



BOOK
THREE

INTIMATE ANATOMY
OF SEVERAL CREATURES
AND PERSONAGES OF THE
TWENTY-FIRST AEON

SDP

INTIMATE ANATOMY OF SEVERAL CREATURES AND PERSONAGES OF THE TWENTY-FIRST AEON

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PREFATORY CONSIDERATIONS



he Dying Earth is filled with the unknown, its secrets ancient beyond knowledge. Those who adventure amongst its twilit dells and deeps, its ruined pavilions, its fallen cities, discover the strange and mysterious along with the deadly. This volume presents new patrons, an exhaustive geographical survey, unique creatures, and thaumaturgical instruments for use in campaigns within the DCC Dying Earth setting – where, through their peregrinations, adventurers may encounter such Vancian creations as grues, visps, or even god-like beings.

CHAPTER I:

PATRONS OF THE DYING EARTH



"The universe is methodized by symmetry and balance; in every aspect of existence is this equipoise observed. Consequently, even in the trivial scope of our dealings, this equivalence must be maintained, thus and thus. I agree to assist you; in return, you perform a service of equal value for me."

☞ Turjan of Miir, *The Dying Earth* (DE.I) ☞



atrons in the Dying Earth can be great arch-mages, extraplanar beings, or even pure manifestations of abstract thought and logic. Patrons may offer glimpses at the underlying pattern of magic or imbue life into the matrix of matter to create entities to serve and protect them – all for a price measured in exactitudes and equivalences.

The following pages include detailed descriptions of four patrons of the Dying Earth for those who seek their power. They are:

- Pandelume, Master Mathematician
- Kraan, the Encephalitic Fiend
- The Pragmatica, the Keeper of the Pattern
- Uthaw, Lord of the Intracosmic Void



PANDELUME



Pandelume is a vastly powerful magician who lives in Embelyon, a land of his creation both of and not of Earth. He is a master mathematician, the first since Phandaal, and knows all spells that were ever wrenched and molded from space. By his own law, no one may gaze upon him, and he always keeps his face and form hidden—to see Pandelume is to go mad. He appears to supplicants as an unseen man who speaks with a mellow voice of illimitable melancholy. Pandelume believes the universe is methodized by symmetry and balance; and in that every aspect of existence is this equipoise observed. Consequently, as a patron, he deals fairly with those who seek his aid, but always requires an equal service in return from them. Even in the most trivial of dealings, this equivalence must be maintained.

Invoke Patron check results:

- 12-13 Pandelume grants the caster a glimpse of the underlying symmetry and beauty of the universe. The caster receives a +4 bonus to Will saves for the next hour.
- 14-17 Pandelume is too busy to provide a response, but sends a piece of Embelyon to the caster in the form of a perfectly formed gem. The shifting prismatic light cast from the jewel can be used to detect enchantments and invisible beings in a 10' radius. The gem will crack and break into dull facets after 1 turn.
- 18-19 The caster hears the voice of Pandelume offering a bargain: Pandelume will imprison one of the caster's enemies in a pocket universe for 1d6 rounds, but the caster must immediately spellburn 5 points of Stamina, Strength, or Agility. The caster can designate any target within 100'. After returning, the target suffers a -4 penalty to all rolls for the same number of rounds which it was imprisoned.
- 20-23 Pandelume sends a perfectly shaped vat-creature imbued with limited intelligence to fight alongside the caster. After 1d6+CL rounds, the vat-creature dissolves into an iridescent formless mass that leaches into the ground.
- Vat-creature:** Init +1; Atk fist +4 melee (1d6+2); AC 12; HD 4d10; hp 30; MV 30'; Act 1d20; SV Fort +4, Ref +4, Will +4; AL N; Crit III/d10.
- 24-27 Pandelume recognizes the urgent need of the caster and temporarily imbues the knowledge of a random level 3 arcane spell into the caster's mind as if memorized with a spell check result of 22. Knowledge of the spell will last until it is successfully cast or for one day, whichever comes first.
- 28-29 Pandelume grants an audience with the caster. A violent cloud carries the caster to Embelyon, where they are summoned before Pandelume in his manse. There Pandelume will accept the caster into an apprenticeship and spend the next several months teaching the caster of the underlying patterns of magic. Afterward the caster is returned to Earth where only a few moments have passed, receiving a +2 bonus to all spell checks or memorized spells for the next hour.
- 30-31 The caster and all allies within 30' are whisked away to the safety of Embelyon where they may spend up to 1d6 days idling among its peaceful glens and dells. Afterward they are returned to the space and time from whence they were summoned. For each day spent in Embelyon, characters must make a DC 5 Will save or lose all desire to return to the real Earth.
- 32+ With a shocked intensity, Pandelume appears before the caster's enemies, revealing himself to them and driving madness into their souls. All creatures within 100' must make a DC 20 Will save or attempt to claw the vision from their sight for the next 1d6 rounds by fleeing, throwing themselves prone, gouging out their own eyes, etc. Sightless creatures or those covering their eyes, such as the caster's allies if properly warned, are not affected.

PATRON TAINT: PANDELUME

When patron taint is indicated for followers of Pandelume, 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 Pandelume requires part of the caster—a finger, a toe, an ear, etc.—for use in his experiments as he slowly creates a clone of the caster in one of his vats. If the result is rolled a second time, the caster must relinquish an organ or limb. If the result is rolled a third time, they must surrender their brain to the vat. A vat-creature emerges 1d4 days later as a clone of the caster, re-rolling all attributes and hit points.
- 2 The caster's form takes on aspects of Pandelume's disturbing appearance. They become difficult to gaze upon, permanently losing 2 points of Personality. If the result is rolled a second time, they take on further aspects, altering their appearance in such a way to force those who view them to turn away in disgust, further reducing their Personality by the same amount and imparting a -2 penalty to all rolls made against the caster. If the result is rolled a third time, their appearance is significantly altered and their abilities are inhibited in such a way to permanently lower their Personality score to 3, but those who see this true form are penalized by -1d in all rolls against the caster.
- 3 The caster has a longing to leave the ruined pavilions of Earth and spends more and more of their time in isolation away from society. If the result is rolled a second time, they begin withdrawing further from the world, losing interest in the affairs of humanity and material riches. If the result is rolled a third time, the caster abandons friends and family and devotes all waking time seeking a way to Embelyon.
- 4 The caster becomes increasingly focused on ensuring the balance of all things. If the result is rolled a second time, they feel compelled to restore their own actions to an equilibrium: if eating a fruit, a seed must be planted; if a creature is killed, the caster must save another from death. If the result is rolled a third time, the caster has become so paralyzed with the consequences of their actions that they suffer a -1d penalty to all initiative rolls.
- 5 The caster is impelled to recover an object located within 1d4 days of travel. Until the object is retrieved for Pandelume, the caster is haunted by the muffled sounds of a screeching creature hunting them seemingly across space and time. Only the caster can hear it, and it seems to get closer each



day. Subject to the judge's discretion, if the caster fails to recover the item within the set time, a formidable demon (type IV) will seek until it finds and destroys the caster. If the result is rolled a second time, the item is guarded by a powerful enemy of Pandelume and some 1d4 weeks distant. If the result is rolled a third time, the item is a relic stolen by a demi-god or powerful demon from a sub-world, requiring 1d4 months of dangerous travel.

- 6 The caster becomes obsessed with understanding the underlying mathematical patterns of magic. If they pursue this compulsion and spend the next 1d4 days in uninterrupted feverish study, they are granted a +1 bonus to the spell checks or rote learning result for one random spell. This result can be rolled up to three times.

PATRON SPELLS: PANDELUME

Followers of the Master Mathematician may learn three unique spells, as follows:

Level 1: *Call to the Violent Cloud*

Level 2: *Metathasmic Touch*

Level 3: *Create Vat-thing*

SPELLBURN: PANDELUME

Pandelume responds to those who seek his aid with the patient understanding of long aeons. When a caster utilizes spellburn, roll 1d4 on the table below.

Roll Spellburn Result

- | | |
|---|--|
| 1 | An intricate pattern of magical energy appears on the ground before the caster, through which they must strain to navigate, drawing out the chosen ability scores (expressed as Stamina, Strength, or Agility loss). |
| 2 | The caster is transported to Embelyon where Pandelume weighs their need in unseen judgment. If the caster is judged worthy, they are sent back weakened by the effort (expressed as Stamina, Strength, or Agility loss). |
| 3 | The equipoise of the universe requires the caster to take the spellburn equally from each ability: Strength, Stamina, and Agility (divided equally, rounded up). If refused, the spellburn cost is doubled. |
| 4 | Pandelume offers the caster the ability to spellburn up to 10 points without any ability damage. Instead, the spellburn is randomly drawn from the ability scores of one of their companions in the caster's stead. |



CALL TO THE VIOLENT CLOUD

Level: 1 (Pandelume) Range: Self Duration: Instantaneous Casting time: 1 round Save: None

General Pandelume grants the caster, and potentially his allies, the ability to travel to the land of Embelyon, the Land None Knows Where, a place that is and is not of Earth. While in Embelyon, the caster does not age, and a bold caster may seek audience with Pandelume himself (which is treated as *invoke patron* made with a +1d bonus to the spell check).

