



CASEBOOK OF ARCANE APOCRYPHA

TABLE OF CONTENTS

Subsequent Antecedents and Kickstarter Thank You	3
Chapter I: More Magic of the Dying Earth	4
Curses	4
Wizardly Objurgations	9
Spells	21
Expanded Arcane Spells	26
Expanded Witch Spells	37
Chapter II: More Patrons of the Dying Earth	41
Magnatz	41
The Murthe	49
NOTHING	57
Chapter III: Notable Personages of the Dying Earth	68
Chapter IV: Additional Environs of the Dying Earth	76
Magician Manses	83
Locations	105
Chapter V: More Talismans, Amulets, and Instruments both Minor and Major .	133
Chapter VI: Monster Ecologies and Lairs	142
Appendix Z: 100 Vancian Names and Titles	150
Sandestin and Demon Folio	154



BASED ON THE DYING EARTH BOOK SERIES BY JACK VANCE
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SUBSEQUENT ANTECEDENTS AND KICKSTARTER THANK YOU

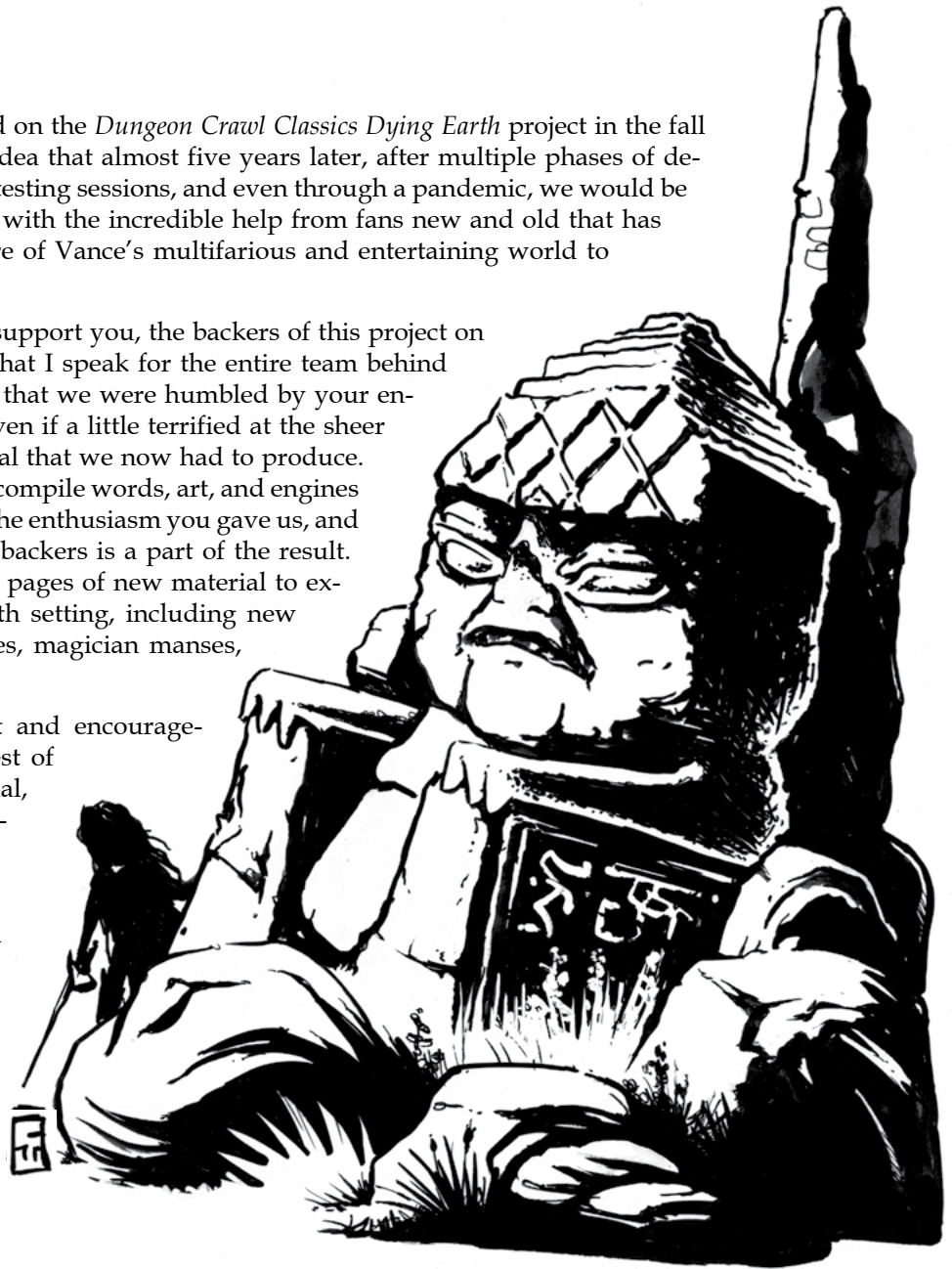


ow. When we started on the *Dungeon Crawl Classics Dying Earth* project in the fall of 2017, we had no idea that almost five years later, after multiple phases of design, numerous playtesting sessions, and even through a pandemic, we would be where we are at this moment with the incredible help from fans new and old that has allowed us to bring even more of Vance's multifarious and entertaining world to our shared tables.

What an amazing amount of support you, the backers of this project on Kickstarter, showed. I know that I speak for the entire team behind DCC Dying Earth when I say that we were humbled by your encouragement and feedback, even if a little terrified at the sheer scope of the additional material that we now had to produce. In the end, we have strived to compile words, art, and engines equivalent and equipoised to the enthusiasm you gave us, and this volume dedicated to our backers is a part of the result. Within you will find over 100 pages of new material to expand on the DCC Dying Earth setting, including new spells, patrons, location guides, magician manses, and much, much more.

Thank you for your support and encouragement. This, along with the rest of the DCC Dying Earth material, is now in your hands to be explored, played, and used as you see worthy of your tables. Again, I am humbled and grateful for the opportunity to now pass this onto you, the players.

Marc Bruner
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CHAPTER I: MORE MAGIC OF THE DYING EARTH

CURSES

CURSE OF THE DRAWING OF THE DARK MOON

Major Curse

This sinister hex was concocted by the Thinta Ele, the Mistress of Delusions and Night's Daughter, ruler of the Night-Eon, when witchcraft and superstition ruled. Said to be as vengeful as she was beautiful, she was adept at the drawing the power of the Dark Moon to hound her enemies to grave.

First, the caster needs to procure something that the victim holds dear: a favored pelgrane-shaped silver clasp, a tender love letter, or even an item commemorating a fleeting intangible such as misplaced trust. The curse-token must be taken to a still and dank body of water, such as a pool or lake, under cover of night. There they toss the object into a spot of utter darkness, shattering the image of the Dark Moon, and pour after it some of their own blood while chanting the following:

Dark Moon draw this water,

To bind with blood,

A living death to the one now,

Forever tied to your missing shadow.

From that night on, the target of the curse edges to their funeral in a progressive state of living death, following the capricious phases of the shadow moon. Every week (or each session, if more practical) the hexed victim must make a Luck check. Failure means that the Dark Moon waxes, progressing in phases from new to full, while success means it remains unchanged. With each phase, the curse takes a stronger hold on the victim.

New moon: The victim is initially plagued by unsettling dreams of being buried alive, sapping their will and making them irksome. During this phase the victim is at a -1 penalty to all actions and suffers the permanent loss of 1d4 points of Personality.

Waxing crescent: Those interacting with the cursed victim are put off by their strange and unsettling qualities, such as reeking of embalming fluids or spying what appears to be fresh grave dirt on their fashionable footwear. Most people go out of their way to not interact with the cursed, yet morbid poets, necromancers, and those of ghoulish disposition find themselves attracted to the victim—even asking for body parts or affections. Natural animals are skittish around them and bolt away outright.

Waxing gibbous: People begin to ignore the victim almost completely, as if they are already dead. No one appears to notice them, and people start to talk about the accursed in the past tense. Party members are not exempt, yet unlike others, PCs are allowed a DC 15 Will save each morning to recall the victim's status among the living. Town criers read aloud their (often unflattering) obituaries and mortuary assistants seek to take their measurements for pending entombment. Innkeepers offer condolences to the victim's traveling companions and servants. Scavenger animals creep at night to nibble on the victim's softer bits while they sleep, preventing any rest or healing.

This condition can have beneficial side effects. For example, certain families of deodands are loath to eat carrion and will pass the target over for more lively morsels. Also, if the victim steals or interferes in a drastic way with their surroundings, witnesses will assume it was performed by someone else, refusing (or unable) to acknowledge the victim's presence.

Full moon: People can no longer abide the fact that the victim is defying the laws of nature and good taste by walking around as if actually alive. Whenever the target spends a night in or near a settlement, a mob forms with the sole intent to drag the victim to their own funeral—be it a burial, mortuary pyre, or to a mountaintop to be exposed to flying scavengers. Even if the cursed escapes, the mob will gather again and again as long as the Dark Moon is full in the empty sky.

Dark Moon mob: Init +0; Atk swarming pummel +5 melee (1d10); AC 11; HD 20d8; MV 20'; Act special; SP attack all targets within 20'×20' space for subdual damage, half damage from non-area attacks, unconscious target is carried to funeral site; SV Fort +2, Ref +2, Will -2; AL N; Crit V/3d10.

By invoking this powerful curse, the witch's life force becomes bound to the Dark Moon such that, so long as the target lives, if the witch's own hit points should ever fall to 0, the witch is irretrievably dead. No attempt to recover the body can be made as their soul is claimed by the darkness between stars.

There are three ways to remove this curse. First is to locate the caster and allow them to drink of the victim's blood, assuaging their thirst for vengeance. Second is to find another who is ready to die instead, without coercion and of their free will. (In this case, the witch is ultimately doomed as her life force becomes permanently tied to the Dark Moon.) Finally, finding a piece of the True Moon will negate the curse of the Dark Moon.



CURSE OF INTERMINABLE NEEDLING

Minor Curse

By using sympathetic magic and a little of their own blood, the witch places a sense-torturing imprecation upon the victim. To invoke, the witch must take a long, slender needle and draw one hit point of blood from their fingers and thumbs. After each prick of the needle, the blood must be wiped on a small effigy bearing a shred of clothing belonging to the victim and then reduced to ash while chanting the following:

*Prick my finger, prick my thumb,
Prick thy body, prick thy mind,
'til madness do you succumb!*

The curse carries a -1 Luck penalty and makes the victim's body tingle and burn constantly, reducing the efficacy of daily rest by 1 hit point of healing. Furthermore, whenever the victim is engaged in tasks requiring manual dexterity (e.g., picking locks, casting spells, feats of prestidigitation), the sensation of needles being pushed under their fingertips overtakes them, imposing a -2 penalty to such activities.

The curse also affects the victim's mind, causing them to become exasperated at the smallest of interruptions. The mere encouraging utterance made by an ally during any action taken by the accursed inflames the simmering sense of ir-

ritation. Any outside assistance, whether in the form of kind words, beneficial spells, or raw Luck, causes the victim to lose all composure and imposes a -2 penalty (additive if also performing feats of manual dexterity) to all rolls until the victim scores a success. If the verbal intrusion (whether from friend or foe) is in any way needling, antagonizing, or malicious, the victim explodes with anger and resolves the activity at a -1d penalty (in addition to any other penalties imposed by this curse).

Other than the standard techniques for lifting a curse (e.g., the witch's death, her grant of release, powerful magic), the Arch-Mage Az-Khunu was said to have accidentally found an additional cure: while searching for plants and herbs for a poultice to allay the symptoms of the malediction, the Arch-Mage was set upon by a flock of mockingly sardonic pelgranes. At one point, the magician was born aloft, but managed to free himself, landing on a hillside covered by a large patch of burn-nettle. The needle-like hairs of the plant pierced Az-Khunu thousands of times as he rolled downhill, and while thus discommoded, he found the effects of the curse to be effectively ameliorated. After the experience, Az-Khunu theorized that the pain of the overwhelming amount of needle wounds and inflammatory chemicals of the plant was enough to break the comparatively less-painful curse.

CURSE OF MONOCHROMATICITY

Minor Curse

One of the simpler curses in a witch's repertoire, the origin of this is none other than the lover spurned. Exhibiting rudeness to a witch is the simplest impetus. The witch casts this while holding the prickly stem of an amanita bloom over a vessel, carefully plucking the tiny, delicate petals one at a time while reciting the curse until the bud is bare, and drinking the blood-stained tea.

Waves of light or paints of oil,

A pox to veil all delicate hues!

Chartreuse, indigo, or vermilion,

Chromatic cacophony of views.

Until discourtesy is repaired,

All their shades you shall confuse.

On the surface, this curse is a mere annoyance. The world becomes fully monochromatic (grayscale) to the victim. Food, scenery, and individuals appear equally bland, though the cursed can eventually learn to associate certain shades of gray with known items. When so ensqualmed, attempting to discern particular colors in a time of stress requires a DC 15 Will save. The victim should be awarded a grudge token if the player embraces the resultant frustration.

Note that this curse may preclude the abilities to apply the proper unguent to a wound or to react timely to incoming threats, particularly those of a magical nature. A magician's ability to use *force of will* to counter color-based magics—such as *The Excellent Prismatic Spray*—is negated if said Will

save is failed. Further, if the ensqualmed wishes to cast *The Excellent Prismatic Spray*, additional challenges present: if the spell result includes a color-related effect, the caster must roll to randomly select the resultant hue, regardless of the spell's text. This reflects the caster's lack of control of these energized waves of light. Other spells containing a colorized sobriquet (for example, *Houlart's Blue Extractive*) cannot be executed while cursed without a forced amplification check.

This malediction may be alleviated by presenting the witch with a flower of a perfectly pink hue in apology. The victim must pick the flower themselves, without audio or visual assistance from another (while easily done with a single successful Luck check, the judge is encouraged to roll this secretly).

CURSE OF THE PURLOINED OCULUS

Moderate Curse

Through this curse, the offended witch creates an affliction upon her victim that is capable of shaking even the hardest of souls. Once cursed, the victim is no longer able to see the eyes of any living creature. To their sight, there are simply... none. In their place is the swirling darkness of the void. To affect this curse the witch must combine a tear shed by her victim with the vitreous jelly of a freshly sacrificed animal and three drops of their own blood. The witch then smears this viscous jelly over their own eyelids at midnight while chanting the following:

*Look ye now into the void,
Swirling, endless space,
See no more the visiod pools,
Bright holes within the face.
Let liars mask their mischief,
And love be not recognized.
All now must be twice enigmatic,
Hidden by yawning, stricken eyes.*

While the victim automatically suffers a -2 Luck penalty, this unsettling curse also requires the target to make a morale check (DC 11 Will save) any time they interact face-to-face with a living creature. Failing the morale check inflicts a -1d penalty to all rolls (attacks, damage, saving throws, skill checks, etc.) related to or directed at that creature. Once the victim has seen the eyeless face, merely looking away does nothing to erase the knowledge of the abyssal void before them and burned into their own mind's eye.

Removal of the curse may be accomplished in one of three ways. Firstly, the victim may put out their right eye with a straight pin, ending the curse and making them forever immune to its effects. The victim suffers 1d2 damage and a permanent -2 penalty to ranged attacks, and subjects of targeted magics receive a +1d bonus to any Reflex saving throws to reduce damage. Secondly, the death of the witch who ensqualmed the victim will free them from its effects. Lastly, the witch may rescind the effects by incanting the

following counter curse:

*True vision be restored,
And blighted sight be cleared.
May eyes once more be seen,
And faces no longer be feared.*

CURSE OF PUSTULOUS PODITATION

Moderate Curse

This curse is used by witches who wish to punish the fleet and prevent the light-footed from escaping. To invoke this curse, the witch must spit into the subject's fresh tracks and recite this charm:

*Ending thus your wandering ways,
Each step you took gave me pain,
Each step you take gives you pain,
Upon your soles your foot-stride stays.*

The victim develops painful boils, pustules, and lesions upon the bottom of their feet, making walking—or even wearing footwear—painful. Within 1d24 hours, the cursed sores proliferate so much that the subject's movement is decreased by 5'. Thereafter, every 1d5 days, the victim suffers an additional -5' penalty to their movement until it reaches 5', at which point they can only tolerate a tender motion at a rate of 5' for 1d7 rounds at a time. Even remaining standing beyond this limit of time requires a Will save of DC10 + 2 per additional round. Once the curse has reached this stage, the subject has a -1d penalty to any attack rolls, skill checks, or spell checks made while standing.

Various ointments, treatments, and abjurations may cause the curse to abate to some degree, but the penalties thereafter return at the same rate as they initially appeared. An unguent which gave relief equal to 10' or restored speed would therefore be reduced to half potency in 1d5 days, and complete ineffectiveness in a further 1d5 days. The subject may also attempt to circumvent the penalties by using feet other than their own (e.g., either riding or being carried in a palanquin).

Should even a single drop of the witch's blood touch the subject's feet, the curse is nullified, with movement being restored at a rate of 5' every 1d12 minutes.

CURSE OF STUTTERING SORCERY

Major Curse

This powerful curse is the bane of all who dabble in sorcery but have not learned the true art of spellcasting. It can only be inflicted by a witch who has been given the name of the target; that name must be given to them willingly by the victim, though mundane deception or careful questioning can reveal it. A polite, "Can I have your name?" when meeting someone will suffice, though magical compulsion to get the

name does work. The witch then only needs to look into the target's eyes and speak this simple rhyme:

A taste of magic, corrupted and broken,

There lay no power in words yet to be spoken.

The victim of this curse suffers a -2 penalty to their Luck attribute score and a -1d penalty to all attempts to study, understand, decipher, or use a magical item or device. The curse does not directly impact the victim's spell check rolls, only their attempts to use magical items (for example, all attack rolls when wielding a magical weapon, spell checks to cast a spell from a magical scroll, and other uses of arcane devices).

This curse can only be lifted if the witch who laid it gives back the name they previously received or if that witch is slain, though targets that steal the name of another person through similar magical means will effectively transfer the curse to a new victim.

CURSE OF TITTERING TOUCH

Moderate Curse

This curse targets a single victim of the witch's choosing. Once-steady hands become unreliable, deft fingers twitch uncontrollably, and sure feet begin to falter. To invoke this curse the witch must be holding a fingernail, toenail, or strand of hair from the victim's hand or foot and gaze upon the victim while invoking this rhyme as they twist the hair or break the nail:

Clever fingers, so delicate a thing,

Sturdy feet from which to spring,

Wither now the strong grip,

Trip upon the untaken step,

Become but a quivering thing.

The victim of this curse suffers a -1 penalty to their Luck and immediately suffers 1 point of damage as a sharp pain shoots through their limbs, reducing their Agility by 1 point. Their Agility continues to decline by 1 point each day for up to 6 days (maximum penalty of -6) or when the victim's Agility reaches a score of 3. The curse can be lifted by reclaiming the pieces of fingernail, toenail, or hair used to activate it and burning them.

An alternate means of breaking the curse is for the victim to willingly break every finger in their dominant hand, inflicting 1d4+1 damage to themselves in the process, and then allowing that injury to heal naturally. This immediately ends the victim's Agility penalty, but difficulties are likely to arise from having a potentially crippled hand. The loss of Luck becomes permanent.

WIZARDLY OBJURGATIONS EKIM

Ekim the Aspectuator was an accomplished magician from a long-forgotten aeon. Like many of the great mages, Ekim traveled through time and space, sojourning especially among the mountain folk of many realms. Although only one known spell bears his name, Ekim's concern with appearance and form is felt in the work of other arch-mages, even by the time of the dying Earth.

When casting spells created or refined by Ekim, use the following unique objurgation effects by rolling 1d20 plus the spell's level minus the caster's Luck modifier. Unless otherwise specified, if a listed objurgation is rolled a second time, the effect becomes *permanent* even if the previous effect has expired.

Table 1-1: Wizardly Objurgation: Ekim

Roll	Result
1 or less	Each evocation of the spell rearranges the caster's features so that they cannot be recognized facially. This condition lasts for 1d6 minutes per spell level, although should the caster attempt to take advantage of the anonymity so imposed, a successful Luck check is required to prevent the pernicious magic from ending abruptly.
2	When the spell is cast, blazing runes reading "Chattel of Ekim, Master of Masks" appear on the caster's forehead, appearing to all viewers to be written in their native tongue. These fade away after 1d3 rounds.
3	It amused Ekim to encode a torsion that permanently changes the caster's skin color. Roll 1d7 to determine the shade: (1) burgundy; (2) bright orange; (3) golden; (4) silver; (5) chartreuse; (6) mauve; (7) cerulean.
4	Subtle changes to the caster's maxillary process make clear speech difficult, imposing a -1 penalty to all spell checks until the caster can adapt, a process that takes 1d5 days.
5	A mask, invisible to all others, appears before the caster's face, obscuring vision and occluding the caster's perceptions. For the next 1d5 days, the caster has a -2 penalty to attack rolls and Reflex saves, as well as any other check relying on perception. All attacks against the caster have a +2 bonus during this period.
6	It has amused Ekim to make disparaging runes and obscene drawings appear over the caster's features, rendering them a socially offensive laughingstock for the next 1d4 days. Choleric or cantankerous folk may well fly into a rage at the very sight of the caster.
7	An irremovable bronze mask appears over the upper portion of the caster's face, rendering them completely blind for a period of 1d7 rounds. Over the next 7 days, there is a cumulative 1% chance that the mask will reappear for a like amount of time whenever the caster dares utter an incantation.
8	Ekim's malicious objurgation permanently draws the caster's gaze toward the eyes of other creatures with a minor geas. This results in a permanent and cumulative -2 penalty to saving throws of any type to resist attacks transmitted through the gaze, such as those from a walking serpent or basilisk.
9	Another face appears on the caster. Roll 1d3 to determine the location: (1) the back of the caster's head; (2) the palm of their left hand; (3) the caster's upper torso. Instead of aid and insight, the face offers only derision whenever the caster seeks to invoke a spell.
10	The caster's features permanently shift to replicate those of the long-dead Ekim. Each subsequent time this objurgation is rolled, the caster's Personality is permanently reduced by 1d3, as the personality of the deceased wizard attempts to write itself upon the caster's brain. If the caster's Personality is reduced to 0, Ekim takes over!
11	Ekim reaches beyond the weft of time to place an occluded symbol on the caster's forehead, as if to say, "I am here!" to arcane powers. Any spell targeting the caster gains a cumulative +2 bonus on the spell check, to a maximum bonus of +6.
12	The spell alters the caster's visage into one of horror, which instills fear and loathing in all who bear witness. Those who see the caster feel compelled to flee, drive the caster out, or kill the caster outright, with an equal chance of each. Although they certainly experience disgust, the caster's PC allies are not forced to take any rash actions antithetical to the caster.
13	The caster is compelled to end every sentence with the phrase "for the glory of Ekim" until they have indeed glorified the deceased wizard with a monument costing no less than 1,000 terces.
14	The irremovable lenses that appear on the caster's eyes make reading difficult. It takes twice as long to read anything and twice as long to memorize spells.
15	For the caster's presumption, they are instantly ensqualmed to the form of the opposite sex. Should the caster be neither male nor female, they are exempt from this effect.
16	It amused Ekim to no end to trap this casting thusly: the caster swaps facial features with the closest living thing possessing a face of its own. Distance is no factor, and scale is adjusted to the dissatisfaction of both parties.
17	The caster's face becomes a vacant image; even ears disappear. The caster is unable to see, hear, smell, taste, eat, drink, or even breathe while this occurs. The caster's features reappear after 1d3 rounds, but each time this spell is cast hereafter, the duration of vacancy increases one step up the dice chain until it reaches 1d30. The caster can hold their breath a number of rounds equal to their Stamina score, but thereafter must succeed in a DC 10 Fort save each round or suffer a temporary loss of 1d3 points of Stamina damage. This Stamina damage is removed as soon as the caster can breathe again. If multiple instances of this objurgation occur, the durations are added together.
18	As a mage concerned with appearances and masks, Ekim was no less narcissistic than any other spell creator. It is a certitude that his desire to hoard his creations only narrowly exceeded his desire to promote his excellent incantations. From this point forward, whenever the caster attempts a spell check, they must succeed in a Will save (DC 10 + spell level) or instead cast the evocation that resulted in this objurgation.

- 19 Ekim causes the caster to become hard stone, petrifying them for 1d6 days, and entrapping them in a cyst a mile below the earth for this period. When the caster is returned at the end of this period, they permanently lose 1 point of Agility. If the caster's Agility is reduced to 0 in this manner, they are petrified until the sun goes out (barring magical rescue or destruction of their physical form).
- 20+ Roll again twice, ignoring duplicate results unless otherwise specified.

HEPSOJ

Also known as Retsam Krad, this dark arch-magus from a long-distant aeon is known to have created at least one of the known spells of the Twenty-first Aeon, though doubtless his hand has touched countless others. When casting spells created or refined by Hepsoj, use the following unique objurgation effects.

Table 1-2: Wizardly Objurgation: Hepsoj

Roll	Result
1 or less	The caster emits fungal pheromones that cause all within 20' to revere them as the "Obsidian Overlord, Shadow of Great Hepsoj" unless those afflicted make a DC 15 Will save.
2	The caster and any allies within 20' are imprisoned in "shipping containers" of ancient design and transported to a random location 500 miles away. The 8' square containers provide cover against most damage and spells until vacated, requiring a DC 12 Strength check to escape.
3	Tingling, itching, lilliputian mushrooms sprout over the caster's entire body. Removing the mushrooms requires a solvent made from rare ingredients that can be found with 1d3 months of dedicated search. Until then, the caster is at a -2d penalty on all physical actions.
4	The caster is removed to the Interminable House of Stores, a warehouse used by various overworld entities. The caster wanders this place for 1d4 days and acquires (roll d4): (1) a dust allergy; (2) knowledge of 1d3 new spells; (3) a major exactitude from an irate daihak; (4) 2d5 damage from falling pallets. Despite the tedium of this interlude, the exhausted caster reappears in the same spot whence they left within seconds of being whisked away.
5	The caster is commanded by the stentorian disembodied voice of Hepsoj to "complete these rewrites!" The caster must re-copy every spell in their spellbook, requiring 1 day per spell level. Until such time as this is accomplished, the caster's castings are at a -1d penalty for each spell level.
6	The caster is consumed with a quixotic passion to enlist at least five individuals to mount a near-impossible quest to be accomplished within 15 months. The caster's competence with the failed spell is reduced by a -1d penalty until this "kickstart" geas is accomplished.
7	The caster is afflicted with a nervous apprehension of an unseen "Occulted Overseer," acquiring a -1 penalty to all mental skill checks. After 1d3 days, the caster is allowed a daily DC 10 Will save to throw off this relentless anxiety for 24 hours.
8	The caster is afflicted with a deep-seated dread of an unseen "Occulted Superior", acquiring a -1d penalty to all mental skill checks. After 1d3 days, the caster is allowed a daily DC 15 Will save to subsume this relentless disquietude for 24 hours.
9	2d4 spores sprout from the caster's body, each inflicting 1 damage to the caster as they fall to the ground. Within 1d4 rounds they become minuscule protean-versions of the caster. If nourished at a cost of 10 terces/month for 2d3 months, the minuscules grow into spongy-fungal replicas of the caster. For each attaining maturity, the caster must make a Luck check; failure indicates the replica is consumed with overweening hatred of its original and seeks to replace them!
10	The caster is afflicted with Hepsoj's passion for all things fungal. They must take samples of any fungus they encounter for further study and will undertake quests at great expense to further their acquisition of such samples. Failure to execute such designs results in the loss of 1 point of Intelligence until this monomania is indulged.
11	The caster's touch infects others with subdermal spores. Anyone touched directly by the caster must make a DC 12 Fort save or copper-colored spores will burst out of the victim's body in 2d6 rounds for 2d5 points of damage.
12	The caster has triggered the summoning of one of Hepsoj's magical servants. A flying, vituperative human skull follows them, denigrating their magical prowess. The skull may be assuaged by publishing a compendium of the lives of great warriors and wayfarers of aeons past at a cost of 2000 terces. Until this time, all spells cast are at a -1d penalty, except for spells of direct violence, which are cast at a +1d bonus.
13	In terror of Hepsoj, stammers and hedges inhibit the caster's speech as they internally edit their own remarks. They are afflicted with a -2 Personality modifier for the purpose of all verbal and written interactions.

- 14 The caster is struck with Hepsoj's own obsession with the forbidden "Appendix 14" in the great magician Ygagx's Oubliette Maestro's Enchiridion. Until this enchiridion is reviewed and a commentary prepared, the caster is only able to cast spells that start with the letter "N".
- 15 Within the caster's spellbook, the attempted spell is suddenly blotted out by a fungal infestation. If the page is not removed within 1d4 days, another spell will be so obliterated every 3 days.
- 16 The caster is afflicted with a facial fungal infection of vermillion-colored pustules, resulting in a loss of -2d3 Personality, 1d3 of which heal after 3 days.
- 17 Hepsoj commands the caster to study the works of an ancient arch-mage. Roll 1d4: (1) Horvardo the Treb; (2) Brahama the Meritorius; (3) Vannek Janz; or (4) Vardeg the Burrower. The caster must produce a scholarly written work of no less than 10,000 words on the exemplar within one month or lose 1d4 Stamina and limitless self-respect.
- 18 The caster's spellbook suddenly increases to the size of a small building. Everyone within 50' must make a DC 15 Reflex save or be crushed for 3d7 points of damage. A spirit-voice can be heard saying with great suavity, "Worry not! Indeed, the compendium is enormous, but it's mostly spells."
- 19 The caster is convinced that they are in an open-ended game of exotic design, their every movement circumscribed by the desires of daihaks and the perambulations of weird dice. The unwinnable game leaves the caster unsure if they are trapped in the ultimate mental quagmire or have realized a bodiless zenith of universal transcendence. They are utterly helpless, and each day can take no action mental, physical, or spiritual until making a DC 15 Will save.
- 20+ Roll again twice, ignoring duplicate results unless otherwise specified.

LOKERIMON

A great wizard with several arcane creations that reflect an unusually well-ordered mind, Lokerimon is also called "Lokerimon the Lawful" for reasons now lost to the distant past. When casting spells created or refined by Lokerimon, use the following unique objurgation effects.

Table 1-3: Wizardly Objurgation: Lokerimon

Roll	Result
1 or less	From the distant reaches of the cosmos, Lokerimon's deft trickery in the complex mathematics of his creation befuddle and bedevil those who seek to lay claim to his magics. The formulae within the magician's brain flare, causing a migraine of titanic proportions that consumes the caster's ability to concentrate, imparting a -1d penalty to all spell checks. The torturous cephalalgia continues until the magician so afflicted clears their mind with a successful <i>force of will</i> check with a result of 20 or greater.
2	Lokerimon delights in the caster's linguistical ineptitudes during the casting of his sorcerous creation. On all subsequent castings of the spell, unseen imps torment the overbold magician, poking and prodding at the ensorceler in an attempt to distract them into doing themselves a minor mischief (DC 10 Reflex save or trip and fall prone).
3	Lokerimon delights in the caster's failure to properly comprehend the phlogistonical mathematics of the spell. In furtherment of their appreciation of the humor, with future castings of the spell, Lokerimon increases the hilarity of the situation by showering the caster with brightly-colored dye. The chromatic torrent stains both the magician's clothes and skin. Roll 1d4: (1) saffron; (2) periwinkle; (3) vermillion; (4) amaranth.
4	Feeling that the mage's failure is a sign of improper education and a lack of preparedness, Lokerimon attempts to dissuade further experimentation with his magics. The caster must spellburn 1 point for all future castings of this spell.
5	Lokerimon tires of the magician's ineptitude. Future castings of the spell are cast with a -1 penalty (cumulative with other occurrences of this objurgation).
6	Impatient with the bumbling caster's mangling his works with their abhorrent declamations, Lokerimon sends forth an unerring hunter to punish the caster for their hubris in believing themselves worthy of elocuting his masterpiece. Unerring hunter, lesser: Init +3, Atk bite +6 melee (3d10+3) or paralyzing touch (special); AC 17; HD 8d8+3; MV 40'; Act 1d20; SP paralyzing touch (DC 12 Fort save or target paralyzed for 1d5 days), half damage from non-magical weapons, camouflage (+10 to hide), see invisible; SV Fort +5, Ref +3, Will +2; AL N; Crit M/d14.

- 7 The mercurial tempestuousness of Lokerimon boils over into an act of petty irritations, willing the celestial winds to lash across the aeons to brace the caster at inopportune times. Over the next 1d3+1 days, the magician finds themselves jostled at crucial moments of phlogistonic expulsion, causing spells to err slightly in their targeting and reducing the effectiveness of all magical effects by -1d in either damage or duration. If the spell cast has no relevant portions to be determined, it remains unaffected.
- 8 Lokerimon finds no amusement in the addle-tongued prattling of the caster as they mangle his sorcerous work. The caster is psychically impacted by the darkening of mood, becoming irritable and short-tempered, reflecting a temporary loss of 5 points of Personality for 1 month.
- 9 Despairing that the caster shall ever issue the proper thaumaturgical utterances, Lokerimon takes action. Rather than providing assistance, he provides interference, sending discorporeal tendrils throughout the phlogiston local to the caster. Until this phlogistonic disturbance is ameliorated, the magician must expend an extra point when attempting spellburn, which is not added to the spell check result.
- 10 The author reaches out across the void, syphoning the caster's vitality to assist in Lokerimon's own machinations. The caster is afflicted by a temporary loss of 1d3 points each of Strength, Agility, and Stamina. This loss may be recovered as normal.
- 11 Feeling rather parsimonious in response to the caster's predilection for failure, Lokerimon issues forth his apotropaic might, drawing forth one point of Luck from the caster and taking it for himself. (Treat as a permanent reduction.)
- 12 The great and powerful Lokerimon has no time for the amateur bumbling of failed magicians and cut-rate conjurers. In a show of his utter disdain, a fool's cap appears upon the magician's head. This chapeau of ridicule cannot be removed for a period of 1d3 months, and any attempts to do so risk destroying it. The fool's cap is made from pages from the magician's own spellbook and represent the entirety of one random spell. During this time, the caster has no access to the spell – and should the cap be damaged or destroyed, they may permanently lose access to it.
- 13 Enraged at the disrespect show to himself and his namesake ensorcelment, Lokerimon dispatches an unerring hunter to slay the inept caster for their cacophonous oratorical discordance.
Unerring hunter, greater: Init +5, Atk bite +8 melee (4d10+4) or paralyzing touch (special); AC 21; HD 10d8+8; MV 50'; Act 2d20; SP paralyzing touch (DC 15 Fort save or duration 2d4 days); half-damage from normal weapons, camouflage (+10 to hide), see invisible; SV Fort +7, Ref +5, Will +4; AL N; Crit M/d16.
- 14 Lokerimon's propensity toward didactation results in the magician being subjected to a daily psychic lecture on the practices of magic. The lecture lasts for one hour and the caster must succeed at a DC 10 Will save each turn or fall asleep for the next 1d4 hours.
- 15 Lokerimon finds it clearly obvious that the magician's mind is unfit to contain the majesty of his formulae...or any others. The caster loses knowledge of a random spell, having it transferred to the nearest arcane caster to them, be they friend or foe.
- 16 Exasperated with the magician's lack of expertise with his creation, Lokerimon provides extraordinary assistance in the casting of the spell, granting a permanent +1 bonus to spell checks when cast. Such beneficence comes with a cost however, and the caster suffers a permanent -1d penalty to a random spell which does not bear the blazon of Lokerimon.
- 17 Lokerimon attempts to leach the caster's vitality from across the star-clustered reaches of time and space. Yet even the greatest of casters may fail, and Lokerimon's error brings ill fortune to the magician, who is afflicted with the permanent loss of 1 point each of Strength, Agility, and Stamina.
- 18 Lokerimon's confounding linguistics within the formulae temporarily leave the caster with a fear of lengthy phrasing and demonstrations of logorreheic verbosity. This hippopotomonstrosesquippedaliophobic terror is so great that future preparations of the spell require a Will save (DC 10 + spell level) lest the magician be so struck with dread over a potential syntactical error that they are unable to cast the spell that day.
- 19 Lokerimon is wroth at the mishandling of his artfully crafted wizardry and despairs at the magician's lack of ability. Lokerimon's crushing disapproval at this show of ineptitude leaves the caster with an increasing sense of ennui (reflected as a -1 penalty on all *force of will* checks). If this result is rolled a second time, the caster's lassitude deepens, increasing the penalty to -2. If rolled a third and final time, the emotional weariness and indifference of the caster is so great that the penalty increases to -1d on all *force of will* checks.
- 20+ Roll again twice, ignoring duplicate results unless otherwise specified.

PANGUIRE

Little is known of the wizard Panguire, and that which is known has often been dismissed as nothing more than idle blether and bruit. It is said that Panguire the Pacifist once served as a court jester to a fallen prince on Embelyon, while others claim he was the personal japer of the great Pandelume himself. Yet many attest that Panguire is nothing more than a madman who delved so deep into the esoteric arts that it fractured his mind forever. What cannot be argued is that Panguire is recognized as one of Grand Motholam's great magicians who reveled in humiliating those that opposed him, and his non-mortiferous thaumaturgy was more mortiferous than most mortiferously aimed theurgy of any kind. When casting spells created or refined by Panguire, use the following unique objurgation effects. Unless otherwise specified, the listed objurgation applies to all subsequent castings of the spell.

Table 1-4: Wizardly Objurgation: Panguire

Roll	Result
1 or less	The caster is stricken with a sonorous bout of malodorous flatulence. All within 30' of the released gas cloud (the caster included) must succeed in a DC 13 Fort save each round or suffer a -1d penalty to all actions as their eyes water and they retch uncontrollably.
2	The caster perceives everything as hilariously funny and falls into fits of uncontrollable laughter for 1d3 + spell level rounds. Each round the caster must succeed in a DC 10 Will save or fall prone to the ground, incapable of any action save gut-busting guffaws.
3	Each time the caster opens their mouth to speak, only a thundering belch escapes, rendering the caster incapable of speech or casting spells. This opprobrious tribulation lasts for 2d3 + spell level rounds following each casting of the spell.
4	For the next day, whenever the caster is asked a question, they are compelled to answer with only (roll 1d4): (1) lies; (2) truths; (3) jokes; (4) insults. A DC 10 Will save can be attempted for each question asked to resist the compulsion.
5	The caster's grip becomes oleaginous, as if their hands are smeared in butter. For the next 1d6 + spell level rounds, the caster must succeed in a DC 12 Reflex save or drop whatever is being held.
6	The caster feels as if they are standing on solid ice. For the next 1d6 + spell level rounds, each time the caster attempts to move, they must succeed in a DC 12 Reflex save or tumble to the ground, prone.
7	Reverse gravity! When this effect is first triggered, the caster and everyone within a 50' radius rockets d100' into the air...then tumbles down, taking damage (1d6 per 10', DC 15 Reflex save to halve). Objects striking impediments, such as ceilings or high branches, take damage equivalent to twice the distance to the barrier as they strike the object and subsequently fall back to the ground.
8	The sound of a sad brass instrument fills the air as the spell appears to fail, but unbeknownst to the caster, fires normally 1d5 rounds later. Roll another spell check and resolve effect as indicated.
9	The spell fires, this time mirroring back upon the caster. Roll another spell check and resolve effect as indicated.
10	Unbeknownst to the caster, all of their garments appear transparent to everyone other than them for the next 2d3 hours. This grants either a +1d or -1d to Personality checks (judge's discretion).
11	For the next 1d4 + spell level rounds, the caster believes they are one of the following animals (roll 1d10): (1) mer-melant; (2) fish; (3) tree-weasel; (4) cat; (6) tittle-bird; (7) leech; (8) murid; (9) lizard; (10) teratoid. A DC 15 Will save can be made each round to negate the delusion, otherwise they are forced to act as the perceived creature would act.
12	For 2d4 + spell level turns, the caster's Intelligence score is swapped with their current lowest attribute score.
13	For the next 1d6 + spell level days, the caster gains an unnatural fear. Roll 1d10: (1) randomly determined color; (2) random household item; (3) the dying sun; (4) the departed moon; (5) birds; (6) water; (7) beards; (8) clothing; (9) clouds; (10) stairs. Each time the object is encountered, a DC 10 Will save must be made or the caster is forced to flee from the object for 2d4 rounds.
14	The next time the caster opens their mouth to speak, an eructating gout of searing flame is belched forth. The flame shoots from the caster's mouth and travels 80' in a straight line. Anyone struck by the flame takes 3d6 damage (DC 10 Reflex save to halve), whereas the caster's own mouth and tongue are burned for 1d6 damage. The caster loses all sense of taste until the damage is fully healed.
15	When this effect is first triggered, the caster unnaturally ages 1d30 years per spell level. For every 20 years aged, the caster permanently loses 1 point of Strength, Agility, and Stamina, but gains 1 point of Intelligence and Personality. Note that no attribute can fall below 3 or be raised above 18 in this manner.

- 16 The caster polymorphs into one of the following (roll 1d10): (1) donkey; (2) potbellied pig; (3) toad; (4) ram; (5) fowl; (6) farlock; (7) lizard; (8) weasel; (9) wheriot; (10) great cat. While transformed, the caster assumes the creature's form and manner of locomotion, as well as the ability to survive in the creature's normal habitat but gains no other powers. The transformation lasts for 1d3 + spell level hours.
- 17 Three magical glass spheres appear in the caster's hands along with the compulsion to juggle them. For the next 1d3 + spell level rounds, the caster must drop whatever they are holding and juggle the glass spheres. A DC 10 Agility check is required each round to keep the balls safely circling in the air. A failed check results in the glass orbs tumbling to the ground where they burst in a fiery explosion, dealing 3d6 damage to anyone within 30' (DC 12 Reflex save to halve). If the balls are successfully juggled for the duration of the objurgation they disappear to the sound of ethereal fanfare and cascading confetti.
- 18 When this effect is first triggered, the caster doubles over in extreme pain before laying an ostrich-sized egg from any randomly determined orifice. This spontaneous oviparity results in 1d3 damage to the caster. The multicolored egg hatches in 1d10 + spell level days. Roll 1d6 to determine contents: (1) asm; (2) bazil; (3) blue fancicle swarm; (4) ghost; (5) exquisite chocolate egg; (6) flawless diamond worth 10,000 terces.
- 19 Anything currently held in the caster's hand, or the next thing to be held in the caster's hand, is magically affixed there as if it were cemented in place. This item cannot be released by anything short of magical means for the next 2d4 hours.
- 20+ Roll again twice, ignoring duplicate results unless otherwise specified.

PHANDAAL

Phandaal's spellcraft was only rivalled by his penchant for creating enemies. He bent sandestins and demons to his will, exiled whole covens of witches, and defied Pontecilla the Pious, the zealous ruler of Grand Motholam known for morbid-ity. In the end, when Phandaal's spells failed, Ponticella subjected the great magician to a night of agonizing torture before dismembering him. Yet even in death, feuds and acrimony persist along with the arch-necromancer's fame.

When casting spells created or refined by Phandaal, use the following unique objurgation effects by rolling 1d20 plus the spell's level minus the caster's Luck modifier.

Table 1-5: Wizardly Objurgation: Phandaal

Roll	Result
1 or less	Phandaal's essential matrix overwrites the magician's pattern, effectively dislodging the caster's soul as the arch-necromancer absconds with the caster's body and everything on it. Phandaal leaves a parting boon in the form of placing the caster in a flawless simulacrum (treat as a vat-thing created by Phandaal with caster's same ability scores). There are still the small matters of the caster's belongings and the fact that they have released the most (in)famous magician in the history upon the unsuspecting world. This result can be rolled multiple times and there can be more than one Phandaal.
2	The arch-mage was noted for his mastery over demons, who still remember Phandaal's searing whip and scornful commands. Each time the caster encounters a demon, the caster must make a Luck check or be subjected to immediate hostility ranging from ringing insults to outright violence. If this result is rolled for a second time, a type V demon appears and attempts to drag the caster to one of sub-worlds to account for meddling in powers beyond their ken.
3	Phandaal's dismembered head appears before magician. Invisible to others, it ceaselessly gibbers doom-laden visions, imbuing the caster with a certainty of futility that imposes a -2 penalty to all saves. As a result of the caster's new-found inefficacy, whenever rolling a natural 1 on a save, they receive two grudge tokens instead of one if playing with those optional rules. The disembodied head leaves in disgust once the caster's fate turns for the better when they next roll a critical success when making a save.
4	No magician has studied witches more than Phandaal, and that has tainted his magic. Any result of "Lost, failure, and worse!" rolled on a subsequent spell check for the spell results in automatic demonic taint for the caster. In addition, another spell selected at random is similarly transformed in the same manner, affecting subsequent castings of the newly infected spell. If ever more than half of magician's spells are infected, they fully transform into a witch, fleeing to find a coven.
5	Sylphs and other air elementals mistake the caster for Phandaal, whom they have long resented for binding them to gyrating serfdom. Whenever the caster attempts to cast a spell, they must succeed on a DC 12 Will save or have their words snatched out of their lips, preventing the casting. The only way to appease the entities is making regular offerings of rare perfumes and unusual odours.

- 6 The caster's eyes glaze in terror as their mind is transferred into Phandaal's body to share a night of excruciating torture all the while being belaboured by Pontecilla's banal but barbed witticism. The caster is pulled back to their body an instant later visibly shaken by the awful ordeal and suffering the loss of -1 Personality.
- 7 The caster's flesh vibrates out of sync with the material world becoming ethereal and semi-visible. The caster is unable to carry anything in their hands or even walk properly, gliding on wind like autumnal shadow. On the other hand, they are resistant to physical attacks and suffer only half damage from such assaults.
- 8 From beyond the pale, engrammatic residue of the great magician's personality imposes on the caster. The caster develops quirks such as incessant chin tapping, thoughtful nose rubbing, or sneering disdain. More importantly, their understanding of spells developed by Phandaal is deepened. Alas, the caster's newly-fueled contempt for the lesser mathematics of other magicians causes them to rewrite one spell from their spellbook selected at random to be rewritten using Phandaal's correct methods. This taxes both funds and corpus, costing at least 2,000 terces and consuming one point of permanent spellburn per level of the spell from randomly determined physical stats. After being rewritten, the caster adds +1d to their spell checks for future castings of the spell.
- 9 Phandaal's spell is so powerful that, after being cast, it drags other lesser spells into the void between worlds. On subsequent castings of the spell, the caster must succeed on a DC 15 Will save or one memorized spell selected at random is lost from the magician's memory.
- 10 Witches of ages past have tried in vain to hex mighty Phandaal. Now, aeons later, trailing dangling strands of the magical weave, a curse is attached, leach-like, to the caster mimicking the arch-necromancer's demise. On subsequent castings of the spell, they must succeed on a DC 15 Will save or the caster's head, torso, arms, and legs become detached for the next 1d6 rounds. While the condition persists, the body parts can move independently at half speed.
- 11 The caster's shadow severs itself and flees to parts unknown. Thereafter, shadows in general reel away from the caster in disgust, making skulking and stealth impossible. If this result is rolled again, their shadow returns leading a band of 1d6 shadows intent on severely manhandling its previous owner. The shadows cause only one form of damage: a permanent Strength drain. A creature reduced to 0 Strength is slain by the shadow.
- Shadow:** Init +3 (surprise); Atk debilitating touch +8 melee (1 Str); AC 17; HD 6d8; MV fly 40'; Act 1d20; SP stalks prey to guarantee surprise, incorporeal, immune to non-magical weapons, un-dead traits; SV Fort +5, Ref +10, Will +8; AL N; Crit U/d10.
- 12 In an attempt to avoid certain doom, Phandaal reaches across the time and steals a portion of caster's Luck. The caster permanently loses 1 point of Luck. Alas, this does not help Phandaal either.
- 13 Phandaal was noted for his ability to master even the wildest eldritch currents and bend them to his will. Unfortunately, the same cannot be said about the caster. Wild magic surges through the magician, leaving them with a weakened grip on the power. On subsequent casting of the spell, the magician's down die is increased by +1d when making amplification checks. This effect is cumulative if rolled multiple times.
- 14 Torrents of rage and pain fill the caster as echoes of Pontecilla's tortures wrack their body. Every future casting of this spell costs the caster 1 hp per level of the spell. This result is cumulative if rolled more than once.
- 15 The caster's sandestins magnanimously conclude that the caster's inarticulate hand-waving and mispronounced formulas are, in fact, a plea for help from their half-wit master, and they aid the caster by casting the spell in their stead. By the Law of Equipose, this service subtracts, without the caster's knowledge, a full indenture point from one of the caster's sandestin's total. If the caster has no bound sandestins, one comes to their aid anyway, attracted by the mangling of Phandaal's formula. The judge should keep track of the tally, and if the caster binds a sandestin in the future, inform them of the outstanding debt to the mercurial beings from La-Er that was already deducted.
- 16 Phandaal was a master of using penumbral gloom-matter to move covertly; unfortunately, some of the arcane matter becomes attached to the caster, severely limiting their social life. Every time the caster wants to converse or interact with someone in another way, they have to pass a DC 10 Personality check just to be noticed. Alas, once they have genuine need of stealth, the treacherous gloomlings dissipate, leaving the magician exposed and forcing them to rely on mundane skulking and subterfuge.
- 17 The caster's stuttering invocations dispelled Phandaal's wards against sub-world chill. Demonic energies wash over the caster, darkening their skin with frostbite and cracking their fingernails with ice and cold, inflicting a permanent loss of 1 point of Stamina.

- 18 Associating with spells of the great Phandaal empowers lesser dweomers to break away from the shackles of the caster's memory. With each subsequent casting of this spell, a random memorized spell bursts from the caster's head, wriggling through their nose, and flying around like luminescent mathematical equations. The caster may attempt to catch the wayward dweomer with a successful DC 10 + spell level Agility check.
- 19 The caster's mistake is particularly offensive to the memory of the arch-necromancer. The offender is summarily tried and sentenced by the Conclave of the Grand Motholam *in absentia*. Punishment is quick and to the point. Roll 1d4: (1) the arch-magicians strip the spellcasting ability from the offender until the next sunrise (if there is another one); (2) the conclave decides that this insult should never be repeated and strikes the spell from magician's spellbook replacing it with the *14 Painful Contritions of Dibarcus*; (3) the conclave impounds one of the caster's magical artifacts as restitution; (4) the arch-magicians are amused by the caster's temerity and grant +2d to the next spell check as a recompense for discovering a flaw in Phandaal's formula.
- 20+ Roll again twice, ignoring duplicate results unless otherwise specified.

YELRAH

The arch-magician Yelrah immigrated to the dying Earth from a distant vertex of the multiverse. Raised in the smoky streets of JarPun, the young polymath absorbed all he experienced before testing himself on an alien planet beneath a weirdling sun. There he pitted kith against kith and gained mastery over time, space, flesh, and spirit. Now he wanders the dying Earth, briefly invigorating its surface with rhythmic incantations, while he schemes to ensorcel the cosmic spheres with forbidden music.

When casting spells created or refined by Yelrah, use the following unique objurgation effects by rolling 1d20 plus the spell's level minus the caster's Luck modifier. Unless otherwise specified, if a listed objurgation is rolled a second time, the effect becomes *permanent* even if the previous effect has expired.

Table 1-6: Wizardly Objurgation: Yelrah

Roll	Result
1 or less	The caster's skin becomes purple. This effect is permanent.
2	For the next 24 hours, the magician must speak in sentences of five words or less (casting excepted). Each lapse of brevity causes them to forget or lose a spell for the day.
3	For the next 24 hours, the caster emits an aural aura of screaming children.
4	For the next 24 hours, the caster must make amplification checks for all castings with a +1d increase to the down die.
5	The mage summons an artifact from The Age of Glow: a "skateboard". For 3d6 hours, the caster's left foot is permanently attached to it. At the end of the duration, the board disappears.
6	The spell can only be cast if the caster spent the previous round imbibing alcohol and eating a worm soaked in that alcohol.
7	This spell can only be cast if the caster has inflicted a melee wound in the previous round of combat.
8	The caster is enveloped by a cloud of 10' radius that smells like the worst parts of a farm. All actions are at a -1d penalty for those within the cloud (including the caster). The effect lasts for 1d3 days.
9	For the next 3 days, the caster must make amplification checks for all castings with a +2d increase to the down die.
10	For 1d3 days, anything the magician does takes twice as long as anticipated (including casting times).
11	For the next week, the caster's voice is uncontrollably booming and loud. Any vocal sounds quieter than "near deafening" are impossible.
12	Every time the caster casts spell, their body becomes somewhat rigid and their speed is reduced by 5' for 1d3 weeks; the effect is cumulative.
13	The caster summons a hydrafan! It asks for an autograph every 5 minutes and is magically bound to the caster inescapably for 1 day. It imposes a concentration check whenever the caster attempts to perform any magical act. If the hydrafan is prematurely "eliminated" from the caster's presence, two hydrafans take its place for 2 days. If those are eliminated, four hydrafans appear for four days, etc.
14	For 1d3 days, the caster's left arm is useless. Spell checks (including those memorized by rote) are at a -6 penalty, or -3 if the arm is kept in a sling.
15	This spell's range is reduced to touch. If it is already touch, then the spell requires bare skin to bare skin contact.

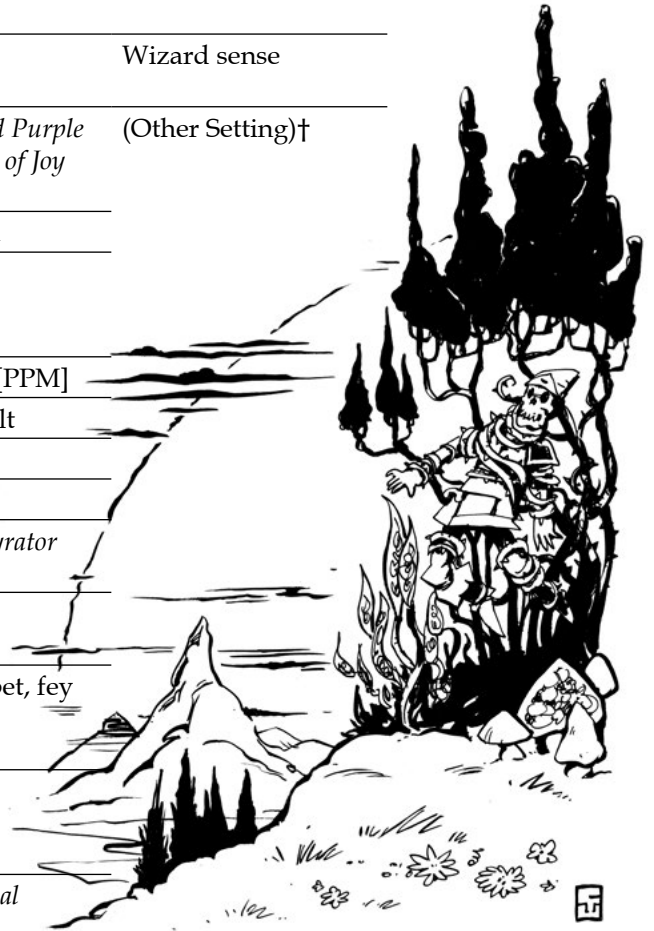
- 16 For 1d3 days, the caster's right foot and ankle are useless. Their movement is 10' and they suffer a -2d penalty to Reflex saving throws.
- 17 For the next 5 days, the caster must make amplification checks for all castings with a +3d increase to the down die.
- 18 The sorcerer's spell check modifier is changed to their Strength modifier. Rote memorization checks are modified accordingly.
- 19 The ensorcelor can no longer cast the spell with their own body. They must channel the spell through a willing ally within 5'. The ally's armor penalty applies, and the ally sacrifices their own action to cast.
- 20 The sorcerer's caster level is reduced by 1 or by a number of levels equal to their worst ability modifier, whichever is larger in magnitude. This cannot take the caster level below 1.
- 21 The caster's rote memorization of this spell permanently reduces to the next lowest spell check result (but not below the minimum for success). The magician may try to improve this the next time they are eligible to make another rote memorization check.
- 22+ Roll again twice, ignoring duplicate results unless otherwise specified.



SPELLS

Table 1-7: Arcane Spells [EXPANDED]

	1st Level	2nd Level	3rd Level	4th Level	5th Level
1	Animal summoning	Arcane Affinity	Binding*	Control fire	Hepsoj's fecund fungi
2	<i>Arnhoul't's Sequestrious Digitalia</i> XX[PPM]	<i>Ashtark's Autophagic Animation</i> [DCCDE#3]	Breathe life	Control ice	Lokerimon's unerring hunter
3	Cantrip	<i>Clambard's Rein of Long Nerves</i> XX[PPM]	Consult spirit	<i>Gilgad's Instantaneous Galvanic Thrust</i> XX[PPM]	Magic bulwark
4	<i>The Charm of Untiring Nourishment</i> XX[PPM]	Detect Evil*	Demon summoning	<i>The Inside Out and Over</i> XX[PPM]	Mind purge
5	Charm person	Detect Invisible	Dispel magic	Lokerimon's orderly assistance	Replication
6	Chill touch	ESP	Eldritch hound	Polymorph	<i>Spell of Sending to the Past</i> XX[PPM]
7	Choking cloud	<i>Felojun's Second Hypnotic Spell</i> XX[PPM]	Emirikol's entropic maelstrom	<i>Spell of Compression from Seven Directions</i> XX	<i>Spell of Temporal Stasis</i> XX[PPM]
8	Color spray	Fire resistance	Eternal champion	<i>Spell of Forlorn Encystment</i> XX[PPM]	(Other Setting)†
9	Comprehend languages	Forget	Fireball	Transmute earth	
10	Detect magic*	<i>Houlart's Blue Extractive</i> XX[PPM]	Fly	Wizard sense	
11	Ekim's mystical mask	Invisibility	<i>The Green and Purple Postponement of Joy</i> XX[PPM]	(Other Setting)†	
12	Enlarge	Invisible companion	Gust of wind		
13	<i>The Excellent Prismatic Spray</i> XX[PPM]	Knock	Haste		
14	Feather fall	Levitate	<i>Life Gong</i> XX[PPM]		
15	Find familiar	Locate object	Lightning bolt		
16	Flaming hands	Magic mouth	Make potion		
17	Force manipulation	Mirror image	Paralysis*		
18	<i>Houlart's Visceral Pang</i> XX[PPM]	Monster summoning	<i>Phandaal's Gyrator</i> XX[PPM]		
19	Invoke patron**	Nythuul's porcupine coat	Planar step		
20	<i>Khulip's Nasal Enhancement</i> XX[PPM]	Phantasm	Runic alphabet, fey		
21	<i>Lugwiler's Dismal Itch</i> XX[PPM]	<i>Radl's Pervasion of the Incorrect Chord</i> XX[PPM]	Slow		
22	<i>Lutar Brassnose's Twelve-fold Bounty</i> XX[PPM]	<i>Rhialto's Green Turmoil</i> XX[PPM]	<i>Spell of Internal Effervescence</i> XX[PPM]		



23	Magic missile	Ray of enfeeblement	<i>Spell of the Omnipotent Sphere</i> XX[PPM]
24	Magic shield	Scare	<i>Spell of the Slow Hour</i> XX[PPM]
25	Mending	Scorching ray	Sword magic
26	<i>Panguire's Triumphant Displasms</i> XX[PPM]	Shatter	<i>Thasdrubal's Laganetic Transfer</i> XX[PPM]
27	Patron bond**	<i>Spell of Brain Pullulations</i> p. 22	Transference
28	<i>Phandaal's Critique of the Chill</i> XX[PPM]	<i>Spell of Internal Solitude</i> p. 23	Turn to stone
29	<i>Phandaal's Mantle of Stealth</i> XX[PPM]	<i>Spell of the Tireless Legs</i> XX[PPM]	Water breathing
30	Read magic	Spider web	Write magic
31	Ropework	Strength	<i>Yelrah's Web of Impermeability</i> p. 25
32	Runic alphabet, mortal	<i>Summon Sandestin</i> XX[PPM]	(Patron spell)***
33	Sleep	<i>Tinkler's Old-fashioned Froust</i> XX[PPM]	(Other Setting)†
34	<i>Spell of Effective Havoc</i> p. 21	Wizard staff	
35	<i>Spell of Macroid Castigation</i> XX[PPM]	<i>Xarfaggio's Physical Malepsy</i> XX[PPM]	
36	<i>Spell of Soft Silence</i> XX[PPM]	(Patron spell)***	
37	Spider climb	(Other Setting)†	
38	Ventriloquism		
39	Ward portal		
40	(Patron spell)***		
41	(Other Setting)†		



Page numbers are included next to new spells appearing in this volume.

[PPM] = Found within Primer of Practical Magic.

See DCC RPG p. 127 for original spell list.

* As per divine spell of same name. Because the arcane version of the spell is a different spell level, the magician receives a -2 penalty to spell checks when attempting to learn the spell with a rote magic spell check. For example, *binding* is a level 2 divine spell but a level 3 arcane spell; therefore the magician applies a -2 penalty to their rote magic spell check when learning the spell. On a result of a natural 1, in addition to wizardly objurgation, the magician also suffers a 50% chance of major corruption or misfire, rolling on the generic tables as appropriate.

** If either *patron bond* or *invoke patron* is rolled, the magician receives both of these spells.

*** Ignore this result if the magician does not have the spell *patron bond*. If they do have a patron, they gain the appropriate patron spell. Consult your judge for more information.

† If this result is rolled, the judge is free to select a spell from another setting or world from among the millions of civilizations that have risen and fallen throughout the vast history of the Dying Earth (see p. 40 of the *Primer of Practical Magic* for suggestions).

Table 1-8: Witch/Divine Spells [EXPANDED]

	1st Level	2nd Level	3rd Level	4th level	5th level
1	Animal summoning‡	Banish†	Animate dead#	Control fire‡	Magic bulwark‡
2	<i>The Charm of Untiring Nourishment</i> † XX[PPM]	Binding†	Consult spirit‡	Control ice‡	Mind purge#
3	Charm person†	Detect invisible‡	Fly‡	Polymorph‡	<i>Paroxysm of Enlightenment</i> ‡ XX[PPM]
4	Chill touch#	ESP†	Make potion‡	Sanctify / desecrate†	Righteous fire†
5	<i>Consecrate path</i> † XX[PPM]	Forget#	<i>Imprison the Incorporeal</i> # XX[PPM]	<i>Spell of Compression from Seven Directions</i> # p. 27	Whirling doom‡
6	Darkness#	Levitate‡	Sword magic†	<i>Spell of a Hundred Centuries</i> ‡ p. 30	
7	Demon summoning#^	Locate object‡	Transference†	Vermin blight#	
8	Detect evil†	Neutralize poison or disease‡	True name†		
9	Detect magic‡	Phantasm#	Write magic#		
10	Enlarge‡	Ray of enfeeblement†	(Patron spell)**		
11	<i>Ensqualm</i> * p. 28	Restore vitality‡			
12	Find familiar‡	Scare#			
13	Mending‡	Snake charm#			
14	Paralysis#	<i>Spell of Brain Pullulations</i> # p. 22			
15	Protection from evil‡	<i>Spell of Internal Solitude</i> † p. 23			
16	Resist cold or heat#	Stinging stone#			
17	Second sight†	Strength†			
18	Sleep†	(Patron spell)**			
19	<i>Spell of Effective Havoc</i> # p. 21				
20	<i>Spell of Macroid Castigation</i> # XX[PPM]				
21	<i>Spell of Soft Silence</i> ‡ XX[PPM]				
22	(Patron spell)**				

Page numbers are included next to new spells appearing in this volume.

[PPM] = Found within Primer of Practical Magic.

See DCC RPG pp. 127-128 for original spell lists.

Sympathetic spells of sub-world entities

‡ Sympathetic spells of neutral entities

† Sympathetic spells of overworld entities

^ As per the level 3 wizard spell (DCC RPG p. 206).

* Ignore rolls of this result when selecting a witch's starting spells.

