, whether a given target is susceptible to it at the moment. If he attempts the spell, but the target is not susceptible, the spell remains encompassed (if applicable), and any Magic

21. At least one magician has lost his mind trying to unravel how the animals know to set off a day in advance.

points spent on it are recovered.

In the case of GMCs the magician meets when the mage has this spell up his sleeve, GMs must reasonably decide in advance of an encounter which pools have been recently used. It is perhaps most satisfyingly deployed against other PCs, for whom the recent use of pools is not determined arbitrarily.

The Curse of the Reluctant Dead

Range: Near

Duration: Concentration

Difficulty: Complex

Style Affinity: Insightful

Summary: Animates a group of dead to attack your enemies.

Description: Using this spell, the caster animates the bodies of all deceased creatures within a range of yards equal to his Magic rating. The caster directs these creatures through force of will as if they were an amorphous single form (rather than the disparate individuals they may once have been). Limbs knit with chests, and heads with backs to form a terrifying mass. All witnessing this abomination for the first time must make a Wherewithal roll or act at a levy of 1 (many creatures will simply flee). The creature will lash out at the nearest creature and continue to fight until destroyed, or the caster's concentration lapses. It may make up to four attacks in a round on different individuals with no additional move penalty, and cannot be ganged up upon. It does not Wallop.

One consequence to using this magic is that it marks the caster as a necromancer of the vilest order, and such a person will be reviled by his peers, and feared by the populace.²²

Reluctant Dead

Ratings

Attack (Strength) 2-, Defense (Parry) 2-, Health ~ (~ is the character's Magic pool)²³

The Curse of the Undignified Ancestor

Range: Touch

Duration: Instant

Difficulty: Complex

Style Affinity: Curious

Summary: Causes the target to revert to their earliest ancestor.

Description: This spell is a terrible form of retribution or attack, regressing the human victim to a purported ancestral state. The target undergoes an atavistic reversion, becoming more and more ape-like over several agonizing moments. The ape-like creature will typically flee, but on a Illustrious Success will serve the caster on payment of improvement points.

The spell is designed to afflict humans; when used on half-men, it regresses them to a more vicious and more primal creature capable of terrible violence, or else splits them into their hybrid components, creating many opponents where there was formerly one.

Spell Failure: It has been reported that this spell for some reason²⁴ reverts the target to the form of a vicious demi-human, which apparently retains at least some of its personality – as in such cases the beast commonly attacks the caster. A demi-human created in such a way always reverts back to human form within a few hours, as if the spell was never cast. It is indeed a wise person who knows his own father.

Regressed Ape

Ratings

Attack (Ferocity) 2-, Defense (Intuition) ~, Health 2-, Wherewithal 3, Athletics 2-, Concealment 5, Stealth 5

Felojun's First Hypnotic Spell

Range: Near

Duration: Hours

Difficulty: Complex

Style Affinity: Forceful

Summary: Paralyzes the target for several hours.

Description: Whilst the straightforward Second Hypnotic is relatively easy to encompass, this original spell is much more difficult and consequently has a superior range and effect. As the caster calls out the activation words, all living things within a range of thrice the caster's Magic rating (expressed in yards) are paralyzed apart from those vital functions necessary for survival. The general effect lasts for several hours or until the caster negates the spell. Individuals are freed from the effect if the caster wills it, or if they suffer physical damage. The first attack on them in a paralyzed state will cause two injuries and a Health roll.

Spell Failure: The spell affects the caster and lasts a day.

22. Any self-respecting necromancer would expect no less.

23. Or use the statistics for animated corpses in the Demons supplement.

24. It appears that some targets of the spell have more than primates in their family tree.

Gomoshan's Demoniatic Presence

Range: Self

Duration: Hours

Difficulty: Complex

Style Affinity: Insightful

Summary: The caster can assume the form of a half man.

Description: Using this magic, the caster takes on the form of a previously declared species of half-man. This form is impossible to tell from the real thing in all aspects, including physical strength, vocal tones, and appropriate bestial stench. The caster gains the abilities of the creature dependent on the new form. Any amount of mischief may be undertaken in this form, since the caster's intellect remains entirely intact. The spell may be canceled with a thought, and this is particularly useful if under pursuit. One needs merely to disarrange one's attire, roll in the dirt, and lie groaning as if struck down by the creature in its haste, to have a plausible excuse for being there in its path (this will only work a limited number of times)

Nonetheless, magicians known to have regularly made use of this magic are suspected of consorting with the underworld, and may be shunned at some social functions.²⁵

Spell Failure: The new form is permanent.

Haghut's Extemporized Whirlaway

Range: Touch

Duration: Day

Difficulty: Complex

Style Affinity: Daring

Summary: Creates a flying vehicle.

Description: This spell can be cast on any object lighter than a 20' wooden sailing boat. It allows the item on which it is cast to float at a height above the ground determined by the caster. The enchanted object can carry the weight of two oxen, assuming that the vessel is capable of holding that weight. The Whirlaway comes with a day's supply of fine viands, and its occupants are protected from physical attack and the elements by an impervious force shield. It flies at up to a pelgrane's speed in the direction determined by the caster and is not noticeably affected by the wind. It is powered by the sun's rays, and so sinks to the ground when the sun sets. If an occupant has a supply of sun apples, or another source of sunlight, the spell can continue throughout the night. The spell fails gradually over the course of several minutes, giving the caster a chance to alight in comfort.

Ildefonse's Accelerated Comprehension

Range: Near

Duration: Day

Difficulty: Complex

Style Affinity: Studious

Summary: Greatly speeds research and general reading.

Description: Even the most dedicated obscurantist occasionally finds that time constraints preclude the studious examination of every single tome that is worthy of attention. Ildefonse was not alone in reaching such a conclusion, and created this spell from a fragmentary application he discovered in a moldering scroll from the 20th Aeon. Its use is rudimentary indeed – the magician merely sits before a book or pile of scrolls, activates the spell, and begins to read. The caster perceives themselves as attentively and untiringly reading for a considerable period of time, although once the spell is over most magicians feel the need for a stiff drink and a quiet lie down, as their brains process the newly acquired knowledge. It is the outsider who sees more clearly the true purpose of the spell, as he sees the hands and eyes of the caster racing in a blur of motion as pages are turned, or scrolls scrutinized and cast aside in moments. In this manner, the caster can gain a full week's worth of magical research in a single day. This spell may only be cast once a week.

Klopag's Inaccurate Recollection

Range: Touch

Duration: Instant

Difficulty: Complex

Style Affinity: Devious

Summary: Implants false memories in the victim.

Description: It can sometimes be to one's advantage if the observer of a particular series of activities retains an inaccurate memory of the perpetrator and his actions. This spell will instill a series of false memories in the target, though they must be related to events that did take place. For instance, the magician may persuade a guardian that it was not himself, but rather "that golden-eyed half-man in domino that passed by earlier" who was here tonight with the implausible reason for entering the Arch-Magician's private chambers. Alternately the new memory might be instilled thus: "I did not depart at dusk, but was here all night, strolling about the terrace deep in thought, occasionally engaging yourself, or passersby, in casual conversation about such trivia as the weather and the impressive design of the gardens".

25. But perhaps lauded at others.



Gomoshan's Demoniatic Presence



The Literal Organic Expulsion

Range: Near

Duration: Instant

Difficulty: Complex

Magic Style: Studious

Summary: Turns the victim inside out.

Description: This spell was invented as a way to explore anatomical specimens, but the Organic Expulsion has been perverted to inflict grievous bodily harm (indeed death) on the target, through having their soft inner parts emerge smartly through their bodily orifices, whilst themselves remaining in a state of perfect completeness.

Spell Failure: An inverted syllable means that the caster's brain oozes out through her ears.

Llorio's Spell Stealer

Range: Near

Duration: Instant

Difficulty: Complex

Style Affinity: Studious

Summary: Takes spells from the mind of the victim.

Description: With this spell, the caster may pull spells directly from the mind of his target, and take them as their own. This is even possible if the caster already has their load of spells held in their mind (although, of course, casting of the Spell Stealer will create a space in any case). If the result does somehow create an excess of spells in the caster's mind, then the caster must make a Wherewithal roll. If he scores an Illustrious Success, he keeps the excess spells through supreme mental effort, but must cast the excess within the hour. If he has the tweak Supplementary Encompassment he may retain one extra spell. If he scores an ordinary Success, excess spells are lost; roll randomly to see which spells disappear. Most often this spell is used in concert with IOUN stones, which can store the excess spells without danger.

Spell Failure: All the caster's spells are cast simultaneously at random targets, each with a power equal to the number of spells divided by the magician's pool. Round up fractions. GMs should assign the most deadly spells to the targets with the fewest Sympathy points.

Lubyon's Concealing Mist

Range: Self

Duration: Feat

Difficulty: Complex

Style Affinity: Curious

Summary: Enables the caster to hide in a sub-dimension.

Description: This spell partially transfers the caster into a dimension at right angles to the reality of the normal world. She is thus rendered nearly invisible (other than as a vaguely humanoid mist-like substance from which the spell gets its name). Whilst in this state, the caster can perceive only vague details of the normal world, and it would be wise to be familiar with any area that she wishes to traverse. Even so, the caster must make a successful Perception roll to travel in the correct direction in our normality. In an unfamiliar area, the caster effectively moves at random.

She is also able to perceive substantially more of a strange and shadowy energy dimension to which her substance is now linked. Those few magicians familiar with this magic have never reported being threatened whilst in this state, but then few (perhaps understandably) ever report the use of this magic at all. Perhaps alien denizens exist in this alternate dimension, which occasionally seize and devour magicians as they pass through, or perhaps there are only insubstantial life-forms there, if any at all. When the concealed magician is passing through a well-lit area, a person who is alert to intruders might observe the magician through matching Perception against the magician's Magic rating at a levy of 1. In poorly lit environments, the Perception result must be an Illustrious Success.

Spell Failure: The magician encounters a ghost or other malign creature that attempts to possess her (a contest of Persuade (Charming) versus the magician's Rebuff – the Persuade being equal to the magician's Rebuff.)

Lugwiler's Resilient Over-Skin

Range: Self

Duration: Feat

Difficulty: Complex

Style Affinity: Daring

Summary: Provides an armor of air around the caster.

Description: Particularly useful when under physical attack, this spell creates a thick barrier of air around the caster's body at the distance of a foot or two. This barrier is sufficiently strong to stop all ordinary missiles and



blows. In the case of considerably larger missiles, unless the caster rolls an Illustrious Success, they may be knocked down or pushed aside by the force but not injured. The spell is perhaps most useful in refuting the attacks of lesser assailants such as functionary swordsmen or small creatures (since the magic affects natural weaponry as well as manufactured items). The caster may wield a weapon without penalty. This spell does not provide invulnerability by any means, since the caster remains susceptible to many attacking spells, fire and asphyxiation, and may be trapped through having his path blocked by immovable objects. Magical weaponry that needs to move toward the target and physically hit him are also blocked using this spell.

Spell Failure: The caster is trapped in a whirlwind of air and must make three Health roll before being deposited on the ground.

The man in the hood spoke sharply.
 "Go, before I speak a spell and burn you with fire.
 Never return!"
 "I go", said the Deodand, for he greatly feared
 magic, and departed into the night.

Orthru's Wave of Destruction

Range: Near

Duration: Instant

Difficulty: Complex

Style Affinity: Daring

Summary: Knocks down barriers in the area.

Description: This bizarre spell knocks over every wall, fence, hedgerow, or screen within 10 yards of the caster. It does not knock down freestanding items that are more than 10 yards in height. Interior walls which are part of a larger structure will be knocked down unless they extend upwards for more than 10 yards without being interrupted by a floor or ceiling. Items which cannot reasonably be defined as walls unless they are sitting upon, or otherwise supported by, an affected item. Sentient beings are immune to the spell, even when they also happen to be walls, fences, hedgerows, or screens.

If the spell is cast inside a structure or underground, it makes no provision to ensure that support walls remain in place. The magician is thereby advised against collapsing the building or labyrinth down upon himself and his companions.

At the GM's discretion, characters standing next to large, toppling items may have to make Athletics rolls to evade being crushed, and Health rolls if the Athletics rolls fail.

Spell Failure. The caster becomes an integral support of a target wall. If he moves without first supporting the wall by other means, it will crush him (as toppling, above.)

The Personal Phantasm

Range: Near

Duration: Concentration

Difficulty: Complex

Style Affinity: Curious

Summary: Creates a phantasm which can venture into dangerous areas.

Description: In order to test situations that might be hazardous to one's health, the Personal Phantasm is remarkably effective. The caster calls it forth via the application of this spell and motivates it with his will. Thus it can never pass completely beyond his sight. Though a creature of magic with no spirit of its own, it resembles the caster exactly and exerts similar weight, heat, and sound. The caster sees through its eyes, hears through its ears, and may speak through its mouth. The Phantasm has all the abilities of the caster (save that it does not have any magical ability) and may attack, defend and otherwise substitute for the caster is all things. It should be noted that sudden distractions (those requiring a Wherewithal check) such as explosions or bursts of vicious magic could easily cause the caster to lose concentration as he instinctively ducks for cover, and this will cause the phantasm to disperse.

Rorpelmen's Unfair Advantage

Range: Near

Duration: Feat

Difficulty: Complex

Style Affinity: Forceful

Summary: Allows Wallops when they are not strictly possible.

Description: This impertinent little incantation allows the magician to Wallop an opponent with any ability, provided he has the 5 points to spend from the relevant pool, and that the target has a current Magic pool (not rating!) of 6 or less. The requirement that the Walloper's rating in the relevant ability exceeds that of the Wallopee by 5 or more is thaumaturgically waived. Of course, the caster can Wallop the opponent with magic in casting the spell.

The victim's attempt to resist this spell, or counter it with Liberation of Warp, takes place before the Wallop is attempted. The magician must spend the 5 points for the Wallop even if the spell fails.

The Second Definite Reduction

Range: Touch

Duration: Instant

Difficulty: Complex

Style Affinity: Insightful

Summary: Allows the caster to shrink others to twk-man size.

Description: This spell shrinks the target to the size of a twk-man or minuscule, incidentally removing all spells from the target's brain.

Spell Failure: It affects the caster instead, and the caster cannot revoke it.

The Second Felicitous Progression

Range: Self

Duration: Hours

Difficulty: Complex

Style Affinity: Studious

Summary: Opens all doors and locks in a large area.

Description: With this superior version of the basic spell, magicians may wander freely about an area, with doors and locks opening upon mental formulation of intent. The magician has absolute control over which doors open, close, unlock, or relock. The caster gains a temporary pool of 5 points of Magic to resist the effect of any ward (see p.79) on the doors she touches. The caster need roll but once, no matter how many doors are to be opened.

Spell Failure: The doors jam and otherwise become immovable.

Shabat's Admonitory Bolt

Range: Near

Duration: Instant

Difficulty: Complex

Style Affinity: Forceful

Summary: Strikes the target with a blast of energy.

Description: A far from subtle application of magic, the Admonitory Bolt is a conjuration of destructive energy from sources best left undisclosed. At the casting of the spell, a black and oily semi-solid mist appears around the caster's readied fists. This mist is held in readiness by the caster for as long as he can concentrate upon its presence.

During this time he may actively seek a target without affecting this concentration, but may not seek to manipulate any objects, nor use his hands for other tasks. The advantage of holding the mist ready is that the spell can be activated quickly – the caster's Magic rating rather than his pool is used to determine initiative.

When cast, this spell leaps from the caster's fists over a short distance as a bolt of dark force, then directly contests the target's Health pool with the strength of the caster's Magic pool, until the target dies or the caster no longer supplies Magic points to the spell. Its effects are agonizing – rotting flesh, liquefying organs, and crumbling bones.

Spell Failure: The semi-solid mist starts to eat at the caster, and the spell affects her. She must use all her remaining Magic pool to attack her own Health rating.

The Spell of Some Mediocrity

Range: Near

Duration: Hours

Difficulty: Complex

Style Affinity: Studious

Summary: Allows only the dull and predictable to happen in a given situation.

Description: This spell causes a gray haze to issue forth from the mouth of the caster, slightly obscuring the vision of those standing nearby. It also promulgates a slightly damp and musty smell. The Spell of Some Mediocrity tampers with the will of fortune, permitting only the dullest and most predictable results from any action in which chance factors even slightly. All Failures become Quotidian; all Successes become Prosaic. The area of effect, about ten yards out from the caster in every direction at the time of casting, does not move about even if the caster does. It stays put, in a vaguely blobby circular shape of indeterminate boundaries, until it is dismissed or expires.

Spell of the Twelve Unavoidable Questions

Range: Near

Duration: Feat

Difficulty: Complex

Style Affinity: Curious

Summary: Forces the target to answer 12 questions truthfully.

Description: The caster of the spell may ask twelve short questions of the target. Only when the twelfth question



has been asked does the target start to answer each question in turn. Questions cannot be conditional on the answers to previous questions. The target is obliged to tell the truth, but the spell does not force the target into giving more explanatory details. It does not imbue any power of communication with the target. Those of an inquisitive nature appreciate this charm, although the answers they obtain are often misleading. The victim of the spell must perform no action other than to listen to the caster, and must answer the questions concisely and accurately. Note that the questions must be just that – commands for information (“Tell me...”, “Explain to me...”) do not work. If the caster moves during the spell, or someone enters into a contest with the victim, the spell is broken.²⁶

Spell Failure: The caster will answer truthfully the next twelve questions she is asked.

Summons of the Improvident Gap

Range: Near

Duration: Feat

Difficulty: Complex

Style Affinity: Daring

Summary: Makes a weapon out of a portal between realities.

Description: The magician creates a small rift between this and another reality, of tightly defined proportions. The resulting gap between worlds is three feet long, one inch across, and one-sixteenth of an inch deep. More often, the spell is cast so that it connects this reality to one with a higher gravitational pull, so that any object coming into contact with it is powerfully pulled into the gap. Almost any mundane object larger than the gap will be rent into pieces upon coming into contact with it. That part of an object coming into direct contact with it is sucked through the gap into the other reality, never to return, while the rest is left behind in this world. It is not possible to get an object larger than the gap through it in one piece. You can stuff something in bit by bit, but it will come out in a destroyed pile on the other side. The spell can be cast directly on to a single opponent who will take two injuries. This is not the most common use of this spell, however. Instead, caster picks up the gap in the few seconds before the rift is complete and wields it like a weapon, which he may do by affixing to it a hilt fashioned from gold and opal dust. (This item may be commissioned from an especially skilled goldsmith for a price in the 400-600 terce range.)

When wielded as a sword, the magician gains a boon

of 1 on his Attack rolls, and his opponent suffers a levy of 3 on any Health rolls he must make in response to hits by the Improvident Gap. If the magician’s opponent fails a Health roll, he takes two injuries, instead of the usual one. If the caster gets a Dismal Failure on his Attack and allows it to stand, he hits himself with his own extravagantly dangerous weapon. He too must make a Health roll (with a levy of 3) to avoid taking two injuries.

Although the caster has the option of creating a gap between this world and one with a lower gravitational pull, so that sliced pieces of objects from that reality rain randomly down into this one, there is no reason to do so, and the ritual is performed in this way only by the most confused pranksters.

The reality to which the summons connects is determined not by the caster, but by the entities who power the spell. Though obligated to select a reality of the desired gravitational pull, they otherwise choose it randomly or capriciously.

Spell Failure: Fortunately, the annals record only a few instances in which aggrieved entities from targeted dimensions were able to make their way to this reality to take the magician to task for his heedless pollution of their home worlds.

Thasdrubal’s Enfeebling Gaze

Range: Near

Duration: Instant

Difficulty: Complex

Style Affinity: Forceful

Summary: Strikes the target down with the power of the caster’s glare.

Description: The magic of this spell works through focusing the residual energy of a long-torpid demon through the will of the caster. This demon (which Thasdrubal enslaved and drained of all its negative vitality) was so potentially antipathetic towards life as we know it that its mere glance caused shuddering death.²⁷ Suffice to say that the spell harnesses only a fraction of the demon’s essence, but is still sufficient to disable any sentient target whose glance meets that of the caster. Though the spell acts instantly, its effect can last for up to an hour and leaves the target too weak even to stand; targets failing a Wherewithal roll collapse into unconsciousness.

Spell Failure: The caster suffers the full effect of this spell with no chance of a reroll.

26. The madling that empowers this spell has a form of morality – if the caster misuses this spell has a form a paralysis, allowing the caster’s companions to maneuver into advantageous positions, then attack the victim, the spell will not function again for the caster.

27. What manner of man was Thasdrubal, that he could conquer such a creature? We can only begin to imagine.

Ventovol's Undeviating Excursion

Range: Touch

Duration: Day

Difficulty: Complex

Style Affinity: Insightful

Summary: Allows invisible movement at speed.

Description: The Arch-Magician Ventovol was fascinated by that most ancient and tortuous art, Mathematics. He discovered, much to his chagrin that movement of a body through space could be broken down into infinitesimal steps during which the body would occupy successive positions between its starting and resting place. He found this to be far too tiring and so devised the spell, "Go Directly From A to C (without passing through B)". The effect on the target is that for one day, all the caster's motion proceeds directly from starting point to finishing point without going through the intermediary points. It has been calculated that the caster moves at approximately the speed of a racing pelgrane, and can expect to cover over 40 miles an hour without becoming tired.

The result of successfully casting this spell is that the subject effectively disappears and, after an appropriate time, reappears at the specified destination having passed through locked doors, walls, mountains or whatever.

Spell Failure: The caster stops at the first obstacle. A Dismal Failure means that they hit the first obstacle at 40 miles per hour. (Treat this as falling 60 feet (see *The Dying Earth RPG*, p. 56).

Vermoulia's Dreamwalking

Range: Self

Duration: Hours

Difficulty: Complex

Style Affinity: Studious

Summary: Allows the examination of dreams.

Description: This spell is amongst the most rare, and represents a lost art – the facility to enter the lands of dreams. The caster must not only encompass this spell, but also make ready through performing a number of other vital preparations, such as sexual abstinence and fasting. Once these are complete, the magician needs only cast the spell (either at his normal time to commence repose or with the assistance of an artificial soporific) and will, on falling asleep, find himself floating in an opaque expanse from which open many shimmering portals. Passing through any portal takes the magician to a dreamscape, and since each portal is somehow engraved with an ancient code it

seems likely that Arch-Magicians of previous aeons created or catalogued these realms. Far too many such places exist to attempt any kind of catalog here (Vermoulia's official index has at least seven volumes), but here we summarize Vermoulia's rules of somnolent nomenclature. Dreams are either 'optative' or 'inoptative' or 'indeterminate'. When casting the spell, the dreamer decides the sort of dream they wish for and then rolls to see if this is achieved.

Inoptative Dreams

In inoptative dreams the dream walker exerts little control over the dream, and may even experience some danger.

- ✦ Inoptative AXA series. These are dreams which take the dream walker into charming sylvan country sides where beautiful people lead lives of bucolic tranquility. Walking in these dreams will refresh both Magic (Studious) and Persuade (Forthright).
- ✦ Inoptative AEK series. Here the dreams have a darker feel and the Dream Walker traverses more testing landscapes where fell beasts are more common than charming companions. These dreams tend to refresh Attack (Strength), Magic (Daring) and Persuade (Intimidating)
- ✦ Inoptative BFA series. Here the dream walker mingles with the passersby on the dark streets of a strange city. Knives can be drawn in dark alleys and many traps await the unwary. These dreams may refresh Magic (Devious), Magic (Curious) and Rebuff (Wary)

Optative Dreams

In operative dreams the dreamer manipulates matters and may dominate events. To attempt an optative dreams, a further Magic roll is made and on a Dismal Failure the dreamer allows their subconscious to show them what they want to see as opposed to what is real. Any other failure merely results in the dream walker awakening with the feeling that memories have been denied them and they have the nagging feeling that they almost (but not quite) know the answer to the question that is puzzling them. A Hair's-Breadth or Prosaic Success, on the other hand, allows them to examine all in the area that is not actively hidden. Thus, they can open closed doors but they cannot penetrate a locked strongbox or read the thoughts of one who keeps silent. On an Illustrious Success they can even see what is hidden.



- ✦ Operative OTQ series. In the OTQ series the dream walker dreams of a city of his choice and may investigate an aspect of it.
- ✦ Operative OUV series. In this series, the Dream Walker may look at the actions and motivations of peoples he has never met, and attempt to predict how they will react in the future.
- ✦ Operative PAE series. Here the dreamer enters dreams that bear no relationship to the waking world, and manipulates the actions of people who may be from Earth's past or even some alternative present. In these dreams, the dreamer can manipulate the dream to refresh any ability, but must make a Resist (Indolence) roll to wake up. Thus they may reroll every six hours (having refreshed their Resist (Indolence) pool in the meantime.