Manifestation Roll 1d4: (1) a whirling cloud appears and takes the caster in four directions before carrying the caster to Embelyon; (2) a funnel descends from the sky and encompasses the caster; (3) a rift appears in the earth revealing a torment under the caster's feet into which they fall; (4) caster bursts apart in four directions and reassembles in Embelyon.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 The caster is carried to Embelyon, but must make a DC 18 Will save or be incapacitated for the next 24 hours due to the overwhelming sensations of the unearthly dimension. The passage is unidirectional and the caster must find a means to return to the earth.

14-17 The caster is carried to Embelyon, but must make a DC 12 Will save or be incapacitated for the next 24 hours. After a day in the land of many-colored lights, the caster is automatically returned to Earth where an equal amount of time has passed.

18-19 The caster is safely carried to Embelyon. After a week in the land of many-colored lights, the caster is automatically returned to Earth where an equal amount of time has passed.

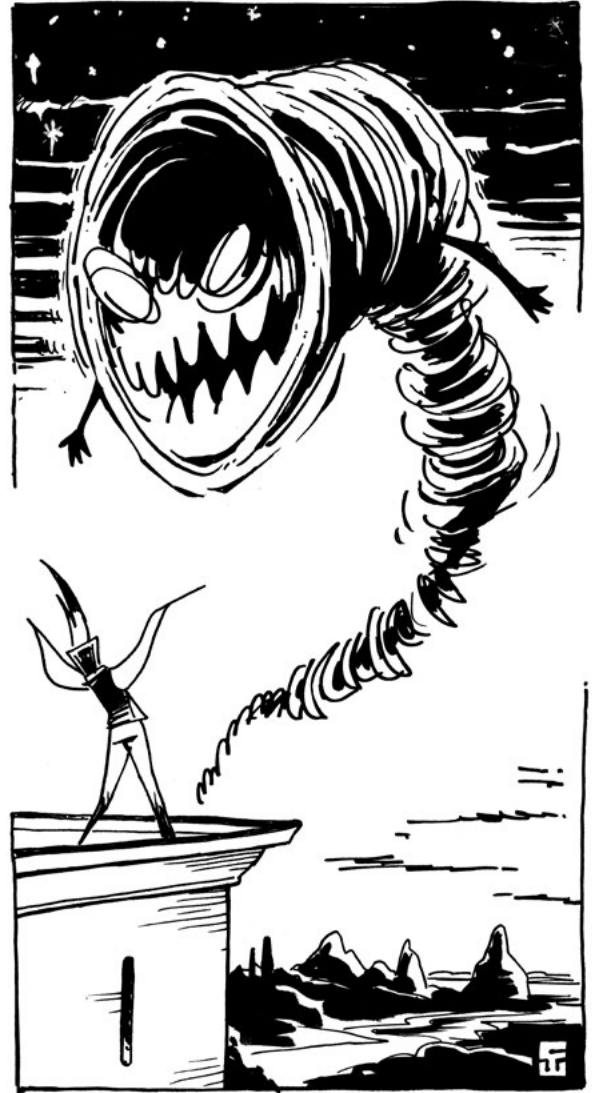
20-23 The caster is safely carried to Embelyon. The caster may stay up to two weeks in Embelyon before they are forced to return, but may choose to return voluntarily at any time before then. While there, only half the amount of actual time has passed on the real Earth.

24-27 The caster and up to one other ally are safely carried to Embelyon. The caster can choose to return to Earth when they decide that their time in Embelyon is at an end. Time on the real Earth passes at a quarter of the rate as that spent in Embelyon.

28-29 The caster and up to two allies are safely carried to Embelyon. The caster can choose to return to Earth when they decide that their time in Embelyon is at an end. Time on the real Earth passes at a tenth of the rate as that spent in Embelyon.

30-31 The caster and up to six allies are safely carried to Embelyon. The caster can choose to return to Earth when they decide that their time in Embelyon is at an end. Time on the real Earth does not pass during the time spent in Embelyon, and the caster may choose the point in time of their return—from the instant they departed until up to a full day later.

32+ For the next day, the caster can walk between Embelyon and this world, shifting between them as the caster passes between trees, into shadows, etc. During this time, the caster receives a +6 AC and can pass through earthly barriers as if they do not exist.



METATHASMIC TOUCH

Level: 2 (Pandelume) Range: Touch Duration: Instantaneous Casting time: 1 action

Save: None

General By touching a creature or object for one action, the caster may attempt to manipulate its underlying matrix to imbue it with temporary vitality or animism.

Manifestation Roll 1d4: (1) caster's hands weave a new pattern in the skin of the target; (2) glowing equations appear on the target; (3) the target appears to ripple with internal force; (4) a fiery skein appears to consume the target before vanishing.

Roll	When Cast on a Living Creature	When Cast on an Object
1	Lost, failure, and patron taint.	
2-11	Lost. Failure.	
12-13	Failure, but spell is not lost.	
14-15	The target creature receives a +1 HD bonus for 1 turn. The creature is treated at its new hit dice level for purposes of turning, critical hits, etc. These hit points are lost first when the target is wounded, and damage suffered while under this effect transfers to their normal hit point pool only if they first lose all bonus hit points. If cast on a PC who is bleeding out, the PC is stabilized, but remains unconscious until healed magically or via the rules for natural healing as per DCC RPG, p. 94.	For the next turn, the object is imbued with a temporary vitality. Doors are reinforced, receiving +10 hit points and a +2 bonus to DC vs. Strength checks to force open. Weapons and objects receive a DC 15 Fort save against any attempts to shatter or break as a result of a critical hit or spell. The object's save is based on the type of material: wood or clay grants +1, stone grants +2, and iron or steel grants +3. Unique or specialized materials may have other properties and benefits at the judge's discretion.
16-19	The target creature receives a +2 HD bonus for 1 turn. These hit points are lost first when the target is wounded, and damage suffered while under this effect transfers to their normal hit point pool only if they first lose all bonus hit points. If cast on a PC who is bleeding out, the PC is stabilized, but remains unconscious until healed magically or via the rules for natural healing as per DCC RPG, p. 94.	For the next turn, the object is imbued with a temporary vitality and animism. Doors are reinforced, receiving +20 hit points and a +4 bonus to DC vs. Strength checks to force open. Weapons and objects receive a DC 12 save against any attempts to shatter or break as a result of a critical hit or spell. The object's save is based on the type of material: wood or clay grants +1, stone grants +2, and iron or steel grants +3. Unique or specialized materials may have other properties and benefits at the judge's discretion. In addition, small objects weighing 10 pounds or less and no larger than one cubic foot can move up to 10' per round at the direction of the caster.
20-21	The target creature receives a +3 HD bonus for 1 turn. These hit points are lost first when the target is wounded, and damage suffered while under this effect transfers to their normal hit point pool only if they first lose all bonus hit points. If cast on a PC who is bleeding out, the PC is temporarily revived and receives the HD benefits above, but at the end of the turn immediately falls unconscious until healed magically or via the rules for natural healing as per DCC RPG, p. 94, unless the temporary hit points are lost first.	For the next turn, the structure is imbued with a temporary vitality and animism. Doors and locks are reinforced, receiving +30 hit points and a +6 bonus to DC vs. Strength checks or Pick Lock checks to open. Weapons and objects receive a DC 8 save against any attempts to shatter or break as a result of a critical hit or spell. The object's save is based on the type of material: wood or clay grants +1, stone grants +2, and iron or steel grants +3. Unique or specialized materials may have other properties and benefits at the judge's discretion. In addition, moderately-sized objects weighing 100 pounds or less and no larger than human-sized can move up to 20' per round at the direction of the caster.