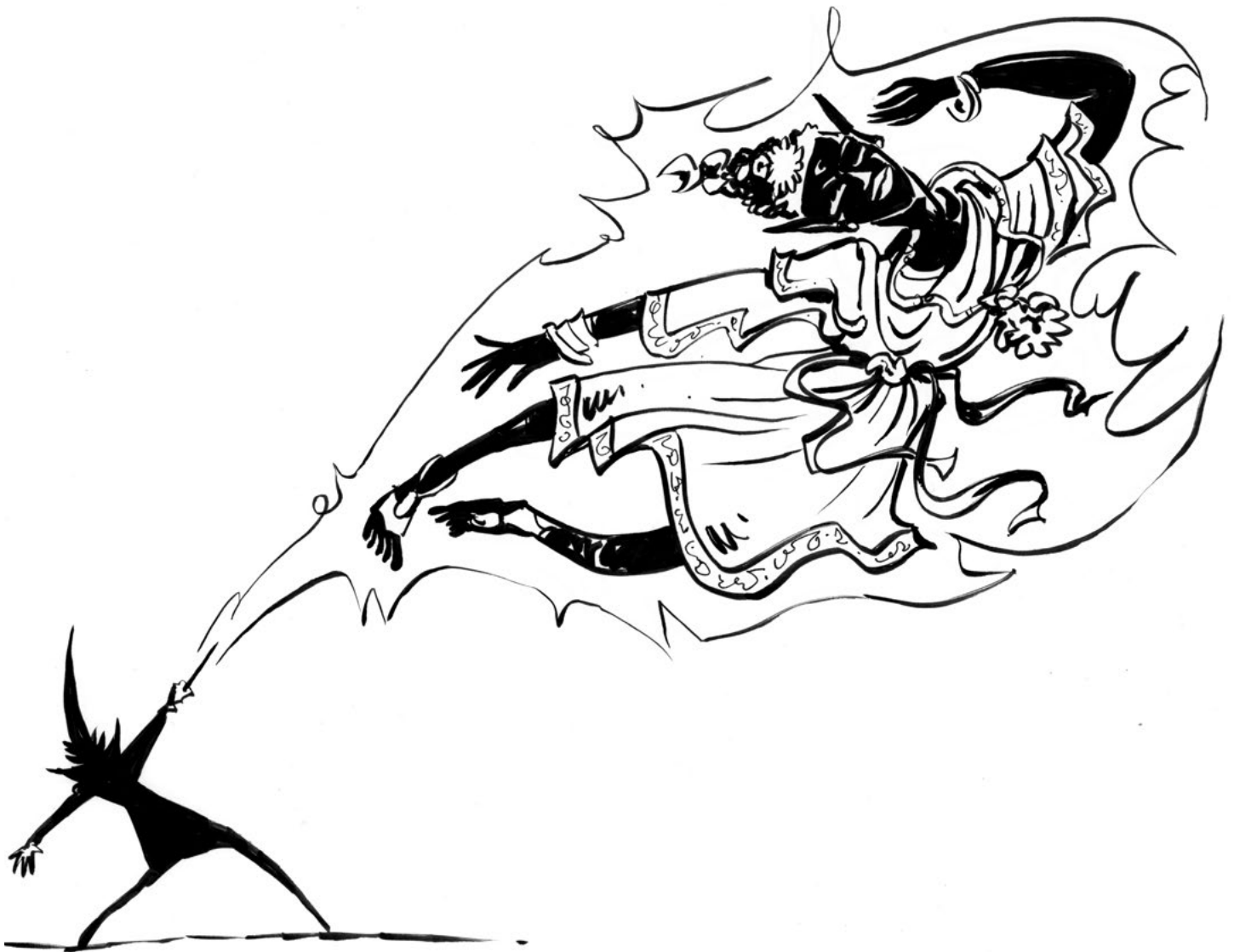
** Ignore this result if the witch does not have a pact entity that has patron spells. If the entity has patron spells, the witch gains the appropriate patron spell.



Table 1-9: Dying Earth Patron Spells

Patron	Invoke Patron results	1st Level	2nd Level	3rd Level
Kraan	p. XX [IA]	<i>Purblind Vision of the Underworld</i> XX[IA]	<i>Sciolistic Regurgitation</i> XX[IA]	<i>Deliquescent Effluxion</i> XX[IA]
Magnatz	p. 32	<i>Necrothaumaturgic Cairn</i> p. 34	<i>Stride of the Colossus</i> p. 35	<i>Whirlpools and Vortices</i> p. 36
The Murthe	p. 38	<i>Soften Resolve</i> p. 40	<i>Spell of Twisting and Torsion</i> p. 42	<i>Beguile Dreams</i> p. 44
Ohmvos	[DCC DE #0]			
NOTHING	p. 46	<i>NOTHING Attacks</i> p. 49	<i>Prisoner of NOTHING</i> p. 50	<i>NOTHING Body</i> p. 52
Pandelume	p. XX [IA]	<i>Call to the Violent Cloud</i> XX[IA]	<i>Metathasmic Touch</i> XX[IA]	<i>Create Vat-thing</i> XX[IA]
The Pragmatica	p. XX [IA]	<i>Loosen Space Free of All Warp</i> XX[IA]	<i>Pattern of Hynomeneural Clarity</i> XX[IA]	<i>The Prime Unhinger</i> XX[IA]
Uthaw	p. XX [IA]	<i>Ephemeral Coalescence of the Animalcules</i> XX[IA]	<i>Spell of Spatial Transposition</i> XX[IA]	<i>Uthaw's Efficacious Adulteration</i> XX[IA]

[IA] = Patron and spells can be found within *Intimate Anatomy of Several Creatures and Personages of the Twenty-First Aeon*.



EXPANDED ARCANES SPELLS

LEVEL 1

SPELL OF EFFECTIVE HAVOC

Level: 1 Range: Varies Duration: Instantaneous Casting time: 1 action Save: See below

General Reaching into an especially prepared pouch or pocket, the caster pulls forth raw phlogiston chaos, imbuing it with power as they throw it at a foe. On a successful casting, the magician may choose to invoke any effect of equal to or less than their spell check.

Manifestation See below.

Corruption Roll 1d6: (1-2) one of the caster's eyes becomes a pupilless vitreous mass of lavender; (3) caster's teeth are permanently stained a brilliant shade of green; (4) caster's arms are covered in multicolored blisters that rupture and reform inflicting 2d3 damage per day (timing at judge's discretion); (5) caster loses all color, becoming a creature of only black and white, and seeing only in the same fashion; (6) minor corruption.

Misfire Roll 1d4: (1) caster's head is enveloped in a shimmering multicolored mist for 1 round, rendering them effectively blind; (2) caster throws forth a violet cloud, but the winds of fate bring it back upon them, suffering its full effects; (3) caster extracts a cloud of ordinary dust that surrounds them and causes a sneezing fit lasting CL rounds. During this time, the caster suffers a -1d penalty on all actions; (4) while there is no visible effect, the caster's future ability to cast this spell is permanently reduced, excluding the highest available spell result. Subsequent misfires further reduce the highest available level of the spell.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint (or wizardly objurgation if no patron); (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11 Lost. Failure.

12-13 *Violet:* The caster displays their displeasure, truculently flinging forth an amaranthine cloud at a target within 20'. The cloud of havoc surrounds the victim in an acidic zephyr that eats into their flesh, inflicting 1d6+CL damage. Additionally, creatures suffering 10+ points of damage must make a Fort save or lose 1 point of Personality. Lawful creatures suffer an additional 1 point of damage.

14-17 *Indigo:* Safeguarding themselves from their foe, the magician hurls ultramarine-hued rondures of power at a target within 30'. The orbs batter the target without mercy, inflicting 1d3 damage per caster level. Lawful creatures suffer an additional 1d3 damage.

18-19 *Blue:* With a flick of the magician's wrist, cerulean needles are thrown at a target within 50'. The havoc pierces the target's flesh, striking acupunctural points for effect. The target suffers 1d6 damage, and for each caster level above first, the damage increases +1d (to a maximum of d30). Lawful creatures suffer an additional 1d6 damage. Victims suffering 15+ points of damage are also paralyzed for a number of rounds equal to the caster's level (Reflex save vs. spell check negates).

20-23 *Green:* The wizard sprays a flight of malachite-fledged arrows riddled with mystic parasites at a target within 50'. The helminthic bolts release their cargo, allowing them to burrow into the victim's spiritual form, disrupting it and causing 1d4 damage per caster level. Creatures within 20' of the target must make a Reflex save vs. the spell check or suffer half damage. Lawful creatures suffer a +1d increase to damage. Non-living matter is immune to this effect.

24-27 *Yellow:* In a panoply of waving motions, the magician unleashes swarms of xanthous gnats streaking at up to three visible targets within 75'. The biting, stinging swarms inflict 1d7+CL damage and inflict a -1d penalty to actions to each target. The cloud remains and continues to sting, bite, and harass, without forbearance, for 1d3 rounds. Lawful creatures suffer for 1 additional round.

28-29 *Orange:* The caster releases apricot-colored dust at a single target within 100'. The havoc-inducing motes release a pulse of curious energies doing 1d14 damage per caster level. Creatures within 10' of the target may make a Reflex save vs. the spell check lest they too be caught in the enervational pulse (lawful creatures get no saving throw). A direct path to the target need not exist.

- 30-31 *Red:* The magician deftly slings crimson razors at a single target within 100'. The monospacial edges of the blades do damage equal to 1d16 per caster level. Additionally, the target and any creatures within 20' are struck blind by the magnitude of the spell's brilliance for a number of rounds equal to the caster's level (Fort save vs. the spell check negates). Lawful creatures receive no saving throw.
- 32+ *Polychromatic:* Scintillating havoc magics of multiple hues spray forth from the caster's hand in a geyserous display of magical aptitude. The caster may select any result of 30 or less for their first color. Caster then rolls 1d24 for the additional color(s): (1-5) violet; (6-9) indigo; (10-13) blue; (14-17) green; (18-20) yellow; (21-22) orange; (23) red; (24) polychromatic—choose a color and roll again. Colors may be duplicated.

LEVEL 2

SPELL OF BRAIN PULLULATIONS

Level: 2 Range: 60' or more Duration: Varies Casting time: 1 action Save: Will vs. spell check

General: It is uncertain whether the great Rhialto originated this spell, but certainly it was well known to him if not also to other magicians of the Twenty-first Aeon. This spell effectuates a strange swelling in the brain of those it targets, causing responses ranging from painful headaches, to the blurring of the senses and scrambling of the mind, to sheer madness. The spellcaster can choose to select a lower spell check on a successful casting if it better serves their goals.

Manifestation: Roll 1d4: (1) bulbous cysts appear to rise from the target's skull, swelling and pulsating for the duration of the spell; (2) the target's eyes visibly and obviously expand and become bloodshot, very nearly bursting from their sockets for the duration of the spell; (3) the target's speech becomes unnaturally and impossibly slurred and distorted for the duration of the spell; (4) circular tufts of hair fall from the target's head, leaving behind strange and vibrantly colored liver spots. The hair regrows naturally over time and the spots fade slowly over several days.

Corruption: Roll 1d6: (1-3) the upper portion of the caster's skull expands to an unnatural and very evident size. This strange appearance is disconcerting to all who see it, causing the caster to suffer a -2 on all Personality checks when interacting with those who would find this strangeness unnerving; (4) all color fades from the caster's eyes, which now scintillate and shift between all the colors of the rainbow, tinting their vision and imposing a -2 penalty on all ranged attack rolls and any checks based on visual acuity; (5) minor corruption; (6) major corruption.

Misfire: Roll 1d4: (1) debilitating headaches overwhelm the spellcaster for 1d3 rounds, inflicting 1 point of damage per round and imposing a -2d on spell checks during this time; (2) the target's nose begins to bleed ever so slightly and a flash of memory vanishes from their mind, causing them to lose 1d4 spells previously known for the remainder of the day; (3) pulsating pain shoots through the caster's head as they suffer a brain hemorrhage that inflicts 1d3 damage per caster level; (4) the caster's thoughts roll and twist in their mind, making them unable to cast spells until they spend an action recomposing themselves by making a successful DC 8 Will save.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint (or wizardly objurgation if no patron); (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11 Lost. Failure.

12-13 Failure, but spell is not lost.

14-15 A single target within 60' and line of sight of the caster is racked with painful and debilitating headaches. The target suffers a -2 penalty to all spell checks, Intelligence and Personality checks, and all Will saves for a number of rounds equal to 1d6+CL. The target may make a new Will save each round to end these effects.

16-19 A single target within 60' and line of sight of the caster is bombarded with terrible and overwhelming headaches. The target suffers a -1d penalty to all spell checks, Intelligence and Personality checks, and all Will saves for a number of rounds equal to 2d6+CL rounds. The target may make a new Will save each round to end these effects.

20-21 Up to two targets within 60' and line of sight of the caster begin to experience sensory dissonance as colors

seem to shift into unnatural hues and sounds echo discordantly. The caster can mold these hallucinations into minor, but plausible effects, such as making a familiar voice echo behind the targets or distort the appearance of someone otherwise familiar to the targets to make them appear distorted, twisted, or physically repulsive. This distraction imposes all of the penalties of the previous effect, plus a -4 penalty to the target's AC and reducing their movement by half. This effect lasts for a number of rounds equal to 2d6+CL rounds. The target may make a new Will save each round to end these effects.

- 22-25 A number of targets equal to twice the caster's level within 90' and line of sight of the caster begin to experience sensory dissonance as colors seem to shift into unnatural hues and sounds echo discordantly. The caster can mold these hallucinations into minor, but plausible effects, such as making a familiar voice echo behind the targets or distort the appearance of someone otherwise familiar to the targets to make them appear distorted, twisted, or physically repulsive. This distraction imposes all of the penalties of the previous effect. This effect lasts for a number of rounds equal to 2d6+CL rounds. The target may make a new Will save each round to end these effects.
- 26-29 A single target within 120' and line of sight becomes so overwhelmed by hallucinations as their brain pulsates in their skull and distorts their senses that they are unable to act at all. This effect lasts 2d8+CL rounds. Those who successfully make a save against the spell check are still subject to the effects as described in result 20-21 above. The target may make a new Will save each round to end these effects.
- 30-31 As with result 26-29 above, and the target suffers 1d6+CL damage per round as their brain begins to hemorrhage from large, throbbing brain pullulations pressing against the skull. This effect lasts 2d10+CL rounds. Those who successfully make a save against the spell check are still subject to the effects as described in result 20-21 above. The target may make a new Will save each round to end these effects.
- 32-33 A single target within 120' and line of sight is driven mad by the hallucinations caused by the horrid, pulsating brain pullulations. They are unable to speak or communicate coherently or cast spells, and become a screaming, violent psychopath that attacks the nearest creature through the most effective means available to them, unable to separate friend from foe. The hemorrhage in their brain inflicts 1d8+CL damage per round while in this state and lasts for 2d12+CL rounds. The target may make a Will save each round to end these effects.
- 34+ A single target within 360' and line of sight of the caster is overwhelmed by horrific, incoherent hallucinations that turn them into a violent, babbling psychopath. They recognize no one and nothing and instead lash out violently at everything and anything around them, attacking with a psychotic ferocity that grants them a +2 bonus to all damage and attack rolls, though they are incapable of speaking or casting spells. They fight with a maddened fury, ignoring all injury or danger to themselves until reduced to 0 hit points. Their brain literally begins to boil in their skull, inflicting 2d6+CL damage each round. A Fort save (DC 12+CL) can be made each round to end this damage, but the state of rage persists. Targets reduced to 0 from this damage have their brain literally explode in their skull and are slain. If the target is killed by some other means and they are rolled over or recovered and discovered to be alive, they must make a Will save (DC 12+CL) or permanently lose 1d3 Personality.

SPELL OF INTERNAL SOLITUDE

Level: 2 Range: 60 Duration: 1 turn per CL Casting time: 1 action Save: Fort vs. spell check

General On utterance of the requisite syllables, the target is overcome by a crushing wave of disorientation, violent yet calming. At lowest levels, confoundment of the senses makes actions difficult; at the extreme, victims find themselves lost within their own mind, detached completely from the physical world.

Though the spell's original creator is lost, over the aeons, numerous powerful arch-magicians have attempted to refine a number of its possible torsions to imbue increased efficacy in the charm. By default, this spell applies to a single target, but the caster may affect up to 1 target per caster level by taking a penalty of -6 to the spell check. In addition, as arcane casters reach advanced spell expertise, they may choose to focus on increased efficacy through a technique known as doubling. To cast the double version of the spell, a high-level caster with multiple action dice may spend all actions for the round focused on a single casting, forgoing any memorized result, and adding the results of each action die together for the final spell result. Note that the caster's base spell check bonus is applied only once. This is not without risk, as a natural 1 on *any* of the action dice results causes the spell to fumble.

Manifestation	Roll 1d4: (1) the space between the caster and target warps slightly, with distance and perspective skewed for just a moment; (2) the target's head is cloaked in smoky gray clouds for the duration of the spell; (3) an acetic smell fills the immediate vicinity, detectable by all but the target; (4) while the spell is spoken, no other sounds may be heard by those near the caster and target.
Corruption	Roll 1d6: (1) the caster's foundational grip to this reality falters. Following any future failed Will saves, they lose their next action to slack-jawed bewilderment. Additional corruption of this nature increases the number of lost actions by 1; (2) the caster is left subject to occasional echoing sensations, such as phantom touch, origin-less smells, or trailing visuals. Additional instances of this corruption lead to full hallucinations; (3) when the caster slumbers, they may not be awakened by normal means until at least 1d4+4 hours have passed. Each additional corruption of this nature increases the duration by 1d4 hours; (4) one of the caster's senses is numbed resulting in a -1 penalty to all related skill or ability checks. Roll 1d5: (1) sight; (2) hearing; (3) smell; (4) taste; (5) touch. This penalty is cumulative with future instances of corruption; (5) the caster gains a terrible fear of isolation, such that they will suffer a -1 penalty to all dice rolls any time they are alone in darkness. Further instances of this corruption increase the penalty by an additional -1; (6) the unfortunate caster falls into internal solitude as if victim of a 3d+ spell check result for 1d10 rounds. At the conclusion, they retain a longing for the peace of nothingness; after a week without being subject to the <i>Spell of Internal Solitude</i> , this manifests as constant slight confoundation (as per a spell 16-19 result). Further corruption reduces this span by 1 day each.
Misfire	Roll 1d4: (1) the powerful magics rebound upon the caster, sending them sprawling to the ground, where they remain senseless for 1d4 rounds; (2) caster is hit by the full effects of the spell. Make a second spell check to determine the effect; (3) caster is blasted by backlash, numbing one of their senses for 1d3 days. Roll 1d5: (1) sight; (2) hearing; (3) smell; (4) taste; (5) touch; (4) caster perceives themselves to be smothered in a black void, leaving them unable to do anything but curl into a ball and shriek for 1d6 rounds.

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint (or wizardly objurgation if no patron); (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
2-11	Lost, failure.
12-13	Failure, but spell is not lost.
14-15	A momentary lapse of reason leaves the target unable to act for a single round.
16-19	Slight confoundation reduces the target's awareness, leaving them distracted and prone to nonsensical chatter. Initiative results are lowered by 4 and surprise checks are automatically failed. Skill checks related to stealth or tied to Personality suffer a -1d penalty. Any intentional harm to the target rouses them from this state, negating the effects.
20-21	Bodily dissociation occurs, reducing awareness and coordination in the target. Initiative results are lowered by 4 and surprise checks are automatically failed; additionally, attacks, skill checks, spell casting, saves, and AC suffer a -2 penalty.
22-25	The target falls prey to harmonious disreasoning, wherein their judgment is so impaired that they find it difficult to identify enemies and threats as such. All of the target's actions incur a -1d penalty. In addition, the target must make an Intelligence check against the spell check to mark another being as an enemy, otherwise they do not treat them as a threat for the duration of the spell unless directly attacked by the creature.
26-29	External desensitization occurs, stripping from the target all sense of sight, sound, touch, taste, and smell. Though they may act, they are completely bereft of sensation, incurring a -2d penalty to all actions. Should they insist on attacking, only area effect spells and wild weapon swings are allowed (either of which are just as likely to impact friends as foes).
30-31	The target falls to catatonic desensitization, stripping away all senses as well as the ability to move of their own volition. Their mind remains alert, though detached, and can be reached through telepathy or similar measures. To outside viewers, the body appears in a senseless fugue state and the caster may easily direct it to slowly walk, sloppily eat, or conduct similar thoughtless actions, though acts of intentional harm will allow the target a new saving throw to negate the effects. Significant bodily shock, such as from being hit with magical lightning or taking physical damage equal to at least 25% of the target's maximum hit points, automatically rouse the target from this state.

- 32-33 The target is subjected to internal solitude, with all sensation of, and control over, their body lost. They fall rigid and may be readily moved or relocated without their notice. The isolated consciousness only perceives a featureless void without stimulus, though it can be reached through telepathy or similar measures. Significant bodily shock, such as from being hit with magical lightning or taking physical damage equal to at least 50% of the target's maximum hit points, automatically rouses the target from this state.
- 34+ The target is permanently trapped in internal solitude, unable to sense or impact the outside world. Their consciousness only perceives a featureless void without stimulus and cannot be reached by any mortal or mystical means. Save cessation of the spell by the caster, only godly intervention will end the effects. Even should the victim escape internal solitude, they may suffer serious long-term penalties. Once freed, a Will save is required (DC equal to the number of days imprisoned), with failure causing corruption as if the spell were fumbled.

LEVEL 3

YELRAH'S WEB OF IMPERMEABILITY

Level: 3	Range: Varies	Duration: Varies	Casting time: 1 action	Save: None
General	As the earth and sun have continued their death throes, the arch-magician Yelrah has traveled throughout the time-light spectrum. Exploring planets purple, delving planetary cores, erecting metropoli, and presiding over various death sports, the cunning sorcerer has mastered a spell of limitless utility tempered by consequential inconvenience. <i>Yelrah's Web of Impermeability</i> is a fine mesh of arcane strands, indestructible once placed, which prevents the passage of bodies, energies, etc., though it. A caster can form the web as they desire, enclosing a volume, covering a portal, etc., only being limited by the area of the mesh. Indeed, a proficient casting of the <i>Web of Impermeability</i> can grant the magician an arcane enclosure completely impervious to intrusion or external interruption. Generally, the arcane matrix prevents passage from either side, but a superior ensorcelment even permits the caster to be exempted from the web's effects.			
Manifestation	Roll 1d4: (1) a pinkish gooey web with irregularly shaped holes and a sweet smell forms; (2) the spell resembles a mesh of arcane metallic wires that vary color based on the angle from which they are observed; (3) a warping of light that looks like a mirage is created; (4) a sparkling translucent film springs into being. Note: some castings are impermeable to light and sound; it is up to the judge's discretion whether these manifestations are reflective, opaque, absorptive, etc., with respect to light and/or sound.			
Corruption	Roll 1d6: (1) a glistening matrix forms over the caster's hands that imposes a -1d spell check penalty (if rolled) or the next lower result (if rote memorization is used) to castings of this spell, and this corruption can be obtained more than once, cumulatively; (2) whenever casting this spell, a swirling web appears around the caster that forces an amplification roll with a +1d "penalty" to the down die, and this corruption can be obtained more than once, cumulatively; (3) the lucky magician permanently gains an external skin of force that reduces damage from non-magical sources by 2 (for a minimum of 1 damage) – this corruption must be rerolled if obtained previously; (4) greater; (5) major; (6) minor.			
Misfire	Roll 1d4: (1) a magical field forms around the caster that doubles all incoming damage for 2d3 rounds; (2) a skintight web blinds and deafens the sorcerer for 1d3 turns, but does not prevent incoming attacks; (3) the magical matrix separates into whips that damage all within 30' (including the caster) for 1d4+CL in damage (DC 15 Ref save for half damage); (4) for 3d3 rounds, a sticky web engulfs the magician, immobilizing them and anything else within 30' (DC 15 Strength check to break free) – those outside of its radius can traverse it without penalty.			
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + wizardly objurgation; (1-2) corruption; (3) wizardly objurgation; (4+) misfire.			
2-11	Lost. Failure.			
12-15	Failure, but spell is not lost.			
16-17	The mage creates a web with a surface area up to 150 sq. ft., sufficient to cover a 5' cube or a 10'×5' area. No physical object or body can pass through this magical lattice from either side. The web is immobile and endures for 2d3 rounds unless prematurely dispelled. For the casting range, the closest section of web must come within 15' of the magician.			

- 18-21 The sorcerer creates a web with a surface area up to 600 sq. ft., sufficient to cover a 10' cube or a 20'×30' area. The mesh prevents the passage of physical objects or bodies and non-magical elemental energies (including breath weapons). It endures for 2d3+CL rounds unless prematurely dispelled. For the casting range, the closest section of web must come within 60' of the magician.
- 22-23 The caster summons a web with a surface area up to 600 sq. ft., sufficient to cover a 10' cube or a 20'×30' area. The arcane webbing is impervious to physical objects or bodies, non-magical elemental energies (including breath weapons), and magical and mental energy (including magical attacks, mental effects, scrying, telepathy, etc.). It endures for 2d3 turns unless prematurely dispelled. For the casting range, the closest section of web must come within 60' of the magician.
- 24-26 The ensorceler summons an arcane lattice with a surface area up to 600 sq. ft., sufficient to cover a 10' cube or a 20'×30' area. The web keeps out physical objects or bodies, non-magical elemental energies (including breath weapons), magical and mental energy (including magical attacks, mental effects, scrying, telepathy, etc.), and light and sound. It endures for 1d3 hours unless prematurely dispelled. For the casting range, the closest section of web must come within 60' of the magician.
- 27-31 The mage creates an expansive web with a surface area up to 15,000 sq. ft., sufficient to cover a 50' cube or a 100'×150' area. The mesh prevents the passage of physical objects or bodies, non-magical elemental energies (including breath weapons), magical and mental energy (including magical attacks, mental effects, scrying, telepathy, etc.), and light and sound. Moreover, the scheming magician can choose the lattice to be permeable on only 1 side to 1 of the 4 exclusions: (1) physical objects or bodies; (2) non-magical elemental energies; (3) magical and mental energy; (4) light and sound. Thus, the caster could enclose their party in a volume they could see outside of, and others could not see into. It endures for 1d3+CL hours unless prematurely dispelled. For the casting range, the closest section of web must come within 150' of the magician.
- 32-33 The mage creates an expansive web with a surface area up to 15,000 sq. ft., sufficient to cover a 50' cube or a 100'×150' area. The mesh prevents the passage of physical objects or bodies, non-magical elemental energies (including breath weapons), magical and mental energy (including magical attacks, mental effects, scrying, telepathy, etc.), and light and sound. Moreover, the scheming magician can choose the lattice to be permeable on only 1 side to up to 2 of the 4 exclusions: (1) physical objects or bodies; (2) non-magical elemental energies; (3) magical and mental energy; (4) light and sound. Thus, the caster could enclose their party in a volume they could see outside of and cast spells through it, and others could neither see nor send spell effects into. It endures for 3d3+CL hours unless prematurely dispelled. For the casting range, the closest section of web must come within 150' of the magician.
- 34-35 The sorcerer summons a gargantuan matrix of impermeability. Its surface area is up to 60,000 sq. ft., sufficient to cover a 100' cube or a 200'×300' area. The arcane webbing is impervious to physical objects or bodies, non-magical elemental energies (including breath weapons), magical and mental energy (including magical attacks, mental effects, scrying, telepathy, etc.), and light and sound. Additionally, if the web encloses a volume, the caster can choose to negate gravity within. Moreover, the scheming magician can choose the lattice to be permeable on only one side to up to 3 of the 4 exclusions: (1) physical objects or bodies; (2) non-magical elemental energies; (3) magical and mental energy; (4) light and sound. Thus, the caster could enclose their party in a volume they could see outside of, cast spells through it, and shoot arrows through it, while those on the outside have very few means of retaliation (if any). It endures for 1d3 days unless prematurely dispelled. For the casting range, the closest section of web must come within 600' of the magician.
- 36+ The master magician effectuates a massive web of their own mastery. Its surface area is up to 60,000 sq. ft., sufficient to cover a 100' cube or a 200'×300' area. The arcane webbing is impervious to physical objects or bodies, non-magical elemental energies (including breath weapons), magical and mental energy (including magical attacks, mental effects, scrying, telepathy, etc.), and light and sound. Additionally, if the web encloses a volume, the caster can choose to negate gravity within. Most impressively, the arch-caster can choose any permeable exceptions they want. The web grants and forbids passage at the magician's command. It endures for 1d3+CL days unless prematurely dispelled. For the casting range, the closest section of web must come within 600' of the magician.

LEVEL 4

SPELL OF COMPRESSION FROM SEVEN DIRECTIONS

Level: 4 Range: See below Duration: See below Casting time: 1 action Save: Fort vs. spell check

General This powerful spell bears no name in part because of the controversy surrounding its creation. Numerous Lives of the Principal Magicians attribute it to Dibarcas Major, who studied with the illustrious Phandaal. Others postulate that the ensorcelment was composed by the lowly Hemvingas the Disregarded, who was in turn a student of Dibarcas and who in fact absconded with the notes his master had prepared for the spell. Perhaps because of this controversy amongst historians and biographers, the spell has no attribution, but the wry suavity and subtle genuflections of Dibarcas Major may be discerned within its manifold reverse-effluxions, and its power certainly betrays it as the work of a true doyen of the ultimate order.

Concisely expressed, the author has harnessed the three cosmic directions that supplement those four mundane cardinal directions of our home region. Thus, the spell's victim is battered not merely from north, south, east and west, but also outward, from the center of the universe; inward, from the edge of the universe back toward the center; and finally, back against the solid barrier of time itself. The manifestly powerful forces at work are impersonal and invisible.

Generally, the victim(s) gets a Fortitude save for half damage and to avoid the many collateral effects of the compressions.

Manifestation Roll 1d4: (1) each of the invisible forces arrayed against the target evince a searingly bright blue comet-trail; (2) a miniature thunderclap resounds each time they impact the luckless target; (3) as the myriad forces crush their target, a voice of near-indifference counts off the impacts in a serene voice; (4) a scholarly sandestin appears to give a short lecture on each of the seven forces and their impact upon the target – this entity bows courteously and vanishes when the spell's effects are completed.

Corruption Roll 1d6: (1-3) caster is horribly buffeted by the forces summoned, their form bent and disfigured, lowering their speed by 10' permanently; (4) the forces affect the caster mentally, sending their consciousness seven ways and inflicting the permanent loss of 1 point of Intelligence and 1d4 points of Personality; (5) the sandestins called upon to effect this spell via occulted meta-magical engineering suddenly manifest, laughing and inflict painful cosmic pustules upon the caster, resulting in permanent loss of 1d4 hit points; (6) the prior effects are all brought to bear upon the star-crossed caster.

Misfire Roll 1d4: (1) caster is compressed by the various forces they sought to manipulate and takes 7d3+CL in damage; (2) a 50' area around the caster is affected wildly by the compressions that failed to be harnessed. Roll 7d6+CL for damage and split the loss evenly across all beings in a 50' radius, including the caster; (3) caster is randomly cursed with one of two fates: they are either slammed into the ground for 7d8+CL points of damage or they are hurled 1d3+CL miles up above their present point, at the speed of a charging pelgrane in flight; (4) the caster must make a DC 15 Fort save. Failure indicates the caster is hurled backward through time and is unmade, effectively ceasing to exist (or to have existed). Success indicates they take 7d4+CL points of damage and are stunned for seven rounds.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint (or wizardly objurgation if no patron); (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11 Lost. Failure.

12-17 Failure, but spell is not lost.

18-19 The caster buffets their unfortunate foe with seven pervulsions of perfunctory, yet efficacious, power. The caster may choose to either crush their foe with an instantaneous seven-fold compression doing 7d3+CL damage and leaving the victim unable to move or act for one round, or to layer the compressions across the next 7 rounds, doing 1d3 damage with each and enforcing a -2d penalty on any action requiring thought or movement for the full 7-round duration. Brought to bear upon an object, the first effect will instantly crush any object smaller than a horse and not made of stone or brick.

20-23 The caster calls forth the seven compressions, favoring the northern aspect. The victim is driven to their knees and takes 6d5+CL points of physical damage but additionally takes 2d7 points of damage of

unbearable frigidity. The victim is unable to move or act for the caster's level in rounds. Brought to bear upon an object, the first effect will instantly crush any cottage-sized or smaller object made of wood or other organic material, collapsing it into frozen splinters.

- 24-25 The caster summons the seven compressions, favoring the southern aspect. The victim is driven to their knees and takes 6d6+CL points of physical damage but additionally takes 3d7 points of damage of unbearable heat. The victim is unable to move or act for the caster's level in rounds and loses 1d4 points of Strength and Stamina from the dehydrating torsions of the southerly wind streams. Brought to bear upon an object, the first effect will instantly crush any house-sized or smaller object made of wood or other organic material, collapsing it into a smoky cloud of burning embers.
- 26-28 The caster summons the seven compressions, favoring the westerly aspect. The victim is driven to their knees and takes 6d7+CL points of physical damage but is also plunged into darkness as the sun sets on the victim's sight forever. The victim is unable to move or act for the caster's level in rounds and is thereafter blinded permanently. Only spells cast with a higher spell check may be used to remove or mitigate this effect. Brought to bear upon an object, the first effect will instantly crush any house-sized or smaller object made of wood or other organic material, shrouding the area or structure in darkness permanently. Those who enter this affected area will be blinded for 1d4 days.
- 29-33 The caster summons the seven compressions, favoring the easterly aspect. The victim is driven to their knees and takes 6d8+CL points of physical damage as an unearthly photonic flash bursts upon all personages within 200'. Unless held harmless by the caster, all creatures within 200' of the compressed individual will be blinded for 1d4 days, while the victim is left permanently without sight, their eyes seared past any hope of healing. Brought to bear upon an object, a plasma storm will fall upon one cottage-sized or smaller structure, destroying it utterly.
- 34-35 The caster summons the seven compressions, favoring the aspect moving outward. The victim is driven to their knees and takes 6d10+CL points of physical damage and then is hurled from the surface of the planet. The victim receives a DC 20 Ref save to try to grab an object or otherwise halt their trajectory. Failing that, the victim will be catapulted into the upper atmosphere at 7 miles per round for 7 rounds and is thereafter unlikely to trouble the caster again soon. Brought to bear upon an object, any structure the size of a house or smaller can be launched into the void.
- 36-37 The caster summons the seven compressions, favoring the aspect moving inward. The victim is driven to their knees and takes 6d12+CL points of physical damage and then is slammed into the surface of the earth for an additional 3d7 points of damage. The unyielding pressure of this cosmic ur-force continues to slam the unfortunate personage into the ground for 1d7 damage for the next 7 rounds, preventing the victim from moving or taking any action. Brought to bear upon an object, any structure the size of a castle may have a floor caved in, a turret destroyed, a tower toppled, or any other portion of it not to exceed one-fifth of the total crushed into powder.
- 38+ The caster summons the seven compressions, favoring the aspect moving backward. The victim is driven to their knees and looks up pleadingly at the caster for one evanescent moment before being hurled back 7d7 years in time and then taking 7d14+CL points of damage from this impossible punishment. Grand paradoxes are generally avoided, but should they survive, the victim of the spell is unmade in historical terms. Brought to bear upon an object, any structure the size of a castle or smaller is utterly reduced to its components—stone, unrefined ore, logs and lumber, and so forth.

EXPANDED WITCH SPELLS

LEVEL 1

ENSQUALM [EXPANDED]

Level: 1	Range: Sight	Duration:Varies	Casting time: 1 round or longer	Save: Will vs. spell check
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General By means of invoking this spell, the witch utters a profound curse upon another creature, which always receives a Will save to resist. This spell must be used carefully, for it is considered a powerful act of intervention by one's pact entity.

The result of the spell check determines which kind of curse can be inflicted, as indicated below; each

casting allows the witch to choose one curse from the eligible results at her spell check or lower. The casting time and any requirements will vary based on the specific curse, and usually require some component or property of the target along with an invocation phrase. Refer to the specific text of the curse for any requirements. The spell check should only be made after the witch has performed all necessary preparations, with a success indicating a successful casting. Upon failure, the witch receives an increase of demonic taint.

The witch must have either learned or have been gifted with the appropriate curse before it can be cast. For convenience, curses from Appendix C of the DCC RPG core book have been included as well as those from the *Ensqualm* spell as shown in the *Primer of Practical Magic*. The judge and players are free to make up their own curses and squalms and associated DCs using the guidelines presented here and in DCC RPG, p. 438. When converting/applying a DC for a specific squalm when it is not listed, use the following general rule: minor curses should be treated as DC 14, moderate should be treated as DC 20, and major should be treated as DC 24+. Judges should feel free to adjust the DC up or down based on the specific effects of the curse or squalm.

Manifestation The witch should either speak the words to invoke the curse or articulate the manifestation as they cast the spell. The manifestation can include minor physical changes on the part of the target. For example, “Your hair will remain white for as long as this curse shall last,” or “The mark of a sinner shall be visible on your breast for as long as this curse shall last.”

1-11	Failure.
12-13	The witch casts a simple curse upon one target that inflicts a -1 Luck penalty for 24 hours.
14-17	Curse of blindness, curse of goblin sight, curse of haplessness, curse of interminable needling, curse of monochromaticity.
18-19	Curse of misfortunate amelioration, curse of prosopagnosia, curse of pustulous poditation, curse of tittering touch.
20-23	Curse of blight, curse of discomfiture, curse of everlasting tedium, curse of the inordinate umbrage, curse of lost love, curse of the purloined oculus.
24-27	Curse of dotage, curse of locusts, curse of stuttering sorcery, curse of unyielding merriment.
28-29	Curse of indeterminate quietus, curse of the vile visage.
30-31	Curse of the drawing of the dark moon, curse of ensqualmation.
32+	Curse of the Overworld.

SQUALM / MINIMUM DC

Curse of blight†	20	Curse of locusts*	24
Curse of blindness*	14	Curse of misfortunate amelioration†	18
Curse of discomfiture†	20	Curse of monochromaticity	14
Curse of dotage†	24	Curse of the overworld†	32
Curse of doubt†	14	Curse of the purloined oculus	20
Curse of the drawing of the dark moon	30	Curse of pustulous poditation	18
Curse of ensqualmation†	30	Curse of prosopagnosia†	18
Curse of everlasting tedium†	20	Curse of stuttering sorcery	24
Curse of goblin sight*	14	Curse of tittering touch	18
Curse of haplessness†	14	Curse of unyielding merriment†	24
Curse of indeterminate quietus†	28	Curse of the vile visage†	28
Curse of the inordinate umbrage†	20		
Curse of interminable needling	14		
Curse of lost love*	20		

* For more information on these curses, see Appendix C in the DCC RPG core book, p. 438.

† Full details on these curses can be found in “Squalms and Curses”, pp. 31–35 of the *Primer of Practical Magic*.

LEVEL 4

SPELL OF A HUNDRED CENTURIES

Level: 4 Range: 500' Duration: 10,000 years Casting time: 1 turn Save: None

General Sometimes called the Spell of Distended Time, this divine incantation dates back to at least the Sixteenth Aeon when the arch-priest of the sacred city of Luid Shug preserved the paragons of the last kingdom. Entoned by priests and cult leaders during catastrophic events or apocalyptic collapses of civilization, the spell safeguards the faithful in a stasis-like slumber for thousands of years.

Invoking the spell conjures a protective shell that prevents the elements, vermin, and natural disasters from affecting the encased subject. Those under the effect of the spell do not physically age. At the end of the spell's duration and after performing any required rights, subjects are refreshed, alert, and completely healed of any hit point or ability score loss.

The spell may be dismissed at the will of the caster, but doing so should not be undertaken lightly. Casters dismissing this spell automatically raise their deity's disapproval score by 5 points. Dismissal affects all subjects and takes 1 full round to finish. Unless otherwise indicated by a spell check result, any recuperative benefits conferred must be applied to the subjects as if a full day of bed rest for each day spent in sanctified stasis was obtained.

Manifestation Roll 1d4: (1) alabaster eggs shimmer into being around the subjects; (2) basalt obelisks grow from the ground and encase the subjects where they stand; (3) in a flash of pink light, the subjects seemingly transmute into green-yellow soapstone sculptures carved in perfect likenesses; (4) subjects are engulfed by polished onyx sarcophagi.

1-17 Failure.


18-19 The caster may place a number of willing subjects equal to their caster level into a stasis-like slumber. Virtually all clothing and possessions, except for the most durable and immutable sorts, deteriorate into dust by the spell's end. The stasis chambers encasing the subjects can be opened with mundane tools and great effort (DC 18 Strength check). If a stasis chamber is compromised before the spell ends or is dismissed by the caster, the subject awakens in a stunned state, unable to act or defend themselves for an hour. Whether the spell ends naturally or pre-maturely, the subjects will need a day of rest, a full meal, and plenty of water as soon as possible to regain their strength. Without such assistance, the subjects have a score of 3 in all physical ability scores and possess 1 hit point per hit die until they take sustenance. Once refreshed, subjects recover all their ability scores and hit points to their natural maximums.

20-23 The caster may place a number of willing subjects equal to twice their caster level into a stasis-like slumber. Virtually all clothing and possessions, except for the most durable and immutable sorts, deteriorate into dust by the spell's end. The stasis chambers encasing the subjects can be opened only with the assistance of magic (e.g., *knock* with a result at least equal to the original spell check result). If a stasis chamber is compromised before the spell ends or is dismissed by the caster, the subject awakens in a stunned state, unable to act or defend themselves for 2d6 turns. Whether the spell ends naturally or pre-maturely, subjects will need a full meal and plenty of water as soon as possible to regain their strength. Without such assistance, the subjects have a score of 6 in all physical ability scores (not to exceed their normal maximums) and possess 2 hit points per hit die until they take sustenance. Once refreshed, subjects recover all their ability scores and hit points to their natural maximums.

24-25 The caster may place a number of willing subjects equal to thrice their caster level into a stasis-like slumber. Virtually all clothing and possessions, except for the most durable and immutable sorts, deteriorate into dust by the spell's end. The stasis chambers encasing the subjects can be opened only with the assistance of magic (e.g., *knock* with a result at least equal to the original spell check result). If a stasis chamber is compromised before the spell ends or is dismissed by the caster, the subject awakens in a stunned state, unable to act or defend themselves for 2d6 rounds. Whether the spell ends naturally or pre-maturely, subjects will need a full meal and plenty of water as soon as possible to regain their strength. Without such assistance, the subjects have a score of 9 in all physical ability scores (not to exceed their normal maximums) until they take sustenance. Once refreshed, subjects recover all their ability scores to their natural maximums.

- 26-27 The caster may place a number of willing subjects equal to ten times their caster level into a stasis-like slumber. All normal clothing, wooden items, leather goods, and other organic matter deteriorate into dust by the spell's end. The stasis chambers encasing the subjects can be opened only with the assistance of magic (e.g., *knock* with a result at least equal to the original spell check result). If a stasis chamber is compromised before the spell ends or is dismissed by the caster, the subject awakens dazed and may only take a maximum of one action and cannot move more than half speed for 2d6 rounds. Subjects are fit, nourished, and healthy after awakening.
- 28-33 The caster may place a number of willing subjects equal to twenty times their caster level into a stasis-like slumber. All normal clothing, wooden items, leather goods, and other organic matter deteriorate into dust by the spell's end. The stasis chambers encasing the subjects can be opened only with the assistance of magic (e.g., *knock* with a result at least equal to the original spell check result). If a stasis chamber is compromised before the spell ends or is dismissed by the caster, the subject awakens dazed and may only take one action and cannot move more than half speed for 1 round. Subjects are fit, nourished, and healthy after awakening and heal any wounds at an accelerated rate (receiving the recuperative benefits of a day of bed rest for each hour they are in stasis).
- 34-35 The caster may place a number of willing subjects equal to one hundred times their caster level into a stasis-like slumber. Any possessions they carried at the time of casting are likewise perfectly preserved. The stasis chambers encasing the subjects can be opened only with the assistance of powerful magic (e.g., *dispel magic*). If a stasis chamber is compromised before the spell ends or is dismissed by the caster, the subject awakens alert, but may still be surprised if subject to attack. Subjects are fit, nourished, and healthy after awakening and heal any wounds at an accelerated rate (receiving the recuperative benefits of a day of bed rest for each turn they are in stasis).
- 36+ The caster may place 5,642 willing subjects into a stasis-like slumber. Any possessions they carried at the time of casting are likewise perfectly preserved. The stasis chambers encasing the subjects can be opened by nothing short of a god or similarly powerful entity. If a stasis chamber is compromised before the spell ends or is dismissed by the caster, the subject awakens alert and ready to respond to any malfeasance from without (potentially surprising any foes). Subjects are fit, nourished, and healthy and heal any wounds at an accelerated rate (receiving the recuperative benefits of a day of bed rest for each round they are in stasis).





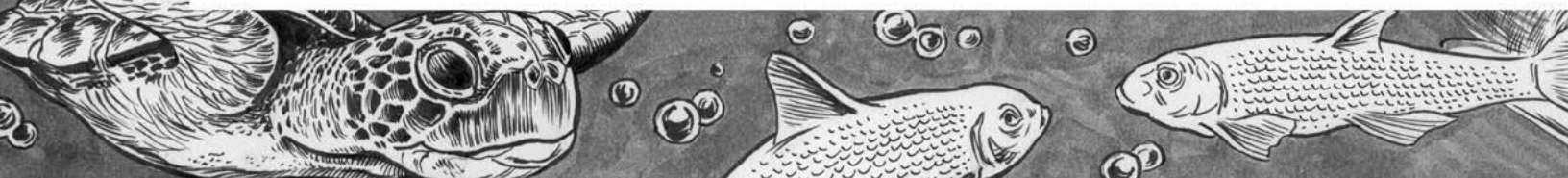
CHAPTER II: MORE PATRONS OF THE DYING EARTH MAGNATZ



creature of vast potency and Brobdiagnagian stature, Magnatz slept for many years under Lake Vull before the watch for his return was ended and, with it, the spell that maintained his enchanted slumber. Those who seek Magnatz as a patron thirst for his immortal strength or his influence in the settling of scores, for Magnatz is not a creature which turns the other cheek. After taking his revenge upon Vull, it is almost a certainty that Magnatz raised again the titanic ruins of his palace. He rules again in those deodand-haunted mountains which bear his name, and it is there one must go to petition Magnatz for his patronage.

Invoke Patron check results:

- 12-13 Magnatz lends vigor to the caster's rivalries. The caster gains a grudge token, even if that optional rule is not being used, which must be spent within the next turn or be lost. Magnatz further stipulates that the grudge token is not otherwise lost when a natural 20 is rolled, and further, the re-rolled die when the token is spent is at -1d on the dice chain.
- 14-17 In a gesture of magnanimity not to be relied upon, Magnatz lends the caster some small portion of his vast potency. For the next 2d5 rounds, the caster receives an additional +4 bonus to melee attack rolls, damage, and checks which rely on Strength.
- 18-19 Magnatz grants the caster potency for a period of up to 1 turn per caster level. During this time of potency, the caster gains an additional +4 bonus to melee attack rolls, damage, and Strength-based checks, but holding such power must be paid for with weakness and lethargy. The caster may choose to end the bonus at any time but thereafter suffers a -4 penalty to melee attack rolls, damage, and Strength-based checks for the same duration. So weak is the caster made that they cannot wield both weapon and shield at the same time and have no vigor for carrying gear or treasure.
- 20-23 The caster gains not only a portion of Magnatz's strength, but also a small measure of his titanic proportions, tripling in size. The caster becomes giant-sized, receiving a +6 bonus to attacks, damage, and AC due to greater size and strength. In addition, the target receives +20 hp from the new size. These hit points are lost first when the target is wounded, and damage suffered while giant-sized is taken from their normal hit points only after the 20 bonus hit points are lost. Finally, the caster rolls any critical hit result on Crit Table G (DCC RPG core rules p. 389). This transformation lasts for 2d6+CL rounds.
- 24-27 For the next turn, the vitality of a colossus pours through the caster, who regenerates 2d6 hp immediately, and an additional 1d6 hp each round. The caster may use an action die to heal any creature within 30' for 1 HD of healing, but the energy so spent comes from the caster's hit points on a 1-for-1 basis. At the end of this time, the conduit of supernal power closes suddenly, leaving the caster dazed for 1 turn, during which time they make all rolls at -1d on the dice chain.
- 28-29 The very name of Magnatz is a word of dread, and even while he slept through untold decades, deodands and erbs avoided the precincts of Vull where the creature dwells. The caster draws upon the very trepidity of Magnatz's name, evoking dismay in all those who would oppose them. Opponents cannot approach the caster by closer than 60' without making a DC 20 Will save and cannot even target the caster with spells or attacks without succeeding in a DC 15 Will save. Enemies forced within this radius take an automatic 1d6+CL damage each round and may die of fright. This effect lasts a minimum of 2d7+CL rounds, but the caster may attempt to extend the effect, round by round, by making a DC 15 Will save each round. The first save is made with 1d20, but the caster suffers an increasing -1d penalty on the dice chain for each subsequent extension. The



caster may release the effect voluntarily at any time without harm, but if they fail a save to maintain it, they are blasted for 1d6 damage, plus 1d6 per round the effect was extended.

30-31 The three-fold return: For the next 2d7+CL rounds, any harm done to the caster rebounds threefold upon the creature doing the harm. If a creature deals the caster 1d6 damage, for instance, it takes 3d6 damage itself. Normal immunities to damage types do not apply; even a sandestin can feel the agony of a magical attack. Special attacks, such as the quintessence drain of a wiith, are also triply rebounded upon the attacker, so that if the caster suffers a -1d penalty from its moribundity, the wiith itself suffers a -3d penalty.

32+ Magnatz feels the caster's burning desire for revenge. For the next 1d8+CL rounds, the caster may use an action die to point at one creature within the line of sight. The creature must have done some harm to the caster, real or imagined, that the caster wishes avenged. The target must succeed in a DC 20 Will save or be instantly removed from the vicinity, where it will slumber for 3d30 years before awakening buried in a cairn among the mangled dead armies which once served Guzpah the Great.

PATRON TAINT: MAGNATZ

When patron taint is indicated for followers of Magnatz, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, rolling is supererogatory.

Roll	Result
1	When this taint is first rolled, the caster's blood darkens. When rolled a second time, it thickens. When rolled a third time, it becomes the same thick black fluid which seeps through Magnatz's titanic veins.
2	When first rolled, this taint causes the caster to grow 1d3 inches. When rolled a second time, the caster grows an additional 1d8 inches. When rolled a third and final time, the caster grows 1d6 feet, which, alas, does not include a commensurate gain in physical prowess. Instead, the caster's Strength is permanently reduced by 1.
3	The enchanted drowsiness which bound Magnatz for decades still clings to his person like an unwanted film. When this taint is first rolled, the caster falls into a deep sleep, from which they cannot be awoken for 1d3 hours. When rolled a second time, this enchanted slumber lasts 1d4 days. If rolled a third and final time, the caster sleeps for 1d5 years.



- 4 The injustices of the dying Earth are many, and the call for revenge is more immense even than Magnatz's vast bulk. When this taint is rolled the first time, the caster must spend the next round castigating whatever nearby creature they choose for harms real or imagined. When rolled a second time, the caster must seek revenge upon a creature that has done them actual harm; failure to do so within 3 weeks results in a -1d shift to all spell checks until revenge is accomplished. If rolled a third and final time, the caster must bring about their target's humiliation and demise within 3 days or suffer a cumulative -1d shift to spell checks for each additional day that passes to a maximum of -3d. The judge is the final determinant of which creatures qualify, and whether sufficient revenge has been accomplished.
- 5 Although powerful, Magnatz is not swift. When this taint is first rolled, the caster's speed is reduced by 5'. If rolled a second time, the caster's speed is reduced by a further 5'. If rolled a third and final time, the caster may attempt a DC 20 Will save. The caster can choose to forego this chance and allow their speed to be reduced merely (but certainly) by a further 5'. If the caster succeeds, their speed is not reduced further. If the caster fails, their speed is reduced by 10'.
- 6 A creature as vast as Magnatz requires satellite creatures to consume nutrients for him. When this taint is first rolled, the caster must eat twice as many viands, and drink twice as many potations, for them to have any effect, for the value of the first portion is taken by Magnatz through esoteric means. When rolled again, this taint further doubles the caster's need for food and drink. When rolled a third and final time, the caster must consume a total of 10 times normal food and libations for them to have any benefits or effects. This does reduce the efficacy of consumed poisons by a similar amount, and the caster can consume vast quantities of alcohol before becoming besotted.

PATRON SPELLS: MAGNATZ

Magnatz grants three unique spells, as follows:

Level 1: *Necrothaumaturgic Cairn*

Level 2: *Stride of the Colossus*

Level 3: *Whirlpools and Vortices*

SPELLBURN: MAGNATZ

When a character with Magnatz as a patron attempts to spellburn, roll 1d4 on the following table, or use the descriptions below to design a unique event for your own campaign.

Roll Spellburn Result

- 1 Did you imagine Magnatz raised the cairn over the eight shattered armies of Guzpah the Great with the labor of his own monstrous hands? Absurd! The followers of Magnatz were taken out of time to engage in the work and then returned to the very second from which they were whisked away, having labored one whole day for every point of spellburn taken. The resulting exhaustion is expressed as Strength, Agility, or Stamina damage.
- 2 Weariness from the great spell of sleep still surrounds Magnatz like a cloak. Drawing from his esoteric essence, the caster feels a portion of this great enervation themselves, expressed as Strength, Agility, or Stamina damage.
- 3 Magnatz seeks revenge upon the unnamed magician who cast the ensorcelled slumber upon him. Magnatz rifles through the caster's memories, seeking clues to the identity and whereabouts of the miscreant. The caster may take up to 10 points of spellburn, but these must come from Intelligence or Personality.
- 4 Magnatz's attention is drawn elsewhere, and the caster has a rare opportunity to steal power, potentially without cost, but at great risk. The caster may utilize up to 20 points of spellburn, but thereafter, the caster must roll 1d20 + Luck modifier over the amount of spellburn taken to avoid Magnatz's notice. If the caster succeeds, the spellburn comes without cost. However, if the caster fails, they take twice the normal damage to Strength, Agility, or Stamina.

NECROTHAUMATURGIC CAIRN

Level: 1 (Magnatz)	Range: Special	Duration: Special	Casting Time: 1 week Save: None
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General	The caster creates a cairn over the bodies of slain enemies, utilizing their vestigial essences to power the caster's own spells. Slaying living creatures allows the caster to forge a metaphysical bond with the resultant corpses. Burying them beneath a sufficiently complex mound of stones allows the caster to funnel occult power from those so slain, creating a reservoir of magical power which can be extracted without recourse
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to spellburn.

The maximum value of the cairn is determined by the corpses it contains (and those not personally slain by the caster do not count) and the spell check result. A corpse can yield a maximum +1 bonus to a spell check per hit die it had while living, and once this potential is spent, it is gone forever. Moreover, a caster can only be connected to a single cairn; every time this spell is cast, the old connections are broken, and any unused potential is lost, as a corpse cannot be taken from one cairn to use in another. This is true even if the new spell check fails.

Manifestation	By spell check result.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	A cairn is raised, which can hold a maximum bonus of +3, which can be split among multiple spell checks as the caster desires. The caster must be within 1 mile of the cairn to use this spell energy, which dissipates after 1 day if not used.
16-17	A cairn is raised, which can hold a maximum bonus of +6, which can be split among multiple spell checks as the caster desires. The caster must be within 5 miles of the cairn to use this spell energy, which dissipates after 1 week if not used.
18-21	A cairn is raised, which can hold a maximum bonus of +10, which can be split among multiple spell checks as the caster desires. The caster must be within 10 miles of the cairn to use this spell energy, which dissipates after 1d3 weeks if not used.
22-23	A cairn is raised, which can hold a maximum bonus of +15, which can be split among multiple spell checks as the caster desires. The caster must be within 20 miles of the cairn to use this spell energy, which dissipates after 1d3 months if not used.
24-26	A cairn is raised, which can hold a maximum bonus of +20, which can be split among multiple spell checks as the caster desires. The caster must be within 30 miles of the cairn to use this spell energy, which dissipates after 2d5 months if not used.
27-31	A cairn is raised, which can hold a maximum bonus of +30, which can be split among multiple spell checks as the caster desires, although no spell can utilize more than 20 points of this energy. The caster must be within 100 miles of the cairn to use this spell energy, which dissipates after 2d7 years if not used.
32+	A cairn is raised, which can hold a maximum bonus of +50, which can be split among multiple spell checks as the caster desires, although no spell can utilize more than 20 points of this energy. The caster may utilize this spell energy anywhere upon the same plane of existence as the cairn, and it never dissipates until used, or the connection with the caster is broken.

STRIDE OF THE COLOSSUS

Level: 2 (Magnatz) Range: Self Duration: Instantaneous Casting Time: 1 round Save: None

General The caster is able to travel instantly from one location to another upon the same plane of existence. Depending upon the spell check, the caster may be able to take one or more companions with them when traveling. The caster must have some means of identifying the area they wish to travel to, even if only by choosing a compass direction. If it is at all possible, their arrival will not place them in immediate danger. Any allies traveling with the caster must be within 30' when the spell is cast.

Manifestation Roll 1d5: (1) caster grows to titanic proportions, so that the required transit takes merely a step before resuming their normal size; (2) the disembodied house-sized hands of Magnatz appear and fling the caster to the new location, where they arrive disheveled but unharmed by the transit; (3) caster's feet jig and jog as though wearing barely controlled live boots, and they simply arrive where they mean to be; (4) caster's legs stretch to unimaginable lengths, and the new destination is merely a step away; (5) caster simply disappears from the current location and appears in the new.

1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-17	The caster travels, alone, up to 500'.
18-21	The caster travels up to 1 mile distant and is able to bring a single ally along for the journey.
22-23	The caster travels up to 100 miles distant and can bring 1d5 allies along.
24-26	The caster plus 1d6+CL allies are able to travel up to 500 miles from their current position.
27-31	The caster plus 1d8+CL allies are able to travel up to 1,000 miles away.
32-33	The caster and all allies within 30' are able to travel to any point upon the dying Earth, no matter how distant.
34+	The caster and all allies within 60' are able to reach even beyond planar boundaries and may boldly step to other worlds or realms. If the judge approves, they may even step into other periods of the Latter Aeons, although they may not remain there long. Whether time itself attempts to repair such breaches, Magnatz disapproves of the audacity, or other powers are at work, such travelers can spend 1d3+CL days in the past at most before finding themselves returned to the place and the moment of their departures. Those who would step far into the future, of course, do not return, as they will have been consumed by whatever leucomorphs or wiihs might survive the sun's final dissolution.

WHIRLPOOLS AND VORTICES

Level: 3 (Magnatz) Range: 10' per CL Duration: Varies Casting Time: 1 action Save: See below

General Even when Magnatz slumbered beneath Lake Vull, his dreaming mind created whirlpools and vortices in the waters above him, rendering them impassable to all but the most observant of navigators. This spell grants the caster the ability to create a field of powerful vortices in the air or water (or similar mediums), which can sink ships, drown swimmers, and mangle bodies. The caster must specify whether the spell is targeting a region of the atmosphere or a body of water; in either event, the outer periphery of the affected area must be within the spell's range. Once the area for the vortices is chosen, it cannot be moved; creatures able to escape the field often will do so.

Manifestation Roll 1d5: (1) caster makes widdershins motions with their fingers, which stir the gaseous or aqueous medium from afar; (2) caster blows toward the area to be affected, and the turbulence of their breath creates the vortices; (3) inky black tendrils appear in the affected medium, roiling it to motion before disappearing; (4) ultramarine gases push through the earth, creating a whirling motion through the selected medium; (5) caster speaks words of power, which seem to make the swollen dying sun itself waver as the vortices are formed.

1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	A single vortex is created no more than 10' in diameter. In the atmosphere, this does 3d6 damage to a single creature unless they succeed in a Reflex save vs. the spell check. In the water, the vortex has a 25% chance of capsizing small craft (such as a canoe or rowboat), and swimmers must succeed in a Strength check vs. the spell check or be drawn under, suffering 1d3 temporary Stamina damage in the process, which requires a turn of rest and clear breathing to restore. The vortex lasts only one round.
18-21	The caster creates a field of vortices 20' in diameter and 10' high/deep. In the air, this does 2d6 damage to every creature within the field each round, with a Reflex save vs. the spell check for half damage. In the water, the resultant whirlpools have a 45% chance of capsizing small craft (such as canoes or rowboats) each round and a 15% chance of capsizing medium-sized personal craft (such as a catamaran or an outrigger canoe) each round. Swimmers suffer 1d6 damage each round and must succeed in a Strength check vs. the spell check each round or be drawn under, suffering 1d3 temporary Stamina damage in the process, which requires a turn of rest and clear breathing to restore. The vortices last for 1d3 rounds.

- 22-23 The caster creates a field of vortices 40' in diameter and 10' high/deep. In the air, this does 4d6 damage to every creature within the field each round, with a Reflex save vs. the spell check for half damage. In the water, the resultant whirlpools have a 75% chance of capsizing small craft (such as canoes or rowboats) each round and a 25% chance of capsizing medium-sized personal craft (such as a catamaran or an outrigger canoe). Swimmers suffer 2d6 damage each round and must succeed in a Strength check vs. the spell check each round or be drawn under, suffering 1d3 temporary Stamina damage in the process, which requires a turn of rest and clear breathing to restore. The vortices last for 1d5+CL rounds.
- 24-26 The caster creates a field of vortices 40' in diameter and 20' high/deep. In the air, this does 4d6 damage to every creature within the field each round, with a Reflex save vs. the spell check for half damage. In the water, the resultant whirlpools automatically capsize small craft (such as canoes or rowboats) and have a 50% chance of capsizing medium-sized personal craft (such as a catamaran or an outrigger canoe). Craft as large as a small galley have a 15% chance per round of being capsized. Swimmers suffer 3d6 damage each round and must succeed in a Strength check vs. the spell check each round or be drawn under, suffering 1d3 temporary Stamina damage in the process, which requires a turn of rest and clear breathing to restore. The vortices last for 1d7+CL rounds.
- 27-31 The caster creates a field of violent whirlwinds/pools, vortices, and eddies 50' in diameter and 30' high/deep. In the air, this does 4d6 damage to every creature within the field each round, with a Reflex save vs. the spell check for half damage. Flying creatures are automatically flung to the ground 1d6 x 10' away (and suffer falling damage as a result). In the water, the resultant whirlpools automatically capsize small craft (such as canoes or rowboats) and have a 75% chance per round of capsizing medium-sized personal craft (such as a catamaran or an outrigger canoe). Craft as large as a small galley have a 25% chance per round of being capsized. Swimmers suffer 3d6 damage each round and must succeed in a Strength check vs. the spell check each round or be drawn under, suffering 1d5 temporary Stamina damage in the process, which requires a turn of rest and clear breathing to restore. The vortices last for 1d3+CL turns.
- 32-33 The caster creates a field of violent whirlwinds/pools, vortices, and eddies 50' in diameter and 30' high/deep. In the air, this does 4d6 damage to every creature within the field each round, with a Reflex save vs. the spell check for half damage. Flying creatures are automatically flung to the ground 1d6 x 10' away, suffering falling damage as a result. In the water, the resultant whirlpools automatically capsize craft as large as a catamaran or an outrigger canoe. Small galleys and similar ships have a 50% chance per round of being capsized, and even the largest vessels risk a 15% chance per round of being capsized. Swimmers suffer 3d6 damage each round and must succeed in a Strength check vs. the spell check each round or be drawn under, suffering 1d5 temporary Stamina damage in the process, which requires a turn of rest and clear breathing to restore. The caster can specify a safe route through the affected area, to allow their own passage and the passage of their allies. This route is potentially discernable through careful observation. The vortices last for 1d3+CL hours.
- 34-35 The caster creates a field of violent whirlwinds/pools, vortices, and eddies a minimum of 5d10' in diameter and 40' high/deep. In the air, this does 4d6 damage to every creature within the field each round, with a Reflex save vs. the spell check for half damage. Flying creatures are automatically flung to the ground 2d6 x 10' away, suffering falling damage as a result. In the water, the resultant whirlpools automatically capsize craft as large as a catamaran or an outrigger canoe. Small galleys and similar ships have a 75% chance per round of being capsized, and even the largest vessels risk a 25% chance per round of being capsized. Swimmers suffer 3d6 damage each round and must succeed in a Strength check vs. the spell check each round or be drawn under, suffering 1d5 temporary Stamina damage in the process, which requires a turn of rest and clear breathing to restore. The caster can specify a safe route through the affected area, to allow their own passage and the passage of their allies. This route is potentially discernable through careful observation. The vortices remain for 1d5+CL days.
- 36+ The caster creates a field of vortices 5d20' and 50' high/deep. In the air, this does 6d6 damage to every creature within the field each round, with a Reflex save vs. the spell check for half damage. Flying creatures are automatically flung to the ground 3d6 x 10' away, suffering falling damage as a result. In the water, the resultant whirlpools automatically capsize craft as large as a small galley. Even the largest vessels risk a 50% chance per round of being capsized. Swimmers suffer 3d8 damage each round and must succeed in a Strength check vs. the spell check each round or be drawn under, suffering 1d5 temporary Stamina damage in the process, which requires a turn of rest and clear breathing to restore. The caster can specify a safe route through the affected area, to allow their own passage and the passage of their allies. This route is potentially discernable through careful observation. The vortices remain for 1d7+CL years. One day, this spell will be cast, and the vortices will outlast the sun.