One particularly interesting aspect of this magic is that the magician's body, clothing and personal effects vanish from the normal world whilst he investigates the dreams. It fades back into existence as he wakes, and the dream traveler may retain evidence of his journey – anything from mud on his shoes to being drenched head to toe in ectoplasm. Other than such inadvertent reminders, it is rare that any objects other than minor souvenirs are ever returned. The most frequent use of this magic is for entertainment, though its adherents generally claim that their adventures are in the manner of academic analysis.

The caster may spend Dream Walking magical specialism points (see p.81) to power this spell, and in place of any other ability while the caster dreams.

GM's Note

Dream walking may refresh any pool if the player can justify it, act as a cryptic oracle and foreshadow terrors to come in your campaign. Its use should be encouraged.

Spell Failure: The caster experiences a terror-inducing nightmare that ensures that no abilities are refreshed that night.



On the Manufacture of Vat Creatures¹

To outsiders, the typical magician's obsession with the manufacture and perfection of vat creatures lacks all logical foundation. Mighty wizards, who might otherwise spend their time secretly manipulating the fates of nations or establishing themselves as deities, instead fritter away their time in dank and lightless laboratories, inhaling foul chemical vapors and probing unhappily into vats containing failed, half-formed experiments at artificial life. Even when they succeed in creating living creatures, the end results are often perverse beings of questionable sanity and limited experience, who are less use as servitors than the most recalcitrant bumpkins one might hire at random during a village fair.

If you were to ask one of these eternally questing sorcerers, you would learn that it is the pursuit of artificial life, rather than the admirable qualities of the being actually created, that truly pertains here. The ability to create life is a mark of enormous prestige among magicians, second only to the successful indenturing of powerful sandestins. Even among Arch-Magicians, those who can create life maintain a haughty disdain for those who have not mastered the art – it is practically a prerequisite of Arch-Magicianhood. Prestige only accrues to elusive distinctions. No magical achievement offers more challenge than the creation of life. Disappointments outnumber accomplishments by a wide margin. After hundreds of hours invested in calculations, experiments, and incantations, even a magician as accomplished as the vaunted Pandelume may find himself choking and sputtering as the new life-form he so struggled to actuate leaps from the operating table to wrap its steely fingers around his delicate throat.

Having dispensed with the naïve notion that the rules for vat creature manufacture should provide players with benefits in fair accordance with their cost, we shall proceed to explicate them in detail. A living creature is treated much like an enchanted item, except that each creature is unique. Magicians as well as Arch-Magicians may create them. Dabblers may not.

First, the player designs the vat creature as he would an enchanted item, using the improvement point cost list given below. If a given choice is not listed, the secret of



"Across the room was a cage, into this Turjan gazed with rueful vexation. The creature in the cage returned the scrutiny with emotions beyond conjecture."

creating vat creatures with the property in question has never been pierced. There is no provision for creating vat creatures larger than elephants, because no such creature has ever been success-

fully manufactured. No PC may start play with a vat creature.

Unless the magician has the magical specialism 'Vat Mastery' (see p.82), or a suitable magic item ('The Amorphous Ovoid' p.34, for example), each attempt to make a vat creature is a one-time affair. All improvement points invested in the creature are lost forever. Vat Mastery allows you to create a pattern (or matrix) for each vat creature you manufacture, allowing you to create second and further copies of each without spending additional improvement costs under after the first successful attempt. Creatures created with the same pattern may differ in personality, depending on the results on the 'Does it Try to Kill You?' table.

With 'Vat Mastery,' you may take an existing pattern and spend additional improvement points to make an enhanced creature. If you do this, and spend points to increase sapience from animal intelligence to full sapience, you lose any Mundane Abilities available only to creatures of animal intelligence. You also risk the additional

1. Readers should note that these rules are presented as the official rules for vat creature creation. You may still use the simpler system described in *The Excellent Prismatic Spray*, Vol. 1, Number 2 if you prefer.



Designing Your Vat Creature

The basic cost of a vat creature is zero. Add up the properties from the sections below to get your total.

Size

About the size of a rat	+1
About the size of a cat	+2
About the size of a boar	+3
About the size of a human	+4
About the size of a horse	+6
About the size of an elephant	+12

Basic Physical Form

<i>Snake-like or Fish-like</i> (slithers or swims)	+1
<i>Quadrupedal</i> (walks on four legs)	+2
<i>Bipedal</i> (walks on two legs)	+4

Important Physical Extras

<i>Opposable Thumbs</i> (prerequisite for Quick Fingers and similar traits)	+5
<i>Exotic manipulation apparatus</i> (such as prehensile tail)	+2
<i>Larynx</i> or other speech-capable apparatus	+5

Additional Means of Locomotion

<i>Flight</i> (wings, no arms):	+5
<i>Flight</i> (wings and separate set of arms)	+10
<i>Burrowing</i> (travels through five feet of earth in ten minutes)	+3
<i>Burrowing</i> as above, (in five minutes)	+6

Immunities

Receives a bonus of 1 on Health rolls to avoid injury from a specific type of harm:

Acid:	+1	Blunt objects:	+10
Crushing:	+4	Cuts:	+10
Disease:	+4	Drowning:	+6
Electricity:	+2	Exposure:	+2
Falling:	+6	Fire:	+6
Impaling:	+10	Magic:	+10
Missile fire:	+10	Poison:	+6
Suffocation:	+3		

Susceptibilities

Receives a penalty of 1 on Health rolls to avoid injury from a specific type of harm. For every susceptibility after the second, take a penalty of 1 (cumulative) on your roll to bring the creature to life.

Acid:	-1	Blunt objects:	-5
Crushing:	-2	Cuts:	-5
Disease:	-2	Drowning:	-3
Electricity:	-1	Exposure:	-1
Falling:	-3	Fire:	-3
Impaling:	-5	Magic:	-5
Missile fire:	-5	Poison:	-3
Suffocation:	-1		

Degree of Sapience

<i>Botanic intelligence</i> (can respond only to very basic stimuli)	+0
<i>Animal intelligence</i> (equipped with survival instincts and can be trained to perform simple tasks)	+1
<i>Full sapience</i>	+10

Mundane Abilities

<i>Creatures of animal intelligence only</i> Ω in Resist Arrogance, Resist Avarice, and Resist Pettifoggery:	+0
Resist Indolence, Resist Gourmandism, Resist Rakishness	
per point up to a rating of 10	+1
per point thereafter	+5

Creatures of animal intelligence or full sapience:

Attack (any style)	
per point, up to a rating of 10	+1
per point thereafter	+8
Defense (any style; Misdirection and Vexation not available to animals)	
per point, up to a rating of 10	+1
per point thereafter	+8
Health	
per multiplier on Does It Live table (explanation below)	+3
Athletics, Concealment, Living Rough, Perception, Quick Fingers, Stealth, Tracking, Wherewithal	
per point up to a rating of 10	+1
per point thereafter	+5

Available only to sapient creatures

Persuade (Forthright)

per point up to a rating of 10	+1
per point thereafter	+5

Persuade (all other styles)

per point up to a rating of 10	+2
per point thereafter	+7

Rebuff (Obtuse or Pure-Hearted)

per point up to a rating of 10	+1
per point thereafter	+5

Rebuff (Wary or Contrary)

per point up to a rating of 10	+1.5
per point thereafter	+6

Rebuff (Penetrating or Lawyerly)

per point up to a rating of 10	+2
per point thereafter	+7

Appraisal, Craftsmanship, Driving, Engineering, Riding

per point up to a rating of 10	+1
per point thereafter	+5

Etiquette, Gambling, Imposture, Pedantry

Scuttlebutt, Seamanship, Seduction, Stewardship

per point up to a rating of 10	+2
per point thereafter	+7

Magic

Creatures with magic have an aptitude, but need to be tutored, otherwise this acts merely as Magic resistance.

per point, up to a rating of 6;	+4
per point thereafter	+10

Ω in one resistance: +5

Ω in each resistance, after the first: +25

Resistance ratings, per point +1

Not available

Wealth, Possessions, Relationships

Special Properties

Any tweak (must have sufficient rating in underlying ability):

+3

Other special properties (shape-shifting, demonic taint, chameleon skin, poison, etc): Special (discuss with your GM)

improvement points you spend when you roll on the 'Does it Live?' table.

If your vat creature survives creation, and is later killed (not through your choice) you may recover the improvement points, to be spent only on another vat creature.





Breathing Life Into Your Vat Creature

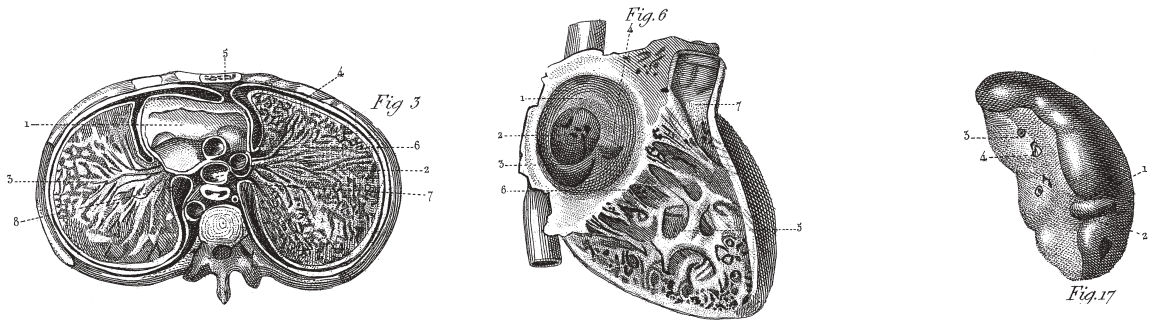
The process of creating a lifeless vat creature takes one week for every 10 points it costs.² Once its body and brain have been constructed, the magician can attempt to breathe life into it. He must make two consecutive Magic rolls, each of which costs 6 points for a normal reroll, and 18 points for a reroll in the case of a Dismal Failure.³ Then, ask your GM to determine the creature’s quirks, if any.

Does It Live?

Note for magicians with Vat Mastery: Note that if a creature is created from a pattern (see p.82), you need not pay improvement points. However, an unrerolled Dismal Failure will cause the pattern to be destroyed. If you use a pattern and spend additional points on an enhanced creature, you still risk those points.

“It was a thing to arouse pity – a great head on a small spindly body, with weak rheumy eyes and a flabby button of a nose... In spite of its manifest imperfection, it was to date the most successful product of Turjan’s vats.”

Final Result	Effect
Illustrious Success	Creature pops immediately to vigorous life; its Health score equals the multiplier you paid for during creation, times 3. You need pay only half of the Improvement point cost that you budgeted for.
Prosaic Success	Creature slowly gains consciousness, and is at full strength by the end of the day. Its Health score equals the multiplier times 2. You pay the creature’s full Improvement point cost.
Hair’s-Breadth Success	Creature swoons to sick and rheumy existence. It falls into a coma, recovering only after the same number of weeks it took to fabricate its body. Once recovered, its Health score equals the multiplier you paid for during character creation. You pay the creature’s full Improvement point cost.
Exasperating Failure	Creature momentarily flutters to life, and then expires on the table, accompanied by the squishy evacuation of its bodily fluids through its various orifices. You do not pay the creature’s Improvement point cost.
Quotidian Failure	Creature never lives at all. You do not pay the creature’s Improvement point cost.
Dismal Failure	Creature hideously explodes, showering you with meat and viscera. You pay the creature’s full Improvement point cost. If you are using a pattern to create the creature, make another roll. If you lose this roll, the pattern is destroyed.



2. Creating an unenhanced vat creature from a pattern takes half this time.
3. These costs may be reduced by Vat Mastery or the Biotic Intuition tweak.

Does It Try To Kill You?

If you are remanufacturing a deceased vat creature, the Sensorial Conflator (p.50) or Secrets of Cranial Transfer allows you to skip this table.

Final Result	Effect
Illustrious Success	Creature behaves towards you as would a Diligent retainer. It has no quirks, unless you chose one.
Prosaic Success	Creature behaves towards you as would an Unctuous retainer. It has one quirk.
Hair's-Breadth Success	Creature behaves towards you as would a Recalcitrant retainer. It has two quirks.
Exasperating Failure	Creature behaves towards you as would a Recalcitrant retainer, but wheedles and schemes to secure its independence from you at the earliest possible juncture. It has two quirks.
Quotidian Failure	Creature attempts to flee your presence. Persuade attempts can keep it in your service, behaving as a Recalcitrant retainer, but these must be periodically renewed, or it will depart with haste. It has two quirks.
Dismal Failure	Creature immediately attacks you, fighting to the death. If the two of you both survive the encounter, it will attempt to flee. If it gets away, it will spend all of its time conspiring against you and slandering your good name. It has three quirks.

Quirks

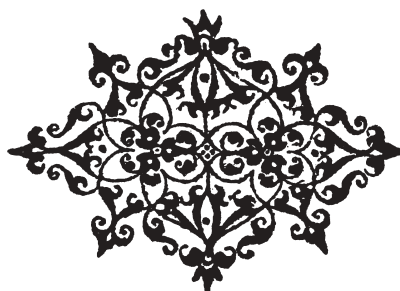
When the vat creature is created, the GM secretly assigns to it a number of quirks determined as a side-effect of the “Does It Try To Kill You?” roll. The GM chooses the quirks based on the tone of her series and the relative entertainment value of the various options. Quirks that reflect or contrast those of the creature’s creator are always fun. If none of the quirks provided below suit their purposes, GMs should feel free to create their own.

The creature:

- ✦ acts as a powerful attractant to ghosts and spirits.
- ✦ aims to become a count or baronet.
- ✦ appears two-dimensional from certain angles.
- ✦ becomes unruly every three months, when it goes into heat.
- ✦ believes itself to be the reincarnation of an ancient worthy.
- ✦ believes that all rocks on the ground were recently thrown there by its enemies, in a misguided attempt to kill it.
- ✦ bleeds in its sleep.
- ✦ cannot see tubular or conical objects.
- ✦ chews a cud.
- ✦ collects dried herbs and flowers.
- ✦ continually demands to be circumcised. If actually circumcised, immediately regenerates.
- ✦ devoutly practices a long-dead religion.
- ✦ does not eat, but rather draws nutrients from the soil, which it metabolizes through photosynthesis.
- ✦ emits a noxious odor.
- ✦ envies the vat creatures of its creator’s greatest rival, certain that they live in splendor and lassitude.
- ✦ espouses unorthodox political views.
- ✦ extrudes small crystalline structures from its body, which it shamefacedly hides about its creator’s manse.
- ✦ falls pathetically in love with another player’s character, attempting suicide whenever its plaintive overtures are rejected.



- ✿ frequently changes the name by which it prefers to be addressed.
- ✿ goes nowhere without a mesh bag containing gorse grass, sandalwood incense, and small clay pots of honey.
- ✿ gossips vividly about the caster and his allies to strangers and passing acquaintances.
- ✿ has a melting point of 94°F.
- ✿ has vivid memories of an idyllic childhood spent in a verdant glade populated by unicorns and satyrs.
- ✿ howls at the moon.
- ✿ immediately attacks all persons of a particular Persuade or Rebuff style as soon as it hears them speak.
- ✿ is perpetually charged with low levels of static electricity.
- ✿ is uncouth, especially at the dinner table.
- ✿ keens in an eerie manner whenever magic is cast in its presence.
- ✿ obsessively desires a particular sort of food.
- ✿ occasionally kills a medium-sized animal to lay its eggs in the corpse; eggs never hatch, but contain gruesome half-formed embryos.
- ✿ procrastinates chronically.
- ✿ proselytizes enthusiastically for a base-8 numerical system.
- ✿ refuses to believe that the sun is dying.
- ✿ remembers places by the way dirt tastes in different locations.
- ✿ responds to emotional stress by standing on tip-toe.
- ✿ secretes from the soles of its feet a substance poisonous to plants.
- ✿ sees all beautiful things as hateful, and attempts to destroy them.
- ✿ speaks in verse couplets.
- ✿ suffers from chronic muscle pain.
- ✿ though itself peaceful, always advocates the most violent possible solution to any problem.
- ✿ unknowingly verbalizes its private thoughts.
- ✿ will not obey instructions containing words beginning with the letter 'U.'
- ✿ yearns to play music, but will not attempt to do so, certain that the results will be crushingly disappointing.





CHAPTER SIX

ACQUAINTANCES OF CRUELTY AND RENOWN

Tired of forging relationships with the same few worthies detailed in the main rule book? Here are some more personages. Though these are of special interest to the Turjan-level player, characters of any level may invest in relationships with them. Some of these appear in Jack Vance's *The Dying Earth*; others are new creations.

Though theoretically these GMCs could be presented with tweaks, we decline to do so, to keep the information burden on GMs as low as possible. For example, the tweak Torrent of Submission is inspired by a phrase from the story 'Mazirian the Magician', and refers to Azvan the Astronomer, who is detailed below – without that tweak. GMs can feel free to add a few tweaks to any GMC's game statistics, as desired.

Please note that certain characters appropriate for Turjan-level adventures (Etarr, Javanne and Valdaran, for example) have been included in the forthcoming Demons of the Dying Earth supplement.

Ardenelter Margrabe, Specialist Purveyor

Summary: A shopkeeper based in Kaiin, he specializes in the rare and esoteric.

Description: A small, barrel-shaped creature with an unusual skin tone and wispy patches of hair sprouting from random places on his pate, Ardenelter is a failed mage and also somewhat deaf. An unfortunate accident during his studies left him unable to encompass a single spell. Unwilling to leave the magical fraternity altogether and blessed with a memory that could remember all other minutiae, he began to restructure his life. His ability to memorize ingredient lists and locate items of use to other mages at the Scholasticarium initially led to his employment as a delivery boy of superior sorts. After a few years he decided to set up shop on his own, providing sundry items for students (should they bother to attempt any of the set practicals) and accepting commissions for more

esoteric or illicit items from the more powerful mages. Should you require an obscure ingredient, there is a good chance that Ardenelter will have it in stock. If not, he can arrange for its delivery. Should he be unable to deliver the item personally, he can often supply the location of an item, with hints on how to recover it. He is often of use in the reading of damaged manuscripts, particularly if he has seen a related article elsewhere. He is also very talented at untangling a variety of thaumaturgical and alchemical problems.

Ardenelter does suffer from personality shifts. One day he may be quite willing to offer his advice and another day will resort to throwing less valuable items at you in an attempt to make you leave his shop. He also insists on wearing lurid green and pink smocks, which do nothing to enhance his already wan appearance. He may act as benefactor, employer or advisor but only when it suits him.

Ratings: Persuasion (Forthright) 12, (Persuasion (Obfuscatory) 10 on bad days), Rebuff (Pure-Hearted) 13, Rebuff (Contrary 12), Magic (Curious) 9 (resistance only), Appraisal 8, Perception 12, Pedantry 14, Scuttlebutt 11, Wherewithal 7

Resistances: Arrogance 4, Indolence 5, Rakishness 2.

Azvan the Astronomer

Summary: A kindly Magician, generous with knowledge to those who flatter him.

Description: Perhaps unfairly branded as a careless fool and a timorous coward, the scholar and sorcerer Azvan the Astronomer was once held in thrall by the cruel Mazirian the Magician (*The Dying Earth RPG* p. 158), who stole from him his Gong of Life (p.42).¹

Azvan is a reclusive magician who cares little for sorcerous politics and the activities of conclaves. He wishes merely to expand his great store of knowledge, especially

1. If your GM's series takes place before the events detailed in the story Mazirian the Magician, Azvan may still be in thrall – or may obliviously putter about his manse, unaware that Mazirian will soon take his gong..



that concerning the cosmic gyrations of stars and comets. His manse is famous for its Copper Cupola, from which protrudes a vast telescope, powered by ninth-order demons, that continually scans the backdrop of the universe. Azvan maintains a confident attitude towards the imminent extinguishment of the sun, blithely declaring that any magicians of even middling rank can easily migrate to another world in advance of that catastrophe. Unlike many others of his kind, Azvan freely shares the benefits of his centuries of scholarship, provided that those who inquire of him are willing both to indulge in flattery and to humor his tendency to spin long anecdotes that are neither entertaining nor germane to the discussion at hand. Although the exact circumstances behind his thrall-dom remain unknown (Azvan is uncharacteristically silent on the subject), other mages speculate that the hot-tempered Mazirian grew tired of the astronomer's long-windiness and sought the means to quickly extract answers from him. Mazirian doubtless also lusted after the contents of Azvan's large vault full of curios and enchanted items, many of which lay unused and covered with dust.

Never an aggressive fellow, Azvan becomes meek and tremulous when seriously threatened. He sees himself as a harmless person and does not see why anyone would want to prey on him. Even his mortal servants, especially his buxom housemaid, Burri, run roughshod over him. If suitably angered, he may pursue vengeance against his tormentors through agents and servitors, so that, when confronted, he can plausibly disclaim any connection to their retaliatory attacks.

He is most often seen in a cowled robe of the softest doeskin, though on ceremonial occasions he has been known to don a cowled robe of light blue silk, embroidered with a calla lily ensign. His hair is fine and silvery; he wears his snowy beard in three braids, ornamented with beads of opal and turquoise.

Ratings: Persuade (Obfuscatory) 4, Rebuff (Obtuse) 12, Attack (Caution) 4, Defense (Dodge) 8, Health 6, Magic (Studious) 15 (Specialization: Celestial Bodies) 13, Appraisal 6, Athletics 2, Concealment 2, Engineering 6, Etiquette 2, Gambling 2, Pedantry 20, Perception 2, Stewardship 4, Wealth 12, Wherewithal 2.

Resistances: Indolence Ω, Rakishness 6.

The Coronel

Summary: A powerful brigand, and fence of rare and exotic items.

Description: The man who now styles himself simply

"The Coronel" is something of an enigma even to those who purport to be his closest confidantes – and their excessive number merely adds to the mysteries that surround him. Scholars claim that the Coronel's moniker is merely a military title used among the armed forces of either Kaiin or Old Romarth. Other Scholars disagree (inevitably), pointing out that neither Kaiin nor Old Romarth have armed forces of any significance. For his part, the stocky, well-muscled man who dwells in the wilderness of Alмеры displays no interest in speculations regarding his personal history. He is much more interested in amassing a vast quantity of exquisite and valuable items. From his mountain redoubt, Curumbar, the Coronel orchestrates brigandage, extorting money from caravans and pilgrim trains alike. He augments this dubious business by acting as a purveyor of purloined goods. His caches reputedly hold items of inestimable beauty, rarity, and extravagance. Strangely, the Coronel seems uninterested in wealth for its own sake. His sole obsession seems to be the construction of a giant replica of his own head and shoulders – a mammoth bust – made entirely from phenrysume strips dipped in hoostarch jelly that stiffens it to rock-like hardness. Why he does this is unknown. All that is certain is that this strangely charming robber baron will pay in either terces or trade goods for a good source of the phenrysume wood he uses in his sculpture. Woe to he who tries to dupe or steal from the Coronel, for his charm is matched by his vindictiveness and he will stop at nothing to exact his revenge upon those who have wronged him. In spite of his unsavory profession, the friendship or at least the alliance of the Coronel is not to be scorned. His knowledge of what is happening in Alмеры is second to none and many have been helped by the use of an artifact from his secret cache.

Ratings: Persuade (Charming) 10, Rebuff (Wary) 11, Attack (Cunning) 14, Defense (Intuition) 10, Health 12, Appraisal 6, Athletics 8, Concealment 4, Living Rough 8, Perception 6, Riding 5, Scuttlebutt 6, Stealth 8, Tracking 4, Wealth 20, Wherewithal 5

Resistances: Indolence 4, Pettifoggery 5

Prince Datul Omaet of Cansaspara

Summary: Ruler of Cansaspara, demonist and black magician.

Description: On the western coast of the Melantine Gulf, looking out on the Isles of Cloud, lies the city of fallen pylons known as Cansaspara. Local tradition claims that its ancient inhabitants once journeyed regularly to the star

that bears the city's name. More relevant perhaps were the doings of the previous ruler, Raigemuir, who introduced to the city extra-terrene creatures of loathsome countenance and unwholesome demeanor. These creatures soon infested the ruins that surrounded the city and took to preying upon its inhabitants, thereby precipitating its present state of decline. Raigemuir's unexplained disappearance would undoubtedly have precipitated Cansaspara's destruction before this otherworldly onslaught, had it not been for wisdom arising from an unexpected source: Prince Datul Omaet. The spoiled and pampered scion of a long line of debauched rulers, the Prince shared with his forebears an ingrained diletantism and love of life's finer things. Quite by accident, his academic dabbling led him to the study of magic, particularly the art of entering into pacts with demonic beings. Whereas magicians of greater skill and deeper wisdom assiduously avoided such dark arts for fear of their inevitable consequences, the Prince, being a mere dabbler did not, and in so doing came to master this art as few have for many a generation. Using his new-found skill, Datul Omaet compelled many demons and demiurges to do his bidding by protecting Cansaspara from the horrid beasts that haunt its threshold. The Prince's plan has thus far worked wonders. His beloved city is secure and he has wealth and pleasure enough for even his sybaritic tastes. Yet, with each year, the demons become less co-operative and more apt to betray him. Lest disaster strike him and Cansaspara, the Prince has cultivated contacts with some of the most reprehensible creatures under the dying sun to teach him what they know of the demon-worlds and their inhabitants. He consults every black magician from the necrophages of the Forlorn Land to the witch Javanne in his quest and, in the process, becomes less the diletante and more the expert in the blackest magic known to the 21st Aeon. So long as the Prince's contracts hold, Cansaspara and its inhabitants are safe. When his luck finally runs out, not even the hoariest of sages can predict what will happen – but it is unlikely to be pleasant for either the Prince or his city.