22-25	The target creature receives a +4 HD bonus for 1 turn. These hit points are lost first when the target is wounded, and damage suffered while under this effect transfers to their normal hit point pool only if they first lose all bonus hit points. If cast on a PC who is bleeding out, the PC is revived and receives the HD benefits above, but at the end of the turn immediately falls to 1 hp unless the temporary hit points are lost first.	For the next turn, the structure is imbued with a temporary vitality and animism. Doors and locks are reinforced, receiving +40 hit points and a +8 bonus to DC vs. Strength checks or Pick Lock checks to open. Weapons and objects receive a DC 5 save against any attempts to shatter or break as a result of a critical hit or spell. The object's save is based on the type of material: wood or clay grants +1, stone grants +2, and iron or steel grants +3. Unique or specialized materials may have other properties and benefits at the judge's discretion. In addition, large objects weighing 500 pounds or less and no larger than human-sized can move up to 30' per round at the direction of the caster.
26-29	The target creature receives a +6 HD bonus for 1 turn. These hit points are lost first when the target is wounded, and damage suffered while under this effect transfers to their normal hit point pool only if they first lose all bonus hit points. If cast on a PC who is bleeding out, the PC is revived and receives the HD benefits above, but at the end of the turn immediately falls to 1 hp unless the temporary hit points are lost first.	For the next turn, the structure is imbued with a temporary vitality and animism. Doors and locks are reinforced, receiving +60 hit points and a +10 bonus to DC vs. Strength checks or Pick Lock checks to open. Weapons and objects cannot be shattered or broken as a result of a critical hit or spell. In addition, large objects weighing 1,000 pounds or less and no larger than the size of 2 humans can move up to 40' per round at the direction of the caster.
30-31	The target creature receives a +8 HD bonus for 1 turn. These hit points are lost first when the target is wounded, and damage suffered while under this effect transfers to their normal hit point pool only if they first lose all bonus hit points. If cast on a PC who is bleeding out, the PC is revived and receives the HD benefits above, but at the end of the turn immediately falls to 1 hp unless the temporary hit points are lost first.	For the next turn, the structure is imbued with a temporary vitality and animism. Doors and locks are reinforced, receiving a +80 hit points and +12 to DC to any Strength checks or Pick Lock checks to open. Weapons and objects cannot be shattered or broken as a result of a critical hit or spell. In addition, large objects weighing 2,000 pounds or less and no larger than the size of 3 humans can move up to 50' per round at the direction of the caster.
32-33	The target creature receives a +10 HD bonus for 1 turn. These hit points are lost first when the target is wounded, and damage suffered while under this effect transfers to their normal hit point pool only if they first lose all bonus hit points. If cast on a PC who is bleeding out, the PC is revived and receives the HD benefits above, but at the end of the turn immediately falls to 1 hp unless the temporary hit points are lost first.	For the next turn, the structure is imbued with a temporary vitality and animism. Doors and locks are reinforced, receiving +100 hit points and a +15 bonus to DC vs. Strength checks or Pick Lock checks to open. Weapons and objects cannot be shattered or broken as a result of a critical hit or spell. In addition, large objects weighing 5,000 pounds or less and no larger than the size of 5 humans can move up to 60' per round at the direction of the caster.
34+	The target creature achieves perfect vitality, gaining +10 HD with maximum results for the next turn. The creature is treated at its new hit dice level for purposes of turning, critical hits, etc. If cast on a PC who is bleeding out, the PC is instantly revived to full health without suffering any of the effects of death and dying.	<p>The caster imbues the structure with a vitality <i>or</i> animism of potentially great duration (requiring spellburn; see below). Doors and locks are reinforced, receiving +100 hit points and a +15 bonus to DC vs. Strength checks or Pick Lock checks to open. Weapons and objects cannot be shattered or broken as a result of a critical hit or spell. <i>Alternatively</i>, the caster may choose to animate an object weighing 5,000 pounds or less and no larger than the size of 5 humans permanently granting it movement up to 60' per round at the direction of the caster.</p> <p>For either of these results, the caster must expend a minimum of 1 point of spellburn. The duration increases with each point expended as follows: (1) one week; (2) one month; (3) six months; (4) one year; (5) five years; (6) a decade; (7) twenty years; (8) forty years; (9) sixty years; (10) permanent.</p>

CREATE VAT-THING

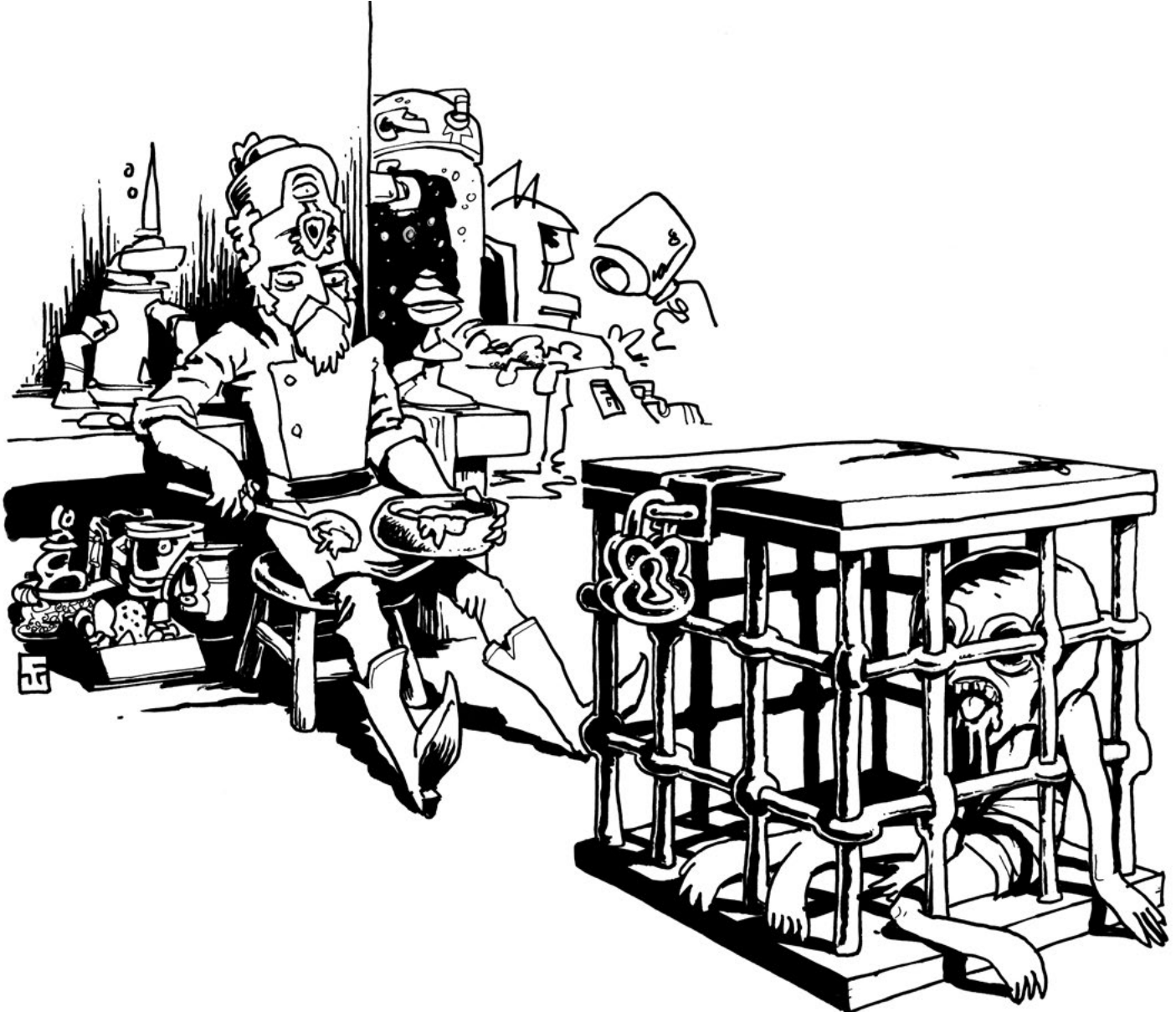
Level: 3 (Pandelume) Range: N/A Duration: Varies Casting time: 1 week Save: None

General	With this instrument, Pandelume grants the caster the ability to create life from the master-matrixes known as patterns. The caster must gather the components to create the vat-thing's pattern, costing at least 5,000 terces in components. Once created, the pattern remains and can be reused to make additional copies of the vat-thing. The roll is only made after the vat-thing grows for a full week. If the spell check result is 11 or lower, the pattern is lost and must be recreated.
Manifestation	Roll 1d4: (1) the vat-thing congeals in the caster's vats over the course of the casting; (2) the vat-thing's form is slowly revealed as the surrounding proto-matter melts away; (3) the vat-thing's organs appear first and gain vitality over the course of the spell; (4) the vat-thing emerges from the caster's tanks crawling and covered with a cowl of plasm-like material.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	The caster creates a vat-thing of pitiable extent that lasts for a single hour. It has Intelligence, Strength, Agility, and Stamina of 3 in addition to its other stats, (which may be rolled using 3d6 as normal). While alive, the caster may command it to perform the most basic tasks, but it does not understand verbal or written language.
18-19	The caster creates a vat-thing of pitiable extent that lasts for a single day. It has Intelligence, Strength, Agility, and Stamina of 5 in addition to its other stats. While alive, the caster may command it to perform the most basic tasks. It understands the caster's verbal commands, but cannot read or write.
20-21	The caster creates a vat-thing of minor vitality that lasts for a single week. It has Intelligence, Strength, Agility, and Stamina of 7 in addition to its other stats. While alive, the caster may command it to perform basic tasks. It understands the caster's verbal commands, but cannot read or write.
22-23	The caster creates a vat-thing of average vitality that lasts for a single month. It has Intelligence, Strength, Agility, and Stamina of 9 in addition to its other stats. While alive, the caster may command it to perform complex tasks. It understands the caster's verbal commands and can read and write the language of the Twenty-first Aeon.
24-26	The caster creates a vat-thing of robust vitality that lasts for a single year. It has Intelligence, Strength, Agility, and Stamina of 12 in addition to its other stats. While alive, the caster may command it to perform complex tasks. It understands the caster's verbal commands and can read and write the language of the Twenty-first Aeon in addition to one other language known by the caster. The vat-thing has no real will and is only an echo of true life.
27-31	The caster creates a vat-thing of robust vitality that lives for a number of years equal to the caster's level. It has above-average Intelligence, Strength, Agility, and Stamina of 13 in addition to its other stats and can perform complex tasks. It understands the caster's verbal commands and can read and write the language of the Twenty-first Aeon in addition to two other languages selected by the caster, one of which may be unknown to the caster. The vat-thing has a nascent will and may act independently of the caster's commands. If tasked with a complex moral or philosophical action, the vat-thing may resist or reject the command at the judge's discretion.
32-33	The caster creates a vat-thing of notable puissance that lives for a normal human lifespan. It has exceptional Intelligence, Strength, Agility, and Stamina of 14 in addition to its other stats and can perform complex tasks. It understands the caster's verbal commands and can read and write the language of the Twenty-first Aeon in addition to three other languages selected by the caster, two of which may be unknown to the caster. The vat-thing has a will and may act independently of the caster's commands. If tasked with a complex moral or philosophical action, the vat-thing may resist or reject the command per the judge's discretion.
34-35	The caster creates a vat-thing of extraordinary vitality that lives for twice a normal human lifespan. It has a genius-level Intelligence, and superior Strength, Agility and Stamina of 15 in addition to its other stats and can be taught 1d3 spells known by the caster in addition to knowing three other languages selected by the

caster, two of which may be unknown to the caster. It has absolute free will and any sign of weakness by the caster causes the vat-thing to despise its creator and seek opportunities to destroy him. In addition, the caster may attempt to load the vat-thing's sensorium with IOUN stones. For each IOUN stone used in the preparation, the magician may imbue the semblance with additional puissance, granting it the equivalent of a magician's full level in abilities. For each IOUN stone, the vat-thing must make a DC 10+HD Will save or go mad from the reeling forces now beyond its control. For example, a vat-thing imbued with three IOUN stones would be the equivalent of a 3rd-level magician and be required to make three successive Will saves of DC 11, 12, and 13 or go mad during the process. IOUN stones used in the preparation are lost regardless of the success of the save.