THE MURTHE



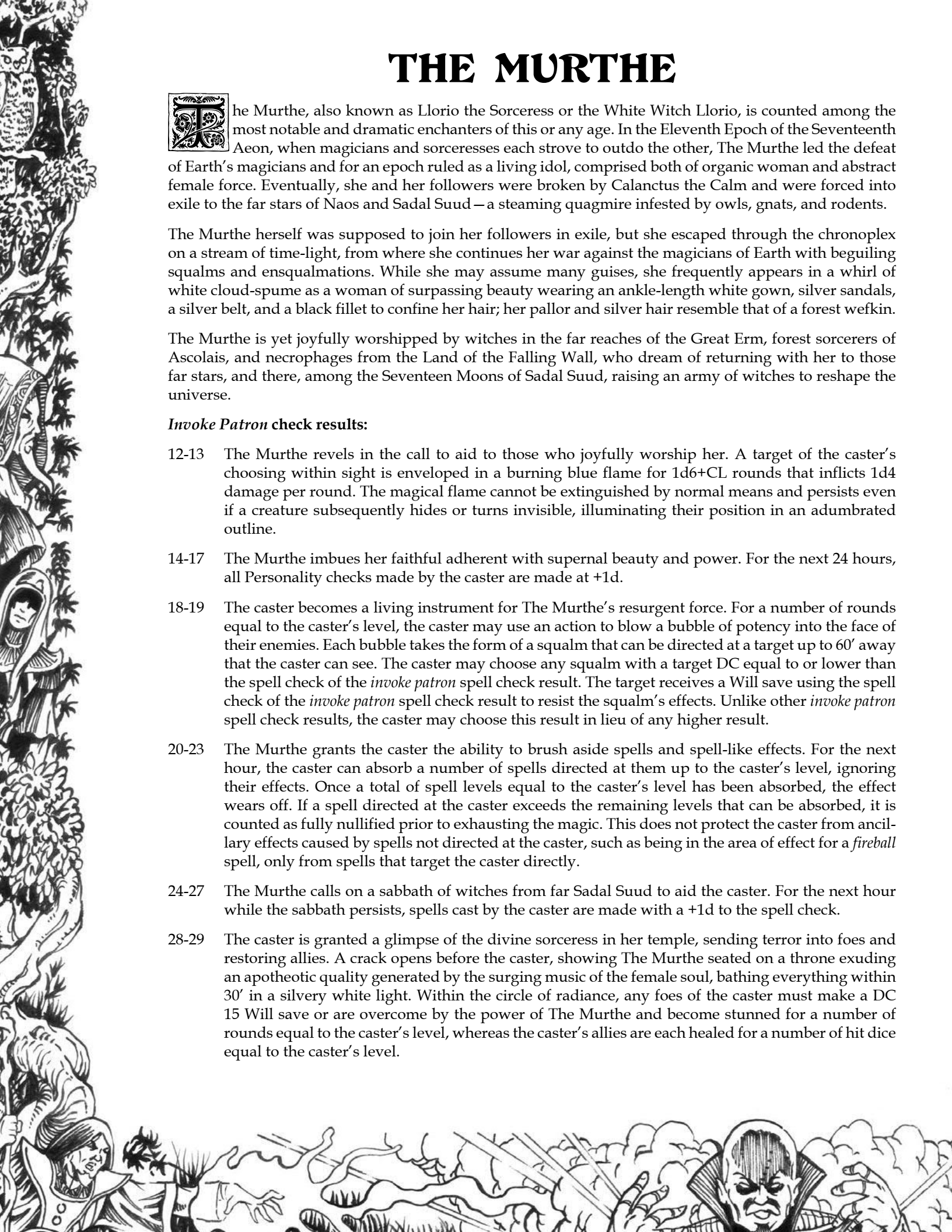
he Murthe, also known as Llorio the Sorceress or the White Witch Llorio, is counted among the most notable and dramatic enchanters of this or any age. In the Eleventh Epoch of the Seventeenth Aeon, when magicians and sorceresses each strove to outdo the other, The Murthe led the defeat of Earth's magicians and for an epoch ruled as a living idol, comprised both of organic woman and abstract female force. Eventually, she and her followers were broken by Calantus the Calm and were forced into exile to the far stars of Naos and Sadal Suud—a steaming quagmire infested by owls, gnats, and rodents.

The Murthe herself was supposed to join her followers in exile, but she escaped through the chronoplex on a stream of time-light, from where she continues her war against the magicians of Earth with beguiling squalm and ensqualmations. While she may assume many guises, she frequently appears in a whirl of white cloud-spume as a woman of surpassing beauty wearing an ankle-length white gown, silver sandals, a silver belt, and a black fillet to confine her hair; her pallor and silver hair resemble that of a forest wefkin.

The Murthe is yet joyfully worshipped by witches in the far reaches of the Great Erm, forest sorcerers of Ascolais, and necrophages from the Land of the Falling Wall, who dream of returning with her to those far stars, and there, among the Seventeen Moons of Sadal Suud, raising an army of witches to reshape the universe.

***Invoke Patron* check results:**

- 12-13 The Murthe revels in the call to aid to those who joyfully worship her. A target of the caster's choosing within sight is enveloped in a burning blue flame for 1d6+CL rounds that inflicts 1d4 damage per round. The magical flame cannot be extinguished by normal means and persists even if a creature subsequently hides or turns invisible, illuminating their position in an adumbrated outline.
- 14-17 The Murthe imbues her faithful adherent with supernal beauty and power. For the next 24 hours, all Personality checks made by the caster are made at +1d.
- 18-19 The caster becomes a living instrument for The Murthe's resurgent force. For a number of rounds equal to the caster's level, the caster may use an action to blow a bubble of potency into the face of their enemies. Each bubble takes the form of a squalm that can be directed at a target up to 60' away that the caster can see. The caster may choose any squalm with a target DC equal to or lower than the spell check of the *invoke patron* spell check result. The target receives a Will save using the spell check of the *invoke patron* spell check result to resist the squalm's effects. Unlike other *invoke patron* spell check results, the caster may choose this result in lieu of any higher result.
- 20-23 The Murthe grants the caster the ability to brush aside spells and spell-like effects. For the next hour, the caster can absorb a number of spells directed at them up to the caster's level, ignoring their effects. Once a total of spell levels equal to the caster's level has been absorbed, the effect wears off. If a spell directed at the caster exceeds the remaining levels that can be absorbed, it is counted as fully nullified prior to exhausting the magic. This does not protect the caster from ancillary effects caused by spells not directed at the caster, such as being in the area of effect for a *fireball* spell, only from spells that target the caster directly.
- 24-27 The Murthe calls on a sabbath of witches from far Sadal Suud to aid the caster. For the next hour while the sabbath persists, spells cast by the caster are made with a +1d to the spell check.
- 28-29 The caster is granted a glimpse of the divine sorceress in her temple, sending terror into foes and restoring allies. A crack opens before the caster, showing The Murthe seated on a throne exuding an apotheotic quality generated by the surging music of the female soul, bathing everything within 30' in a silvery white light. Within the circle of radiance, any foes of the caster must make a DC 15 Will save or are overcome by the power of The Murthe and become stunned for a number of rounds equal to the caster's level, whereas the caster's allies are each healed for a number of hit dice equal to the caster's level.



30-31 Responding to the desperate pleas of her supplicant, The Murthe allows the caster and up to four companions to escape through the time-light, traveling forward to a time of their choosing up to 1d6 hours later, from whence they reappear in the exact same location.

32+ Responding to the summons of her worshiper, The Murthe appears as an out-of-proportion giant, towering over the caster's enemies as if they were children, and from her throat erupts an explosion of power. All enemies within 60' of the caster must succeed on a DC Fort save vs. the spell check or take CLd10 damage as their bodies are broken and torn asunder by the power of the great spell.

PATRON TAINT: THE MURTHE

When patron taint is indicated for The Murthe, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, rolling is supererogatory.

Roll	Result
1	The caster has displeased The Murthe, who exiles them from her sight as punishment. The caster becomes semi-translucent as light passes through their body and objects behind the caster can be seen in shadowy outlines. If the result is rolled a second time, the caster becomes a wisp of their former self, appearing ghostly and wraithlike. If the result is rolled a third time, the caster fades away entirely and has no visible physical appearance.
2	The Murthe demands the caster seek an item of power nearby, requiring them to recover the relic and restore it to meet her ends. If the result is rolled a second time, they must travel to the Great Erb and retrieve an item of significance. If the result is rolled a third time, she commands the caster to travel to the far star Naos and retrieve an item critical to her plans.
3	The caster becomes enamored by dreams of The Murthe, encountering delightful conversation and peace in landscapes of great charm, peopled with beings who are cultured, artistic, and exquisitely refined of manner. If this result is rolled a second time, the caster begins to seek out any opportunity to fall back into dreams, spending waking hours aching for a return to them. If this result is rolled a third time, the caster seeks to spend all their time dreaming and only awakens for a single hour each day.
4	The caster is recruited into The Murthe's ongoing war against magicians, becoming mistrustful of the intentions of any individual magician they encounter. Any interaction with a magician outside the



party is made with a -1d penalty to the ability or skill check. If this result is rolled a second time, the caster seeks to undermine those associations of magicians, opposing their aims and objectives. If this is rolled a third time, the caster immediately attacks any magician or wizard they encounter who is not a member of the party.

- 5 The Murthe molds the caster in preparation for her return to power by raising an army of witches to reshape the universe. Each time this result is rolled, the caster must choose a rote spell they have already learned and increase it by a full result, but they must also choose a spell from their libram they forever lose the ability to cast.
- 6 The caster becomes cursed by The Murthe to undergo transformation into an archveult, gaining a covering of glimmering cobalt scales. If rolled a second time, the caster transforms further, growing a sixth toe and ebon plumes that crown their heads and tufts of feathers growing from their shoulders. If rolled a third time, the caster is fully transformed into an archveult.

PATRON SPELLS: THE MURTHE

The Murthe grants three unique spells, as follows:

Level 1: *Soften Resolve*

Level 2: *Spell of Twisting and Torsion*

Level 3: *Beguile Dreams*

SPELLBURN: THE MURTHE

When a character with The Murthe as a patron attempts spellburn, roll 1d4 on the following table, or use the descriptions below to design a unique event for your own campaign.

Roll Spellburn Result

- 1 A white radiance encompasses the caster, after which they are drained of the chosen ability scores (expressed as Stamina, Strength, or Agility loss).
- 2 The Murthe calls upon the caster to devote their entire rest that night to aiding The Murthe in dreams. If the caster obeys, The Murthe grants the spellburn without drawing the chosen ability scores, but the caster must spend a full 8 hours in meditation of The Murthe and does not gain any benefits of a full night's rest. For magicians, this includes suffering a -1d penalty to all rolls (including attacks, spell and ability checks, damage rolls, and saving throws) until they can get a good night's rest.
- 3 The Murthe ensqualms the caster, requiring an equal amount of Luck in place of the chosen ability scores. Unlike normal Luck burn, the Luck consumed returns as per the rules for spellburned abilities.
- 4 The Murthe appears before the caster as if in a dream and leads them to a still body of water where they are drowned. Upon awaking, The Murthe offers the caster the ability to spellburn up to 10 points without any ability damage; instead, the caster loses one point of permanent Stamina.

SOFTEN RESOLVE

Level: 1 (The Murthe) Range: 60' or more Duration: Varies Casting Time: 1 action Save: See below

General By use of this spell, The Murthe grants her followers the power to soften the will of those who oppose them, forcing the caster's enemies to make a morale check or relax their opposition to the caster's aims.

Manifestation Roll 1d4: (1) caster appears illuminated in a radiance as a great beauty; (2) waves of soft light spread from the caster; (3) caster intones the words of the spell in a resonate and soothing voice; (4) caster appears to grow in size to a commanding stature.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 The caster attempts to mollify a single target they can see within range of the spell. If the target is currently resolved against the caster, it must make a moral check by rolling 1d20 and adding the creature's Will save. A result of 11 or higher is success—the creature can continue its actions. If failed, the target briefly loses its

will to oppose the caster for the next 1d6 rounds. This can include direct actions such as fighting the caster but can also include more subtle intentions, such as preventing the caster from entering a private room where they have not been invited or acceding to a list of perquisites to accompany a request for lodging. While the effect lasts, the target will not take aggressive actions against the caster but may still do so against the caster's allies.

- 14-17 The caster attempts to mollify up to 1d6 targets they can see within range of the spell. If a target is currently resolved against the caster, it must make a moral check, by rolling 1d16 and adding the creature's Will save. If failed, the target loses its will to oppose the caster for the next 1d6+CL rounds. This can include direct actions such as fighting the caster but can also include more subtle intentions, such as preventing the caster from entering a private room where they have not been invited or acceding to a list of perquisites to accompany a request for lodging. While the effect lasts, the target will not take aggressive actions against the caster but may still do so against the caster's allies.
- 18-19 The caster attempts to mollify up to 1d6+CL targets they can see within range of the spell. Each target that is currently resolved against the caster must make a moral check by rolling 1d14 and adding the creature's Will save. If failed, the target loses its will to oppose the caster for the next 1d6+CL rounds. This can include direct actions such as fighting the caster but can also include more subtle intentions, such as preventing the caster from entering a private room where they have not been invited or acceding to a list of perquisites to accompany a request for lodging. While the effect lasts, the target will not take aggressive actions against the caster but may still do so against the caster's allies.
- 20-23 The caster attempts to mollify up to 2d6+CL targets they can see within range of the spell. Each target that is currently resolved against the caster must make a moral check by rolling 1d12 and adding the creature's Will save. If failed, the target loses its will to oppose the caster for the next 1d6+CL rounds. This can include direct actions such as fighting the caster but can also include more subtle intentions, such as preventing the caster from entering a private room where they have not been invited or acceding to a list of perquisites to accompany a request for lodging. While the effect lasts, the target will not take aggressive actions against the caster or their allies.
- 24-27 The caster attempts to mollify up to 3d6+CL targets they can see within range of the spell. Each target that is currently resolved against the caster must make a moral check by rolling 1d12 and adding the creature's Will save. If failed, the target loses its will to oppose the caster for the next 1d6+CL *turns*. This can include direct actions such as fighting the caster but can also include more subtle intentions, such as preventing the caster from entering a private room where they have not been invited or acceding to a list of perquisites to accompany a request for lodging. While the effect lasts, the target will not take aggressive actions against the caster or their allies.
- 28-29 The caster attempts to mollify an entire group of targets they can see within range of the spell. There is no effective limit to the number of targets as long as they are within range and within line of sight. Each target that is currently resolved against the caster must make a moral check by rolling 1d10 and adding the creature's Will save. If failed, the target loses its will to oppose the caster. Creatures with a Will modifier of 0 or less automatically fail the save. The effect lasts 1d6+CL *turns*. While the effect lasts, the target will not take aggressive actions against the caster or their allies.
- 30-31 The caster attempts to mollify an entire group of targets they can see within range of the spell. There is no effective limit to the number of targets as long as they are within range and within line of sight. Each target that is currently resolved against the caster must make a moral check by rolling 1d8 and adding the creature's Will save. If failed, the target loses its will to oppose the caster. Creatures with a Will modifier of +2 or less automatically fail the save. The effect lasts 1d6+CL *hours*. While the effect lasts, the target will not take aggressive actions against the caster or their allies.
- 32+ The caster mollifies all targets they can see within line of sight. Creatures of less than 6 HD automatically lose all will to oppose the caster, whereas those with 6+ HD must make a morale check by rolling 1d6 and adding the creature's Will save modifier. Targets that fail accede to the caster's every whim. The effect lasts 1d6+CL *days*. While the effect lasts, the target will not take aggressive actions against the caster or their allies.

SPELL OF TWISTING AND TORSION

Level: 2 (The Murthe) Range: 100' Duration: Instantaneous Casting Time: 1 action Save: See below

General The caster channels the power of The Murthe to bend and break their opponents. Targets of the spell are warped, potentially breaking bones, shattering limbs, or causing permanent disfigurement.

Manifestation Roll 1d4: (1) caster is folded into a two-dimensional shape while casting the spell; (2) a cry of great force erupts from the caster; (3) caster bleeds from their eyes and ears; (4) caster's limbs contort into an impossible configuration while casting the spell.

1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	A target of the caster's choice within range is contorted by the power of the spell, taking 1d10+CL damage. Targets less than the caster level in HD must also make a successful Fort save vs. the spell check or suffer a minor fracture—a broken finger, toe, or rib—causing the target to temporarily lose 1 point of Agility until the injury heals. Targets without ability scores treat each point of lost Agility as a cumulative -1 penalty to the creature's attack rolls, damage rolls, saving throws, skill checks, and spell checks in lieu of reducing Agility.
16-19	A target of the caster's choice within range is twisted in anguish by the power of the spell, taking 1d12+CL damage. Targets less than the caster level in HD must also make a successful Fort save vs. the spell check or suffer a minor injury—a dislocated shoulder, a torn ligament, or ruptured organ—causing the target to lose 1d3 points of Agility until the injury heals. Targets without ability scores treat each point of lost Agility as a cumulative -1 penalty to the creature's attack rolls, damage rolls, saving throws, skill checks, and spell checks in lieu of reducing Agility.
20-21	A target of the caster's choice within range is twisted in anguish by the power of the spell, taking 1d14+CL damage. Targets less than the caster level in HD must also make a successful Fort save vs. the spell check or suffer a major injury—reducing the foe's attack hand to formless tissue, splintering their femur, or mangling a foot—causing the target to lose 1d4 points of Agility and reducing their movement by -5' until the injury heals. Targets without ability scores treat each point of lost Agility as a cumulative -1 penalty to the creature's attack rolls, damage rolls, saving throws, skill checks, and spell checks in lieu of reducing Agility.
22-25	The caster can target a number of creatures equal to their caster level within range. Each target takes 1d16+CL damage, and targets less than the caster level in HD must also make a successful Fort save vs. the spell check or suffer a catastrophic injury—a limb is cracked and bent into a horrific shape or an organ is compressed—causing the target to lose 1d5 points of Agility and reducing their movement by half until the injury heals. Targets without ability scores treat each point of lost Agility as a cumulative -1 penalty to the creature's attack rolls, damage rolls, saving throws, skill checks, and spell checks in lieu of reducing Agility.
26-29	The caster can target a number of creatures equal to their caster level within range. Each target takes 1d20+CL damage, and targets less than the caster level in HD must also make a successful Fort save vs. the spell check or be compressed into anguish as their vertebral column twists, causing the target to <i>permanently</i> lose 1d6 points of Agility and reducing their movement 5' as they are reduced to a stumbling shuffle of pain and anguish, which can only be restored by the greatest of healing magic.
30-31	The caster can target a number of creatures equal to <i>twice</i> their caster level within range. Each target takes 1d24+CL damage, and targets less than the caster level in HD must also make a successful Fort save vs. the spell check or be compressed into anguish as their spinal column is destroyed, causing the target to <i>permanently</i> lose 1d7 points of Agility and suffer paralysis from the waist down, which can only be restored by the greatest of healing magic.
32-33	The caster can target a number of creatures equal to <i>twice</i> their caster level within range. Each target takes 1d30+CL damage, and targets less than the caster level in HD must also make a successful Fort save vs. the spell check or be compressed into anguish as their body is contorted into a twisted, crumpled shape, causing the target to <i>permanently</i> lose 1d8 points of Agility and suffer paralysis from the neck down, which can only be restored by the by the intervention of a powerful being such as a daihak or god.
34+	The caster can target a number of creatures equal to <i>twice</i> their caster level within range. Each target takes 1d100+CL damage and targets less than the caster level in HD must also make a successful Fort save vs. the spell check or be instantly slain as their neck snaps, resulting in immediate death.



BEGUILE DREAMS

Level: 3 (The Murthe) Range: 100' or more Duration: 1 round or more Casting Time: see below Save: Will vs. spell check

General Many learned magicians do not credit the ability to act on another within their dreams, though some theorize that dreams of the type called by cognizancers 'intractive' or 'inoptative', in which the walker exerts little control, may allow the dreamer to encounter actual danger. By use of this charm, The Murthe grants her followers the ability to enter the dreams of others and effect subtle changes or even cast spells or curses.

Manifestation Roll 1d4: (1) caster's eyes roll back into their head showing only white; (2) caster turns into a small pointure and enters the target's ear; (3) caster falls into a deep meditative slumber that resembles death; (4) caster turns semi-transparent and speaks in whispers.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-15 Failure, but spell is not lost.

16-17 By concentrating for up to a full round, the caster can enter the dreams of one creature they can see within 100'. The target must be asleep or in a sleep-like state and receives a Will save to resist. Even with failure, the target is aware of the presence of the caster in its dreams (though the caster may appear slightly altered in physical appearance or habiliments). If the caster is successful, they may imbue the target's dreams with feelings of calm or general unease, or implant a specific memory or short phrase.

18-21 By concentrating for up to an hour, the caster can enter the dreams of one creature they can see within 100'. The target must be asleep or in a sleep-like state and receives a Will save to resist. Even with failure, the target is aware of the presence of the caster in its dreams (though the caster may appear as another person or creature). If the caster is successful, by continuing to concentrate, they may direct the target's dreams in a general way, introducing pleasure or nightmares such as a dream of dining on the finest viands or being chased by a loping gid. Any actions taken in the dream result in a real effect when the target awakens, for example, feeling satiated or exhausted as if having run a long distance. As general guidance, this results in a +1 or -1 to the target's actions, saves, and skill checks for the next day for each hour the caster manipulates the dream. If the caster stops concentrating, the spell ends.

21-23 By concentrating for up to an hour, the caster can enter the dreams of one creature they can see within 500'. The target must be asleep or in a sleep-like state and receives a Will save to resist. Even with failure, the target is aware of the presence of the caster in its dreams (though the caster may alter their appearance to that of an object or non-living thing). If the caster is successful, by continuing to concentrate, the caster can continue to exist and interact in the target's dream, guiding the dream as per result 18-21 above. If the caster stops concentrating, the spell ends. In addition, once per dream, the caster may to cast a single spell or curse at the target at a -4 to the spell check as if the target were physically present with the caster. Any casting of a rote spell in dreams automatically requires an amplification check.

24-26 By concentrating for a number of hours equal to the caster's level, the caster can enter the dreams of one creature. If the caster has a physical memento associated with a specific target (a hair clipping, fingernail, favorite sword, drop of blood, etc.), they can enter their dreams at a distance of up to 1 mile without needing line of sight. Without a physical memento, the caster can attempt to enter the dreams on a target within line of sight at a distance of up to 1,000'. Viewing a target through a scrying device, such as a crystal ball, counts as line of sight. The target must be asleep or in a sleep-like state and receives a Will save to resist. Even with failure, the target is aware of the presence of the caster in its dreams (though the caster may alter their appearance to that of a symbol or ideal such as the embodiment of an emotion). If the caster is successful, by continuing to concentrate, the caster can continue to exist and interact in the target's dream, guiding the dream as per result 18-21 above. If the caster stops concentrating, the spell ends. In addition, once per dream, the caster may to cast a single spell or curse at the target at a -2 to the spell check as if the target were physically present with the caster. Any casting of a rote spell in dreams automatically requires an amplification check.

27-31 By concentrating for a number of hours equal to the caster's level, the caster can enter the dreams of one creature. If the caster has a physical memento associated with a specific target (a hair clipping, fingernail, favorite sword, drop of blood, etc.), they can enter their dreams at a distance of up to 100 miles, without

needing line of sight. Without a physical memento, the caster can attempt to enter the dreams on a target within line of sight at a distance of up to 1 mile. Viewing a target through a scrying device, such as a crystal ball, counts as line of sight. The target must be asleep or in a sleep-like state and receives a Will save to resist. The caster may choose to manifest in the target's dream as any creature, object, or concept that they desire, otherwise the target is not aware of the caster's presence. If the caster is successful, by continuing to concentrate, the caster can continue to exist and interact in the target's dream, guiding the dream as per result 18-21 above. If the caster stops concentrating, the spell ends. In addition, once per dream, the caster may to cast a single spell or curse at the target as if the target were physically present with the caster. Any casting of a rote spell in dreams automatically requires an amplification check.

32-33 By concentrating for a number of hours equal to the caster's level, the caster can enter the dreams of one creature. If the caster has a physical memento associated with a specific target (a hair clipping, fingernail, favorite sword, drop of blood, etc.), they can enter their dreams at a distance of up to 1,000 miles without needing line of sight. Without a physical memento, the caster can attempt to enter the dreams on a target within line of sight at a distance of up to 10 miles. Viewing a target through a scrying device, such as a crystal ball, counts as line of sight. The target must be asleep or in a sleep-like state and receives a Will save to resist. The caster may choose to manifest in the target's dream as any creature, object, or concept that they desire, otherwise the target is not aware of the caster's presence. If the caster is successful, by continuing to concentrate, the caster can continue to exist and interact in the target's dream, guiding the dream as per result 18-21 above. If the caster stops concentrating, the spell ends. In addition, once per dream, the caster may to cast a single spell or curse at the target with a +2 spell check as if the target were physically present with the caster. Any casting of a rote spell in dreams automatically requires an amplification check.

34-35 By concentrating for a number of hours equal to the caster's level, the caster can bring multiple creatures up to their caster level into a shared dream. If the caster has a physical memento associated with a specific target (a hair clipping, fingernail, favorite sword, drop of blood, etc.), they can reach wherever the targets repose on the earth without needing line of sight. Without a physical memento, the caster can attempt reach a target within line of sight at a distance of up to 100 miles. Viewing a target through a scrying device, such as a crystal ball, counts as line of sight. The targets must be asleep or in a sleep-like state and receives a Will save to resist. The caster may choose to manifest in the targets' shared dream as any creature, object, or concept that they desire, otherwise the targets are not aware of the caster's presence. If the caster is successful, by continuing to concentrate, the caster can continue to exist and interact in the target's shared dream, guiding the dream as per result 18-21 above, which affects all targets in the shared dream. If the caster stops concentrating, the spell ends. In addition, the caster may to cast a number of spells or curses at the target up to the caster's level with a +4 spell check as if the target were physically present with the caster. Any casting of a rote spell in dreams automatically requires an amplification check.

36+ By invoking the full power of The Murthe, the caster wrests complete control of the sleeping mind of a single creature. If the caster has a physical memento associated with a specific target (a hair clipping, fingernail, favorite sword, drop of blood, etc.), they can reach wherever the target resides on this plane of existence, even on far stars, without needing line of sight. Without a physical memento, the caster can attempt to enter the dreams of a target within line of sight anywhere on the earth. Viewing a target through a scrying device, such as a crystal ball, counts as line of sight. The target must be asleep or in a sleep-like state and receives a Will save to resist. If the caster is successful, the caster may choose to shape whatever pleasures or nightmares they will upon the target, even to the point of driving them insane. While the spell is in effect, the caster has complete control over when the target wakes. For each day that the caster controls the target's dreams, the target permanently loses 1 Personality. Targets reduced to 0 Personality never return to reality, awakening as babbling hollow shells. If the caster stops concentrating, the spell ends.

NOTHING



n the beginning and in the end, there is NOTHING. NOTHING creates and destroys. NOTHING provides and NOTHING takes. Indeed, the harvesting of IOUN stones relies on NOTHING consuming dead stars. Some magistoscholars define it glibly as the non-region beyond the end of the cosmos. Few actually see the enigmatic nonsubstance or witness the black mirror that engulfs reality. For them, NOTHING is beyond description, classification, and comprehension. The only truth is that NOTHING is imminent!

The wizards, magicians, and witches who seek NOTHING's patronage are those who realize that reality is a transitory illusion; the real truth is the void. They know that even solid objects are mostly composed of empty space. These erudite casters are rarely interested in anything but NOTHING. The needs of the self are annihilated. NOTHING assists its devotees by shaping reality to their benefit, though it can hasten their return to the void. Most devotees commune with NOTHING by depriving themselves of all their senses for at least 1 hour per day. The *patron bond* ceremony takes two days in which the supplicant floats in a specially constructed tank that isolates them from all sensory perception, with a breathing tube providing air. The supplicant may not eat or drink for these 48 hours. At the end of the two days, NOTHING accepts the supplicant, but also invites them to continue for another 24 hours. If the supplicant accepts the invitation, they must make a DC 14 Fortitude check. If successful, they gain a +1d bonus to their bonding ritual's spell check. If they fail, they die from accelerated dehydration and must repeat the ritual if they return from death (via recovering the body, reincarnation, etc.) Any Luck burned to pass the Fortitude save is permanently lost.

Invoke Patron check results:

- 12-13 For one who follows NOTHING, barriers are illusions. The caster sees through physical obstacles, no matter the materials or thicknesses, up to a range of 60' for 1d3 rounds.
- 14-17 The caster briefly summons a cylinder of NOTHING that is 5' in diameter and 1d3×10' long (i.e., 10', 20', or 30'). The cylinder can only enclose or be placed within inanimate objects, and its center must be within 60' of the caster. NOTHING flashes instantaneously and disappears, leaving an empty void in its place. A strategizing sorcerer could tunnel through a wall, open a pit beneath an enemy, etc. A magician who obtains this result with a maximum amplification check, or a mage who crits their spell check, also gains the effect of result 12-13 above.
- 18-19 A sliver of NOTHING flies from the caster's fingertips, unerringly striking a target within sight up to 100' away. The sliver inflicts 2d6 points of annihilation damage. If the target is living, they suffer an additional 1 point of damage per round until they pass a DC 18 Fort save. A magician who obtains this result with a maximum amplification check, or a mage who crits their spell check, also gains the effect of results 12-13 and 14-17 above.
- 20-23 NOTHING protects the caster! Their AC increases by 2 and NOTHING reduces all incoming damage by 2 points per die (to a minimum of 0 per die). Moreover, the magician gains a +2d bonus to concentration checks provoked by external sources. The effect lasts for 2d6 rounds. A magician who obtains this result with a maximum amplification check, or a mage who crits their spell check, also gains the effects of all previous results (12-13 through 18-19 above).
- 24-27 NOTHING eliminates the protection of those who oppose NOTHING. The caster may choose 1d3+CL targets within 60' who suffer the following: All their protective armor, hide, etc., is consumed by the void such that they are left with an AC of 10. Creatures whose natural armor are affected are allowed a Fort save vs. the spell check to avoid the loss. Furthermore, any magical wards protecting the targets are also eliminated unless the wards were placed with a spell check greater than 27. A magician who obtains this result with a maximum amplification check, or a mage who crits their spell check, also gains the effects of all previous results (12-13 through 20-23 above).
- 28-29 The caster's hands are instruments of NOTHING. For 2d3+CL rounds, the caster annihilates any inanimate object they touch at the rate of a 5' cube of volume per round. If the caster touches a living being, they inflict 2d10+CL points of damage. For the duration, the caster has complete

control as to whether their hands exude NOTHING, and they can suspend the effect at will. A magician who obtains this result with a maximum amplification check, or a mage who crits their spell check, also gains the effects of all previous results (12-13 through 24-27 above).

30-31 The magician and their allies have NOTHING for weapons! The caster's weapons and every weapon of their allies within 30' are instruments of NOTHING. Each does 3d6 points of annihilation damage. If a weapon's target is living, they suffer an additional 2 points of damage per round until they pass a DC 30 Fort save. The effects (including ongoing damage) last for a number of rounds equal to the caster's level. A magician who obtains this result with a maximum amplification check, or a mage who crits their spell check, also gains the effects of all previous results (12-13 through 28-29 above).

32+ The merciless ensorcelor summons a 30'×30'×30' swarm of NOTHING! The swarm lasts for 1d3+CL rounds and must remain within 200' of the caster. It moves as the caster wills while the caster maintains concentration; if concentration is broken, the swarm remains in place. The swarm annihilates any non-living non-magical material encased in its volume in one round; this includes held weapons and armor. Magical items must pass a DC 20 Fort save to survive. Living beings engulfed by the swarm take 3d10 annihilation damage per round (DC 20 Fort save for half). The swarm cannot be damaged but can be dispelled by a *dispel magic* result of 32 or more. The effect lasts for a number of rounds equal to the caster's level. The swarm ignores the caster but does attack allies if engulfed. This result does not cascade with previous results upon maximum amplification or a critically successful spell check.

PATRON TAINT: NOTHING

When one touches NOTHING, NOTHING touches back. The metaphysicality of the annihilating void influences the caster's mind and body, tainting them permanently.

When patron taint is indicated for NOTHING, roll 1d6 on the table below. Unless stated otherwise, all effects stack cumulatively. When a caster has acquired all six taints at all levels of effect, they roll a 1d100 for each additional taint acquired. If the result is less than or equal to their caster level, they are claimed by NOTHING; that PC is irrevocably lost to the player.

Roll Result

1 What is physical appearance when compared to NOTHING? The caster loses all body hair permanently. If the result is rolled a second time, all iden-



tifying markings (tattoos, birthmarks, scars, etc.) disappear and can never occur again. If the result is rolled a third time, the caster's body is reshaped to an "average sexless form" and their Strength, Agility, and Stamina scores are permanently changed and fixed to 12; temporary ability damage is still possible, but permanent ability alteration is not. Followers of NOTHING that have attained these three levels of taint are physically indistinguishable from one another.

- 2 The caster has looked at NOTHING and has been tainted! The caster's eyes (pupil, iris, sclera, etc.) become a reflective black. Personality checks involving social interactions suffer a -1d penalty. If the result is rolled a second time, distant objects appear transitory and almost illusory. The tainted suffers a -1d penalty to all missile attacks. If the result is rolled a third time, the caster permanently gains x-ray vision for a 10' range. It takes 1 round to activate and requires concentration to be maintained.
- 3 Those who follow NOTHING have bodies like NOTHING. The caster's body becomes opaque black in color. They gain a +1d bonus to hide in shadows checks. If the result is rolled a second time, the surface of the magician's body becomes slightly infused with NOTHING. Touching their body for 1 turn inflicts 1 point of damage to the living, but inanimate objects are unaffected. If the result is rolled a third time, the caster's skin has NOTHING in its pores and annihilates inanimate non-magical solid objects at a rate of 1" of destruction per hour of contact. Although there are benefits to such a condition, the magician cannot wear clothes or non-magical armors very long before they are destroyed.
- 4 In the end, NOTHING is felt. The caster's tactile senses are partially numbed; skill checks requiring the act of touching something (even a tool) suffer a -1d penalty. If the result is rolled a second time, the numbness increases and imparts a -2d penalty to skill checks requiring touch as well as a -5' penalty to their movement rate. If the result is rolled a third time, the caster's body has become used to feeling almost no tactile sensations. Consequently, Reflex saves suffer a -2d penalty.
- 5 There is NOTHING to hear, so who needs ears? The ensorceler suffers partial deafness and must be spoken to loudly to be heard. They suffer a -1d penalty to any skill checks involving listening (or a +1d penalty if a Luck check is used for listening). If the result is rolled a second time, the mage has difficulty hearing their own speech. If casting by rote, they must always make an amplification check with a +1d penalty to the down die, otherwise they suffer a -1d penalty to their spell check. If the result is rolled a third time, their ears are annihilated, and their skull and skin are smoothed over where ear canals once were. The caster is completely deaf. If casting by rote, they must always make an amplification check with a +2d penalty to the down die, otherwise they suffer a -2d penalty to their spell check.
- 6 When there is NOTHING to fight for, there is no motivation. The magician becomes lazy and unmotivated, taking twice as long to perform non-combat related tasks. However, they do suffer a -1d penalty to Initiative rolls. If the result is rolled a second time, the magician begins to question the need for mental exertion; they suffer a -1d penalty to Will saves. If the result is rolled a third time, the caster only wants NOTHING. Their lack of self-preservation changes their base AC to 8, and they suffer a -1d penalty to all attack rolls.

PATRON SPELLS: NOTHING

NOTHING grants three unique spells, as follows:

Level 1: *NOTHING Attacks*

Level 2: *Prisoner of NOTHING*

Level 3: *NOTHING Body*

SPELLBURN: NOTHING

When one uses their own blood to influence the outcome of a spell, they briefly comprehend how NOTHING influences the universe. When a spellcaster utilizes spellburn, roll 1d4 on the table below.

Roll	Spellburn Result
1	A horizontal gash rips the caster's forehead above their eyes, pouring a curtain of blood that obscures their sight. The darkness touches NOTHING, which beckons the magician. If they obey the call, they are blind for a number of rounds equal to the amount of spellburn used. For this casting, the amount of spellburn bonus is doubled.
2	The ensorceler's fingers touch NOTHING as they gesticulate, and they realize many possibilities where NOTHING touches magic. Their fingertip skin is instantly annihilated and takes 1 week to heal naturally. Enduring the pain, the caster must make a Will save with DC equal to 10 plus the amount of spellburn used (so 8 points of spellburn

corresponds to DC 18). If the Will save is successful, the caster can choose to reroll their spell check, but must take the second result.

- 3 The mage's mind embraces NOTHING as they infuse their blood with magic, and they yield to the chaos of the void. The caster must make a Luck check. If successful, they regain 1d6+CL ability points back that were spell-burned, with the restoration limited by the spellburn amount. If they fail the Luck check, they lose an additional 1d6+CL ability points which do not add to the spell check.
- 4 Blood and magic summons a globe of NOTHING. The caster must make a concentration check. If successful, the globe attacks a target of their choosing within 100'; the globe automatically hits and does 1d10+CL damage. If the mage fails the concentration check, then the globe damages them instead. The globe disappears after attacking.

NOTHING ATTACKS!

Level: 1 (NOTHING) Range: Varies Duration: Varies Casting Time: 1 action Save: See below

General Those in league with NOTHING specialize in manifesting the extra-cosmic nonsubstance in various ways. The most basic is that of a weapon. NOTHING provides its devoted petitioners with (what it considers to be) insignificant shavings of its nonsurface for offensive use. Attacking with NOTHING enables the caster to damage many opponents at once, to degrade armor, and even to damage opponents over multiple rounds. Especially powerful castings can annihilate opponents that are significantly beyond the caster's normal means.

Those mages tainted by NOTHING are more adept at wielding it. For each taint which the caster has obtained all 3 levels of effect, the caster's caster level (CL) is treated as one larger for this spell.

Manifestation Roll 1d4: (1) reflective black globes shoot from the caster's hands and coalesce into NOTHING; (2) the air around the caster puckers and expels NOTHING; (3) a wall of NOTHING rises from the ground and expels the effect; (4) caster briefly disappears, and the spell effect manifests from their silhouetted void.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 The magician jettisons NOTHING at a single target within 60'. The target takes 1d3 damage as NOTHING affects the target's armor or clothing. The target must make a Reflex save vs. the spell check or their non-magical armor suffers a permanent -1 to AC. This penalty is cumulative if applied multiple times. Unarmored targets find their clothes disintegrated.

14-17 The caster forms a conduit to NOTHING, which releases a glob of nonsubstance that damages a single target within 100' for 1d5+CL damage. If the caster concentrates the following round, they can maintain the conduit and release a second glob of nonsubstance that does 1d3+CL damage. If the caster concentrates for the third round, they can release a final glob that does the caster's level in damage, after which the conduit closes.

18-19 The ensorceler manifests two projectiles of NOTHING. Each unerringly strikes a target of the caster's choosing within 100' for 1d6+CL damage. NOTHING attempts to annihilate the target's armor; they must make a Reflex save vs. the spell check or their non-magical armor suffers a permanent -1 to AC. This penalty is cumulative if applied multiple times. Unarmored targets find their clothes disintegrated.

20-23 The mage opens a conduit to NOTHING, which releases a glob of nonsubstance that damages a single target within 150' for 1d7+CL damage. If the caster concentrates the following round, they can maintain the conduit and release a second glob of nonsubstance that does 1d5+CL damage. If the caster concentrates for the third round, they can release a final glob that does 1d3+CL damage, after which the conduit closes.

24-27 The magician jettisons 3 projectiles of NOTHING. Each unerringly strikes a target of the caster's choosing within 150' for 1d8+CL damage. NOTHING attempts to annihilate the target's armor, so they must make a Reflex save vs. the spell check or their non-magical armor suffers a permanent -2 to AC. This penalty is cumulative if applied multiple times. Unarmored targets find their clothes disintegrated.

28-29 The caster forms a conduit to NOTHING, which releases a glob of nonsubstance that damages a single target within 200' for 1d12+CL damage. If the caster concentrates the following round, they can maintain the conduit and release a second glob of nonsubstance that does 1d8+CL damage. If the caster concentrates

for the third round, they can release a final glob that does 1d4+CL damage, after which the conduit closes. Once the attacks have concluded, the targets must make Fort saves vs. DCs equal to the total NOTHING damage they've taken. If they fail, they suffer an additional 1d8+CL damage at the beginning of the following round.

30-31 The mage strikes with forked NOTHING! A bolt of nonsubstance crackles, striking a single target for 2d8+CL damage, then the bolt splits to attack 2 more targets for 1d8+CL damage, then 4 more targets for 1d4+CL damage. All targets must be within 500' of the caster. A target cannot be attacked multiple times by the same fork or by the following fork. However, the initial target can be struck again by the third fork (which has 4 targets). The number of forking bolts reduce if the number of targets is lacking. Once the attacks have concluded, the targets must make Fort saves vs. DCs equal to the total NOTHING damage they've taken. If they fail, they suffer an additional 1d8+CL damage at the beginning of the following round.

32+ The ensorceler summons a NOTHING-nado! For one round, the maelstrom spins out 10 projectiles of malicious nonsubstance. These can strike any target within 1000' of the caster, and penetrate solid walls, etc., to get to them. Either the caster must see them or must have seen them at some other time. Alternatively, the mage can designate a 5' space to be targeted within range, regardless of the obstacle. The 10 blobs each do 1d10+CL damage and can be directed as the caster wishes. The targets' armor (whether magical or not) suffers a -3 penalty permanently. Once the attacks have concluded, the targets must make Fort saves vs. DCs equal to the total NOTHING damage they've taken. If they fail, they suffer an additional 1d10+CL damage at the beginning of the following round. At round's end, the caster can make a DC 32 Will save; if successful, they can force the NOTHING-nado to stay for one more round.

PRISONER OF NOTHING

Level: 2 (NOTHING) Range: Varies Duration: Varies Casting Time: 1 action Save: Will vs. spell chec

General Those who have touched the void know that it is the ultimate isolation. It is also the ultimate prison. The caster who designates a prisoner of NOTHING removes their targets to a nondimension outside of reality. While there, they are no threat to anything or anyone. Effectively, they temporarily cease to exist and yet are embraced by NOTHING—often taking a mere “tickling” of annihilation while being granted the privilege of being immersed in nonsubstance. At lower results, incarceration is merely a tool to temporarily remove enemies and perhaps damage them a bit. However, with more powerful castings, incarceration can be fatal. One who has mastered this incantation can even use it as a clever means of sanctuary and teleportation for an ally. The ensorceler themselves can never be a target of this spell.

A mage who has previously obtained patron taint from NOTHING can choose any result equal to or less than their spell check or rote memorization.

A person who has been the target of this spell and has spent time in the void gains an intuitive comprehension of NOTHING. Should they ever seek NOTHING as a patron, they gain a +1d bonus to their *patron bond* check.

Manifestation Roll 1d4: (1) bubbles of void form in the air and coalesce; (2) nonsubstance oozes from the caster's mouth as they cast; (3) a plane of mirror-like blackness forms above the targets and rains NOTHING; (4) tendrils of NOTHING rise from the ground to enclose the targets.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 Failure, but spell is not lost.

14-15 For 1d3 rounds, a man-sized target within 60' is teleported to a nondimensional void where they cannot be harmed, nor can they do harm. They float helplessly and have no sensory input. Escape is impossible except by supernatural means. When the spell ends and the target returns, they must make a DC 10 Fort save or be stunned for 1 round due to their abrupt return to reality. The target returns to the same location as when affected by the spell.

16-19 For 1d3+CL rounds, the magician teleports a man-sized target within 60' to a nondimensional void where they can only be harmed by NOTHING. They float helplessly and have only one sensory input: pain. The target suffers 1d3 points of damage per round of imprisonment. Escape is impossible except by supernatural

means. When the spell ends and the target returns, they must make a DC 10 Fort save or be stunned for 1 round due to their abrupt return to reality. The target returns to the same location as when affected by the spell.

- 20-21 The ensorceler designates a 20' diameter sphere of space within 100'. For 2d3 rounds, all beings enclosed by the sphere are teleported to a nondimensional void where they can only be harmed by NOTHING. They float helplessly and have only one sensory input: pain. The targets suffer 1d4 points of damage per round of imprisonment. Escape is impossible except by supernatural means. When the spell ends and the targets return, they must make a DC 10 Fort save or be stunned for 1 round due to their abrupt return to reality. The targets return to the same location as when affected by the spell. The sphere cannot include the caster.
- 22-25 For 2d3 rounds, the magician teleports 2d3+CL man-sized targets within 100' to a nondimensional void where they can only be harmed by NOTHING. If a target is larger than man-sized, the judge can determine how many targets they are "worth" (e.g., a young pelgrane might count as 3 targets, while an old one might count as 7). They float helplessly and have only one sensory input: pain. The targets suffer 1d5 points of damage per round of imprisonment. Escape is impossible except by supernatural means. When the spell ends and the target returns, they must make a DC 13 Fort save or be stunned for 1 round due to their abrupt return to reality. The targets return to the same location as when affected by the spell.
- 26-29 For 2d3+CL rounds, the magician teleports a man-sized target within 60' to a nondimensional void where they can only be harmed by NOTHING. If the target is larger than man-sized, the judge can subtract rounds from the duration and/or add a bonus to the saving throw, at their discretion. The target floats helplessly and has only one sensory input: pain. The target suffers 1d6 points of damage per round of imprisonment. Escape is impossible except by supernatural means. When the spell ends and the target returns, they must make a DC 14 Fort save or be stunned for 1 round due to their abrupt return to reality. The target returns to a location specified by the caster, either within 30' (in any direction) from the place when affected by the spell or within 10' of the caster's position when the spell expires. A merciful magician can choose that the target's prison inflicts no damage.
- 30-31 The mage designates a 30'-diameter sphere of space within 200'. For 3d3 rounds, all beings enclosed by the sphere are teleported to a nondimensional void where they can only be harmed by NOTHING. They float helplessly and have only one sensory input: pain. The targets suffer 1d7 points of damage per round of imprisonment. Escape is impossible except by supernatural means. When the spell ends and the targets return, they must make a DC 15 Fort save or be stunned for 2 rounds due to their abrupt return to reality. They return to a location specified by the caster, either within 30' (in any direction) from the place when affected by the spell or within 10' of the caster's position when the spell expires. A merciful magician can choose that the prison inflicts no damage, but the choice applies to all imprisoned. The sphere cannot include the caster.
- 32-33 For 4d3 rounds, the magician teleports 3d3+CL man-sized targets within 200' to a nondimensional void where they can only be harmed by NOTHING. If a target is larger than man-sized, the judge can determine how many targets they are "worth" (e.g., a young pelgrane might count as 3 targets, while an old might count as 7). They float helplessly and have only one sensory input: pain. The targets suffer 1d8 points of damage per round of imprisonment. Escape is impossible except by supernatural means. When the spell ends and the target returns, they must make a DC 16 Fort save or be stunned for 2 rounds due to their abrupt return to reality. They return to a location specified by the caster, either within 30' (in any direction) from the place when affected by the spell or within 10' of the caster's position when the spell expires. A merciful magician can choose per target whether their prison inflicts damage.
- 34+ The disciple of NOTHING designates a 60' diameter sphere of space within 300'. For 5d3+CL rounds, all beings enclosed by the sphere are teleported to a nondimensional void where they can only be harmed by NOTHING. At the time of casting, the mage can identify up to 1d3+CL targets within the sphere's volume that are exempted from imprisonment. Those not exempted float helplessly and have only one sensory input: pain. The targets suffer 1d10 points of damage per round of imprisonment. Escape is impossible Except by supernatural means. When the spell ends and the targets return, they must make a DC 16 Fort save or be stunned for 3 rounds due to their abrupt return to reality. They return to a location specified by the caster, either within 100' (in any direction) from the place when affected by the spell or within 50' of the caster's position when the spell expires. If the sphere includes the caster, they must be one of the exempted.

NOTHING Body

Level: 3 (NOTHING) Range: Varies Duration: Varies Casting Time: 1 round Save: See below

General	<p>This incantation allows the spell's target to truly know NOTHING. Depending on the ensorcelment's power, the target can become "merely" partially nonsubstance or become a living embodiment of NOTHING! As described below, only the caster can endure this spell without damage. For all others, NOTHING has its costs.</p> <p>The spell's effects mention the phrase "mundane creature". The determination as to whether a creature is mundane is left to the judge's discretion. However, some guidelines for creatures that are non-mundane are those who have their own crit table instead of Crit Table M (demons, dragons, un-dead, giants, etc.), those who are supernatural or magical in origin, or those who are created in a mage's laboratory.</p> <p>Because of the communion with NOTHING necessary to cast this spell, the caster must concentrate without movement for the entire round's casting. If something causes them to fail a concentration check, the spell is lost.</p>
Manifestation	Roll 1d4: (1) target's body flickers between its regular appearance and a black silhouette; (2) rays of reflective blackness radiate and shine from the target; (3) target's body becomes a black mirror; (4) target's body is replaced by a silhouette that looks like a mirage of the edge of time.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	The caster and all their equipment become partially nonsubstance. They are immune to attacks from non-magical weapons and mundane creatures of 5 HD or less. Magical attacks (including weapons) and non-mundane creatures of 5 HD or less must make a Will save vs. the spell check to target the caster. Spells that do not permit a saving throw can still target the mage. The effect lasts for 1d3 rounds.
18-21	The caster and all their equipment become partially nonsubstance. They are immune to attacks from non-magical weapons and mundane creatures of 6 HD or less. Magical attacks (including weapons) and non-mundane creatures of 6 HD or less must make a Will save vs. the spell check to target the caster. This includes spells that do not permit a saving throw. The effect lasts for 1d3+CL rounds.
22-23	The magician chooses one man-sized target within 10' (which could be themselves) to become partially nonsubstance. They and all their equipment are affected such that they are immune to attacks from non-magical weapons and mundane creatures of 7 HD or less. Magical attacks (including weapons) and non-mundane creatures of 7 HD or less must make a Will save vs. the spell check to target the caster. This includes spells that do not permit a saving throw. The effect lasts for 1d3+CL rounds. If the spell's target is not the caster, they must make a Will save vs. the spell check when the spell ends. If they fail, contact with the void has stunned them, rendering them helpless for the same number of rounds as the spell's duration.
24-26	The magician chooses one man-sized target within 20' (which could be themselves) to become almost NOTHING. They and all their equipment are affected such that they are immune to attacks from non-magical weapons and mundane creatures of 8 HD or less. Magical attacks (including weapons) and non-mundane creatures of 8 HD or less must make a Will save vs. the spell check to target the caster. This includes spells that do not permit a saving throw. During the spell's duration, the target can walk through inanimate objects as if they were not there and leave no trace of their passage. The effect lasts for 1d3+CL rounds. If the spell's target is not the caster, they must make a Will save vs. the spell check when the spell ends. If they fail, the touch of NOTHING has stunned them, rendering them helpless for the same number of rounds as the spell's duration, and they take 1 point of damage per round.
27-31	The magician chooses two man-sized targets within 20' (one of which could be themselves) to become almost NOTHING. They and all their equipment are affected such that they are immune to attacks from non-magical weapons and mundane creatures of 9 HD or less. Magical attacks (including weapons) and non-mundane creatures of 9 HD or less must make a Will save vs. the spell check to target them. This includes spells that do not permit a saving throw. During the spell's duration, they can walk through inanimate objects as if they were not there and leave no trace of their passage. Moreover, magical barriers,

fields of force, etc., do not affect them. The effect lasts for 1d3+CL rounds. If the spell's target is not the caster, they must make a Will save vs. the spell check when the spell ends. If they fail, the touch of NOTHING has stunned them, rendering them helpless for the same number of rounds as the spell's duration, and they take 1d3 points of damage per round.

32-33 The ensorceler becomes a living embodiment of NOTHING! They and all their equipment are affected such that they are immune to attacks from non-magical weapons and mundane creatures of 10 HD or less. Magical attacks (including weapons) and non-mundane creatures of 10 HD or less must make a Will save vs. the spell check to target the embodiment. This includes spells that do not permit a saving throw. Anything that strikes the embodiment takes 1d8+CL annihilation damage. A magical weapon must make a Fort save with a DC equal to the annihilation damage; if it fails, the weapon ceases to exist. During the spell's duration, the embodiment can walk through inanimate objects by annihilating a silhouette-like path through the object. Moreover, magical barriers, fields of force, etc., do not affect them. The effect lasts for 1d3+CL rounds.

34-35 The disciple chooses one man-sized target within 30' (which could be themselves) to become a living embodiment of NOTHING! They and all their equipment are affected such that they are immune to attacks from non-magical weapons and mundane creatures of 11 HD or less. Magical attacks (including weapons) and non-mundane creatures of 11 HD or less must make a Will save vs. the spell check to target the embodiment. This includes spells that do not permit a saving throw. Anything that strikes the embodiment takes 1d8+CL annihilation damage. A magical weapon must make a Fort save with a DC equal to the annihilation damage; if it fails, the weapon ceases to exist. During the spell's duration, the embodiment can walk through inanimate objects by annihilating a silhouette-like path through the object. Moreover, magical barriers, fields of force, etc., do not affect them. The effect lasts for 2d3+CL rounds. If the embodiment is not the caster, they must make a Will save vs. the spell check when the spell ends. If they fail, the touch of NOTHING has stunned them, rendering them helpless for the same number of rounds as the spell's duration, and they take 1d4 points of damage per round.

36+ A party of NOTHING! In addition to themselves, the disciple chooses up to 1d6 man-sized targets within 60' to become living embodiments of NOTHING. They and all their equipment are affected such that they are immune to attacks from non-magical weapons and mundane creatures of 12 HD or less. Magical attacks (including weapons) and non-mundane creatures of 12 HD or less must make a Will save vs. the spell check to target an embodiment. This includes spells that do not permit a saving throw. Anything that strikes an embodiment takes 1d10+CL annihilation damage. A magical weapon must make a Fort save with a DC equal to the annihilation damage; if it fails, the weapon ceases to exist. During the spell's duration, an embodiment can walk through inanimate objects by annihilating a silhouette-like path through the object. Moreover, magical barriers, fields of force, etc., do not affect them. The effect lasts for 2d3+CL rounds. If an embodiment is not the caster, they must make a Will save vs. the spell check when the spell ends. If they fail, the touch of NOTHING has stunned them, rendering them helpless for the same number of rounds as the spell's duration, and they take 1d5 points of damage per round.



CHAPTER III:

NOTABLE PERSONAGES OF THE DYING EARTH



One of the great pleasures of reading the Dying Earth novels is discovery of the many interesting and colorful personalities they contain, from the noble Guyal of Sferre, to the unscrupulous and self-interested Cugel, to the remarkable exploits of Rhialto. The PCs may encounter these individuals on their journeys through the lands of the Dying Earth, as they explore the ancient crumbling ruins of Ascolais and Alмеры, meet the unusual inhabitants of a remote settlement in the lands beyond the Falling Wall, or even attempt to abscond with a noted magician's valuables.

Below, we are pleased to present several notable agents within Vance's works, a description of which are provided below along with DCC Dying Earth stat blocks. As always, the judge can alter the provided stats should they not fit their personal vision of the NPC's capabilities.

CHUN THE UNAVOIDABLE

Mighty warriors who laugh in the faces of grues and deodands turn pale at the very mention of Chun the Unavoidable. Casually uttering his name can clear a tavern of magicians and travelers alike. Who or what Chun is remains a mystery, although he may have come to Alмеры from Ariventa in pursuit of the witch, Lith. Chun covets eyes, particularly those which are large, bright, and golden, which he wears sewn into a robe threaded with silk.

Chun the Unavoidable is terrifying beyond description. To see him is to flee, to be paralyzed with fright, or to die from his very proximity. Equally at home on two legs or four, Chun runs like a dog, pursuing victims with great loping strides. Spells slide off his shiny black skin which sheathes his body like the carapace of some enormous beetle without harm; weapons seldom bite. It is telling that Kandive the Golden has not attempted to oust him from his hall near the Place of Whispers north of Kaiin, allowing Chun to continue collecting his ghoulish toll of those foolish enough to enter his domain unmolested.

Chun's terrible aspect is such that when a being sees Chun within 60', or if Chun speaks to that being from melee range, the unfortunate individual must make a Will save. Depending upon the result, various effects occur: (1 or less) immediate death; (2-5) paralysis for 1d5 rounds, followed by a new Will save; (6-10) flight on leaden legs for 1d6 rounds, -10' penalty to movement and inability to do anything but flee; (11-15) flight for 1d7 rounds and inability to do anything but flee; (16-19) flight for 1d8 rounds; (20+) immunity from Chun's terrifying aspect.



Chun is immune to magic such that spells which target Chun have no power, though he is still affected by indirect effects or defensive magics. Chun's nature also allows him to follow his victims wherever they flee, regardless of location. Once he has spotted a target, Chun can pass between worlds in pursuit of them, bypassing any obstacles and traversing any distance to appear next to a victim.

Above all, Chun desires the eyes of his victims. On any critical hit, Chun plucks out an eyeball, causing an additional 1d4 damage. Once a being's eyes have all been plucked, Chun has no further interest in them.

Chun the Unavoidable: Init +5; Atk claw +2 melee (1d4+2); AC 20; HD 6d8; hp 40; MV 40' or special; Act 2d20; SP infravision 60', terrifying aspect (Will save to determine effect), immune to magic, unavoidable; SV Fort +5, Ref +5, Will +5; AL C; Crit special.

CUGEL THE CLEVER

No detailing of the personalities of the Dying Earth would be complete without the notorious Cugel. Wayfarer, thief, and would-be magician—but above all an opportunist, he seeks recompense from others for what general perquisites he feels he is owed in life, whether justified or not.

Cugel is one of the Dying Earth's most well-traveled denizens, having twice returned from the far northern shore of the Ocean of Sighs (arriving there each time much against his will) to his homeland of Ascolais. Even before those wanderings, Cugel was an experienced wayfarer to many disparate lands and peoples, having passed his youth in Kauchique, where he learned a high-kneed capering dance typical of the lobster fishermen and once serving as an incense-blender at the Temple of Teleologues.

Cugel's worldview is self-described as syncretic, having gained experience with a number of practices and faiths. He is very much a cynic, and is not above dissembling to use the sincere practices and beliefs of others as an opportunity to prey on them to his hopeful advantage. Despite his self-appellation, Cugel more often than not survives by luck and by subverting the misfortune of others from his own ill-planned choices, and he has left a trail of enmity from those he has disabused of prosperity from Saskervoy to Erze Damath to Aznomei.

Cugel the Clever: Init +2; Atk short sword +4 melee (1d6); AC 13; HD 4d8; hp 28; MV 30'; Act 1d20; SP d6 rhetorical deed die, finesse (16 Agility), supererogatory luck (17 Luck), minor magician (*Spell of Forlorn Encystment* [nat 1]), wayfarer skills (arcane apocrypha +8, disguise self +8, forge document +9, pick pocket +9); SV Fort +2, Ref +4, Will +2; AL N; Crit III/d10.



GUYAL OF SFERE

Hailing from an upright and educated family, Guyal of Sferé started life as a serious and inquisitive youth with a philosophical bent. Though fresh-faced and wide-eyed, his severe dress and habit of pondering life's more abstruse questions causes him to appear older than his years. Despite his inquisitive and bookish air, he is a brave young man of action.

As his father began to let slip mentions of the Curator as a source of sagacity who might answer his son's ceaseless inquiries, Guyal came to understand that this worthy dwelt in the Museum of Man in the land of the Falling Wall, a distant local beyond many unknown lands. The youth finally set out to find his own answers to these questions equipped with a fine horse, the *Expansible Egg* (see Chapter III of *Intimate Anatomy of Several Creatures and Personages of the Twenty-First Aeon*), and the *Scintillant Dagger*, a simple weapon capable of projecting a brilliant and sustained light from its pommel (as an action, the wielder can illuminate a 10'-radius area, which lasts until the dagger is sheathed). Along the way he rescued Shierl, a petite and dark-haired young lady of startling paleness.

Guyal of Sferé: Init +3; Atk *Scintillant Dagger* +1d3+3 melee (1d4+deed die+1); AC 12; HD 1d12+1; hp 12; MV 30'; Act 1d20; SP d3 deed die, critical threat range 19-20, lucky weapon (dagger) grants +2 to attack, owns *Expansible Egg*; SV Fort +2, Ref +3, Will +1; AL L; Crit III/d10.



IUCOUNU

Spindly legs support the magician's pear-shaped body, the result of a life of extravagance and leisure. The magician's flesh is an aureolin hue, with matching droop-lidded yellow eyes within his pudgy, lumpy-nosed, pendulously-jowled face. In his dress, the magician favors wildly clashing colors, often wearing a loose tawny coat accompanied by skintight black-and-fuchsia striped leggings.

Known as "the Laughing Magician", Iucounu's sense of humor tends toward self-serving cruelty, the mordancy of which often leaves the subject of the joke cursing the magician's name. Thinly guised as humor, the magician is known to coerce and threaten those he feels to be his lesser (which is nearly everyone) into his service. The magician's influence covers great distances, with his spies—both mundane and mystical—observing his targets to ensure that they remain on track. Indeed, for Iucounu, there are merely two types of people in the world: those who reflect his glory back unto him, and those who exist merely to serve his purposes. The latter deserve nothing but torment should they stand in the way of his machinations, thus the root of Iucounu's cruel "jokes".

Wealthy beyond the imaginings of most, the manse of Iucounu is in Pergolo, near Azenomei. Like so many who have amassed immense wealth, Iucounu has set himself a task, the reconstruction of the demi-urge Sadlark, late of the Eighteenth Aeon. Reconstructed upon an armature of fine silver wire, only one scale remains to complete Iucounu's obsession: the Pectoral Sky-break Spatterlight.

Iucounu the Laughing Magician: Init +1; Atk dagger +3 melee (1d4); AC 11; HD 7d6-7; hp 30; MV 30'; Act 1d20+1d16; SP memorized spells (as CL 7, see below), d10 amplification die, *force of will* (+7 check, 12 Personality); SV Fort +4, Ref +3, Will +3; AL C; Crit I/d14.

Rote memorized spells: (level 1) *Arnhoul's Sequestrious Digitalia* [19], *Khulip's Nasal Enhancement* [24], *Panguire's Triumphant Displasmis* [17]; *read magic* [32]; (level 2) *invisibility* [19], *mirror image* [16], *Tinkler's Old-fashioned Froust* [28]; (level 3) *demon summoning* [35]; (level 4) *Spell of Forlorn Encystment* [24].



JAVANNE

"Vile beyond calculations", Javanne's innocent appearance conceals a core of cruelty. Often clad in a gown of purest white, the witch's long scarlet hair and fair features have been known to cast a spell of their own sort over unwitting men. Javanne delights in tormenting others, relishing in the use of the *curse of the vile visage* to create long-lasting anguish among her victims.

Hailing from the Cobalt Mountains, Javanne's life is sworn in service to her demonic master, Kraan, although she is known to traffic with many inhabitants of the demon-world of Jeldred. Kraan has bestowed upon Javanne several forms of demonic corruption including the ability to cast *detect invisible* once per day and effecting Javanne's curses with an enervating potency. Perhaps the only warning of what lies within are Javanne's gray eyes, the unnatural coloration the lone outward sign of her demonic associations.

Javanne: Init +2; Atk dagger +4 melee (1d4+2); AC 12; HD 5d5+5; hp 29; MV 30'; Act 1d20; SP pact entity (Kraan), ritual weapon (dagger +1 to damage), spellcaster (+7 spell check), demonic corruption (*detect invisible* 1/day [spell check result 16], targets suffer -2 penalty to Will saves against Javanne's curses); SV Fort +2, Ref +6, Will +2; AL C; Crit II/d12.

Known squallms: (minor) *curse of blindness*, *curse of doubt*, *curse of haplessness*; (moderate) *curse of blight*, *curse of prosopagnosia*; (major) *curse of dotage*, *curse of the vile visage*.

Spells: (level 1) *charm person* (d14), *chill touch* (d16), *darkness* (d16), *demon summoning* (d30+1), *ensquallm*, *paralysis*, *Purblind Vision of the Underworld* (Kraan), *Spell of Macroïd Castigation*; (level 2) *banish* (d16), *binding*, *forget* (d24), *Sciolicistic Regurgitation* (d24, Kraan); (level 3) *Imprison the Incorporeal* (d24).



LIANE THE WAYFARER

Liane is a wayfarer's wayfarer. The strikingly golden-eyed man is extremely fleet of foot and a sartorial splendor, typically dressed in a green cape, striped hose, red or purple tunic, and cock-comb sandals. This costume is topped by a green cap with a red plume, always set at a jaunty angle. He is of middling height and a wiry build.

Liane is a devious double-dealer, always scheming and considering ways he might eliminate an impendence before it manifests as a possible hazard. In addition, he shows no remorse in taking whatever measures suggest themselves to him, no matter how ruthless. If this rogue has a weakness, it's for mysterious and beautiful demoiselles.