Ratings: Persuade (Charming) 10, Rebuff (Contrary) 8, Attack (Speed) 8, Defense (Misdirection) 10, Magic (Devious) 15, Specialization (Demonology) 10, Health 6, Athletics 3, Appraisal 6, Etiquette 8, Gambling 8, Pedantry 10, Perception 6, Riding 2, Seduction 6, Stewardship 4, Wealth 20, Wherewithal 4.

Resistances: Pettifoggery Ω.

Dhandhel

Summary: An authority on the Land of the Falling wall, this metallic skeletonoid seeks the Museum of Man.

Description: The being known as Dhandhel is unmistakably inhuman and ancient. Looking much like a stylized skeleton made from a dull gray metal, Dhandhel is clearly the product of another aeon, when magical automata and simulacra were accepted members of human society. Dhandhel has claimed that the Scholar-Sage Rubittus Jerii constructed him during the 20th Aeon, while at other times he has stated that the Pan-Domitor Lustach of Farod was his creator. Whether these wildly different accounts point to a faulty memory or unfathomable duplicity is hard to say. Those who meet Dhandhel are impressed by his seemingly illimitable enthusiasm to assist others in whatever way he can. Dhandhel is most commonly found in the vicinity of Saponce and other settlements in the Land of the Falling Wall. He is an authority on the region and its inhabitants, although much of what he purports to know is long out of date. Dhandhel takes particular interest in any traveler who expresses an interest in or knowledge of the Museum of Man, a locale at which he claims to have labored in his earlier life and whose secrets he will gladly share with others once he has been returned to it, for he has unfortunately forgotten its current whereabouts – a testament, perhaps, to the ill effects of the passage of time on his memory.

Ratings: Persuade (Charming) 8, Rebuff (Pure-Hearted) 6, Attack (Strength) 6, Defense (Dodge) 8, Health 6, Magic (Insightful) 10, Athletics 2, Concealment 4, Pedantry 12, Perception 6, Scuttlebutt 6, Wherewithal 4.

Resistances: Arrogance 4, Avarice 2, Indolence 4, Gourmandism 6, Pettifoggery 2, Rakishness 6.

"I know Phandaal's Critique of the Chill, I am reckoned a master of the sword, ranked among the Eight Delaphasians..."

Ulan Dhor to Kandive

Faucelme the Restorer

Summary: Ruthless magician with historical knowledge, who can reincarnate.

Description: Although known mainly because Cugel survived an encounter with him, Faucelme is a magician of



some potency, who lives in the manse Tchorangol, a rambling timber structure of several levels, which sports a profusion of bays, towers, balconies, decks, gables, and tall thin chimneys. Despite the intricate beauty of his residence, Faucelme himself is cruel and ruthless. The original owner (and designer of the building) met a sudden death at Faucelme's own hand. Tchorangol is situated in the sparsely populated lands beyond the hills near Port Perdusz. One of the reasons the lands are sparsely populated is the presence of Faucelme, who is as cruel as Lucounu, but lacking even this other magician's macabre humor. He has slain whole families to avenge an imagined insult.

Across the countryside one may find stone or metal plaques engraved with bitter warnings of the effects of raising the ire of Faucelme. Alongside one broken octagonal chapel is a bronze plaque, centuries old, reading: "May the gods of Gnienne work beside the devils of Gnarre to ward us from the Fury of Faucelme." What few understand is that Faucelme lived long ago and has died many times. To counter this he keeps a vat-built replica of himself magically hidden within his manse, and transfers his memories to it regularly. It is linked to his own being, and thus should he die, it springs to life. Unfortunately the magic used is not perfect, and the new Faucelme has incomplete mastery of his predecessor's skills. Thus he must begin much of his studies all over again. Nonetheless, each new Faucelme begins its life with significant magical knowledge and ability and is not to be trifled with. He also has complete access to the resources of Tchorangol, and to the messages and instructions his previous incarnation left behind. In appearance, Faucelme is of indeterminate age, stoop shouldered, and bald save for a fringe of brown-gray hair. A hooked nose protrudes from his squat head, and his milky-golden eyes are both protuberant and close-set. His limbs are long and angular, and his fingers are decorated with many rings (most enchanted). Despite his unbridled self-interest, Faucelme is an educated man, and has collected vast quantities of magical and historical miscellany over the centuries - including the stuffed and mounted corpses of monsters and foes he has bested. His manse also houses a multitude of curios, relics, and artifacts from ages past. He will stop at nothing to obtain items that pique his interest. This means that although a dangerous person to deal with, his knowledge and collection of artifacts make him a potentially useful contact. In return for suitable items for his collection, he will give advice or even teach spells. Strangely he seems to

be relatively honest when he has struck this sort of bargain.

Ratings: Persuade (Intimidating) 9, Rebuff (Lawyerly) 8, Attack (Cunning) 3, Defense (Misdirection) 8, Health 8, Magic (Forceful) 17, Specialization (Vat Mastery) 10, Appraisal 5, Athletics 2, Concealment 4, Craftsmanship 3, Gambling 3, Living Rough 2, Pedantry 13, Perception 2, Physician 6, Stealth 3, Stewardship 3, Wherewithal 3, Wealth 16.

Resistances: Indolence 3, Pettifoggery 2, Rakishness 4.

Guyal the Curator

Summary: Pure-hearted Curator of the Museum of Man.

Description: In the Land of the Falling Wall, beyond the mountains of Fer Aquila and north of Ascolais, lies the ancient Museum of Man, buried beneath the scant ruins of the once mighty city of Thorsingol. To this place some years ago came a young man from Sfere, named Guyal, driven by his insatiable appetite for knowledge. Tricked by the residents of Saponce, Guyal was sentenced to accompany Shierl, the most beautiful woman of the town, to the ruins of the museum. Here, he and his companion faced a demon and were to be unwitting sacrifices, but fortunately Guyal's quick wits and the newly restored intelligence of the aging Curator saved them. Unfortunately, restoring the last curator to his senses also caused his death, and Guyal now serves as Curator.

Now Guyal and Shierl are the new Curators of the Museum of Man, living amongst the ancient knowledge-storing machines. Guyal does not freely dispense wisdom to all that make the arduous trek to his new home. Those who survive the trip must evidence a true respect and appreciation for knowledge, and are often charged with a dangerous task to collect a piece of lost lore to add to the collection. Since machines at the Museum can scan a person's mind for truth and lies, it is not possible to avoid this duty through deceit.

Guyal is a kindly man, and will release minor lore with ease and good nature. One day he wishes to depart the Earth with Shierl and seek new white stars. Those who seek to storm the Museum of Knowledge with force, learn all too quickly of the terrible defenses that usually lie passive.

Note: Some GMs may wish to set scenarios prior to Guyal's arrival at the Museum. In this case, this entry should, of course, be ignored. Prior to his fortune in becoming the new Curator, Guyal was little more than a good-hearted Dabbler, and so has not been

described during that stage of his life.

Ratings: Persuade (Eloquent) 8, Rebuff (Pure-Hearted) 14, Attack (Speed) 8, Defense (Sure-Footedness) 8, Health 6, Magic (Studious) 15, Specialization (Knowledge Collection and Storage) 10, Athletics 3, Concealment 2, Etiquette 3, Living Rough 4, Pedantry 15, Perception 6, Physician 4, Riding 4, Seduction 3, Stealth 2, Tracking 3, Wherewithal 4, Wealth 11.

Resistances: Arrogance 4, Avarice 3, Gourmandism 5, Indolence 6, Pettifoggery 3, Rakishness 2.

Hache-Moncour (also known as 'The Herbalist')

Summary: Former Arch-Magician, and herbalist.

Description: By reputation, the former Arch-Magician Hache-Moncour was vain, scheming, envious, and unprincipled, and attempted to undo Rhialto the Marvelous through a series of twisting deceptions. Rhialto managed to wriggle free from these, and turned the tables on him. The cabal of Arch-Magicians stripped Hache-Moncour of his capacity for magic and indentured him to work in a local tannery (see *The Scaum Valley Gazetteer* p. 94).

It appears that after months of hard and stinking labor, Hache-Moncour escaped and fled. His utter humiliation and renewed mortality broke him, and gossip insists that for several weeks he wandered destitute in Kaiin, narrowly avoiding death on more than one occasion. One day whilst half-heartedly searching the fringes of the old town, he saw – at much too close a range – Chun the Unavoidable slaughtering three foolish adventurers and plucking out their eyes. Certain he would die, Hache-Moncour collapsed, but the gloating Chun was too engrossed in his new acquisitions and failed to notice the quivering derelict.

The experience shocked Hache-Moncour into some sort of recovery and gave him a renewed zeal for life. He has plucked up the courage to collect a few spoils he had once secreted in the forest near his manse. Nowadays, he travels between villages and market towns in his mermaid-drawn covered wagon, selling potions and poultices of some minor efficacy. He manufactures his plant-based concoctions using his knowledge of herbalism. In some places his sleeping drafts, healing balms and love potions have even become locally famous, though he is known only as 'the Herbalist' since he has deemed it prudent to hide his true identity. (This is to ensure that his former colleagues do not learn of his small good fortunes and

decide on some further vengeance.)

Anyone who gets close to Hache-Moncour knows that he hopes one day to find a way to restore his ability to cast magic, and might suspect that he also hopes one day to revenge himself on the cabal who overthrew him. He supplements his income through selling more powerful herbal concoctions to the suitably discreet and unscrupulous, but shies away from poisons and other things that might tarnish his reputation or gain him powerful enemies. Also, for the right price he will expound on his wide knowledge of magical theory, if necessary claiming to be a pedant who has taken a religious vow never to cast a spell.

Hache-Moncour is direct without being brusque, speaks little of himself, and always seems burdened by some former great misfortune (as is indeed the case). He often sighs in regret as he performs some tiresome menial task that he was once able to accomplish with a cantrap simply through clicking his fingers. Hache-Moncour is occasionally driven to deeds of altruism when he sees trickery and vanity causing someone to suffer. Nonetheless, his own advancement remains foremost in his mind, and he constantly seeks some artifact or independent magician capable of restoring his capacity for spells. He might be encountered whilst seeking some legendary artifact, or he may be sought as a source of information on one of the Almerly and Ascolais Arch-Magicians. Even the most shallow of acquaintances shows that he is a man of great knowledge in some areas, and a mysterious past.

Ratings: Persuade (Eloquent) 10, Rebuff (Lawyerly) 10, Attack (Cunning) 11, Defense (Dodge) 13, Health 8, Appraisal 10, Athletics 3, Concealment 4, Craftsmanship 8, Driving 5, Etiquette 5, Gambling 5, Imposture 3, Living Rough 4, Pedantry 9, Perception 4, Physician 9, Quick Fingers 2, Riding 2, Scuttlebutt 5, Seduction 4, Stealth 2, Stewardship 3, Wealth 10, Wherewithal 4.

Resistances: Arrogance 3, Avarice 4, Gourmandism 2, Indolence 4, Pettifoggery 3, Rakishness 2

Iolo the Dream-taker

Summary: Minot magician and dream walker. Will sell the dreams of your enemies.

Description: Living beside Lake Lelt in the Land of Dai-Passant, the minor Magician Iolo is known as "the Dream-taker" with good reason. Through the use of a suitable cantrap, he is able to lift up impalpable threads made of pure starlight and water-skein from the surface of the lake, which he then weaves into magical nets. With these nets,



he then catches the dreams of sleepers, as they drift past him. Iolo takes the dreams to his laboratory where he subjects them to an alchemical process by which he stores them in crystals, so that others may then experience them later. Iolo presents himself as a man of erudition and importance. He is portly but surprisingly nimble in his movements. He typically dresses in a suit with a black and white diamond pattern that is both unusual (being a fashion native to Dai-Passant) and draws attention to the mop of black hair on his own head. Iolo likes to appear stoic and philosophical, even as his easily excited nature regularly comes to the fore. A venal and arrogant man, Iolo undertakes this great magical endeavor neither for the advancement of the art of sorcery or even out of simple curiosity. Instead, Iolo wishes to use the dreams to become rich, purveying his marvelous wares to the great and powerful of the 21st Aeon. The most recent object of his attention was Duke Orbal of Ombalique, whose Grand Exposition of Marvels, awards a prize of one thousand terces to the wonder-worker whose exhibit most impresses His Grace.

After collecting dreams, Iolo samples them himself as many contain information of value. Iolo knows much about the darker deeds of many from the information gleaned from their dreams, and he has also learned of the location of much that people had hoped was hidden. Rumor has it that for a fee he will sell you the dreams of your enemies.

Ratings: Persuade (Obfuscatory) 6, Rebuff (Lawyerly) 8, Attack (Caution) 4, Defense (Sure-Footedness) 8, Health 6, Magic (Devious) 10, Specialization (Dream walking) 8, Athletics 5, Concealment 4, Etiquette 4, Living Rough 6, Pedantry 8, Perception 4, Scuttlebutt 2, Tracking 2, Wherewithal 4.

Resistances: Gourmandism 2, Indolence 2, Pettifoggery 4, Rakishness 4

Lith

Summary: Knowledgeable witch hailing from a legendary land.

Description: The witch known simply as Lith is a creature of astounding beauty, with skin the color of pale gold and hair of a similar but darker hue. Her great golden eyes are equally remarkable and seem to pierce the soul of even the most jaded of men. Lith typically wears but a white kirtle, whose simplicity only serves to accentuate her beauty. Lith lives alone in a small hut of woven reeds at the edge of a pond near Thamber Meadow in Ascolais. As her

appearance suggests, she is not native to this part of the world, hailing instead from the legendary Magical Valley of Ariventa, whose exact location is unknown to even the most learned geographers. For reasons she has never divulged to any of her legion of would-be paramours, Lith was transported to Ascolais by means of an enchanted tapestry. The tapestry, spun from threads of gold, elacinthe, and other valuable materials, depicts her homeland and acts as a gateway through which travelers may step into that fabled realm. Half of the tapestry was taken by Chun the Unavoidable. Some think that Chun acts as her jailer and that he is bound to ensure many years must pass before she can return home. Others say that he merely recognized her potential and uses her, returning the tapestry to her, strand by strand, so long as she continues to provide him with the eyes of men that his appetites demand. Her long-term goal is to return to the Valley of Ariventa where she can again take up the life she was forced to abandon.

In a decadent age, her high standards of personal morality are a revelation, and some wonder if she was exiled for refusing the advances of a powerful mage in Ariventa. If approached by someone who does not succumb to Rakishness and treats her with absolute decorum, she will be friendly and may even be susceptible to genuine romance. Her knowledge of magic is immense, and she avoids persecution as a witch by living quietly and in isolation. She will not do anything that might draw more attention to herself. She will certainly trade knowledge for knowledge, and any information on Chun the Unavoidable will command a high premium.

Ratings: Persuade (Charming) 8, Rebuff (Penetrating) 10, Attack (Caution) 4, Defense (Vexation) 8, Health 6, Magic (Devious) 15, Concealment 6, Craftsmanship 12, Etiquette 8, Imposture 8, Living Rough 2, Pedantry 8, Perception 10, Scuttlebutt 4, Seduction 10, Wherewithal 4.

Resistances: Gourmandism 4, Indolence 4, Rakishness 6.

The Luzzel

Summary: Rat-like underground dwellers, expert tunnelers and kidnappers. They desire human flesh.

Description: The Luzzel are not an individual, but a race, and have their own names and roles within their peculiarly unpleasant subterranean society. In appearance, the Luzzel are pallid of skin, pointed of face, with ears on the tops of their heads. They are hunched up when they walk (due to their habit of living in low tunnels), and their

knees are jointed in the reverse fashion to humans. In height they are around 3 feet tall when adult, and they wear only loincloths and rough sandals. At a glance they resemble humanoid rats, and they have clammy skin and a disagreeable odor

Sentient, and yet somewhat dull of wit, as a whole the Luzzel are a dangerous race if encountered by the unwary. They live in tunnel complexes in out of the way places where they hunt beasts and even humans, to provide meat for their diet. Many of their species resent humans their domination of the surface world, and do all that they can to draw unfortunates into their clutches so that they can be imprisoned and later slain and devoured at leisure.

Some Luzzel are skilled with the trident (useful for tunnel fighting) and they also have rudimentary engineering knowledge, being capable of fashioning secure doors and roof-beams within their lairs. Few are capable of learning magic, and most do not even attempt it. In regions where the subterranean race of albino Sharamax also live, the two species wage perpetual guerilla war beneath the ground, stealing each others' spoils and ambushing those who venture unaccompanied too far from their fellows. The two groups are deadly enemies.

Luzzel live under the rule of chieftains who have risen through the ranks by their superior cunning. These can often see further than their less wise subjects and will not be adverse to dealing with surface dwellers if there is an advantage to be gained. Contacting a chieftain is not easy, and a personal approach is hazardous, as the Luzzel may well merely kill and eat the supplicant before checking to see if there was a message. Twk-men can carry messages, but will doubtless impart its content to anyone offering them salt. One armed with sufficiently powerful spells could doubtless enter the Luzzel lair without fear. The only way to negotiate is from a position of strength.

The Luzzel can provide tunneling skills, search for items believed to be buried, and might even ambush or kidnap someone for you, provided the intended victim strayed within reach of their lair. In return, the Luzzel would expect weapons of use against the Sharamax, or people to eat.

Typical Luzzel Ratings: Persuade (Intimidating) 5, Rebuff (Wary) 7, Attack (Caution) 4, Defense (Parry) 3, Engineering 1, Health 4, Appraisal 2, Athletics 2, Concealment 4, Gambling 2, Living Rough 7, Perception 2, Tracking 2, Stealth 3, Wherewithal 2.

Resistances: Arrogance 2, Indolence 3, Pettifoggery 3, Rakishness 2.

Typical Luzzel Chieftain Ratings: Persuade (Forthright) 11, Rebuff (Penetrating) 16, Attack (Caution) 8, Defense (Parry) 8, Health 7, Appraisal 4, Athletics 2, Concealment 4, Engineering 5, Gambling 4, Living Rough 7, Perception 2, Tracking 2, Stealth 3, Wherewithal 4.

Resistances: Arrogance 1, Indolence 5, Pettifoggery 1, Rakishness 1.

Silence of a shocked intensity held an instant; then came an appalling screech, so wild and demoniac that Turjan's brain sang. Mighty pinions buffeted the air; there was a hiss and the scrape of metal.

Pandelume

Summary: Master of thaumaturgy and vat creatures, and great Magician.

Description: Pandelume is a student of the great Phandaal, from whose works he learned the mysteries of metaphysical mathematics. This specialization gives tantalizing glimpses into the nature of magic, time and reality, and Pandelume spends the bulk of his energy in research - always seeking (amongst other things) the elusive pattern that underlies magic. This goal he combines with his passion for spells of all kinds, and it is his conceit to lure powerful new magicians to his service through scattering secret clues to his realm back on the Dying Earth. Typically, a greedy or inquisitive magician learns of Pandelume and Embelyon through some archive or sage, and travels here in search of a particular spell or other magical lore. Pandelume lets it be known that he strikes a hard bargain and thus few time-wasters dare his realm. Once a visitor arrives, Pandelume will set a task - ranging from collecting powerful magical items (often from under the noses of their current owners) to visiting other dimensions to conduct research or collect strange compounds, and sometimes includes the duty of spreading more clues about Embelyon. Those who succeed will be taught one of the 'lost' spells of the previous aeon, or some other magical wisdom. Such visitors are rare, but Pandelume's projects are measured in decades rather than weeks. These projects have made him enemies - he has even been assaulted by demoniac creatures in his own hall.

He also has a small staff of vat-creatures that he created personally, and is sometimes visited by magical beings



of the Overworld realms, most of whom relate to him as an equal. Embelyon is many leagues in area, and in appearance was designed by Pandelume himself - in fact its very existence is tied to his essence as much as he to it. Were he ever to expire it too would cease to exist. It is a colorful realm, resembling the earth in certain basic ways, but clearly something apart. Here dwell many odd creatures both those that originate in his vats and those that have spontaneously evolved from the essence of this strange realm. It is one of Pandelume's joys to wander his domain and discover what creatures or geographical features have appeared since he last strode abroad. However, most of these beings fear newcomers and take many months to overcome this timidity and allow themselves to be sighted. Pandelume refuses to let others look upon him. It is rumored that he has grown more and more in physiology to resemble the crystalline beings of the Overworld. Eventually, so it is said, his new form became so refined that it cannot be looked upon by mortals of the Dying Earth without their suffering profound mental degradation. Thus Pandelume requires all humans to avert their eyes in his presence; and often tests visitors by giving them the opportunity to take a peek. Should anyone disobey him and do so, the usual effect is to be driven instantly insane.

Ratings: Persuade (Forthright) 15, Rebuff (Lawyerly) 20, Health 15, Magic (Insightful) 25, Specialization (Mathematics) 19, Appraisal 17, Pedantry 25, Perception 8, Stewardship 10, Wherewithal 16.

Resistances: All Ω

The Sage of Miir

Summary: Ghost with an immense knowledge of magical history.

Description: The Sage was Turjan's mentor and the former keeper of Miir. Turjan the Magician had a formal yet cordial relationship with the Sage. This unusual cordiality between master and tyro has led to the rumor that the Sage was in fact Turjan's father. His actual name was Sadjibacus, sometimes known as 'the Antiquarian' (or the 'Sage of Miir') to the wizards of Ascolais. Sadjibacus it was who had Miir reconstructed, and who collected this castle's original grand library of magical and historical librams and scrolls. It was also he who trained his "son" in the magical arts, despite Turjan's initial difficulties in grasping the basic precepts. The Sage did not cultivate enemies or rivalries, and dealt with other magicians in a firm but peaceable way; thus he lived to a ripe old age.

However, the magic that he knew to prolong his life demanded that other living beings give their essence to him, and die in the process. He would not teach this to Turjan, and in the end found it so abhorrent that he relinquished his own existence and passed into history himself. Nonetheless, Sadjibacus' soul is tied to Miir, and through a long and complex ritual Turjan may summon his ghost to ask it questions which it will happily answer as best it can. Additionally, when Turjan is away for long periods it is said that Sadjibacus watches over Miir. It is also said that the Sage's ghost has occasionally appeared in broad daylight beside the road that passes Miir, and delights in engaging in casual banter with travelers before simply fading away. (Some folk have learned important facts in such a passing conversation with a friendly old man; it seems that Sadjibacus cannot easily relinquish his role as a dispenser of wisdom.)

Ratings: Persuade (Eloquent) 14, Rebuff (Penetrating) 16, Appraisal 15, Pedantry 21, Perception 14, Wherewithal 12.

Resistances: All Ω

Sustavudes the Archveult

Summary: Wily archveult. Archveults know how to mine IOUN stones.

Description: Banished from Jangk, or having returned to this world of his own volition (dependent on which story he tells), Sustavudes travels the Dying Earth pursuing his own plots and whims. In temperament he is subtly irreverent, reserving his choicest barbs for both the squabbling and scheming archveults of Jangk and the pompous and pontificating Arch-Magicians of the Dying Earth. His natural appearance is that of a gangling humanoid whose skin is a metallic greenish-blue, which is scaled along the tops of his arms and legs and across his shoulders and upper back. His face is human-like, but pointed, and his head is ellipsoid and decorated with shining blue feathery plumes.