36+

The caster creates a singular semblance imbued with the capacity for the greatest magics and with knowledge of a hundred tracts, including catalogues, compendia, pantologies and universal syntheses. The vat-thing will not die of natural aging, has supreme Intelligence, Strength, Agility, Stamina, and Personality of 18 in addition to its other stats, and can be taught 1d3+CL spells known by the caster. It has absolute free will and any sign of weakness by the caster causes the vat-thing to despise its creator and seek opportunities to destroy him. In addition, the caster may attempt to load the vat-thing's sensorium with IOUN stones. For each IOUN stone used in the preparation, the magician may imbue the semblance with additional puissance, granting it the equivalent of a magician's full level in abilities. For each IOUN stone, the vat-thing must make a DC 10+HD Will save or go mad from the reeling forces now beyond its control. For example, a vat-thing imbued with three IOUN stones would be the equivalent of a 3rd-level magician and be required to make three successive Will saves of DC 11, 12, and 13 or go mad during the process. IOUN stones used in the preparation are lost regardless of the success of the save.



KRAAN



The Encephalitic Fiend is a powerful demon lord whose ambition to collect intelligence is quite literal. Known for stealing the minds of those he has conquered, Kraan stores the brains in jars of unhallowed acids. The brains liquefy during a decades-long process until the demon quaffs the remaining sludge, boosting his own mental prowess as well as his understanding of the mutable boundaries of perception and reality. His adumbrated form is human-like, but absorbent of all light, appearing as a void in even the darkest of nights.

Kraan's name falls only from the lips of the most corrupt or the most desperate. Favored among his supplicants are witches, who call upon him when wreaking powerful curses against their foes. So widespread is this practice among witches that it has even been taken up by common folk, who unknowingly invoke Kraan as a form of epithet. Though the demon lord does nothing to encourage this spreading usage of his name, Kraan becomes aware of the surroundings of those who utter his cognomen.

Invoke Patron check results:

- 12-13 The supplicant briefly catches the ear of Kraan while his focus is elsewhere. He grants the caster a +3 bonus to their next spell check before summarily dismissing them with a psychic wave of his hand.
- 14-17 Reaching in to adjust the caster's medulla, Kraan places a powerful string of magical failsafe instructions. For the next 24 hours, if the caster begins to bleed out, a number of vital functions within their body will slow, allowing double the time to render aid or for the rolling of the body.
- 18-19 So great is the accumulated knowledge of Kraan that it can often resemble precognition. With a cursory analysis of the caster's circumstances, the demon offers advice on how to avoid strategic missteps. The caster gains a single re-roll, usable during the next turn.
- 20-23 The staggering intellect of Kraan is turned toward the petitioner's plight and forecasting probable outcomes. With the benefit of Kraan's psychic guidance, the caster—or, should they choose to advise a companion, the chosen beneficiary—gains two re-rolls, usable during the next half hour.
- 24-27 Kraan hears the cries of the petitioner and responds by transferring mystical energies directly into the caster's cerebral cortex. Because of this heightened activity, the caster gains double movement and actions for 2d3 rounds. The brain is not meant to function under such stresses, and the more powerful the mind, the more easily it may be damaged. This power inflicts 1 + Intelligence modifier of hit point damage each round.
- 28-29 Kraan impatiently thrusts rote-learned knowledge of a random level 1 spell into the mind of the caster. The limited exposure to the ancient magical formulae grants a spell check result of 15+CL. Kraan will want some small favor in the future in return for this benevolent gift, such as collecting the brain of several erbs, or a temporary sacrifice of intelligence to further Kraan's desires.
- 30-31 Kraan studies the circumstances and inserts a single instance of appropriate (judge's discretion), rote-learned knowledge of a level 1 or 2 spell into the mind of the caster. The focused spell knowledge grants a spell check result of 20+CL. In return for this great and prescient gift, Kraan will demand the beneficiary perform some major task for him in the next year, such as offering him the mind of a specific wizard.
- 32+ Something about the current situation has garnered Kraan's full, undivided attention. The demon devotes the fullness of his intellect to the needs of his petitioner and forces pertinent information into the mind of the caster granting a +2d bonus to all rolls for one turn. Such wisdom comes at a price however, and when Kraan withdraws from the caster's mind, 1 point of permanent Intelligence goes with him.

PATRON TAINT: KRAAN

When patron taint is indicated for Kraan, 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's brain swells, forcing their eyes to grotesquely bulge in their sockets. If the result is rolled a second time, veins on the side of the magician's temples enlarge to provide greater blood flow to the brain—all the while pulsing in a discomforting fashion. This greater disfigurement causes the caster to suffer a -1 penalty to all Personality checks. If the result is rolled a third and final time, the brain growth cracks and distends the magician's skull, inflicting chronic headaches and increasing the penalty to Personality related tests to -1d.
- 2 Kraan's thirst for knowledge infects the caster. When confronted by a book or scroll, the caster must make a DC 12 Will save or be forced to immediately spend the next turn in studious contemplation of the newly found information. If the result is rolled a second time, the DC increases to 15. If the result is rolled for a final time, the DC increases to 20 while the duration of study increases to thirty minutes.
- 3 Repeated exposure to the whispering of Kraan fills the caster with self-doubt and hesitation. The caster rolls twice for initiative and uses the lower result. If the result is rolled a second time, the caster acts at the lower result minus 1. If the result is rolled a third time, the caster suffers a -1d penalty to initiative rolls.
- 4 The caster forms a bond with Kraan and the demon begins to correspond directly with the caster's mind, constantly second-guessing decisions and giving curt instructions. Each time the magician casts a spell, the distraction causes a -1 penalty to the spellcasting check. With each additional result, the "advice" becomes more frequent, insistent, and distracting (increasing the penalty by an additional -1 to a maximum of -5).
- 5 Perception, daydreams, and experiences roil together in the caster's mind and alter their memories of their pre-adventuring occupation. The caster's memories prior to taking up adventuring are changed, leaving them the delusion of having led a different professional life (roll a new random occupation to overwrite the original occupation). With no memory of prior experiences, and no experiences within the caster's current memories, all professional skill-based checks are treated as un-



trained and are rolled using 1d10. Each additional rolling of this result grants a +1d bonus for the skill checks based upon this delusionary profession, to a maximum of 1d24.

- 6 The caster's senses extend to, and are blended with, input of another reality. Their senses are afflicted in the following order: (1) smell: caster cannot perceive airborne poisons, smell smoke, or clearly taste food; (2) touch: caster loses the ability to feel pain and is oblivious to harm to themselves if said harm is unseen; (3) taste: caster suffers a -1d penalty to Fort saves vs. ingested poisons; (4) hearing: caster gains a +1d bonus to saves against sonic attacks but is now unable to hear conversations at a volume below shouting; (5) sight: the caster's vision becomes too occluded to clearly perceive anything at a distance greater than 10'.

PATRON SPELLS: KRAAN

The Encephalitic Fiend grants three unique spells, as follows:

Level 1: *Purblind Vision of the Underworld*

Level 2: *Sciolistic Regurgitation*

Level 3: *Deliquescent Effluxion*

SPELLBURN: KRAAN

Kraan thrives on forcing mortals to question their own perceptions and experiences, stealing them for his own. When a caster utilizes spellburn, roll 1d4 on the table below or build off the ideas below to create an event specific to your campaign.