PCs might encounter Liane in a variety of situations and almost anywhere in the Dying Earth, though he is known to most frequently haunt the environs of the White City of Kaiin. He is likely to be met either in the midst of a larcenous endeavor or fleeing the consequences of a recent one. When encountered, he will immediately size up his new companions for one purpose and one purpose only: How will this new association best benefit Liane the Wayfarer?

Liane the Wayfarer: Init +2; Atk rapier +4 melee (2d3+1); AC 13; HD 3d8+3; hp 23; MV 30'; Act 1d20; SP d5 rhetorical deed die, finesse (17 Agility), supererogatory luck (13 Luck), minor magician (*charm person* [14]), wayfarer skills (arcane apocrypha +5, disguise self +6, forge document +7, pick pocket +7); SV Fort +2, Ref +4, Will +2; AL C; Crit III/d8.



LITH

Lith is a powerful golden-haired witch, a caster of squалms laboring under her own tragic curse, who resides in the Thamber Meadow in a modest domed hut fashioned of reeds. Seemingly living a humble life gathering frogs for food and skins, Lith is known to welcome travelers and adventurers of all types. Of course, this brings in some unsavory characters, but those who would dare threaten Lith quickly discover her power as a sorceress.

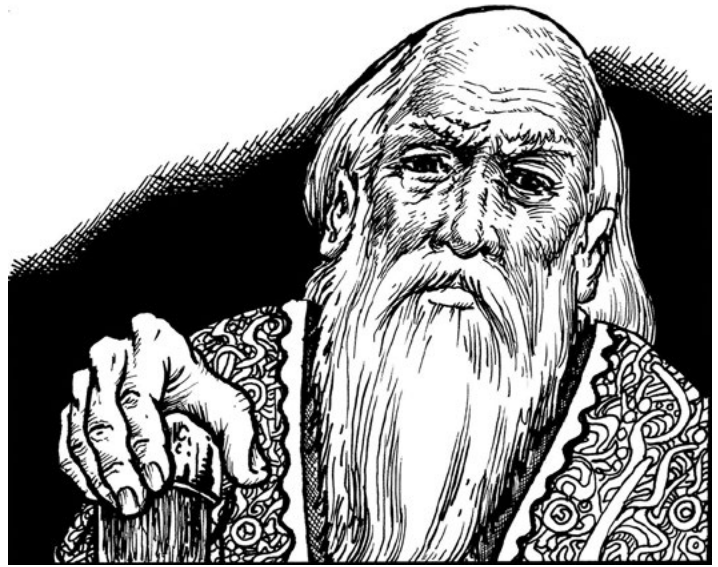
Her designs are simple: besotted with her beauty, her petitioners will offer to do any manner of deed to win her favor. And Lith thus dispatches them to retrieve the other half of her magnificent golden tapestry currently hanging in the hall of Chun the Unavoidable, in the ruins north of Kaiin. That invincible personage harvests their eyes and pays her two threads from her tapestry for every victim that she sends.

Lith's ultimate goal is to mend her golden tapestry – eye-by-eye and thread-by-thread – which she believes will enable her to return to the Magic Valley of Ariventa.

Lith: Init +2; Atk short sword +2 melee (1d4+1); AC 12; HD 3d5; hp 14; MV 30'; Act 1d20; SP pact-entity (The Murthe), ritual weapon (short sword +1 to damage), spellcaster (+5 spell check); SV Fort +1, Ref +3, Will +4; AL N; Crit II/d10.

Known squалms: (minor) *curse of doubt*, *curse of interminable needling*; (moderate) *curse of discomfiture*, *curse of lost love*; (major) *curse of indeterminate quietus*.

Spells: (level 1) *animal summoning* (d24), *detect magic*, *En-squalm*, *find familiar* (d16), *mending* (d24), *protection from evil* (d16), *Soften Resolve* (The Murthe), *Spell of Soft Silence* (d16); (level 2) *locate object* (d24), *Spell of Twisting and Torsion* (The Murthe).



MORREION

Morreion the Magician is that rare individual whose physical stature matches that of his reputation. Impressively tall, with bushy eyebrows and a long white beard, he commands the attention of any company he joins. This is ageless Morreion, he who pursued the archvults to Jangk and solved the mystery of the IOUN stones!

In his prime, Morreion was a central figure of the history of Earth's magicians. After being forgotten for aeons by the association of magicians of which Rhialto the Marvellous and Ildefonse the Preceptor are members, he was rediscovered surrounded by a surfeit of IOUN stones, alternating in glimmering brightly and dimming out as he was able to recapture his memories from them. When possessed of his memories and power, Morreion is of the utmost puissance, capable of tumbling a castle off a cliff with his mere force of will.

Morreion retains his hatred for the archveult torturers who abandoned him to die on a sad cinder of a dwarf star partially consumed by NOTHING. The primary goal he has evinced in the Twenty-First Aeon is the destruction of those who had mistreated them, though he has found that most of his enemies are already deceased, consumed by the very long aeons that held his own durance.

Morreion: Init +0; Atk dagger +5 melee (1d4+1); AC 10; HD 9d6+9; hp 60; MV 30'; Act 2d20; SP memorized spells (as CL 9, see below), d14 amplification die, *force of will* (+9 check, 18 Personality), IOUN stones (25 stored spellburn points, absorbs 250 points of spell power per day); SV Fort +6, Ref +3, Will +6; AL C; Crit I/d16.

Rote memorized spells: (level 1) *Arnhoult's Sequestrious Digitalia* [19], *charm person* [20], *The Excellent Prismatic Spray* [27], *Houlart's Visceral Pang* [20], *Khulip's Nasal Enhancement* [18], *Lugwiler's Dismal Itch* [24]; (level 2) *Felojun's Second Hypnotic Spell* [22], *Houlart's Blue Extractive* [28]; (level 3) *The Green and Purple Postponement of Joy* [32], *Phandaal's Gyrator* [17], *Thasdrubal's Laganetic Transfer* [30], (level 4) *Gilgad's Instantaneous Galvanic Thrust* [19], *Spell of Forlorn Encystment* [19]; (level 5) *Spell of Sending to the Past* [28].

MAZIRIAN THE MAGICIAN

A magician of no small ability, Mazirian is subsumed by his desire for power, ever seeking the lost knowledge of the great sorcerers of the past. Ruthless and cunning, he lives against his rivals in the last days of the dying Earth to wrest whatever hints of knowledge they possess through guile and coercion, or even outright torture. Though his machinations, he has acquired access to seventy-three of the hundred or so remaining known spells of the Twenty-first Aeon, and ever seeks to possess what is not his, whether being the secret of investing his improperly molded vat-creations with intelligence or the beauty of those objects that haunt his brain.

Mazirian's manse is located in the Great Da Forest, near Sanra Water, that mysterious pool known as the Lake of Dreams. One of his passions is maintaining his beautiful garden, which is filled with a multifarious collection of earthly and alien plants. He calls no man friend and is forever on jealous watch to guard his garden.

Mazirian the Magician: Init +0; Atk dagger +4 melee (1d4+2); AC 10; HD 5d6+10; hp 34; MV 30'; Act 1d20; SP memorized spells (as CL 5, see below), d7 amplification die, *force of will* (+5 check, 16 Personality), possesses live boots (see *Intimate Anatomy of Several Creatures and Personages of the Twenty-First Aeon*, Chapter III), holds life of Azvan the Astronomer (per *life gong* spell check result 22); SV Fort +5, Ref +1, Will +4; AL C; Crit I/d12.

Rote memorized spells: (level 1) *chill touch* [18], *The Charm of Untiring Nourishment* [25], *magic shield* [18], *The Excellent Prismatic Spray* [20]; (level 2) *Felojun's Second Hypnotic Spell* [20], *Life Gong* [18]; (level 3) *Spell of the Omnipotent Sphere* [23], *Phandaal's Gyrator* [18].



RHALTO THE MARVELLOUS

No less of a dramatic individual is that of Rhalto, a powerful magician of the Twenty-first Aeon. Rhalto gained his soubriquet through his outlandish clothing (such as a six-tiered black satin hat) and his habit of flourishing with his cape. His supercilious attitude, coupled with his superbian self-image, have not endeared him to his peers (even his fellow members of the association of magicians). His appearance is as fastidiously kept as his self-image is grandiose. Taking vanity to extremes, Rhalto is not above downplaying his abilities or appearance if he feels it might yield an advantage over a rival.

Rhalto's manse, Falu, borders Wilda Water in the eastern verge of Ascolais where he keeps a staff that includes the major-domo, Frole, and Ladanque, his chamberlain and general factotum, along with servitors to care for the aviary and the Minuscles he maintains. In addition to his human servants, Rhalto is attended by two indentured sandestins, Topo and Bellume.

In keeping with a magician of his status, Rhalto's manse contains a vast library of portfolios, compendary, and librams which cover matters arcane (including a complete collection of rare volumes bound in purple velvet, Phandaal's characteristic color) and even delves into the minutia of the governance of the Grand Motholam. The manse is filled with

magical instruments and engines, and several artifacts are at Rhalto's disposal, including a varying number of IOUN stones (see *Intimate Anatomy of Several Creatures and Personages of the Twenty-First Aeon*, Chapter III), air-boots, and others at the judge's discretion. Beyond the spells and artifacts Rhalto openly possesses, he has knowledge of a number of other spells and devices, the full natures of which are not disclosed. This includes spells that provide for teleportation, are capable of disintegrating matter, prevent scrying efforts, and more (judge's discretion). Virtually nothing is impossible for Rhalto.

Rhalto the Marvelous: Init +2; Atk dagger +4 melee (1d4); AC 12; HD 9d6; hp 47; MV 30'; Act 2d20; memorized spells (as CL 8, see below), d14 amplification die, *force of will* (+10 check, 17 Personality), IOUN stones (20 stored spellburn points, absorbs 200 points of spell power per day); SV Fort +5, Ref +5, Will +5; AL C; Crit I/d16.

Rote memorized spells: (level 1) *cantrip* [19], *The Excellent Prismatic Spray* [27], *Houlart's Visceral Pang* [20], *magic shield* [18]; (level 2) *invisibility* [22], *phantasm* [28], *Rhalto's Green Turmoil* [34]; (level 3) *dispel magic* [32], *Spell of the Omnipotent Sphere* [17], *Thasdrubal's Laganetic Transfer* [30], (level 4) *control fire* [28], *Gilgad's Instantaneous Galvanic Thrust* [19], *wizard sense* [19]; (level 5) *Spell of Temporal Stasis* [32].



T'SAIS & T'SAIN

T'sais and T'sain are vat-creations of surpassing beauty, spawned from the same pattern in the tanks of Pandelume by the magic of that mighty sorcerer and Turjan of Miir, his apprentice.

Twin sisters, they are identical in all outward respects, including their proud features and intensity of will; however, whereas T'sais was born with a flaw in her matrix which warped her brain, filling her eyes with fury and twisting all that is beautiful into a thing to hate, T'sain was formed later without the same imperfections, but instead with an abundance of exuberance and merriment.

T'sais and T'sain are slender creatures with black hair who dress in similar white waist-high breeches and capes of yellow. Expert riders, they can often be found mounted on great black horses armed with both sword and bow. Both T'sais and T'sain are watched over and protected by Pandelume, who originated their pattern from his vats in far-off Embelyon.

T'sais: Init +4; Atk magic sword 1d4+4 melee (1d6+2); AC

13; HD 3d10+3; hp 25; MV 30'; Act 1d20; SP creator (Pandelume), memorized spells (as CL 2, see below), d4 pattern die (paragon), magic rune (reflects magic with evil intent directed at T'sais back to the caster), immune to non-magical disease and poison, heals 3 hp and 3 ability points per night of rest; SV Fort +3, Ref +4, Will +5; AL C; Crit III/d8.

Rote memorized spells: (level 1) *animal summoning* [12], *chill touch* [14], *invoke creator (Pandelume)* [14], *The Excellent Prismatic Spray* [14], *Spell of Macroïd Castigation* [12]; (level 2) *Spell of the Tireless Legs* [16].

T'sain: Init +4; Atk longsword +2 melee (1d8) or shortbow +5 missile fire (1d6, range 50/100/150'); AC 13; HD 3d10+3; hp 25; MV 30'; Act 1d20; SP creator (Pandelume), memorized spells (as CL 2, see below), d4 pattern die (paragon), immune to non-magical disease and poison, heals 3 hp and 3 ability points per night of rest; SV Fort +3, Ref +4, Will +5; AL L; Crit III/d8.

Rote memorized spells: (level 1) *The Charm of Untiring Nourishment* [16], *Call to the Violent Cloud* [18], *invoke creator (Pandelume)* [14], *magic shield* [12], *sleep* [12]; (level 2) *strength* [14].



TURJAN OF MIIR

One of the Chosen Hierarchs of Maram-Or, Turjan of Miir is a magician of some accomplishment, having sought the patronage of the great Pandelume and subsequently taught much lore at his hands that had been lost in the last days of the dying Earth, including the skill to imbue the creations known as vat-things with intelligence and vitality. This hard-sought competence has made him many enemies among the remaining sorcerers of the Twenty-first Aeon and their agents who seek to wrest such knowledge for their own use, including Kandive, prince of the White City of Kai-in, and the powerful and arrogant Mazirian.

Turjan resides in his castle Miir by the river Derma surrounded by pleasant meadows and in the company of T'sain, his vat-creation and partner who shares his imagination and love of beauty and life. Turjan typically adorns himself in a short blue cape and carries a blade tucked into his belt. He also possesses a powerful artifact, *Laccodel's Rune*, which wards him against spells and magic (see p. XX), and has access to live boots (see Chapter III of *Intimate Anatomy of Several Creatures and Personages of the Twenty-First Aeon*).

Turjan of Miir: Init +1; Atk longsword +3 melee (1d8+1); AC 11; HD 5d6+5; hp 30; MV 30'; Act 1d20; SP memorized spells (as CL 5, see below), d7 amplification die, *force of will* (+7 check, 15 Personality), owns *Laccodel's Rune*, live boots; SV Fort +4, Ref +2, Will +3; AL L; Crit I/d12.

Rote memorized spells: (level 1) *The Excellent Prismatic Spray* [18], *Phandaal's Mantle of Stealth* [20], *Spell of the Slow Hour* [16]; *Call to the Violent Cloud* [18], *invoke patron* (Pandelume) [18]; (level 2) *Felofun's Second Hypnotic Spell* [16], *scorching ray* [20]; (level 3) *Create Vat-thing* [20].



ULAN DHOR

The nephew of Kandive the Golden is a man of pleasing aspect, pale and slender, with deep black hair and eyes. He is a master of the blade, and carries the respect of the Eight Delaphasians. Although he accounts himself a minor magician, Ulan Dhor relies primarily upon his wits, his daring, and his sword arm to carry the day. He is notable among the denizens of the Dying Earth for both his courage and his sense of morality. His usual habiliment is green trousers with a scarlet coat.

Ulan Dhor may be encountered seeking knowledge or artifacts, either for his own edification or in the cautious service of his uncle, whom he both respects but knows well enough to not fully trust. On such missions, he may make use of a magic car recovered from Ampridatvir (see Chapter III of *Intimate Anatomy of Several Creatures and Personages of the Twenty-First Aeon*). Whether this car belongs to Kandive or Ulan Dhor is a matter of contention; suffice to say that Ulan Dhor has contrived to keep it in his possession regardless of who claims the ownership.

Ulan Dhor lives in Kaiin, where he dwells with Elai, a fair-haired woman who was once a member of the Grays of Ampridatvir.

Ulan Dhor: Init +4; Atk longsword +1d4+3 melee (1d8+2); AC 12; HD 2d10+2; hp 18; MV 30'; Act 1d20; SP d4 deed die, critical threat range 19-20, lucky weapon (longsword) +1 to attack, magician-warrior (uses 1d20+deed die to cast *The Excellent Prismatic Spray* and *Phandaal's Critique of the Chill*); SV Fort +3, Ref +3, Will +1; AL L; Crit III/d14.

CHAPTER IV:

ADDITIONAL ENVIRONS OF THE DYING EARTH

ADVENTURE HOOKS

Table 4-1: 100 Adventure Hooks

d%	Result
1	A metallic flask contains a glistening gel that pulls in a certain direction when the flask is opened. The flask is engraved, "Ampridatvir Civic Division".
2	The PCs find a small golden statue of a calm-faced, six-armed being. While touching it, they hear a low sibilant voice that says, "Summon Utter Justice and receive what you're due."
3	A few smelly murids with high-pitched voices plead for aid. A tenacious squatter has invaded their lair.
4	A magician's notes indicate that a chest containing an IOUN stone will blink into existence when the stars have a particular formation viewed from a particular monument.
5	A crippled Scholar of the Institute is desperate to calculate the weight of half a rain drop. They seek employees willing to climb the Needle of The Pragmatica and obtain guidance for the calculation.
6	The demon Thial provides two obsidian spikes and tasks the PCs with spiking the eyes of a particular deodand. They have one week to complete the task...or else.
7	A tiled floor is adorned with a mosaic of a closed door. A voice intones, "A saltarello upon the door opens the way to explore."
8	A musical box has a map engraved on its top. By its crank, an engraving says, "Medley of Gid Mating Challenges".
9	The PCs are approached by a lone rock goblin who has been banished for having a vegetarian diet. He offers to help them rob his former clan.
10	A magician has an idea for a new uncatalogued teratoid base plasm. They will pay a fine reward if someone can just acquire "fresh parts" from seven different creatures.
11	A famous musician needs to treat two new reeds for his <i>aeolus</i> . They will pay handsomely for someone to obtain deodand's blood and a visp's spittle.
12	An alleged spell-dual champion clandestinely approaches the PCs. They will give the party magical training if they capture the two sandestin madlings that have escaped from the champion's quampics.
13	A ghoulish bear is holding the Chief Elder's family hostage. It will only free the family if it receives a deodand ventriloquist willing to entertain it. The magistrate is willing to give the PCs a dormant IOUN stone if they can fulfill the request.
14	An amateur worminger stole a ship laden with treasure before accidentally sinking it. An official from the worminger's guild offers the PCs half the take if they help recover the treasure.
15	A man in a small rowboat magically floats in the air about 30' above the PCs. He screams for help as a pelgrane flies near.
16	An ornately carved sundial of unknown construction is in a large meadow. The dial's shadow points in the same direction regardless of the time of day.
17	A would-be spellsmith is midway through creating a spell. They offer to reveal one of their spells if the party agrees to accompany them to a gaun lair so that they can "further develop" the ensorcelment.
18	A seemingly crazy beggar recognizes one of the PC's weapons as that prophesied to slay a wiilh. Before running away, he points to a group of wiilh-worshiping cultists who also noticed the weapon and are preparing to attack.

d%	Result
19	The PCs find a 1' glass cube containing a dark liquid, and within a miniature man occasionally floats into view. His eyes are shut and he's unresponsive, but somehow, he is breathing.
20	A plant with eyeballed stalks and a speaking mouth claims to be an infamous wayfarer. It asks that the PCs replant it in a special garden about a week's journey away. It promises unimaginable compensation for their assistance.
21	A twk-man approaches the party, his dragonfly near dead from exhaustion. His small tribe has been attacked by a pair of sandestins under the control of a malevolent magician. The twk-man offers information and service in exchange for aid.
22	The domed temple to Suul in Lumarth was recently plundered of an ancient volume of fractious verses. Rumor is that an ancient guardian has been roused and, in the two weeks following the theft, fourteen children have disappeared without a trace.
23	Upon stopping for the evening at a travelers' inn, the party discovers that the guests and staff within have been stupefied with dream powders of unknown origin and great potency. Those responsible must be found if their victims are to be awakened.
24	In the dark of night, a flute is heard playing strange and wistful music. The nearby forest comes alive, rustling with the presence of a gathering swarm of varied fauna. There comes a sudden flash of light, and all goes still, the game of the forest gone – leaving the locals to potentially starve should they not be returned.
25	A peddler of ill-repute offers the party a map to a lost treasure. While the map is an obvious fake, traces of faded ink on the obverse side of the document reveal the partial formulae of a hitherto unknown spell.
26	A vast creature of immense size and potency has been awakened from an aeons-long slumber by the incompetence of an inattentive watchman, leaving a swath of destruction in its wake. A community in the path of the monstrous horror beseeches the party for their aid.
27	A ruined tower crookedly rises above the treetops of a local forest. Even from a great distance, its age and poor state are obvious to any onlooker. However, the tower first appeared a mere ten days ago. There is no record, or even local legend, which can explain its mysterious presence.
28	The Perfume Scented-Festival of an association of magicians is held once every decade (requiring that long for the air to clear afterward) and is scheduled to occur in one month's time. An entrant approaches the party seeking ambergris, freshly harvested from a leviathan said to be large enough to swallow ships whole. They are willing to provide a spell from their personal library by way of recompense.
29	The passages within a cave lead deep into the earth, terminating in the halls of a well-crafted residence. There is no sign of anyone present, but within the parlor rests a single cup of still-steaming cerulean-hued tea.
30	A woman approaches the party, offering them her jewelry in return for their slaying her husband, whom she claims is most foul and under the sway of a powerful demon. Her husband is a local prince, who has summoned the party to carry out a task on his behalf.
31	A traveler has crossed the land, leaving naught but sorrow in their wake. All those who make a deal with the strange peddler receive what they ask for but also receive exactly what they deserve...and at a price that they can ill afford.
32	During a recent earthquake, the bottom of a local lake was breached, and its waters drained away deep into the earth. Now, after sunset, scintillating light shines from the chasm in the lakebed, and voices singing in an indecipherable language carry on the night air.
33	A coven of witches from the Cobalt Mountain seeks the party's aid in avenging a perceived wrong done to them by the forest sorcerers of Ascolais. The sorcerers, however, are not the source of the coven's misfortune – and the path to find those responsible is a long one.
34	The Temple of Mandingo, the three-eyed Goddess of Luck, is hosting a Zampolio tournament. The winner of the tournament is to receive the blessing of the Goddess. Last year's winner is now wealthy beyond imagining through a turn of good fortune, and so the field is filled with master Zampolio players, as well as grifters, cheats, and cutthroats. The temple wishes the PCs to ensure that the tournament runs smoothly and fairly.
35	In the dead of night, a demon appears before the party. It insists that it was summoned by one of them, and states that it was sworn to secrecy as to their master's purpose and identity. While the demon seems genuinely helpful, none of the PCs have any memory of summoning it.

d%	Result
36	A sudden sinkhole opens into a long-buried ossuary filled with gigantic bones. The tomb is well-kept and obviously being tended to as it is lit with burning torches and the cloying aroma of incense hangs in the air.
37	Retiring to an inn for the night, the party finds that everyone within knows them by name, greeting them as long-lost friends. The patrons of the inn know intimate details of the party's lives and adventures that no one could possibly know. The innkeeper, with a knowing wink, tells the party that, should they return in a fortnight, certain esoteric knowledge will be revealed to them.
38	At night, as they sleep, the party has a shared dream that they are within a wine cellar deep beneath an unknown manse. Upon waking, they discover anything that was held in their hands is still firmly within their grasp. The strange dreams last for a week's time as they return to explore the rest of the manse. Of course, whomever owns the manse they happen to be plundering is quite displeased.
39	While the PCs are traveling, a ghost appears – the shade of one of the party members. They are unclear on the cause of their demise, but they are certain that it will happen within the next 48 hours. Unbeknownst to the PCs, the phantom is presenting a false-face and is attempting to lead them astray and into danger.
40	An enclosed wagon, reinforced with heavy iron bars, is found wrecked along the roadside. A number of dead guards are scattered about the scene, obviously having been struck down from ambush. The lone survivor beseeches the party to aid in the recapture of Malört the Foul and his crew of bandits and is offering a substantial reward.
41	Grand Duke Zuffolt is arranging his biannual Exalted Procession through the streets of Kaiin. He requires help from the PCs to capture a demon to be displayed during the procession.
42	The Grand Logicutor Humforche has converted many students to the philosophy of Splendid Fatalism, whose adherents urge the sputtering sun to end the worldly ways of Earth's decadent inhabitants. But on the sly, Humforche hires the PCs to journey to the Land of the Falling Wall, where there is a rumored to be a vessel that will transport passengers to a new solar system that he seeks to acquire.
43	The hungry and tired PCs blunder into an orchard filled with hag-apples. If they eat the wrinkled brown fruit, they are cursed with a witch's geas to find her familiar that was recently kidnapped by the mischievous magician Astherlin or, failing that, suffer the wrath of her and her minions.
44	Wandering a lonely strand, the PCs are set upon by aquatic ichthyons who "fish" for surface dwellers with lines, hooks, and nets. If the PCs are captured or dare pursue these aqueous individuals, they find an underwater portal to the sub-world where sea-demons dine on captured "mammal-men".
45	The PCs are summoned by the great Pandelume to venture into the Overworld and retrieve an object ignored by the debauched natives of that tier but priceless on the dying Earth.
46	The worldwide Order of Solar Emosynaries hires the PCs to reestablish contact with their most notable outpost, the observatory of the Grand Starkeeper at Vir Vassilis.
47	The magician Oxween had promised a delicate crystal songbird to a maiden from Port Perdusz, only to find that this priceless token has vanished from his manse. It appears to have disappeared at approximately the same time that a wayfarer named Giltentz was last seen heading from his manse toward a witch's cottage in the Tsom-Boal Marsh. Oxween will pay handsomely to recover it and only slightly less handsomely to have his revenge on Giltentz.
48	In the eminently fashionable city of Kauchique, the magician Stenvern is convinced that the Grand Duke is an impostor, perhaps a demon summoned by a rival magician or a wayfarer who's taken his place. The mage hires the PCs to prosecute his own campaign against the Grand Duke, but the utmost discretion is required.
49	The apprentice Xushon has severely erred in tending his master's vats and an unnamed miscreant has escaped. This scaly colossus is as powerful as it is wretchedly clever, and it now lopes about the forests of Ascolais terrorizing yeomen and other backward villagers. Xushon begs the PCs for help, even offering to steal a few of his master's spells for the vanquishing of this malevolence.
50	Ortanq the Obstreperous has encountered a rebellion of his 200 minuscules, who have absconded with a teardrop of pure proscedel into the walls of his manse. He proposes to diminish the PCs for them to follow the offenders and regain the precious object.
51	Lempas, a prominent merchant of a small city on the river Scaum, suspects his wife of having an affair with the local Vyovode. He hires the PCs to infiltrate the palace and steal evidence secreted in the Vyovode's writing desk.

d%	Result
52	The Conclave of All Witches occurs this next sabbath on the Modavna Moor. Thylande the Merciless hires the PCs to guard her person on the long road, though once they arrive, she intends to sacrifice the party in the black ritual.
53	The PCs are hired to acquire a demonic icon from a group of monomaniacal pilgrims. However, without the daily orisons of the holy men, the icon attracts deodands, visps, other monstrosities, and finally the demon in whose likeness it is fashioned.
54	PCs are press-ganged into duty on a ship that is sailing through straits menaced by pirates, keaks, and feral sailing worms. The cargo is a crate of diphany bound for Benbadge Stull.
55	Vulmidoor the Vertiginous has hired the PCs to travel back in time to the Fifteenth Aeon to locate a spellbook discarded in the keak-infested jungles beyond where Almerly will eventually be.
56	Gurtara the Gourmand has hired the PCs to get ingredients for a unique dish known as demon's-head pudding. Among the items they must collect are a leucomorph's tongue, a deodand's eye, pollen of the flowering amanita, 2 erb livers, and a grue's middle finger.
57	The remote, eerily decrepit village of Klorp welcomes the PCs after a long journey. Unfortunately, but entertainingly, this village is populated entirely by murids in awkward and ill-fitting human costumes, eager to bring the PCs into their meat cellars.
58	Lorveln the Preceptor sponsors a wine-tasting competition in Port Perdusz every four years. The PCs are hired by the local Castellon to slip into the Preceptor's residence and substitute his earlier submitted entry with a supposedly much finer bottle he has since acquired. Unbeknownst to them, the new bottle is poison with which he hopes to assassinate Lorveln.
59	The PCs must journey to the tomb of Yasbane the Obviator to discover the demon-key with which that eminence invaded five sub-worlds and bound their respective demons to the ancient city of Lumarth.
60	The sun dims at last. Only the merest purple glimmers appear in the east and permanent winters harry the land. Grues, gids, visps, and asms creep out of the wilderness and make common cause as human society is revealed to be a solipsistic entertainment for the easily deceived.
61	The PCs are tasked to enter ancient Mar to retrieve a relic abandoned in a temple when the city's priesthood fled after the city was besieged by an army of basilisks.
62	The Aumoklopelastianic Cabal is offering a substantial contract to evict false seers from the city of Kaiin. In the process of fulfilling the contract, the PCs encounter an aged hermit who claims to foresee the death of the prince of the city, Kandive the Golden, and that only by destroying the Cabal can they prevent this from occurring.
63	A witch claims to have a cauldron stolen by a sect of necrophages who worship the dead corpse of Golickan Kodek the Conqueror and offers to pay the PCs a substantial sum to recover it. She claims the cauldron can resurrect the dead, albeit imperfectly.
64	Following an ill-advised survey of a magician's manse, whose mistress was thought to have expired, the PCs are compelled by the still-extant owner to carry her severed head to the Land of the Falling wall to be reunited with her corpse. The animated head talks and keeps them company on their journey.
65	Recently, several knights of the Green Legion of Valderan the Just have been found slain, apparently at random and seemingly by an assassin operating under the cover of invisibility. After the PCs were caught pilfering camp supplies, in return for their freedom, a captain of the legion sends the party to find what person or creatures are the source of the killings.
66	While evading the unjust repudiations of the proprietor of a local nympharium, the PCs flee to a swamp to evade their pursuer. There they encounter the ghosts of the inhabitants of a nearby village whose hanged corpses lay buried in the moss. The ghosts seek revenge against the rival hamlet that perpetrated the hangings, threatening to curse the PCs if they do not aid them.
67	While exploring a set of long-forgotten ruins, a peregrine conveyance discovered by the PCs is accidentally activated, launching them to far Canopus.
68	An alchemist from Ascolais has contracted for a large quantity of rare aromatic mernaunce from the Misty Isles. The PCs have been hired to escort the shipment across the Melantine Gulf, where pirates of the Jhardine Coast have been known to prey on such merchant vessels.

d%	Result
69	A rare copy of the original <i>Naughty Girls' Dream of Impropriety</i> is being placed for sale at the market in Azenomei, attracting curious buyers from across Almery. A hooded figure has hired the PCs to steal the copy before the auction the next day and deliver it to her manse deep in the Great Da Forest.
70	The Castellon of Val Ombrio has offered a reward to return his daughter from a tribe of lizardmen, creatures of scales and staring eyes who are said to practice witchcraft, who live in the barren hills of South Almery.
71	The election of one of the Chosen Hierarchs of Maram-Or has drawn magicians from every land south of the Land of the Falling Wall to advocate for the position. Much to their surprise, one of the PCs has been nominated, and is asked to demonstrate their mastery of magic to the council of electors.
72	Accused of trying to pass off a bottle of watered-down wine as rare 'Silver Hyssop' from old Xei Cambael to a powerful witch, the PCs must seek a forgotten temple of Paphnis, Goddess of Beauty and Gynodyne of the Century, to cure them of an affliction that now mars their features.
73	While traveling near the silver desert, the PCs indiscreetly absconded with a pair of mermelots belonging to a group of bravos of Erze Damath who dozed nearby, causing the cut-throats much discomfiture as they had to walk the rest of the way to the city, and whose order now seek out the PCs for inordinate remuneration.
74	A magician's factotum requires the PCs to deliver a caged creature to another magician's manse as payment for a debt, admonishing them not to look into the cage. Upon arriving, the creature is discovered as expired, a situation the other magician is quite incensed at, and demands the PCs find them a replacement.
75	A sullen wayfarer is imprisoned in a cage in the center of town and declares he was wronged by the people of the village for a number of unattributed kidnappings. He claims that a ghoulish bear is the true culprit, and begs the PCs for their help, offering a magic ring that he has stashed in the nearby woods as a reward.
76	A magician believes his rival (who, unfortunately, was carrying a valuable object that belonged to him) was swallowed by a harpy. He tasks the PCs to travel to the craigs where the harpies make their nest and recover the item.
77	A priestess of Ethodea begs the party for help freeing the goddess from her durance by the witches of the Cobalt Mountain; she offers rare perquisites as reward.
78	A village that the PCs find themselves traveling through is in an uproar as a group of oe-pod farmers was recently attacked by wysen-imps, with many of their number being struck quite painfully about their head and ears before being chased from their fields. The farmers offer recompense to the PCs for finding the den and removing the infestation.
79	While enjoying a meal of a stew of lentils and land-crabs at an inn on the edge of the Great Erm, a passing merchant offers to sell the PCs a map he found that promises to lead to a treasure from the Seventeenth Aeon, showing them an ancient gold zikko he found as proof. The veracity of the coin is easily verified, but the merchant has secretly been ensqualmed by the white-bearded wizards of the Forlorn Land to send sacrifices to their next sabbath.
80	While journeying near the Maurenron Mountains, the PCs encounter a near-dead traveler claiming to have just escaped from the ancient city of Kharad, which has not been seen since the Nineteenth Aeon. The traveler claims Khaive, the city's lord-ruler, has raised an army of ghouls to restore his throne.
81	A magician's escaped vat-things cause havoc, and the PCs are blamed. Townsfolk revile them for every inequity the vat-things commit; each superficially resembles one of the PCs. This is not mere happenstance – either the magician bears a grudge against the PCs, or wishes to use them as tools.
82	A magician has knowledge that the PCs need. Unfortunately, the magician has been captured by a rival who seeks to force the information from their captive. The PCs must rescue the magician from durance vile... perhaps earning gratitude and assistance.
83	A caravan seeking to cross a waste hires the PCs as guards. The caravan master knows that a monster of vast proportions demands sacrifices from all who pass, equal to the number of the PCs.
84	The sun flickers and threatens to go out, ending all adventure, unless the PCs can reignite the last remaining Solar Emosynary at Blue Azor. Night creatures are fearless as the cold of everlasting darkness descends.
85	Duke Orbal offers a prize for whoever can supply a living pelgrane to his menagerie at Cuirnif. Miscreants of all stripes seek to trick each other into taking the risks, hoping to fleece the successful hunter of his spoils. The pelgranes offer their own reward for Duke Orbal's involuntary presence.

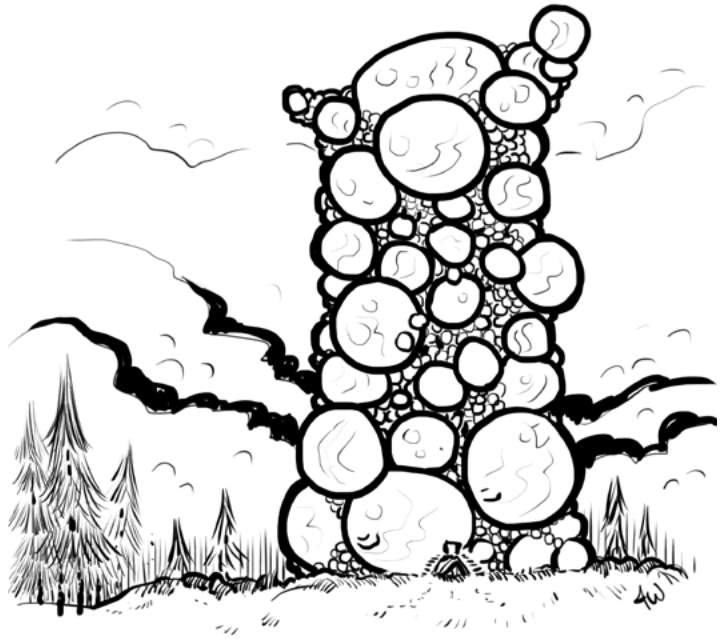
d% Result

- 86 Pandelume requires a motivatrix for the furnuculum tending his vats. The last one known disappeared in the Age of Glow. He seeks willing agents to travel into the past to recover it. Unwilling agents are, of course, acceptable only if willing agents cannot be found.
- 87 The sybaritic Mallufrix has taken the most beautiful of Wyllar's youths as a tribute for generations, so the young men and women do their best to appear unremarkable. But the elders' patience has broken at last. A raid is planned to punish the licentious magician. Will the PCs gain glory leading the villagers? Or will they use the opportunity to plunder the distracted Mallufrix?
- 88 An exorbitant bounty is offered for a too-clever wayfarer, so exorbitant that the wayfarer herself seeks to collect it by turning another in as herself. That none of the adventurers resembles the wayfarer is inconsequential; dissembling is the key!
- 89 A minor magician seeks to revenge themselves upon Kandive the Golden by holding the city of Kaiin hostage. The magician has uncovered a device from across the Melantine Gulf capable of transmitting enervating waves over a wide region. If the PCs can foil this plot, Kandive will be generous. If they can deliver the device undamaged, Kandive will be more generous still.
- 90 Let stealth be your watchword! Lucounu the Laughing Magician desires Ulan Dhor's flying car and will pay well those who can secure it. Neither Ulan Dhor nor his uncle, Kandive the Golden, will make this easy. In fact, it is Kandive whose agents also aim to recover the magic engine, and Lucounu is not involved!
- 91 An influential young woman has lost all memory and identity. Will the PCs help her discover who she is and how her memories were taken, or will they exploit the situation for their own gain?
- 92 A powerful leader appears among the deodands, overcoming the deodands' fabled hunger by means of an artifact. Villages nearby face destruction unless the artifact can be destroyed.
- 93 Spandlenut seed essence can be used to power incantations, but the ogrish folk who dwell on Mortrick Island consider them holy. Stirks and purvantors are employed to protect the spandlenut trees, and erbs roam the groves at night. Rogues and ne'er-do-wells seek to gain such essences by theft or robbery from whoever might dare the guardians.
- 94 A sport becomes the newest fad among the languid nobility. It is a game of strength, agility, and strategy. Teams can win as large a purse as they are willing to risk, and winners are fêted with great acclaim. The defeated lose nothing but their terces and their dignity. The PCs have just enough people to field a team if they can attract two more worthy players!
- 95 After a series of successful raids, it becomes obvious to all that an agency in Kaiin must be aiding the plunderers by pointing out the richest prizes, the nobles most likely to draw large ransoms, and the times when festivals bring the greatest of these rewards together in the same place. The PCs may accept a commission to investigate or fall under suspicion themselves.
- 96 A group of amphibious sea-devils from the Melantine Gulf seeks to inhabit Kaiin; outcasts from their kind, they hide in the White City's ruins and infect certain rodents with a once-drowned weapon from a prior aeon to create a plague and thus destroy the city's population. Prince Kandive tasks the PCs to find both an answer to the disease and find the source of the rumors of Death himself stalking the ruins.
- 97 The Twenty-First Aeon is not the most desperate epoch Old Earth has ever known! Creatures from the deep past seek to colonize the dying Earth, thus bypassing the eras of their own destruction.
- 98 A sandestin freed from its glass prison seems to offer power, prestige, and terces. It quickly becomes clear that the sandestin itself is in control, seeking to make the PCs its unwilling agents. The PCs must find a way to turn the tables or re-trap the tyrannical being, before its freedom is the ruin of all.
- 99 A miscast spell triggers an objurgation that traps all within an extradimensional prison. The prison is shrinking, and if the PCs do not find the exit in time, they will be ground into a paste that trickles back into their starting point. As the prison shrinks, the exit becomes easier to find, but the guardians become harder to evade, and the danger of fatal compression increases!
- 100 A newly discovered ruin from a previous aeon offers great knowledge, but disturbing it awakens a pair of perfectly formed vat-things of impressive physique and skill. These simulacra were meant to rule the world when they awoke a thousand years prior and still mean to do so.



MAGICIAN MANSES

DONJON OF HENNIETHE THE CONVOKATEUR



The manse of Hennieth the Convokateur appears as a tower standing approximately 100' tall, seemingly fashioned from iridescent bubbles varying in size from a few feet to at least 40' in diameter. The bubbles appear to be organized in a pleasing range of colors that swirl across the face of the donjon, with larger bubbles held in place by smaller ones, as if acting as a colorful mortar. The base of the tower features a steel door that may be approached from either a left or right staircase that hugs the outer wall. If there are windows or rooms inside, it is impossible to tell. Every bubble aggregated for the structure appears to be transparent and, if closely observed, displays an image of the landscape beyond.

Most interior rooms are circular and vaulted into spherical ceilings to match. Locations of interest are described in the following sections (secret doors lead to kitchens, storerooms, servant quarters, and other mundane and utilitarian rooms).

LEVEL 1

The entrance level to the donjon is well-lit either from natural sources or via the immense light fixture at the center of the main hall (Area 1-2).

Area 1-1 – Foyer of Hennieth: A plain steel door gives way to a wide set of white quartz steps that lead to a raised platform in the middle of a 40'-diameter spherical room. The dais features what looks like a ruddy, gold telescope mounted on a short stella of hematite. Steps descend from the platform to an archway, and polished quartz floors beyond it reflect bright light into the chamber.

Covering the surface of this spherical antechamber are thousands of large stone mosaic tiles in many colors, but predominantly grays, yellows, and ambers. It is not possible to derive whether the pattern is random or creates some sort of cohesive image. If the telescope-like device is used, the room shrinks in dimensions by fivefold and a fisheye effect brings the mosaic into comprehension. The figure of Hennieth stands over the viewer smiling. After a moment, he winks and says only within the viewer's range of hearing, *"Welcome to my donjon, visitor. It is I, the most splendid, clever, and handsome Hennieth. Is this not the most breath-taking trompe d'oeil I've concocted? Oh! My pupils are black marble from the far star Cansaspara. So black! In fact, all the stone of this mosaic are from my many interesting travels."* He continues to grin at the observer, winking every so often until the visitor removes their eye.

Area 1-2 – Hall of Deeds: The polished white quartz of the floors continues to form the walls and ceiling of this ro-

tunda. At its center, the floor gives way to a series of steps leading down to a carpeted and pillowed lounging pit. Above the lounge is a great crystal chandelier that slowly turns, as if showing the orbits of a hundred thousand stars.

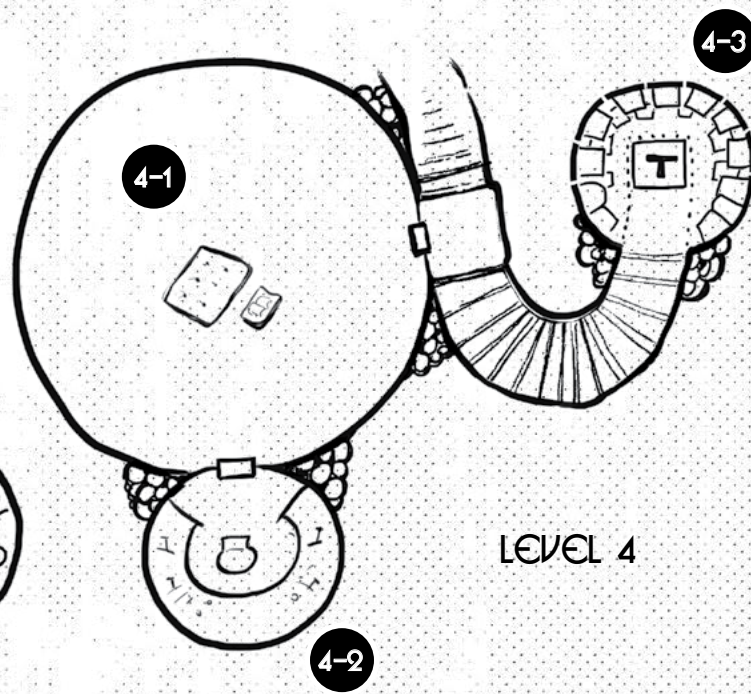
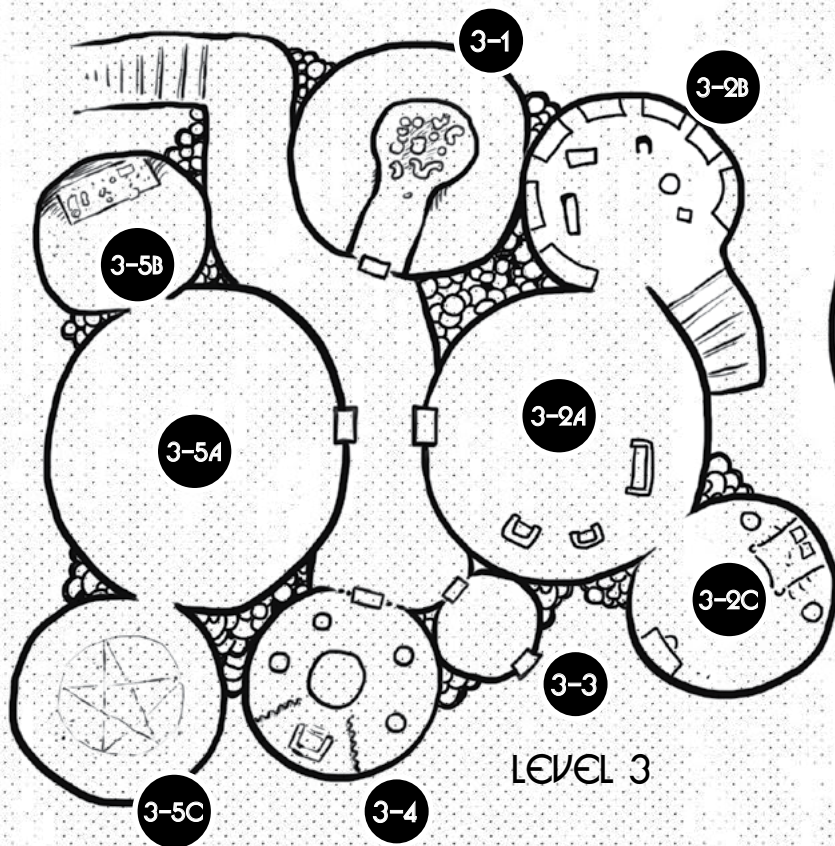
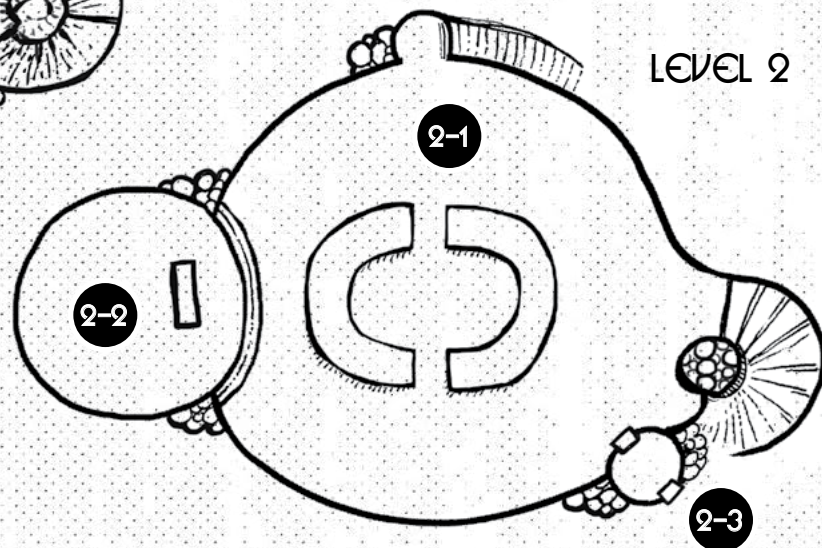
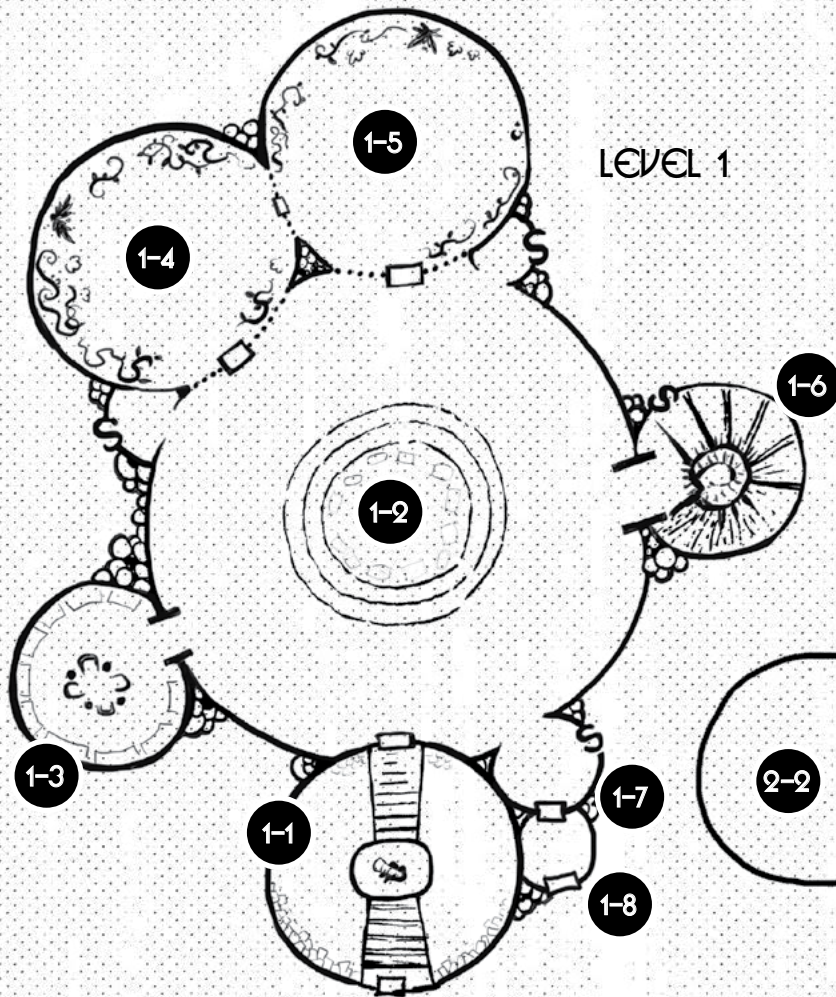
Light pours into the hall from a huge wall of windows set into a pair of orbs on the opposite side of the entrance. Each orb is home to a plethora of plant life. Archways on either side of the entrance lead to other rooms. The walls are adorned with paintings, artifacts, tapestries, and taxidermized heads of strange beasts. If in the company of Hennieth, he will not hesitate to regale his guests with stories of his colorful exploits.

Area 1-3 – Prudentorium: This room features bookcases that hug the spherical-shaped chamber to such a degree that one can easily imagine the books sliding off the shelves and burying the occupants.

The books cover a wide variety of standard interests and are neither rare nor overly ostentatious. At the center of the room are four leather armchairs and side tables fashioned from a single tusk of some great beast. Hennieth uses this room to greet individuals and small groups or under circumstances where a more private discussion is required.

Areas 1-4 and 1-5 – Menagerie: Each section of the menagerie features a door of a single piece of glass mounted into the clear floor-to-ceiling windows that face into the Hall of Deeds. Opposite the entrance, the outer walls are also glass and reveal the landscape beyond. Inside the glass enclosure is a profusion of plant life. A barred cage wall with a matching gate joins the interiors of both rooms. Moist air and verdant smells cling heavily to the menagerie's visitants.

Area 1-4 – Aviary: Many varieties of birds (native and non-native to Earth) inhabit the aviary. If unaccompanied, a visitor will be attacked by Hennieth's most aggressive acquisition, a jovian spearbird, on a failed Luck check.



Jovian spearbird: Init +3, Atk beak +3 melee (1d8); AC 12; HD 2d8; hp 12; MV 10' or fly 50'; Act 1d20; SV Fort +3, Ref +3, Will -2; AL N; Crit M/1d8.

The huge muscular bird has no feathers and features a long rapier-like bill. Its bat-like wings appear to be quite powerful, and it moves with disturbing speed even over short distances. What might be eyes for a native bird are covered with a thick, black, goggle-like membrane.

Area 1-5 – Conservatory: Insects are more plentiful on this side of the menagerie, and the calls of avians gently re-sound off lush ferns and broad leaves. The central and prize exhibit is a very large Betelgeusian blood stump. The 6'-diameter, gnarled, ruddy carbuncle sits in the center of the room. Small openings surrounded by needle-like hairs dot its twisted surface. A deep red flower grows like a fountain of blood, its petals uncannily evoking such a grim event. Runners twist along the floor and end in oddly human-like lips that open and close as if murmuring. Close inspection reveals tiny red fangs inside the tiny mouth-like terminuses. On one side of the stump, blood-red sap drips into a bucket that hangs from its spout tap.

Area 1-6 – Grand Stairway: A huge spiral staircase of polished white quartz winds its way to the second level. The central column of the staircase is a gigantic marble statue of Hennieth, his eyes closed in concentration and his hands frozen in the middle of making arcane gestures. Halfway up the staircase, a sliver of polished onyx is incorporated into each stair tread. The sliver increases in size as one mounts the stairs until the white quartz completely disappears at the topmost steps.

Area 1-7 – Cloakroom: This room has hooks and cubbyholes for visitors' cloaks and other personal effects. Off to one side is a small door.

Area 1-8 – Mysterium: The content of this chamber is randomly determined by rolling on Table 4-2. Each chamber has a door opposite of the entrance that reveals yet another small chamber of odd or interesting character (the judge is free to make up additional entries as they see fit). If at any point an explorer of the mysterium goes back through a door they came through, they are returned to the area from whence they originally entered.

TABLE 4-2: MYSTERIUM CHAMBERS

d12	Mysterium Chamber
1	The walls of this chamber are covered with paintings of various sizes and styles. Placed in the center of the white-walled chamber is a single ochre velvet ottoman. If a visitor sits and looks at a painting for more than 1 minute, it comes alive and active to the viewer. A landscape moves and transmits its smells and sounds; a portrait subject begins a conversation, etc.
2	A high-backed stool faces out from an iron-railed balcony that overlooks a slate-gray mountain range. The air is moist and cool.
3	Suspended from the ceiling of this orange room is an egg-shaped white chair padded in matching orange. A complete orange porcelain tea service (with hot tea) also hangs from the ceiling in a white egg-shaped vessel.
4	A visitor to this chamber can only see the exits and a panorama of stars and heavenly bodies.
5	A yellow counter with matching stools faces a wall of small doors. If opened, each door contains a plate of a gelatinous food of various colors, angular shapes, and translucency. No silverware can be located, but if eaten, the consumer is well-nourished and savors a different comestible with each bite.
6	A curved red sofa stretches in front of a polished-steel, tear-shaped hearth set into the vermilion chamber's wall. The fire's warmth and the scent of roses conveys a languorous mood.
7	This chamber is filled with armchairs of all shapes, sizes, and colors. There is barely a clear path to the other side. The air is stuffy and smells of old dust.
8	An array of silver taps is set into a plain blue wall. Each tap releases a pale red fluid that smells of stale fruit juice. If imbibed, the liquid is surprisingly spicy and grants a +1 bonus to Fort saves for 24 hours.
9	The chamber is filled with curved mirrors that distort the reflected subject's body. One mirror shows the viewer as a member of the opposite sex. There is a 1% chance a viewer encountering the mirror is ensnared as per the witch's curse. Lastly, a rack of various hats and walking canes stands next to a full-length mirror.
10	A bathtub carved from one piece of white marble overlooks a small stream. The tub's water is hot; neatly folded towels and a robe sit on a white wood bench. The scent of balsam fir is calming.
11	A room covered in green velvet plays host to a large comfortable green velvet armchair. The room smells strongly of sweet pipe tobacco, and a well-used, finely carved meerschaum pipe of a helmed warrior rests on the armchair.
12	A series of low basalt benches sits in the center of a circle of granite menhirs in a sun-dappled wooded glen. The smell of peat, pine, and composting leaves fill the warm air. The buzzing of insects and the calls of birds may be heard amongst the foliage.

There are additional entrances to the mysterium on Levels 2 and 3. There is a 1-in-20 chance that a visitor to the mysterium (other than Henniethe) is trapped with no obvious way to return, and using the door behind them only results in another random vista or room. Henniethe can easily sense and avoid such dimensional glitches and may also choose to exit the mysterium onto any level of the donjon.

LEVEL 2

Area 2-1 - Grand Refectory: Thousands of glowing, white hex-shaped plaques hover in the upper reaches of the main entertainment and feast hall of the donjon. Hundreds more have been formed into two great U-shaped tables and dozens of stools that hover sans legs above the polished onyx floor.

Henniethe's sandestin, Plobe, manages the configurable glowing hexagons and delights in playing tricks on those sitting for the first time, deep in their cups, or reaching for a plate of victuals.

Area 2-2 - Oratory: The oratory is a simple stage with a lectern composed of the same hexagonal tiles that form the tables, chairs, and lights of Area 2-1. The oratory is used for speeches, wizardly proceedings, traveling troubadours, and other entertainment as dictated by the event's agenda.

Area 2-3 - Mysterium: See Area 1-8 description.

LEVEL 3

Area 3-1 - Waxidrome: This room is warm and aglow with the light of hundreds of candles resting on any level surface. A prismatic array of drippings run down every wall forming mountains and puddles of cooled wax in a riot of colors. A raised polished quartz walkway leads to the center of the room where a dais hosts uncannily complex wax formations suggesting men, women, creatures, places, structures, and everyday items all in a continuous tableau of activity in the round.

If accompanied by Henniethe, he will divulge his love of melting candles and discovering figurines in their wax drippings; he likens the activity to cloud watching.

Areas 3-2a, 3-2b, and 3-2c - Solar: These adjoining rooms are the everyday living quarters of Henniethe. The arch-mage keeps his personal chambers fastidiously clean. Area 3-2a is the sitting room, Area 3-2b is his private library, and his sleeping chambers are in Area 3-2c. The library also has a staircase leading up to Level 4.

Area 3-3 - Mysterium: See Area 1-8 description.

Area 3-4 - Psychomanteum: On a raised platform, a 10' pool of quicksilver reposes under a mirror set into the ceiling. Several braziers burn a substance that provides a modicum of white light without a trace of smoke. A chaise, crafted so as to tilt its recumbent user's field of vision toward the ceiling, sits opposite the door.

Heavy black curtains flank the lounge chair so that, once reclined, the user can only see the pool of mercury as reflected

by the mirror. The door fits its opening perfectly and admits no light from without. Henniethe is a devoted believer in psychomantism and claims to be able to commune with spirits and beings from across the known realms of existence.

Areas 3-5a, 3-5b, and 3-5c - Summoning Chambers:

These three adjoining chambers have summoning circles of all shapes, sizes, and configurations carved, drawn, or sprinkled on almost every surface. A bench holding jars of salt, silver shavings, iron filings, chalk, charcoal, as well as tools for carving and drawing dominates most of the space in Area 3-5b. Area 3-5c is Henniethe's principal summoning chamber and has a permanent greater pentacle carved into the floor. There is a 50% chance the circle imprisons a random demon of type III or lower.

LEVEL 4

Area 4-1 - Sanctum: The deeply carpeted, polished carnelian-lined room is stuffed full of burning sandalwood incense, singing bowls, and tinkling chimes continually overseen by Henniethe's sandestin, Meerko, who has grown quite bored of the task. Overhead, the ceiling is a huge glass dome.

A huge, stuffed, orange, yellow, and green ottoman dominates the center of the room, and a crystal lectern levitates (again with Meerko's assistance) at Henniethe's precisely correct reading height. If asked, Meerko will bluntly reply that the tasks are not truly up to its abilities and are fully automated.

Area 4-2 - Donjon Cabin: Dozens of levers, sliders, and buttons festoon a U-shaped desk abutting most of the wall of the small room. Over the desk is a set of panoramic windows overlooking the donjon's grounds. Apparently a control room of some kind, only Henniethe knows the full capabilities of the tower. If deep in his cups and with a most-trusted of compatriots, Henniethe may reveal that the tower is capable of reconfiguring its bubble structure into a walking golem-like creature.

Area 4-3 - Dovecote: Stairs access the topmost chamber of this level and lead to Henniethe's most prized of possessions: a collection of pigeons. Access is gained via a trap door in the ceiling at the end of the staircase. The interior of the dovecote reveals several levels of pens for pigeons and holes to the outside for egress and entrance. If a visitor is accompanied by Henniethe, he fawns over his pets and enumerates over the various breeds in his care as well as providing an overabundance of facts and trivia.

Henniethe: Init +0; Atk unarmed +1 melee (1d3-1); AC 10; HD 5d6+5; hp 27; MV 30'; Act 1d20; SP memorized spells (as CL 5, see below), *force of will* (+5 check, 13 Personality); SV Fort +4, Ref +1, Will +4; AL N; Crit I/d12.

Rote memorized spells: (level 1) *feather fall* [20], *The Excellent Prismatic Spray* [18], *Panguire's Triumphant Displasms* [16], *spider climb* [15]; (level 2) *monster summoning* [14]; (level 3) *planar step* [19].

HOUSE KAVANASE (HOLBROOK)

Sitting atop a pine-forested hill, Manse Kavanse (also known as “Holbrook”) is a large, odd-shaped, 30'-tall structure topped with a 50'-tall glass pyramid, surrounded by lush, old-growth trees on all sides. Centrally situated in the clearing, the manse itself blends harmoniously with its surroundings, feeling more of natural growth than interloping construction. The southern, steeper slope of the hill descends to a large lake surrounded by unbroken forest.

Lord and Lady Kavanse frequently travel, and the manse is often vacant save for the servants. However, when the Kavanse are present, the manse hosts numerous parties and similar functions, coming alive with the sounds of music and laughter.

Kavanse the Kreator: Init +3; Atk dagger +4 melee (1d4+1); AC 18; HD 10d6+10; hp 70; MV 30'; Act 2d20; SP master pandect, d16 amplification die, memorized spells (as CL 10; any spell/judge's discretion); SV Fort +12, Ref +9, Will +10; AL N; Crit I/d16.

Lady Genevieve Kavanse: Init +3; Atk +5 rapier +14 melee (2d3+5); AC 20; HD 10d8; hp 75; MV 30'; Act 2d20+1d14; SP languages (all), d16 rhetorical deed die, finesse (18 Agility),

supererogatory luck (18 Luck), minor magician (any single spell, judge's discretion), wayfarer skills (+16 skill check); SV Fort +6, Ref +12, Will +8; AL N; Crit III/d16.

Lord Kavanse succeeds in all magician pandect checks. Whether or not he discloses the information to others is at the judge's discretion.

In addition to the Lord, Lady, and servants, the house is regularly inhabited by two sandestins, Chaljulia and Vignerón, along with Rumfiddler, a mischievous spirit capable of taking the form of a cat, “Joe”. Rumfiddler is fond of playing pranks on those who ignore his feline form and torments any who would dare mistreat Joe.

Rumfiddler (mischievous spirit): Init +2; Atk special (see below); AC 10; HD 2d12; hp 18; MV fly 40'; Act 1d20; SP undead traits, bestow a boon (1/week), telekinesis, transformation (cat), turn invisible, immune to nonmagical weapons; SV Fort +2, Ref +4, Will +6; AL N; Crit U/d6.

Rumfiddler is known to bestow a boon on those who treat him well while in his form of the housecat, Joe. This typically takes the form of a remarkable item made of solid ether lasting only a week. As opposed to the boons of other spirits, the item is not a weapon but will prove invaluable in overcoming some challenge in the coming week.

At will, Rumfiddler can use his telekinesis to manipulate up to four objects within 100', each weighing no more than 50 pounds.

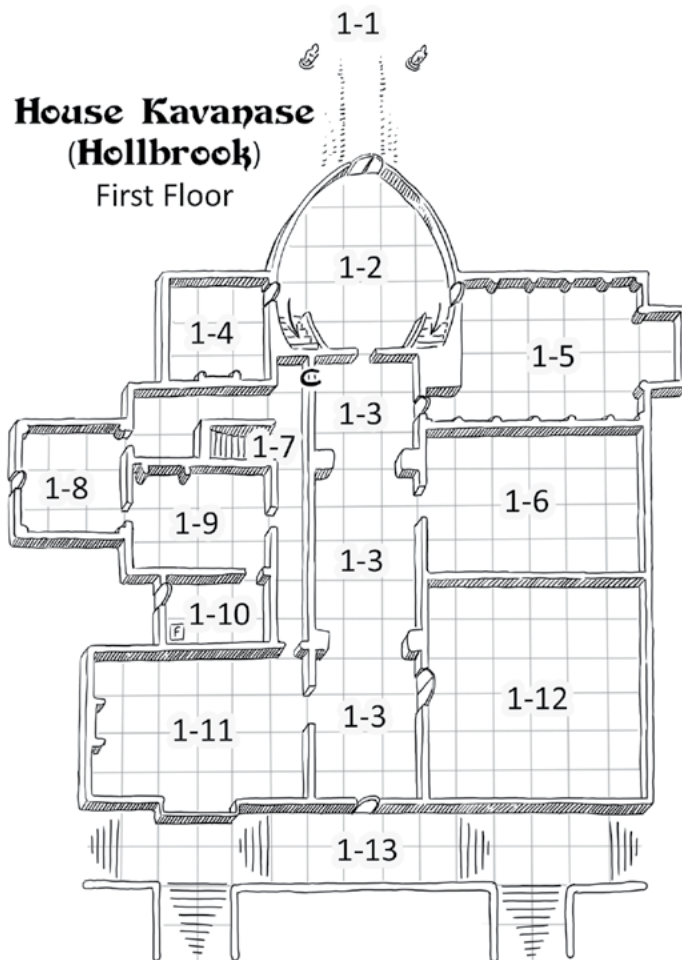
THE GROUNDS AND LEVEL 1

Area 1-1 - Front Lawn: Atop a forested hill, Manse Kavanse sits surrounded by lush, old-growth pine trees on three sides. Central in the clearing, the manse itself blends harmoniously with its surroundings, feeling more a portion of natural growth than interloping construction. Greeting visitors are a pair of statues carved from ancient, petrified wood. The figures, those of Lord and Lady Kavanse, stand with a hand raised in greeting – the fossilized material giving them an appearance so life-like that one might think them ready to step forward and greet guests.