He is well equipped with defensive spells (including a small pendant incorporating Laccodel's Rune, which he regularly swallows to avoid its theft or discovery), but less potent in magic that can influence or harm others. He also commands a large number of cantraps. However, his most useful ability is that of being able to appear human, through the use of a powerful cantrap he acquired via a strange deal with Pandelume. Unfortunately this cantrap requires a great deal of concentration, and he cannot cast any proper spells whilst he maintains the illusion (though

he can cast other cantraps). His human appearance is always that of a tall, round-faced fellow with a shock of unruly yellow hair, and may not be altered

Sustavudes is wise in the ways of other planes and dimensions, having traveled widely. This was always in the company of other archvults, and is an ability he can no longer command. A need to make such a journey is one fashion in which he might first become associated with player character magicians. He will, of course, approach them as a human in this first instance. He also uses his magical disguise to its greatest advantage in gathering rumors and making the acquaintance of comely human females

This roguish character is nothing more than a self-centered adventurer, seeking excitement and the accumulation of wealth and spoils. Depending on the needs of your campaign, he may have proved lucky or unlucky in his endeavors. Perhaps he lives in a fine manse, posing as a minor magician of no great ambition, or perhaps he travels the world involved in ill-fated schemes, forever looking for the next major success. He is ideally suited as a recurring encounter, ally or minor enemy for Turjan-level characters. He should prove endlessly self-centered and yet will occasionally demonstrate sufficient altruism to maintain his own estimation that he is a more or less decent fellow.

Above all, despite his nature as an archvult, it should be shown that he is more trustworthy, and better company, than many of the human contemporaries that the player characters already know

Ratings: Persuade (Glib) ~+4, Rebuff (Wary) ~+6, Attack (Cunning) ~+4, Defense (Intuition) ~+5, Health 16, Magic (Devious) ~+3, Appraisal 6, Athletics 5, Concealment 5, Driving 2, Etiquette 4, Gambling ~+3, Imposture 8, Living Rough 3, Pedantry 12, Perception 6, Physician 3, Quick Fingers 4, Riding 2, Scuttlebutt 5, Seduction 5, Stealth 3, Wherewithal 10.

Resistances: Arrogance 2, Indolence 2, Pettifoggery 3.

Thrang the Ghoul-Bear

Summary: Tufted gray-white brute with hypnotic power.

Description: As his name suggests, Thrang is a hulking brute, whose blundering gray-white body is covered with tufts of wiry hair. His face is remarkably man-like in a bestial fashion, and he shambles about on two powerful legs.

When enraged or in need of additional speed, he uses his muscular arms as extra legs and bounds after prey on all fours. A solitary creature, Thrang makes his fetid lair near the shores of Sanra Water, the Lake of Dreams. If

there are other members of his species dwelling beneath the dying sun, they live far from Thrang, which is just as well. One ghoul-bear causes more than enough trouble for the barge-dwelling folk who make their homes along the Lake of Dreams. This is because Thrang is a creature of base urges and profane sensibilities. His only joy in life consists of inflicting pain and suffering upon other beings, particularly human women, whom he lusts after with great relish. At any given time, he augments the grass and skins that decorate his lair with a crude pen in which he holds captives, for his delectation later. Unsurprisingly, Thrang also has anthropophagic tendencies, and any who cannot satisfy his other foul appetites become his next meal. Though strength and violence are the preferred tools of his unsavory trade, Thrang also possesses a brutish magical ability. He has the innate power to cast an enchantment very much like Felojun's 2nd Hypnotic Spell against his prey.

Thrang is not someone with whom one indulges in casual small talk; neither does one casually drop in to share a glass of wine. There are those who value his acquaintance. He is an excellent way of disposing of unwanted rivals, and if his appetite for human flesh is indulged he will perform many valuable services. His cave holds many artifacts that he has taken over the years and Thrang will bargain with these.

Ratings: Persuade (Intimidating) 10, Rebuff (Wary) 10, Attack (Ferocity) 15, Defense (Sure-Footedness) 12 Magic (Forceful) 10, Health 8, Athletics 10, Concealment 8, Living Rough 8, Perception 6, Stealth 8, Tracking 10, Wherewithal 8.

Resistances: Pettifoggery Ω.

Twango of Flutic

Summary: A recoverer of ancient demon scales, and a widely connected businessman.

Description: Short and corpulent, with a small chin, a dainty mouth, and a bald head surrounded by varnished black curls, Twango is the master of the estate known as Flutic. He is also an accomplished businessman, who has made himself extremely wealthy through what he calls "archaeological operations." One aspect of his business is that men in his employ dive into the depths of a mire pit on Flutic's grounds. In this pit can be found the bodily components of the overworld daihak Sadlark, who plunged into it (for reasons unknown) during the Cutz Wars of the 18th Aeon. The dampness of the mire annulled the wefts of force that held Sadlark together,



scattering the scales that covered his body. Now, those scales are especially valuable to wizards, antiquarians, and connoisseurs of the strange. Twango runs his business extremely efficiently, with an eye toward even the smallest details. He demands the same of his underlings, who must purchase their food and lodgings from him for fees whose amount is dependent on the luxury of the items so purchased. They are, in turn, compensated for their work according to its usefulness to Twango's own enterprise. Thus, a diver who finds an especially rare scale is rewarded more than one who finds a more common type. Under Twango, "every jot is balanced against a corresponding tittle". Twango's business depends on a shipping agent in Saskervoy named Soldinck, who transports the archaeological finds to those who have purchased them. He has other strings to his bow as well. There are other excavations nearby that he controls, and it is only the demand for, and price of, Sadlark's scales that has caused him to suspend these other operations temporarily. One of his excavations opened a portal through which appeared Gark and Gookin. This pair of bibelots are not merely competent cooks, but if need be are skilled enough craftsmen to refurbish many of the artifacts Twango finds.

Twango himself rarely knows who purchases the fruits of his business and cares little about such matters. His only concern is taking full advantage of the treasure trove on his estate, and extracting as much work out of his employees as possible.

Ratings: Persuade (Forthright) 8, Rebuff (Lawyerly) 12, Attack (Caution) 4, Defense (Intuition) 6, Health 6, Appraisal 10, Athletics 3, Concealment 4, Etiquette 4, Pedantry 6, Perception 6, Scuttlebutt 4, Stewardship 8, Wealth 10, Wherewithal 5.

Resistances: Indolence 2, Pettifoggery 4, Rakishness 6.

Xallops the Archaeologist

Summary: Tomb-robber, archaeologist and collector or magical curios.

Description: Whilst some uncharitable pedants might claim that Xallops is nothing more than a tomb-robber, in his own eyes he has elevated the location, exploration and plundering of ancient sites to a fine art. His most notable recent exploit was the rediscovery and systematic looting of the tomb of the great sorcerer Zinqzin from the 18th

Aeon. This well-protected complex claimed the lives of several of his lieutenants and more than a score of hirelings. It also provided a fortune in cash and gems and a number of fantastic magical relics.

Xallops is a person whom magicians seek out when they need unusual supplies, seek ancient curios, or need advice on the location of ancient settlements or items of historical import. Whilst he is of common origins and is only a Dabbler himself when it comes to magic, he has worked his way up through the social strata

"Do you admire the roses? They are vividly red because live red blood flows in their petals. If today you do not flee, I will make you a gift of one."

Mazirian to T'sain

from mere 'wayward opportunist' through a mixture of luck, cunning, and determination. He now possesses a variety of magical adjuncts to protect his person and his spoils, including a tattoo of Laccodel's Rune emblazoned somewhere upon his person. He travels widely across the Dying Earth, setting up his stall at any settlements to which wealthy pedants, gullible self-styled 'adventurers' and magicians of merit are drawn. He is often accompanied by two or three trusted lieutenants, and along the way they track rumors of lost cities and tombs.

Xallops will most commonly be encountered at the stall whilst engaged in selling his wares during some festival or other, drinking at a medium quality inn after or during a market, or riding the road. He is friendly and yet somehow guarded, his shrewdness and experience being only slowly revealed in the course of conversation. He might also be found investigating an ancient site, and he and his team could be valuable supporting characters during the exploration of a series of hazardous ruins. (Xallops's Wealth is left to the GM to decide, dependent on how he is best introduced into the game.)

Ratings: Persuade (Forthright) 11, Rebuff (Wary) 12, Attack (Cunning) 9, Defense (Dodge) 11, Health 8, Magic (Studious) 7, Appraisal 10, Athletics 5, Concealment 4, Driving 5, Etiquette 4, Gambling 7, Living Rough 5, Pedantry 8, Perception 7, Quick Fingers 4, Riding 4, Scuttlebutt 5, Seduction 4, Stealth 4, Stewardship 6, Tracking 2, Wherewithal 8.

Resistances: Avarice 2, Indolence 4, Pettifoggery 3.

Zaraides the Sage

Summary: Magician, astronomer and exobiologist.

Description: Zaraides's manse, Prillovan, is situated on the edge of a forest in Eastern Almery, and constructed artfully within the great branches of an enormous daobado tree. A normally good-natured fellow, Zaraides is occupied with wide-ranging intellectual pursuits. His hobbies and areas of expertise include astronomy, botany, zoology, and exobiology. On a small hill in a clearing close to his manse, he has constructed a powerful observatory from which he can gaze at the stars and planets. His delight in nature and science is so profound, and his distaste for the pompous posturing of other magicians is so pronounced, that he disdains the company of other wizards and lives apart from society. He also does not stoop to the wastrel use of magic that gives some magicians the appearance of handsome youth, and is content with his true form as a hale old man with long white hair and of sober dress. He is rarely alone for long, as visitors seeking his counsel often arrive at his manse with whatever gifts they believe will garner his favor. Fortunately Zaraides is happy to expound his knowledge to those he believes are deserving of it (though he does not suffer rogues or fools gladly). He has a potent grasp of magic and Prillovan is well-defended. He has a strong dislike of the Luzzel, escaping from their clutches due to Cugel's efforts, and will always warn travelers of the risks the Luzzel pose.

Ratings: Persuade (Forthright) 9, Rebuff (Lawyerly) 12, Attack (Caution) 6, Defense (Sure-Footedness) 7, Health 12, Magic (Studious) 20, Specialization (Exobiology) 12, Appraisal 8, Astronomy 9, Athletics 2, Concealment 5, Engineering 7, Etiquette 2, Gambling 5, Living Rough 3, Pedantry 17, Perception 6, Physician 8, Riding 4, Stealth 5, Tracking 3, Wealth 14, Wherewithal 6.

Resistances: Arrogance 4, Avarice 6, Gourmandism 5, Indolence 4, Pettifoggery 3, Rakishness 6.





CHAPTER SEVEN

RUMORS OF IMPENDING HAZARD

Be they bandit king or wandering magician, the intrepid adventurers of the Dying Earth have no shortage of strange stories to investigate, ruins to explore, and deadly enemies to do battle with. This chapter collects a number of rumors your characters may have heard. If one of them catches your fancy, point it out to the GM, who will do her best to incorporate it into her Turjan-level series. If she's the type of GM who likes to prepare in detail, be certain to give her plenty of advance warning that you intend to traipse off to the Yushu Littoral, or seek the demise of Otharv the Cannibal. Do not be surprised if the rumors you read here turn out to differ greatly from the actual facts as you encounter them.

Note that many of these rumors do not specify geographic locations. This choice allows GMs to situate events in places convenient to their own series, wherever they happen to be based. So if your game is set in Kaiin, the Vithane Wood might not be too far to the north of that white-walled city. Meanwhile, another group whose PCs constantly wander about might find that their version of the Vithane Wood is just a few day's travel from the inn where they're now staying, on the outskirts of Lumarth.

The Ceramic Obelisk

On the Plain of Obelisks stands a pillar quite unlike its fellows, both in terms of its immensity and its construction. Made from a peculiar ceramic that scholars name litulite, this obelisk is said to be only the topmost portion of a structure that extends far beneath the surface of the world and is a sure passageway to the fabled subterranean realm of Ressemathar, contact with which has been lost since the Merusian Age.

Hitherto you had regarded this as tittle-tattle and fabrication. Recently you discovered the text of Arnouk's *A*

Guide to the Works of the Golden Circle, in which he describes the discovery of Ressemathar and its dark inhabitants. It seems that Ressemathar is but another aspect of Jheldred. The Golden Circle built the Obelisk to block the gateway.

You have heard, with some disquiet, that a minor mage called Garmanlin has left with a small party of adventurers to investigate the Obelisk. Secure in the knowledge that he was not competent to open the passageway you did not fret, but you have now just heard that he took with him a cart load of diambroid¹ with which he intends to destroy the Obelisk. That he will thus release the denizens of Jheldred into the world has not occurred to him. It seems it has fallen upon you to stop him.



A Curious Beast

A particular unguent, known as Kulimor's Decadent Fancy is currently popular in Kaiin. As well as possessing a pleasant scent and wonderful rejuvenating properties, it is a powerful aphrodisiac much loved by those who make use of Wakdun the Panderer's services. The horror of it, though – having established itself as the foremost adjunct available, it can suddenly no longer be found. Wakdun himself requires the services of those clever enough to not only trace Kulimor, the missing manufacturer, but also (should all else fail) elucidate the components of his few precious remaining jars. What is the recipe and why is there a picture of the common quottle, a bird known as a pest to farmers all along the Scaum Valley, on the label? Could this reviled and often flea-ridden creature be the secret of the unguent's success?

Indeed as the investigators research more deeply, what else will they discover about the ingredients? Is it pure chance that there is a cellar in Kulimor's manse whose

1. An explosive mentioned in *Cugel's Saga*.

floor is covered with neatly packed human bones?



The Cutz Giant

Although Runciter's Third Law of Existential Magnitude is held by most to have definitively proven the impossibility of giant humanoids, tales of such monstrous beings continue to circulate, most recently in the Land of Cutz, where a giant is reputed to have made off with the inhabitants of an entire village, thereby explaining both their sudden disappearance and the immensely large footprints found in the vicinity.

The petty officials of several local townships have gathered together a sum of money to fund an expedition to locate the giant or, as they seem to suspect, the overly imaginative band of slavers they believe to be truly responsible.

Your own contact with the mystery came about when you discovered that some of the staff from your manse² had family members captured in the raid. Constrained by the realization your domestic arrangements were doomed to turmoil until the prisoners were released, you set off to deal with the matter. Various rumors you have heard are not comforting. One states that Valmouny of the Fivefold Three³ has lost a vat creature recently. Another claims that two low-born individuals known as Yelleg and Malser have recently come into wealth. They maintain their affluence by supporting a group of brigands who are starting to cause trouble in the area.



Delflan

Delflan shuffles around town on bandaged feet. Bent with age and supported by a gnarled stick, she mumbles incoherently as she walks. In her free hand, she carries a sack that squirms. No one has ever seen her standing still or sitting down, no one has ever managed to converse with her, and most people ignore her. A strange, sour smell follows her wherever she goes. She is the focus of several rumors.

One claims that should someone grasp her firmly and kiss her on the lips, she will be transformed back into a maiden of great beauty who will fall gratefully into the arms of her rescuer. Another rumor claims that she is death, and the sack contains the souls of those who die in the town. Yet a third rumor claims that she was once a great Arch-Mage⁴ who was so transformed by an enemy: the sack contains a chug, which will enable the holder of



"Ahead shone a glittering sea. The winged things landed on the wide strand, and Javanne bound them to immobility for their return."

2. Or that of an important acquaintance if none of the players has a manse.

3. A group of senior magicians resident in Cutz. Consult *The Excellent Prismatic Spray*, Vol.1 Issue 1.

4. Rumor is uncertain as to whether 'she' was a witch or 'he' was an Arch-Mage.



the sack to summon and control sandestins.

Some have pointed out that when she spent the night slowly pacing the road outside the manse of Shillam the Apothecary he went mad and died screaming her name. Is it perhaps your abode she lingers outside now?



Doolitz Water

The inhabitants of Old Romarth are well known for their refinement and haughty tastes, which is why their recent fascination – some would say obsession – with a noxious imported beverage called Doolitz Water seems so thoroughly out of character. It is thick, gray, and tastes as grave mold smells. Imbibing small amounts (heated and poured over shattered crystal sugar) allows the drinker to experience the sensation of orgiastic rituals held in the distant past.

Recently you have noticed that some of those who have partaken longest have a wan unhealthy look about them, and one has disappeared. Yesterday you noticed a snuffling corpse thing testing the bounds of your current abode. Less than a year ago, Yadgel the Unquiet arrived in Old Romarth searching for clues to the builders of the Falling Wall. He left not long after but you have seen his manservant, Fusc, about town occasionally, once carrying a case of Doolitz water in its distinctive square glass bottles.

Who produces this darkly unappealing drink, and why is it only available from one or two secretive outlets?



Fiswili

The party stops at a small village to find it in some turmoil. A local magician called Fiswili was in the habit of sending his creature, a fearsome stone-clad oast, into the village every week to collect supplies. This week the oast did not arrive. Eventually a party of men went into the forest towards Fiswili's tower to discover the cause of its absence. They came within sight of the tower, which is on a bare rocky ridge in the forest, and there found the massive oast had been attacked. The oast's head had been ripped off, but the carcass was covered in an acrid green fluid as if it had wounded its opponent.

The tower was in darkness, but the villagers swore they heard what sounded like a bloodcurdling death rattle. They fled.

For a resourceful party, this represents a potential

opportunity. The villagers want you to go to the tower with Fiswili's weekly order, and deliver it if he is still alive. If he is, then he will doubtless be suitably grateful to the party who brought him his supplies. If he is not, then a manse remains to be plundered. Without doubt, the creature that destroyed the oast is obviously long gone.



Heir to the Dinterao

The Dinterao people of Sousanene live in an arid wilderness where they survive by harvesting both the ameth and the wild spase-bush. The former is a flower native to the South, golden and fragrant, and its pollen has many uses both medicinal and as a spice. As for the Spase-bush, its ground buds are a spice and are often used in barter. The lives of the Dinterao are made more difficult by the vat spawn of the late Dandrios Vuul, Octavian Philosopher.⁵

The Dinterao have been ruled by a Hegemon who could keep the vat spawn in check. Unfortunately, the last Hegemon died whilst traveling abroad, and the Dinterao feel that only the return of both the rightful heir and his magical scepter can guarantee their survival.

Your interest in the area was occasioned by the rumors you had heard of Vuul and his experiments. You heard about the Dinterao's problems from a spase-bud vendor you met in the market. It has struck you that your researches would be greatly eased if you had the support of a friendly Hegemon. Somewhere in either Val Ombrio or Forell's Port you expect to find both heir and magical scepter.



Ladies In Distress

Recently there has been a spate of attacks of a most distressing nature on the more refined young ladies in your locality. Whilst enjoying constitutional strolls, they have been set upon by something described simply as "a flurry of scales, feathers and claws" that appeared to beat them with their own fans before running for cover, taking the fan with it. The elders are up in arms and want the matter dealt with. Many suspect petty jealousies and rivalry as the source of these outbursts, while others suspect brigands or disgruntled customers of the girls' fathers. Some people even claim to have seen a strange lizard-like creature clambering through the trees, dragging a fan along behind it.

Despite the scoffing with which these sightings have

5. More details of him are to be found in *The Excellent Prismatic Spray*, Vol. 1 Issue 1, available free on-line. Other background material for Sousanene is to be found in *The Excellent Prismatic Spray*, Vol.1, issues 2, 3 and 4.

been greeted, you suspect that there is indeed a creature on the loose in Taun Tassel. Your research indicates a male fan-tailed arborsaurian, a curious creature with a prehensile tail that is tipped with a fan-shaped appendage. Perhaps, in its loneliness, it has mistaken the fluttering of the young ladies' fans as the courtship signals of the female of the species. A cycle ago, this creature was popular as a pet until the widespread use of fans became fashionable (in part due to the creatures' own use of their tails) and several unfortunate attacks occurred. The appearance of the creature is a mystery—they were always quite rare and their homelands are far to the east across the Silver Desert.

Where has it come from and who, if anyone, brought it here? It could be a lonely creature looking for a mate, a jealous monster that wants to get rid of the competition (which could go from innocuous, such as removing the opposition's plumage, to slow torture and sacrifice, or even wanting to restore its own plumage), or could be a recently released or escaped creature that is looking for sustenance. Collectors of curios are bound to be interested in it and it would make a most intriguing pet. Darker rumors insist that the creature is enchanted and that once it discovers the right victim, it will seize her and, turning into a pelgrane, carry her off. Others claim that already some of those ladies attacked have shown signs of change, becoming cloddish and unattractive. Is there some toxin on the creature's claws? Either way you find yourself drawn into the matter. Perhaps beautiful maidens come seeking your protection, while their fathers fondle heavy pouches chinking with coin and suggest that the matter be properly investigated.



The Looking Glass

Domniks, a peddler who is occasionally seen in the great Market Place of Kaiin, travels far into the Great Da searching for ruins that might provide him with goods to sell. The Great Da is home to many peculiar ruins, but none more peculiar than the pile of rubble Domniks has dubbed 'the Looking Glass,' for its shattered remnants are constructed entirely of a reflective material that is reputed to show any who look into it the true appearance of their very soul. He had a couple of shards with him in the market and they were purchased by Xerceju the Variable.⁶ Xerceju and Domniks are no longer in evidence in Kaiin.

The Arch-Mage Grashpotel has contacted you, know-

ing that you will do him a small favor. He has a need for some of these shards and trusts that you will find time to collect some for him.⁷ Certainly you can imagine that a large enough shard mounted as a mirror could be a useful aid to your own researches.



The Moving Island

Sailors navigating the Ocean of Sighs have reported a curious phenomenon. They claim they have seen an island moving rapidly across the Ocean. Every attempt to land on it had been unsuccessful, for the island moves faster than any boat. The island appears to be a beautiful, verdant place, with colorful birds. Obviously every sailor has his own explanation to offer on the strangeness of this island.

Some say this island is on the back of a giant kurgon,⁸ a creature of limited but uncertain intelligence. Kurgon's baleen were a much sought after magical ingredient and kurgon were numerous during the 18th Aeon, even being seen regularly in the Melantine Gulf, until magicians started to hunt them down methodically. Others claim that the island is a sentient entity from another dimension. These scholars postulate that she will return to her own dimension when she finds what she's looking for on Earth.⁹

Your investigations suggest that this moving island is nothing more than the manse of Caratass, a powerful Magician of the Green and Purple College, which has been wandering randomly since the death of the mage, carrying his unguarded treasures across the Ocean of Sighs. Or perhaps this mysterious magician isn't dead, and is traveling around the world using his strange means of locomotion. In either case, investigation will be fruitful.



The Noelquian Archetypes

During the Stebbite Age, the worship of Noelque was wildly popular, leading to a renaissance of art and culture that had not been seen since at least the days of Grophion the Munificent, if not before. Since then, the lands that once paid homage to beauteous Noelque have fallen into squalid decrepitude and the science of callaesthetics is no longer practiced with vigor.

Recently, the aged hierophant Redican Ranunculus

6. Described in *The Kaiin Player's Guide*, page 117.

7. Further details of the Derna Valley may be found in *The Excellent Prismatic Spray*, Vol. 1 Issue 1, available as a free download from the Pelgrane Press website.

8. A larger form of Keak found in the far southern oceans.

9. Romantics claim she seeks her mate.



issued a call to action among the one-time followers of resplendent Noelque: he wished them to show the Goddess proof of her people's renewed devotion, so that she may once again grace their lands with the sublime perfection that had previously made them the envy of the world. To that end, Redican has convinced the magnates of Maurenron to sponsor a recreation of the ancient Festival of Pulchritude, a week-long celebration of beauty and refinement, culminating in the coronation of the Noelquian Archetype, a man and a woman whose outward form so perfectly mirrors their inward perfection of spirit that they embody the highest ideals of the Goddess.¹⁰

The Noelquian Archetypes receive, in addition to the honor of being recognized for their utter perfection, the opportunity to reinvigorate the land and fill it with Noelque's blessings. As the Archetypes are the exemplars of the Goddess on earth, no request or demand they make can be denied, as everything they do is surely an expression of Noelque's will. So long as they remain both physically and spiritually perfect, the Archetypes may rule as they see fit, but only for that long. As soon as their perfection is judged to have passed away (as it inevitably will), their final duty is to offer themselves up, body and soul¹¹ to allow Noelque to clear the way for a new set of Archetypes to be found, who will begin the process anew. Needless to say, outsiders are much welcomed in Noelque's lands and have as good a chance to be chosen as Archetypes as natives – perhaps more.

The grave goods of the previous Archetypes are passed on to their successors, and a whisper amongst your peers hints that this includes the Gate to Pandelume. You cannot resist the chance to learn the mysteries of mathematics, and match Turjan's knowledge. Certainly your rivals will be vying for the chance to compete.



Otharv the Cannibal

Otharv the Cannibal dwells deep in a nearby cave. For centuries the local people have appeased him by chaining criminals, religious heretics, and mental defectives to metal stakes near his presumed hideaway. This would be none of your business, were it not for the fact that the unassuming Droulan, a favorite vat creature belonging to a GMC magician of your close acquaintance, was waylaid by desperate villagers and staked out to become Otharv's next meal. It is well known that Otharv is the master of

many subtle magics, and possesses several much-coveted enchanted devices. Though it will not be easy to rescue Droulan, it is not impossible, for the vat creature regenerates extremely quickly, and may, for the moment, be able to regrow its flesh faster than Otharv can sauté and devour it.