Roll Spellburn Result

- | | |
|---|--|
| 1 | The caster is granted the spellburn bonus, but at mental cost. The caster is drained of all knowledge of the last hour, increasing by an hour for each additional point of spellburn. The caster must succeed on a Will save (DC 10 + amount of spellburn) or be stunned in bewilderment for 2d3 rounds. |
| 2 | The caster surrenders their will to the machinations of Kraan, who drains the caster of vitality according to his own cosmic stratagem. Roll 1d5 to determine the stat drained in the spellburn: (1) Strength; (2) Agility; (3) Stamina; (4) Personality; (5) the caster suffers no drain but still receives the spellburn bonus to the casting. |
| 3 | The caster's soul is bared to the perception-warping questioning of Kraan, challenging their accepted belief of what is real and what is mere illusion. Being so affected requires a DC 12 Will save. Upon success, the caster's mind remains closed and they receive the spellburn bonus as normal. Failure indicates the doors of perception are thrown wide and the caster sees the strings behind the weaving of reality. Instead of the expected spellburn bonus, the caster instead receives a +5 bonus to all saves for a number of rounds equal to their caster level. |
| 4 | Cerebrospinal fluid erupts from the caster's eyes, nose, and mouth (expressed as Stamina, Strength, or Agility loss). The geyser of cranial effluvia sprays over everything within 5'. |



PURBLIND VISION OF THE UNDERWORLD

Level: 1 (Kraan) Range: Self Duration: 1 turn per CL Casting time: 2 actions Save: None

General As a demonstration of his unending beneficence, Kraan grants the supplicant a limited version of demonic sight. This visual acuity overrides the caster's normal vision, utterly replacing it for the duration of the spell. Additionally, the range of this infernal sense is truly purblind, a mere 20'. Nothing beyond that range may be clearly discerned.

Manifestation Roll 1d4: (1) caster's eyes are replaced with balls of vermillion flame; (2) caster grows miniature ram horns from their temples, a scant 6" in diameter; (3) caster's eyes fuse shut and a new pair of eyes erupt from the center of their brow; (4) caster's voice becomes a high-pitched screech, their new vision expressing itself as infernal echolocation.

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| 1 | Lost, failure, and patron taint. |
| 2-11 | Lost. Failure. |
| 12-13 | The caster gains powerful infravision, discerning heat signatures up to one hour old. In addition to common infravision, the caster can pick out tracks, signs of bodily contact with cooler objects, etc., while gauging how much time has passed since the traces were left. |
| 14-17 | In addition to the above, the caster gains the ability to see multi-hued auras around living creatures and thus differentiate the alignment of those beings by reading the mystic marks made upon their auras by their (non)involvement in the eternal struggle between Law and Chaos. |
| 18-19 | In addition to the sensory gifts above, by running a hand across the text of a book, the heat absorption differential between the page and the ink upon it allow the caster to make out the text upon the page. The caster may discern the meaning and intent of those written words, even while unable to understand the language herself. While not full comprehension, they are able to make out enough to understand the rudimentary meaning well enough to follow directions, intercept a communique, etc. |
| 20-23 | In addition to the above, the caster's demonic vision grows in power to the point where the veil of invisibility is rent asunder, allowing them to glimpse that which is ordinarily hidden. Invisible objects and creatures in range may now be sighted via their heat signature. |
| 24-27 | The caster extends their aura-sight into the realm of phlogistonic patterns, becoming aware of enchantments on any object or creature within sight (including enchanted items, scrolls, potions, and ongoing spell effects). The caster is unable to pinpoint the nature and power of the magic, only ascertain that it is in effect. |
| 28-29 | In addition to the above, the caster's reading comprehension increases, allowing them to fully read and comprehend any written language, mundane or magical. It should be noted that the act of reading of a complete spell scroll typically takes 1 turn per spell level. Should the caster wish to spend time to copy the spell into their grimoire, the time required is tripled. |
| 30-31 | In addition to the above, the caster gains the gift of extra-dimensional vision, allowing them to see through stone, wood, or other similarly porous materials. The caster's new sight is unable to penetrate lead or gold, however. |
| 32+ | In addition to the above, the caster gains the Kraan's gift of sooth-sight, their vision piercing all forms of magical darkness and illusions. |



SCIOLOGIC REGURGITATION

Level: 2 (Kraan) Range: Self Duration: Varies Casting time: 1 turn Save: See below

General Through entreaty to Kraan, the caster allows knowledge to be extruded from the fiend's jarred brains and compressed into their own. This allows the caster to be seen as versed in a subject in levels from familiarity to near godlike sagacity. The information gained will be germane to the conversation or situation at hand. The method of knowledge transfer makes it awkward to use this spell as an organon, and while the caster retains none of the imparted knowledge, listeners may attempt to retain details with a Will save equal to the spell result, though they may not be intelligent enough to do more than parrot what is retained. Alternatively, the caster may choose to call upon memories and abilities from the cerebral collective to gain the temporary knowledge of an occupation or the abilities of a specific class. The choice of application must be made before the spell check is made or the spell is memorized.

Manifestation There is no outward manifestation of this spell.

	Learned Knowledge	Proficient Skills
1	Lost, failure, and patron taint.	
2-11	Lost. Failure.	
12-13	Failure, but spell is not lost.	
14-15	<i>Layperson.</i> Caster gains a basic knowledge of any given conversational subject (examples include history, science, music, mathematics, magic, biology, local gossip, politics, religion, etc.) to the level of being able to hold a conversation in the chosen subject while overall ignorance is still apparent. Caster will appear to have at least heard some specific details of import but may not fully comprehend them (judge's discretion). Caster may converse for 1+CL rounds on the current subject.	<i>Restless local.</i> Caster gains the ability to use the occupational knowledge and single mundane class-related ability of their choice from the memories of an inexperienced adventurer. The level of ability is equal to that of a 1st-level character of the appropriate class and the purloined memories last for 1d3 rounds.
16-19	<i>Apprentice.</i> Caster understands the basics of the conversational subject at the level of a student, giving them the ability to converse in a more cogent fashion. Those in the conversation do not hear anything of note but are left with a general impression that the caster is somewhat knowledgeable on the topic, granting a +1 bonus to all Personality tests involving the listeners. Caster may speak for 1d3+CL rounds on the conversational subject.	<i>Explorer.</i> Caster calls upon all abilities of the specific class of their choice, in addition to a single occupational skill, from the memories of a newly-minted adventurer. The level of proficiency is equal to that of a 1st-level character of the appropriate class and the counterfeited memories last for 1d4 rounds. In the case of spellcasting ability, the caster's mind is able to hold the rote-learned knowledge of a single level 1 spell chosen at random with a memorized spell check result of 12+CL.
20-21	<i>Journeyman.</i> Caster has a solid understanding of the primary subject, giving them the appearance of having a working knowledge of the field. Listeners feel the speaker to be credible and to be thoroughly understand matters, granting a +2 bonus to any Personality tests involving those present during the conversation.	<i>Venturer.</i> Drawing upon the memories of an experienced adventurer, the caster calls upon all abilities of the specific class of their choice, in addition to a single occupational skill. The level of proficiency is equal to that of a 2nd-level character of the appropriate class. These borrowed remembrances last for 1d5 rounds. In the case of spellcasting ability, the caster's mind can hold the rote-learned knowledge of two level 1 spells determined at random with a memorized spell check result of 13+CL.

22-25	<i>Master.</i> Caster expertly grasps one basic conversational subject. This is still a fairly broad field, although some light knowledge of specialty subjects may be recited (judge's discretion). Listeners assume the caster to be fully acquainted with the subject and to be a person with valuable expertise to perhaps call upon in the future, granting a +3 bonus to all Personality tests involving those engaged in the conversation. Caster may speak for 1d5+CL rounds on the conversational subject.	<i>Wanderer.</i> Caster is granted the power to dredge through the collected memory trove of Kraan and call upon all abilities of a specific class of their choice, in addition to a single occupational skill. The level of proficiency is equal to that of a 3rd-level character of the appropriate class. These appropriated recollections are retained for 1d6 rounds. In the case of spellcasting ability, the caster's mind can hold the rote-learned knowledge of two level 1 spells <i>or</i> one level 2 spell determined at random with a memorized spell check result of 14+CL.
26-29	<i>Specialist.</i> Caster may lecture upon a subject and a number of specialties equal to the caster's level within the subject for 1d3+CL turns. Things of this nature include: biological discussions of a particular creature and its habits; a specific royal lineage; the finer points of contract law; the nuances of a particular arcane affinity; the in-depth geography of a particular nation; etc. Listeners assume the speaker is an expert in the field with a number of years' study into specific avenues of specialty, granting a 1d3+CL bonus to any Personality tests during the conversation.	<i>Fortune hunter.</i> Absorbing the mind of an elder adventurer, the caster is able to call upon all abilities of the specific class of their choice, in addition to a single occupational skill. The level of proficiency is equal to that of a 4th-level character of the appropriate class. The false memories remain for 1d7 rounds. In the case of spellcasting ability, the caster's mind can unerringly retain the rote-learned knowledge of five randomly determined spells ranging from level 1 to level 2 with a memorized spell check result of 15+CL.
30-31	<i>Chronicler.</i> Caster is versed in the fine details of any conversational subject dealing with matters of the last hundred years. Details both well-known and secret are wound into the conversation to great effect and even expert listeners may be hard pressed to keep up with the discussion leaving them so impressed as to grant a 1d4+CL bonus to any Personality tests involving the listeners present. Caster may lecture upon this subject for 1d4+CL turns.	<i>Champion.</i> Drawing forth the reminiscences of an adventurer hero regarded as a true champion of their chosen cause, the caster may call upon all abilities of the specific class of their choice, in addition to a single occupational skill, for 1d8 rounds. The level of proficiency is equal to that of a level 1+CL character of the appropriate class. In the case of spellcasting ability, the caster's mind can hold the rote-learned knowledge of five randomly determined spells ranging from level 1 to level 3 with a memorized spell check result of 15+CL. Awash in powerful memories, the caster must make a DC 12 Will save at the end of the spell's duration or be disoriented for 1d5+1 rounds afterward.
32-33	<i>Sage.</i> Caster is versed in the fine details of any conversational subject dealing with matters of the last 500 years of knowledge and discovery. Fine details and trivial nuggets of information fall from the caster's lips effortlessly (judge's discretion) and even expert listeners may be hard pressed to keep up with the discussion. Listeners hold the speaker in awe, granting a 1d5+CL bonus to any Personality tests involving the listeners during the conversation. Caster may lecture upon this subject for 1d5+CL turns.	<i>Hero.</i> From the far-distant past, the caster summons forth the memories of a near-peerless hero of old. The caster calls upon all abilities of the specific class of their choice, in addition to a single occupational skill, for 1d10 rounds. The level of proficiency is equal to that of a level 2+CL character of the appropriate class. In the case of spellcasting ability, the caster's mind retains the rote-learned knowledge of seven randomly determined spells ranging from level 1 to level 3 with a memorized spell check result of 15+CL. As the near-overwhelming recollections drain from the caster's mind, the caster must make a DC 15 Will save at the end of the spell's duration or be disoriented for 2d5+CL rounds afterward.