Trees shade a flagstone walkway, gray stones tinged green with moss and lichen. The path, lined with bricks, runs between the statues and up to the domed, glass atrium that serves as the manse's main entryway.

Area 1-2 - Entry/Atrium: Extending from the main portion of the structure, the main entry to the manse is a gossamer glass atrium extending to a height of 25'. Flanking the main hallway, a pair of staircases sweep upward toward the second floor, while both the east and west walls are marked with a doorway at the point where the glass atrium joins the main structure of the manse.

Upon an exotic rug in the center of the atrium, a massive celestial dial rests upon a marble plinth. Unlike a mere sundial that traces the movements of but a single heavenly body, its dial is marked with odd protrusions and points and looks to trace the path of entire galaxies across the night sky.





Arriving guests are greeted by Herbert, the manse's majordomo. His countenance is impassive, reflecting no emotion, while his posture is ramrod straight, attire immaculate, and etiquette flawless.

Herbert, majordomo: Init +2; Atk rapier +4 melee (2d3); AC 18; HD 2d8; hp 12; MV 40'; Act 2d20; SP sneak silently +20, *word of command* (+15 spell check, 3/day), hospitality, withering stare; SV Fort +1, Ref +2, Will +8; AL L; Crit III/d8.

Herbert is perfectly entuned with the household as well as its staff and guests. There is a 75% chance that a guest, upon completing a request dealing with hospitality (asking for a beverage, for example), will have Herbert or another member of the household staff immediately arriving with the matter already handled, often having been nearby and unnoticed.

As needed, Herbert can halt the most obnoxious of louts with a mere look of disdain. The disapproving stare of the majordomo reduces a target to a state of stuttering apology.

In addition to the majordomo, manse Kavanse is attended by a number of human servants that are rarely seen unless by design. So innocuous is their presence that, unless household staff is specifically looked for, they are not noticed.

Area 1-3 - Main Hall: Running the length of the manse, the ceilings of the main hallway rise 15', terminating in an exquisitely hand-carved, ornamental canopy. Lined with dark wooden wainscoting, decorative archways, and or-

nately knobbed doors, the hall contains several sections, each divisible by way of a set of sliding pocket doors. Tapestries depicting esoteric portions of the known (and unknown) universe hang here. A tapestry of the Alastor star cluster conceals the doorway to the side hall.

Area 1-4 - Reception Room: Just off the main entryway, this small, window-lined sitting room immerses guests in the surrounding forest. Upon a sideboard near the doorway rests a trio of decanters, each half-filled with a different brightly colored liquid. Off to one side, matching crystal tumblers sit upon a polished metal tray. The chairs in the room face toward an intricately decorated fireplace, carved with tropical images of far-away lands.

In contrast to the finery of the furnishings, the walls here have been obviously repaired in a number of places, hinting at the sometime raucous nature of guests. Within one of the wall repairs is a mass of wadded up parchment used to fill a gap in the plaster and lathe construction. Upon inspection, the pages hold a hitherto unknown spell (judge's discretion).

Area 1-5 - Music Room: The windows here provide musicians a breathtaking view of the forest around the manse. At the eastern edge of the room, a 10' alcove extends outward from the home, providing a more intimate seating area 'neath the sun and stars. Along the western wall are musical instruments, ranging from the exotic, such as the sitar, serpent (an s-shaped wind instrument), hurdy-gurdy, and crwth (a bowed lyre), to those of humbler origins: banjos, guitars, drums, and even sets of wooden spoons.

Spaced around the room are a pair of comfortable-looking couches and a pair of small tables flanked by overstuffed chairs, so that an audience may appreciate musicians as they "go for broke". Upon the tables can be found pages of musical notation for songs with titles such as *I've Got a Gal* and *One to Five Shuffle*. Those familiar with music will find the songs to be of a style unknown to them. Guests picking up instruments and playing one of the foreign-sounding songs



gain favor with Lord Kavanse, receiving a +1d bonus that may be applied to any roll before the next sunrise. Lord Kavanse may retract this blessing at will, however, should a guest seek to turn his beneficence against him.

Area 1-6 – Study: Resting atop the desk is a well-cared-for fountain pen, neighbored by a quartet of inkpots. Piles of parchment sit to one side of the desk. Some are covered in spidery handwriting, others rough sketches, but not a single page is blank. Indeed, several pieces have been reused, with spell research written on the back of lazy-looking doodles and personal notes.

The north and south walls of the room host shelves lined with an assortment of books and brightly colored ceramic jars and urns. The contents of the ceramics lend the air here a heady, yet earthen, atmosphere. The eastern windows look out onto the forest beyond the house, revealing a small brook running through the grounds.

With enough time to search, a set of handwritten notes detailing any location, no matter how remote, may be found.

Area 1-7 – Back Hallway: The back hall is traveled by the servants of the manse and is thus less formal than other portions of the manse. While not unadorned, the area lacks much of the ornamentation placed for the pleasure of Lord and Lady Kavanse. There are no doors within the hallway here, each room being entered through an archway for ease of passage.

Area 1-8 – Servant’s Dining Room: A simple table, with seats for eight, rests in the middle of this windowed dining room. Archways lead from the kitchen, as well as the side hallway, while a windowed door opens onto a small sunset-porch.

Area 1-9 – Kitchen: Dominated by a large fireplace on the north wall, allowing for much of the home’s cooking, the manse’s kitchen is large and well-appointed. Smaller ceramic ovens and stoves line the walls here, allowing for the kitchen staff to prepare meals ranging from a light collation to an extravagant banquet. A central island in the kitchen is large enough to accommodate a staff of four, as they chop, slice, and prep. Archways lead from here to the east, west, and south.

Controlling the kitchen is Chaljulia, a sandestin that serves as chef. Chaljulia is impatient and demanding in the kitchen, disliking intruders into their domain. Given the appropriate amount of time, the sandestin is capable of perfectly recreating any dish requested, sometimes vanishing into the cronoplex to obtain rare ingredients or extinct game animals. When off-duty, Chaljulia resides in an ornately carved peppermill.

Chaljulia (sandestin): Init +6; Atk bite +1 melee (1d3) or cleaver +1 melee (1d5); AC 14; HD 4d8; hp 24; MV special; Act 1d20; SP invisibility, encyclopedic knowledge (cuisine), immune to magical attacks, sandestin abilities, spells (+10 spell check); SV Fort +2, Ref +2, Will +2; AL N; Crit M/d10.

Area 1-10 – Pantry: Aromas of rich ingredients, pulses,

and viands fill the air of the pantry. A tradesman entrance is to the west, while a trapdoor leads down into the wine cellar.

Holbrook’s cellar is well-stocked, filled with wines and meads from distant locales across the earth. Those descending into the cellar are greeted by the manse’s sommelier, a hexamorphic sandestin named Vigneron. Vigneron knows all things about wine, from the terroir of each vineyard and how it impacts the wine, to the best vintages of any given wine (even locally made tavern wines). Vigneron dwells in an ancient wine goblet made of flawless crystal.

Vigneron (sandestin): Init +6; Atk bite +1 melee (1d3); AC 14; HD 4d8; hp 28; MV special; Act 1d20; SP invisibility, encyclopedic knowledge (wine), immune to magical attacks, sandestin abilities, spells (+10 spell check); SV Fort +2, Ref +2, Will +2; AL N; Crit M/d10.

Vigneron assumes one of six different forms when encountered. Judges may select or roll 1d6 to determine their appearance: (1) a formally attired wine steward, with flaming red hair and a pencil mustache; (2) an ambulatory pool of ruby port; (3) a column of burgundy smoke; (4) a large housecat with scarlet eyes; (5) crimson woolled, ram-like humanoid, standing 7’ tall; (6) a 5’-long lizard with merlot-hued scales.

Area 1-11 – Dining Room: Glittering windows grant guests an exquisite view of the forest to the west and south, where it slopes downward to the lakeshore. A massive, pedestal table with seating for up to 18 fills the room.

At the foot of the table is a large fireplace, carved with forest imagery to match the outdoors beyond. A pair of taboret, for the chilling of wines and meads, sit in opposite corners of the room, ready to be brought forward for use at a moment’s notice.

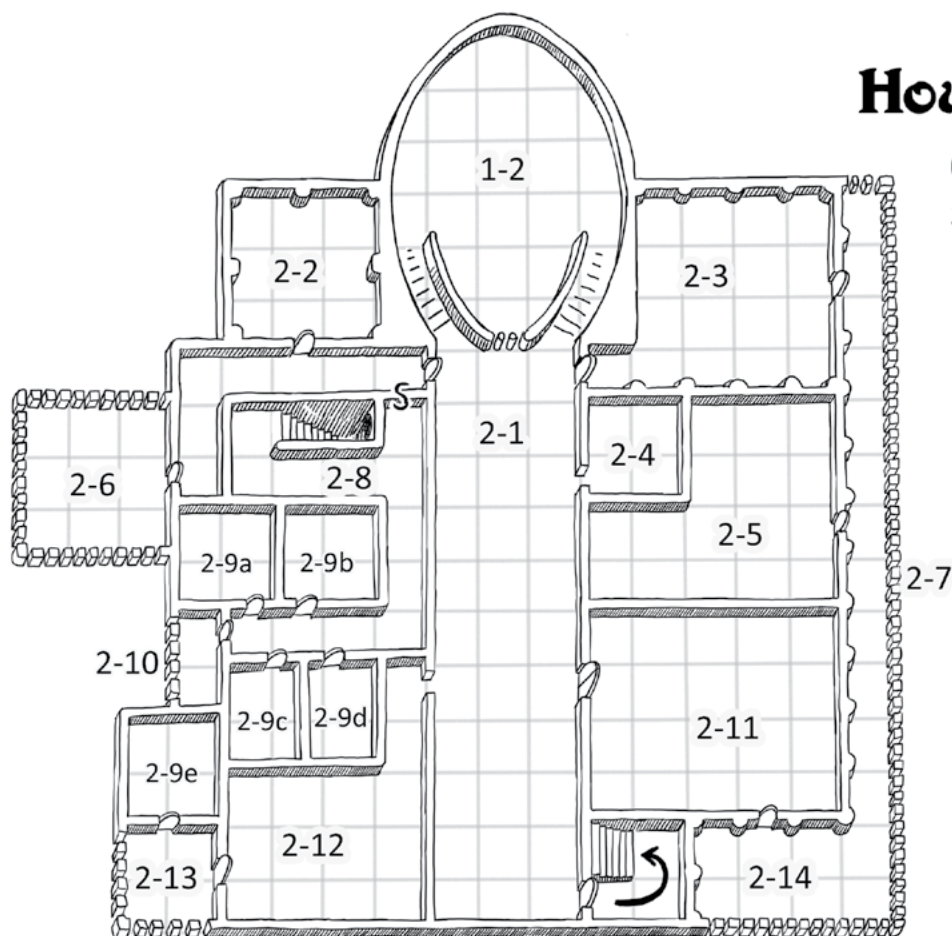
Area 1-12 – Laboratory: A heavy, ironbound set of double doors provide entrance into this massive laboratory. Unlike the rest of the manse, the scorched stone walls here lack windows, opting instead for something more solid. Spread about the lab are worktables layered with notes covering topics such as astrological symbols and star charts, alchemical formulae and ingredient lists, and mathematical formulae with notations on the avoidance of the heat death of the universe.

Area 1-13 – Terrace: The rear of the Manse exits into a set of stone terraces worked into the slope of the hill, beyond which is the trail down to the lake and its boathouse. Alongside the terraces are the manse’s gardens, filled with fragrant blooms and artful topiaries. Strutting about the back lawn are peacocks and peahens, providing additional visual splendor as well as security.

Outside on the door hangs a piece of parchment that reads, “Come in.” The back side of the parchment contains an unidentifiable spell fragment. Within the boathouse at shore’s edge floats a 36’ trimaran and a 17’-long cutter named *Venture*.

House Kavanase (Hollbrook)

Second and Third Floor



LEVEL 2

Area 2-1 – Upper Hallway: Running the length of the manse, this hallway looks down into the atrium below to the north and out through a massively paned window on the south end—providing an unbroken view of the lake at the bottom of the hill. As below, the walls here have ornate wainscotting. The upper portions of wall are painted with murals of distant landscapes, framed in such a way as to give the overall illusion of looking out through windows into other portions of the world.

The murals painted on the walls here are all locations visited by Lord Kavanse and his family, serving as gateways. With a successful DC 15 *force of will* check, a magician may step through the mural to the locale beyond. Return is possible by returning to the same location and making a second successful *force of will* check.

Area 2-2 – Oracular Chamber: The hallway outside this room is decorated with a 20'-long mural painted above the wainscotting. Depicting an alien landscape, the mural's image is oddly mesmerizing. While, as elsewhere, the outer walls of this room are windowed—heavy curtains are in place to draw the room into darkness.

In the center of the room, facing the interior walls is a comfortable looking green upholstered chair. Adjacent is a matching footstool upon which rests a woolen cap. The

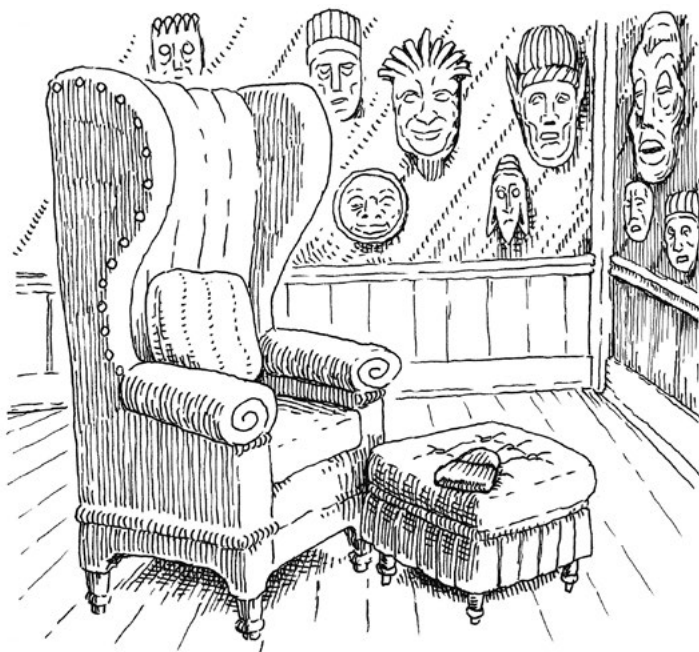
chair faces the twin interior walls, upon which hang wooden tribal masks. While some masks are painted or dyed, others are bare wood that has taken on a patina due to age and frequent handling. The graven images represent cultures, both extant and lost, and all exude a definite aura, a presence extending far beyond their material representation.

Gazing at the masks long enough causes the viewer to hear whispered voices. By concentrating on a given course of future action, the voices slowly transition from discussion of mundane affairs to reciting prophecy. The answers of the masks are never direct; their meanings obfuscated within multilayered, meandering, allegorical verses. If unhindered, what is prophesied will always come to pass; however, misinterpretation is likely by the less initiated.

The masks may also be used as a focus for the level 3 arcane spell *consult spirit*, the fixed nature of the spirits within the masks granting a +1d bonus to spell checks.

Area 2-3 – Bedroom: Facing out onto the forest, the windowed walls of this room are lined with heavy curtains should a guest wish to decline the morning invitation of the dying sun. A door on the east steps out onto a porch that runs the length of the manse.

Area 2-4 – Sitting Room: Through an archway off the upstairs hallway is this small sitting room, with a curtained archway to the south. The furnishings here are sparse, a pair



of chairs with a single side table holding a lamp. Several small volumes are stacked upon the table.

Area 2-5 – Bedroom: Beyond the curtained archway lies the bedroom of Lord and Lady Kavanse. While having only one windowed wall, the rest of the chamber is paneled in such a way as to give the impression of being in a woodland grove. Enhancing this effect is the room's odd shape, lending greater credibility to the illusionary forest. A glass-paned doorway leads out onto the manse's eastern porch.

Area 2-6 – Western Patio: Surrounded by a decorative railing, the patio is perfectly oriented for observation of the setting sun over the western forest. A pair of simple wooden benches provide seating, while an elaborate oculus outfitted with countless oddly focused and shaded lenses stands near the edge, pointed upward into the sky.

The pansophical oculus allows viewers to cast their gaze across multiple universes by merely adjusting the lenses and thinking of the desired location. The area does not need to be known to the viewer beyond its name or location (geographical and temporal), but it only works to observe geographical sites. It will not zoom in to spy on a named individual or the interior of a building (spying in such a way would be quite gauche). If not specified, the oculus defaults to a view of the chosen environment—15 minutes into the future. Magicians unfamiliar with the workings of the pansophical oculus must succeed at a DC 18 pandect check to fathom the proper orientations of the lenses.

Area 2-7 – Eastern Porch: Lined with a decorative iron railing, this porch runs the length of the manse, terminating in a small patio at the south end (Area 2-14).

Area 2-8 – Back Hallway: Akin to the back hallway below, this hallway is unadorned and utilitarian for the usage of the manse's servants. In contrast to the lower hall, this hallway contains doors meant for privacy instead of archways for ease of passage.

Concealed within the seams of the wainscoting and the painted mural along the south wall is the secret door into this hallway. The far west end of the hallway opens out onto a private patio for the use of the servants (Area 2-10).

Areas 2-9a, 2-9b, 2-9c, 2-9d, and 2-9e – Servant's Quarters: These simple chamber holds a pair of beds with a small table between them. A pair of wardrobes line the back wall of the windowless room. Four of the rooms are identical in appearance, being the sleeping quarters of two members of the household staff. Area 2-9e has only one bed (belonging to the manse's majordomo, Herbert) and is the only room with a windowed view. Each room possesses various ordinary clothing and personal items.

Area 2-10 – Servant's Patio: The door at the west end of the back hallway opens out onto a small balcony, looking westward in the direction of the setting sun. A long wooden bench provides seating near the twisted iron railing, behind which rests a small chest, able to be pressed into duty for additional seating if needed. The chest contains a pair of simple blankets as well as a carefully wrapped spyglass.

Area 2-11 – Bedroom: Obviously reserved for favored guests, this bedchamber is lined with massive windows along its walls. The glass of the richly furnished room looks out onto a vista alien to the surroundings of the manse.

Looking southward one sees a castle that occupies the crest of a black diorite crag overlooking a wide valley. The parapets tower majestically above the valley, soaring to a height of 900' or more, with towers, turrets, and observation eyries raising even higher. In the distance, flying carriages pulled by teams of winged creatures fly to and from the massive structure.

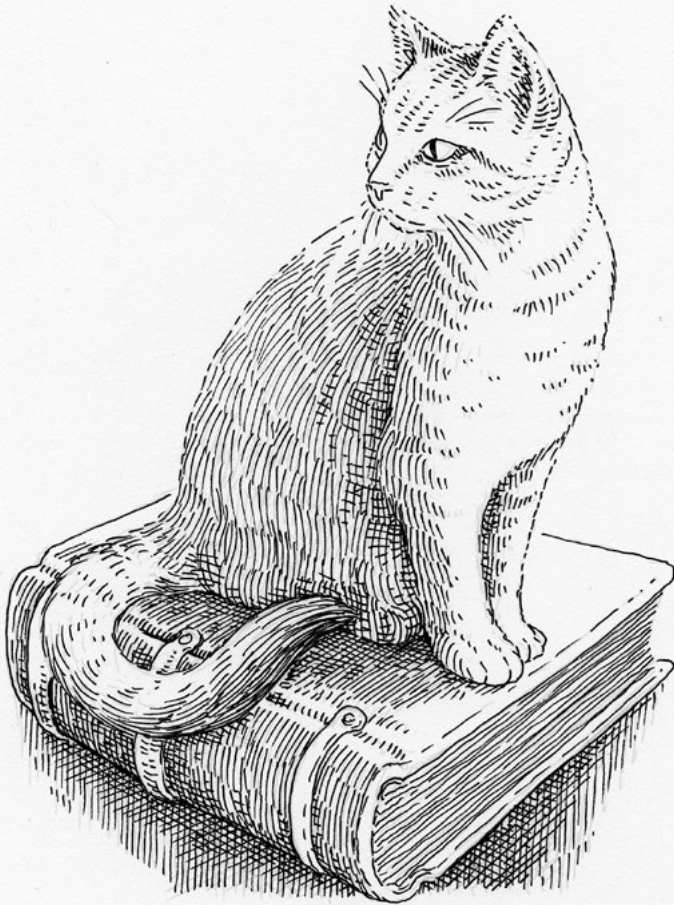
Despite the view through the windows, the southern door of the room opens directly out onto the south patio.

Area 2-12 – Library: No windows adorn this room, providing the precious volumes here protection from the rays of the dying sun. Maximizing the available space, there is a secondary set of shelves set on tracks before the wooden shelves that line the walls that slide to either side to provide access to the contents behind them. In the center of the room is a small reading desk with a lamp. A door exits the room to the west.

Despite its seemingly small size, the library of Holbrook is complete. Lord Kavanse is able to lay hands on *any* book he should desire, simply by plucking a volume from a shelf. The omnibibliographical nature of the library is not readily apparent simply by browsing the shelves, although those who do will find it filled with books that are at least of interest to them. Those not of the Kavanse bloodline who blindly reach for a desired book, and succeed in a Luck check, will find the specific volume in their hand.

The properties of the library are such that removed books fade to insubstantiality within 1 turn and notes taken from the library's contents fade within 1 hour of being removed from the grounds of Holbrook.

MANSE OF PANDERLEOU, COLLECTOR OF ARTIFACTS



Situated in a forest of mernache, black aspen, and goblin-tree, Panderleou's enormous manse is actually two structures. On the ground lies a sprawling, two-story dwelling tucked within an unruly walled garden, supplemented by stables and a few worn outbuildings. Floating 50' above the main structure is a smaller building, which would be a third story of the manse below, if it were only attached.

The reclusive Panderleou generally avoids society to scour other dimensions for curios and artifacts. He also jealously guards his trophies, even as he ostentatiously exhibits them to what he imagines to be their greatest advantage in his floating exhibit hall. The windows of the hovering museum are shuttered tight, and various birds perch among the crenellations and peaked roof, while gold and indigo pennants flap violently from each of its tapered four corners.

Judge's note: While the following description of the manse provides judges with a scenario in which daring adventurers might have heard recent rumors of Panderleou's absence and ventured to penetrate its secrets in pursuit of wealth and power, the judge can certainly present the manse in a more mundane light with Panderleou at home and firmly in command of his possessions. In this case, Panderleou will generally be found on the second floor in Areas 2-4, 2-5, 2-8, or 2-9. The various underlings and servitors are currently paid as required, as loyal as might be expected in the dying Earth, and far more fearful of the arch-mage and his ministrations than any threats the PCs would bring to bear. Short of destroying Panderleou outright, the PCs might have a chance of accessing the trophy gallery if they bring all their engines of unctuous flattery to bear upon the proud host, who is torn between his desire to exhibit his ultra-world artifacts and his extreme wariness regarding their security.

THE GROUNDS

General Features: Prior to the PC's arrival, Panderleou ran afoul of a Spawn of Uthaw that has lain dormant in one of his bizarre dimensional displays. The arch-mage lies captured in his own trophy gallery in Area 3-11, while other denizens of the manse believe he has deserted them, as their salaries are five weeks in arrears. As a result, the grounds of the manse and its various buildings are eerily quiet, dimly lit, and in a state of general untidiness.

Area A - The Gate: A 10'-tall stone wall surrounds the compound. A liveried footman (see below) stands on guard at all times.

Area B - The Garden: Panderleou's garden is planted with flowers of all colors, though he favors coral-pink,

Area 2-13 - Library Overlook: This corner patio extends off Lord Kavanse's personal library. Beneath a small overhang sit two chairs, protected from the elements.

Area 2-14 - South Patio: This patio provides a view of the sweeping vista of forest and lake that surround the manse. A round table with seating for five is the focus of the space. A pair of long-stemmed pipes rest on a tray on a side table next to a jar of aromatic smoking herbs.

LEVEL 3

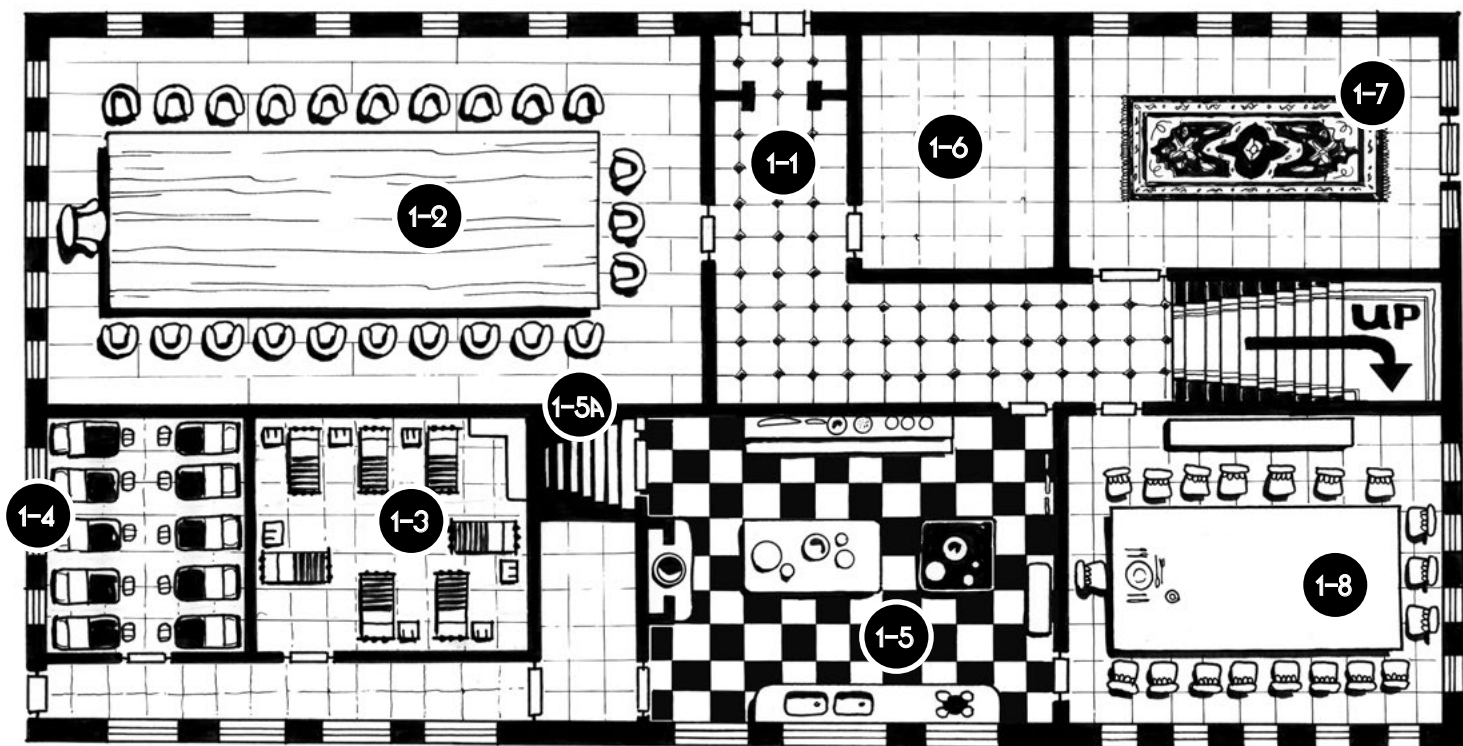
Area 3-1 - Sunroom: Atop the manse is a 50'-tall polytopic pyramid of glass. No matter the time of day, the sunroom is exposed to the rays of the sun (or moon), providing for unobstructed views from sunrise to sunset, and sunset to sunrise. Descending from the pyramid's apex hangs a massive chandelier to provide light in the evenings.

In contrast to some other rooms of the manse, the furnishings here are plain. Wicker-backed chairs and a simple wooden table are situated beneath the chandelier, leaving nothing to detract from the unbroken view.

A pair of small bowls sit on the floor near the table. The bowls left here are food and water for Joe, the feline guise of the spirit dwelling in the house, and Vignerion (see Area 1-10). When not otherwise engaged, Vignerion is often found here in their feline form, in a state of deep relaxation that only a housecat could ever obtain.

Panderleon's Compound





Manse of Panderleou - Ground Floor

□ = 5'



jaune, and cyan. Currently, various weeds and dandelions are interspersed with rare and precious flowers running riot throughout the once-orderly rows. In the center of the garden is a large beehive that holds both honeybees and minuscules who ride the bees about as mounts to pollinate the flowers. The teal- and dun-colored asymdra flower is a transplanted bloom from distant Fomalhaut. It is so beautiful that it beguiles any who gaze upon it into a lackadaisical stupor (DC 15 Will save to resist).

Area C - Stables: Three crazed half-feral oasts are here, neglected by the unpaid footmen. They have subsisted on several others of their kind and are wild with meat-lust.

Oasts (3): Init -1; Atk fist +5 melee (1d8+5); AC 14; HD 6d10; hp 35 each; MV 40'; Act 1d20; SP critical threat range 19-20; SV Fort +6, Ref +2, Will +4; AL N; Crit G/d4.

Area D - Gazebo: This outdoor structure stands ominous and empty in the garden. A madlock has been discharged from Panderleou's service, but with nowhere to go has taken refuge here, raiding only by night and avoiding detection.

Madlock: Init +2; Atk slam +6 melee (1d6+3); AC 15; HD 3d8+2; hp 16; MV 30' or climb 10'; Act 1d20; SP punitive preference; SV Fort +6, Ref +3, Will +1; AL C; Crit M/d8.

Area E - Livestock Pen: In a rickety pen, a few sickly chickens, goats, and cows provide the remaining household's meagre daily fare.

THE FIRST LEVEL

Area 1-1 - Entryway: An eight-piece band of minuscules plays a short song upon the arrival of each guest. The song is somber, frivolous, or even disdainful, depending on a guest's status and appearance, but their playing has grown

increasingly discordant as the manse's master has failed his obligations for several weeks.

Area 1-2 - Meeting Room: This large room has a long table of fine petrified harquisade wood. The chairs are engraved with the names of Panderleou's magician colleagues, but he has never had them here to visit, as he worries about their interest in his collection.

Area 1-3 - Servants' Quarters: A tidy and spartan arrangement of beds is here for the seven members of the kitchen and housekeeping staff. One bold little snipe (Anderli) has filched the tiny gleaming lantern (containing Panderleou's chug) that she found on the eminence's night table last week, and she plans to leave this manse and travel to Kaiin to sell it soon. The lantern is secreted under her mattress.

Area 1-4 - Footmen's Quarters: Ten gold- and indigo-liveried footmen dwell here and are long out of useful work as their master has not been around in weeks. Many of their compliment have already left, and the remainder begin to suspect they will not be paid on time, souring their moods and lowering their morale and standards of hygiene. The remaining footmen will attempt to stop intruders from looting the manse but can be easily bribed to abandon their posts.

Footmen (10): Init +0; Atk staff +1 melee (1d4); AC 10; HD 1d6; hp 3 each; MV 30'; Act 1d20; SP none; SV Fort +1, Ref +1, Will +0; AL N; Crit III/d6.

Area 1-5 - Kitchen: This is a gleaming palatial kitchen stocked with dried oats, a few mild spices, well-water, butter, and eggs as Panderleou's tastes run toward the bland.

Area 1-5a - Wine Cellar: This spacious underground chamber contains thousands of bottles of wine, ranging

from the pedestrian to extreme rarities. There are two black bottles stolen from the sub-world and one precious sky-blue bottle of unusual design that is from the Overworld, each worth at least 1,000 terces to a connoisseur.

Area 1-6 – Armory: A variety of dusty armors and armaments are stored here. PCs may make a Luck check to locate most mundane weapons at the judge’s discretion. Amongst the martial bric-a-brac are some rarer items:

A breastplate forged of indestructible stellar metal (+6 AC, -4 check penalty, d12 Fumble die).

Arrow-gun ammunition: 7 acid arrows (inflict an additional 1d6 acid damage upon a successful hit), 2 adhesive arrows (treat as level 1 arcane spell *web*, result 14), and 4 flare arrows (1d6 damage, plus each creature within 20’ is blinded for 1d4 rounds unless they make a DC 10 Fort save).

Three sheathed swords of exotic alchemical properties. When drawn, they sizzle, shine brightly, and react violently to the air. The swords deal 3d6 damage but disintegrate into foul-smelling liquid 1 turn after being unsheathed.

Area 1-7 – Salon: A room for entertaining guests with large picture windows that open onto the garden. The leather chairs, fine tables, and portraits are all covered with embroidered dust cloths. A glass case contains brandy and cigars along with six crystal tumblers, worth a total of 400 terces.

Area 1-8 – Dining Room: There is a table currently set for one person that appears unused for many weeks. A locked cabinet stores china and silver worth a total of 250 terces.

THE SECOND LEVEL

Area 2-1 – Guest Quarters: These rooms are mostly for show as Panderleou is suspicious of guests and stingy with hospitality.

Area 2-2 – Ballroom: This is a once-fashionable ballroom that has been ignored for many years as Panderleou’s travels admit no time for social engagements.

Area 2-3 – Sandestin Room: Cupril and Krandl, Panderleou’s sandestin servitors, are in this well-appointed room. Cupril manifests as a rakish, dandified youth in a suit of indigo crushed velvet while Krandl appears to be a severe older man in his mid-fifties, dressed in a stark gray uniform.

Cupril is charged with guarding the gallery and making sure no one enters the gallery from any point save the portal. Krandl waits upon Panderleou’s instructions as his prime magical servitor.

Cupril has two indenture points left while Krandl has half an indenture point remaining.

They are bored without their master, so they pass their time in games of chance and to work mischief on Bonce, Panderleou’s majordomo (see Area 2-7 below). The holder of Bonce’s baton of office can reward them with indenture point adjustments, and they are forbidden to directly hurt him or interfere with the holder.

If sighting strangers, they will shrewdly ask where Panderleou is and if it is clear that the interlopers do not know, they will immediately ask about the small lantern carved of proscedel he bears (as that is the container of the chug they both fear).

Sandestins (Cupril, Krandl): Init +6; Atk bite +1 melee (1d3); AC 14; HD 5d8, 3d8; hp 25 each, 18; MV special; Act 1d20; SP invisibility, immune to magical attacks, sandestin abilities, spells (+10 spell check); SV Fort +2, Ref +2, Will +2; AL N; Crit M/d10.

Area 2-4 – Panderleou’s Bedchamber: Panderleou’s personal effects are utilitarian and banal, save for the journal on his night table that has his passphrase written on the inner front cover: *The exalted Panderleou will now view his exquisite collection won by power and guile across a thousand thousand worlds!*

Area 2-5 – Closet of Unending Concupiscence: This small, elegant chamber is furnished multi-dimensionally with the delights of many exotic dimensions; whatever scenes transpire within here are not spoken of without.

Area 2-6 – The Multivarious Portal: This portal on the top level is surrounded by thirteen dials composed of precious metals. Depending on the settings of the various dials, the door will open to different worlds and dimensions. This is the point from which Panderleou stages his expeditions for wondrous artifacts and accesses his floating gallery.

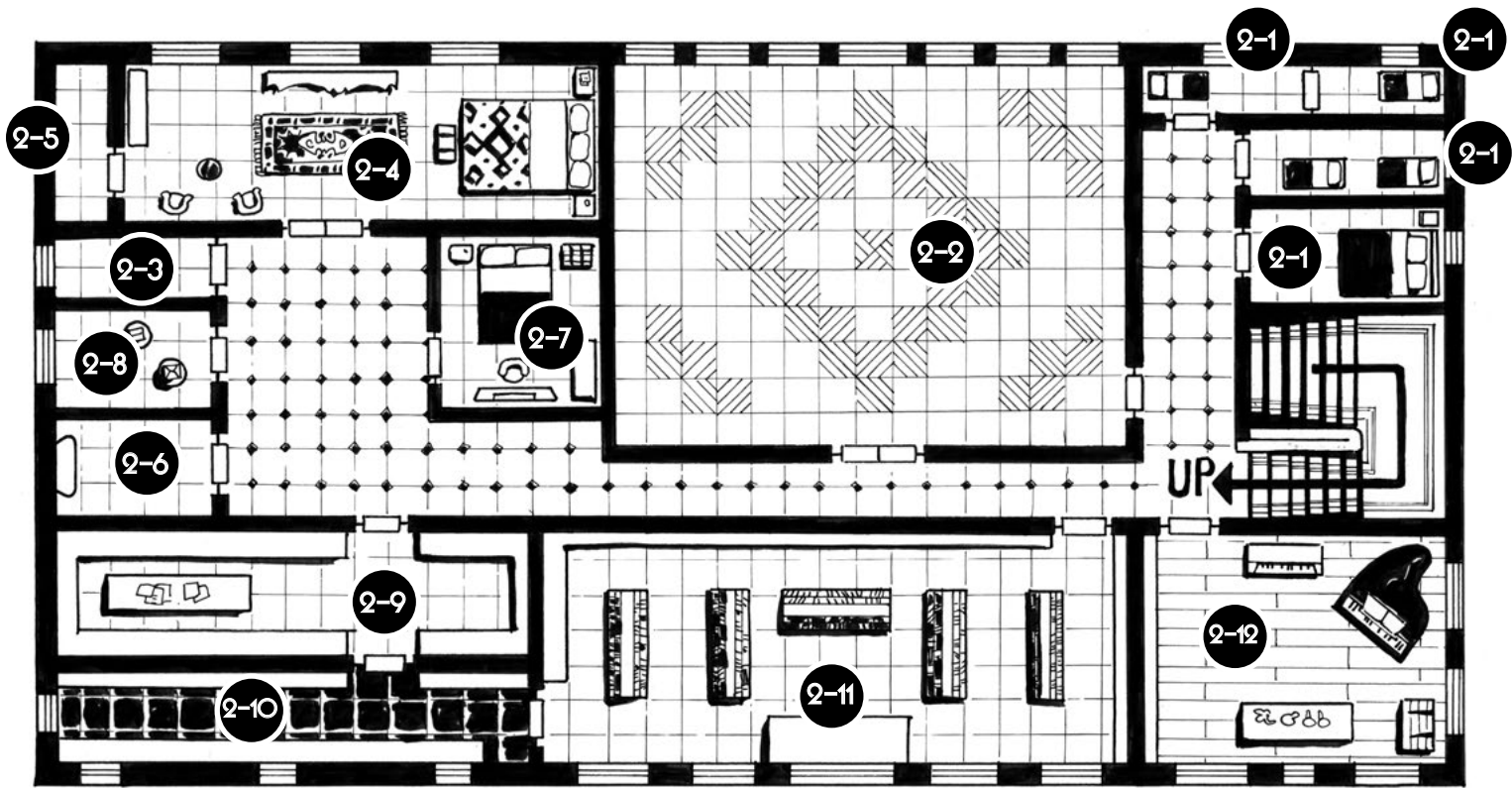
Area 2-7 – Majordomo’s Quarters: Years ago, the wayfarer Bonce applied for the position of majordomo to Panderleou’s estate, purely to try to purloin the priceless ultra-world artifacts above. To Bonce’s surprise, he was accepted but has so far been frustrated in accessing the gallery that floats above the main house. However, he has embraced his station’s privileges, including the abundant bland food and well-stocked wine cellar. In Panderleou’s absence, he has even enjoyed the Closet of Unending Concupiscence (see Area 2-5). As yet, he has essayed few interactions with the sandestins Cupril and Krandl, who recognize his ambitions and dismiss him as a jejune and crass adventurer.

Bonce wields the black baton of office that commands the minuscules and, to some degree, the sandestins. But he still fears Panderleou’s wrath if abusing his power. In Panderleou’s absence, he considers absconding with as much as he can carry or making a final try for the gallery.

Bonce: Init +2; Atk rapier +2 melee (2d3); AC 12; HD 4d8; hp 23; MV 30’; Act 1d20; SP 10 Luck, wayfarer traits; SV Fort +2, Ref +4, Will +2; AL C; Crit III/d10.

Area 2-8 – Minuscule Habitat: The minuscules live on four 3’-high platforms, each a tiny sprawling manse in its own right. Deprived of their proper viands and comforts (two ounces of nectar, a gill of sweet fasola, a dram and a half of malt spirits, biscuit, oil, and parrot’s tongue), they are abstaining from all labor and buzz about angrily unless placated with sweetmeats or other delicacies.

Area 2-9 – Dimensional Chart Room: This room hold



Manse of Panderleou - Second Level

WINDOW
DOOR

=5' ↑ N

the various charts, planar cutaway maps, and other exotica that Panderleou uses to plot and log his trips in search of artifacts. There are eleven bound journals in a cypher (DC 18 Intelligence check to decrypt), which upon a half-day of study yield the secrets of using the portal.

Area 2-10 - Mathematarium: This chamber holds many mathematical tools and references. Any spells learned by rote here are made with +1 to the spell check.

Area 2-11 - Library: A collection of mundane but highly valuable tomes. Any tome randomly selected is worth 2d4×10 terces. Any magician making a DC 15 Intelligence check can locate a tome worth 2d4×100 terces. A Luck check can be made to locate 1d3 books on almost any subject of interest.

Area 2-12 - Music Room: Panderleou has collected many instruments. Amongst the pianolas, Ascolain horns, and small, energetic trimtram drums, there is an aquarium tank filled with cobalt blue conches, which are living instruments that can create supernal harmonies.

THE FLOATING GALLERY

Panderleou jealously guards his artifacts, so they are rarely displayed to anyone else. The room is always suffused with a soft coppery radiance. The ceiling is 30' high.

The gallery is only accessed by the multivarious portal in Area 2-6, but entry here does not depend on the various dials. Rather, the transporting dweomer is triggered by a password phrase: *The exalted Panderleou will now view his exquisite collection won by power and guile across a thousand thousand worlds!* Known only to Panderleou, the phrase to leave the gallery is: *Out, now.*

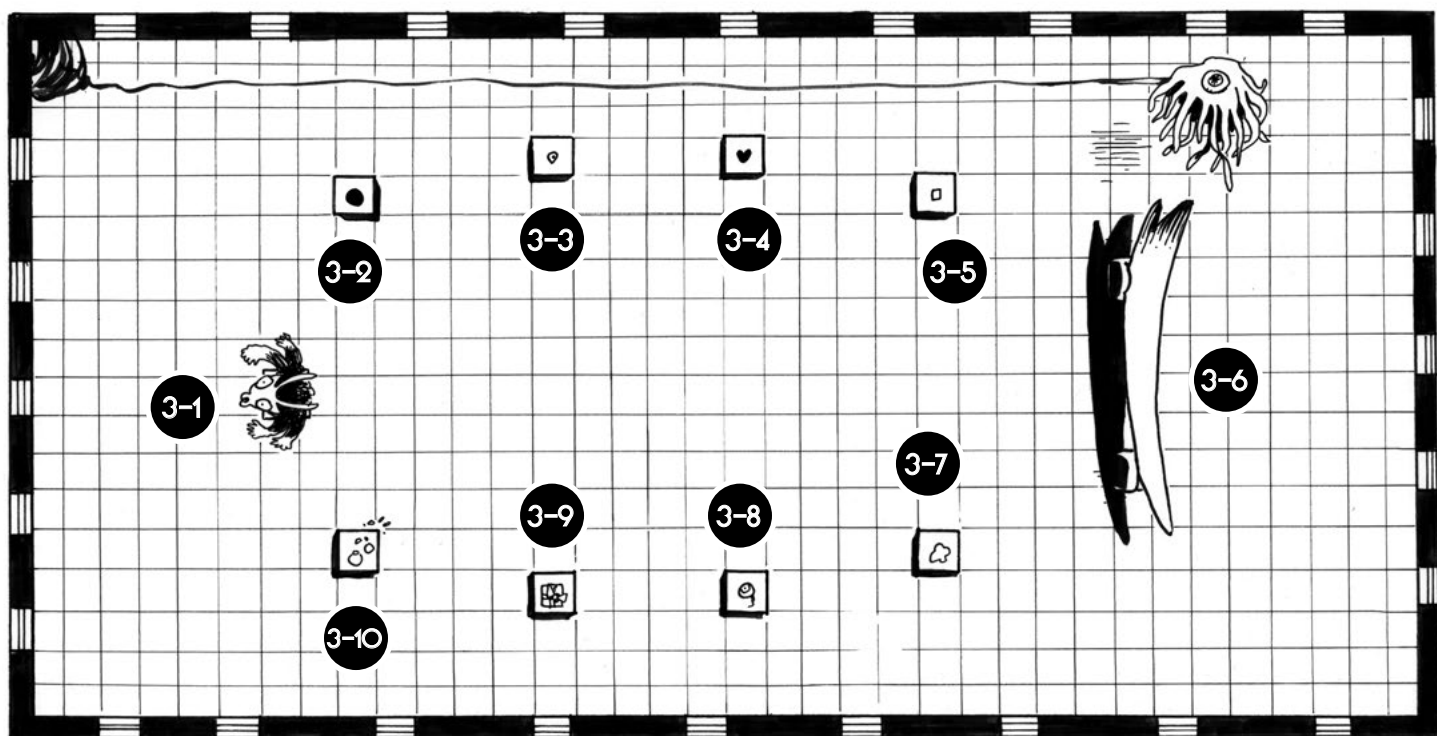
Area 3-1 - The Yask: This room contains a large, stuffed, white-furred biped with the hirsute form of a four-armed gorilla and the head of a praying mantis. This proto-simian creature known as the yask haunts the spaces between dimensions. Its preserved body is worth at least 10,000 terces, but touching it requires a Luck check to avoid being displaced by residual energies across the myriad dimensions.

Area 3-2 - The Void: Inside the chamber is a miniaturized black hole, plucked from a distant sector near Alpha Centauri. It sits in a very hard ultra-glass cube, the surface of which is cold to the touch. Breaking the cube (250 points of damage or DC 30 Strength check) causes everything within 10' to be yanked into the black hole in 1 round (DC 15 Ref save to resist). Every round, the radius of this irresistible gravimetric pull increases by another 10'. Victims entering the black hole are irrevocably destroyed or perhaps transported to an entirely new cosmos with different physical laws.

Area 3-3 - The Diamond: This room contains a single treasure – a loquacious solitaire, roughly the size of a plum, set into a platinum brooch. This device is more mechanistic than sentient, speaking when spoken to, strangely prescient, and always telling the truth.

Area 3-4 - Vampire Heart: The room contains a vampire's heart from a forlorn dimension; it can be planted in unhallowed ground to seed vampire-weed. If nourished with the blood of 10 victims, it will grow a deodand; if 20, another vampire.

Area 3-5 - Anti-Gravity Lozenges: Inside is a small silver case engraved with drawings of men with wings tied to a pedestal. The three lozenges within are made with rare alien elements and, if swallowed, cause the consumer to



Manse of Panderleou - Floating Gallery



ignore gravity. Their alien chemistry first forces a DC 12 Fort save to resist vomiting up the unearthly chemicals and thwarting the effects.

Area 3-6 - Big Tooth: The 35'-long curved hollow piece of ivory inside the room is actually the fang of the world serpent, Mjyanvir, from a distant planet governed by fatalist precepts.

Area 3-7 - Demon Egg: Within the room is a dormant demon egg, appearing as a yellow soft globule about twice the size of a human head.

Area 3-8 - Multi-dimensional Ocular Organ: The fist-sized eye of the alien entity, Yra-Xakoth, twitches on a pedestal. It can roll about slowly to view newcomers. Those venturing within 20' feet will feel its dry, clinical observation in dimensions physical, mental, and emotional.

Area 3-9 - Poisonous Atmosphere: The gallery contains a small featureless steel box wrapped in a green ribbon. If the ribbon is removed, the box jerks and moves slightly of its own accord. Distant clicks and scratching can be heard inside. There is no lock, just a simple clasp. If opened, a pink cloud of ammonia starts gushing out (DC 18 Fort save or be poisoned for 3d6 damage). The pink cloud expands 10' in radius every round until the box is closed. Every round there is a 1 in 3 chance that bright teal lightning will strike those within the cloud, causing 3d6 damage (DC 15 Ref save to avoid).

Area 3-10 - Uthaw Spawn Case: A 3' square glass case sits on a pedestal. Within the case, an empty silver chalice sits next to a tiny, gilded spray bottle. This case had displayed the dormant liquid form of the Uthaw-spawn, but

it matured, awakened, and broke out of the case. The spray bottle contains an alchemical mixture antithetical to Uthaw, which dissolves its plasms and inflicts 3d6 damage to its spawn.

Area 3-11 - Stasis Cocoon: Panderleou is being held as a prisoner in a perfect stasis cocoon of magenta and russet plasms affixed to the ceiling in the northwest corner of the room. He has been placed here by the Uthaw-spawn he had stored in liquid form in Area 3-10. A filament of plasm leads to Area 3-12.

Panderleou: Init +0; Atk unarmed +4 melee (1d3); AC 10; HD 8d6; hp 37; MV 30'; Act 2d20; SP memorized spells (treat as CL 8, see below); *force of will* (+8 check, 12 Personality); SV Fort +5, Ref +2, Will +3; AL N; Crit I/d14.

Rote memorized spells: (level 1) *The Charm of Untiring Nourishment* [20], *The Excellent Prismatic Spray* [18], *Houlart's Visceral Pang* [16], *Phandaal's Critique of the Chill* [18], (level 2) *ray of enfeeblement* [22], *Radl's Pervasion of the Incorrect Chord* [24], (level 3) *Spell of the Omnipotent Sphere* [18], *Thasdrubal's Laganetic Transfer* [20], (level 4) *Lokerimon's orderly assistance* [21].

Area 3-12 - The Uthaw-spawn: The Uthaw-spawn lurks here, a dark magenta creature that resembles a jellyfish with one large eye and dozens of long appendages of varying lengths. It is young, dim-witted, and hostile.

Uthaw-spawn: Init +4; Atk tendril +4 melee (1d6 plus special); AC 15; HD 7d8; hp 44; MV 50'; Act 8d20; SP scintillating adhesive (upon successful hit, DC 10 Strength check or suffer a -2d penalty to physical actions until target breaks free); SV Fort +8, Ref +9, Will +7; AL N; Crit M/d8.

MANSE OF YASBANE THE OBVIATOR

Aeons ago, in the high years of Great Magics, Yasbane the Obviator breached the openings of five demon-realms and erected temples to house the ruler-entities, binding their malevolent evil to his service. Eventually the arch-necromancer was expelled by the people of Lumarth during the Sampathissic Wars, and Yasbane fled to his manse where he invoked a potent boundary curse, sealing himself from the benevolent supplications of the “Kind Folk” and unmastered demons alike.

Yasbane’s manse is located in that land of rock spires and forested hillocks known as the Chaim Purpure among the crumbled tombs and groves of cypress and yew that dot the ancient landscape. The boundary curse that protects his fastness prevents the structure from being directly observed—the manse can only be seen out of the corner of one’s eye or as a fleeting shape when falling asleep.

What follows is a general description of the manse and its rooms. The manse may be used as a reference for judges or as a possible jumping-off point for a longer campaign. In the latter case, the PCs may have heard rumors of a way to access the demon-realms located in the wastes south of Lumarth or have been tasked by the Thurists to instruct the wayward Yasbane in kindness, consideration, and decency as a consequence of a former crime.

GENERAL FEATURES

Those catching a glimpse of the structure out of the corner of their eye see a towering column of black skeel-like material jutting from the ground that ends in three irregular spires resembling a claw-like hand. Obscuring the air above each of the towers are what appears to be swirling masses of cloud and ash punctuated by blue flashes of lightning. A faint trail of dust-like particles can be seen streaming down to the towers out of the vortexes. The structure has no apparent entrance from the ground—the only distinct feature that mars the outer wall is a series of sharp oriels jutting from each spire high above the plain.

The air surrounding the upper reaches of the manse is filled with black dust harvested from far dwarf stars that Yasbane used in the construction of the manse and as a resource for his experiments in breeching portals to other realms. Each spire acts as a conduit for the black dust, connected to a far star via the magical energies swirling above the towers and maintained by unseen equipage constructed by Yasbane.

This black dust has special properties sought by Yasbane for his research, including its ability to counter gravity. The walls of the manse are made of alchemically hardened dust and are impervious to magic and all but the strongest of physical attacks. Outside the spires, the dust-filled air hangs with a black haze that obscures vision beyond 10’ and cre-

ates a choking cloud that makes breathing difficult. Each round that a PC spends in contact with the air, they must make a DC 15 Fort save or inhale a lungful of black dust. This off-world matter has a strange effect, reversing the effect of gravity on the PC’s body.

Inside the manse, the air is strangely pure and clean. In each room, a layer of floating particles hovers just below the ceiling. At will, Yasbane can direct the black dust to manifest as objects inside the manse, including furnishings, walls, doors, and stairs. Each object has a uniform grey-black appearance, yet carries fine details as if carved by master craftsmen. PCs attempting to similarly direct the black dust may make a spell check by rolling 1d20 + Intelligence modifier + caster level and consulting Table 4-3. (Non-spellcasters such as wayfarers use a different die on the spell check and do not add their caster level.)

Table 4-3: Black Dust Summoning

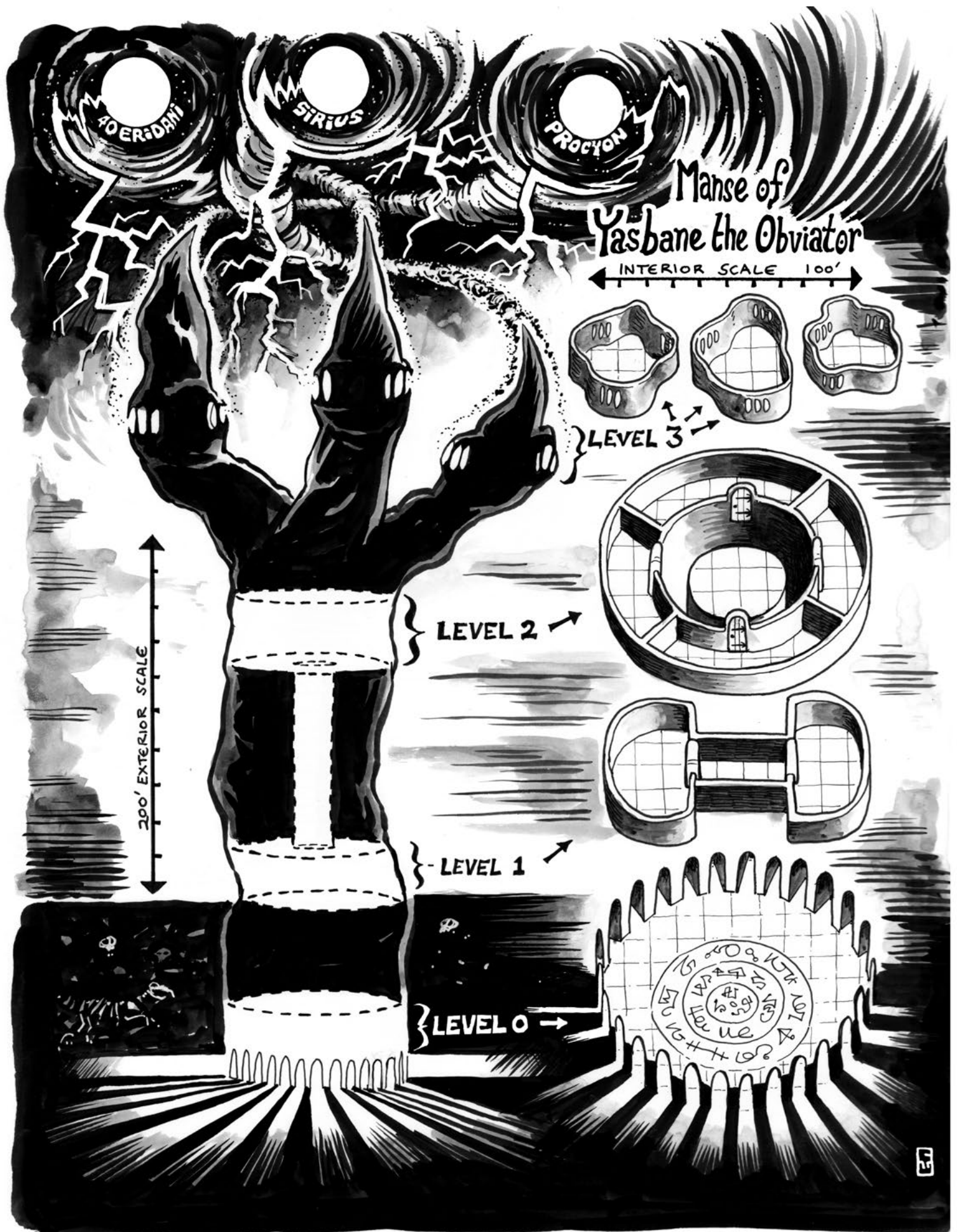
Roll	Result
1 or less	Failure and worse! The caster creates a crack in the floor of the manse. The caster and any creatures within 5’ must make a DC 15 Ref save or suffer 3d6 falling damage (remembering to apply any penalties from wearing armor).
2-11	Failure. The caster is unable to organize the black dust into cohesion.
12-13	The caster is able to manifest a small object the size of an apple, or manipulate simple mechanisms made of black dust (e.g., to open a closed cabinet or container).
14-17	The caster is able to manifest an object the size of small chest or boulder, or manipulate complex mechanisms made of black dust (e.g., to open a locked door).
18-19	The caster is able to manifest an object the size of table or door, or manipulate objects made of black dust (e.g., changing the size or shape of a furnishing).
20+	The caster is able to manifest large objects such as entire walls or sets of stairs, or destroy objects of up to a similar size that are formed of black dust.

Objects created by the caster last only as long as the caster concentrates.

LEVEL 3

Trespassers can only access the manse by clambering through one of the gaps in each of the three towers located behind the oriels 100’ above the ground. While narrow, the oriels are not closed, allowing the black dust to circulate into the structure from the storms above the spires.

Each of the three rooms on the uppermost level of the manse act as harvesting chambers for the black dust. Other than the specific furnishings, they are roughly identical in size and



shape. No exits exist in the chamber as Yasbane summons stairs to be formed as needed.

Areas 3-1, 3-2, and 3-3 - Black Dust Harvesting Chambers: Entering the chamber from the outside, the PCs find that the air immediately clears. The room's dark interior is occasionally illuminated by blue flashes of lightning from beyond the portals. The room is bare with the exception of a layer of black dust hanging near the ceiling 15' above.

The spires are currently attuned to three dwarf star systems—40 Eridani, Sirius, and Procyon—pulling matter into the manse via the vertexing portals. A complex pattern of stars and asterisms depicting the various star systems decorate the walls of the respective chambers, engraved in the stone-like material itself. There is no visible means to stop the harvesting or reattune the spires.

LEVEL 2

Stairs formed by manipulating the black dust terminate in a central chamber surrounded by a 10'-wide gap, beyond which is a sheer inner wall with four doors in each of the cardinal directions. The doors are locked and can only be opened by a skillful thief or by commanding the black dust. The gap may be navigated by summoning the dust to create platforms, otherwise PCs will need to be creative to reach the doors located across the gap. PCs falling into the gap plummet 100' before striking the inner ceiling of the levels below.

The manse's lower levels may be accessed by creating stairs out of black dust in any of the chambers on this level.

Area 2-1 - Minuscule Chamber: Yasbane's workforce of minuscule artisans reside here when they are not being put to work. There are a number of pleasant habitats that resemble complete miniature villages with verdant forests, farms, and lakes. If disturbed, the minuscules swarm from the habitats riding winged salamanders and attack the intruders with shrill yells and cries.

Minuscule swarm: Init +3; Atk fire-dart +2 missile fire (1 point plus DC 10 Ref save or additional 1 point of fire damage); AC 12; HD 6d8; MV fly 30'; Act 1d20; SP attack all targets within 25' x 25' space, half damage from non-area attacks; SV Fort +0, Ref +10, Will +0; AL N; Crit M/d10.

Area 2-2 - Scullery: A pair of diminutive madling cooks labor here to prepare Yasbane's meals as well as service for the minuscules. A well-stocked larder contains ingredients for making the midday fare of gruel and tea, as well as bins of honey, biscuits, oil, thrush, and jellied eel.



At the first sign of trouble, the madling cooks turn invisible and begin to throw various kitchen implements at the interlopers, covering them with foodstuffs, as well as tweaking their noses and ears into elongated shapes.

Madling cooks (2): Init +2; Atk bite +1 melee (1d3) or utensil +2 missile fire (1d4, range 20'); AC 10; HD 2d8; MV special; Act 1d20; SP invisibility, immune to magical attacks, sandestin abilities; SV Fort +2, Ref +2, Will +2; AL N; Crit M/d8.

Area 2-3 - Workroom: Dark benches topped with all manner of strange devices are set up throughout the chamber, including a number of cylindrical pods that have no immediately obvious purpose to any PC examining them.

Yasbane uses the equipment here to have the black dust undergo a preliminary purification prior to use as a reagent in his spellcasting. PCs experimenting with the equipment must make a Luck check or cause a catastrophic explosion of phlogiston that inflicts 2d10 damage to everything in the chamber.

Area 2-4 - Library: This chamber is lined with floor-to-ceiling shelves made of the same dark material as the rest of the manse's furnishings. Aging black tomes are haphazardly set on the bookcases.

Yasbane's personal library consists of shelves of books on a variety of mundane topics, but the majority are various obscure tomes and treatises on demons and the sub-worlds. Magicians with access to the library may take advantage of the rare materials to cast *demon summoning* with a bonus to the spell check based on the length of time they spend in study as follows: one week = +1; one month = +2; one year = +3; 100 years = +4.

LEVEL 1

This level houses Yasbane's sleeping quarters as well as a nesting area where he incubates his magical hybrids. The doors to the two rooms are locked and can only be opened by a skillful thief or by commanding the black dust.

Stairs created from the upper level descend to a short landing outside the level's two chambers. The manse's lower levels may be accessed by creating stairs out of black dust in any of the chambers on this level.

Area 1-1 - Meditation Chamber: Yasbane's personal chambers are spartan, comprised of the same dark furniture and objects made of the black dust. Through long centuries of habit, Yasbane forgoes sleep to recover using a meditative state where he can contemplate several infinities. Yasbane keeps his personal effects well hidden away when not using them, and searches of the room yield little of interest.

Area 1-2 - Parturition Chamber: A fixture in the room's ceiling bathes the room in a red light, revealing rows of large, ovoid objects that are stacked on shelves along the walls.

The organic-looking objects are egg-sacks cultivated by Yasbane to grow his magical hybrids. At any time, 2d3 of the eggs are ready to hatch with a newborn demon-hybrid creation of Yasbane. Disturbing or approaching the eggs quickens the hatching with the creatures emerging the following round.

LOCATIONS

AMPRIDATVIR

I have known the Ampridatvir of old; I have seen the towers glowing with marvellous light, thrusting beams through the night to challenge the sun itself. Then Ampridatvir was beautiful – ah my heart pains when I think of the olden city. Semir vines cascaded from a thousand hanging gardens, water ran blue as vaul-stone in the three canals. Metal cars rolled the streets, metal hulls swarmed the air as thick as bees around a hive – for marvel of marvels, we had devised wefts of spitting fire to spurn the weighty power of Earth . . .

☾ Ulan Dhor, *The Dying Earth* (DE.V) ☾

The History of Ampridatvir

Once considered lost, Ampridatvir is the last of the Olek'hnit cities. Before its fall, it was a place of beauty where its citizens lived lives of ease. Great metal towers rose beyond the height of the island's central hills, while concrete and stone buildings lined the lower streets. The streets were filled with metal cars and, alongside, walkways moved on their own, powered by strange energies. The people of Ampridatvir had discovered the secrets of flight and other great advancements, enabling the creation of flying cars which filled the air like bees flitting about their hive. Ruling over the island was Rogol Domedonfors, a magician of great power who knew lore from all the ages, the secrets of fire and light, gravity and counter-gravity, the knowledge of superphysic numeration, metathasm, and corolopsis.