If the magical appurtenances found in Otharv's cave are not a great enough temptation for you, the gratitude of Droulan's master will surely make this dangerous mission worth the risk and effort.



The Prandex

The Prandex is known to be a legendary book that never contains the same text twice. Or so the stories go. To verify this fact is to risk fire and death, for *The Prandex* exacts dire retribution on any who open its covers a second time. Legend insists that *The Prandex* is a small volume, just six inches high and four inches wide. It is covered in the iridescent scales of a long-extinct variety of rangonel. The edges of its covers are bordered in sharp metallic spikes.

Legend also states that when opened for the first time, the book contains a single passage of text, pointing out the best solution to a seemingly intractable dilemma currently facing the reader. The text is clear, direct, and never misleading, though it is also brief and rarely provides all of the information the reader might desire. If no dilemma faces the reader, the pages contain a poem of surpassing tranquility, one too lyrical and beautiful to memorize.

If *The Prandex* answers a question for the reader, it will later call on him to perform a service for it. How exactly it contacts the reader and communicates its wishes remains a secret which none of *The Prandex's* past readers will reveal. Whether this is out of fear, or mere embarrassment, remains a matter of urgent speculation. What is known is that the favor most often demanded is that the reader hunt down and torture to death someone who has offended the book by trying to read it twice. If the reader is lucky, the book will merely ask him to liberate it from

They flew close overhead, gargoyle creatures with wings like creaking rusty hinges. T'sais caught a glimpse of the hard leathern body, great hatchet beak... leering eyes in a wizened face... The pelgrane flapped across the forest.

10. The real question is whether one truly believes that they could find someone whose outward beauty would reflect their inner perfection in these last days of the dying sun.

11. There are those who note considerable similarities between this offering up, and some of the more brutal sacrifice rituals used to pacify the darker and more bloodthirsty demons.

its current owner and take it to some distant and curious location.

Recently you realized that you have found no written account of *The Prandex*; any details you know come from gossip you picked up in the bazaars in the last year or two. Even more recently, you have been contacted by the Arch-Mage Panderleou¹² who has discovered a small book, bound in rangonel scale, which when he opened it, contained a single perfect poem. Is this a subtle assassination plot? Is Panderleou intended to be the victim or the assassin? The only clue that Panderleou can offer is that he found the book in the stall of Asenbait at the fair in Azenomei. He can also add that the tannery at Zoken produces rangonel hide to order, using a complex process involving three subtle cantraps and the hide of the scaly leucomorph.¹³



The Quehuwviel Sisters

These three demon-things pose a threat to any wayward gentleman or attractive lady. Their tactic is to approach travelers, appearing as pale beauties cloaked in voluminous silk robes, both silent and sad-seeming. Once close enough to spring on the unwary, they shed their clothes revealing disgusting fluted bodies, covered in black polyps and spines. Now the true horror is revealed, as their 'heads' are sewn onto the backs of their own necks and are taken from previous victims. At this point, they will devour all they catch, although they will often save beautiful women for a few days, until their heads start to show signs of decay.

You may well ask why you should wish to meet the Quehuwviel sisters. Apart from the possibility of a chance encounter on the road where they regard you as prey, you may be forced to seek them out for your own reasons. Doubtless public-spirited citizens occasionally offer rewards payable to those who destroy the Quehuwviel sisters, but these rewards have not yet succeeded in tempting the competent to action.

The Quehuwviel sisters may well have information you need. As sentient creatures who have dwelt both in our own world and in several of the demon realms, they are knowledgeable about much that has occurred in these places. Also, as demons they will know much about the comings and goings of both demons and sandestin in the area. Finally their knowledge of the whereabouts of portals from one realm to the next is probably unrivaled.

Negotiating with them may not be easy for those with strong moral convictions.



To ride the D'soo Comet

The sage Untulhaven of Troon has proposed a novel corollary to the Principle of Celestial Sympathy that he hopes to prove by using a fragment of the D'soo Comet that fell to earth during the 20th Aeon to transport himself to the self-same comet when it again passes through the heavens later this year.

He needs a party of sturdy adventurers to both recover the fragment of the comet, now a sacred relict of a barbarian people beyond the Falling Wall, and perhaps accompany him on his travels. The barbarians are a people known for their savagery who live on the flanks of the Maurenron Mountains, where they live in sturdy stockades decorated with the severed heads of their foes. They drink blood mixed with milk and hunt deodand for pleasure.

It seems Untulhaven intends to convert the fragment of the comet into a peregrine palace, which he will steer to join the D'soo Comet. He would undoubtedly teach the techniques to any who accompany him, and with this knowledge you could travel anywhere you wished at your leisure.



Rudavar

The Rudavar people of the Songan Sea are traders without peer and live their entire lives without setting foot on land. Indeed, they believe their god, the dread Sheb-Ukan, will punish them if they should ever leave their floating raft cities and consort with the lesser breeds of men who cavort upon the coasts around them. Their great rafts are seen on the Ocean of Slow Tides and even in the Melantine Gulf. They are a tall, lean people, dark-haired with a pelt akin to that of a seal.

On their largest raft city, Wave-tender, they have built a temple to Sheb-Ukan on whose altar they sacrifice keak, men and other sentient creatures they take alive. Hence recovering the fabled Eyes of Sheb-Ukan, the enchanted rubies set into the face of the stature of the god, is not going to be an easy task. You tried to tell Ildefonse this when he inveigled you into attempting the task but you have to admit that his good opinion is well worth cultivating.

12. Or some other Arch-Mage of your acquaintance.

13. Both Azenomei and Zoken are covered in *The Scaum Valley Gazetteer* sourcebook.



Sartorial Doom

The haberdasher's profession is held to be an ancient and honorable one among most civilized peoples. Not so among certain barbarians of the Forlorn Land, who view such individuals as agents of Smullinefka, or the Evil One. Similarly, they view the well-dressed or those who appear adorned with an elegant hat of several tiers who enter their territory as servants of the evil one out to steal souls. As such, they regard these persons as deserving only of death, lest the Evil One turn his attention to their realm.

This would be of only academic interest were it not for the fact that you and your companions have been forced to enter the fringes of their territories on the west side of the Maurenron Mountains above the head waters of the River Xzan. While prospecting in their territory, Brandith, the son of Promebaust, the mayor of Taun Tassel and its leading haberdasher, has been taken prisoner by these savages. It is feared that they will sacrifice him with great ceremony and many tortures on mid-summer's day, and Promebaust will pay you well to rescue his son.

A handful of unkempt and badly dressed traders do travel among these barbarians, so your presence might not cause too much suspicion.



Screams From the Vithane Wood

No one goes in the Vithane Wood unless they can absolutely help it. Deodands prowl it by night, grues and hadlaks by day. Its trees are poisonous, its ponds, acidic, and its air, stale and foul. Yet, periodically, travelers skirting its dread boundaries see a beautiful nymph, clad in glowing, diaphanous robes, running from tree to tree, as if hiding from some terrible fate. Those who have seen her speak glowingly of the long skein of luminescent hair that trails after her as she runs.

Of late, those unlucky enough to live on the boundaries of the Vithane Wood have felt an ever-growing sense of dread. On most nights, horrendous screams echo out of this dark grove. The wind carries them for miles, and many local townsfolk have begun to sleep during the day and work at night, just so that their dreams will not be disturbed by these ghastly sounds. Sometimes the cries seem like those of a wounded wild cat, while at others they remind the listener of a demonic baby.

A syndicate of local merchants has posted a more-than-generous reward to anyone who can quell the screams from the Vithane Wood. If you seek fame and

glory, the accomplishment of this feat would surely bring you those things. If you yearn for knowledge, it is clear that the answers to a queer and awesome mystery lie within this forbidding grove. Surely no adventurer or magician could ask for a clearer call to action.



Students of the Queln

They said the Queln was dead, but now men fear that he has returned, to scorch the face of the world in its final days. This dread being, half-archveult, half-demon, is well described in the standard texts. He had scales like a fish, was wheeled like a cart, and displayed a horse-like visage so horrendous that the mere sight of it caused pregnant women to miscarry. The Queln could snatch the golden words of poets from their mouths, cause the dead to dance free of their graves, and induce virgins to sacrifice themselves to him with long, serrated daggers. The Plain of Standing Stones was a lush and verdant wood before he burned it down. Only with heroic, self-sacrificing, effort did the legendary heroes Az-Khango, Fornasco the Wise, mighty-muscled Pongore, and Zhides the Elder manage to slay the Queln and scatter its still-shrieking ashes into a trans-dimensional chasm.

But now the name of Queln is once more upon the lips of men. A secret society has sprung up, which seems to be responsible for a string of grisly sacrificial murders. Just last week, the headman of a nearby town was revealed as a member of this group, the Students of Queln. While being burned at the stake, he shouted the names of the four heroes, and claimed that they now served at Queln's side, and would soon spread his scourging wrath throughout the countryside.

Every day more people are killed because they seem to be Students of the Queln, or because they oppose them. When examined post-mortem, some bear the same elaborate tattoos that covered the headman's back. Others turn out to be the innocent victims of hysteria.

Perhaps it is time that you and your friends got to the bottom of this matter? If it is a crazed cult, it must be destroyed. If it is the Queln itself – well, your life has been long and eventful to date. Everyone's good fortune must end sometime.





Tinkerdhre

In the good old days clothes were made to last. Hence in these last days, many people merely look in their wardrobe, or parents' wardrobe, or even grandparents' wardrobe, and wear something that they find there. Fashion, like truth, is a fickle jade and who knows how she will reveal herself, so your grandfather's britches may well cause a sensation and send others scurrying to their wardrobes.

In many towns and cities there are shops which specialize in such garments, thrown out by their owners. Antique armor and body belts of obscure leathers lie in heaps among corsets stiffened with keak bone and brocade nether garments of unusual cut. Occasionally, as you step carefully between the piles, you will enter an area where the direct light of the sun doesn't fall and instead the illumination comes from distant roof lights. Here you will meet stooped figures, as shabby as the piles they root among. They chitter to themselves, ignoring others, collecting together obscure items as if fulfilling special orders. Press on and the items in the piles become stranger, clothing that was never meant to adorn the human frame, necklaces of shells from oceans of liquid air, long swords, their hilts designed for a bearer with seven fingers and no opposed thumb.

At the very back, when you think you can go no further, sits Tinkerdhre, proud owner of all he surveys. He answers no questions, yet merely ask for whatever mundane item you will, and he will silently point down one of the three paths that radiate out from his desk, linear gaps between the piles of unsorted detritus. Although there are but three paths, no one has yet managed to walk down the same path twice, and all find what they seek.

Pick up the item and continue forward to pay at the desk by the front door out. Only rarely is that door the one by which you entered. Tinkerdhre serves all peoples and all times. It is rumored that many have disappeared and that others, perhaps wiser or merely better prepared, have used Tinkerdhre and his shop to travel great distances and to forgotten aeons.



The Viridian Lady

The Ocean of Sighs is home to many legends, including the tale of the Viridian Lady, a carrack lost while traveling between Pompodouros and Castillion, and bearing a cargo

of rare sun metals mined on Lausicaa.

Sightings of the vessel are still made from time to time, most recently by Zamenaga Srim, who plans to find the ship and seize its treasures for himself – and anyone else who will join him in this undertaking. Srim suspects the Viridian Lady was protected by magical wards and seeks the assistance of a mage. He also suspects that the presence of the sun metal means that the ship sails on two or more realities at the same time and that the other reality may well be a source of great wealth.

So far he has hired expendable sell-swords, but you are the first mage of any competence he has approached.



Voothjer Fish

A large ball of knotted hrunt-cord washed ashore on the Melantine Gulf, and not one of the local sages has a clue as to its purpose or origin,. However, the superstitious local fishermen claim it is in fact a sign that the legendary Voothjer Fish will soon return to the Gulf in large numbers, though few can say precisely why this should be so. From your reading of a rare copy of Garthmyre's *A Guide to the Lustrous Seas*, you suspect that this may be a sign of a disturbance in the deep. Garthmyre notes specifically that the arrival of the Voothjer Fish occurred because the sea bed was greatly disturbed, and they were driven from their normal feeding grounds into shallower waters around the coast. Hrunt-cord was used until the early years of the 21st Aeon as cordage in sea-borne craft because it is virtually indestructible when wetted with salt water. Garthmyre suggested that finding great knots of hrunt-cord was due to sunken wrecks being disturbed by events far below the surface of the water.

Garthmyre also commented that during one of these events which he witnessed, several reefs a considerable distance off shore were temporarily raised above normal sea level, and on one reef he had noted remarkably well preserved ruins. He had not had time to explore them before the reef sank back under the sea again. This well might be your chance to explore the enigmatic ruins.



The Wall of Orquean K'nar

Deep within the dusty expanse of the Silver Desert¹⁴ stands a rugged length of polished metal that historians

14. The desert of your choice can go here.

name the Wall of Orquean K'nar. Few among them (if any) can speak with certainty about the provenance of the name, never mind the origin of the wall itself. Those academicians who speak with any authority on the subject are agreed that the wall dates from the 19th Aeon, when Theocrat of Glaavun ruled from his Iridescent Tower and the worship of Mihunitpur Dassa was the order of the day as far west as Alмеры. Alas, that is where academic unity ends, for no two scholars agree on the purpose of the wall or how it is that it has survived so many millennia since the fall of the Iridescent Tower in the Hichka Revolt and the suppression of Mihunitpur Dassa's obdurate cult.

The wall stands over 20 ells tall and stretches for several miles. Built from a well-polished but strangely unreflective alloy, it shows no signs of wear or damage. Its surface is smooth and unmarked, save perhaps once every three hundred yards, where a sigil can be seen, measuring two to three yards in width at its greatest extent. Each sigil differs from all the others, and some claim that the appearance and location of each mark changes with the passage of time. Others, inevitably, dispute this. Stranger are the claims that spectral beings, perhaps survivors of the Hichka Revolt, dwell within the wall and call upon passersby to free them from their sorcerous captivity.

Recently you have met Getzmag of Kaiin, who claims to have passed through the wall's physical exterior by means of a spell of his own invention. Getzmag goes on to claim that the wall is, in fact, the physical manifestation of where an interstitial nexus intersects with mundane reality, thereby handily explaining both its seeming permanence and immutability. Contrary to rumor, Getzmag adds, the wall is not a prison but a "way station" where travelers from nearby (in the metaphysical sense) other-worlds meet and trade with one another. To those who scoff, he shows artifacts that he purchased there, claiming to have met traders from Merchdilan. Old and frail, Getzmag no longer intends to revisit the wall in person. Yet he wants you to mount an expedition into the wall and purchase for him ingredients he needs to complete his rejuvenation.



Yorba's Test

Yorba was an Arch-Mage from the 19th Aeon with an interest in vat creatures. He was known for his laziness. How he ever obtained his status is a mystery. One theory is that he was an underling to an Arch-Mage, who, over-

come by the beauty of one of his own creations, jumped into a vat and was dissolved. Yorba seized the opportunity and, donning the robes of his former master, quickly brought his sandestins in line.

Whatever his origins, Yorba was always in search of an easy solution. He took up the study of vat creatures with less than exuberant enthusiasm, but realized that a steady supply of ready-made limbs, torsos, and organs would greatly reduce the amount of effort involved in bringing his creations to fruition.

He devised the Test of Yorba. He spread the rumor that 'Hidden deep in the heart of a swamp surrounded by jungle was an ancient temple holding untold riches for the hardy adventurer...'; there were even maps made and left in unlikely places.

Soon lithe thieves, strong barbarians, and eager dabblers began to turn up in search of the treasure. Most died, feeding the rumor that something really valuable must be hidden in the temple. Those that returned were gravely injured, missing limbs and organs, wrenched from their bodies by cunning traps and malicious creatures.

What did Yorba do with all the body parts? Might there even have been a treasure? What happened to Yorba? A map has recently surfaced, annotated by several parties of adventurers. Preserved body parts are of great use to any magician, but are you willing to pay the asking price and brave Yorba's Test?



The Yushu Littoral

Catalogues of enchanted implements from the previous aeon invariably cite the archaeological digs at the Yushu Littoral as the richest source of rediscovered magics since the ill-fated Plekthun Excavation. Although the lists are surely incomplete, items found during the Yushu dig included the fabled Elegiac Lyre, the luxuriant Wardrobe of Lavish Adornment, and the supremely destructive Pendant of Cascading Fusillades.

Today's scholars devoutly wish to know where the Yushu Littoral was located. Some vastly powerful magical impetus clearly altered not only both texts on the subject, but also the memories of various long-lived persons who ought to recall the excavation. Some clues within the old documents place the Littoral surprisingly near Alмеры. Others seem to indicate an island location, perhaps somewhere in the Melantine Gulf. Assuming that the alteration of fact and memory was achieved for selfish ends, and that

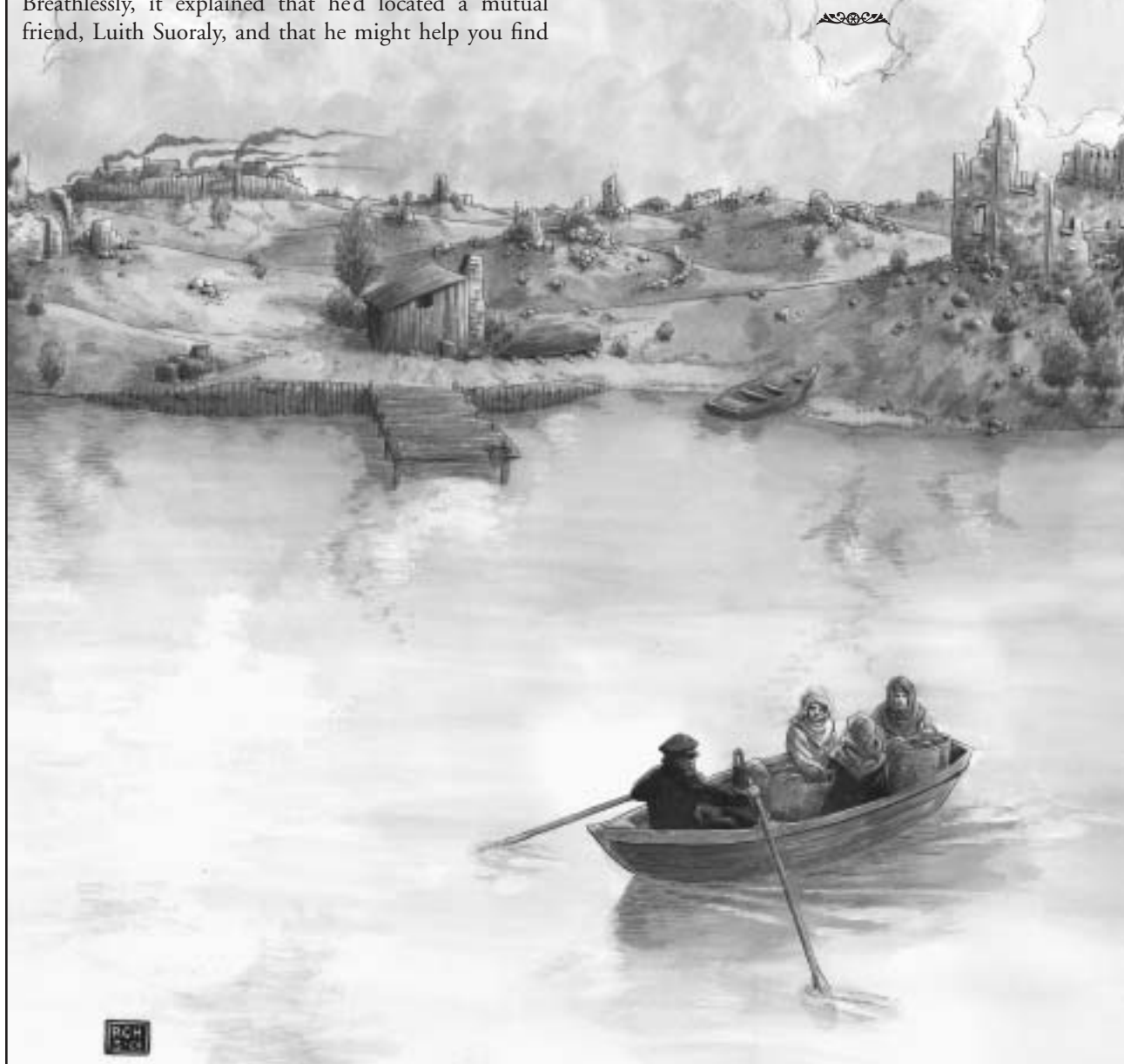
whoever did it now enjoys exclusive access to this inexhaustible trove of ancient artifacts, it is reasonable to conclude that the actual location is in neither of these places.¹⁵

The word “littoral” suggests that the site was located on a shoreline, but whether it was a shoreline at the time of the excavation, or at the time when the objects were buried,¹⁶ is now not known.

Recently an old acquaintance, a scoundrel and mountebank called Enakore, left a message at your home, while you were engaged in your travels. Breathlessly, it explained that he’d located a mutual friend, Luith Suoraly, and that he might help you find

this person for a financial consideration to be negotiated later. Not knowing anyone by this name, you rearranged the letters, and found them to be an anagram for Yushu Littoral. Intrigued, you went to the rendezvous point Enakore had specified in his letter. You did not find him there, but you did find his distinctive leather hat, rent and bloody.

Has Enakore truly found the Yushu Littoral? If so, did others hurt or kill him to keep its secrets buried by time? Only by investigating further can you discover the truth.



15. Unless of course there is an element of double bluff.

16. During the horrendous wave of earthquakes that felled the Oskmara Empire.



CHAPTER EIGHT

BEYOND THE DYING EARTH

The accounts below detail alien worlds, distant time periods, and alternate realities that Turjan-level characters may wish to visit. To get to these places, you may need to cast powerful spells, find a gateway between worlds, win the co-operation of an otherworldly entity, or gain possession of forgotten technology. As in the previous chapter, you should allow your GM time to prepare adventures inspired by the entries that intrigue you.

As an aside, an astute reader would note that Earth's lost moon features in several different guises in these entries. The moon has been gone for aeons, but is still remembered by both poets and scholars. Some even claim that man changed without the moon to govern his moods. Obviously all the moon myths cannot be simultaneously correct, and it is not unlikely that many of the places assumed to be the moon are, in reality, somewhere else entirely. Interested inquirers are directed to the work of Phetmus the Invigilant, 'Whither the Moon'. The author was an 18th Aeon savant whose work on the fate of the moon is still considered one the definitive work.



Alivia Mallain

Alivia Mallain is a strange world, reachable only by the Agency Far Dispatch or spells of a similar ilk. It has acquired a reputation among the wise as a pleasant place for a mage to spend a few days or weeks in calm and luxurious surroundings. It is a smallish world of pink skies and lavender seas, where delicate beings build towering crystal cities, and sail the calm oceans in craft made seemingly of diamond, yet somehow buoyant. Everything on Alivia Mallain is a work of airy beauty, and the inhabitants are generous and kind.

There are, of course, some problems. The food of Alivia is exquisite – any attempts to Resist Gourmandism

while there suffer a levy of 1. Unfortunately this food lacks all real nourishment. Any mage who does not bring along a supply of food, or magic to remove the need to eat, will, when they return home, immediately suffer the effects of having neither eaten nor drunk for the entire time they were away. This can be immediately fatal. Furthermore, nothing of Alivia survives in the coarse and crude world of the 21st Aeon – whatever the mage brings with him simply collapses into a fine white powder. (This powder is said by some to have potent aphrodisiac qualities, while others claim it is an excellent emetic.)

The beauty and tranquility are not the only reasons why a mage would wish to visit Alivia Mallain. A number of sages of considerable wisdom have retired there to spend their lives in discussion and contemplation. These are persons from more worlds than just Earth and from several aeons. In the serenity of Alivia Mallain, they happily sit in pleasant wine shops and discuss matters of interest with passersby. Unfortunately they have no sense of urgency and cannot be hurried. In game terms, should you wish to learn a piece of information or a technique, traveling to Alivia Mallain gives you a boon of 5 to your Pedantry pool to discover what you wish to know in that particular field.

What is unknown to even the most cunning of Arch-Mages (but has been vouchsafed to you by reliable informants) is that Alivia is, in fact, the lost moon of Earth, torn from its orbit by powerful sorceries and shunted to an unknown over-world, where it changed to its present form. What knowledge there is of Alivia seems to be held by the Aumoklopelastianic Cabal, which guards the information jealously.



Beyond the Chith

Reality is layered, the sages say. If you travel through space, eventually you reach the devouring NOTHING, which is both uninteresting and dangerous. If you travel through the spectrum of dimensional frequencies, eventually you reach the highest frequency, a veil of pulsating white sound known as the Chith. Azvan the Astronomer, it is rumored, knows how to travel through the Chith without enduring permanent harm. Perhaps Mazirian the Magician (see *The Dying Earth RPG* p. 158) knows as well, having extracted many secrets from Azvan, whose Gong of Life he holds.