34+	<p><i>Philosophist savant.</i> Caster is capable of lecturing at near endless length (1d5+CL hours) on the deepest details of the most obscure minutia of any conversational subject: royal lineages may be recited for 1,000 years of successions; the grand unification theory can be explained; the entire output of an artist catalogued and critiqued; razor-fine philosophical nuances of religion are laid out with ease; etc. There is nearly no limit to the knowledge that may be imparted this way save for the judge's discretion. Listeners are so shaken by the impossible profundity of the caster's knowledge that they must pass a DC 18 Will save else immediately excuse themselves from the speaker's presence and leave the area by the most direct way possible. The caster gains a 1d10+CL bonus to any Personality tests involving the listeners during the conversation.</p>	<p><i>Hero of legend.</i> Reaching deep into Kraan's collection of minds and knowledge, the caster draws forth the memories of a singular hero of legend. Caster may now call upon all abilities of two classes of their choice, in addition to a single occupational skill and all memories of the hero (judge's discretion) for 1d12 rounds. The character ability levels are equal to CL+2 (maximum of 10). In the case of spellcasting ability, the caster's mind expands to hold the rote-learned knowledge of seven randomly determined spells of levels appropriate to the class level(s) absorbed with a memorized spell check result of 15+CL. Calling upon such great power carries risks however, and at the expiration of the spell the caster must make a DC 18 Will save else have their mind utterly subsumed by the ego of the ancient hero—permanently changing their character class to that of the hero, but returning to their previous character level.</p>
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DELINQUENT EFFLUXION

Level: 3 (Kraan) Range: 50' Duration: Varies Casting time: 1 round Save: Fort vs. spell check

General Kraan's favored are capable of carrying out his work by aiding in the delinquent preparations of minds for their patron's consumption. The target is subjected to existential agonies and ill effects caused by the liquefaction of portions of their brain by demonic acids, thereby burning away both flesh and spirit.

Only sentient creatures with a physical brain are vulnerable to this spell. Victims whose Intelligence or Personality scores are drained to 0 enter a state of catatonia from which there is no return, as their mind and soul have been completely absorbed by the demon. In cases where Personality or Intelligence scores are not provided, assume a score of 10 for creatures of average human intelligence.

Manifestation Roll 1d4: (1) a stream of infernal acid sprays across the target, seeping into their head; (2) a cloud of noxious vapors momentarily obscures the target; (3) caster's eyes weep tears of demonic acid; (4) caster's cranium expands to twice its normal size as the spell is performed, and then suddenly contracts back to normal size.

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| 1 | Lost, failure, and patron taint. |
| 2-11 | Lost. Failure. |
| 12-15 | Failure, but spell is not lost. |
| 16-17 | The caster unleashes the acids of Kraan into the skull of a target, doing 3d6 damage and inflicting a temporary loss of 1 point of Intelligence. |
| 18-21 | The caster unleashes the acids of Kraan into the skull of a target, doing 4d6 damage and inflicting a temporary loss of 1 point of both Intelligence and Personality. |
| 22-23 | The forehead of a victim visibly swells from the volume of liquid compressing their brain tissues. The acids melt away matter, causing 6d6 damage and inflicting a temporary loss of 1d3 points of both Intelligence and Personality. |
| 24-26 | The caster selects two targets within range, splitting the victims' scalps under the hydro-cranial pressures. The infernal corrosives cause 4d6 damage and inflict a <i>permanent</i> loss of 1d3 points of both Intelligence and Personality. |
| 27-31 | The caster selects one target, and Kraan drinks deeply of the intellectual sacrifice. Unearthly fluids and gobbets of brain slosh within the victim's skull as the demonic feeding causes 6d10 points of damage and the <i>permanent</i> loss of 1d6 points each of Intelligence and Personality. |
| 32-33 | The caster chooses two targets range and offers their minds to Kraan. Diabolic fluids fill the craniums of the victims, with effluxia overflowing through their eyes and nose. The acids cause 6d10 damage and inflict a <i>permanent</i> loss of 1d6 points of both targets' Intelligence and Personality. |
| 34-35 | The caster offers the minds of all within 50' as sacrifices to their patron (including allies). Kraan samples each mind, dissolving and savoring a portion of each proffered intellect. Sating his curious appetites causes all who are tasted to suffer 6d10 damage and the <i>permanent</i> loss of 1d6 points of both Intelligence and Personality. |
| 36+ | The caster calls upon Kraan and the patron answers, removing the brain of any single target within the caster's line of sight and placing it directly into his collection of chosen minds to torment prior to devouring. A successful save indicates that Kraan has merely scooped out a portion of the target's brain, doing 8d12 damage and inflicting a <i>permanent</i> loss of 2d6 points of both Intelligence and Personality. In the event of a failed saving throw, physical death is instantaneous: infernal acids torrentially gout from the victim's eyes, ears, mouth, and nose, splashing onto all within 20' for 1d8 points of acid damage. |





THE PRAGMATICA

The Pragmatica is the keeper of the pattern. A metallic, silicon-based lifeform of unknown origin, some believe that it traverses the 11-dimensional multiverse, sending paths of time-light across the chronic continuum and altering worldvolumes based on preprogrammed acausal connecting principles. Consequently, some societies, such as the people of Sfere, interpret the Pragmatica as a god-figure. Since it is a higher dimensional being, it is only partially comprehensible to those constrained by space and time. Nonetheless, empirical evidence suggests consistency in the following behaviors.

The Keeper is fluent in all languages, but prefers to communicate using an abstract lore termed “Mathematics,” although very few understand it. It promotes logic and seeks to eliminate the irrational. Indeed, devoted followers of the Pragmatica seem to have replaced portions of their humanity with something mechanical, anti-social, and lacking emotion. The Pragmatica alters both organic and inorganic realities by compactifying portions of the underlying pattern governing magic and physical law; it perceives localized regions of the immanent structure with absolute clarity. This enables it to find and repair areas where the pattern has suffered perturbations arising from erroneous time-travel, spell misfires, phlogistic ruptures, etc.

Those wizards, magicians, and witches who seek the power derived from the Pragmatica are typically aligned with law; others have difficulty understanding the pattern’s order, and thus those non-lawful disciples of lesser intelligence are less adept in utilizing its ensorcelments (see below). In return for its gifts, the Pragmatica requires its disciples to assist in finding and repairing the pattern’s damaged areas, which are inherently insalubrious and may be damaged more in the process. The week-long *patron bond* ceremony should culminate with an intricately-drawn maze without entrance or exit. The judge is encouraged to reward enthusiastic role players who create such a drawing with up to a +1d bonus to their PC’s bonding ritual spell check, as deemed appropriate.

Invoke Patron check results:

- 12-13 The Pragmatica grants its disciple impermanent perspicacity regarding the pattern’s subtleties. The caster gains a +1d bonus to their next spell check. If the result is a failure, but not a fumble (natural 1), then it may be re-rolled until success is obtained. The caster may choose any result less than or equal to the check, regardless of the spell’s particulars.
- 14-17 Ripples in the pattern appear around the caster’s opponents, unveiling methods to reduce their puissance and offensive efficacy. For 2d3 rounds, once per round, the caster may impose a -1d penalty to one of the judge’s rolls. The caster may apply the bane at any time within the round, but it must be announced before the roll.
- 18-19 The pattern’s keeper temporarily disimpedes the means to shape the future. The caster may choose the exact results of their next 1d4 rolls (e.g., a 17 on a d20). However, the 1d4 is secretly rolled by the judge. If the caster chooses more results than specified by the d4, then those are treated as fumbles. For example, if the judge rolls a two, then the caster’s third attempt at naming their roll is a fumble. Note that results chosen which would normally qualify as critical successes, such as a natural 20 on a d20, do not qualify as crits and lack the associated benefits.
- 20-23 The Pragmatica immures one target within their own two-dimensional mental maze (Will save vs. spell check to resist). The victim loses sight of all environs, sees only the labyrinth, and is irresistibly compelled to move through it. Each round, the target must move their full movement rate, and the judge rolls 1d4 to determine the direction: (1) north; (2) east; (3) south; (4) west. Although one mentally sees the maze, their body remains in the physical world, and may walk into a wall, off a cliff, into a group of enemies, etc. The victim does not defend themselves, and is treated as helpless (opponents gain a +1d bonus to attacks). The target is chosen by the caster and must be within 200’. The effect lasts 3d6 rounds.
- 24-27 The voyant gains temporary insight to warp the magical designs surrounding them. For 1d4+CL rounds, they save vs. all spells and magical effects from items using 1d100.