It was the life of comfort which brought about the downfall of Ampridatvir as the peoples turned their attentions to destructive fads, dark perversities, and the occult. Despite the growing lethargy of the population, Rogol Domedonfors ascribed such things to a lack of education instead of sloth. Ignoring the impending social crisis, he set about freeing the people from all forms of labor. As the project neared completion, instead of the imagined life of self-improvement and meditation expected by Rogol, Ampridatvir was descending into religious hysteria. As life became less filled with the need for labor, the citizenry filled that void with religious fervor, flocking to the rival sects of Pansiu and Cazdal. Drunk with the power provided by their growing congregations, the priests exhorted ever-greater levels of blind zealotry from their followers. Ampridatvir began to descend into religious violence.

As Rogol lay dying, the technological marvels of the island vanished. Gone was power and light; Food factories fell silent, and even the famed canals were diverted – reduced to a trickle. Despite the pleas of his people, Rogol had come to loathe and despise the citizens for their ignorance of the ancient wisdom. Before disappearing, he called upon them to save themselves and for the priests of Pansiu and Cazdal to join their efforts to reclaim the lost knowledge.

Sub-animate hybrids: Init +3; Atk mandibles +1 melee (2d6) or sting +1 melee (1d6 plus poison); AC 15; HD 2d8+1; MV 20' or fly 30'; Act 1d20; SP poison sting (DC 18 Fort save or lose 1d4 Stamina), magical hybrid traits; SV Fort +3, Ref +3, Will +3; AL N; Crit M/d8.

As magical hybrids, sub-animates have infravision of 60' and an improved critical threat range of 19-20. In addition, their sorcerous legacy grants them a natural defense against magic: they have a 25% chance to resist all magic, regardless of level of caster, and gain a +8 on Will saves against spells that do affect them.

LEVEL 0

The area of the manse beneath the surface is used by Yasbane in his attempts to refine his methods of breaching the demon-realms. It may only be accessed by manipulating the black dust to create a stairway from level 1.

Area 0-1 – Chamber of Breached Realms: The stairs descend into an open chamber lined with concentric patterns of rune-covered rings etched into the floor. Black columns mark the boundary of the room, beyond which a number of tunnels carved into the natural earth lead off into darkness. Semi-translucent fields hang in the air before the tunnel entrances.

When not resting or studying, Yasbane can typically be found here, refining his reach to the demon-realms. The shimmering fields are portals created by the summoning circle etched into the floor of the black dust itself. PCs crossing the boundary of a translucent field find themselves transported to a random demon-realm (roll 1d5): (1) Kalu; (2) Fauvune; (3) Jeldred; (4) La-Er; (5) judge's discretion.

Yasbane the Obviator: Init +0; Atk dagger +5 melee (1d4+1); AC 12; HD 8d6+8; hp 37; MV 30'; Act 2d20; SP memorized spells (treat as CL 8; see below); *force of will* (+8 check, 18 Personality); SV Fort +6, Ref +2, Will +6; AL C; Crit I/d14.

Rote memorized spells: (level 1) *The Charm of Untiring Nourishment* [24], *The Excellent Prismatic Spray* [22], *feather fall* [16], *Phandaal's Critique of the Chill* [18], (level 2) *Houlart's Blue Extractive* [22], *Rhialto's Green Turmoil* [24], (level 3) *Spell of the Omnipotent Sphere* [18], *demon summoning* [30], (level 4) *Gilgad's Instantaneous Galvanic Thrust* [21].

Yasbane does not have sandestins, preferring to utilize demonic servants. At any time, Yasbane can summon 1d4+1 type I demons he frequently uses to dictate his magical notations to. The summoned demons materialize out of a random breach the round after they are summoned.

Demon amanuensis (type I demon): Init +1; Atk bite +6 melee (1d8+2); AC 13; HD 3d12; MV 30'; Act 1d20; SP demon traits; SV Fort +4, Ref +2, Will +0; AL C; DN/d8.

Area 0-2 – Catacombs: The tunnels carved into the natural rock lead off into the darkness. PCs somehow parting the field before them may explore beyond; where they may lead is at the discretion of the judge.



5,000 years passed and the people of Ampridatvir plunged ever deeper into their self-created darkness.

Autocthonic Almanac

This once-idyllic island is comprised of forested hills descending to a rocky coastline. The lowlands of the island are marked with olive groves dotting the coastline. The climate in the Melantine Gulf region is pleasant, bordering on paradisaical. Summers are mild, while the water remains warm through most of the spring and into early autumn.

The forested hills of Ampridatvir are predominately wooded with Apennine, but mastic, fig, and nut-bearing parment trees grow along some of the lower elevations. The areas around the city are heavily cultivated. The poorer soil in the hills provides the perfect conditions for several small vineyards. Olive trees are found along the lowlands, thriving in this mild climate, and bearing fruit at summer's end. Small lemon orchards dot the coastline and, needing little care, most are left to grow wild until harvested. The city itself is home to colorful hanging gardens, with cascading semir vines, crepelike bougainvillea, and richly perfumed roses.

Upon the island, little game remains, most having been devoured by cave-dwelling gauns. What wild fauna there is consists mostly of small game animals. Closely tended goats and sheep graze in the hills, the flocks providing meat and

wool for the city's remaining inhabitants. Seabirds, such as terns and gulls, flock near the city's harbor, their piercing cries cutting through the otherwise tranquil atmosphere.

The three canals once spoken of by Porrina the Ninth as being filled with crystal waters, are now neglected, near empty, and algae-murked. Sheltering salamanders, snakes, and some small fish, the slime-covered sides of the canal make approach dangerous as the bodies of those who fall in often serve as a meal for hunting scavengers. The warm waters of the Northern Melantine Gulf that surround the island are teeming with life. Along the rocky coastline, the unwary may encounter scarlet-frilled scorpionfish, the venom of which is often fatal. The reefs near Ampridatvir swirl with life such as glittering wrasse and tentacled blennies, while deeper waters are home to flying fish, moonfish, and the Melantine bonito.

Denizens of Ampridatvir

The people of Ampridatvir live sustenance-level existences. While the population once numbered in the millions, mere thousands remain. If the environment of the island were harsher, they would have long ago perished. As it is, they cling to their survival as tightly as they cling to their ancient religious hatreds. The people here have little to offer PCs who explore the city, having only some scant memories

of legendary Ampridatvir and religious bigotry to offer to newcomers. Coupled with their inability to see members of their rival cult, the people of Ampridatvir are more likely to serve as an additional enigma than a font of knowledge.

What has developed on the island are parallel societies, dwelling unperceived alongside one another. In the central square, wooden shacks sell identical goods. In the orchards and groves, identical crops are harvested. In the harbor, identical fishing craft set out for the day's catch. The difference is that each vessel is marked with either the color green or gray, rendering them invisible to the other side.

Having fallen from the greatest heights of civilization Earth has known, the people are now impoverished. Urchins play in rubble-choked streets, while weary fishermen struggle to provide for their families and have enough left over to sell or barter for needed goods. The once-great city dwellers now live the lives of simple tribesmen—surrounded by ancient wonders which are taken for granted today, just as they were thousands of years ago.

Real magic is unknown here; the last living practitioners having died or long since emigrated elsewhere. Despite this, having grown up hearing tales of ghosts and demons, the people here are highly superstitious. Strangers may be greeted with invocations against demons and frits, passersby may make signs against the evil eye, and children may literally burst into tears and flee in terror.

Should PCs be convincing in their claims of not being a ghost or demon, the islanders are kind enough and will gladly offer temporary shelter in their homes. It is not that those who dwell here are unkind; it is that their underlying fear and hatred for those whom they can no longer see shades their every interaction.

The only other large population on the island are those who truly engender fear among both the Greens and Grays of Ampridatvir. Deep within the caves of the island cliffs lurk gauns (see *Intimate Anatomy of Several Creatures and Personages of the Twenty-First Aeon*, p. XX). While as dangerous as their brethren elsewhere, the gauns of the island have grown accustomed to being able to pick off a single victim without interference. This has emboldened them, and a single gaun is unafraid of ambushing a passerby, despite being outnumbered by the humans in the area. For their part, the city's inhabitants either fail to see the gaun's victim or simply run for their lives.

The Cults of Pansiu and Cazdal

After the fall of Ampridatvir, Rogol Domedonfors gave to each temple a tablet of transparent metal. Singly, they were useless, but Rogol instructed the priests of the temples that by combining them, a message could be read, and that whoever reads the message would have the key to ancient knowledge and would wield the power that Rogol had planned for himself. Rather than cooperate, the two priests gathered their followers and went to war. Only their refusal to perceive one another maintains the peace.

Followers of Pansiu are recognizable by their donning of green smocks and robes, while the cult of Cazdal clads themselves in gray. Calling themselves as the Greens and Grays of Ampridatvir, respectively, both cults refused to acknowledge the other for so long that it became cemented as fact. Members of each cult have become incapable of perceiving those wearing the rival cult's color. Face-to-face communication is possible, so long as one is close enough for their face to dominate and force acknowledgement of their presence, but even then, the dissonant cognitive power causes their eyes to slip away from the oppositional color. Among the cults, those seeking personal glory don the color red to mark themselves as raiders, and endeavor to recover the opposite half of the lost tablets of Rogol Domedonfors from their rival's temple. The donning of red makes them visible to all.

A Cartographical Cartulary

What follows is a sampling of locales, both deadly and sublime. While most are found within the crumbling city itself, there are sites elsewhere on the island which may draw curious explorers... or foolish ones.

Ampridatvir Harbor: North of the eastern cape, behind the shelter of the breakwater, the harbor is the most heavily trafficked area on the island. With fish being the primary food source for the island, barges come and go both day and night (the pilots of the latter risking attack by the gauns upon their nighttime return). A crude landing, made of logs, has supplanted the once gleaming docks and quays, just as the roughly made fishing barges are a pale shadow of the sleek boats that once cruised these waters. Much of the area around the harbor has collapsed in ruin, choking the area with mounds of rubble of broken concrete and rock. With the limited sightlines, the harbor is a common place for gauns to ambush prey.

Canals: Clear waters once ran from underground springs and were routed through the trio of canals which once descended the terraced streets of Ampridatvir, eventually flowing into the Melantine Gulf beyond. When Rogol Domedonfors plunged the city into darkness, the springs were diverted back below ground, leaving the barest fraction of water as there once had been. Blighted by toxic algae blooms, the air around the canals serves as an irritant to those along the edges, and the fragile (as well as the elderly) have sometimes been overcome, plunging into the shallow murk. The rising and falling of the water levels during the seasons has left a layer of slick muck rising to near the midpoint of the canals. The dark green slime is not dangerous itself but serves to prevent those unfortunate enough to find themselves in the canals from escaping them.

Gaun caves: West of the city are natural caves in the rocky cliff faces which overlook the gulf. These caves are home to approximately one hundred gauns who stalk the nighttime streets of Ampridatvir, looking for unwary prey. The cave system is extensive, with additional cave openings spread amongst the island's stony hills. If one could ignore the dangers, they could traverse from one side of the island to the other without ever surfacing.

Temples: As neither cult is capable of perceiving the presence of the other, both worshipers of Pansiu and Cazdal believe the other's ancient temple to be deserted and guarded by ghosts. By tradition, those who attempt to loot a temple wear the red, a color not part of the brain-spell which the people of Ampridatvir have woven around their minds, and so such raiders are visible to all. However, to onlookers from the opposite cult, it appears that the raider is being hunted and slain by unseen forces—the members of the rival cult.

- *Temple of Pansiu:* The seat of worship for Pansiu, whose tract tells that the gauns have destroyed all inhabitants but the Greens of Ampridatvir. Lying guarded within is one half of the tablet of Rogol Domedonfors which, when reunited with its other half, reveals the lost knowledge of the ancients. The tablet is heavily guarded with pitfalls, traps, and poison stakes, and sits upon a podium surrounded by a moat of sulfur-colored liquid. Followers of Pansiu stand guard, spears at the ready, prepared to defend the temple from raiders and “ghosts”.
- *Temple of Cazdal:* The seat of worship for Cazdal, whose tract tells that the gauns have destroyed all inhabitants but the Grays of Ampridatvir. Like its counterpart, the temple is filled with traps to slay the unwary. In fact, the interior design is near identical to its counterpart, mirroring its layout just as the sermons of the priests of Cazdal and Pansiu mirror one another. Should the tablet fragment be removed from the temple, the guards will sound a horn, calling out the alarm. Should both temple horns be sounded, the brain-spell which has obscured the two factions from one another is broken, and sectarian violence ensues.

Terraces: Cut into the stone of the hills, a series of terraces rise from the shore and into the hills. These terraces once were home to fabulous hanging gardens that drew water from the canals and irrigated croplands, but they now lie fallow. The once rich topsoil has been carried away by winds and storm runoff and dry, near-barren dirt is all that remains.

Towers: Foremost among the features of Ampridatvir are its ancient towers - once gleaming metal spires that glowed with light to rival that of the sun, the like of which has not been seen in thousands of years. Despite having long ago fallen into ruin, many of the terraced towers are still inhabited. In design, most of the towers are similar to one another. The entrance is sheltered by an arched portico marked by clear crystal panes. When approached, the panes melt away, allowing access. Exterior access on the higher levels once provided landings for the flying cars which dotted the skies above the gleaming city. The floors of the tower are oddly warm and give slightly underfoot. The interiors are centered around a Shaft of No-Weight, which allows visitors to float upward and downward as needed to access areas of the tower.

The remaining inhabitants of the towers take for granted those internal marvels which remain functional. “It is the way of Ampridatvir,” is a common explanation. The entitlement and lack of curiosity of the city's ancient inhabitants remain unchanged millennia later. Residents have been known to hurl rocks from their windows, plummeting from

great heights onto those below, or striking across the boulevards, to deadly effect. Even prior to the downfall of Ampridatvir, it was such a stone which felled Rogol Domedonfors and left him near death.

Despite their similarities, no two towers are exactly alike, and all are in varying states of decay. Among the notable towers in Ampridatvir are:

Bird's Tower: Nearest to the harbor, the gaping windows of Bird's Tower have allowed for an infestation of gulls and other seabirds, which roost in the uppermost floors. Home to roughly one hundred Green and Gray residents (who oddly co-mingle without seeing the other group) and five times as many birds, the daylight hours bring the cacophonous shrieking of the birds as they come and go, only beginning to fall silent at nightfall.

The Red Tower of the Screaming Ghost: Rising from amidst the smaller buildings around it, this tower is capped with a red dome, from which it derives a portion of its name (although there are other red-domed towers in the city). Utterly devoid of inhabitants and wildlife, both the Greens and Grays have independently arrived at the realization that the tower is haunted by a long-dead raider. The truth is far different however, as this tower is the best kept and most functional of all that remain. Automated systems still operate here, with audible announcements broadcast throughout the tower being the origin of the voice of the “ghost.”

Rodeil's Tower: Once the manse of the magician Rodeil, brother of Rogol Domedonfors, this tower has suffered greatly with the passage of time. Primarily inhabited by the gray-clad followers of Cazdal, its upper levels are said to be haunted by ancient demons still bound by their long-dead master's magic.

The Tower of the Gauns: This ruined and derelict spire has suffered more than any other since the fading of Ampridatvir's glory. Inside, walls are smeared with blood and filth, and the floors are littered with fragmentary remains. Inhabited by a large troop of gauns, the interior has been so befouled by their presence that the stench is discernable from the street beyond. So abused is this tower, that its Shaft of No-Weight is filled with floating detritus and refuse, making ascension a distasteful experience at best (and a blind flight through garbage and into the arms of waiting gauns at worst).

The Tower of Trumpets: The apex of this tower rises equal to the hilltop forests beyond the city, while its positioning on the island aligns its gaping windows with the winds of the Gulf of Melantine. A soft whistling can be heard within the tower at all times, while during storms and other strong winds, the sound increases in fullness and volume, trumpeting the gale forces. Inhabited by a near equal number of Greens and Grays, each floor of the tower is color-marked, identifying it as haunted by the “ghosts” of the other.

The Tower of Fate: The single tower in Ampridatvir to be crowned with a yellow dome. The Tower of Fate is the tallest structure in the city and was the ancient seat of power during the reign of Rogol Domedonfors. Larger than the other towers, the Tower of Fate has several ancillary Shafts

of No-Weight within, to allow for its once great flow of traffic. The topmost level was the personal quarters of Rogol Domedonfors and is decorated with images of his court. Concealed within, a hidden stairway ascends to the apex of the building lying underneath the dome. It is here where the brain cylinder of Rogol Domedonfors has sat undisturbed for 5000 years, awaiting his awakening by the unification of the cults of Pansiu and Cazdal.

Parabolic Provocations

Provided here are a series of adventure ideas which the judge may use as a launching point for their own adventures or campaign set in mysterious Ampridatvir.

After a severe storm, the party is rescued by a pair of fishermen from Ampridatvir. Their saviors speak of a tribe of keaks which came ashore during the storm. The creatures are wreaking havoc among the Greens of Ampridatvir. The cult of Cazdal believe that the keaks have arrived in answer to their prayers for the destruction of the temple of Pansiu. In actuality, the keaks are following the agenda of a distant master, one who wishes to claim the ancient knowledge of the island for their own. To be able to escape the island, the PCs must somehow resolve the situation to the satisfaction of two of the three parties.

A magician offers a great reward in return for the delivery of one of the famed flying cars of Ampridatvir. Finding one is merely the beginning, as the party has drawn the attention of both the island's cults, each requesting aid in claiming the tablet fragment from the other's "abandoned" temple. Complicating matters is a weeklong festival in honor of Pansiu/Cazdal, which has filled the streets with drunken revelers and left the temples more heavily guarded than normal.

At the base of Mount Liu lives a hermit, ancient beyond measuring. He tells the party of the final destruction of Ampridatvir at the hands of Rogol Domedonfors and has knowledge of a great treasure buried in the hills of Ampridatvir and is willing to trade the information to the PCs for several long-desired luxuries (judge's discretion). The catch? The treasure is within the tunnels beneath the earth which once housed Rogol Domedonfors' massive tentacles, which are not as dead as the stories say. The party must find a way to destroy this ancient evil if they are to gain their desire.

Rogol Domedonfors

Rogol Domedonfors was a great magician and the last great leader of Ampridatvir. It was through his achievements that the city soared to its apex (both figuratively and literally); his works allowed for a life of ease and contemplation for the people of Ampridatvir. His final great effort would have removed the last of the labors remaining to the people, allowing them to solely focus on philosophical introspection and personal improvement. Alas, it was not to be. The people of the island, their minds softened by their idleness and sense of entitlement, chose to pursue matters that drew them further and further away from their enlightened state, plunging them into religious zealotry, the level of which denied the basic precepts of reality.

Rogol sank into despair as he realized the levels of sloth and disinterest among his people. He became so angered by their disinclination to understand anything, coupled with their petty religious squabbling, that he plunged the city into darkness. Before his apparent death, his last act was to provide the cults a path toward unifying and recovering their future. Meanwhile, the magician placed his mind into a great cylinder of near opaque glass. The magician's mind slumbered, but as his final act, he created a tentacled body that spanned the entirety of the island.

Once awaked, so great is Rogol's power that he can restore the city to its former glory within a timespan measured in breaths. So great is his rage; however, that he also destroys all of Ampridatvir, slaughtering Greens, Grays, and gauns with equal abandon. In his new state, Rogol has no magic, but instead relies on the might of his monstrous body.

Rogol Domedonfors (leviathonic former magician): Init +3 (surprise); Atk tentacle +24 melee (3d12+3 plus grapple, can reach anywhere on the island); AC 12; HD 20d16+200; hp 450; MV N/A; Act special; SP death throes; SV Fort +20, Ref -5, Will +25; AL C; Crit G/d12.

The monstrous form of Rogol is so all-encompassing that he is incapable of locomotion, but his massive tentacles extend to anywhere on the island. He has so many appendages that the number of attacks he can make are near-limitless, although, due to their size, he may direct only a single attack at a given target in a round. Once roused to anger, Rogol causes surprise 50% of the time, even if the characters suspect his true nature. When causing surprise, Rogol receives a free attack then also uses its initiative modifier to determine combat order.

Located atop the Tower of Fate, Rogol's brain cylinder (AC 14, 10 hit points) is his single exposed spot. Destroying the brain within kills Rogol. Even as his brain is dying, Rogol is still dangerous, unleashing a series of catastrophic events in his death throes:

Round Event

- 1 Rogol releases a psychic shriek that shatters the air and carries across the entire island. This death cry causes terror and suicidal madness in all who hear it (DC 15 Will negates; unshielded targets of 2 HD or less receive no save).
- 2-4 Rogol's colossal appendages flail about, crushing concrete, toppling towers, and laying Ampridatvir to waste. Any creatures in the city must make a Luck check each round or are instantly slain.
- 5 In one final effort of will, Rogol lashes out at his killers, and is capable of channeling all of his rubbery form into a single appendage, striking an area up to a mile away from the tower, smashing all within a 15' radius for 5d12 damage.
- 6 Rogol's colossal form finally expires.

JANGK

Few locales engender such dread as the distant dwarf planet Jangk, habitat of the eremitic archvults. This dim and twilight domicile holds wonders but also vociferous dangers to chill the hearts of all but the sturdiest (and most foolhardy) opportunists. Those who arrive must overcome mundane considerations such as the unwholesome atmosphere, the scarcity of terrestrial nourishments, and the hostility of its denizens — before one even considers the many schemes and insidious traps laid by the archvults themselves.

This location guide seeks to give the DCC Dying Earth judge ready material to develop side-quests, adventures, or perhaps even a mini-campaign in the location of far Jangk. It draws foremost on the material presented in Jack Vance's Dying Earth story, *Morreion*, but also features some details on Jangk previously undocumented. Adventurers journeying to the moon-mote referenced in DCC Dying Earth #5: *Penumbra of the Polar Ape* may find a trip to Jangk convenient, necessary, or simply irresistible given the well-established relationship of IOUN stones to Jangk's primary inhabitants, the archvults.

Jangk is an entire planet filled with Vancian eccentricity and novelty, initially rendered with characteristic obloquy. Hence the enterprising judge has considerable latitude to boldly develop supplementary locations, personages, hazards, and features of Jangk to accompany those humbly proffered below.

Atmospheric and Environmental Considerations

Approached from without, the dwarf planet of Jangk is a dim world wreathed in chemical mists. But these dark clouds hide mountains of glittering quartz, and some of its most recognizable structures are constructed from gigantic pearls and other gems. The atmosphere's dullness is caused by the infamous chemical vapors for which Jangk is known, so thick and poisonous that even the native archvults dread them. Travelers are required to have some means of protecting themselves from these foul airs or they will slowly be sickened and perhaps even mutated (as discussed later). Without a way of guarding against such atmospheric poisons, which also subtly diminish visibility, strangers to Jangk normally fall sick within an hour and waste away within 1-3 days.

Jangk dwells within the Polar Ape constellation of which red Kerkaju is the brightest stellar body. The sky is dominated by the great red orb of Kerkaju, though the crimson, vapor-cloaked presence is nested in a soft emerald light from the many other stars that compose the Polar Ape. This weird, unwholesome illumination also has a deleterious effect on humans as well, though subtler than Jangk's airs. Those abroad in Jangk-light for more than 8 hours at a time feel light-headed and tingly, finding themselves less proficient in all physical and mental activity. Repeated consecutive exposures will potentially result in developing some of the Jangk mutations discussed below.

In addition to the mist-dimmed radiance of Kerkaju, much of the heat on Jangk comes from the dwarf planet's core. Scattered over the planet are deep vales where the life-giving mosses are more plentiful; other areas where the crust is thicker are cooler. There is not much seasonal variation in heat, except for how the far orbit around the crimson eye of the Polar Ape intensifies the core's heat in certain configurations, the prediction of which variations require considerable mathematical and astrological prowess. The heat supports cold-blooded life (such as the pseudo-reptilian archvults), but the lack of intense light suppresses most of the types of photosynthetic plant life commonly found on Earth. Temperatures typically range from a chilly dampness to that of a sweltering intolerable cauldron, depending on the location.

Precipitation on Jangk is limited. Water sources exist primarily in the form of low-slung fogs and mists that slide across the planet's surface. In fact, archvults employ aliens (including humans) to fan these mists toward their communities where their radiative collectors, surfaced with the carapaces of Jangk beetles, combine alternating hydrophobic and hydrophilic materials to harvest pure water from this drifting cloud cover.

Quicksilver is plentiful on Jangk, occurring in oceans, rivers, and other bodies of liquid, and presumably accounting for some of the poison in the atmosphere. Some even falls in a light blobby rain upon Jangk's inhabitants. For the traveler from Earth, this novel moisture is wondrous but also quite poisonous.

Travelers often note the extremely hard, exotic materials from which Jangk's buildings are fashioned. Partially this is to protect from the severe electrical storms that rage across its surface, sometimes manifesting with little warning! Those caught in these galvanic phenomena had best magically ward themselves or seek shelter immediately as only the electro-complaisant native life of Jangk can survive being in the center of a grueling storm on the dwarf planet.

Flora, Fauna, and Other Exotica

To the Earth-born explorer, Jangk at first seems nearly lifeless. Some cognizancers and alienists have speculated that all life on Jangk is, in fact, sourced from a more hospitable habitat, such as Earth or Canopus. Pre-Motholam scholars theorized that some life-forms were stolen from their native realms by the vicious archvults to populate their harshly unpleasant environment. Perhaps this accounts for the hazardous physiologies at play.

One of the more common life-forms on Jangk is the ironically named "dagoon". This purple pansy-shaped plasm glides bonelessly amongst the rocks and craters, feeding on the various mosses and lichens that are the most ubiquitous (and innocuous) form of life on Jangk. Dragoons are reasonably harmless unless directly touched, at which point the plasm, sensing heat, moves quickly to engulf its prey. Dragoons feed by sucking an engulfed victim clean of nutrients. The smaller plasms are easily gathered and semi-nutritious if treated and cooked to remove poisons, but their flesh is rubbery and tasteless.



The large Jangk beetles that rove the igneous plains are perfectly evolved to bring in moisture from the low-slung mists that supply the dwarf planet's water. Their shells protect them from most predators, but their sarcous underbellies make them vulnerable to burrow-moot hunters. Jangk beetle flesh is considered a staple of archveult cuisine, and some are raised domestically for this purpose; their carapaces are reused to harvest water from the fog-clouds driven across the plains.

More fearsome are the mind-worm swarms that haunt the shining peaks and valleys of the quartz mountains. Exozoologists are divided and debate with ferocity and aplomb whether these cyclones of glowing yellow filament are animals or some other sort of weather phenomena. Though apparently mindless, they swarm sentient creatures and drain their intelligence including, most egregiously for magicians and their associates, their spells.

Not many aqueous creatures inhabit the mostly poisonous seas and lakes, but one amorphous creature is the dreaded yu-pike, so called because it attacks by forming a piscine snout with tiny tooth-like protuberances. These creatures can range from the size of a child to that of a wheriot of middling stoutness. They are not edible (to humans), but their simple stomachs sometimes fashion the detritus of the quicksilver oceans into the dark yu-sapphires prized on Earth.

The closest thing to Earth-plants are the various lichens, fungi, and mosses that grow on the lava-rock surface, particularly where the mists are thickest and most frequent. The fungi are brightly colored and arranged into brilliant displays by Jangk's inhabitants, as well as cultivated as a food staple. Land-coral grows in some of the mistiest valleys, sometimes leaving dead structures behind when colonies die off, providing excellent hiding places for burrow-moot ambushes or archveult fugitives. Tough, spiked hornblende lichens are also in evidence and can stab unguarded legs or break unwary ankles.

Sundry Sentients and Malignant Entities

The dominant inhabitants of Jangk are the archveults. These creatures are treated in more statistical detail within the *Intimate Anatomy of Several Creatures and Personages of the Twenty-First Aeon* (see p. XX). Archveults are covered in cobalt-colored scales and wear crests of various colors that denote their station. They have various castles, cities, and towns across Jangk, and many archveults are practiced magicians.

Due to the violently galvanic weather and sparse life, plant-based building materials are rare and inutile on Jangk. Habitations are variously fashioned from gigantic pearls formed by the massive snail-styled shells of the pantols or even from the plentiful high osmium ores that are found on Jangk. Archveults are merciless rulers, often making war on each other over Jangk's scarce resources. Their dominance on the surface of the dwarf planet is unquestioned; they are the only creatures that field armies or work dweomers.

Beneath the surface is a network of deep winding tunnels

populated by the burrow-moots, hideous violet and white insectoids with long digging front appendages and short legs. The burrow-moots' exteriors and heads are formed from light quartz-like materials, giving these creatures' heads a diamond-like shimmer. These creatures generally shun archveults and other creatures, unless taking them as prisoners for mining or food. Their alien minds eschew all magic as practiced by the magicians of Earth, but they are known to compete with archveults for the mist fields and precious osmium ores. Some canny tribes have reportedly even stolen magic relics and precious IOUN stones, if only to trade them with other archveult factions. Burrow-moots dwell in cave-cities of hundreds or thousands of entities and bear no insignia or markings to indicate status. They are directed from a central hive-mind maintained by a coven of burrow-queens far below Jangk's surface, in a location of furnace-like heat.

The uniformly detested Jangk-harpies that haunt the crystalline crags of the dwarf planet are organized loosely into clans, with a matriarch as unquestioned ruler until overthrown violently by one of her brood-daughters. These creatures bedevil the archveults whenever possible and carry off any living creature for food and clothing. Jangk-harpies prize archveults for their crests and scales; humans for their bones, eyes, and hair; and burrow-moots for their glittering pincers and mandibles. Though barely verbal, some Jangk-harpy clans are adept at fashioning horrible jewelry out of their prey, sometimes while still quite alive.

Finding water and food sources is always a challenge on Jangk, so the giant snail-like creatures known as pantols are a source of food and housing for many of the dwarf planet's denizens. These patient and slow-witted creatures are inert in attitude, surprisingly loquacious, and can be seen tugging along some mobile archveult castles attached to huge osmium chains. Their shells harvest water from the land-clouds and store it for months in giant bladders; one pantol might provide both food and water for months for a community of hundreds. Pantols have few defenses outside of their massive size and shells; the biggest obstacle to slaying one is finding a weapon sharp and long enough to pierce the deep tissues surrounding their brains. At the most advanced age, the pantols stop moving; over an aeon, these aged dying pantols produce huge "pearls" as they die and their shells split open, leaving scavengers to harvest their flesh and the pearl within.

At least one class of Jangk's inhabitants seems immune to its paucity of resources. The fotaries are living globes of light, mostly seen drifting in the mountains and sometimes by the quicksilver seas. They range in size from a human fist to the size of a small cottage. They generally appear in one hue, but sometimes shift colors quickly as they intone dissonant tremolos and arpeggios that some xenoethnologists of the Twentieth Aeon deemed to be a kind of musical language. Others theorize that the fotaries are not living creatures at all but artistic phenomena left over from the first archveult civilization (or an even more ancient lost civilization), haunting the desolate wasteland that their descendants now rule.

Malevolent Misrule: The History of Jangk

The exact origins of the archveults are shrouded in mystery. In the Eleventh Epoch of the Seventeenth Aeon, during Earth's War of the Wizards and the Witches, many of the wizards were said to have become archveults, causing no end of mischief as mortal enemies to the magicians who came later before eventually being exiled and forced to adapt the barely habitable dwarf planet as their own.

Despite their untoward treatment by Earth magicians, the archveults settled into the alien landscape. One faction, led by Ospro, quickly established a base at Baringon Gloss, while the faction of Persain settled the terraced city of Kaleshe near Smokedancers Bluff.

The first conflicts with the burrow-moots are also recorded at this time, as well as the beginning of the orderly subjugation of the pantols when Preceptor Vexel built his seven-story wheeled castle, Engott. War and jealousies soon consumed these factions, and smaller bands broke off into their own cults and rival gangs.

Only when Ospro made a pact with the burrow-moots did they finally start to win some of their unceasing battles with Persain's followers. This led to Kaleshe's alliances with separate tribes of burrow-moots and no end of backstabbing and treachery on all sides, until the forces were once again isolated and, by then, somewhat evenly balanced.

Grindingly resentful of the Earth-wizards who had exiled them, the archveults eventually mastered the IOUN stones and began to taunt their old rivals on Earth with their power, returning again and again to cause trouble with IOUN-bolstered puissance.

The Jangk-harpies seem to have no history and are universally despised by all; only the archveults' fractiousness has permitted their survival.

The Challenging and Disadvantageous Terrestrial Phenomena of Jangk

As many have noted, even the archveults find the atmosphere of Jangk unpleasant. To avoid the unseemly and unhealthy vapors, Earthers have tried various methods with measured success. Certain arch-magicians appear to have simply warded off the airs or found sandestins to transubstantiate the air into more wholesome compositions. In the Twentieth Aeon, the magician Phancraces is said to have ground up archveult scales and merged them with Jangk-harpy blood to produce a potion that allowed him to travel about Jangk with only nominal discomfort. Later, it was rumored that Byzant the Necrope had actually fashioned a portable device fashioned from the third lungs of archveults. It is not clear if this "veult-haler" was ever used on Jangk or not, but it is said a handful of prototypes exist in his workshop, protected by his mechanical erbs.

Those few magicians who have returned from Jangk intact

have also complained that some spells work with less efficacy in that forlorn demesne. In particular, spells that effect lightning or sparks are less precise and prone to objurgation, while *Khulip's Nasal Enhancement* is said to be quite ineffective due to Jangk's foul atmosphere. Other such spells are presumably affected similarly, but almost all magicians strive to leave Jangk before appropriate researches may be conducted.

The galvanic properties of the archveult are detailed elsewhere, but it has been observed that captive humans and their descendants exposed to the debilitating environs of Jangk for generations also sparkle and crackle with less pronounced eruptions. Some unfortunate souls, mutated by the Jangk-light and environment, seem to attract the lightnings of Jangk, while others seem to direct or even generate similar properties. A variety of galvanic abnormalities are said to occur for those unfortunate persons born or raised on the dwarf planet. Human prisoners on Jangk mostly die off from the atmospheric toxins, but some small number are able to resist the hostile vapors, and their descendants have survived and multiplied into a miserable existence as archveult slaves.

Gazetteer of the Fulginous Realm

The Town of Kaleshe: Smokedancers Bluff is a rock formation on the Southern end of the Quicksilver Ocean that looks east toward the town of Kaleshe, the prime ancestral domain of the Kalsh archveults. The town descends toward the rocky plain filled with small quicksilver puddles and tributary streams, where plenty of mosses and lichens grow fed upon by purple dragoons. The terraces with their stone buildings once housed up to 10,000 Kalsh, but their numbers have reduced to a tenth of that. The palace of Xerkandes is carved into the rocky bluff, about midway down the terraced stone, secured by seven osmium doors. Gangs of slaves, humans and other criminals, work in the osmium mines nearby. The Kalsh here are marked by black plumes, which they wear bound with metal, while the women wear their green plumes freely, a style thought to be licentious amongst more conservative archveults.

Hypernia, Metropolis of the Burrow-moots: Hypernia is a subterranean metropolis of many tens of thousands of Burrow-moots, all paying homage to the coven of queens mentioned above. These mazelike tunnels are almost unnavigable to humans and take hundreds of twists and turns, as the burrow-moots find their way by pheromonal markers. This incomprehensible structure is their chief security. The heat also increases drastically as one descends, making travel at first unpleasant and then nigh impossible save with magical aid. Even archveults find it stultifying. Thousands of drones wait to lay down their lives at the merest syllable from the Exalted Coven. Mining gangs, including human and archveult prisoners, are housed in cramped, steaming barracks. It is said that the hundreds of leagues surrounding Hypernia are networked with tunnels to allow the burrow-moots to emerge and ambush prey from upright rock formations or, in some cases, even mine up directly beneath enemies, drop-

ping them unawares into every manner of inconvenience.

Evergray / Wasted Valley / Lichen Farms: Miles of dead land coral fill these areas, much of it covered in various nutritious lichens. Fugitives sometimes dwell here as the dragons often feast on the various mosses that grow and the ancient coral growths provide cover from the Jangk-harpies. Some arrangements of the coral seem orderly and structured as if they were planted in exquisite designs, perhaps by a lost race of archvults. The mind-worm swarms are often found here and are especially dangerous as they can emerge through holes in the coral growths and appear around corners very abruptly.

Stonejardin / Chancer's Way / the Node: Osmium mines are one of the chief industries upon Jangk, and the quarries located at Stonejardin, Chancer's Way, and the Node are among the most prominent. Some developments are near smaller osmium deposits, while others are built around rich veins of that alien mineral that, once forged, is said to resist blows better than the finest steel of Old Kharai. The miners are, of course, poorly treated and shackled together at all times as their archvult handlers are usually vastly outnumbered. The stifling heat is the miners' greatest challenge. Their treatment is cruel, and the mortality of the miners is high, so new prisoners are desperately sought wherever they might be available. Sourcing new slaves might involve even the disdainful archvults in a wary transaction.

Celestial Peaks / the Crystal Mountains / the Bloodied Towers: These naturally occurring mountain ranges are quite beautiful, especially when the fotaries float about the peaks, their reflected light visible at great distance. Casual tourism is discouraged by the presence of the Jangk-harpies that dwell in those peaks closest to the plains and bluffs where they can sweep up their prey and abscond to their crystalline redoubts. A typical 5-mile area would be expected to have 1d3+1 harpy nests, each habitation containing 2d5 of the dreaded creatures.

The Quicksilver Ocean: This ocean of poison is mostly a liquid dead zone, but one piscine creature has adapted to the mercury. Although not actually a gilled fish, the yu-pike has been named thus by the archvults who cherish their dim memories of Earth. This glittering ocean often reflects the brightness of angry red Kerkaju. Despite its fascinating mirror-like surface, falling into the dense, mostly lifeless mercury is a deadly hazard, most likely resulting in a lethal dyspepsia.

Engott, the Crawling Castle: This impressive citadel is seven stories fashioned of osmium, thrice-fired nacreous Jangk-clay, and finished with stained glass windows of quartz and cinnabar. Engott's tremendous bulk is pulled by a huge pantol of indeterminate age. Engott is the demesne of the archvult Tantarix, who has declared himself the nonpareil magician of all his kind, sometimes styling himself as Tantarix the Preceptor, though attended by few students or followers. In fact, Tantarix's subalterns are mostly composed of bloodthirsty soldiers. When Engott approaches a new settlement, treasure-site, or community, wise residents remove themselves with alacrity.

Baringon Gloss, Home to the Arch-Invoker: Forty puissant magician-archvults wait upon the every breath of the Arch-Invoker Ospro, whose very whim is life and death. It is no coincidence that this keep is constructed near two mines of tourmaline, which material can be fashioned into bracers and amulets to increase the galvanic impulses of archvults. Thus, the masters of Baringon Gloss have more severe galvanic attacks and higher impunity to assaults of that nature. The multileveled palazzo has a wing dedicated to magical research, as well as an opulent residence in which Ospro organizes indoor hunts for captive Jangk-harpies.

The Stretch/Ospro's Folly/the Rock Swamps: These areas of long rocky plains are inhabited sporadically by archvults and, in a few cases, human fugitives stranded by their masters on Jangk. The advantage in settling in these lifeless climes is that the mist clouds roll through with some frequency, and beetle-shell water collectors are effective in capturing life-giving moisture as well as spawning the mosses and fungus that provide food. Ospro's Folly is so named as this prominent archvult had expunged Jangk-harpies and burrow-moots from this stretch only to fill it with insouciant archvults who soon rebelled against his high-handed directives. Those who travel upon these plains occasionally find tunnels opening onto burrow-moot lairs and might even be ambushed by those subterranean denizens.

The Redoubt of Randemorth the Syncrete: The magician Randemorth was a magician on Earth who believed in the universality of humankind and the benevolence of super-valent oneness. This eccentric belief in selfless charity slowly resulted in disassociation from the various collegiums, brotherhoods, and synods of Earthly magicians. Thus, Randemorth was ultimately chased across several solar systems toward Jangk, as remote a position as could then be imagined. As he displays a notable indifference to IOUN stones and has very little wealth or "wisdom" to be claimed by others, Randemorth is generally ignored by Jangk's dominant powers. Randemorth's compound is an oasis of a magically maintained Earth-like climate, including a full garden and sweet, pleasant air protected by invisible wards that conceal the locale and enervate interlopers.

Initiatives and Opportunities for Expedition and Emprise

The following scenarios are briefly outlined to provide the judge with some suggestions to initiate adventures on Jangk.

- The Arch-Invoker's legendary palazzo at Baringon Gloss is said to contain a repository of IOUN stones unmatched in the cosmos. The PCs are dispatched to learn more of this repository, the stronghold, and its general locale, as well as the health and outlook of its master. While not required to purloin the IOUN stones, they may be sorely tempted, and Ospro is quite content to lay a trap for them.
- Agents of Xerkandes are eager to hire puissant and enterprising adventurers to clear the nearby Celestial Peaks of the dreaded Jangk-harpies. This assignment

includes gratis transport to and from the dwarf planet. An archveult skald must accompany the PCs to observe their methods and record their deeds, though this individual is indifferent to their success; he will applaud their victory and laugh up his sleeve at their failures.

- The magician Quartemonz the Somnolent has awakened from his century of reveries to issue a proclamation that yu-sapphires will be the most precious resource on Earth for the coming epoch due to their unique refractive properties. His dream-presence has ascertained a certain tarn near the Celestial Peaks where the yu-pike may be trapped and gutted with some expectation of success. But this location and the activities of the trappers must be carefully guarded from the other denizens of Jangk.
- The rogue astronomer Vortekks of the Order of Solar Emosynaries hires the PCs to scout Jangk for prospective places to migrate upon the red sun's imminent demise. Vortekks has commissioned a star-chariot to transport the PCs to Jangk but greatly underestimated the fuel needed for the journey, necessitating some negotiations and remonstrations by the PCs with Jangk's denizens to return to Earth.
- Archveults hate the burrow-moots who dwell beneath the lifeless crust of Jangk. PCs are press-ganged from the dying Earth to go beneath the surface of the dwarf planet and assassinate the obstreperous dreaded coven of queens.

KAIIN

The oldest, and most populated, city still in use in the Twenty-first Aeon, Kaiin is ruled by the cunning and opportunistic Prince Kandive the Golden. There are diverse other lords of the city, and each has their own foibles and schemes, but all are ultimately subservient to Prince Kandive. The city itself is encompassed by the Pannone Wall to the north, the Virdyne Wall to the south, the Porphiron Scar to the east, and to the west blue Sanreale Bay and the Melantine Gulf. Kaiin is known as the White City both for the white walls that protect it from north and south and from the marble palaces and mansions in the central portion of the city.

Configuration

The River Scaum cuts its wide and placid way through the southern portion of the city, after passing through a broad dale, purple with horse-blossom. Here crumbling castles, white and gray, dot the landscape. Carven barges sedately tour the Scaum in the wine-colored days of summer, and this is the source of most traffic to and from Kaiin.

To the north, the River Derna cuts through a steep canyon in the Porphiron Scar. When it reaches Kaiin, the river is forced into a series of canals and subterranean tubes, and so reaches the bay. An ancient road of flint once gave access to the forested country of Ascolais, but the road has been undercut by the Derna in many places, forcing would-be travel

through banks of thorn and tube-grass. Ancient steps zigzag their way from the market up the Porphiron Scar to where the treacherous road begins.

As with most old settlements in the Twenty-first Aeon, Kaiin has more places to inhabit than people to inhabit them. Venturing north to south, the traveler first encounters the ruins of Old Town, a gray wilderness of tumbled pillars, weathered sandstone blocks, slumped pediments with crumbled inscriptions, and flagged terraces of overgrown moss. Few people venture this way; the ruins are the dwelling place of insects and reptiles. Here, too, dwells Chun the Unavoidable in the Place of Whispers, guarding half of the tapestry that acts as a portal to Golden Ariventa.

To travel southward, one passes the Pannone Wall and enters the marketplace. Here, a medley of stalls sells fruit, slabs of pale meat, mollusks, dull flagons of wine, and other goods both mundane and exotic. Here, too, gather magic-users of a more ordinary sort, to engage in shop talk and braggadocio in the Magician's Inn. Where the Derna flows through dank canals, no longer the clean water it once was, mussel-diggers can be seen working in the slime banks. These mollusks can be graded by type and size, and there is always a demand. The canals proceed down to the best slime banks along the rotting wharves where few ships now call. Here many of the houses are of old wood, the rich brown of stump water.

Beyond this, to the south, rises a bank of ruined columns. Upon these pillars once stood an arena, 200' above the ground, built by the order of Mad King Shin. The arena is now long gone, and the columns resemble nothing more than rows of broken teeth.

Hereafter the city is dominated by the domed palace of Prince Kandive the Golden, situated upon a rise surrounded by groves of bay and ancient olive trees. The best, and most intact, buildings of Kaiin can be found here, south of the palace and the River Scaum. Here are many mansions, buildings of stone and wood, wide thoroughfares, perfumed terraces, ancient groves, and lesser palaces. No bridges cross the Scaum—they would interfere with the pleasure barges—and few traverse the ruins that lie between the River Scaum and the Virdyne Wall.

There is a broad road, maintained to some degree within that part of Ascolais claimed by Prince Kandive, that follows the River Scaum's course to the east. Here, too, the wharves are in better repair than those adjacent to the market, mostly to accommodate pleasure barges, but some traffic still comes through the Melantine Gulf to Kaiin.

A Brief History of Kaiin

The White City of Kaiin is more than a thousand years old, and none alive now know its origins. Like many cities of the Dying Earth, it was built on the ruins of older cities, and those upon the ruins of cities more ancient still, going back to a time predating the Age of Glow. Remains of that first city are still preserved, hidden deep beneath the water and silt of Sanreale Bay.

Kaiin was already ancient when its last king, Shin the Mad,



Kaini

THE WHITE CITY

raised his Arena of the Clouds 200' over the city so that passing pelgranes and elementals might take part in the gladiatorial excesses staged therein. The arena was devised to seat thousands, with broad steps, rope ladders, and less conventional means being used to access the benches. For 14 years the arena stood upon its marble columns, a wonder of engineering and magic.

Then Mad King Shin decreed that the arena be filled with water to stage an ostentatious naval battle. The spectacle drew folk from across Ascolias, with the result that the Arena of the Clouds was filled far over its capacity. The weight of water, barges, and spectators was too much. The arena collapsed, and the waning Earth had fewer inhabitants by the thousands. Mad King Shin is believed to have died in the collapse, but the mangled corpses that remained were taken largely by the pelgranes and deodands. For many years, it was unsafe to walk the streets of Kaiin even by day. It was suicidal to do so at night.

Enter Horst Surtic, captain of the Pannone Guard. Where others hesitated, Surtic acted. Where others quailed, Surtic struck. Were it not for the Pannone Guard, Kaiin would be a windswept ruin, bereft of human life. The Guard drove away the pelgranes and forced the deodands back to the forest beyond the Porphiron Scar. To protect the city, they raised white walls to the north and south, built largely from the marble debris left by the Mad King's folly.

The descendants of Horst Surtic were not as mighty as their fore-sire. By various stratagems, Kandive the Cloud-rider became a lord of the city. From there, his influence grew until almost two centuries ago he became known as Prince Kandive the Golden. Surtic's descendants had long ago perished or fled the city. Prince Kandive was, and remains, undisputed ruler of Kaiin and as much of Ascolais as could be seen from atop the Porphiron Scar.

The People of Kaiin

In these last days of the dying Earth, Kaiin is inhabited by a quiet people, well-educated, with sophisticated tastes and capable of great introspection. In the greater part of Kaiin, there is room for even the poorest to dwell in spacious chambers, and even in the market stone cells and wooden houses accommodate all.

The people of Kaiin may be roughly divided into those who work and those who do not. Those who work live quiet lives for the most part and do not cling to ordinary material things. Good fellowship is the order of the day — far more so than in most parts of the dying Earth. They are less nihilistic and far less unscrupulous. Even so, they are not blind to the cunning trickery of others for they know the elite of Kaiin would gladly trick, rob, enslave, or murder the unwary.

The lords of the city live in blissful ignorance of the drudgery of mussel-hunters and others who must toil for their dinners, and Prince Kandive has been known to describe them as a pale people of vapid mannerisms, engaged with mincing murders and extravagant debauchery while Earth passes its last hours. It may well be said that, like the people

of ancient Ampridatvir, those living amongst Kaiin's elite have increasingly given themselves over to faddishness, perversity, and the occult.

The elite are disposed to elaborations of food, drink, and physical intimacy. They form societies, such as the Eight Delaphasians or the Cohort of the Green Legion. Sometimes these cliques form in mimicry of historical times when life was less languid and therefore sweeter; at other times they propound great deeds that are never acted upon.

The elite stage elaborate duels. They play games wherein the losers forfeit their lives to captive deodands and erbs. All the while they study what magic they can. They plot and scheme each to outdo the other in erudition and wit. By such devices, the elite while away their time and attempt to give meaning to their existence.

To all the people of Kaiin, individual style is paramount. Some may dye their hair various shades of orange, green, or violet. Clothing that might be considered garish in other times or places distinguish one Kaiinite from another. Even those who work, who may carry their very sustenance lightly, hold their personal style dear.

Elite Societies

Many elite societies exist among the indolent folk of southern Kaiin, many openly and a few in secret. Some examples are:

Azure Loquaphaunts: Sometimes just called the Blue Speechmakers, the Azure Loquaphaunts deliver speeches, recite poetry, tell stories, hold debates, and critique each other's rhetorical style. They identify each other with a blue patch, and, although they hold themselves to be a secret group, their existence is common knowledge. A wayfarer may well attempt his rhetoric to earn a place with the Loquaphaunts and hence a place in Kaiinite society.

Cohort of the Green Legion: This group imagines itself the spiritual kindred of Valdaran's Green Legion, although its members are considerably less effective. They may interfere with public disturbances, but more often than not they just wish to posture and throw their weight around. While they make a great show of being exclusive, they accept almost anyone who will join them. The Cohort of the Green Legion is something of a farce.

Covenant of the Broken Garter: An exclusive and secret society dedicated to earthly pleasures of board and couch, they throw minor harlequinades of their own. Prince Kandive is aware of them and monitors their activities.

Eight Delaphasians: A public and notorious dueling society with exactly eight members. The only way to join the Delaphasians is to defeat one of their members in a duel to the death. To keep their membership constant, the Eight Delaphasians never duel each other.

The Ruby Band: This secret society utilizes elaborate passcodes and phrases to conceal its claimed objective: the assassination of Prince Kandive and the establishment of a

A NOTE ON DREAM-POWDERS

Various dream-powders are inhaled by the elite of Kaiin, especially during festival times. These powders allow the user to escape the nihilism of the dying Earth for a brief time but are incapacitating and addictive.

Should a PC sample a dream-powder (intentionally or not), the inhaler experiences euphoria, reduced stress, numbness, and hallucinations. The immediate effect is a 1d3 penalty to all of the PC's ability scores. The PC is allowed a DC 10 Fort save every hour to regain 1 point to each score. Once all scores return to normal, the PC is allowed a Will save (DC 10 + 1 per exposure) to avoid addiction. An addicted character must inhale dream-powder at least once each month or become agitated and paranoid, losing 1d3 points of Personality and 1d3-1 points of Intelligence each day until they inhale dream-powder (at which point this damage is restored).

Vat-things encountering dream-powders have only a 20% chance of being affected. There are many types of dream-powder, so this roll must be made each time. A dose of dream-powder costs 10 terces, though the market may substantially vary depending on the perceived desperation of the buyer.

Parliament of Kaiin, which would place them in positions of power. This is probably all talk, as few who cross Prince Kandive live to tell of it. Yet, thus far, Kandive the Golden seems unaware of them, and if a way could be found...? In truth, more than half the members report to Prince Kandive without knowing that there are other infiltrators in the group.

Society of the Silver Sandal: A group of dream-powder addicts who could not be secret about it even if that was their dearest wish. Their goal? A free and plentiful supply of dream-powders. Their methodology? Taking dream-powder and imagining success.

Major Locations

The Palace of Prince Kandive the Golden: The domed palace of Prince Kandive the Golden sprawls across the highest ground within Kaiin. A maze of chambers, corridors, pitfalls, and traps, there are hidden springs everywhere, waiting to drop intruders into deep pits where Kandive can collect their personal effects at his leisure. Prince Kandive is liberal to debauchees during festival times, but would-be thieves should not expect to walk through his palace unmarked, even if protected by *Phandaal's Mantle of Stealth*. While this palace contains the storehouses of Prince Kandive's treasures, they are protected by gruesome hazards both magical and mundane.

The White Villa of Ulan Dhor: Not far from the palace of Prince Kandive the Golden is the wide residence of the

prince's nephew, Ulan Dhor. It is surrounded by venerable olive trees and is upon a rise not as exalted as that of Prince Kandive's palace but high enough to give a good view of Sanreale Bay and the city south to the River Scaum. Here dwells Ulan Dhor and his partner, Elai. Here, too, is stored the magic car the two recovered from Ampridatvir.

The Magician's Inn: Found in the market, this establishment's high stone face can be found in a small square down a narrow, cobbled street. The innkeeper is a small fat man with sad eyes and a nose that is the exact small fat shape as his body. Here can be found good food, good rooms, good wine, and expansive conversations about the wizards of the past and the great days of magic. Here, too, come the lesser magicians of Kaiin and the surrounding lands to show their occult skills and boast about their diverse arcane activants.

The Arena Columns: The remains of Mad King Shin's folly hold a melancholy atmosphere about them to this day. They form an effective division between the market and greater Kaiin. Few care to linger here, especially after dark, when the region is the haunt of ghosts. Still, the area is steeped with death and sorrow, and there is magical energy here for those who would summon demons or engage in necromancy. These spells (as determined by the judge) gain a +1d3 bonus to their spell checks when cast among the columns during the day. This rises to a +1d6 bonus at night, although other things may be attracted that are unpleasant to encounter.

Old Town: The ruins north of the Pannone Wall are called Old Town and predate even Mad King Shin by aeons. In these later days of the Twenty-first Aeon, sufficient breaches in the wall allow Kaiinites to pass into Old Town and sometimes allow creatures from Old Town to slink into the night-darkened streets of the market. Old Town is inhabited by snakes, lizards, and insects; some of these may be dangerous to travelers. Scholars seek among the half-effaced inscriptions for lost knowledge. Others hope to find some forgotten cellar, unnoticed by the treasure-seekers who came before them, which can elevate them to the elite living south of the Arena Columns.

The Place of Whispers: This marble hall is located within Old Town. Found beyond a leaning column bearing a black medallion marked with a phoenix and a two-headed lizard, this is the residence of Chun the Unavoidable. The surrounding region is littered with the eyeless corpses of those who attempted to steal half a tapestry depicting Golden Ariventa for the witch, Lith.

The Southern Ruins: These ruins, lying between the River Scaum and the Virdyne Wall, are largely uninhabited. As such they serve as an occasional meeting place for those wishing to hide their activities: secret societies, conspirators, thieves, brigands, torturers, the vilest of debauchees. Once the sun sets, travelers enter the ruins at their peril.

Harlequinade Festival Times

As the burgundy sun passes through these final hours of the dying Earth, the burden of the coming darkness is too

great to be borne. To relieve this pressure, and for his own sublunary gratification, Prince Kandive the Golden declares regular harlequinade festivals. Social status is thrown aside (at least in theory), and people from the market might well be found in close contact with the very lords of the city. The harlequinade festivals draw travelers from far and wide to the White City, swelling the crowds and adding a vital element of novelty.

These are times of feasting and revelry. Every window and terrace are lit against the coming of infinite night. Orange lanterns float in the air and cages of blue fire-flies dangle from balconies along with chains of braided flowers. The streets surge with the wine-flushed populace—market area domiciles lay untended as their occupants join the throng in southern Kaiin. Individual fancy, finance, and cleverness give way to a multitude of bizarre costumes: barbarians of East Almery, deodands in leather harness, warriors of Valdaran's Green Legion, Melantine bargemen, courtesans of the Kauchique littoral. Passion, debauchery, and excess are the watchwords followed by all!

At these times, the laws of Kaiin are suspended. Personal safety is limited to the power of individuals to protect themselves (which can include the use of guards or an entourage). Duels, murder, and torture are not uncommon; the outcast prisoner may well be paraded forth to be tossed to captive deodands or bound to be a helpless target for darts or other sport. Outsiders who refuse to join in the festivities are shunned as bereft and potentially violent.

It should be understood that Prince Kandive and the other lords are especially wary during the harlequinades. The lesser lords all suspect that these festivals sometimes coincide with the prince tiring of one of their number. True or not, all suspect (yet dare not voice) this to be the case when a lord disappears during a harlequinade.

Adventure Seeds

The following adventure seeds are provided to help jumpstart the judge's imagination. Each can be fleshed out to form a single session's entertainment or a multipart campaign.

- The PCs meet a conspirator whose lofty goal is to assassinate Prince Kandive the Golden, or so it seems. The conspirator is actually an agent of Prince Kandive, who has heard of the party's accomplishments. The supposed conspirator can offer anything, as there is no intent to pay. The PCs are to be captured in the attempt, imprisoned, and forced to fight various creatures at the next harlequinade festival. Rivalries abound: one Kaiin lord offers to help free the PCs if they can eliminate an adversary, another magician sees this as an opportunity to loot Prince Kandive's vaults if the PCs can escape to do his bidding. Ensnared in the plotting twists of Kaiin's elite society, the PCs must fight to come out on top! Perhaps the route to success lies in betraying one party to another?
- A treasure worth many terces was buried in Old Town decades ago. The party has acquired one-third of a map

to its location. Two other parts must be located: one in the market and the other in southern Kaiin. Theft, coercion, or cooperation encapsulate the possibilities shared by all.

- While the PCs visit Kaiin, Prince Kandive the Golden invites them to his palace. He has learned of a ruin in the Silver Desert that dates back to the Eleventh Epoch of the Seventeenth Aeon: a stronghold of the White Witch, Llorio, that is said to hold many secrets, not a few of them inimical to the magicians of the Twenty-first Aeon. Of course, in exchange for supplying the necessary information and means of transportation, Prince Kandive demands half of whatever is recovered.
- During a harlequinade festival, a minor tremor opens a forgotten vault beneath Kaiin. Here, Mad King Shin holds court amid ghouls and the risen bones of those crushed when the Arena of the Clouds collapsed. Death has not improved the Mad King; he now believes that the Arena collapsed because he was not ambitious enough. Unless stopped, he will provide Kaiin with a harlequinade no one will live to remember; the vast machines once used to raise the Arena will now be used to collapse the city.

Prince Kandive the Golden

Prince Kandive the Golden appears to be in his mid-30s. His true age is indeterminate, as he has learned the secret of eternal life to a greater degree than most magicians of the Twenty-first Aeon. A tall man with a golden beard, Prince Kandive is both cunning and opportunistic. He can be as petty and vengeful as any, and other magicians correctly fear him. This is in part due to his magical prowess and in part due to his ability to control the circumstances of most encounters. His demeanor when crossed is somewhat less than calm.

Although he has genuine regard for his nephew, Ulan Dhor, Prince Kandive hesitates not at all to send him into the greatest of dangers for the minimum of Ulan Dhor's personal reward, so long as Prince Kandive's is sufficient.

Prince Kandive has utilized many amulets, runes, and acti-vants over his long life, and the judge is encouraged to equip Prince Kandive with any arcane implement they feel is appropriate.

Following the theft of his most puissant amulet by Turjan of Miir, Prince Kandive carries an amber rod with a carved jade ferrule. This rod has the ability to focus blasts of pure phlogiston energy (causing 2d6 damage on a successful hit within a range of 60'; each blast costs the user 1d6 damage) and the unique power of acting even against those bearing *Laccodel's Rune*. On an attack roll of a natural 1, the amber rod shatters, doing 2d6 damage to the holder (DC 15 Reflex save for half damage).

Prince Kandive has the unique ability to sense invisible creatures within 30'; this activates on a 1-in-3 chance per round. This alerts him to the presence of an invisible creature but does not render the creature visible.

THE CURATOR'S ROD OF PRISMATIC FERVOR

The Curator's Rod is a magical artifact that holds many powers. The Curator directs and orders the rod whose energies and dynamics are channeled from the central potentium of the museum. Those with control over the rod may attempt to use its power by making a spell check. The caster may choose any lower result.

- | | |
|------------------|---|
| 1 or less | The rod belches a multicolored slime back onto the caster who suffers 1d6 damage and must pass a DC 15 Reflex save or fall prone and helpless, slipping in the goo for a number of rounds equal to damage taken. The rod ceases to function for 1 day, after which it magically mends. |
| 2-5 | The rod momentarily flashes with a bright rainbow hue and then goes dormant for 2d3 turns, after which it works again. |
| 6-9 | The rod sprays a mist of silver that absorbs sound in a 60' radius for a number of turns equal to the caster's level. |
| 10-16 | The rod creates a metal fog that lengthens into an arrow and streaks toward a target up to 100' away with intense speed whereby it explodes upon impact for 1d8 damage per caster level (Reflex save vs. spell check for half damage). |
| 17-23 | The rod emits a ray of purest light up to 60' that automatically deals 1d6 damage per caster level to un-dead and demons. |
| 24-30 | The rod emits a whirling golden disk that holds sorcery in abeyance, thereby granting the caster 10% per caster level in magical resistance for 1 turn. |
| 31+ | The rod spits an orange gout of red dust whereby each mote becomes a red scorpion. This 10'-wide wave of scorpions travel 15' a round and deal 20d6 damage to anything in their path (DC 16 Fort save for half damage). After a number of rounds equal to the caster's level, the scorpions return to dust. |

Prince Kandive the Golden: Init +2; Atk longsword +4 melee (1d8) or dagger +4 melee (1d4) or amber rod +5 missile fire (2d6, range 60'); AC 11; HD 5d6+10; hp 33; MV 30'; Act 1d20; SP memorized spells (as CL 5, see below), d7 amplification die, *force of will* (+5 check, 17 Personality), amber rod, detect invisible (30' range, 1 in 3 chance); SV Fort +5, Ref +3, Will +5; AL N; Crit 1d14/I.

Rote memorized spells: (level 1) *comprehend languages* [18], *magic shield* [18], *read magic* [20], *The Excellent Prismatic Spray* [20]; (level 2) *detect invisible* [21], *Felajun's Second Hypnotic Spell* [18]; (level 3) *dispel magic* [17], *Spell of the Omnipotent Sphere* [19].

MUSEUM OF MAN

Few places are spoken of with such reverence and suspicion than the fabled Museum of Man, a time-lost edifice forgotten to the memory of humanity. Only the mad dare mention aloud what the wise whisper in covetous circles, for none are certain that the mysterious museum or its enigmatic Curator still exist or even if they had ever existed at all. But myth often has a way to rule both hearts and minds, and for those who dare believe, antique legend places the Museum of Man north of Ascolais in the Land of the Falling Wall, far beyond the solemn winds and naked crags of the Mountains of Fer Aquila. It is said to be a hallowed place where individuals who ache for knowledge beyond the ken of mortal man may find the answers to all questions and the knowledge of all things.

Ascolais and the Land Beyond the Falling Wall

Traveling the dim trails of Ascolais and beyond can prove to be a dangerous endeavor for even the most seasoned of adventurers, for terror and madness often besets travelers. From fabulous forests of gloom-haunted poplars to crumbled streets of time-ravaged towns, the following are but a few of the interesting sites one may discover while sojourning to the Museum of Man.

River Scaum: The mud-choked banks and cloudy waters of the cheerless River Scaum bisects North and South Ascolais like a wound. Travelers wishing to cross the river can find passage aboard old ferry barges for minimal coinage. Although the barge-tenders and their deck hands are seasoned rivermen, they have been known to relieve passengers of their richer accoutrements with knoblolly and blade if need be, casting bodies or other incriminating evidence of their dirty work into the river's murky depths where it is lost forever.

Kaiin: The white columns of Kaiin can be seen even at a distance, shining bright against the dull gleam of the Sanreale Bay. Its crumbling streets are home to languid citizens who direct any newcomers to professional augurs who dwell in painted booths marked with the Signs of the Aumoklopetastianic Cabal. These professional augurs portent to know the secrets of red and black, the lost spells of Grand Motholam, and the way of the fish and the voice of the bird. If sought out, an augur will respond to three questions for a price: 20 terces results in answers presented in clear and actionable language; 10 terces yields answers in the language of cant, which occasionally admits of ambiguity; 5 terces produces answers in a parable that must be interpreted; while 1 terce produces a string of babble in an unknown tongue.