Beyond the Chith, one finds the original reality, of which all others, including the world we know, are but distorted images. Accounts differ on exactly what this reality looks and feels like. Some say that it consists of but a single unblinking eye; this is the all-encompassing, omniscient intelligence which primitive minds mistake for God.

If one speaks to the eye with sufficient aplomb, expressiveness, and honesty, it may answer a single question, in a manner which may well awaken additional receptors in one's mind, vastly increasing its capacity for understanding and working miracles. In addressing the eye, one must take care not to name it, or to refer to it in any way, for to do so is to attempt to reduce it to comprehensibility, an act both brazen and inapposite. To know how dire an error this would be, look to the case of Ilviantun, one of the great magicians of the age, who now drools and spins about in a Threekside tavern.

She sighed. "Very well. We will be killed.
What does it matter? All Earth dies..."

Elai

Crystal World

Perhaps one of the strangest other worlds to which magicians can travel is the Crystal World, so named because it has no inhabitants to give it any other name.¹ Upon arrival, the first thing a curious mage will note is... nothing. He stands on ground that is solid, but unseen, so he appears to be floating in empty space. As he walks, he will stumble over invisible objects and crash into invisible walls. No magic, no matter how potent, seems capable of restoring visibility to any items. The world seems to have cities, forests, oceans, rivers, and all manner of animal life, but no intelligent inhabitants, and, again, all is invisible.²

The cities are of special interest to explorers, as there might well be all sorts of strange knowledge hidden – very hidden – within them. Touch can identify books, but how can one read an invisible page? It is a puzzle which some of the greatest minds of the 21st Aeon have lost themselves pursuing. The puzzle is not merely of academic interest, and it is known that some of the crystals, when returned to Earth, refract the light of the dying sun in such a fashion as to render that upon which the light falls invisible as well. It is suspected that other crystals have other properties, and you may well discover that there is a possibility of personal advancement in attempting to find this world.

The route to the Crystal world is known to but a few. Some claim that there is a spell carved in the living rock at the rear of a cave high in the great hill that dominates the Dragon's Neck Peninsular and overlooks the Great Chaing estuary. Others say that the cave itself is the portal to the Crystal World.

It is rumored among a few select Arch-Mages that the Crystal World is not simply an oddity, but a very profound one – it is the 'lost' moon of Earth, not lost at all, merely rendered impervious to sight.



The Golgi Era

By traveling to a certain nearby wilderness area, dotted with sinkholes, you can find a fissure in the earth. By descending into that fissure – and evading the locust demons that nest there – you can eventually pass through a time barrier, traveling to the Golgi Era. None are quite certain where this falls in history, as the people there are afflicted by an acute disinterest in both fact and history, believing themselves to exist in a perfect golden age where the past is too sad to think about, and the future will assuredly be as exquisite as the present.

Rarely do the residents comment on, much less complain about, the large, amoebae-like creatures which roam their landscape, periodically leaping upon and absorbing a dog, sheep, child, or elder. If life is perfect, they reason, these occurrences must all comprise a right and necessary part of the cosmic plan. As if to prove this, occasionally one of the amoebas suffers a hardening of the membranes and transforms itself into a house, barn, shed, or some other useful structure.

The worthy Prince Thassolay recently returned from a tourist jaunt to the Golgi Era, which he pronounced unsettling and unworthy of recreational travel. From what

1. From accounts received it appears that the term 'crystal' comes from everything being "as clear as crystal" rather than it being composed of crystal.

2. There are apparently sketches extant that were drawn by one of the party of Diliwin the Abrupt. A feral creature is apparently devouring Diliwin and its salient features can be made out because Diliwin's blood has gushed out over the beast. These sketches are without doubt forgeries.

you've heard, he's been unable to put one aspect of the experience out of his mind. While there, he fell under the spell of a comely young woman named T'chil. She served as altar maiden to the era's Grand Pontifex, Oiderd the Lavish. Thassolay has now offered a generous reward – in gold, magical knowledge, or political favor – to anyone willing to travel to this backward time and remove her from it, so that she might become one of Thassolay's concubines. Although you are by no means certain that this T'chil desires to leave, the reward's magnitude is too tempting to dismiss.



Hyskoosa

The scholar Raleenubor Suva of Kauchique is rightly admired not only for his erudition in the discipline of Hyperordnets but also for his honesty, which is second only to that of the Supreme Preceptor, Moorool the Veracious. Thus, when Master Suva recently told the Syncretic Symposium that he had been contacted – and mocked – by an inhabitant of a hitherto unknown world of Hyskoosa, it was only reasonable to take note.

This inhabitant, who called himself Klog, first taunted Suva on his poor strategy when playing nine-men before launching into a tirade against the mendacity and sloth of the present world and age, qualities he assured Suva would spell its doom when his fellow Hyskoosians invaded in numbers – an event Klog claimed would occur sooner than anyone might expect. The ill-mannered otherworlder first made his threat six months ago and, since then, has provided only excuses to as to why his comrades have not yet made good his threat of invasion. Yet Suva, whose judgment of character is but another of his many excellent qualities, remains convinced that the Hyskoosians may yet prove a genuine danger, which is why he continues to encourage scholars and sell-swords alike to travel to their realm and confront them, before an invasion can no longer be averted.

Suva surmises that Hyskoosa is located to the haarch³ of ordinary reality, in that dimension pedants call the Trans-Aetheric Reach but which is more popularly known as the Lambent Void. Judging by Klog's luminous insubstantiality, Suva cautions that, even if one accepts the premise of Hiteanu's Theorem of Persistent Nihilism, the Hyskoosians undoubtedly possess powers and abilities beyond those of those of normal men. Consequently, any who agree to take up Master Suva's call to explore

Hyskoosa should be prepared for anything up to and including the continual belittlement of one's ability to play at games of strategy and skill.⁴ A sturdy soul and a thick skin are therefore prerequisites for any who wish to succeed in this undertaking. Your duty is clear.



Kobori

Kobori is a planetoid that orbits the distant star Bootës. It was stripped bare of all flora and fauna by an infestation of lithophagic⁵ space moths.

These enormous creatures, 50 miles across, slowly eat everything on the surface of a planet. They then lay their shiny green eggs under the planet's surface where the larvae hatch. The larvae go through four instars, or stages:

Larvae: These are roughly two and a half miles in length (as the mile is measured in Kaiin) and their hide is a leathery substance that sweats acid. This eventually burns away the hide of the beast, but also enables them to dig huge tunnels. This stage lasts for about 120 years.

Mites: At the center of each larva there are approximately 4,000 Mites perhaps a quarter the size of a grown man. These take the gloop left over from the acid having dissolved the larval hides, and spin it into a soft downy fur which they use to line the inside of the tunnels. This stage lasts 50 years.

Arthropods: When the tunnels are all fur-lined, the mites molt. They become Arthropods and create civilizations inside the tunnels that endure for centuries until genetic mixing and culture have reached such a point that individuals are suitable to become, and attain the fourth stage of development. At this time, a few select individuals become the objects of collective worship and start to eat their fellows, building up to reach adult size.

Space Moths: When they have reached adult size, these emerge from the fur-lined tunnels, and swarm and fly off in search of new breeding grounds.

Kobori is currently in stage 3b. Some of the future Space Moths have been declared, and war is raging through the tunnels as they vie for worshippers (and food). Civilization is at its peak, great marvels can be found and hardy travelers can steal them.

Kobori's location is marked on the star charts in the

3. Haarch, eta and matask are the three further dimensions of the chronosphere.

4. It is noted that in spite of their obviously greater facility in these games, Hyskoosians never accept challenges. They claim that this is because they are so immeasurably superior, mortal opponents cannot cope with the humiliation of the defeat. Cynical observers have postulated that it may merely be that Hyskoosians are not as good as they purport to be.

5. That is, rock eating.



Great Library in Mar. Traveling there is relatively easy for those who own a peregrine palace or similar construct.



Merchdilan

In the time of The Gray Sorcerer, man used to come and go freely among the stars, and legends still circulate about the wealth of Merchdilan;⁶ the surface was one huge city of many stories and the storerooms dwarfed the vast hangars in which several of the great ships of space could be loaded and unloaded simultaneously. Even as late as the 19th Aeon, traders from Merchdilan arrived on Earth buying to order for distant and unimaginable clients. Some scholars claim that the Silver Host sacked the planet, others that the curtain of NOTHING has encompassed it. One authority goes so far as to say that it was eventually sucked into its own sun.

According to Thrumpkindaal's *The Aristocracy of the Land of the Falling Wall in the 20th Aeon*, in a small, undistinguished ruin on the north edge of Azenomei there remains a portal that would give access to Merchdilan should any be wise enough to read the runes, deep carved around its rim, and brave enough to risk the journey.

Recently, you have found some details about Merchdilan are in Fianber's *Thaumaturgical Dictionary*, the definitive 20th Aeon text. Here in footnotes he points out that traders from Merchdilan may have purchased the remains of Phandaal's library. Stafdyke, in *A Survey of all the Aeons* also covers Merchdilan. Stafdyke, having visited the world in his youth, waxes lyrical about the seething bazaars, the massive emporia of the outer prospects and the half-human Basilisk tree which devours those with a guilty conscience. It was on Merchdilan that he learned the craft of the indicant and gathered together the information that allowed him to bind his first chug. Can you resist taking the first steps towards sandestin magic?



Porphirel

On the world of Porphirel, people are made of porcelain, and 'meat men', as biological humans are known, are considered dangerous enemies. A blow that would merely bruise you or me can smash off a limb or permanently disfigure a face. The people of Porphirel are conveniently weak, in proportion to their capacity to suffer damage; a fight between two of them is no more likely to hew off limbs and heads than a bar brawl between ordinary men.

A fight between a Porphirian and one of us easily ends in fatality for the Porphirian. Thus, the denizens of this world guard the few known portals that connect it to our own as we would guard a gateway to hell. Any 'meat man' stepping through a portal can expect to face a cannonade of artillery fire, and stout resistance from an entire army. Since a few determined humans of middling combat ability can gradually shatter their way through thousands of Porphirians, this prospect is not as daunting as it might seem.

Although Porphirian leaders do their best to drive off or destroy all 'meat men' who set foot on their world, their rivals may find meat men too useful to slay. Rebels, brigands, and would-be despots find enormous political advantage in controlling a meat man or two, and threatening to use them as fearsome weapons.

Opening a portal to Porphirel is relatively simple, and requires but a copy of the appropriate text describing the spell.

You have reason to believe that one of your oldest enemies has escaped to Porphirel. This vicious and canny foe is unlikely to have fallen to Porphirian cannons. He is doubtless ensconced in a fortress there, plotting with local allies to conquer Porphirel. Whether you wish to bring him to justice, or merely avenge personal wrongs done to you and yours, it might be better to do so now, before he becomes the ruler of an entire world.

"Rather than master and overpower our world, our aim is to cheat it with sorcery."

Guyal

Salazzar

Circling the star Inunan, which can be seen from Earth as the left eye of the Great Gid constellation prominent in the autumn sky, is a small world, Salazzar. It appears to have been used as a dumping ground by the Pharials and Clambs of Almerly who shipped out those who threatened their rule.

They had the inhabitants trained for war and there they fight on still, with savage warriors riding huge armored lizards, and cunning steth-men on the backs of great birds. The clans fight on unceasingly in savage wars. Only the most cunning can survive.

Occasionally, the old portals that the Pharials and Clambs created are found and luckless adventurers fall

6. It was widely reckoned that you could purchase or sell absolutely anything on Merchdilan.



Dorphirel





through, to spend what is left of their brief lives struggling to get back. Also on occasion an Arch-Mage will send a party to retrieve something from the planet (the superbly wrought weapons make stunning wall decor) or even fetch back warriors to use as a bodyguard. Currently it is believed that Darvilk the Miaanther is interested in sending a party of savants to Salazzar to return to him with three gourds of lucent quartzite crystals⁷ picked from the bed of the sacred river Necros. Rumors circulating suggest that this will involve a trip through rough mountain country and down onto the plain of Chares where the forests of mead poppy cast a soporific cloud which keeps the inhabitants at bay. Darvilk will pay you well and who knows what a cunning individual like yourself could collect while traveling though this world?



The Caverns of Tuelle

The Caverns of Tuelle are reached via the tunnels on the Black Lake, but only the Zokbersc can say which tunnel leads to the Caverns of Tuelle.⁸

The Tunnels of Tuelle are eternally dark, with any light coming solely from the magics or mechanisms that travelers bring with them. The inhabitants are ghostly white beings with empty sockets for eyes, long, agile fingers of six joints each, and thin, whispering voices. They wander the great halls and chambers by touch alone, sensing the most minute shifts in air current and temperature. They live solely off a variety of fungus that which grows everywhere, and drink the water which condenses out of that fungus. This ubiquitous plant produces even the air they breathe.

Beyond eating, sleeping, and reproducing, they do nothing but think, spending their entire lives in the creation of abstract philosophies in the dark. They do not accept the existence of visitors, as key to all of their philosophies is the belief that the entire universe is contained within their caverns. Too-persistent contact by a visitor will lead to the Tuellite thinking itself mad, and probably committing suicide.

All of this would make Tuelle an unlikely place to attract anyone's interest, save for one secret, known only to a few – Tuelle, untold aeons ago, was the moon of Earth, and those who dwell within it are the survivors of whatever cataclysm sent it hurtling into the void. Thus, somewhere under the fungus, or on the surface (if a passage can be found) must lie great treasures from antiquity, includ-

ing (some think) relics of the Larval Age. Others hold that no remnants of that era could possibly remain. The real hope that drives those who return repeatedly to search for a way to the surface is that if it is Earth's moon, then in the park of the Paideutic Heptarchs, carved deep in imperishable crystal, is the history of man, from the Larval Age to the 7th Aeon.

No known magic can place anyone on the surface; as only the caverns within seem open to transit. Why is this? It should, in theory, be a simple matter to arrive through the portal near the Black Lake, find a path to the surface, cast a spell of Untiring Nourishment, and explore, yet no credible source claims to have done so and lived. The exact reason for this remains a mystery that nags at the minds of many and consumes the lives of some. Surely you can succeed where others have faltered.



Vertand

A pleasant, if unusual, sub-dimension, Vertand is a realm of floral magnificence, being the home of sentient plant elementals. These creatures were separated from the Dying Earth many aeons ago, leaving behind the lesser, non-sentient plants that cover the more familiar landscape. Vertand is a lush oasis, with many hues of green gently coloring the environs. Visitors will find themselves surrounded by a constant, soft susurrant as if a light breeze were blowing through the leaves of the trees.

The inhabitants of Vertand are plant-like in appearance and, depending on species, will be slow and deliberate or quick and vital in manner. They are polite yet wary of other creatures, having been sundered away for so great a time period, although some may prove to be less friendly. They are ruled by a Council of the most venerable and ancient plants, who gather in a massive amphitheater at the center of the realm. They also speak their own language, a soothing and gentle tongue, yet seem fluent in normal speech as well (although reluctant to use it).

Occasionally a visitor will encounter a stationary creature and it is they who are the most tragic inhabitants of Vertand, trapped as they are between the plant dimension and the real world. Their segregation during the cataclysm was incomplete and they live a bizarre half-life in both worlds. Indeed, it is by contact with certain of these plants that a visitor may gain entry to Vertand. One such blossom is the Colchicinae Faesom, a plant with coruscated velveteen leaves and a large purple bloom that smells

⁷ These are ideal for storing vat creature patterns and making wards.

⁸ Further details about the Zokbersc and the Black Lake may be found in *The Scaum Valley Gazetteer*.

sweetly of ambermead. As with other trans-dimensional plants, it is rare, the best-known example residing in Prince Kandive's private gardens.⁹ Other trapped specimens are believed to be the progenitors of those magical plants so sought after by mages.

To a horticulturalist, the realm has much to offer, including both rare and precious ingredients and arcane knowledge. The inhabitants are well versed in all matters of plant husbandry, and have a liberal view of the use of their brethren as ingredients in alchemical potions. They may even provide cuttings for further research. Many a secret lies hidden here that could give an advantage to those brave enough to visit this realm. In return for aid, the inhabitants exact a price – the person must return once a year with information from the outside world or may even be asked to care for a plant-child.

It is considered unwise to become too attached to these plant children, and it is best to merely maintain an air of polite formality, you may find rendering down a living friend for its alchemic substances stressful. Entering Vertand is comparatively easy, requiring but the woody tissue of a trans-dimensional plant from which to physically build a doorway. One merely chants the cantrap found in the seventh ream of Ivpah's *An Alchemist Remembers* as one walks through the portal one has created.



Wilnisindoor

Anyone entering Wilnisindoor faces grave peril. On immediate arrival, the perceptive may notice a brief flickering as reality shifts subtly to meet them, and then they are in a world they find most pleasant.

Within sight of their point of entry is a homely manse whose inhabitants are erudite, hospitable and make their unexpected guest welcome. During the time spent there, all desires are gratified, all interests explored, and all personal foibles pandered to.

Whilst this is happening one of the dwellers in the manse gradually assumes the form of the visitor until finally the deception is perfect, and in one last brief ceremony, the visitor is drugged, strapped to a work bench and awakens to find themselves staring up into their own face. With that the doppelganger kisses them, sucking their soul out through their mouth, leaving them a pale, wandering shape haunting the manse. The doppelganger then goes to the Earth to take up the victim's life where the

victim left off.

At this point the entire dimension drops into a waiting limbo, until it is once more awakened by the entry of another victim. The waiting ghosts take on the forms they had in life and work towards their own escape.

There is no reason why you should wish to enter Wilnisindoor, yet still you could find yourself there. It appears that failure to correctly cast certain spells of transportation can deposit the caster in Wilnisindoor. Also, the trapped ghosts seem to have managed to place misleading instructions in some texts so that a mage attempting to visit, for example, Porphirel or Vertand, will find themselves in Wilnisindoor instead, thus affording the trapped ghosts a further chance to escape.



9. The Prince is not fond of visitors to his private gardens, save where they provide entertainment, and even nutrition to some of his collection.



CHAPTER NINE

OUTBURSTS PITHY AND POIGNANT

*This chapter consists of taglines more suited to the grim and strange adventures characteristic of this level.
Taglines are optional in Turjan-level play, but even if you do not take the option, you may find inspiration in this section.*

- ✿ "A four-sided triangle is never fortuitous."
- ✿ "A knife, a garrote and perhaps a vial of poison. Simple tools for a simple trade."
- ✿ "A mermelant may ride upon a man, but neither will travel very fast."
- ✿ "A mystery solved loses all luster; let us preserve the wonder of this event by leaving it unexplained."
- ✿ "A noble program, well-reasoned, and certain to succeed! But I must decline to participate."
- ✿ "A rotten fruit may seem fresh until you pierce the skin. "
- ✿ "Against my better judgment, I must now attempt an act that has brought others nothing but death and woe."
- ✿ "Ah. Perhaps the fellow's progeny will accept some recompense for his untimely demise?"
- ✿ "Alacrity might serve us well in this instance."
- ✿ "All accounts indicate that this river should teem with edible fish."
- ✿ "All who entrust their hopes to me must see them dashed."
- ✿ "Any with eyes to see can attest that I am the model of physical perfection."
- ✿ "Appealing to basest greed is not my usual behavior, but I am prepared to accede to its efficacy in this instance. "
- ✿ "Apprentice, to your work books!"
- ✿ "As you can see from the coat of arms I bear, my heart is pure and my motives beyond question."
- ✿ "At a time like this, statistics are a cold comfort!"
- ✿ "Bah, I am unafraid! It could be nothing more than a trick of shadow."
- ✿ "Be at ease. Surely you cannot believe anyone of consequence remains alive to register a complaint against your actions – ill-conceived as perhaps they were."
- ✿ "Behold: the air is filled with kapok silk, and the sun illuminates it!"
- ✿ "Beware the vastness of my wrath."
- ✿ "But you are good-hearted, and will absolve me of blame."
- ✿ "Calm yourself, before I banish you to a pot of barley-brew."
- ✿ "Cease your gawking, and assist me in dragging this cadaver to the incinerator."
- ✿ "Distract the entity by running forth, and we shall engage it by surprise. Fear nothing - your safety is assured!"
- ✿ "Do as you please, life and death are brothers."
- ✿ "Do I hear the burbling of an underground stream?"
- ✿ "Do not direct your wheedling nonsense at me, young fellow."



- ✿ “Do not force me to harm you further.”
- ✿ “Do not presume to speak thus to one who has proceeded down Kaiinese streets in a six-wheeled barouche!”
- ✿ “Do not squirm. This operation requires delicate movements. “
- ✿ “Do not think to misdirect me, with wide eyes and a grin of childish innocence!”
- ✿ “Do you think me an insensate brute?”
- ✿ “Does your blade require regular drenching in blood to maintain an enchantment or are you merely trying to impress us with your ferocious bravado?”
- ✿ “Does your cavernous heart not contain room for an iota of sympathy?”
- ✿ “Drink this – your fate, while unchanged, will at least seem more bittersweet.”
- ✿ “Due to an unfortunate misinterpretation of your underling’s directions we strayed from the path.”
- ✿ “Failing any further salient comments from our impulsive associate, perhaps we can apply ourselves to the situation?”
- ✿ “For all my life, I have denied the primacy of the baroceptor, as my ancestors did before me.”
- ✿ “Fresh from the vat I may well be, but still I know barbarity when I see it.”
- ✿ “Go, or I launch a head full of spells at you.”
- ✿ “Good sir, never in all my travels have I ever met someone whose perspicacity so perfectly mirrored my own!”
- ✿ “Gratitude often comes unexpectedly, but in this case it comes not at all.”
- ✿ “Had you shared with me the opportunity to view it firsthand, you would not make such a purblind generalization.”
- ✿ “He is clearly an inferior type. Strike him down swiftly, so that we may proceed.”
- ✿ “Having high expectations of one’s companions leads to disappointment.”
- ✿ “He is clearly bluffing. Quickly discommode him with your most potent spell whilst I observe his reactions from behind this pillar.”
- ✿ “His dialect is incomprehensible, but in it I detect traces of several long-extinct tongues.”
- ✿ “How can you ask us to believe such a preposterous theory? “
- ✿ “An interesting variation, but not one I would care to imitate. “
- ✿ “When power is the goal, morality must make its own way. “
- ✿ “How vexing to once again find ourselves faced with violence at the hands of the ignorant.”
- ✿ “I admit to a trifling gap in my knowledge.”
- ✿ “The circumstance is conceded – I am a notorious rogue.”
- ✿ “I am at a zenith of intolerance!”
- ✿ “I am confused, as it would seem that these laws are mutually contradictory.”
- ✿ “I am fettered by cowardice, I am enfeebled by disastrous memories, and I am maimed by old follies.”
- ✿ “I am no mere sword swinger, I am an artist.”
- ✿ “I make no claims to modesty. “
- ✿ “I am now firmly convinced that it is my singular curse to be forever denied the company of the sycophants and toadies I so richly deserve.”
- ✿ “I am physically unharmed but the state of my nervous system is deplorable.”
- ✿ “I am rightly called ‘courageous’ even by those whose own heroic exploits are the stuff of legend.”
- ✿ “I am sorry, but nobody had explained these details to me.”
- ✿ “I am stricken with lassitude and wish to contemplate the sun.”