- 28-29 The Pragmatica alters the torsions of causality surrounding the caster and any allies within 20'. Any attacker inflicting damage suffers twice that damage from a similar, but more grievous wound than its antecedent. The effect lasts for 2d4 rounds and applies only to attacks resulting in hit point or ability loss.
- 30-31 The caster comprehends their magic's patterns with profundity. They gain a +2d bonus to spell checks for the next 2d3 rounds. If the result is a failure, but not a fumble (natural 1), then it may be re-rolled until success is obtained. The caster may choose any result less than or equal to the spell check, regardless of the spell's particulars.
- 32+ The Pragmatica considers the caster's opponent to be a damaged portion of the pattern. A single target within line of sight is ripped from the current reality and placed in another place and time. How this reparation affects the PCs' pasts and potential futures is determined by the judge's desire for the suprapullulation of unintended consequences.

PATRON TAINT: THE PRAGMATICA

Few can serve the Pragmatica and not be warped into its own image and start to perceive the pattern as it does. Sadly, beings born in three-dimensional space and one-dimensional time do not have the faculties to process the perceptions; these tainted disciples generally suffer for it.

When patron taint is indicated for the Pragmatica, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, rolling is supererogatory. Unless stated otherwise, all effects "stack" cumulatively.

Roll Result

- 1 Staring too hard at the pattern blinds the eyes. The caster suffers a -1d penalty to all checks that require vision. If the result is rolled a second time, the penalty becomes -2d. If the result is rolled a third time, the caster is irrevocably blind.
- 2 Striving to mimic to the Pragmatica, the caster avoids needless dialogues, and eschews their emotions for colder, more rational behaviors. Non-party members avoid prolonged conversations with them, and the caster acquires an extreme emotional reticence which effectuates a -1d penalty to Personality checks that call for passion, empathy, etc. If the result is rolled a second time, the penalty is increased to -2d. If the result is rolled a third time, most people refuse to speak to them, and suspect them of being a machine. The caster makes all such Personality



checks with a d3 (success is but a dream), and permanently loses 1 point of Personality.

- 3 The Pragmatica transfigures the caster by replacing portions of skin with a fine metallic mesh. If the result is rolled a second time, the mesh thickens and covers the entire body, implementing a +1 bonus to AC and a -1 penalty to Reflex saves; spell casting is not affected. If the result is rolled a third time, the caster's entire skin is replaced with porous metallic plates, granting a +3 bonus to AC but imparting a -3 penalty to Reflex saves, and the caster now suffers double damage from electrical or shock-based attacks.
- 4 The caster begins to confuse present, past, and future. In speech, they consistently use the wrong tenses for verbs, and mistakes what has happened with what will happen. If the result is rolled a second time, the caster becomes chary of doing things and must pass a DC 14 Will save for each non-movement action; if failed, then they must spend one action hesitating before taking the action. Any change in the action, or a new action, requires a new Will save. If the result is rolled a third time, the caster additionally suffers a -4 penalty to all initiative checks.
- 5 The caster gains the ability to alter the metamagical pattern but cannot control it. At the start of each gaming session, the player must re-roll their PC's spell provenance (or mercurial magic) effects. If the result is rolled a second time, they inadvertently change the outcome of their spells. With each casting, they must make a DC 14 Will save or decrease their spell check by 2d3. If the result is rolled a third time, they accidentally alter the spell checks of allies. The caster must make a DC 14 Will save when allies cast spells within 100', or those spell checks are degraded by 2d3.
- 6 Increased awareness of the pattern's higher dimensions distorts three-dimensional vision and depth perception. The caster has trouble judging exact distances to things, and treats all missile attacks as if they are long range, suffering a -1d penalty to the attack. If the result is rolled a second time, the problem becomes more severe with straight objects appearing curved, and vice versa. They suffer a -10' penalty to movement. If the result is rolled a third time, space sometimes appears like an inflating and deflating balloon, making it difficult to estimate the motion of things approaching them. The caster suffers a -2 penalty to AC.

PATRON SPELLS: THE PRAGMATICA

The Pragmatica grants three unique spells, as follows:

Level 1: *Loosen Space Free of All Warp*

Level 2: *Pattern of Hynomeneural Clarity*

Level 3: *The Prime Unhinger*

SPELLBURN: THE PRAGMATICA

The pattern linking magic to reality is easily deformed, changed, even damaged, with spellburn. The Pragmatica's disciples sometimes cause more dramatic effects because of their natural attunement to the pattern. When a spellcaster utilizes spellburn, roll 1d4 on the table below.

Roll Spellburn Result

- 1 The pattern's flexion warps to the limits of control. The caster must make a Will save vs. DC 10 + points burned (e.g., DC 18 for 8 points of spellburn). If failed, then all points are taken from a single randomly determined physical ability (Stamina, Strength, or Agility) rather than the caster's intended allocation.
- 2 The caster perceives future experiences though the pain of spellburn. This insight grants a number of points of additional spellburn equal to the caster's level that are not deducted from any ability score.
- 3 The spellburn causes random undulations in the pattern which threaten to vitiate the Law of Equivalences. The caster must make a Luck check. If they fail, they only receive 1 point of spellburn for every 2 points of Ability score loss (round down). Thus, 7 points of ability loss increases the spell check by 3. Furthermore, a failed Luck check damages the pattern, and the PC must fulfill a quest for the Pragmatica to repair it. The caster must go to a specified location within 1d4 days travel and invoke the Pragmatica with a spell check of 20 or higher. Instead of manifesting the associated *invoke patron* result, the caster repairs the pattern. Until the caster fulfills this quest, spellburn does not heal. If they fail to complete it within the required time, the ability loss is permanent.
- 4 The caster's blood drips onto the ground and outlines a projection of the pattern's magical manifestation. If the caster succeeds in a DC 18 Intelligence check, they discern the blood's message, and may restore 1d3 points of ability damage for each point by which they succeeded (ergo, 18 = 1d3, 19 = 2d3, etc.).

LOOSEN SPACE FREE OF ALL WARP

Level: 1 (The Pragmatica) Range: Varies Duration: Varies Casting time: 1 action Save: See below

General	<p>Drawing on the Pragmatica's higher-dimensional perspective, the caster gains enhanced spatiotemporal perceptions. They can see around corners, over walls, behind doors, etc. The spell reveals invisible creatures and illusions. The caster can even view a particular area's history or glimpse briefly into possible futures.</p> <p>Some effects involve the bending and hyper-refraction of light to see around objects. This is not the same as x-ray vision; the caster cannot see through things. However, the caster can see any light coming from the target, so long as there is a path (no matter how unlikely or clevis-shaped) to reach them. For example, if there is a small curio in a room walled on all sides with no doors or windows, then the caster cannot see it from outside. However, if the room has a door with a crack or interstice such that a sliver of light escapes, then that light travels from the curio, out the room, and bends around to the caster's eyes; they can see the bibelot, even if the door is not facing them. It may be helpful to imagine the caster as being able to put their eyes anywhere, but not able to move them through objects. Thus, if the caster does not possess infravision, they cannot see into dark places with this effect.</p> <p>Casters who are lawful in alignment have a more inherent grasp of order than those of Neutrality and Chaos; only lawful disciples of the Pragmatica (or differently-aligned casters with Intelligence scores of 16 or more) can sufficiently manipulate this pattern to choose any result less than their spell check.</p>
Manifestation	Roll 1d4: (1) an aureole with eleven glowing eyes encircles the caster's head; (2) serpentine tendrils of light create a writhing effluxion from the caster's body; (3) caster appears to undulate like a mirage; (4) rays of variegated light impinge upon the caster, who coruscates brightly.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	For their next move action, the caster may alter spatial reality for themselves. They affect the distance to a chosen point in space within 100', making it as close or as far (but 100' or less) as desired. They may instantaneously move out of harm's way, safely ascend a cliff, "step" over a chasm, etc. Only the caster may move in this fashion.
14-17	For 1d3+CL rounds, the caster is able to bend time-light to effectuate seeing around corners, over walls, etc. Those objects seen can be targeted with spells or effects that require line of sight. Note that the time-light must have a path from target to caster of 200' or less, and the player must specify where they want to look. The caster does not passively know what lies beyond every wall.
18-19	The caster gains limited time-sight, the impartment of which enables them to perceive the history of their location for 3d8+CL hours into the past. During this viewing, the caster's spatial sight is limited to a 20' cube centered on themselves. The PC has a perfect "memory" of the events from present to past and can see any reasonable detail as if they were there. For example, seeing what somebody was wearing is permissible, but knowledge of an unrevealed object hidden in a secret pocket is not. The memory is only visual; there are no sounds, smells, etc.
20-23	During the next 1d4+CL turns, the caster perceives any attempt to magically obfuscate spatial reality. They see all magically invisible objects and are not fooled by illusions and similar ensorcelments. A skillfully-hidden thief, however, remains hidden.
24-27	For 1d6+CL turns, the caster is able to bend time-light to effectuate seeing around corners, over walls, etc. Those objects seen can be targeted with spells or effects that require line of sight. Note that the time-light must have a path from target to caster of 400' or less, and the player must specify where they want to look. The caster does not passively know what lies beyond every wall. Additionally, the caster has 360-degree vision and cannot be surprised during this time.
28-29	The caster gains limited time-sight, the impartment of which enables them to perceive the history of their location for 3d8+CL days into the past. During this viewing, their spatial sight is limited to a 100' cube centered on themselves. Alternatively, they may choose to look forward into the chronic continuum and observe up to 1d3+CL rounds into their location's future. However, the caster can see only one of the potential futures yet to pass. The judge secretly makes a Luck check for the PC. If successful, the judge reveals a future deemed helpful and relevant to the PC ("a poisoned needle pricks the thief when he opens

the lock"); otherwise, the judge provides a scenario that is possible, but not exceptionally helpful ("the thief is unable to pick the lock").