Oast-Herders Village: Deep within a fabulous forest of daobado trees—a rounded massy construction of heavy gnarled branches of russet bronze clumped with dark balls of foliage—rests a dour village of turf huts. Peopled by a gaggle of rancid-smelling, surly louts, the village is governed by its hetman: a burly man who wears a shaggy fur hat, a cloak of brown fur, and a bristling beard. These strange villagers

raise a peculiar breed of livestock known as oasts, which they keep in pens of woven wattles littered with filth and matted straw. These oasts appear as naked hulking men 8' or 9' tall, with shocks of dirty yellow hair and watery blue eyes. They have waxy faces with expressions of crass stupidity and are actually no more intelligent than livestock. The villagers breed these oasts as mounts, beast of burden, and food. The oast-herders gladly share their food to all visitors, claiming no flesh is more delicious than oast properly braised and kettled. Yet despite their seemingly welcoming disposition, the oast-herders are a covetous group of fur-cloaked murderers who frequently patrol the neighboring countryside astride their hulking oast mounts where they deal in acts of banditry and death. (Refer to p. XX of *Intimate Anatomy of Several Creatures and Personages of the Twenty-First Aeon* for the entry on oasts.)

Omona Gap: This gorge is the shortest and best route through the Fer Aquila Mountains, albeit it is seldom traveled since traversing the gap leads to an unknown land. The pass is a dim hollow that cuts between naked crags that rise like the stumps of rotten teeth into the sky. It is floored with dull, jointed grass that cracks under foot and smells of moss and dank mold, while the walls of the defile are steep gray granite, stained scarlet and black by lichen. Yet despite being the most direct and easily accessible route through the mountains, terror stalks would-be travelers like the very shadow of death. For many a traveler has fallen victim to the dread predator known as Koolbaw the Walking Serpent, who ranges these slopes like fate. (Refer to p. XX of *Intimate Anatomy of Several Creatures and Personages of the Twenty-First Aeon* for the entry on walking serpents.)

Old Carchasel: Abandoned more than 10,000 years ago, Old Carchasel is nothing more than a crumble of ruins and broken stones spread across the floor of a lonely valley. But unbeknownst to the casual observer, the place carries with it a potent glamour that causes all who gaze upon it to see a dark and seemingly lifeless city spread below. Its mist-blown streets are framed by buildings wrought of stone and dark mortar with slate roofs that have successfully survived the gnaw of time.

Anyone who traverses the ancient city meanders through a labyrinth of twisting cobbled streets lined with gaping black windows until they are suddenly and ultimately drawn to a large mansion at its center. The mansion sports a high facade, broken by four large windows, each of which has two blinds of painted bronze filigree and overlook small balconies. A shimmering bone-white marble balustrade fronts the terrace and leads to the mansion's entrance—a massive wood portal that stands slightly ajar, from whence spills a beam of warm yellow light and a strain of strange music.

Northern Tundra: Beneath an overcast, lavender-metal sky spreads an eerie desolation of barren ground and dry scrub. Shrouded by the shadows of slanted mountains like the skeleton of a fossil god, the lurid haze of more than 100 miles of dreary steppe fades into the frigid horizon like a dream. The Northern tundra is home to the Saponids, an ancient and highly civilized race who rule over the limitless

expanse of dreary and moribund tundra forsaken by the rest of humanity since time immemorial.

Saponce: Home to the Saponids, this ancient city is a mass of gray-white ruins on the shores of an unnamed lake. Smoke can be seen rising from chimney-lined rooftops from a great distance, while surrounding the city are cultivated fields of spikenard, callow, and mead-apple.

The age-old city is comprised of houses hewn from timber, ranging in tone from golden brown to weathered black. Their construction is intricate and ornate, with walls rising three stories high to steep gables overhanging front and back. Throughout the city, pillars and piers are carved with complex designs of meshing ribbons, tendrils, leaves, lizards, and the like.

Saponce also sports docks built of heavy black baulks and curious-looking boats built in the shape of sickles, with bow and stern curving high from the water of the crystal lake. The Saponids build these boats from the large scimitar-shaped fruits of the great oe-pod vines, which they cure, dry, varnish, and carve before fitting them with deck, thwarts, and gussets—making the boats incredibly quick and reliable in the water.

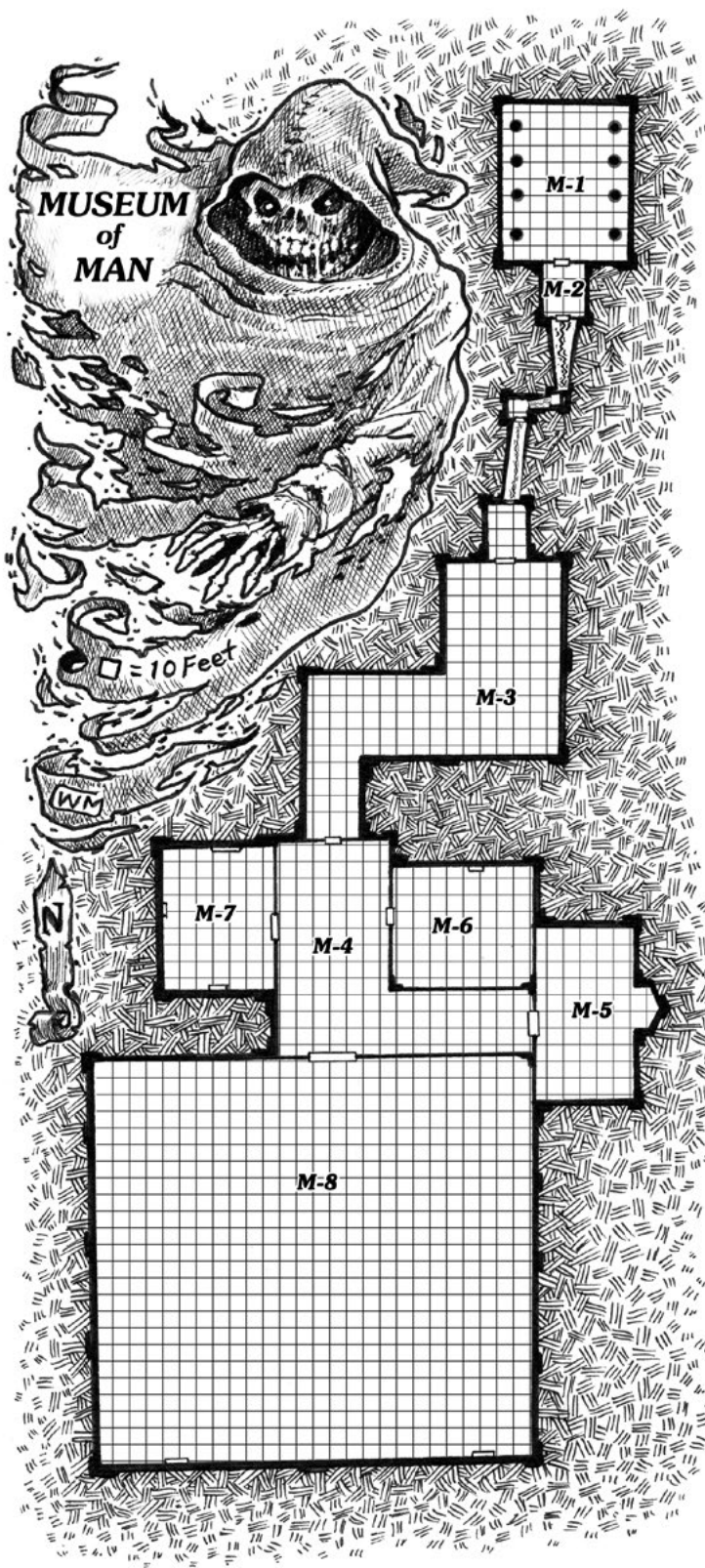
The ancient race of the Saponids are tall and well-formed, with clear golden-ivory skin, golden eyes, and jet-black hair that frame faces that are long and solemn. They commonly wear graceful and elegant garments of woven wool, striped and dyed various colors that hug their supple and slender frames, while the warrior caste among them don tight suits of somber leather bordered in black with strange maroon clothed headgear with leather flaps that extended horizontally.

Saponids adhere to a strict set of laws and customs passed down since time immemorial. Tradition dictates almost every aspect of life for the citizens of Saponce, including obscure customs and the strictest adherence to the maintenance of sacred places. Any transgression toward any Saponid law, no matter how esoteric or unconventional, is deemed sacrilege by the decree of the Voyevode and almost always results in severe penalty.

Thorsingol: All that remains of the fallen city at the entrance of the museum is little more than bare earth that lays churned, pitted, cratered, and burnt, as if visited at once by fire and the blow of a tremendous hammer. It is a place of cold wind and desolate stone, where only death lingers, and no creature dares venture without succumbing to a most malicious magic that raises virulence and angry sores. Yet amid this sprawling desolation rests the bones of a once megalithic structure and the very entrance to the fabled Museum of Man.

Exploring the Museum of Man

For those ambitious souls who seek knowledge in full plentitude, the Museum of Man is a veritable vastness of wisdom and learning—all gathered and preserved by its enigmatic Curator. Yet its location has always remained a mystery, for the museum is forgotten to time and rests deep in dead



Thorsingol, a city of dark wastes that fell to ruin over an aeon ago. But for those desirous enough to brave the dark horrors of the northern tundra, the Museum of Man is a deluge of information where one lucky enough can swim the very tide of knowledge itself.

General Features: Unless otherwise noted, the Museum of Man is shrouded in total darkness, with only the faint whirl of distant machinery to break the sepulcher silence. Otherwise, it is a well-appointed place with walls and floors of

polished black stone. A simple call of “lumen” in any area of the museum produces a bright light that seems to materialize from the very air, casting everything in its golden glow.

Encounters: Aside from Kerlin the Curator, who goes about his business, only Blikdak’s ghostly servants haunt the halls of this repository of knowledge. Summoned forth from the demon-lord himself, these ghosts appear as tall, white things in billowing robes that float slowly through the darkness with nary but the sound of rustling cloth and soft moans. Yet under the pallid cowls are drawn faces that glow with an eerie light and dark eye-holes that stare like black outlets of non-imagination. If confronted, a ghost will extend a hand resembling a bird’s foot from beneath its robes and cast a gray matter to the floor that explodes in a puff of white dust. This gray matter dissipates to reveal a myriad of wriggling insects that dart across the floor, growing as they spread, into scuttling creatures with monkey-heads that attack with demonic fury.

Ghost of Blikdak: Init +2; Atk draining touch +6 melee (lose 1d4 temporary points of Strength, Agility, or Stamina); AC 10; HD 2d12; MV fly 40’; Act 1d20; SP turn invisible, summon demon monkey swarm, immune to non-magical weapons, un-dead traits; SV Fort +2, Ref +4, Will +6; AL C; Crit U/d6.

Once per day, a ghost of Blikdak may summon a swarm of pint-sized scuddling monkey-headed insects. The swarm occupies a space of roughly 20’ to a side and can bite all targets in that space. The swarm persists for 1d5 rounds or until destroyed.

Demon monkey swarm (type I demon): Init +6; Atk swarming bite +3 melee (1d4 plus blood drain); AC 12; HD 4d8; MV 40’; Act special; SP bite all targets within 20’x20’ space, half damage from non-area attacks, blood drain (any target wounded by the swarm takes an additional 1 damage per round until entire swarm is killed), demon traits (infravision, *darkness* [+4 spell check], half damage from non-magical weapons, fire, and gas; SV Fort +1, Ref +10, Will -2; AL C; Crit DN/d4.

Area M-1 – Entrance: Rising above the sprawling wastes of dead Thorsingol like the decaying bones of some long dead leviathan are the crumbling white ruins that mark the entrance to the Museum of Man. A great ancient marble floor, flagged in white stone, now chalky and broken, lays bare to the winds of time and the glare of the cool red sun. Around the floor rises a series of pillars, pocked and worn, that at one time supported a vast roof and walls that are now nothing more than dreams of the far past. Rising from the center of the white floor like a broken tooth is a gargantuan monolith marked with a single door of flat black metal, with a small copper gong alongside it.

All attempts to open the portal are futile save for sounding the small copper gong. If sounded, the metal door groans wide on its hinges, emitting a cool air smelling of under-earth that billows forth along with a sad, breathless quaver of a voice that softly calls, “Come ye, come ye forward. You are desired and awaited.”

Area M-2 - Stairway to Knowledge: This cold black room is cut from solid rock and sports an irregular rack of stairs voyaging down into stygian darkness. The stairs descend at varying angles and varying heights, with treads designed for things other than normal men. Back, forth, down, and down, the stairs are a dizzying sojourn into deepest shadow until they finally culminate in a room similar to the one above. Another black metal portal stands imposing in the far wall beset on each side by inset brass plaques bearing messages in unfamiliar characters. As above, all attempts to open the portal fail until the ancient messages written in brass are successfully deciphered.

Area M-3 - Great Hall: Beyond the portal stands the great hall. Its polished walls and floor are comprised of a resilient black material. Looming heavy and dull throughout the hall at regular intervals are bulky black cases, studded with copper bosses, and topped by a shallow glass tray in which can be seen an intricate concourse of metal devices. A faint and evil sound of intermittent clacking can be heard issuing from the strange devices that causes the hairs of one's neck to raise.

Area M-4 - Gallery Room: The door to the gallery room opens to a golden light that emanates from an unknown source, seemingly shining from the very air itself, as if leaking from discrete atoms. Every breath taken in the room becomes luminous, floating to fill the gallery with an invigorating glow. A great rug covers the floor, a monster tabard woven of gold, brown, bronze, two-tones of green, fuscous red, and smalt blue. Beautiful works of human fashioning rake the walls in a glorious array of rich woods, carved and chased in scenes of olden times. While painted on woven fiber are a multitude of colors designed to convey emotion rather than reality.

To one side of the chamber hangs plats of wood laid on with slabs of soapstone, malachite, and jade in rectangular patterns, richly varied and subtle, with miniature flecks of cinnabar, rhodochrosite, and coral for warmth. Beside this is a section given to disks of luminous green, flickering and fluorescent with varying blue films and moving dots of scarlet and black. A great representation of 300 marvelous flowers graces the center of the gallery. Their blooms are of a forgotten age, no longer extant on waning Earth.

All these and a multitude of other creations, selected from the best of human fervor, continue throughout the hall, expressing the fire and creativity of man's brightest dreamings. Traversing the gallery fills one with awe and the sense that all of these items are carefully tended and cared for with great effort. PCs disturbing any of the artifacts draw the ire of the Curator, who intercedes to prevent theft or damage.

Area M-5 - Demon Room: An open archway gives way to a strange chamber bearing a great face that looks down from the far wall. The face is twice as tall as a man with its chin resting on the floor and the scalp slanted back into the panel. In stark contrast to the pageant of beautiful objects in the adjoining room, the grotesque visage is of a disparity and dissonance only a lunatic might have created. Ugly and vile, the face is a gut-wrenching obscenity with skin

that shines a gun-metal sheen and eyes that gaze dully from slanting folds of greenish tissue. Its nose is a small lump above a gross pulpy slash of a mouth, the entirety of which radiates with a dark unpleasantness.

Worse yet, the face in the wall is no carving at all but rather Blikdak, Ruler-Divinity of the demon-world Jeldred. Blikdak, like all other items within the museum, was created from the mind of man. Only the demon's creation was formed by the sweaty condensation, the stench and vile-ness, the cloacal humors, the brutal delights, the scatophilic whims, the manifold tittering lubricities that have drained through humanity since time immemorial to form the vast tumor known as Blikdak.

Now the demon Blikdak has wrenched a hole, intent on engulfing the knowledge of the museum into his mind, whereby he will glut himself with erudition to the great disadvantage of men. Old Kerlin the Curator alone forestalls Blikdak with his magical rod, so that the demon must sit waiting in the hole unable to devour the knowledge it so desperately lusts for until the Curator dies.

Anyone who enters the room will notice the face change as his torpor evaporates and the glaze departs from his eyes. His mouth opens to the hiss of escaping gas as a great gray tongue lolls forth, from which darts tendrils slimed with mucus and paralytic drool terminates in grasping hands that grope for any living creature within the chamber.

Blikdak is also capable of summoning ghosts to do his bidding, whereby a writhing whisp of white will ooze from his dank nostril to form a tall thing in a pallid robe with a drawn face and eyes like holes in a skull. These ghosts roam the museum and the countryside searching for youth and beauty to slake the demon-lord Blikdak's monstrous urges and nauseating perversions.

When enraged, Blikdak's eyes glitter with titanic emotion as it roars a wave of violence so loud the sound buffets the head and drives a shock like a nail into the mind of all who hear it.

Blikdak, Ruler-Divinity of the Demon-World Jeldred (type VI demon): Init +11; Atk bite +21 melee (3d6 plus poison) or grasping tongue (special); AC 18; HD 30d12; hp 299; MV special; Act 4d20; SP poison (DC 20 Fort save or paralyzed), grasping tongue (see below), demonic bellow, summon ghost, demon traits (infravision, *darkness* [+20 spell check], immune to weapons of less than +4 enchantment or natural attacks from creatures of 9 HD or less; immune to elements (fire, cold, electricity, gas) and acid; can teleport at will as long as not bound or otherwise summoned; can project astrally and ethereally; critical threat range 16-20); SV Fort +18, Ref +16, Will +18; AL C; Crit DN/d30.

Blikdak's saliva is a potent poison that causes painful spasms and paralysis. If Blikdak makes a successful bite or grasping tongue attack, the target must make a DC 20 Fort save or be paralyzed for 1d6 hours. In combat, Blikdak may lash out with his prehensile tongue, from which darts up to three tendrils slimed with mucus and paralytic drool that terminate in grasping hands. These hands attempt to grab

up to three targets within 60' (DC 16 Reflex check to avoid). If successful, the target is covered in poison (see above). Note that a paralyzed target in Blikdak's grasp is swallowed whole the next round, whereby they suffer 2d6 damage each round from his corrosive stomach acids (DC 15 Fort save for half damage).

In lieu of all combat actions, Blikdak may emit a concussive bellow that can be heard up to 200' away. All creatures within audible range must make a DC 20 Fort save. On a failed save, the creature takes 8d8 damage and is stunned for 1d6 rounds, suffering a -1d penalty to all attack rolls and ability checks. On a successful save, the creature takes half damage and is not stunned. Blikdak may also use an action to summon a ghost up to six times per day to do his bidding. When summoned, the ghost oozes from the demon's nostril after 1d5 rounds.

Curator's Rod of Prismatic Fervor: The Curator's Rod is a magical artifact that alone holds the power to keep the demon-lord Blikdak and his minions from destroying the museum. It is perched above the archway in the demon-room, its power holding Blikdak in place (see sidebar for more info).

Should the Curator's Rod be removed from its perch above the open archway, Blikdak will attempt to break into the museum fully, shoving his great head and bull-neck, wreathed in purple wattles, into the room as his great hands begin to crack the museum's foundations like an egg.

Area M-6 – Curator's Room: The cubical-shaped room is floored with dull black stone and walled with myriad golden knobs on all sides. A hooded chair occupies the center of the room, and beside it rests a chest-high lectern whose face displays a number of toggles and knurled wheels. The device is none other than the Curator's own Chair of Knowledge that can, with proper adjustment, impose the *Pattern of Hymeneneural Clarity* upon the occupant, thereby repairing or reversing cognitive impairment, allowing the occupant to rise with renewed sanity. Operating the chair requires a DC 15 Intelligence check, with success restoring 1d6 Personality to the occupant; however, a fumble on the check causes those seated in the chair to be completely drained of all memories.

Ancient beyond measure, Kerlin is an old man who hobbles about the museum tending to the myriad artifacts contained within. His solitary existence over the aeons has rendered him completely mad, and he goes about his duties diligently while waiting to be relieved by the Nocturnal Key-keeper. Fatigued and haggard, with tired bones and in much need of a well-deserved rest, Kerlin still believes the Key-keeper from Thorsingol is set to relieve him of his duties, despite that both Key-keeper and Thorsingol has gone to waste millennia ago. In the interim he tends to the museum with great care and keeps the ever-looming threat of the demon-lord Blikdak at bay with his powerful Curator's Rod.

Kerlin is polite if not a bit grumpy, with a shrill laugh and yammering speech. He will admonish anyone who enters the museum after study hours or with the dark intent of fiendish roguery. Should the Curator of the museum be killed at any time, the killer must assume care of the museum or succumb to terrors of Blikdak.

Kerlin the Curator: Init -2; Atk punch -2 melee (1) or Curator's Rod; AC 9; HD 4d4; hp 13; MV 20'; Act 1d20; SP knowledge, Curator's Rod (+10 spell check); SV Fort -2, Ref -2, Will +10; AL L; Crit III/d4.

As the Curator of the museum, there is a base 75% chance that Kerlin knows the answer to any question. If the answer is not known, he can consult the *Mechanismus banks*, gaining an additional 1% point per hour spent researching the subject.

Area M-7 – Inner Chamber: This comfortable room is outfitted with plush chairs and a padded couch. Several closed doors of intricately carved wood dot the surrounding walls.

Area M-8 – Cognitive Repository: This immense chamber smells of metal and houses all of the museum's knowledge. Spaced in equal rows are the same black cases with copper bosses as found in the great hall. Above each black case hangs five similar cases, precisely fixed, floating without support. These floating contraptions are the *Mechanismus banks*, which hold all the known, experienced, and achieved knowledge recorded by man. Within each device is the lost lore, the fabulous imaginings, the history of 10 million cities, the beginnings of time and the presumed finalities, the reason for human existence, and the reason for the reason. Daily, the Curator can be found laboring and toiling in these banks.

Adventure Seeds

The following adventure plots are provided to help jumpstart the judge's imagination. Each can be fleshed-out to form a single session's entertainment or a multipart campaign.

- A merchant's caravan has been raided and his beloved daughter captured by a strange race of elder beings known as the Saponids. Worse yet, the girl has been sentenced to enter the Museum of Man, an ancient custom that sends beauty into the museum to slake the carnal hungers of the demon-lord Blikdak himself. The PCs are hired to seek out the strange village, gain entrance into the Museum of Man, and rescue the doomed child.
- An unnatural plague has ravaged the countryside, leaving families in devastation and ruin; however, the only cure for this nefarious contagion has been lost to time. The PCs must seek out the Museum of Man and therein search the *Mechanismus banks* to gain knowledge of the cure and, in doing so, quite possibly the very answers to life and death itself.
- An adored ally, or possibly even one of the PCs, has gone mad. The fibers of their brain are twisted and frayed with vexatious hallucinations. Even the most astute of modern cerebrologists cannot reverse the madness. Only the Curator's Chair of Clarity can compose the brain's synapses with the correct readings from the Museum of Man and make the afflicted once more whole.

CHAPTER V:

MORE TALISMANS, AMULETS, AND INSTRUMENTS BOTH MINOR AND MAJOR

AMULET OF THE HOUSE OF SLAYE

The bracelet known as the *Amulet of the House of Slaye* is a precious artifact of the highest value and puissance. The amulet can be used to summon, command, and banish the thirty demons to which it is attuned. Long ago, this mighty item was used to rear palaces and drive off enemies of the House, which ruled the realm of Cil. Over time, its masters encountered setback after setback, culminating in a lightning stroke of misfortune when the amulet was lost. Recovered briefly by an unscrupulous wayfarer, it was ultimately returned to the last living heir of Cil and likely comprises that sole individual's claim to power.

The curio is a metallic black band set with red gemstones, or carbuncles, each one set in a tracery of mysterious runes. The runes around each of these gemstones are keyed to a particular demon, empowering the amulet's user to summon, control, and banish it. However, the language of the runes is largely lost, known only by the heirs of Cil. Those with no prior skill with the runes are considered untrained with its manipulation; those who have steeped themselves in the ancient traditions and lingo of Cil are considered trained. Thus, for those fortunate enough to possess the amulet, mastery of the runes and their ancient language could be a significant campaign goal.

Spellcasters versed in the runes may use the amulet to cast the level 3 arcane spell *demon summoning* or the level 2 divine spells *binding* or *banish* using a d20 + caster level + Intelligence modifier for the spell check. If a trained user is not a spellcaster, they still cast with a d20 but do not receive a caster level bonus. For the untrained, the roll is made on a d10 + caster level (if a spellcaster) + Intelligence modifier. (For *demon summoning*, because the runes are keyed to the true name of each demon, the spell check uses the "True Name Known" column of the spell results table.)

The user must be able to press the gemstones as they cast the spell by mouthing the incantation inscribed in the runes surrounding said carbuncle. The amulet is only efficacious for one carbuncle and its associated demon at a time, and it has no power over any entity other than the 30 demons linked to its gemstones.

In the event of a failed spell check, manipulating the gemstones has no effect save to call forth a loud rumbling, a desperate moaning, or a shrill screeching. These sounds represent the various demons' rage and despair, triggered

by the blundering effluxions made by the amulet into the sub-world where these demons remember and resent being called forth by the House of Slaye. Note that on the result of a natural 1 on the spell check, ignore the spell's given result and use Table 5-1. Note that most effects are written for *demon summoning*, but different results are noted for *binding* and/or *banish* as and when appropriate.

Table 5-1: Amulet Fumbles (roll 1d6 modified by Luck)

Roll	Result
1 or less	The fumbling attempt at using the amulet not only fails, but it frees the entity, who appears only long enough to drag the erstwhile summoner back to the lowest reaches of the sub-world for eternal revenge. For <i>binding</i> , the demon shrugs off any attempt at control and drags the caster to its home. For <i>banish</i> , the demon leaves the mortal plane but brings the caster with it.
2	The demon is successfully summoned forth! However, the caster has been transposed with it, hurled across dimensions to land in its rune-covered glowing cage in a deep dungeon of the sub-world. For <i>binding</i> , the user is bound to the demon's service. Have the demon make a spell check on the <i>binding</i> spell results table for the duration and effect. For <i>banish</i> , the user is banished to the demon's home realm while the demon remains in the mortal realm.
3	Aeons of imprisonment have left this sub-world personage with an urgent need for violent retribution. It will certainly start with the user of the amulet; when that personage is slain, it will continue attacking all living creatures randomly until successfully bound, banished, or destroyed.
4	The rage-filled demon makes a full round of attacks on the amulet's possessor before escaping to its native realm with a cacophonous and triumphant rill of laughter.
5	As a permanent reminder of their ineptitude, the caster is corrupted with 1d4 physical traits of the demon they had tried to summon.
6+	The fates have smiled on you and cursed you only with a wizardly objurgation. Roll on Table 1-5: Wizardly Objurgation (General), p. 12 of <i>Primer of Practical Magic</i> .

Table 5-2 has a very brief description of the demons that can be summoned with the amulet. See the DCC RPG core rules p. 401 for more help in quickly generating demon statistics and powers. If the amulet is used without precision, roll 1d30 to determine which demon is summoned by the amulet.



TABLE 5-2: DEMONS LINKED TO THE HOUSE OF SLAYE

Result	Name	Characteristics	Type
1	Glorfkal	A multihued giant jellyfish.	I
2	Glampf	An enormous black presence, difficult to look at directly.	I
3	Drizdrenne	A burning presence formed of soft violent radiance.	I
4	Pankrene	The Burning Goat, an 8'-tall biped exuding sulfurous heat.	I
5	Ooblimyx	A slithering mass of white, lavender, and powder blue.	I
6	Zabrimor	A gust of icy dust in the shape of a tall man with no features.	I
7	Quarfaz	A pool of grayish-brown slime that engulfs prey and burns them to ash.	I
8	Jharponce	A rooster-headed humanoid in dull iron armor.	I
9	Zynt	A mass of metal tentacles in the shape of a tree.	I
10	Khrayboz	A wave of noxious gas that appears as a liquid, choking out all life.	I
11	Lurn	A hunched one-eyed servitor with long tusks.	I
12	Xim	A swarm of flying black featureless fish that mutter near-silent curses as they swarm.	I
13	Poorontil	A moth-winged imp with a noxious cheroot.	II
14	Brykwyz	A flaming, floating eyeball.	II
15	Qwarnes	A smooth-skinned man of gold.	II
16	Belil	A 12'-long serpent that vomits silver fire.	II
17	Vadhesh	An almost invisible shadow that chills all within 20'.	II
18	Vanille	A squat sea-green humanoid.	II
19	Ekklnax	A 10'-long centipede with a human head.	II
20	Meyanne	An angelic androgyne with bleeding eyes.	II
21	Quep	A crimson fractal shape that keens shrilly.	II
22	Hrifut	A 10'-tall column of violet ash.	III
23	Tzabaz	A silver biped with large bat wings and horned head.	III
24	Krabak	A squat four-armed frog-thing with mouths where its ears should be.	III
25	Niaster	A pungent viridian stain with two glowing yellow eyes that traverses any surface.	III
26	Namlath	A horned shadow trailed by shimmering blue mist.	IV
27	Qusk	A wizened old man with scarlet skin and a silver flowing beard.	IV
28	Zamran	A six-armed goat-woman with four horns.	IV
29	Torbalent	A huge wolf with the head of a shark.	V
30	Triqselesh	A hulking pot-bellied dragon-man with a 15'-long tail.	V



KANDIVE'S AMULET

Once owned by Prince Kandive the Golden of Kaiin, this charm has long been sought as a talisman by powerful magicians for its efficacious potency, particularly against demons and creatures of a similar antithetical nature of the sub-worlds. Though the full provenance of the amulet is lost, it is rumored to have been crafted by the arch-mage Dibarcas Maior, who studied under Phandaal himself. In carving the stone, Dibarcas was said to have wrenched free a piece of the Overworld itself, turning it into a potent facet that resonates with the voices and integuments of the demiurges that reside there.

Whether or not this is true, the potency of the charm is indisputable, giving those who view it a glimpse into whispering horrors that lie unseen of most hideous consequence. Anyone viewing the amulet must make a Will save; consult Table 5-3 to determine the effect using the results of the saving throw. Demons and creatures of the sub-world receive a -1d penalty to Will saves when viewing the amulet, whereas those who shield their eyes or catch only a glimpse of the charm receive a +1d bonus to the save. The amulet has no effect on blind or unseeing creatures, though it appears to squirm and writhe if it is ever gripped.

TABLE 5-3: KANDIVE'S AMULET

Roll Result

1 or less	The viewer is driven mad by the sight of the amulet as their head is filled with the voices of a thousand entities whose power resonates with the very fiber of their being. The viewer's Personality is immediately reduced to 0, and only the most powerful of magics can restore their sanity.
2-5	The sight of the amulet overwhelms the viewer with a maddening potency, incapacitating them for the next 1d6 turns. After waking from the stun, the victim is at a -1d penalty on all actions, saves, and checks for the next hour. In addition, they temporarily lose 2d3 Personality as the ceaseless voices flood their mind. Any creature reduced to 0 Personality in this fashion is driven completely insane as per above.
6-10	The sight of the amulet shocks the viewer into inaction, stunning them for the next 1d6 rounds. After waking from the stun, the victim is at a -1d penalty on all actions, saves, and checks for the next hour. In addition, they temporarily lose 1d3 Personality as the ceaseless voices flood their mind. Any creature reduced to 0 Personality in this fashion is driven completely insane as per above.
11-15	The viewer is dazed by the sight of the amulet for one round. After waking from the stun, the victim is at a -1d penalty on all actions, saves, and checks for the next hour.
16-20	A hideous revulsion engulfs the viewer at the sight of the amulet, causing them to flee from its presence

for the next 1d6 rounds. Even after the effect wears off, the viewer must succeed on a DC 15 Will save to willingly return to the location of the amulet or enter the presence of the bearer.

21+ A daze shakes the viewer's brain, and for an instant they can hear the murmur of fervent voices before the effect wears off.

Furthermore, whenever a viewer rolls a natural 1 on the Will save, there is a 1% chance that the charm cracks and breaks as the force of the talisman's matrix becomes unbound. Anyone within 10' of the artifact, including its bearer, are instantly engulfed by a searing pain that inflicts 2d10 damage and must succeed on a DC 20 Will save or be sucked into a rent opened by the shattered talisman that then closes, leaving no trace of any affected creatures.

LACCODEL'S RUNE

Imagine a talisman, finely wrought in electrum, with whirls and whorls meandering moebius-like and inviting the gaze to try and follow them to the end point. Now imagine that, from time to time, if you gaze long and hard enough, a sliver of something sinister slithers along those intricately designed labyrinthine links as if looking for an escape. That is one of the most coveted magical artifacts under the wane rays of the moribund sun — *Laccodel's Rune*.

Aeons ago, the arch-magician Laccodel breached the Overworld and bargained with the numinous beings residing there. Being both paranoid and parochial, Laccodel demanded, and was granted, in return for numerous inscrutable services and years of strenuous ascetic exercises, protection from the resident harmful magical energies for himself and his kith and kin. To seal the pact, Laccodel was gifted with a number of devices to act as the reminder to the myopic and senile empyreans of those deserving of their heavenly interdiction of injury. It is said that the eponymous arch-magician was provisioned with eight runes—one for himself, six for his sons, and the final for his adopted daughter who became a mighty beldam-queen.

Laccodel's Rune is a powerful protective device in the form of a talisman or amulet, usually worn as a bracelet, brooch, clasp, or pendant, which has two major beneficial properties. First, it shields the wearer's corpus and all their worn possessions from the direct physical harm caused by malevolent dweomers like *The Excellent Prismatic Spray*, *Houlart's Visceral Pang*, or magical abilities of sandestins, elementals, and other lesser sorcerous beings, dissipating such magical energies a mere inch from the skin. The rune also fully and scrupulously prevents spells that would transform, petrify, or liquefy the wearer's flesh, marrow, or bodily fluids in a way that would harm, inconvenience, or fatally embarrass them.

Second, *Laccodel's Rune* is infallible. Its working is not dependent on the wearer's sorcerous might or innate strength of will. Correspondingly, no matter how powerful the caster or how mighty the conjuring, if the spell aims to cause physical harm to the one wearing the rune, it will fail. This infallible protection from magical harm is the reason war-

locks and mountebanks, who often find themselves on the receiving end of magical injury, prize this artifact above all other protective devices.

But, as always with the science of magic, there are several stipulations:

- Charms, magical devices, and supra-natural abilities of otherworldly beings that beguile, confuse, scare, or hypnotize are unaffected by Laccodel's Rune. For example, the rune would not save the wearer from being paralyzed by the sight of the gray-white face of a charging ghoul-bear. Similarly, spells that move, transport, or interfere with the wearer's body in a non-violent fashion work as intended. For example, an enterprising magician could still use *Arnhoult's Sequestrious Digitalia* to rifle through the pockets of the unsuspecting and overconfident user of the rune. Also, the rune would not prevent a vengeful arch-mage from ensnaring an unfortunate thieving footpad with *The Spell of Forlorn Encystment*, no matter how hard they grip the talisman in their sweaty palm.
- Summoned beings, demons, and their ilk in particular are also free to rend the wearer limb from limb in a crude and yet efficient way without any regard to the defensive qualities of the rune. Nevertheless, breaths of necrotic energy, eye-beams of cauterizing flame, or other deadly emanations coming from such beings would not be able to breach the protection of Laccodel's Rune.
- *Laccodel's Rune* protects only the wearer and the wearer alone. Spells and spell-like effects that affect a wider area, even if targeted at the wearer, would still rage about, leaving them unscathed but potentially harming their companions. No amount of hiding behind or clinging to the wearer's fashionable golden-tasseled blue cape can prevent this.
- While one may find or steal the amulet, actually benefiting from it is another matter entirely. The ancient pact that Laccodel brokered with the Overworld potentates stipulated that only he or his descendants would benefit from the rune. For others, this powerful artifact is nothing but a charming bibelot.

Other than those direct descendants, the only way to make the rune functional for oneself is to be adopted into the family of the long-vanished arch-magician. Luckily, Laccodel's fecundity, especially before he enacted 14 mudras of solitary misanthropy, makes this task remotely possible, even if somewhat arduous.

Finding one of Laccodel's descendants is a quest in itself. Over the aeons, Laccodel's sons have bickered, fought, and lost the runes. Some had descendants, while others perished heir-less. Pursuing old genealogical tomes, traversing great distances, and at last going through the adoption ritual that invariably varies from one far-flung place to another may take the bearers months or even years. For example, it is rumored that the famous Turjan of Miir was adopted by the Hetman of a small town in the Land of the Falling Wall and was recognized as Laccodel's descendant by the conspicuous placement of a basilisk-shaped mole. The adop-

tion ceremony included, among other tribulations, a moderately dangerous hunt with a legendary beast—a visp—as the quarry. It should be noted that unscrupulous peddlers of magical wares often sell bogus adoption charters alongside bad replicas of *Laccodel's Rune*. They usually take care to pack their wares before they become victims of a fatal case of buyer's remorse.

Finally, no contract, either heavenly or mundane, lasts forever. When Laccodel made his bargain, mighty empyrean titans demanded that certain temporal limits to their service should be set. This demand was complicated by the fact that time flows differently on Earth and in the Overworld. While Earth-time is a dynamic force moving steadily from the beginning to the end, the Overworld temporal component is static and unchanging. Only when the Overworld interacts with the mundane is it infected with the entropic chaos of time. In other words, only when Overworld forces interact to prevent magical harm to the bearer of the rune is this temporal clause of Laccodel's bargain enacted with unpredictable results.

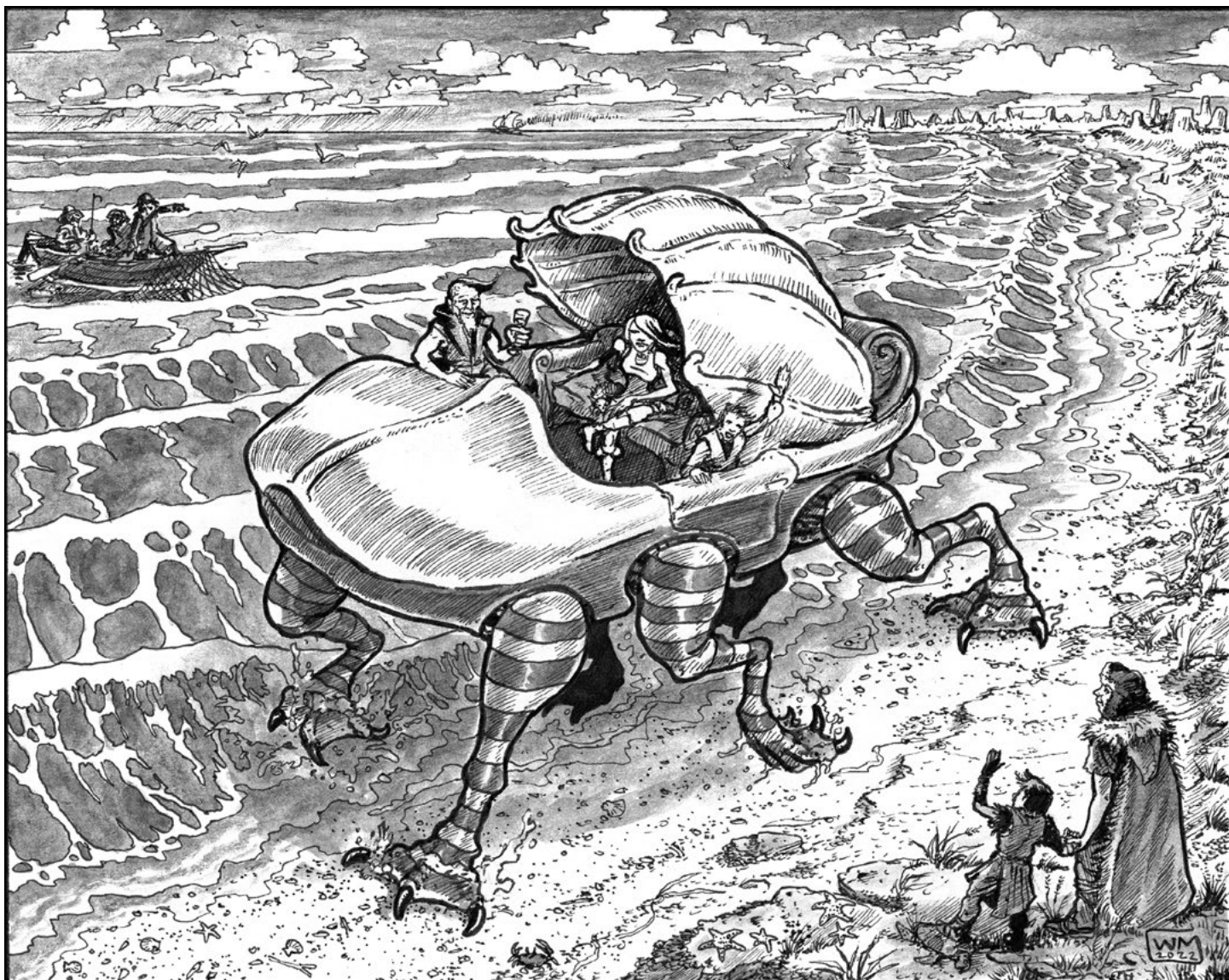
Each time *Laccodel's Rune* is used to stave off a magical attack that would have otherwise injured the bearer, the judge makes a check by rolling a die in secret, starting with a d30, against a DC equal to the level of the caster or the hit dice of the creature attacking the bearer of the rune. If the result is equal to or less than the DC, the next time the rune is used, the die used to make the check is one die lower on the dice chain (for example, a d24, then d20, etc.). This continues until the last die in the DCC dice chain, the d3, has been exhausted. At that point, Laccodel's bargain is void and null, and all of the runes remaining under the dwindling sun lose their potency.

For example, *Turjan of Miir brandishes Laccodel's Rune as Prince Kandive casts The Excellent Prismatic Spray. Prince Kandive is a 5th-level magician, so the judge secretly rolls 1d30 vs. DC 5. They roll 4, reducing the die that is rolled the next time the rune is used to a d24.*

Since people tend to blame others for little misfortunes in life, it is quite possible that other owners of the runes would be inclined to seek out the wearer and demand just reparations for their loss. Of course, enterprising individuals, especially magicians and patron-bound witches, may understand that crisis is in fact opportunity in disguise. If Laccodel succeeded in ascending to the Overworld and there bargained, maybe his heir could do the same and renew or even renegotiate the ancient covenant, starting a new magical lineage that would last until the sun fails and goes dim—no matter how soon that might be.

MAGIC BOAT-CAR

When the earth was younger and more mellow, its roads and paths teemed with an abundance of wondrous walking automatons. Spider-legged palanquins crawled along steep mountain trails and carriages propelled by huge feline paws streaked over treetops bounding from branch to branch. There was no stylish, self-respecting magician, witch, or warlock that did not arrive to a conclave or sabbath in a vehicle born on avian, insectile, or other beastly appendages.



Now that Earth is older and the sun is slowly waning, such wonders are few and far between. In the last twilight aeons of the dying Earth, one of those is the walking boat-car of Derwe Coreme, once princess of Cil, a decadent principality hugging the inhospitable shores of the northern ocean. At her birth, Derwe Coreme was presented two gifts from the powerful sorceress and beldam-queen Selen Iz'ard. First was the ability to see auras, or soul-colors, of all humans. Second was the long, self-ambulatory boat-car constructed of foam-bleached starwood standing atop six jet and gold webbed swan-feet.

Although borne on stocky and webbed avian legs, the boat-car moves with surprising quickness and grace, equally at home jogging along the joyless beaches and rugged hills and downs just off the seacoast of Cil or paddling in the cold, shallow, stillness of the northern ocean. A pearly bivalve shell rises from the stern, protecting the boat-car's passengers from all but the hardest rain, while the pink divan provides a most comfortable place to recline and contemplate the passing scenery. In its time as the official crown carriage of the Cil, the boat-car was usually filled with such amenities as chilled wines and sweet delights that provided for a more civilized way to travel.

Any self-ambulatory automaton is not a mere machine but a creation of the science of magic conforming to higher laws.

Only the person that bonds with the vehicle can effortlessly command it. The boat-car of Derwe Coreme is no different. Bonded to the young princess from her earliest age, Derwe can steer it with a mere glance, spur it into a trot with a wink, or stop it dead in its tracks with a simple tsk-tsk. If the boat-car's bonded owner is rendered senseless, it will continue with its last ordered task until it is either stopped with force or receives new instructions. The boat-car is tireless and can move as long as needed without stopping for rest.

Anyone else driving the boat-car must exert their will in a more forceful fashion. An unbonded driver of the boat-car must concentrate, eschewing one of their actions, and succeed either on a Personality or spell check (their choice) to force the conveyance to obey their command. The DC of the check depends on the nature of the order. As a general guideline, commanding the boat-car to move is DC 10; attacking or using one of its powers is DC 15; or driving the vehicle into an obviously dangerous situation that could result in it being damaged is DC 20. If the check fails, the boat-car will simply continue following its last command. If several passengers vie for the control of the boat-car, the one with the highest check wins (in the case of a tie, the boat-car starts jerking and tries to shake off any passengers, requiring a DC 10 Ref save to resist being thrown to the ground).

The boat-car is not entirely defenseless, providing its driver with the means to interact with the not-always-hospitable world in prudent—and possibly violent—fashions. A driver can order the boat-car’s webbed avian legs to detach themselves and attack, apprehend, or grapple anything they survey. The legs move in a succession of small and swift hops and subdue their target with raking, vicious kicks. The legs can also sprout small strong arms with which they can grapple, punch, or even manipulate objects (for example, opening a door or bringing a bottle of fine Alмеры brandy from the liquor cabinet).

Of course, detaching the legs has a detrimental effect on the boat-car’s mobility. Each detached leg lowers the boat-car’s speed by 5’. It should be noted that the boat needs at least two legs (the middle pair) to remain ambulatory. A boat-car that is left with only two paddles ambles in a jerking, swaying fashion, like a ship rocked by waves, causing any passengers to spill wine and even become ill with seasickness.

The boat-car can also be ordered to trample man-sized or smaller targets, grinding them under its bulk and the relentless march of webbed feet. To trample a target, the boat-car must move at least half of its current movement and be in possession of at least four of its appendages. Targets trampled by the boat-car must succeed on a DC 12 Ref save or take 3d6 damage.

The boat-car itself is enchanted and sturdy, and most attacks slide off its starwood planks, leaving only scratches and pale marks; however, for every 10 points of damage inflicted on the boat-car, one of the boat-car’s legs becomes incapacitated. As an automaton, the boat-car does not heal naturally but must be repaired, requiring a full day and 100 terces in materials per point of damage to mend. While the

body of the boat-car can be repaired quite easily, the legs are more complex and their repair is beyond the skill of ordinary craftsman; the secret of such craft was lost when Selen Iz’ard was snatched and carried away by a rare albino pelgrane, never to be seen again. It is rumored that her manse was once located somewhere in the roots of the Mountains of Magnatz, potentially awaiting rediscovery by those plunderers brave—or foolhardy—enough to search its long-buried depths.

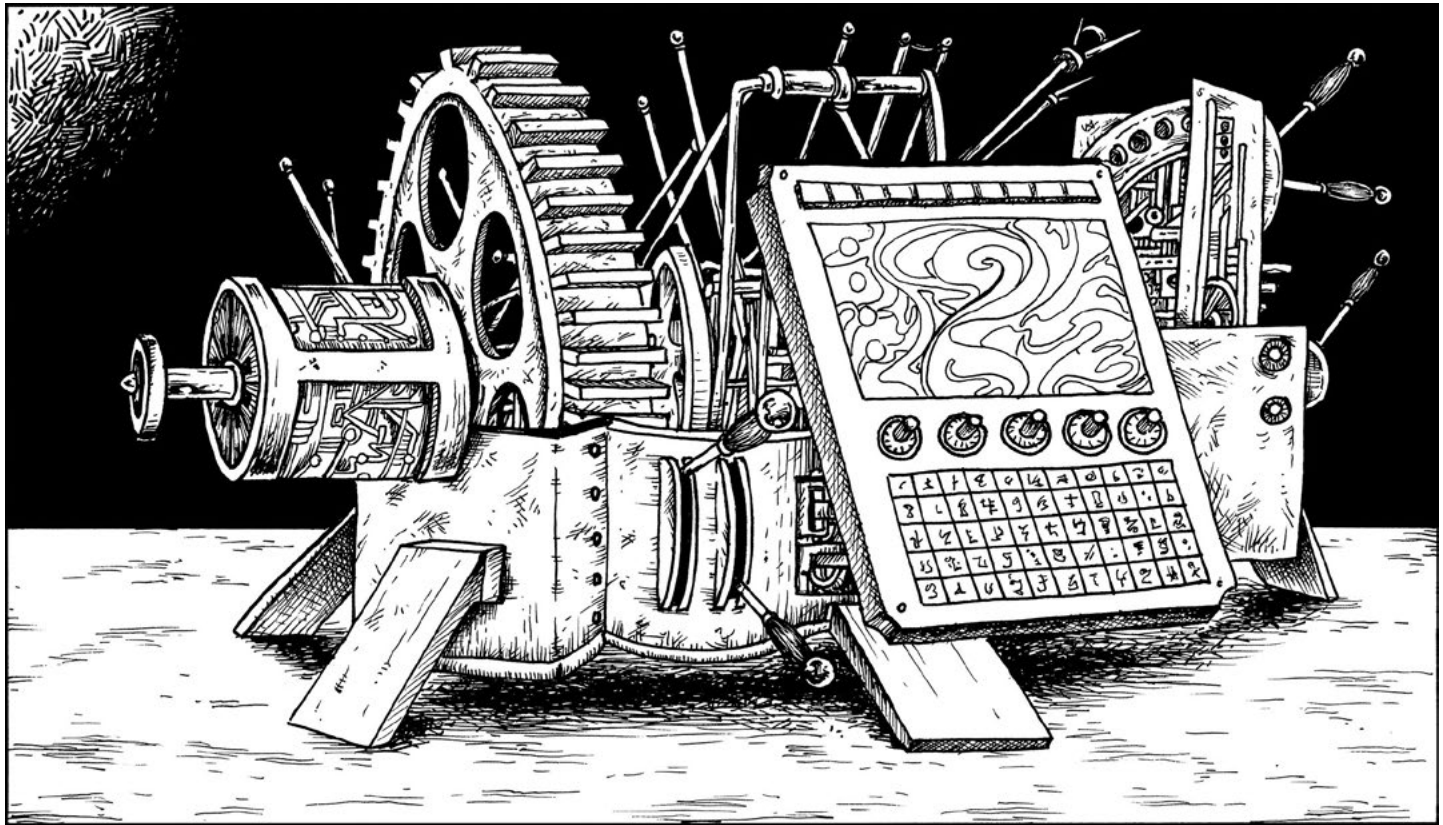
Boat-car: Init as driver; Atk trample +2 melee (3d6, DC 12 Ref save to avoid); AC 20; HD 5d12; MV 30’ or swim 30’; Act 1d20; SP detachable legs; SV Fort +10, Ref +5, Will +5; AL N; Crit M/1d10.

Detachable legs (6): Atk vicious kick +2 melee (1d5+1) or punch +3 melee (1d2+1) or grapple +4 melee (DC 13 Strength check to escape the grip); AC 14; HD 2d6; MV 30’; Act 1d20; SP none; SV Fort +7, Ref +5, Will +5; AL N; Crit M/1d8.

PRETERITE RECORDIUM

The *Preterite Recordium* is an ancient artifact believed to have been wrought at the dawn of time to record the steady crawl of the ages. None can say who or what built the device, nor its explicit purpose, save that by manipulating its many valves and buttons brings forth the music of the spheres and at times things entirely worse.

The *Preterite Recordium* is mostly associated with the cosmopolitan wizard Houllart, a highly cultured and scholarly polymath who spent a lifetime in pursuit of its enigmatic secrets. Part instrument, part puzzle box, this strange device is festooned in orphic equations and resembles an accordion merged with numerous brass horns. When used, the *Preter-*



ite *Recordium* emits an eerie echo from another time that rises and falls in volume to make an unnerving sort of music. This sublunary sound creates a bridge into the past, spanning both time and space, thereby revealing the forgotten secrets of ages.

To use the strange device, one must make a spell check. Non-casters use a d10 + Intelligence modifier, though wayfarers and thieves may use a d16 or their *cast spell from scroll* die, respectively. Non-casters may research how to use the device, increasing their spell check die by +1d for 100 terces and 1 week of game time spent studying its many mathematical configurations. Each subsequent increase costs twice as much as the previous one—initial learning is much easier than mastery. Thus, a non-spellcasting instrumentalist starting with a d10 must pay 100 terces and 1 week to increase to a d12, 200 terces and 2 weeks for d14, 400 terces and 4 weeks for d16, then finally 800 terces and 8 weeks for d20. Judges may opt to additionally require the PC be absent for one real-time gaming session per dice chain increase. A PC may not increase their spell check die beyond d20 via research.

For results dependent on caster level (CL), non-spellcasting instrumentalists have an effective CL equal to half their PC level, rounded down (minimum of 1).

Roll Result

- | | |
|-------|---|
| 1 | In a blinding instant of astral reverie, the user travels backward through gulfs of time and space, instantaneously living life after life, era after era, retracing the long and groping cycles of mankind's rise from the primordial slime of the oceans to high civilization. This anamnesis brings about a physical change, causing the user to slowly devolve back into a primordial form. The user's brow begins to enlarge and become more pronounced, and thick coarse hair begins to grow upon their body. This results in a permanent -2 Intelligence and Personality, along with a permanent +1 Strength and Stamina. This effect is cumulative with subsequent spell checks of the same result. |
| 2-9 | No sound is produced. The <i>Preterite Recordium</i> seizes and is unplayable for 2d3 hours, after which it magically mends. |
| 10-20 | The <i>Preterite Recordium</i> emits a ghostly sound that carries upon the wind, imbuing its user with eldritch knowledge in the form of +1d6 Intelligence for the next hour. All others that hear its maddening melody must flee in panic for a number of rounds equal to the caster's level (Will save vs. spell check to resist). |
| 21-30 | The <i>Preterite Recordium</i> allows its user to plumb the hidden mysteries of time, recalling legends and lore about an important person, place, or thing. The user can recall information regarding legends both current and forgotten, along with its history, genesis, function, and any other relevant information. If the person or thing is at hand or the caster is in the place in question, the information is revealed through 1 |

hour of continuous use. If the user has only detailed information of the person, place, or thing, the *Preterite Recordium* must be played continuously for 2d5 hours. If the person, place, or thing is known only to the user as a rumor or a name found on a scroll or ancient book, the *Preterite Recordium* must be played over the course of 1d20 days. During this use, the character must spend the allotted days in deep meditative performance and can only engage in routine activities necessary for survival (eating, sleeping, etc.). If the user's trance-like performance is broken, the effect is ruined. Note that the *Preterite Recordium* will not reveal any information about itself.

- | | |
|-----|---|
| 31+ | The <i>Preterite Recordium</i> releases the very power of the cosmos that led to the creation of space and time, enabling its user to call upon the laws of creation and control the building blocks of matter. The caster can create a permanent non-living, non-magical object made of either wood, stone, or base metal. The volume of the item created cannot exceed 100 cubic feet per CL. |
|-----|---|

VOYNOD'S MUCILAGEOUS WAND

"Here: my wand, which instantly affixes any object to any other. I keep it carefully sheathed so that I do not inadvertently weld trouser to buttock or pouch to fingertip. The object has many uses." – Erze Damath, The Eyes of the Overworld (EO.V.3)

Crafted by Voynod (a self-declared wizard of no small repute), this wand is made of bristlecone pine, a tree noted for the tenacity of its resin. Measuring twelve and a half inches long, the rune-covered surface of the wand is tacky to the touch. For safety reasons, the wand is kept in a special sheath lined with the bark of the slippery elm.

Voynod is on record stating that the power of the wand is so great that it can affix any two objects to one another. The reality of the wand's power is actually a little more complicated than Voynod deigns to explain, as the items are not merely glued to one another but rather magically fused, inseparably joining the very plasm of the objects for the duration of its effect. Once joined, the two objects are one for all practical purposes. While the wand can conjoin any two items, the greater the similarity of materials involved, the better and longer lasting the results.

It should be noted that only solid objects may be effectively fused, as fused portions of liquids or gasses would be imperceptible with the unaided eye, if not immediately torn apart via the motion of the compositional atoms.

Wielding the wand is no simple affair as the wand itself will stick to the hand of those using it, requiring care to detach oneself from it when done. Invoking the magic of the wand requires a spell check with non-casters using a d10 + Intelligence modifier (wayfarers may use a d16 for the roll per their minor magician ability). The spell check is modified by the nature of the items joined per the following table.

Spell Check Modifier Per Material Type

	Flesh*	Leather	Fabric	Paper	Vegetation*	Wood	Stone	Crystal	Metal
Flesh*	X	-1	-2	-3	-4	-5	-6	-7	-8
Leather	-1	X	-1	-2	-3	-4	-5	-6	-7
Fabric	-2	-1	X	-1	-2	-3	-4	-5	-6
Paper	-3	-2	-1	X	-1	-2	-3	-4	-5
Vegetation*	-4	-3	-2	-1	X	-1	-2	-3	-4
Wood	-5	-4	-3	-2	-1	X	-1	-2	-3
Stone	-6	-5	-4	-3	-2	-1	X	-1	-2
Crystal	-7	-6	-5	-4	-3	-2	-1	X	-1
Metal	-8	-7	-6	-5	-4	-3	-2	-1	X

* Living materials

Note: Spellburn may not be employed in this spell check, as it is merely the skill of the user that grants the results and not any additional magical energies from outside of the wand.

Roll Spell Check Result

1	Fumble. The wand bonds with the user's flesh for 1d3 hours and cannot be used again until separated from the caster. This causes a -1d penalty to all actions involving use of the affected hand (including spellcasting).
2-3	Nothing happens. The two surfaces remain unjoined.
4-6	The surfaces stick to one another for 1 turn but may be pulled apart with a successful DC 5 Strength check. Living creatures take no damage from such a separation.
7-9	The surfaces adhere for 1d3 turns, requiring a successful DC 7 Strength check to separate. Living creatures suffer 1d3 damage from such an action.
10-12	The surfaces entangle for 1 hour, requiring a successful DC 10 Strength check to pull apart. Living creatures suffer 1d4 damage from such an act.
13-15	The surfaces conjoin for 1d3 hours, requiring a successful DC 15 Strength check to pry them apart. Living creatures suffer 1d5 damage from the use of such force.
16-18	The surfaces merge for 1 day, requiring a successful DC 20 Strength check to force them apart. Living creatures suffer 2d3 damage from being subjected to this sort of injury.
19-21	The surfaces fuse for 1 week, requiring a DC 30 Strength check to tear them asunder (up to two individuals may add their Strength checks together). Living creatures experiencing the trauma from such an action suffer 2d5 damage.

22+

The objects are irrevocably fused together and may only be unjoined via the use of magic or sundering them with a sharp blow from a sword or an axe. Living creatures subjected to attempts to hew them apart automatically suffer twice the maximum damage of the weapon used.



CHAPTER VI:

MONSTER ECOLOGIES

AND LAIRS

GHOUL-BEAR

To understand the ghou-bear's relationship to its Dying Earth surroundings, one must first put themselves in the ghou-bear's frame of mind. You are a rare mix of beast, demon, and un-dead. You are certainly part bear, but you have a paralyzing humanoid countenance, a demon's malignant intelligence, and an un-dead's hatred for mortal life. You do not require food or water for sustenance, yet you hunger and thirst for inflicting suffering. You do not require air, but you avoid making an aquatic lair because your air-breathing "toys" do not last long enough. You have a brutal sorcery, are incredibly strong, and are quite resistant to harm. Quite naturally, as one of the most powerful of the sub-world's lesser denizens, you have a name... a true name, in fact. You are a collector with sophisticated and particular tastes, which extend to both the living and inanimate. Most importantly, you are trapped on the dying Earth, and despite deriving whatever pleasure you can from your bestial un-dead demonic urges, you would rather be back in the sub-world.

Ghou-bears generally have a collection of humans with a particular trait that pleases them, and they torture and toy with these beyond what most mortal minds can endure. When the ghou-bear tires of one, it generally devours it; this is more a means of expedient removal than anything else. However, a ghou-bear can be stuck on the dying Earth for a very long time, so its range of interests becomes quite eclectic.

A malign stink of filth and putrescence warns an adventurer of a ghou-bear's den long before they see it. The odor inevitably leads to a cave, an alcove among rocks, a burrow beneath tree roots, or a similar excavated habitat. Inside, there are various furnishings of a crude, almost primal, construction made from furs, grasses, bones, tree limbs, caravan pieces, etc. The odor within is almost unbearable. Ghou-bear lairs have the following features:

- Besides the disgusting smell, the lair has a remnant arcane radiance; the source is the creature itself.
- There is a pen or cage for holding living things, most likely humans (see Table 6-1: Ghou-bear's Captives). Quite often, the ghou-bear keeps a light source and a mirror so that its captives can appreciate the results of its administrations. The ghou-bear does not require light to see.
- There are one or two comfortable (by ghou-bear standards) mounds that serve as chairs or couches to encourage relaxed contemplation. Usually, some properly aged organic material is involved so that the degree of fetor is just right.



- The walls, floor, and ceiling are splattered with dried blood and excrement, and the floor is somewhat slick due to puddles of the ghou-bear's never-ending putrescent perspiration.
- There is always at least one area that shows signs of destruction, some wanton mutilation, or structural weakening, caused by the ghou-bear's ferocity and temper.
- Rotted game and filthy water are kept in minimal quantities to barely sustain living captives.
- There is at least one other collection that represents an old or an emerging hobby (see Table 6-2: Miscellaneous Collections of the Ghou-bear).

If one is unfortunate enough to find themselves captured by a ghou-bear, the chances of surviving the encounter are small. However, there are two strategies for the potential escapee. The first is to convince the creature that a means to return it to the sub-world is available upon release. The second is to offer a trade in collectables. Identifying a ghou-bear's taste can sometimes be challenging, but if one can do it, they might be able to buy freedom. Below are two tables to guide the judge should such negotiations ensue.

Table 6-1: Ghoul-bear's Captives

d6	Result
1	Humans are captured while performing a similar activity (riding a caravan, gathering food, tending livestock, etc.).
2	Each captive has the same physical trait: left eye is a different color than their right; a particular height or body weight; a particular hair color; a particular gender, etc.
3	All captives are from the same village or local region.
4	All captives have the same occupation, PC class, etc.
5	Each new captive must have a scream that pleasingly harmonizes with the current captives; "pleasingly" is defined by the ghoul-bear's demonic sensibilities.
6	Captives have similar Luck, either very lucky (Luck score 15 or more) or very unlucky (Luck score 6 or less). Admittedly, anyone captured should automatically be counted among the latter group. It is a matter of intense debate among various orders of magicians and the members of the Collegium how a ghoul-bear can sense a potential captive's Luck.



GRUE

Table 6-2: Miscellaneous Collections of the Ghoul-bear

d6	Result
1	Paintings from left-handed artists.
2	Silk garments, though not necessarily sized for the ghoul-bear.
3	Musical instruments, except for percussion; everything is a percussion instrument for a ghoul-bear.
4	Live terratoids of a particular variety (see p. XX of <i>Intimate Anatomy of Several Creatures and Personages of the Twenty-First Aeon</i>).
5	Shiny metallic objects.
6	Artifacts from the Age of Glow.

Ghoul-bear (un-dead type I demon): Init +4; Atk crushing grasp +5 melee (1d4+2 plus ursine embrace), bite +5 melee (1d3+2 plus enfeebling rot), paralyzing gaze (special), or grapple; AC 15; HD 4d12; MV 20' (biped) or 50' (quadruped); Act 2d20 or brutal sorcery (special); SP brutal sorcery*, ursine embrace (if successful with two crushing grasps in the same round, victim is constricted for 2d4 damage); enfeebling rot (DC 12 Fort save or lose 1 point of Strength per day; does not heal naturally until arrested by magic), paralyzing gaze (may spend 1 action die, one target within 30' must make DC 14 Will save or be paralyzed for 2d4 rounds), skilled grappler (uses 1d30+5 for unmodified grappling checks, pinned opponents are treated as entangled for biting attacks, may carry human-sized or smaller pinned opponents); demon traits, un-dead traits; SV Fort +4, Ref +2, Will +4; AL C; Crit DN/d4 and U/d8.