- ✿ "I ask only for a simple garment of fur and skins."
- ✿ "I assure you that your sacrifice will be remembered long after the sun turns dark!"
- ✿ "I beheld the popping eyes of a thousand demons."
- ✿ "I bring news to renew our zest."
- ✿ "I can afford you a moment to pray to your personal deity."
- ✿ "I can arrange for you to be keelhauled and dragged behind the Cosmic Bark."
- ✿ "I cannot in all honesty claim that I am pleased to renew our acquaintance."
- ✿ "I cannot myself enter the chamber, as I was once savaged by an oast, and in times of stress can only hobble."
- ✿ "I can sense that my presence here benefits no one. "
- ✿ "I concede my taste is disputable."
- ✿ "I confront all such dogma with skepticism."
- ✿ "I could say your death would not give me pleasure, but I have forsworn deceit."
- ✿ "I desire mead and pomegranates."
- ✿ "I desire nothing more than a night free of demons."
- ✿ "I didn't chop my way through an army of fiends to be defeated by a mere functionary."
- ✿ "I have adjusted the spell to quintuple its agonies."
- ✿ "I have a small competence in magic, and may be able to assist."
- ✿ "I know of several precedents to guide us on this occasion."
- ✿ "I linger under the effects of a tragic curse."
- ✿ "I merely point out that lechery is nowhere a generally received excuse for good works."
- ✿ "I must positively decline to be stabbed or poisoned even to humor your master."
- ✿ "I once read of a similar puzzle. If we had more time, I could perhaps recall its solution."
- ✿ "I prefer vat creatures of comely appearance and delicate manners, yet in this instance a blend of deodand and buck hoon might serve us best."
- ✿ "I refuse to ruin my second best sandals for any such foolish reason."
- ✿ "I repudiate your spell as the puniest of cantraps."
- ✿ "I can only take your silence as tacit agreement."
- ✿ "I think you vastly underestimate my puissance at arms."
- ✿ "I thought to forgive you, but your temerity reverberates."
- ✿ "I very much hope that these noises indicate some other circumstance than the one I most fear."
- ✿ "I was expecting an effect of some singular merit, yet this degree of desolation far transcends my expectations."
- ✿ "I welcome the darkness, for it shall cloak my disfigurement."
- ✿ "I welcome the opportunity for pricking the bloated bladder of lies with a poniard of truth."
- ✿ "I will discharge this task, as I have sworn."
- ✿ "I will quench this fire with your blood."
- ✿ "I will sing for you an air of my distant homeland."
- ✿ "I would give my left arm for a brace of sturdy swordsmen!"
- ✿ "I would only spoil the splendid passage by quoting it inaccurately from memory. But he was quite right, and his opinion is mine in every particular."
- ✿ "I yearn for a mossy riverbank, dappled with sun."
- ✿ "If dire revenge is out of fashion, I style myself a throwback."



- ✿ "If I do not survive, lay me on a bier and wreath my hair with polemonium."
- ✿ "If the solution were so simple, the problem would not now face us."
- ✿ "If we venture forward, gallinippers will bleed us."
- ✿ "If you truly believe that such an undertaking will solve our dilemma, I suggest that you be the one who puts the theory to the test."
- ✿ "If you utter any further inane fripperies I shall be forced to summon my creature."
- ✿ "Impotent rage is inopportune, yet in this instance it seems to be our only recourse."
- ✿ "In all candor, I feel that your flattery has some hidden purpose."
- ✿ "In all candor, it appears that I need only run faster than you."
- ✿ "In the chill fires of hell, the two of us shall be equal."
- ✿ "In this circumstance, I can think of no useful magic. What other assets do we command?"
- ✿ "In this dimension, up and down are as one and we may travel on waves of thought."
- ✿ "Is naught to be done to abate this nuisance?"
- ✿ "It behooves me to suggest that we cease this bickering and flee for our lives."
- ✿ "It explodes the nerve fibers, in the brain and elsewhere."
- ✿ "It is a field that interests me. That and antique fulgurite manufacture."
- ✿ "It is a malady every traveler risks – even those of our exalted station."
- ✿ "It is a small trick I learned as a child, which I still find useful on occasion."
- ✿ "It is a black as my mood."
- ✿ "It is an ill tide that washes no-one's feet clean. "
- ✿ "It is not a matter solely of abstract interest."
- ✿ "It is possible there is virtue in this credo."
- ✿ "It is written that you should face your fears, as once you flee you will never stop. I currently favor a counter philosophy."
- ✿ "It seems that this map is open to liberal interpretation."
- ✿ "Its creator would be proud to see such an inventive use for this device."
- ✿ "I will deal with it. I have matched such creatures many times. "
- ✿ "Lance your seething guilt; the outcome was inevitable."
- ✿ "Let us forever quit this accursed place."
- ✿ "Let us hasten: man-owls and hedge-sprites prowl this night."
- ✿ "Looking back on the matter, I must admit my choice of spell was unwise."
- ✿ "Luckily, I brought with me a quantity of hallucinogenic resin."
- ✿ "Madness skulks nearby."
- ✿ "May I ask you to elaborate on the nature of your bizarre errand?"
- ✿ "May your sodden corpse be gnawed by skates and porbeagles."
- ✿ "Melancholy is soon dissipated by violence."
- ✿ "Menial tasks are for underlings. Address yourself to that fellow."
- ✿ "Misfortune follows misfortune! Another innocent victim has been done away with!"
- ✿ "Modesty prevents me from taking full credit."
- ✿ "My companion was merely dusting your valuable ornament with that piece of sacking so as to allow its greater appreciation."



- ✿ “My late uncle once did that. He was quite mad; what is your excuse?”
- ✿ “My mind bubbles with violent impulses.”
- ✿ “My mind can easily encompass so simple a spell as this.”
- ✿ “My own mastery of the magical arts, whilst sufficiently competent, does not stretch to such feats.”
- ✿ “My patience is ended; make good your threats or crawl under a stone.”
- ✿ “My rival is father to a thousand pomposities.”
- ✿ “Neither man nor beast may pierce my solitude.”
- ✿ “Never would I emit such foul slander. My companion, standing hence, voiced those remarks.”
- ✿ “No confrontation with evil is without consequence. Consider yourself fortunate you still possess your shoes.”
- ✿ “No doubt your notion is the most sensible but mine is the prettier.”
- ✿ “Now, gentlemen, let us do something today that all the world may talk of until the sun dies.”
- ✿ “Now that was an impressive demonstration. Perhaps next time you could simply describe the result?”
- ✿ “Oddly enough, you are not the first to suggest such a course of action.”
- ✿ “Only an unlettered bumpkin could think this the result of divine intervention rather than the unfortunate confluence of two wholly unrelated events.”
- ✿ “On principle, I disregard all such warnings.”
- ✿ “One thing is surely established: the criminal had wings.”
- ✿ “Our opponent has made a grave error in assuming that our present malodorous condition is habitual rather than merely the result of unanticipated circumstances.”
- ✿ “Out of respect for your former status, I will allow you to live, but you must cease this vain prattle.”
- ✿ “Pass me the ichor, a singeing clamp and a two-headed thorax. The matter will soon be concluded.”
- ✿ “Perhaps a glass of wine and some dry biscuits might ease his raging fury?”
- ✿ “Perhaps I misinterpreted a glyph.”
- ✿ “Perhaps you could consider simpler schemes.”
- ✿ “Perhaps you should consider a less strenuous occupation.”
- ✿ “Permit me a moment to compose myself.”
- ✿ “Poltroonery cannot forever delay your fate.”
- ✿ “Proceed! I will watch the results from over there.”
- ✿ “Quick! Find a place of refuge!”
- ✿ “Rancor is a useless emotion.”
- ✿ “Regarding the details, you were woefully misinformed.”
- ✿ “Remind me; do those glistening berries grant nourishment, or death?”
- ✿ “Revel while you may, you die before the sun goes out.”
- ✿ “Save your prattle for the deodand pits.”
- ✿ “She displays all the charm of a rutting hoon.”
- ✿ “Should you ever cease squabbling, we may bend our attention to avoiding the unpleasant fate destiny has thrust upon us.”
- ✿ “Simple hospitality ought to exempt us from all such fines and levies.”
- ✿ “Should a second remark in that vein pass your lips, I may forget that I am a man of peace.”
- ✿ “So you have discovered this foible of mine, after all my caution! That is a great pity.”



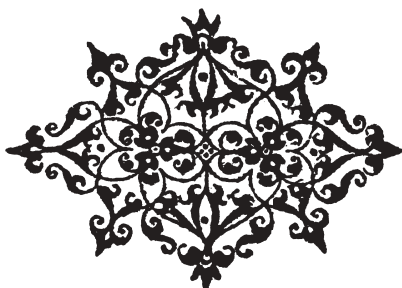
- ✿ “Somewhere must exist a list of magicians who have survived such mistakes in their workrooms. A short list, I have no doubts.”
- ✿ “Soon enough, the sun will depart. I will precede it! Goodbye.”
- ✿ “Soon the sea will reclaim this poisoned land.”
- ✿ “Speak no further, or my magic will rend you.”
- ✿ “Speak quickly; do not revise and censor your thoughts! I will enjoy the results far more.”
- ✿ “Stand and ponder the imminent dangers as long as you like, but some are more imminent than others.”
- ✿ “Stand aside! Subtlety’s time has passed. “
- ✿ “Stand back! I have made it my lifetime’s study and it will be mine. “
- ✿ “Stop your ears! The wefkings’ sweet voices whisper for blood! “
- ✿ “Such a fate is too hideous to contemplate. Surely you make merry at our expense.”
- ✿ “Such events do not even raise an eyebrow in Kaiin.”
- ✿ “Such hardships are to be expected in the pursuit of wisdom.”
- ✿ “Suffering, both physical and mental, is a natural consequence of true greatness.”
- ✿ “Surely, a swift death is preferable to the agony I can inflict?”
- ✿ “Surely not all of the residents of this region are desirous of devouring our flesh?”
- ✿ “Take this, and go in peace.”
- ✿ “Tell me, lest I find other uses for you.”
- ✿ “That bully-rook talks a fine flutter, but his performance fails to match his brag.”
- ✿ “That is a pivotal concept. If only I had grasped it earlier!”
- ✿ “That matter is simple, although mysterious preliminaries will of course be necessary.”
- ✿ “That would require rather a lengthy explanation.”
- ✿ “That is a question for a novice. Consult your student primer. “
- ✿ “The astral frequencies resound with screams and wails.”
- ✿ “The beauty of this place merely sharpens the pangs that rake my soul.”
- ✿ “The conclusion is obvious – we have been betrayed.”
- ✿ “The creature which you said is distant, is not.”
- ✿ “The disorder is both acute and recurrent.”
- ✿ “The passion I felt is now dead. Now there is only disgust.”
- ✿ “The gesture is foreign to me, but I believe it is one of condemnation.”
- ✿ “The gods may smile on you, but I do not.”
- ✿ “The hunger for knowledge afflicts me still.”
- ✿ “The inscription is either an elegy, or a heated polemic.”
- ✿ “The irony! That one so renowned as you shall fall by a mere poniard!”
- ✿ “The landscape would not seem so bleak, if only the oparantha were in bloom.”
- ✿ “The light upon that ridge tempts me to the composition of verse.”
- ✿ “The lore has been forgotten by all but a few.”
- ✿ “The mediocrity of your thinking is concealed by the majesty of your language.”
- ✿ “The path to success is often strewn with challenges. Be bold!”
- ✿ “The porcelain that is your flesh has not been cracked by age.”



- ✿ "The schemes of villains are always rife with error."
- ✿ "The time for merriment is at an end."
- ✿ "The tips of my fingers had barely grazed its surface when it leapt into the air as if propelled by an unseen force."
- ✿ "The truth from your lips, or a lingering demise, it is all one to me."
- ✿ "The wine will make us forget. Drink deep!"
- ✿ "There is scant chance of its failure, for it was manufactured in Kaiin."
- ✿ "These are concepts that a man of reasonable mind cannot tolerate."
- ✿ "These echoes, it is said, carry voices from a previous aeon."
- ✿ "These protestations sap my resolve."
- ✿ "These scrapings will afford but meager nourishment."
- ✿ "This is no time to indulge in futile reminiscences. We are in deadly peril!"
- ✿ "This is unusual, but not entirely unexpected."
- ✿ "This place stinks of grave-dust."
- ✿ "This talk of a hundred spells is redundant."
- ✿ "Though but a slender dagger, its sting may still be deadly."
- ✿ "Though my engineering studies were undertaken with less than perfect diligence, I nonetheless speculate that these cracked columns will not long support the ceiling's weight."
- ✿ "Though she is undeniably alluring, I suspect that the first embrace with her would be your last."
- ✿ "Through sorcery, all shapes are mutable."
- ✿ "To mature deliberation, the life of this wretch, with no compassion and deaf to suggestions of bribery, appears to be of no importance."
- ✿ "To the contrary, I have always found this small accomplishment in doubtful taste; it exposes me to continual comment."
- ✿ "Tonight, I find poignancy even in the howling of that distant deodand."
- ✿ "Unhand me immediately! My disheveled appearance hides a persona both noble and unforgiving!"
- ✿ "Unless I am mistaken, this organism is poikilothermic."
- ✿ "Very much so, inasmuch as it circumvents both destiny and common sense."
- ✿ "We have arms and swords and minds and runes."
- ✿ "We must reject this most dismal and fatuous notion."
- ✿ "What a curious precept. How did you come by it?"
- ✿ "What is that strange formation? It reeks of demonic magic."
- ✿ "What is that vile effluvium?"
- ✿ "What man would not want to know the procedures for enlarging bats?"
- ✿ "What wayward poltergeist disrupts my rest?"
- ✿ "Whilst the gentleman who has been gazing in my direction shows a certain appeal, his companion who clearly prefers your own charms is somewhat less pleasing to the eye."
- ✿ "Whilst you may not survive, the sun could fail us all within the hour, so all in all little risk is engendered."
- ✿ "With this enchantment I remove your capacity for magic. You may find useful employment elsewhere."
- ✿ "Who here will join me in this noble undertaking and prove our detractors to be the bilious windbags we already know them to be?"
- ✿ "Why, I seem to have just such a silver hammer."



- ✿ “Would that the sun be extinguished now!”
- ✿ “Wrong me, and you will scream to the sun’s death, and beyond.”
- ✿ “Yonder, that fellow in the garish costume. Have we not observed his likeness on a previous occasion?”
- ✿ “You act as if you have never hidden within the innards of a wild beast before.”
- ✿ “You cannot possibly be so addle-pated as to think me a common vagabond.”
- ✿ “You have a magnificent brain, which I profoundly admire. Possibly it may serve us best pickled and displayed in my workroom cabinet.”
- ✿ “You have clearly shown yourself to be a profound student of cruelty.”
- ✿ “You have earned my pity. Leave my sight, with haste!”
- ✿ “You may extinguish my life, but not my philosophy.”
- ✿ “You might try to apply logic to the case, true; but you would cheat yourself of a wider perspective.”
- ✿ “You mistake mere verbal facility for mental inspiration.”
- ✿ “Your family tree, I have heard it said, is rife with cannibals and tomb-defilers.”
- ✿ “You should know better than to address your superior in such familiar terms during the discharge of his office. Pray leave.”
- ✿ “Your majordomo is clearly efficient, though for my tastes a trifle overly violent.”
- ✿ “Your comments seem on the surface to raise salient points, yet I am at a loss as to what the substance of your speech is.”
- ✿ “Your device seems less effective than you proposed.”
- ✿ “Your garments have provoked my interest.”
- ✿ “Your idleness is unbecoming. If you fail to apply yourself, I shall have my retainer take immediate action.”
- ✿ “Your life hangs in the balance. What is your choice?”
- ✿ “Your skill has improved since our last encounter.”
- ✿ “Your stridency adds neither authority nor credibility to your ideas.”
- ✿ “Your suggestion lacks merit, and your implication reveals you as a person of limited breeding and inferior cognition.”
- ✿ “Your terror-stricken tones aptly sum up the situation.”
- ✿ “Your use of the term ‘we’ in this situation is presumptive at best.”





INDICES OF FORBIDDEN KNOWLEDGE

☒ Arcane Items of Terrible Might ☒

P/C: Permanent or charged; **Pts:** Point cost

Artifact	P/C	Pts	Description	Page
The Absolute Explicator	P	5	A source of all knowledge providing a boon to Pedantry rolls.	34
The Amorphous Ovoid Points	P	10	Holds a matrix for creating loyal, diligent retainers.	34
Amulet of Azoic Revelation	P	3	An artifact which detects vat creatures.	34
The Armor of The Neophyte	P	4	A belt which provides magical armour for the wearer.	35
The Assassins' Blade and Ring	P	5	A hidden dagger you can take anywhere.	35
An Aura of Petty Divinity	C	5	Increases the Magic rating of the wearer by 1.	35
Bombol's Convenient Portals	P	10	A matched pair allow users to pass from one place to another no matter what separates them.	35
The Black Cone	P	8	Allows the relatively safe questioning of demons.	37
Bracelets of Youth and Age	P	12	Allows the user to regain their youth.	37
Calanctus' Temporal Monitor	P	10	Warns owner if someone attempts to tamper with time near them. Stops Temporal Stasis.	38
Carbenal's Penetrating Fork	P	10	Allows the user to pass through solid objects.	39
Carrier Beetles	P	5	Creates reliable servants to carry your treasure home.	39
Clisia's Loving Gift	P	5	A gift to make the recipient fall in love with you.	40
Charm of Pandithkemous	P	15	A charm which will help the wearer survive death and return to full life.	40
Cold Wind Horns	P	5	Artifacts which change the local weather.	40
Cube of Communication	P	12	A means of communicating with anyone, anywhere.	41
The Delicate Warning of Ill-Intent	P	6	A ward to protect the wearer from hostile elementals and spirits.	41
The Enchiridion	P	10	An authoritative guide book which also aids in the production of enchanted artifacts.	41
The Fabulous All-Calming Mirror	P	10	This Mirror helps the user refresh all pools and recover from all injuries.	42
Gator's Flea	P	4	A small device which whispers your words into the sleeping ears of others.	42
Gong of Life	P	32	A device which allows the rapid refreshing of pools.	42



Artifact	P/C	Pts	Description	Page
The Heliosdactum	P	5	A brooch that will store sunlight and release it on command.	43
Hoarfloax	P	15	A parasitic plant with complex magical properties.	
Hoptile's Bridle	P	4	A bridle which renders any mount perfectly tractable.	43
The Invaluable Farvoyer	P	12	A device which allows the viewing of current activities anywhere in the world.	43
The Jade Fish	P	6	A pendant which becomes a floating carriage.	44
Jilish Musical box	P	5	A musical box which grants a boon to your Persuade ability.	44
Memory Token	P	6	A device which can store and cast Straightforward spells.	45
The Miniature Conclave of Abbat Loam	P	10	A source of knowledge and rhetorical entertainment.	45
The Magenta Oculi	P	5	Eye glasses which will allow the wearer to see through solid objects.	46
More than Utilitarian Headgear	P	8	A hat that serves as a safe extra-dimensional escape hole.	46
The Necrotic Ear Horn	P	5	Causes a corpse to answer a question or perform a task on your behalf.	46
The Panamorous Illuminex	P	10	A chandelier whose light aids Seduction attempts.	47
The Pen of Chabal	P	3	This pen automatically writes down everything that you say.	47
Pipe of Timoun's Memories	P	5	Smoking this pipe allows the smoker to see what is happening in any location where the pipe has previously been smoked.	47
The Ring of Another's Form	P	4	A ring which allows the wearer to take the shape of any other living creature.	48
Ring of Fire	P	5	This ring allows the wearer to create fire on demand, as both tool or weapon.	48
The Ring of Surrogate Health	C	5	This ring will absorb damage meant for the wearer.	48
The Rod of the Crawling Vision	P	10	A weapon which destroys the will to resist of any it strikes.	50
Rouseer's Rune	P	5	A trinket which will store one spell for later use.	50
Sensorial Conflator	P	5	A device for storing the memories of vat creatures.	50
The Sensuate Projector	P	4	A mechanism which allows surveillance of a fixed number of individuals.	51
The Serpen Argel	P	20	A mechanism which allows the viewer to see anything, no matter when or where it happened. The entire universe throughout its entire history may be observed.	51
Snake Ring	P	10	A ring which allows the wearer to inject poison, even into sealed containers.	53
The Spider Charm	P	10	A small spider which will attack and poison the intended victim.	53
The Sword 'Contention'	P	4	A magical sword which allows the wielder to transfer points to their Attack and Defense pools.	53
Talisman of Anthropic Imposition	P	5	A talisman which, if worn round the neck, turns the wearer into a ravening half-man.	53
Thrasmo's Trencher	P	3	This plate will always provide you with a simple but hearty repast.	54
The Vigilant Demarcation	P	10	A wire which when laid on the ground forms a magical barrier protecting those inside.	54
Vrazmund's Lucky Terce	P	3	A coin that hypnotises anyone observing it spinning.	54



Artifact	P/C	Pts	Description	Page
The Wand of Obdurate Affixation	P	2	A wand which firmly binds materials together for several days.	55
The Yadnitz Charm	C	7	A charm which protects the wearer when attacked by spells.	55
Yimbolo's Folding Closet	P	5	A walk-in wardrobe that folds down to a small suitcase.	55
Yorba's Grafting Enzyme	C	10	A paste which grafts any flesh onto any other flesh.	56
Yorba's Sealant	C	10	A paste which closes wounds and undoes the work of the grafting enzyme.	56
Zalader's Band	P	3	A ring which controls the actions of one corpse.	57
Zokhargrim's Frightful Mask	P	6	A demon mask to terrify all who see it.	57

Unperfected Spells (Abecedarian)

Range (R): (S) Self, (T) Touch, (N) Near, (S) Sight

Duration (Dr): (I) Instant, (C) Concentration, (H) Hours, (F) Feat, (D) Day

Difficulty (Df): (C) Complex, (S) Straightforward

Style Affinity (Aff): (C) Curious, (Dg) Daring, (Dv) Devious, (F) Forceful, (I) Insightful, (S) Studious.

Page (P.)

Spell name	R	Dr	Df	Summary	Aff	Page
Advantageous Aerostatic Association	S	F	S	Prevents the caster from falling.	Dv	83
The Agonizing Immolation	N	I	S	Attacks the target with fire.	F	83
The Alteration of Compelling Advocacy	S	D	S	Temporarily alters the caster's Persuasion style.	Dv	83
The Amatory Bounty	N	H	S	Summons a beautiful playmate of the appropriate sex.	F	84
Amberlin's Startling Defender	T	I	S	Sets a fierce ward for the protection of caster's property.	I	84
Archemand's Unlikely Self-Restraint	N	I	S	Causes the target's own garments to entangle them.	F	84
Arnhoul't's Unimpeded Egress	S	C	S	Allows the caster to walk through walls.	Dv	85
The Arrant Verbal Accomplishment	S	F	S	Grants bonus to caster's Persuasion roll.	F	85
The Balm of Local Compromise	T	I	S	Allows the caster to move points between two people's pools.	S	85
Bergi's Triumphant Compression	T	C	S	Allows the caster to shrink something to the size of a walnut to allow it to be hidden.	Dv	85
Calanctus' Instant Dispulsion	N	I	S	Allows the canceling of one spell at a time.	Dg	86
Calanctus' Substantive Warden	S	D	S	Protects the caster from Magical attack.	Dg	86
Call To the Ominous Enthusiast	S	I	S	Summons an extra-planar entity known as the frovirn who will perform one task with absolute competence.	Dg	86
The Charm of Certain Synergy	S	F	S	Allows the caster to recover Magic points cast.	I	86
The Charm of Necroptic Inveiglement	T	C	S	Using this the caster may question a corpse.	S	87
The Curse of Unwitting Merriment	N	H	S	Causes the target to laugh in uncontrollable mirth.	C	87
The Definite Reduction	S	H	S	Shrinks the caster	I	88



Spell name	R	Dr	Df	Summary	Aff	Page
The Depurative Pulse	N	I	S	Digs a hole for the caster.	Dg	88
Drumphilo's Adequate Illuminator	T	D	S	Provides an artificial light source.	S	88
Edan's Vibrant Restorative	T	I	S	Recharges magical artifacts.	S	88
Enchantment of the Stilled Tongue	T	I	S	Assists in the keeping of secrets by stopping the victim talking about a given topic.	F	89
The Elegant Combatant	S	F	S	Allows the caster to use any weapon proficiently.	Dg	89
The Effective Vegetal Death	N	I	S	Destroys living plants.	Dg	89
Extensible Auditory Range	ST	C	S	Enhances the caster's hearing.	C	89
The First Felicitous Progression	T	H	S	Allows the caster to open locked doors.	S	90
The First Retrotopic	T	I	S	Causes the magically altered to revert to their original form.	F	90
Formulary of Expedient Ambiguity	ST	C	S	Causes the temporary forgetting of a single fact.	Dv	90
Idomdors's Expedient Proxy	T	I	S	Allows most straightforward spells to be used as a ward.	Dg	90
The Imperceptible Intellectual Analyzer	N	C	S	Allows the magician to peer into the surface thoughts of a single sentient target	I	91
The Implacable Decay	N	F	S	Causes wood to rot away as you watch.	Dv	91
The Impropropriatious Tongue	N	F	S	Forces the victim to tell the truth.	F	91
The Impudent Queror	N	I	S	Informs the caster of the spells held by another	C	91
The Inanimate Assailant	N	F	S	Allows inanimate objects to attack your enemies.	Dg	91
Incontestable Pedantry	S	I	S	Enhances your ability to win arguments.	I	92
Inviolat Attire	T	D	S	Resists the elements and protects equipment.	F	92
Issuance of the Primordial Whisper	N	I	S	Undermines your opponent's self-confidence.	I	92
Klopag's Wandering Manipulator	S	H	S	Allows the caster to detach their hand and have it move off by itself.	C	92
Llorio's Superior Restraint	N	H	S	Traps the victim in a cube of jelly.	Dv	93
Lorgan's Leaping Flame	N	F	S	Uses a flame beast to attack people and objects.	Dg	93
Lorgan's Trifling Typhoon	N	F	S	Summons a living waterspout.	Dg	94
Malakan's Expanded Grasp	N	C	S	Allows the caster to move things at a distance.	Dv	94
Malakan's Silver Skin	S	F	S	Provides a temporary armor.	Dg	94
Master of Beasts	T	H	S	Enables the caster to control pack animals.	I	95
Mazirian's Irrational Hatred	N	F	S	Inflicts a killing frenzy on the target.	F	95
Morreion's Immediate Impulsion	N	I	S	Moves the caster through all barriers.	Dg	96
Mupouchar's Reliable Proscription	ST	D	S	Prevents anyone using one named spell.	S	96
Obstructive Ether	N	F	S	Traps the victims in a heavy blanket of air greatly slowing their movements.	F	96
Panguine's Providential Presumption	S	I	S	Transports the caster forward in time a short interval.	Dv	96
Pasko's Deducible Placenta	T	I	S	Enables the caster to discover the identity and motives of an unknown person.	C	97
The Pattern of Actual Proposal	N	F	S	Enables all to see who is and who is not. speaking the truth	F	97
The Peculiar Peril	N	F	S	Creates a trap.	Dg	97
Petrिताур's Monitory Atheism	N	C	S	Removes religious belief.	I	98