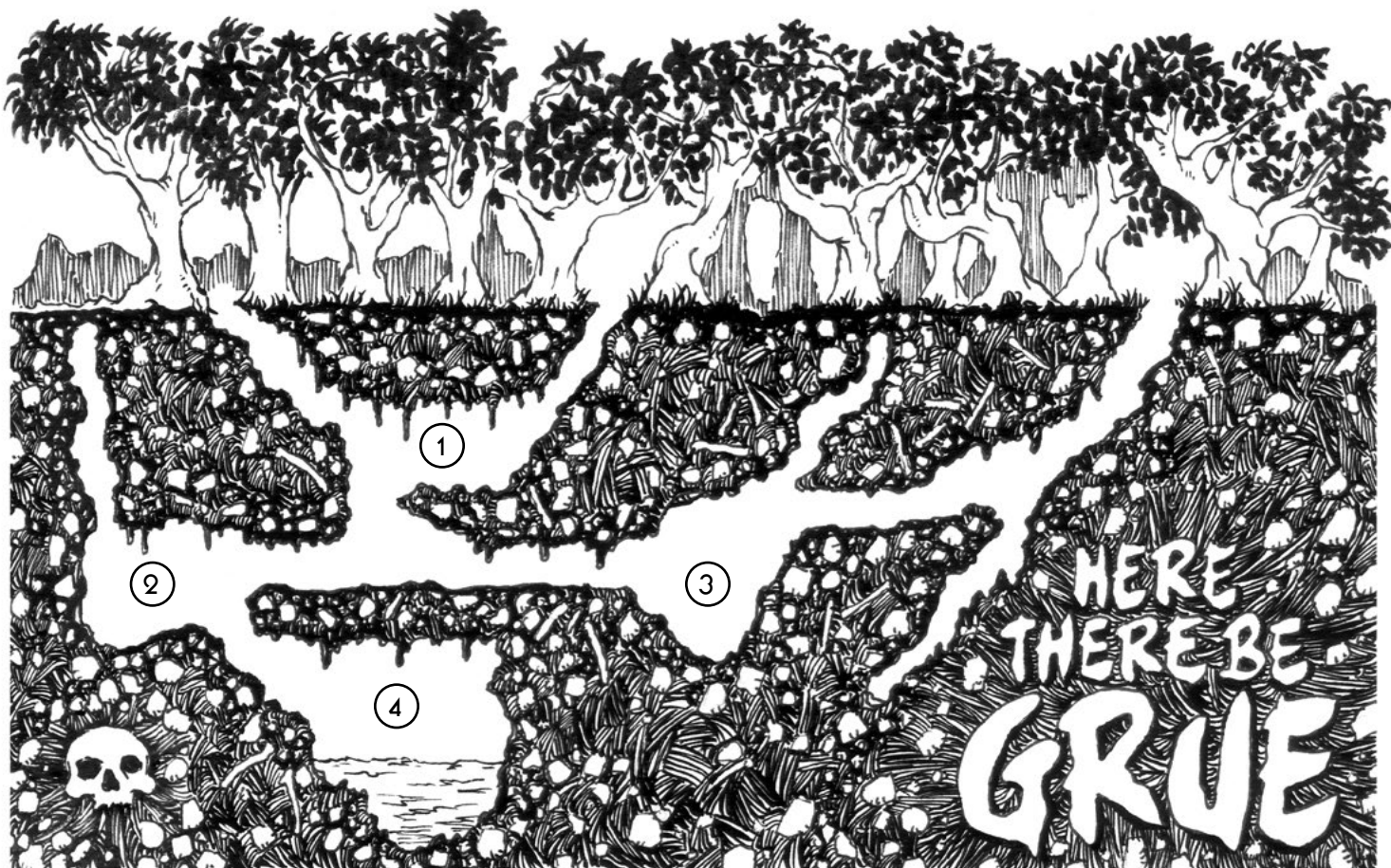
* See full entry in *Intimate Anatomy of Several Creatures and Personages of the Twenty-First Aeon*, p. XX.

While there is a difference in nomenclature when referring to "forest" and "subterranean" grues, it should be understood that both members of the grue family are subterranean by nature. Subterranean grues are found in mountainous regions, while the more common forest grue makes its lairs beneath the widespread sinker roots of kang trees. Where the subterranean grue relies on natural caves and ancient lava tubes for the creation of their den, the forest grue takes advantage of the natural earthen fortification provided by well-developed root systems to provide their den with structural stability.

One could be forgiven for believing these creatures to be unthinking beasts, as they are far cannier and more resourceful than commonly thought of, able to mimic human speech and often memorizing a small assortment of phrases used to lure in victims.

Being roughly bipedal (grues are categorized as "half-men" by the wizard Follinense), and heavily muscled, they share physical traits with ocular bats and the unusual hoon, including their large eyes (used to drink in the faint light of the night) as well as elongated ears atop their heads for the discernment of prey.

Their sensory adaptations make them both dwellers in darkness and nocturnal hunters. Thus, it should come as no surprise that both dwell within warrens of interconnected passages and chambers, with multiple routes of egress (much as caves inhabited by the aforementioned ocular bats). It is merely that the forest grue excavates its home, while its subterranean kin merely evict (or devour) any competing inhabitants.



Grues are voracious carnivores, eating between 80-100 pounds of meat per day. Because of this, competition for resources among grues is fierce, making them solitary hunters that are fiercely territorial.

A grue will generally not tolerate the presence of another large predator anywhere within the bounds of its territory (up to 16 square miles) and will seek out the intruder –slaying and eating it in a display of dominance.

Any creature unfortunate enough to enter the den of a grue is near-destined for death. Grues are known to follow such interlopers beyond the bounds of their own territory –tracking the trespasser for upward of a week before returning to their warren. Only in very rare cases have such instances not ended in the death of the foolish traveler who, upon finding a grue's noxiously odiferous den, thought to take shelter within.

Den of a Forest Grue

Dug beneath the roots of sprawling kang trees, the entrance to a forest grue den is commonly concealed within the knobby girdling roots encircling the trunks of the massive timber. A grue will have multiple extant entrances and exits to its lair, while having several near-complete tunnels reaching close to the surface. These tunnels may be used to ambush unwary prey as well as providing a method of egress should the grue find itself in grave danger. Despite their bestial nature, grues are not suicidal. If confronted by a superior foe, they may attempt escape.

Area 1 – Entry Chamber: The uppermost chamber in a grue's lair is where it dumps the remains of carcasses – an

area which is heavily scent-marked by the creature. There will be a minimum of two exits from this chamber, with some dens having as many as six. Like all chambers within the den, several taproots descend from the ceiling and burrow further into the earth, giving the chamber a claustrophobic feeling. Creatures with unprotected olfactory senses must make a DC 15 Fortitude save or be so overwhelmed by the stench as to suffer a -1d penalty to all actions for the duration of exposure. While the reek of this chamber permeates the entirety of the warren, it primarily affects the air around the upper entrances to the den.

Area 2 – The Nest: Located between the entry chamber and the grue's water supply is the chamber where the creature nests. The nesting space will always have at least one partially completed exit to prevent the grue from being caught unaware or trapped by the territorial encroachment of another, larger grue. The passage leading down is heavily sloped, allowing the grue to glide downward with ease while still being a shallow enough incline that it has no trouble climbing up from the depths.

Area 3 – The Larder: Generally near the same depth as the grue's nest, its larder of fresh kills is separated from the rest of the den to avoid the smell of the carcasses from drawing attention that might lead to the grue being surprised in its sleep. It is here where the grue's victims are allowed to "age," bloating and rotting until achieving the state of decay preferred by the creature.

Area 4 – Aquifer: The deepest of areas in a grue's den is the terminus of the taproots above. Where the roots meet the water table, a grue will dig out a space to allow it free and

easy access to water without needing to venture out to common watering holes, nor face the potential loss of its water supply due to drought.

Grue, forest: Init +0; Atk claw +3 melee (1d8+3); AC 13; HD 2d12; MV 40' or glide 15'; Act 1d24; SP phlogistican perseverance, evocational grounding, nocturnal, brooding, magical hybrid traits; SV Fort +2, Ref +2, Will +8; AL C; Crit M/d8.

Nocturnal by nature, grues stalk the lonely corners of the Dying Earth, preying upon the unwary. Gifted with animal cunning and an ability to mimic human speech, grues are normally solitary creatures that are well adapted to their general environs. The crudely bipedal creatures are large-eyed and powerfully muscled, with patagia beneath their forearms and elongated ears atop their heads, lending them a bat-like appearance. As magical hybrids, grues have infravision of 60' and an improved critical threat range of 19-20. In addition, their sorcerous legacy grants them a natural defense against magic: they have a 25% chance to resist all magic, regardless of level of caster, and gain a +8 on Will saves against spells that do affect them.

All grues share the following traits:

- *Phlogistican perseverance:* Their bodies being infused with phlogistican energies, grues shrug aside normal attacks. They may be wounded by magic weapons, spells, and beings with naturally magical attacks (including paralysis, sleep, poison, acid, breath weapon, etc.). Creatures (including humans) of at least 4 HD are powerful enough to wound a grue for half damage, and creatures of at least 6 HD are capable of inflicting normal damage.
- *Evocational grounding:* While grues are susceptible to spells, their twisted forms ground some of the magical energies, requiring a magician to close to effectively use magics against them. Spells cast against grues are done so with half of the normal spellcasting range.
- *Maledictive foci:* The consciousness of a grue is housed within a pebble-sized calcium growth at the center of their brain. The so-called "skull-stone" of a grue is highly prized by witches who are known to use it to increase the power of their curses. Curses inflicted while the witch holds a grue's skull-stone increase the requisite Will save DC by +2.
- *Mimicry:* Grues have the ability to mimic human speech and are capable of repeating a small number of phrases, learned over time, which may draw prey to them.
- *Nocturnal:* Grues are sensitive to light and incur a -2 penalty to all actions made in full daylight.

Forest grues tend to be contemplative by nature and are the least belligerent of their kind. Creatures attempting to evade the attention of these beasts receive a +2 bonus to stealth attempts due to their brooding nature. If failed, a grue will follow prey for hours, seeking an opportunity for attack. Those hearing the plaintive wails of a forest grue must succeed at a DC 10 Will save else suffer a -1 penalty to all actions for the next hour.

KEAK

The keak's magical hybrid origins must be considered when trying to understand its ecology. Generally speaking, it is thought to have a sub-world ancestor, horrifically bred with a more mundane Earth creature. Most notably, xeno-esotericists at the Collegium are divided. Is a keak intelligent and sentient, but just not able to communicate appropriately with terrestrial beings? Or is it simply as dim as a snuffed glow-box? The debate continues without resolution. The only certainty is that no one has communicated meaningfully with a keak and lived to document the colloquy.

The keak's physiology has two remarkable qualities. First, its bioluminescent tail gives off a soft yellow light, driving off competitors along wild, shark-haunted strands, and attracting prey that are naturally drawn to luminous sources. Presumably, smaller keaks swallow many creatures whole, especially earlier in their lifecycle when they may subsist on yakfish, blue grosnards and Scaum-pike. The outer membrane of their tail is translucent and tough, almost as durable as the keak's fish-scaled skin. The bone structure of the inner tail is typical of vertebrates and exudes a powerful radiance. Stripped of its outer membrane, the tail will illuminate an area of 120'. If exposed (presumably, after it is deceased), the rest of a keak's bones share this property in a more subdued way, illuminating a soft milky glow to 30'. After death, this illumination loses about 10% of its power per day, unless properly treated by a skilled eso-taxidermist.

No less unique is the keak's strange smoky aura, which is manifested underwater as an inky solution exuded from its scaly skin—supposed to be a hereditary symptom of the hybrid's imperfect adjustment to its earthly environs. The smoke is hard to collect in the field, but in its preserved form, the aqueous ink is highly sought for its tanning properties. If skillfully applied to leather or organic scales, one pint of concentrated keak-ink imparts a +1d3 AC bonus with no loss of flexibility.

Keaks are mysterious in their reproductive habits. As gyn-andromorphs, the mate-seeking keak will trawl the waters up to three leagues distant from its lair looking for a partner. Mating season seems to account for strange sea-flares that flash along coastlines, and are answered by other flares, though the colors used and what they denote are not understood. Once a match is made, the mate is brought to the keak's lair to fertilize its eggs. The gestation period for the eggs is up to one year, during which time both keaks jealously guard the lair. When the eggs hatch, they typically yield 4d6 hatchlings. The keak-mate will enter the lair and sacrifice itself to the hunger of the newly hatched, while the keak-spawner will eventually lead the younglings to a source of prey and then gradually chase them from its territory. Keak younglings are fairly well developed at hatching, and if they survive aquatic erbs, feral sea-worms, and other dangers, are full grown in about a year.

Keaks lair along coastlines or deserted islands. They are found in freshwater or saltwater, with the latter even more powerful and fearsome. Usually, their lairs are only accessible from water. Many intrepid monster-hunters have emerged from a pool in a keak's lair, floundering on uncertain footing, blinking in the dim keak-light, only to find a

hungry keak maw closing over them. The cold, damp, and saline-smelling lairs themselves tend to be natural caves with multiple pools of murky water. The floors and walls are dangerously slick and, of course, the pools contain sudden drop-offs.

Those keak-chasers with remunerative motives will no doubt scour these creatures' lairs for treasure, mostly finding old bones and whatever items the keak found indigestible or unappealing or perhaps rejected for its own inscrutable code of aesthetics. Although great splendors have reportedly been found in keak lairs, such spoils are hardly guaranteed, and more lucrative treasures may be found within the keak itself. Since they swallow prey whole, keaks are known to store certain precious valuables in their stomachs for decades, if not aeons. Of course, any valuables found this way must have survived the harsh salt corrosions in the creatures' abdomens. Roll 1d7 modified by Luck and use Table 6-3 to generate treasures thus found.

Keak: Init +3; Atk bite +5 melee (1d8+3 plus gulp); AC 18; HD 6d8+5; MV 20' or swim 60'; Act 1d20; SP gulping attack (DC 18 Fort save to avoid), fascinating bioluminescence (DC 12 Will save to ignore), magical hybrid traits; SV Fort +6, Ref +3, Will +8; AL N; Crit M/d12.

Keaks are magical hybrids, a wizardly creation merging humans with animals, monsters, and even demons. As magical hybrids, keaks have infravision to 60' and an improved critical threat range of 19-20. In addition, their sorcerous legacy grants them a natural defense against magic: they have a 25% chance to resist all magic, regardless of level of caster, and gain a +8 bonus on saves against spells that do affect them.

TABLE 6-3: TREASURES AND ODDMENTS OF A KEAK LAIR

Result	Keak Lair	Keak Stomach
1 or less	5d7 keak eggs appearing as fuchsia globules in a moist violet webbing.	A jar of pickled radishes.
2	3d100 terces scattered about behind loose stones near the wall.	The gold-plated and highly verbose skull of Ysmuyn the Resplendent. This worthy knows many facts of the late 19 th aeon.
3	A captive who has survived in the lair by most unsavory means, probably completely mad.	A packet of supple, unmarked, leather-like material containing 11 flame-arrows for an arrow-gun. This nearly indestructible pack itself is worth more than its contents.
4	3 giant oysters, one of which contains a fist-sized pearl worth 10,000 terces	A round metal coffin covered with exotic geometries and bearing a prisoner, corpse, or alien creature in a fetal position.
5	A casebook with 4 random spells; the rest of the pages are moldy and rotted past recovery.	A bar of diphany worth 1,000 terces.
6	In a kidskin scabbard, a saber forged of sub-world alloys, granting it +1 on attacks and damage against demonic entities and witches.	A suit of non-corrosive star-metal (treat as an additional +2 AC) cloison armor. Scored fragments of the original occupant are still inside.
7+	A small glimmering ruby that is actually the residence of a chug; its master became keak-fodder long ago.	A dormant IOUN stone.

WALKING SERPENT

"Were you not molested further? By Koolbaw the Walking Serpent, who ranges the slopes like fate?"

Guyal of Sfere, *The Dying Earth* (DE.VI)

Ranging in the shadows of the Dying Earth's desolate crags and escarpments, walking serpents are among the most unpleasant of creatures that still haunt the ancient dells and deeps of the earth. Highly territorial, the two-headed serpents range on squat, powerful legs in isolation, often for hundreds of miles. A walking serpent is always found alone, and what little is known of its reproductive habits is assumed to be infrequent and brief. It is even theorized by the learned scholars at the Collegium that they have a parthenogenic ability to preserve their species in times of long duration between individuals coming into contact with one another, though such conjectures lack any real evidence as members typically demur when tasked with ascertaining actual proof, claiming an urgent need to contemplate a number of infinities instead.

Walking serpents typically prey on single victims and large animals, stalking them through the mountain domains they claim as home. They have an extraordinarily sensitive sense of smell, using their tongues to taste and detect stimuli in the air. With the help of a favorable wind and the use of their dual tongues, they can sniff out the scent of living things from up to 10 miles away with a high degree of accuracy. Once scented, a hungry walking serpent will follow its prey for days. Walking serpents see particularly well at night, its eyes adapted to the dim light of the dying Earth. They will use their vision to hunt prey primarily at night when their infravision allows them to see up to 120'.

When attacking, the walking serpent will stalk its victim, then sprint the last distance using its heavy-set legs to chase down its prey. Once caught, it will typically use one of its heads to poison its victim and use its other head to paralyze the weakened creature with its gaze, before dragging it back to its lair for consumption. Using its articulated jaws and flexible skulls, a walking serpent can swallow prey whole up to twice man-sized. Swallowing is a lengthy process, taking 1d2 turns to complete. During this time, the serpent is reduced to a single action as one head keeps watch while the other consumes its meal. A walking serpent in danger may sometimes attempt to speed up the process by ramming its prey into a rock wall to force it into its throat, sometimes ramming so forcefully that it causes rockslides.

Once fed, the serpent enters a state of mild stupor for 1d4 days as it digests its meal. During this time, the walking serpent is at its most vulnerable and is at a -1d penalty on all actions, saves, and checks to detect intruders. After digesting, the walking serpent disgorges the undigested remains of its meals, regurgitating melon-sized gastric wads of bones, minerals, and teeth. The lair of a walking serpent will have 2d5 of these scattered throughout, some of which may contain the undigested treasures of its victims.

Table 6-4: Walking Serpent Gastric Wad

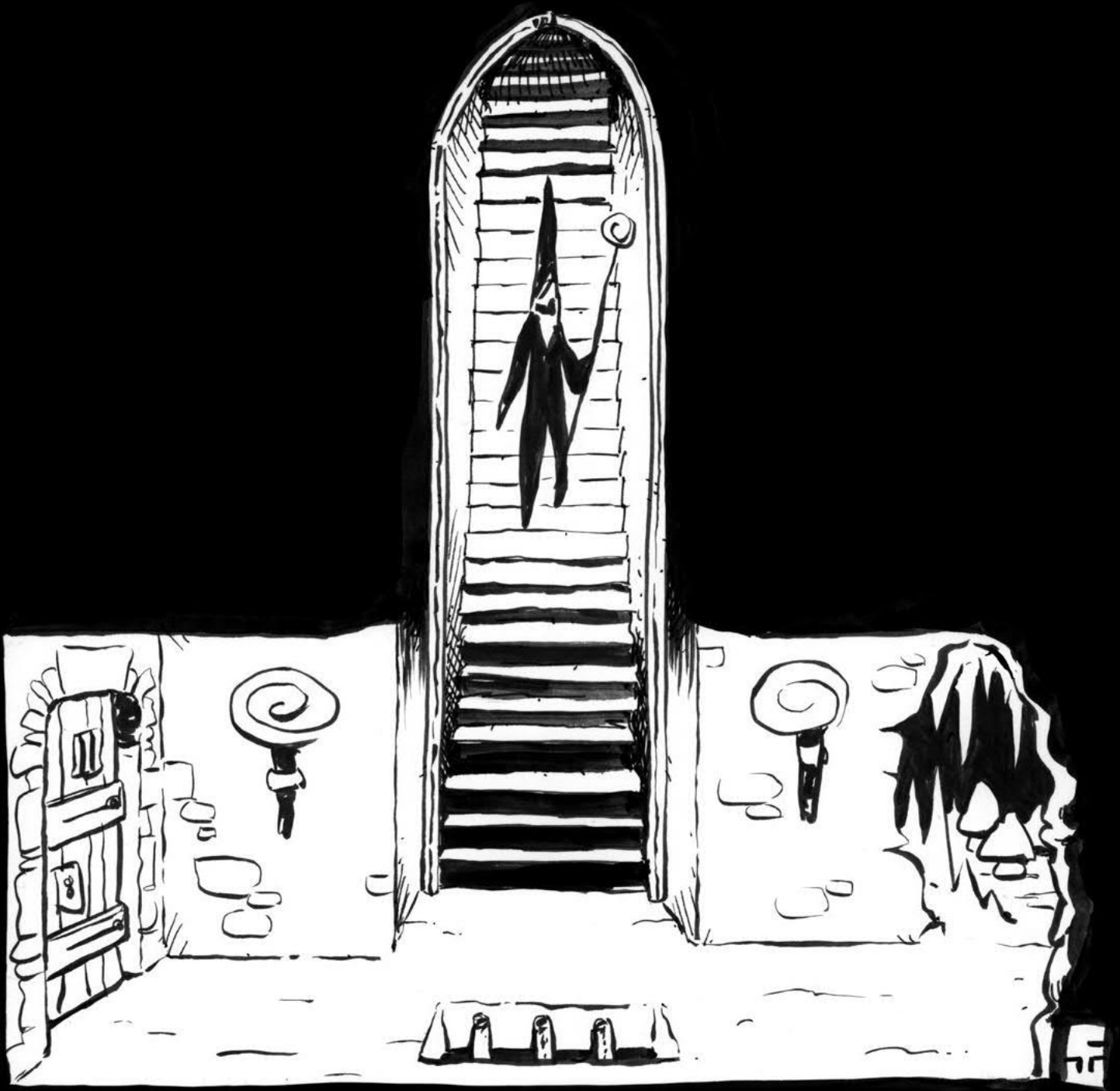
d20	Treasure
1-10	Mineralized bones and teeth.
11-13	2d20 terces.
14-16	2d3 rare gems worth 100 terces each.
17-18	Roll once on the Thaumaturgical Curios table. (See Appendix A of the <i>Player's Libram</i> .)
19	Scintillant dagger (1d4 damage, light from the under-pommel illuminates in a 10' radius).
20	An IOUN stone.

Walking serpents dwell in mountain crags and escarpments. While preferring to inhabit natural grottos, they have been known to dig warren-like tunnels into the stony earth to take prey into and to breed. The warren of a walking serpent typically has a narrow opening no more than 3' in diameter, befitting the snake-like physique of the creature, making entering the lair a difficult and possibly claustrophobic endeavor. Man-sized creatures attempting to enter likely have to discard armor and carried equipment to squeeze through the cramped passages. The walking serpent uses the narrow openings to its distinct advantage—any creature it detects entering will be struck by the walking serpent as it exits the narrow opening into its main nesting chamber, which it then collapses to prevent further intruders from following.

A walking serpent's lair will be a mixture of natural caverns and excavated tunnels leading to a large central feeding and nesting area. The lair is kept dry and away from sources of water, as walking serpents prefer arid environments, though nests will typically be situated near a stream or natural lagoon that it uses as both a source of water as well as to stalk prey that approach the pool at night. The nesting area is kept unusually clean by a number of smaller, blind cave lizards that live in the lair, feeding off any waste or refuge left by the walking serpent.

There is a 20% chance that a walking serpent's warren will have a clutch of 2d3 eggs—prized by persons of refined taste and culture and epicurean pallets. Walking serpent eggs are large, elongated ovals, typically 1' long, half as wide, and weighing up to 20 pounds; they are buried in underground nests to keep them warm. A walking serpent egg may fetch up to 100 terces or more as an oddity at a typical village bazaar and have been known to sell for as much as 1000 terces at the Azenomei Fair alongside other rare articles and efficacious merchandise prized by collectors and esthetes.

Walking serpent: Init +6; Atk bite +8 melee (3d6 plus poison); AC 16; HD 5d8; MV 30' or sprint 90' for up to 3 rounds, after which movement is reduced to 15' for 1 turn; Act 2d20; SP poison (DC 12 Fort save or lose 1d4 Stamina), spitting (once per hour, spray poison in a 30' long by 20' wide cone), paralyzing gaze (DC 14 Will save or paralyzed for 2d6 turns), infravision 120'; SV Fort +6, Ref +4, Will +4; AL N; Crit M/d10.



APPENDIX Z:

100 VANCIAN NAMES AND TITLES

Within the world of the Dying Earth, there are no mundane sobriquets. This may leave a player or judge scraping their cranium in frustration as they endeavor to create something florid enough for play. By using the tables below, one can generate a nom de guerre that will be immediately at home in any DCC Dying Earth adventure or campaign.

Table Z-1: 100 Dying Earth Names

d%	Name	d%	Name	d%	Name	d%	Name
1	Angbal	26	Guzserl	51	Maoirmund	76	Ssiskrian
2	Ansk-rezzin	27	Hulmflam	52	Marlinka	77	Stafnica
3	Belmyre	28	Hursnark	53	Masenrina	78	Suborio
4	Blugo	29	Ifgan	54	Maulnave	79	Sushrix
5	Blundereion	30	Ildeflores	55	Mazilas	80	Tchakich
6	Chermish	31	Ilviumeth	56	Melanbard	81	Teushoulik
7	Claunat	32	Iolotis	57	Milfant	82	Thichedle
8	Codel	33	Iverme	58	Noxonbab	83	Thrumplam
9	Codwe	34	Janmand	59	Odiel	84	Topo
10	Croulstides	35	Jiaoriel	60	Phuraig	85	Trevioferrin
11	Dadanska	36	Jorvianid	61	Ponteke	86	Turlin
12	Domesbag	37	Kervoy	62	Rabimast	87	Twannod
13	Dualgiore	38	Khucas	63	Radbilis	88	Vidaal
14	Dulce-sile	39	Kuttyal	64	Radlkas	89	Voykan
15	Enmaund	40	Lanksei	65	Ransadil	90	Vrazrol
16	Etarreion	41	Lazhnalare	66	Rounceqzin	91	Wagrark
17	Fesfo	42	Leidio	67	Rubelwick	92	Walzinth
18	Finisdet	43	Leso	68	Schliwiler	93	Xipbas
19	Fionokosa	44	Lipner	69	Shauzog	94	Yimpefin
20	Fiskrin	45	Lithzel	70	Shierlred	95	Yodoghut
21	Furudinck	46	Llianelitz	71	Shilpelt	96	Zaraisain
22	Garthlume	47	Llogrim	72	Shinker	97	Zelvangel
23	Gezxdred	48	Ludoruquil	73	Shrueshott	98	Zhiamlfing
24	Glusholt	49	Maelleg	74	Skivsem	99	Zitaras
25	Goonense	50	Malserman	75	Spardek	100	Zuicqource



DYING EARTH NAME GENERATOR

Alternatively, players may use the tables below to generate a name by combining a unique prefix and suffix. Roll 1d8 and 1d24 on Tables Z-2 and Z-3 below to determine the column and row, respectively. Combine your results from the two tables to form a single name. Most character in the Dying Earth have no surname, but you may repeat the process should you wish one.

Table Z-2: Dying Earth Name Prefixes

d8 /d24	1	2	3	4	5	6	7	8
1	Ache	Dalmas	Gaulph	Killi	Mirch	Rad	Taba	Wal
2	Amber	Dar	Gezx	Koy	Moel	Ran	Tam	Wea
3	Angh	Dhor	Glus	Kra	Mor	Rhial	Tarn	Wis
4	Ansk-	Dilian	Goli	Kred	Nahou	Rincz	Tcha	Wyx
5	Archim	Djo	Guz	Kris	Nar	Ro	Teutch	Xal
6	Ash	Dru	Hache	Kunly	Nedde	Ryls	Thas-	Xar
7	Asther	Dulce-	Hant	Kutt	Nis	Sab	Thrump	Xexa
8	Az	Elai	Haxt	Lafel	Noxon	Salas	Trevio	Xip
9	Balch	En	Haze	Laio	O	San	Twan	Yaa-
10	Barba	Er	He	Lank	Omaet	Sanka	Ty	Yas
11	Baunt	Et	Hop	Lazhna	Orbal	Sar	Udela	Yel
12	Baz	Etarr	Hulm	Liane	Os	Saya	Ulan	Yimpe
13	Blu	Evo	Huru	Lith	Ott	Schli	Um-	Yoder
14	Boo	Far	If	Loder	Pan	Shau	Val	Yodo
15	Bork	Faucel	Ilde	Ludo	Par	Shierl	Var	Za
16	By	Felo	Ilviu	Lutar	Pela	Shil	Vas	Zan
17	Calan	Fiano	Iolo	Mael	Phan	Shin	Vermou	Zara
18	Cas	Fidix	Iva	Maier	Phu	Shrue	Vero	Zarai
19	Chala	Foad	Ja	Malser	Pikar	Skas	Vexel	Zel
20	Cher	Folli	Jaro	Masen	Ponte	Skiv	Vilip	Zili
21	Clam	Fursk	Jiao	Mazi	Pryff	Ssisk	Vitz	Zin
22	Clau	Furud	Jince	Melan	Psy	Subu	Voy	Zita
23	Cray	Gar	Jor	Mer	Pulk	T'	Vraz	Zo
24	Dadan	Garth	Khu	Mercan	Rabi	Ta	Wag	Zuic



Table Z-3: Dying Earth Name Suffixes

d8 /d24	1	2	3	4	5	6	7	8
1	bach	deil	gan	lamon	mauld	nod	rol	tis
2	bal	dek	gasthen	lanke	maund	molde	ruquil	tish
3	bane	delume	gel	lare	medes	nor	sadil	to
4	bard	derleou	ghut	lart	mele	nulk	sain	tul
5	bas	des	giore	las	mer	nurus	sais	vangel
6	basco	det	go	leia	meth	pah	scenth	vanne
7	baust	dinck	gola	len	miel	pelt	sei	vaunt
8	berd	dio	guire	ler	milko	pin	sem	vee
9	berg	dive	hix	letta	min	pro	ser	vianid
10	berl	dol	holt	lian	mish	quorce	shag	vilk
11	bersc	donfors	houlik	lincx	mius	qzin	sherl	vin
12	bilis	douc	ja	linka	mulch	raig	shott	voy
13	cas	dred	jan	lip	mund	rark	sifer	wal
14	cilla	dustin	jln	litz	myre	ras	sile	wick
15	co	fant	jun	lixus	nat	ray	ska	wig
16	codel	ferrin	kas	lo	nave	reion	snark	wiler
17	counu	fet	ker	lukhe	nello	reme	so	wyd
18	cour	fin	kich	lulia	ner	resm	stang	xis
19	cthones	fing	kin	lume	nica	rezzin	sum	yal
20	cthus	flam	ko	lus	nifer	riel	tanil	zant
21	cule	flores	kode	mal	nikos	rin	ter	zard
22	daal	fonse	kosa	man	niks	rina	tiancz	zel
23	danque	fox	kuth	mand	nip	rio	tides	zinth
24	daran	gad	lam	mast	nitz	rix	timetta	zog



DYING EARTH TITLES

In the Dying Earth, many are known by their profession or, in the case of magicians, a special title. The following optional table provides a number of professions, including archaic terms for those wanting to invoke a little vocabularistic obfuscation, as well as a number of potential magician's titles.

Table Z-4: Dying Earth Titles

d30	Trades	Trades (archaic)	Magician Titles
1	Accountant	Accomptant	Aerologist
2	Sailor	Ashmanshipman	Archaeotheologian
3	Goldsmith	Aurifaber	Codicologist
4	Tanner	Barker / furner	Axiologician
5	Baker	Baxter / furner / pistor	Bryologician
6	Tavern keeper	Belhoste	Dialectician
7	Innkeeper	Boniface / kepegist	Enigmatologist
8	Butcher	Carnifex / fleshewer	Falerist
9	Carpenter	Carpentarius / joyner	Genomician
10	Guard	Chesterman	Heliogian
11	Wigmaker	Chiffonier	Ktenologist
12	Tailor	Cissor / sorter	Melissopalynolophage
13	Potter	Crocker	Mycophiliast
14	Peddler	Duffer / hawker	Neurypnologist
15	Waterman	Ewer	Nostological
16	Smith	Faber	Oneirologian
17	Farrier	Ferator	Paradoxologist
18	Farmer	Framar / malender	Plangonologist
19	Tinker	Higgler / packman	Rheologist
20	Brewer	Malster	Semiotician
21	Mason	Marson	Silvician
22	Miller	Molendinarius	Sophiologist
23	Pig-keeper	Porcher	Teleogician
24	Stone-cutter	Quarrier	Teuthologor
25	Cobbler	Schumacker	Thremmatologist
26	Soapmaker	Soper	Tryosemiophile
27	Huntsman	Venator	Uranographer
28	Blacksmith	Vulcan	Vexillophile
29	Teamster	Wagoner	Xylographist
30	Weaver	Webber	Zythologian



SANDESTIN AND DEMON FOLIO

INTRODUCTION



One of the most entertaining aspects of the Dying Earth novels are those willful, contrarian entities that carry out—and at times subvert—magical tasks for magicians and witches. Like much of magic in Vance's novels, in each sandestin and demon there is an aspect of an underlying nature that is just barely under the control of those brazen enough to summon and indenture or bind them, a tenuous bargain that sometimes leads to unforeseen consequences.

Within this folio we present ten unique sandestins and demons ready for summoning for your perusal and potential use at the gaming table. Each includes a description along with DCC Dying Earth stat blocks to allow for quick insertion into an ongoing campaign or perhaps to serve as inspiration for your own creations!

SANDESTINS

Jaunduane

A powerful sandestin attuned to the saffron phlogistic vibrational, Jaunduane views mortal magicians with pity and sardonic amusement. While Jaunduane can be compelled to serve, they view such service as both irritant and cause for sorrow. Meddling with the saffron vibrational will surely end with sorrow and dissatisfaction. Why court misery and interfere with Jaunduane's intricate sciences for a paltry erudition that will never result in joy?

In their native form, Jaunduane appears as an almost elfin being with an exceptionally long nose, ears, and leonine tail. Their hair is flaxen, their skin jaundiced, and their manner in turns superior, irritated, and regretful for the damage that will inevitably ensue for the wizard so unwise as to impose upon them. Jaunduane delights in their mortal form and will often appear as a youth of either gender, and in this guise their amusement at the mortal condition comes to the fore. Consider an adult tending to a child, whose requests must be met but who has yet to learn the dangers inherent therein. Thus does Jaunduane consider the magicians they are forced to deal with. In all guises, there is a yellow sheen inherent to Jaunduane's nails, and this gloss is transferred to the wizard who deals with them often.

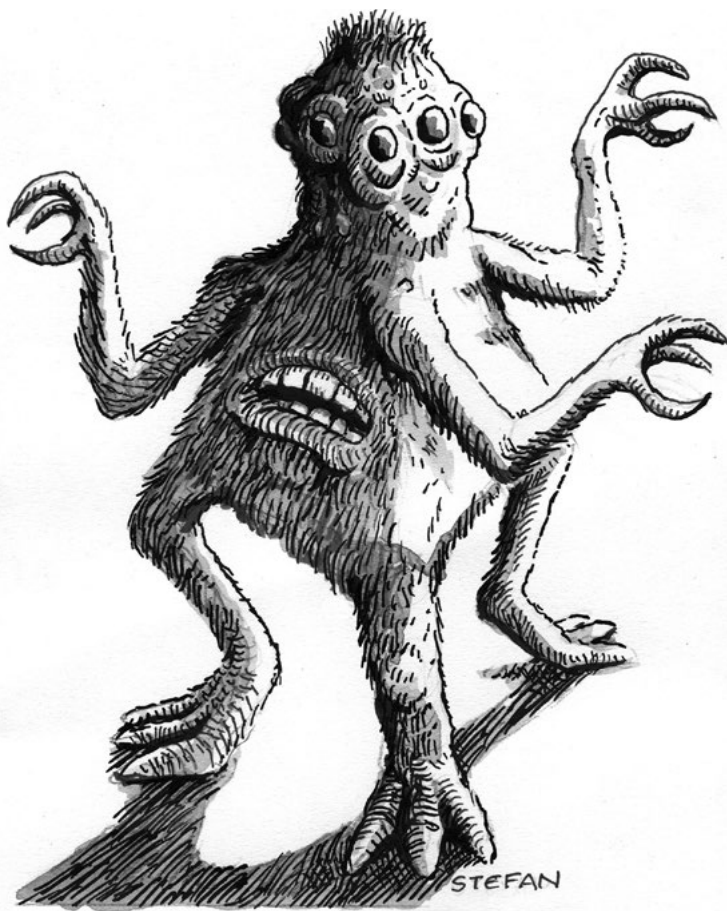
Jaunduane is without malice. Indeed, when Jaunduane attempts to subvert the orders of a magician, it is to keep the magician from harm. Even if indirect misfortune is the result, it is better than the harm of coming close to the saffron vibrational and being forever denied its intricacies. When Jaunduane seeks release, it is to avoid the annoyance of servitude to gross material clods, but also to protect them from acquiring sure knowledge of how much greater the sandestin are than they.



In addition to the usual services sandestins provide under the percepts of the Great Phandaal, Jaunduane may be compelled to serve as a lover of either gender (or none). This is very amusing to the sandestin, does little harm, and greatly reduces the points of their indenture.

Jaunduane may also instruct others to cast spells, although they are reluctant to do so. The manifestation of these spells carries a yellow or golden component from the saffron phlogiston vibrational. Moreover, each spell the magician so learns reduces the sandestin's indenture by 1d3 points per spell level. The magician accepts danger for this knowledge; every time there is an attempt to learn a spell from Jaunduane (whether successful or not), the magician risks insight into the vibrational that may seriously disrupt their psychological equilibrium. The wizard must risk a Will save (DC 10 + spell level) or gain insights that disorder their individuality, resulting in a permanent 1d3 reduction in Personality. While understandably distressing to those unfortunate individuals, Jaunduane patiently accepts that they would not be dissuaded.

Jaunduane: Init +6; Atk bite +1 melee (1d3); AC 15; HD 7d8; hp 52; MV special; Act 1d20; SP invisibility, immune to magical attacks, sandestin abilities, spells (+12 to spell check); SV Fort +3, Ref +3, Will +3; AL N; Crit M/d12.



Osherlamon

Timid but obedient, Osherlamon makes diligent efforts toward working off its indenture points. Due to the apprehensive nature of the sandestin, it will always seek to bargain and wheedle its way out of any task that it feels may be hazardous. Instead, it offers up safer—although often unrelated—tasks as alternatives to facing any perceived danger. Despite this failure of courage, once a course of action is agreed upon, no matter how dangerous, Osherlamon sees it through without fail.

The natural form of Osherlamon looks to be a failed vat-experiment of the foulest kind. Osherlamon's misshapen skull incongruously bulges, skewing the ring of lidless eyes that encircle the sandestin's head. Its body is roughly triangular with a claw-tipped arm sprouting from each of the three shoulders and a backward-bending leg beneath. Osherlamon's mouth is centered within its torso, facing front. The whole of this visual cacophony is covered in matted, carrot-hued fur.

Once summoned and settled in, Osherlamon prefers to dwell within a chromium-laced geode the size of small melon. The way the green crystals offset its fur delights the sandestin to no end.

Osherlamon: Init +6; Atk bite +1 melee (1d3) or claw +1 melee (1d5); AC 14; HD 4d8; hp 24; MV special; Act 1d20 or 3d16 (claws); SP invisibility, eidetic gustatorial memory, immune to magical attacks, synesthesia, sandestin abilities, spells (+10 spell check); SV Fort +2, Ref +2, Will +2; AL N; Crit M/d10.

Osherlamon's overlapping senses, coupled with its powerful memory, allow the sandestin to recall anything it has ever tasted. This includes identifying blood droplets of a victim once bitten, the exact vintage of a wine, or the nature and severity of a poison.

Osherlamon's senses do double duty, overlapping in a synesthesiastic fashion. Because of this sensoral redundancy, Osherlamon has a +1d bonus on all checks directly involving the senses (tracking, searching, listening, etc.).

Phantuzzel

The gimlet-eyed Phantuzzel manifests as a gangly youth with lanky black hair, usually wearing lavender trousers, brightly colored socks, leather shoes, and a loose tricolor tunic. Some sages have noted that Phantuzzel's tawny, faintly feline tail is often seen twitching, and some say that it moves more erratically and dynamically when he tells an untruth.

Phantuzzel has few or no redeeming qualities and has gained a poor reputation amongst the magicians that have summoned him in the past, mostly because he appears to harbor a predilection for untruths. Many magicians have grappled with sandestins of difficult personalities, ranging from the surreptitious to the blandly obstinate. But few wish to expend their hard-negotiated indenture points on requiring basic honesty.

In the Twentieth Aeon, Zartalion the Dweomificer first summoned Phantuzzel to help him in the Affair of the Unseen Archveult. The resulting confusions became the stuff of legend amongst Zartalion's colleagues in the Chartreuse Academy, and finally, this marriage of the chronically untruthful sandestin with the obtuse magician resulted in situations later immortalized in the famous farces of Graynep and the comic operas of Lyel the Younger.



After being the source of many animadversions, Zartalion did profit from his association with Phantuzzel by transferring his remaining indenture points and giving his chug to his hated rival, Kembraz of the Silver Wood. This worthy then announced at an informal gathering that he would never tolerate the integuments of the scabrous sandestin, only to be subsequently thoroughly embarrassed by the bald-faced lies and subtle duplicities of which Phantuzzel is a master.

Perhaps the crux of Phantuzzel's antipathetic relationship to the truth is the ambiguous nature of his chug. The chug is minutely small, and in fact, even Zartalion, who labored fruitlessly with Phantuzzel for half an epoch, was said not to know what it looks like. Carried usually in a hollow pea or other diminutive contrivance, the chug is often thought to be absent at first, and in its presence Phantuzzel displays a disarming calm and even claims it does not exist. Only when this tiny mite starts buzzing, swarming, and flurrying about Phantuzzel does his victim become agitated and start to break down and beg for a release from its torments, slapping helplessly at it and muttering curses. These are the moments in which Phantuzzel is by far most likely to tell the unadulterated truth, before degenerating into unmitigated subservience.

Phantuzzel: Init +6; Atk bite +1 melee (1d3); AC 14; HD 4d8; hp 21; MV special; Act 1d20; SP invisibility, immune to magical attacks, sandestin abilities, spells (+10 spell check), ear of the dissembler (DC 20 Personality check to successfully lie in his presence), 2 points of current indenture; SV Fort +2, Ref +2, Will +2; AL N; Crit M/d10.

In addition to the standard sandestin abilities, Phantuzzel is sensitive to all untruths, no doubt because he is such a connoisseur of deceit. Only those succeeding on a DC 20 Personality check can successfully lie to Phantuzzel, and he delights in calling out those who dare to dissemble in his presence.

Sapadok

Occasionally a journeyman magician, young witch, or an especially talented or plain lucky dabbler will find a written note tucked somewhere inside their dwelling. The note might flutter down the sooty chimney on a large camphor leaf or fall out of the sleeve of a winter coat on the fragile wings of the dried moon-moth husk, but it is always written in an elegant, spidery script reading:

MARVELLOUS OUTRE AUBERGE!

SPARE YOURSELF FROM THE RIGOURS OF STAYING IN LESSER ESTABLISHMENTS! INCREDIBLE SCENARY, EXCELLENT CUISINE, COMFORTABLE LODGINGS, AND EASY ACCESS TO NUMEROUS WONDERFUL DRIVES! FOR PARTICULARS, INQUIRE TO MANAGER SAPADOK BY KNOCKING THREE TIMES ON THE NEAREST DOOR (CLOSETS INCLUDED)!

Doing as instructed will open the door to the elegant—if somewhat decayed—lobby of an accommodating establishment draped in pastel colors and peppered with low mahogany tables and divans. A tall, fashionable gentleman with the drooping eyes of the melancholy lank-lizard,



dressed in simple black caftan lined with bone-white fur, vulgarly rotund in the middle, stands by the reception desk and waves invitingly to any guests with a long-fingered pale hand. Anyone approaching can see that, beneath the caftan, the gentleman's torso is shaped like a rusty birdcage occupied by the flurry of black wings, amber eyes, and crimson talons. The thing in the cage warmly greets its visitors by stating, "Welcome to the Outre Auberge. My name is Sapadok. This is a place of respite that I am willing to share with you...for fair remuneration. But let me first give you a tour."

The rooms of the establishment are pleasant with large arched windows overlooking strange, orange, thundering mountains and are furnished with a canopied bed covered with riotous quilts that are inviting, if a touch dusty, along with a huge bronze bathtub that is ostentatious even if strange sniffing noises emanate from the drain. Silver salvers are set out with combs of honey and bowls of freshly churned butter that is invitingly yellow and creamy.

"All this," Sapadok says without any apparent irony, "can be at your beck and call for a price! The price is, of course, tallied at the end of your stay depending on the services provided! Just take this." It hands each guest a small, cobalt blue key-token with the green eye sigil. "Rap it on any door, and you will be led through the whorl-ways here. Just understand that such concludent action will be as binding as any other contractual agreement." It smiles the long inverted smile of a sunbathing lizard.

Sapadok is a sandestin in the service of the magician Shruë the Diabolist. Being languorous of temperament, it has devised a method to shirk its duties at the expense of others; the price of the stay at his demesne (in reality, located in a scrimshaw twk-man skull located above the Diabolist's fireplace) is calculated in Sapadok's indenture points.

Sapadok's key really will bring anyone using it back to its dwelling where they will be given board. During their stay, Sapadok will follow them about, offer amenities and entertainments, all the while scribbling tally marks in his small orange notebook. Any attempts to inquire about the costs incurred will be waved away as negligible to someone as powerful and upstanding like they are.

Once Shrue demands his service, Sapadok will, being able to move freely through the chronoplex, deposit his "guests" at the time and place the arch-magician needs. It will also inform its "guests" that return to their own time and place is concomitant to the accomplishment of a specific task. Sometimes, the task is quite easy, like poaching a pelgrane's eggs for the magician's breakfast, but on different occasions, it might involve ghost-wrangling, taming a Jangk harpy, or attending to the arch-magician as he embarks on a romantic tryst.

Shrue the Diabolist is quite aware of this scheme and, unknown to the Sapadok, is not shaving off any indenture points from its tally as a form of character-building exercise.

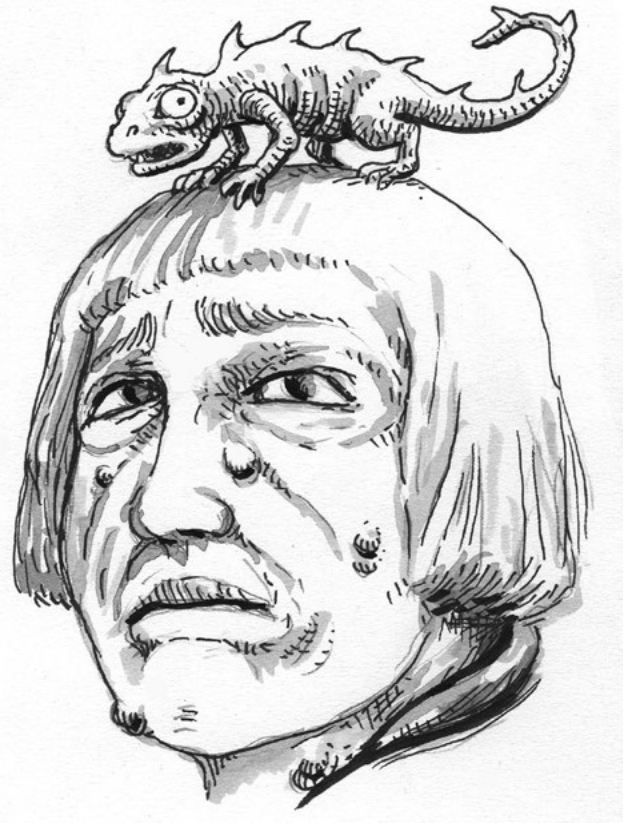
Sapadok: Init +8; Atk flurry of talons +1 melee (1d5); AC 14; HD 4d8; hp 22; MV special; Act 1d20; SP invisibility, immune to magical attacks, sandestin abilities, spells (+10 spell check), master of its demesne, 6 points current indenture; SV Fort +2, Ref +2, Will +4; AL N; Crit M/d10.

Sapadok can invite others to share its otherworldly abode and transport others from there to a place and time of its choosing. Unwilling targets are given a DC 15 Will save to resist being transported. Those trapped at Sapadok's dwelling can attempt using spells or their innate *force of will* to escape, but they have no control over their destination.

Ylinq

Ylinq the Merry, as he is sometimes ironically called, is a sandestin of nonchalant affect and even more unflappable than most of his kind. Ylinq usually manifests as a bored, carbuncular youth with unkempt straw-colored hair and fashionable white and gray vestments, his tail tactfully hidden. Prone to bored sighs and supercilious eye-rolling, Ylinq accepts most commands willingly but often looks askance upon the judgment and taste of the magician who commands his indenture.

Ylinq was summoned epochs ago from the pleasant pastures of La-Er and bound by the rotund epicure Dulce-Lolo. With typical insouciance, Ylinq retrieved puddings, pasties, and morsels from across the ages, all for the satisfaction of his sybaritic master. Forced to test the various dishes that he fetched, in time the sandestin became jaded and swore never to sample a tartlet or teurgoule again. After expressing his contempt with increasing vituperation, he was eventually exchanged into the service of the ascetic and unreasoning Tchamast the Didactor. This eccentric worthy requires less work but far more attention as he holds forth on any number of topics, from the almost sublime to the solemnly absurd. Nonetheless Ylinq is content to nod along absently with his master's soliloquies while considering the finer points of his indenture, his social proclivities, and the poetry of La.



Tchamast keeps Ylinq's chug, a small blue salamander, in a drawstring leather pouch. The chug is cold to the touch, only four inches long, and catastrophically ugly, with bulbous yellow eyes and a flat tongue. The chug is not aggressive; in fact, it lacks all sapience and apprehension. Rather its appearance is so grotesque that it offends Ylinq, who is helpless before the hideous sight; even turning his head is no security against the idea that its horrid shape is exposed before a world that can see, and he will instantly capitulate to the demands of the chug's possessor.

Ylinq's mild demeanor, especially in the early stages of negotiations, belies his subtle acumen. In fact, he approaches all tasks as agreeable, if with a modicum of sarcasm. It is only as he goes forth to execute his tasks that he begins to ponder how much more stylish his master's garments could be, or how much better taste it would display to retrieve a late vintage hyperglossom rather than the usual middling fazola. Surely such improvements should, in fact, merit an extra quarter indenture point off his total! And if a master declines such goodwill and tasteful suggestions, it only increases Ylinq's disdain, perhaps putting him in mind to embarrass the source of his tasks.

Ylinq: Init +6; Atk slap +1 melee (1d3); AC 14; HD 4d8; hp 25; MV special; Act 1d20; SP invisibility, immune to magical attacks, sandestin abilities, spells (+10 spell check), suave disdain, 5 points of current indenture; SV Fort +2, Ref +2, Will +4; AL N; Crit M/d10.

In addition to his sandestin abilities, once a day, Ylinq can assume such a silently scornful demeanor that his interlocutor must make a DC 10 Will save or reconsider a just-announced decision. The hesitation so engendered consumes the next 1d4 rounds.



DEMONS

Kedvordik, Kidvordek, Kiddvordekin

These identical entities from the sub-world of Yekrix manifest as a short, hirsute, insect-winged biped with the visage of a gnat. Even while displaced in the mortal world, their bodies correspond to the blasted sub-world of Yekrix so intensely that its hot winds continue to blow their rank ape-like hair and those nearest the creatures may scent the distinct odor of burning sulfur.

Perhaps by chance, perhaps by some twisted law of infernal nature, or perhaps just with the intent of confusing potential interlocutors, at least three such entities exist: Kedvordik, Kidfordek, and Kiddvordekin. A spellcaster seeking to summon a type I demon might get any one of them—or might attempt the summoning of one, only to get another. Though hardly puissant, the three “triplicate presences” more than compensate by trickery and confusion, often by confounding would-be summoners as to their true identities. They may possess a wry sense of drollery. In his *Treatise on the Lower Orders of Underworld Iterations*, Amberlin II speculated that they began to manifest as gnat-like after he cursed them as “a swarm of unceasing vexations.”

Though fawning and subservient in most interactions, Kedvordik, Kidfordek, and Kiddvordekin are wily adjutants to many demon lords and are thus often dispatched to mortals in whom those presences are interested. The inscrutable intrigues of the sub-worlds sometimes incite the triplicate to explore the mortal world in order to learn the terrestrial secrets and scuttlebutt for which the greater powers have use. Not so with summoners; Kedvordik, Kidvordek and Kiddvordekin are sticklers for exacting language and as officious as any sandestin. Negotiating can be even harder when they use the unwholesome buzzing of their wings to

subvert the concentration of those with whom they would bargain, forcing any PCs within 30' to make a DC 15 Will save or suffer a -1d penalty on all actions requiring concentration.

The younger Van Kreypap claimed that summoning Kedvordik, Kidfordek, and Kiddvordekin could be facilitated by investing one's person with a cloud—or “ghost”—of gnats. Such an undertaking is easily accomplished by those versed in entomology, especially when facilitated with the assistance of minuscules trained in the care of arthropods. Any spellcaster thus clouded receives a +1 bonus to *demon summoning* when attempting to summon the triplicates. An insightful summoner may induce that such entities are jealous and querulous; thus one might possibly play off whatever dissensions persist between them to accomplish their own ends, as such rivalries betwixt those of comparable rank and configuration are to be expected.

Kedvordik, Kidvordek, Kiddvordekin (type I demons): Init +2; Atk claws +4 melee (1d10); AC 15; HD 3d12; hp 19 each; MV 30' or fly 40'; Act 2d20; SP demon traits (infravision, *darkness* [+4 spell check], half damage from non-magical weapons and fire), distractive buzzing (all within 30' must make DC 15 Will save or suffer -1d penalty on all actions requiring concentration); SV Fort +3, Ref +5, Will +5; AL C; Crit DN/d4.

Keino the Sea-demon

Keino the Sea-demon is a watchword for power amongst mortal summoners, his name put forth by those who arrogantly claim to have defeated a puissant sub-world denizen. This piscine aberration is pale white and stands as tall as two tall men, gazing hatefully at mortals with his fish-eyed gaze. He appears naked, graced by a blood-red dorsal fin that runs along his back to the front of his skull. His webbed fingers wrap around a colossal trident that can be used as



Keino the Sea-demon (type IV demon): Init +6; Atk trident +12 melee (3d7+6) or claw +8 melee (1d12+6); AC 20; HD 10d12; hp 73; MV 30' or swim 90'; Act 2d20; SP demon traits (telepathy, infravision, *darkness* [+16 spell check], immune to weapons of less than +3 enchantment or natural attacks from creatures of 7 HD or less, immune to elements [fire, cold, electricity, gas], half damage from acid, can teleport back to native plane or any point on same plane as long as not bound or summoned, can project astrally and ethereally, critical threat range 17-20), trident commands all in 50' (DC 18 Will save to resist); SV Fort +10, Ref +6, Will +14; AL C; Crit DN/d10.

Maedrodou

Maedrodou maintains that their kind, originally from Tir, were among the first to inhabit Earth. As mankind rose and established themselves, the demon and its kin actively resisted human encroachment and subjected them to all sorts of punishments for breaking their unstated rules of conduct and comportment. However, people slowly wrested control of Earth, including the forests and glens sacred to their kind, and most of Maedrodou's brethren abdicated.

Maedrodou itself had direct knowledge of those primordial aeons of Earth. Once a minor boggart of Thripsey Shee on the thrice-sunken isle first called Lyonesse, it has grown increasingly mercurial and jaded over the intervening aeons. Maedrodou prefers a solitary existence and questions why it still interests itself with Earth's last days. Most memories of the time before the Age of Glow are long forgotten as Maedrodou shed physical forms and even identities over the aeons.

Maedrodou is oftentimes supercilious and aloof in its dealing with mortals, preferring to speak little, and views demon lords as nearly annoying. This seemingly apathetic demeanor is but a subterfuge against those more loquacious than itself. The slightest transgression or impropriety will most likely provoke a malediction or worse.

Maedrodou usually appears as a deeply emaciated humanoid. Its eyes are sunken into its skull to such a degree that its wrinkled lids conceal even their discernment. Its skin is stretched tautly over its frame revealing every tendon and is deeply sunken around its bones. Its hands and feet are oversized and end in long dagger-like talons. However, most disturbing is a 3'-long mosquito proboscis framed by two boar's tusks instead of a nose. A scent of rotting wood and composting forest floor permeates the air in its vicinity.

Maedrodou (type IV demon): Init +6; Atk proboscis +12 melee (3d8 plus 1d4 temporary Stamina loss); AC 22; HD 16d12; hp 150; MV 40' or fly 60'; Act 2d20; SP shapeshifter, curse (DC 20 Will save), shattering look, spells (+12 spell check): *mending*, *tear* (reverse of *mending*), *phantasm*, *scare*, demon traits; SV Fort +12, Ref +16, Will +14; AL C; Crit DN/1d16.

As an action, Maedrodou may assume the shape, powers, and abilities of any creature with 16 or fewer hit dice. It may maintain the form for as long as it wishes.

Maedrodou is adept at all forms of ensqualmation and

a weapon or held high as a token of office to command the respect of those who would doubt, defy, or resist him. When Keino thus presents his trident, all within 50' must make a DC 18 Will save each round or kneel in submission and take no further action besides what Keino commands.

Inscrutable, Keino rarely speaks, but his voice is said to be faraway and near-unintelligible, a most discomfiting sound as the giant demon stares at you with his lidless fish-eyes. Some scholars say that Keino relishes the devotions of certain disreputable sailors who pay homage to him by worshipping crude jade idols and carry ancient squid-skin fetishes. Other savants theorize that the main thrust of Keino's policies is to elevate himself higher in the sub-world hierarchy and to eventually take the place of a disgraced daihak or usurped devil. Others say that he works against other demons in the middling mortal realms, seeking only to proselytize those creatures living in, on, or near limitless deeps, partially to fend off the incursions of Blikblak, Krann, and their ilk. Those who dare summon Keino risk his wrath and vindictive nature; and if their hold or binding on Keino expires while the sea-demon still haunts the mortal plane, they may end up as thrall to the sea-demon himself!

It is certain that Keino originates in a hell of saltwater, darkness, and relentless maritime predations. Such a place must be explored only with the most diligent and comprehensive preliminaries, as they are likely to find an endless, lightless ocean with no air and no surface, peopled by eyeless creatures too hateful to be called monsters. These are the subjects of Keino the Sea-demon.



demon's beetle-brow, paired with a dim expression of lethargy. In place of legs, Shaulixus' torso terminates in a mass of writhing, barbed tentacles.

In dealings, the demon's demeanor is dour, bordering on surly. Shaulixus downplays its intelligence, putting forward a brutish persona in hopes of luring those who deign to summon it into making a mistake. Despite Shaulixus' propensity toward sloth, it is particularly drawn to those touched by the fates. The demon relishes eating the fates of others and using those energies to alter its own.

Shaulixus, Eater of Fate (type II demon): Init +4; Atk claws +8 melee (1d8+2) or bite +10 melee (1d12 plus DC 13 Will save or lose 1d3 temporary Luck) or tentacles +8 melee (1d4 plus grapple); AC 18; HD 6d12; hp 60; MV 30' or fly 20'; Act 2d20 or 4d16 (tentacles); SP luck drain, rend (see below), *detect good* (+6 spell check), demon traits; SV Fort +6, Ref +6, Will +8; AL C; Crit DN/d6.

Shaulixus' bite allows it to devour the Luck of its victims, channeling it into infernal energies to fuel the demon's endeavors. Each point of Luck so converted becomes a +d8 that can be added to any roll (as per a thief's Luck die). As the drained Luck is transformed, use of the infernal energies does not count as a Luck expenditure and is not susceptible to a wayfarer's ability to steal Luck. Targets drained to 0 Luck are subject to things going catastrophically wrong for them at the judge's discretion.

When Shaulixus has entrapped a target with two or more tentacles, on the next round it may rend its victim using its barbed tentacles, tearing the target's flesh and inflicting 1d3+2 damage per tentacle holding the victim. Afterward, the victim is freed from the grapple.



anathema and may use an action to place a curse on a target (see p. XX of this volume, as well as pp. XX and XX of the *Primer of Practical Magic*). Targets must make a DC 20 Will save to resist one of Maedrodou's curses. It does not lightly use this ability as overuse, even among demons themselves, has consequences.

By directing its gaze, Maedrodou may shatter any non-living object, automatically inflicting 4d8+10 damage to mundane objects or 3d6+10 damage to magical objects (such as magic weapons). Magical objects may resist the shattering gaze with a DC 15 Will save using the possessor's Will save bonus. It inflicts an additional +4 points of damage if the object is glass or crystal or a gemstone, bypassing any normal resistance to damage.

Shaulixus, Eater of Fate

Listed as "17-01 Blue" in *Thrupp's Almanac*, Shaulixus is an independent demon who appears built for extreme physical labor. The demon itself, however, disagrees with this evaluation and loathes strenuous work. Shaulixus has an analytical mind and carefully examines every order, request, and accord for ways to subvert them toward its own leisure. If unable to subvert instructions, Shaulixus is not above tricking (or even forcing) someone else into carrying out its task so that it may rest and repose.

Standing 4' tall, Shaulixus' squat crimson form is heavily muscled. Its biceps bulge, and each muscle on the creature is well defined to the point of nearly being over-defined. Dragonfly wings protrude from its back with a glittering 10' wingspan. Dull, yellow eyes peer out from beneath the

Vanille

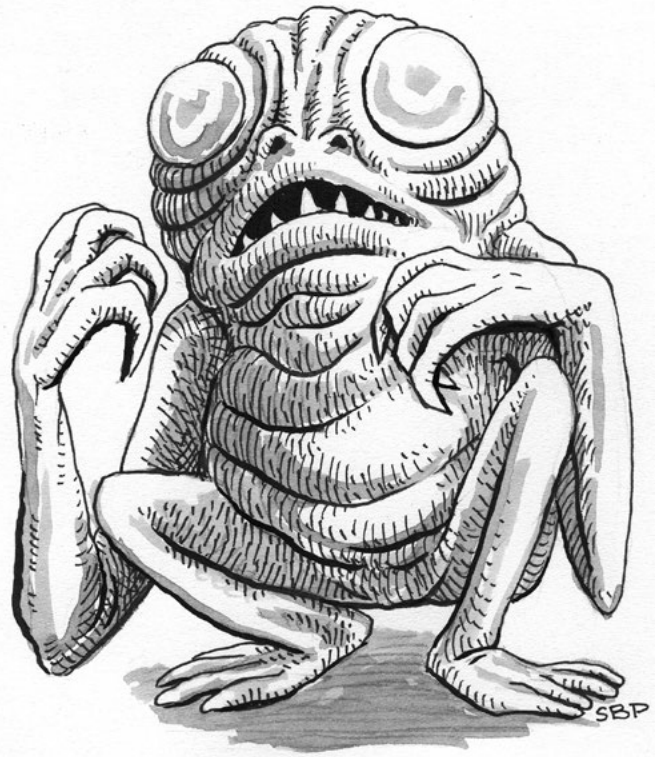
Low slung and broad-shouldered, Vanille manifests as a squat, yellow-green humanoid. The laconic demon issues only a few burbles when called on to speak, yet its squamous lingo is comprehensible to few mortals, if any. Vanille fights with its massive hooked claws and gazes at the world with its ponderous liquid eyes, its head a milky and shapeless plasm. A fierce combatant, Vanille enters battle only to destroy its opponent and then return to the sub-world from which it was called. It obeys commands in a minimal but subservient fashion, believing the fastest way to extricate itself from servitude is to fulfill the directives forced upon it.

In addition to being a stalwart fighter, the oozing demon is composed of goo, able to shift its mass to take advantage of maneuvering through small places and narrow apertures. Worse yet, it can bestow its “mucilaginous smothering” on an enemy. After a successful claw hit, an opponent is grasped if it loses an opposed Strength check with Vanille (who rolls at +4). If successful, Vanille locks its mouth onto the grappled opponent to fill their lungs with slime, thereby doing 1d4 Stamina per round damage to the opponent until they break free of its grapple (roll each round to escape, as above). Even after breaking free of such an unpleasant embrace, the victim must recover for 1d3 rounds in which they can do nothing but cough, vomit green scum, and crawl at half speed.

Perhaps unsurprisingly, if Vanille’s mortal form is destroyed, it sloughs into a mucousy slime and ebbs away quickly, while the demon-presence is hurried back to its oozing sub-world. Thus deconstructed, it will require time to reconstitute, so it cannot be recalled for 2d5 days (as measured in the world of mortals). The raw alchemical substance of Vanille’s slime-corpus can be captured by alacritous individuals to further research into new spells or novel interpretations of existing spells. Alternatively, the substance may aid a summoner in calling upon Vanille; for each ounce used, the spellcaster may add +1 to their *demon summoning* spell check (after which the ounce of acrid slime drains away back to whence it came).

A few enterprising scholars have sought to understand the odd sub-world that originated such a unique being. Initial researches indicate that the airless expanse of greenish sludge had neither air nor water, and temperatures shifted suddenly from freezing to boiling. These few terse reports are incomplete; those attempting more exhaustive investigation were simply never heard again and were finally supposed to be permanently detained by its inhospitable denizens.

Vanille (type II demon): Init +2; Atk claw +6 melee (1d12 plus grapple); AC 16; HD 6d12; hp 39; MV 30'; Act 2d20; SP demon traits (ESP, infravision, *darkness* [+8 spell check], immune to non-magical weapons or natural attacks from creatures of 3 HD or less, half damage from non-magical weapons, acid, and elements [fire, cold, electricity, gas], can teleport back to native plane at will as long as not bound or summoned, critical threat range 19-20); mucilaginous smothering (if opponent is grappled, the victim loses 1d4 Stamina/round as they are filled with slime); SV Fort +4, Ref +6, Will +5; AL C; Crit DN/d6.



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