Spell name	R	Dr	Df	Summary	Aff	Page
Phandaal's Incomparable Elocution	T	H	S	Allows the caster to speak and understand any language.	C	98
Phandaal's Instantaneous Translation	T	C	S	Allows the caster to read any language.	I	99
Phandaal's Observational Confinement	N	D	S	Traps the victim in a specimen jar.	S	99
Phandaal's Repudiation of Curses	S	F	S	Cancels dying curses.	C	99
Phandaal's Sheltering Radiance	T	H	S	Protects from the elements.	Dv	100
Pandeiane's Cheery Doom	N	F	S	Imbues your subordinates with courage.	Dv	100
Phunurus' Outstanding Replicator	T	F	S	Allows the caster to answer questions from his own forgotten knowledge.	S	100
Phunurus' Phantasmal Net	N	H	S	Allows the caster to trap his opponents.	Dg	100
Post-Chronosal Pyromania	H	I	S	Lets the caster set fire to things.	Dv	100
The Predatory Lament	S	I	S	Produces a roar that terrifies the caster's opponents.	Dv	101
The Prodigiously Useful Creeper	N	H	S	Hastens the growth of plants to provide hiding places or means of escape.	F	101
The Prompt Call of Pelgrane	N	I	S	Summons a pelgrane.	F	101
The Puissant Word	S	F	S	Ensures your fighting style trumps your opponent.	F	102
Read Shadows of Time	N	I	S	Allows the caster to see the past.	C	102
The Revelation of Veracity	N	I	S	Enables the caster to spot anything that has been hidden.	I	102
Shabat's Ambiental Attunement	N	I	S	Enables the caster to spot even the tiniest details.	C	102
Shabat's Resolute Seeker	S	H	S	Makes tracking easier.	I	103
Spell of the Seductive Frontier	T	I	S	Imbues ones colleagues with the courage to take the first step across a threshold.	C	103
The Spell of Sudden Irritation	N	C	S	Inflicts irrational irritation on the target.	Dv	103
The Spell Of Mundane Reality	ST	F	S	Hides the wonderful under the cover of the obvious.	Dv	104
Spojan's Thaumaturgical Discernment	T	C	S	Allows the examination of magical auras.	I	104
Stepping on Air	S	C	S	Allows the caster to walk on air.	Dg	104
Tarrinor's Photonic Plane	N	C	S	Builds a bridge of light.	Dg	104
Tchanfen's Disintegrative Application	N	I	S	Allows the total disintegration of the target.	I	104
Treviolus' Emblematical Restorative	T	C	S	Recreates lost text.	I	105
Turjan's Temporary Replicant	N	H	S	Provides a substitute for your enemies to attack.	S	105
Turjan's Thunderclap	N	I	S	Attacks with a blast of sound.	F	105
Unassailable Intellect	S	D	S	Guards against mind control.	S	105
Urturus's Susceptible Perpetuity	ST	D	S	Halts objects in mid flight.	C	106
Veronifer's Disembodied Propulsion	N	I	S	Enables the caster to move things at a distance.	Dv	106
Vorredol's Removable Eye	S	D	S	Allows the caster to remove an eye and let it travel by itself to see things in places where the caster cannot go.	Dv	106
The Warding Eyes	S	H	S	Helps prevent the caster being surprised.	S	107
Yimbolo's Dancing Blade	T	F	S	Provides a self-motivated blade to fight for you.	Dv	108
Yimbolo's Mysterious Propulsion	N	D	S	Propels vehicles without need of draught beasts or sail.	Dg	108



Spell name	R	Dr	Df	Summary	Aff	Page
The Alchemist's Curse	N	I	C	Kills by filling the bones of the target with molten lead.	F	107
Blackweb's Explosive Chattels	T	I	C	Violently protects your property.	Dv	108
The Call of Scholastic Leakage	N	D	C	Assists in your research.	Dv	108
Calantcus' Precise Deception	S	H	C	Allows the caster to assume the absolute likeness of another individual.	I	108
Charm of Perceptual Disarray	N	I	C	The spell causes the target to forget who he is, where he is, and what he is doing.	Dg	109
Conjuration of the Four Cardinal Guides	S	D	C	Summons guide to tell the caster the best route.	S	109
The Curse of Insipid Desuetude	N	I	C	Reduces the enemy's pool.	F	109
The Curse of the Reluctant Dead	N	C	C	Animates a group of dead to attack your enemies.	I	110
The Curse of the Undignified Ancestor	T	I	C	Causes the target to revert to their earliest ancestor.	C	110
Feloujun's First Hypnotic Spell	N	H	C	Paralyzes the target for several hours.	F	110
Gomoshan's Demoniatic Presence	S	H	C	Allows the caster to assume the form of a half man.	I	111
Haghut's Extemporized Whirlaway	T	D	C	Creates a flying vehicle.	Dg	111
Ildefonse's Accelerated Comprehension	N	D	C	Greatly speeds research and general reading.	S	111
Klopag's Inaccurate Recollection	T	I	C	Implants false memories in the victim.	Dv	111
The Literal Organic Expulsion	N	I	C	Turns the victim inside out.	S	113
Llorio's Spell Stealer	N	I	C	Takes spells from the mind of the victim.	S	113
Lubyon's Concealing Mist	S	F	C	Enables the caster to hide in a sub-dimension.	C	113
Lugwiler's Resilient Over-Skin	S	F	C	Provides an armor of air around the caster.	Dg	113
Orthru's Wave of Destruction	N	I	C	Knocks down barriers in the area.	Dg	114
The Personal Phantasm	N	C	C	Creates a phantasm which can venture into dangerous areas.	C	114
Rorpelmen's Unfair Advantage	N	F	C	Allows Wallops when they are not strictly possible.	F	114
The Second Definite Reduction	T	I	C	Allows the caster to shrink others to twk-man size.	I	115
The Second Felicitous Progression	S	H	C	Opens all doors and locks in a large area.	S	115
Shabat's Admonitory Bolt	N	I	C	Strikes the target with a blast of energy.	F	115
The Spell of Some Mediocrity	N	H	C	Allows only the dull and predictable to happen in a given situation.	S	115
Spell of the Twelve Unavoidable Questions	N	F	C	Forces the target to answer 12 questions truthfully.	C	115
Summons of the Improvident Gap	N	H	C	Makes a weapon out of a portal between realities.	Dg	116
Thasdrubal's Enfeebling Gaze	N	I	C	Strikes the target down with the power of the caster's glare.	F	116
Ventovol's Undeviating Excursion	T	D	C	Allows invisible movement at speed.	I	117
Vermoulion's Dreamwalking	S	H	C	Allows the examination of dreams.	S	117
Veronifer's Fabricated Portal	T	I	C	Creates a trap for intruders.	I	106



❧ Unperfected Spells (by Style Affinity) ❧

Magic (Curious)

Straightforward

The Curse of Unwitting Merriment
Extensible Auditory Range
The Impudent Queror
Klopag's Wandering Manipulator
Pasko's Deducible Placenta
Phandaal's Incomparable Elocution
Phandaal's Repudiation of Curses
Read Shadows of Time
Shabat's Ambiental Attunement
Shabat's Personal Ward
Spell of the Seductive Frontier
Urturus's Susceptible Perpetuity

Complex

The Curse of the Undignified Ancestor
Lubyon's Concealing Mist
The Personal Phantasm
Spell of the Twelve Unavoidable Questions



Magic (Daring)

Straightforward

Calanctus' Instant Dispulsion
Calanctus' Substantive Warden
Call To the Ominous Enthusiast
The Depurative Pulse
The Elegant Combatant
The Effective Vegetal Death
Idomdors's Expedient Proxy
The Inanimate Assailant
Lorgan's Leaping Flame
Lorgan's Trifling Typhoon
Malakan's Silver Skin
Morreion's Immediate Impulsion
The Peculiar Peril
Phunurus' Phantasmal Net
Stepping on Air
Tarrinor's Photonic Plane
Yimbolo's Mysterious Propulsion

Complex

Charm of Perceptual Disarray
Haghut's Extemporized Whirlaway
Lugwiler's Resilient Over-Skin

Orthru's Wave of Destruction

Summons of the Improvident Gap



Magic (Devious)

Straightforward

Advantageous Aerostatic Association
The Alteration of Compelling Advocacy
Arnhoult's Unimpeded Egress
Bergi's Triumphant Compression
Formulary of Expedient Ambiguity
The Implacable Decay
Llorio's Superior Restraint
Malakan's Expanded Grasp
Panguine's Providential Presumption
Phandaal's Sheltering Radiance
Pandeiane's Cheery Doom
Post-Chronosal Pyromania
The Predatory Lament
The Spell of Sudden Irritation
The Spell Of Mundane Reality
Veronifer's Disembodied Propulsion
Vorredol's Removable Eye
Yimbolo's Dancing Blade

Complex

Blackweb's Explosive Chattels
The Call of Scholastic Leakage
Klopag's Inaccurate Recollection



Magic (Forceful)

Straightforward

The Agonizing Immolation
The Amatory Bounty
Archemand's Unlikely Self-Restraint
The Arrant Verbal Accomplishment
Enchantment of the Stilled Tongue
The First Retrotropic
The Impropratorious Tongue
Inviolat Attire
Mazirian's Irrational Hatred
Obstructive Ether
The Pattern of Actual Proposal
The Prodigiously Useful Creeper

The Prompt Call of Pelgrane
The Puissant Word
Turjan's Thunderclap

Complex

The Alchemist's Curse
The Curse of Insipid Desuetude
Felojun's First Hypnotic Spell
Rorpelmen's Unfair Advantage
Shabat's Admonitory Bolt
Thasdrubal's Enfeebling Gaze



Magic (Insightful)

Straightforward

Amberlin's Startling Defender
The Charm of Certain Synergy
The Definite Reduction
The Imperceptible Intellectual Analyzer
Incontestable Pedantry
Issuance of the Primordial Whisper
Master of Beasts
Petritaur's Monitory Atheism
Phandaal's Instantaneous Translation
The Revelation of Veracity
Shabat's Resolute Seeker
Spojan's Thaumaturgical Discernment
Tchanfen's Disintegrative Application
Treviolus' Emblematical Restorative

Complex

Calancus' Precise Deception
The Curse of the Reluctant Dead
Gomoshan's Demoniatic Presence
The Second Definite Reduction
Ventovol's Undeviating Excursion
Veronifer's Fabricated Portal



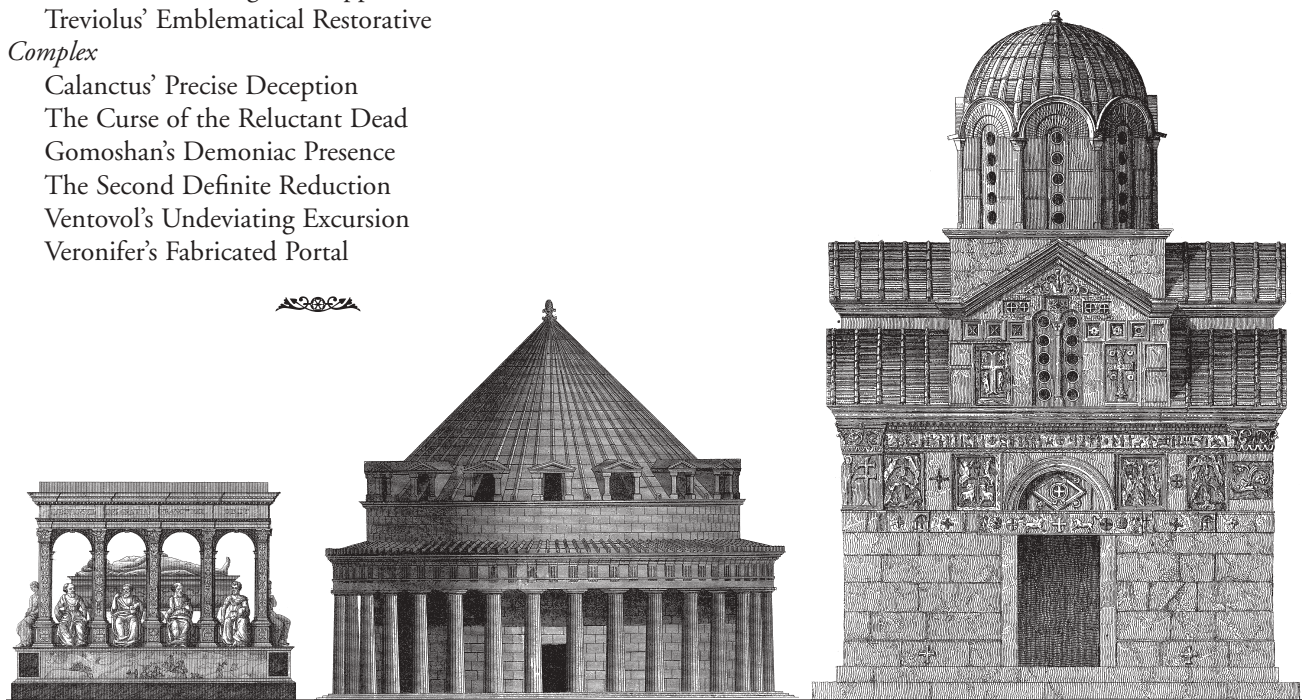
Magic (Studious)

Straightforward

The Balm of Local Compromise
The Charm of Necroptic Inveiglement
Drumphilo's Adequate Illuminator
Edan's Vibrant Restorative
The First Felicitous Progression
Mupouchar's Reliable Proscription
Phandaal's Observational Confinement
Phunurus' Outstanding Replicator
Turjan's Temporary Replicant
Unassailable Intellect
The Warding Eyes

Complex

Conjuration of the Four Cardinal Guides
Ildefonse's Accelerated Comprehension
The Literal Organic Expulsion
Llorio's Spell Stealer
The Second Felicitous Progression
The Spell of Some Mediocrity
Vermoulian's Dreamwalking



❧ Tweaks ❧

Note that the Summary is to enable you to choose tweaks, and is not sufficient for use in the game. Use the page reference to get the exact definition. Make a note of the reference on your character sheet.

Style	Name	Summary	Page
Persuade (Charming)	Soul of Discretion	Spend Persuade as Scuttlebut	59
Persuade (Eloquent)	First Loss is Least Loss	Friend takes levy of 3 when you stop them from attempting a task	60
Persuade (Eloquent)	Inspiring Oratory	Give Wherewithal boons through an inspiring speech	60
Persuade (Forthright)	"Enough Vacillation! Let us Proceed."	Stops pointless arguments over course of action	60
Persuade (Glib)	Torrent of Supplication	Increases chances when begging for your life	60
Persuade (Intimidating)	"I Command any Number of Discomforting Spells"	Spend 2 points to make a low-magic opponent do as they are told	61
Persuade (Intimidating)	Pseudo-Magical Imprecations	Win Intimidating vs. Rebuff and spend points to reduce opponent's Magic	61
Persuade (Obfuscatory)	The Vague Impression of Horror	By fear, cause others to make a Wherewithal roll when entering a contest	61
Rebuff (Contrary)	Foolhardy Spite	Gain a boon on difficult task	61
Rebuff (Lawyerly)	Understanding the Small Print	Refuse to enter a binding agreement	61
Rebuff (Obtuse)	"As You Wish..."	Confuse the nature of a Persuaded task	62
Rebuff (Obtuse)	Contagious Confusion	Give Rebuff points to a colleague	62
Rebuff (Penetrating)	"You Are Here for the Crystal!"	Sense a hidden motive	62
Rebuff (Pure-Hearted)	The Resistance of Purity	Spend Rebuff as Magic resistance against evil creatures	62
Rebuff (Wary)	"He has an Unconvincing Manner"	Give a colleague a one-time boon to Rebuff	62
Attack (Caution)	"It is Best to Deal with this Matter Remotely"	Attempt a Wallop with a missile weapon when your pool is only 3 greater	62
Attack (Cunning)	"Come, Your Death Awaits"	Defender makes a Wherewithal roll or flee	63
Attack (Ferocity)	"You'll Pay for That!"	When hit, deal out two injuries if you hit straight back	63
Attack (Finesse)	"There is a Weakness in the Matrix"	Gain a boon of 2 when facing vat-spawn	63
Attack (Speed)	Lightning Thrust	Make an attack with a limit of 0 on Defense	63
Attack (Strength)	Brute Force	Cause an injury instead of a Health roll	63
Defense (Dodge)	"My Loyal Friend, if only you had Ducked"	A servant or vat-creature takes a hit instead of you	63
Defense (Intuition)	Premonition of the Blade	Gain a boon against ambushers	64
Defense (Misdirection)	Ungallant Riposte	Spend Defense as Attack against a person with honor	64



Style	Name	Summary	Page
Defense (Parry)	"First You Must Get Past my Blade!"	Spend 2 points to cause an unarmed opponent an injury	64
Defense (Sure-Footedness)	"Alas, You Should Have Avoided the Red Tile"	A trap hurts your retainer instead	64
Defense (Vexation)	Cutting Words Draw the Blade	Encourage an attack rather than a spell	64
Health	Blood Sacrifice	Sacrifice Health for Magic	64
Magic (Curious)	Always Prepared For a New World	No ill-effects from sudden shift of reality	65
Magic (Curious)	Curiosity Overcomes Fear	Spend Magic points as Wherewithal points	65
Magic (Curious)	Fate Guards the Inquisitive	Gain a bonus when examining a trap	65
Magic (Curious)	"The Markings, Thus and So, Seem Oddly Familiar"	Spend Magic as Pedantry when examining a magical artifact	66
Magic (Daring)	Ethereal Ennui	No need to roll Wherewithal when you see strange beings	66
Magic (Daring)	Supplementary Encompassment	You may encompass an extra spell	66
Magic (Daring)	Swift Spell-Casting	Use Magic rating rather than pool for initiative	66
Magic (Daring)	Wild Casting	Recast a spell	66
Magic (Forceful)	"Aid Me, and Your Master will be Well Pleased"	Temporarily corrupt a sandestin	66
Magic (Devious)	"I Sense Magical Peril"	Detect magical auras	67
Magic (Devious)	"Occult Horrors Too Numerous To Detail..."	Use Magic (Devious) as Persuasion	67
Magic (Forceful)	"Be gone, Pathetic Wretch, or I Shall Smite You to a Thousand Shards!"	Contest Magic (Forceful) against opponent's Wherewithal	67
Magic (Forceful)	Glare of Ill Luck	When defeated, gives your conqueror bad luck	67
Magic (Devious)	"Hah! I Perceive a Variable Pervulsion!"	Penetrate magic resistance	67
Magic (Forceful)	"I Made You; I Can Unmake You!"	Use Magic against Wherewithal of vat creatures	68
Magic (Forceful)	Unfettered Power	Use Magic as Attack Strength	68
Magic (Insightful)	Biotic Intuition	Increase the chance of making a vat creature	68
Magic (Insightful)	Divine Entreaty	Sacrifice Magic to gain a boon	68
Magic (Insightful)	"I Tire of Such Antics and will Invoke the Spell of Forlorn Encystment"	Contest Magic against Wherewithal to make your opponent surrender	69
Magic (Insightful)	"Mischievous Moves Near..."	Spend Magic as Perception	69
Magic (Studious)	"Hold Fast, Creature – I Know Something to Your Advantage"	Persuade demon to leave by offering magical knowledge	69
Magic (Studious)	"Perhaps I can Invert a Quaver..."	Modify a spell before casting	69
Magic (Studious)	"This Magician is Known To Me"	Spend Magic for Pedantry	70



Style	Name	Summary	Page
Magic (Studious)	Referential Indexing	Gain insight into a magician you meet	70
Appraisal	"If Only it had the Inverse Spiral"	Improved haggling for ancient items	70
Athletics	The Bigger They Are...	Knock a large opponent over	70
Athletics	Skilled at Dodging Spells	Roll diving for cover with a limit of 1	70
Athletics	"We Never Found the Body..."	Escape death	70
Concealment	The Surprise Reversal	Surprise a pursuer	71
Craftsmanship	Extracting the Remnants of Enchantment	Gain an extra charge in an item	71
Driving	"Fear Not, I Raced at Kaiin"	Gain a bonus when speeding.	71
Driving	A Hasty Departure	Spend 2 points to win the first round of a pursuit	71
Engineering	"It Looks Safe Enough To Me"	Explore an unsound area	71
Etiquette	Knowledge of Equipoise	Spend Etiquette as Persuasion in contract negotiation	72
Etiquette	The Memorable Tradition	Spend 2 points to gain attention away from a rival	72
Gambling	Playing the Devil at his Own Game	Improve your chances in a life-or-death gamble	72
Imposture	Make Way for the Noble Personage	Spend 2 points to sweep through a crowd	72
Imposture	Never Underestimate a Magician!	Cast a spell surreptitiously	72
Living Rough	Alert to Natural Disasters	Reroll Dismal Failure Perception rolls against natural hazards for 2 points	73
Living Rough	"Boiled for Sufficient Time it has an Elegant Flavor"	Use Living Rough instead of Stewardship to make a meal	73
Living Rough	He Faded Silently into the Undergrowth	Spend points as Concealment in an outdoor pursuit	73
Living Rough	"We Shall be safe Enough in the Trees"	Spend points as Concealment	73
Pedantry	"Let Us Reason Together"	Enhance another's Pedantry	73
Pedantry	Secrets of Cranial Transfer	Recreate a vat creature with the same personality and memory	73
Perception	Always Wary of the Trap	Pay 1 to reroll Dismal Failures on trap finding	74
Perception	Awareness of Dubious Intent	Detect hidden motives	74
Perception	Preternaturally Alert	No penalty for surprise	74
Perception	Testing their Mettle	Spend 2 points to know Wherewithal	74
Physician	The Scent of Almonds	Spend points as Perception when detecting poison	74
Physician	"You Realize, of Course, That I am a Physician.."	Spend Physician points as social points	74
Quick Fingers	I am the Most Deserving Recipient	Spend 3 points to palm a small item from a hoard	75



Style	Name	Summary	Page
Quick Fingers	Now You See It...	Steal a small object under people's gaze	75
Riding	Mounting Without Delay	Spend 2 points to vault into your saddle	75
Riding	Standing in the Saddle	Stand on your saddle at no levy	75
Scuttlebutt	"Joddy the Grip is Looking for You"	Spend points as Persuade (Intimidate)	75
Scuttlebutt	The Unfair Advantage	Spend points as Persuasion	76
Seamanship	"We Can Construct a Raft!"	Make a sturdy raft	76
Seduction	"A Night with Me and All Others will Pale into Insignificance"	Combine Persuasion with Seduction to Wallop	76
Stealth	Glued to the Spot	Hide by keeping completely still	76
Stealth	Master of Surprise	Gain a bonus when surprising	76
Stewardship	"I Act on His Behalf"	Gain a boon of 1 in Persuasion against a lackey	77
Stewardship	"I Deny All Claims to Damages"	Blame a colleague when damages are claimed	77
Tracking	The Expedient Twk-Man	Summon a twk-man to track someone	77
Tracking	Traces of Ectoplasm	Follow a non-corporeal creature	77
Wealth	Trade Goods	Gain funds in far off places	77
Wherewithal	All or Nothing	Spend Wherewithal points as Gambling points	78
Wherewithal	"It is Useless to Threaten Me"	Spend Wherewithal points as Defence points	78
Wherewithal	Resistant to Unnatural Coercion	Spend Wherewithal as Magic against mind-controlling spells	78



A full Character Sheet for Turjan-level characters is available for download from www.dyingearth.com