- 30-31 During the next 1d4+CL hours, the caster perceives any attempt to magically obfuscate spatial reality. They see all magically invisible objects and are not fooled by illusions and similar ensorcelments. A skillfully-hidden thief, however, remains hidden. The caster is also able to impart this ability to 1d6+CL allies, but must touch them to do so.
- 32+ The caster directly manipulates the flexion of space for 1d3+CL rounds. They have 360-degree infravision, and are able to bend time-light to effectuate seeing around corners, over walls, etc. Those objects seen can be targeted with spells or effects that require line of sight. Note that the time-light must have a path from target to caster of 5 miles or less, and the player must specify where they want to look. ("What's beyond the top of that scarp?" is an appropriate question.) Additionally, once per round, the caster may alter spatial reality for a chosen target within 100'. For example, the caster may shift the target's position in space, from melee range to 100' away; they may maximize an assailant's discomfiture by lifting him 100' into the air; or they could pull in a distant wounded ally to ameliorate their condition. Unwilling targets are allowed a Will save vs. the spell check. Moreover, the caster perceives any attempt to magically obfuscate spatial reality. They see all magically invisible objects and are not fooled by illusions and similar ensorcelments. A skillfully-hidden thief, however, remains hidden. Finally, throughout the duration, the caster sees time-light paths simultaneously from the present to a few seconds of their potential futures, which grants the caster a +10 bonus to AC and all saving throws.

PATTERN OF HYNOMENEURAL CLARITY

Level: 2 (The Pragmatica) Range: Melee Duration: Varies Casting time: 1 action Save: Will vs. spell check

General The Pragmatica's mastery of the pattern underlying magic and the physical world allows it to directly alter organic life. This power is bestowed judiciously through this ensorcelment, in which the worthy caster rearranges the subject's brain to have specific perceptions, behaviors, emotions, memories, etc. This is not some factitious illusion or enchantment; it is a temporarily unalterable sometsyndic arrangement of the target's neural matter (although the duration can be permanent, as in result 32-33 below). The spell places a magical glyph upon the caster's hand, which remains on their hand for a number of rounds equal to their caster level; they must subsequently transfer the pattern onto an unwilling target's head by way of a successful grapple attack (using another standard action). A successful grapple check indicates that the target's head has been touched, though the caster may decline to pin the victim. Refer to p. 96 of the DCC RPG core book for modifications when grappling creatures of various sizes, as these will adjust the difficulty of reaching the target's head. For targets with multiple heads, only one must be affected, but allow a +1d3 bonus to the saving throw for each head beyond the first. Thus, a target with three heads gains a +2d3 bonus to its save.

Casters who are lawful in alignment have a more inherent grasp of order than those of Neutrality and Chaos; only lawful disciples of the Pragmatica (or differently-aligned casters with Intelligence scores of 16 or more) can sufficiently manipulate the pattern to choose any result less than their spell check.

Manifestation Roll 1d4: (1) a glowing diagram forms in the air and shrinks onto the caster's palm; (2) blood effervesces from the caster's palm in the shape of a pattern; (3) caster's palm grows a wen-filled embossment of a glyph, as if pushing up subdermally; (4) a storm of diagrams whirls about the caster, who grabs one pattern while the others disappear.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-13 Failure, but spell is not lost.
- 14-15 *Submission.* For 1d3 rounds, the target is submissive and abnegates all pride and sense of self. They stay low to the ground, do not make eye contact, and do not attack. The target is helpless and unable to act, overwhelmed by how insignificant they truly are.
- 16-19 *Terror.* For 1d3+CL rounds, the target views the caster as a sanity-threatening nightmarish transfiguration and attempts to get as far away from them as possible. All the target's actions are devoted to movement,

even if another means, such as a spell, would be more efficacious for retreat. The caster is so terrifying that the timorous target suffers a temporary loss of 1d3 points of Intelligence for every round spent within 30' of them (healing at the natural rate of 1 point per good night's rest). One can literally lose their wits if they have nowhere to run.

- 20-21 *Silence.* For the next 2d3+CL turns, the target is physically unable to make vocal sounds. Moreover, the reticent victim cannot make noises that are not part of their body's natural function. For example, they cannot clap their hands, but they can make the noises associated with breathing or eructation (a sufficiently inebriated target may inadvertently defeat the ensorcelment's intentions).
- 22-25 *Guilt.* For the next 2d4+CL turns, the target is overcome with guilt, regret, and self-imprecation. They will respond honestly to every question asked of them, and may even volunteer information as a means of confession. For the duration of the effect, the target regrets everything they have ever said or done.
- 26-29 *Destiny.* With a successful melee attack, the cognizancer mentally imparts the target with a sense of purpose and destiny, upon which the target immediately acts despite potential vicissitudes. For this effect, have the *player* write down exactly what their PC imparts with the spell, beginning with "Your destiny is to ..." For every five words used beyond the first five, the target cumulatively gains a +1 bonus to the saving throw. For example, "Your destiny is to flee" (5 words) grants no bonus, whereas "Your destiny is to go into the cave on Scarface Hill and slay the rock goblins' chief" (17 words) results in a +2 bonus to the victim's saving throw. Players tending toward prolixity decrease their efficacy. The effect lasts for 1d3+CL hours.
- 30-31 *History.* With a successful melee attack, the caster mentally imparts the target with a new set of memories, which replace any conflicting antecedents. For this effect, have the *player* write down exactly what memories their PC imparts with the spell, beginning with "You remember ..." For every five words used beyond the first five, the target cumulatively gains a +1 bonus to the saving throw. For example, "You remember not my turpitude" (5 words) grants no bonus, but "You remember that you promised to give me the password to pass the door's guardian" (15 words) results in a +2 bonus to the victim's saving throw. Players tending toward prolixity decrease their efficacy. The effect lasts for 1d6+CL hours.
- 32-33 *Emptiness.* The cognizancer erases all the target's mental processes except those necessary to sustain its life. For the duration of the spell, the victim has Personality and Intelligence scores of one (target has a -4 modifier for the purposes of any saves); they are helpless and actionless. Their mind is like clay waiting to be shaped, which makes them especially susceptible to further mental tampering. In addition, the victim makes all Will saves with a d10 rather than a d20 (or their normal saving die). The duration is 1d3+CL days. If the target is subject to another casting of the *Pattern of Hynomeneural Clarity* while under this effect, and fails its save, then the caster may choose any length of duration, including permanence, for the new effect (excluding *Emptiness*). However, this is at great cost to the caster. To extend the duration, the caster must permanently sacrifice hit points from their own maximum value, at the following prices: 1 hit point adds one week to the duration, 2 hp add one month, 3 hp add one year, 4 hp add one decade, 5 hp add 100 years, and 6 hp purchase permanence.
- 34+ *Vulnerability.* The caster rearranges the target's brain to function as if its body has 1 hit point, and is neither able to move nor to perceive anything with its senses. During this effect, the target dies if it takes 1 point of damage, regardless of the number of hit points it possessed before the pattern transfer. This effect, which increases moribundity's proximity, lasts for 2d3+CL days.



THE PRIME UNHINGER

Level: 3 (The Pragmatica) Range: Varies Duration: Varies Casting time: 1 round Save: Fort vs. spell check

General	<p><i>The Prime Unhinger</i> is that which fuels life's frantic drive to extinction. A spell from the Pragmatica's apocryphal ensorcelments, the Unhinger warps time-light's evolution by rapidly disimpeding subjects toward one of their many possible ends. It can instantly age both living and non-living matter to destruction. In the most extreme cases, it is the harbinger of uncreation, literally tearing subjects from reality's pattern.</p> <p>Unless otherwise stated, both living and non-living objects make Fortitude saves vs. the spell check to avoid destruction. For non-living objects, such as a door, this is an unmodified d20 roll unless the judge feels something else is warranted. Magical items gain a saving throw bonus of +5 plus the number of different enchantments they carry (a +1 sword with a single bane has a +7 modifier to its saving throw). Some effects impart ability loss. If these are applied to monsters, use the stat blocks to estimate effective ability scores (e.g., damage bonuses may imply Strength, Fortitude save modifiers may imply Stamina, etc.)</p> <p>Casters who are lawful in alignment have a more inherent grasp of order than those of Neutrality and Chaos; only lawful disciples of the Pragmatica (or differently-aligned casters with Intelligence scores of 16 or more) can sufficiently manipulate the pattern to choose any result less than their spell check.</p>
Manifestation	Roll 1d4: (1) caster's body strobes between youthful and elderly forms during casting; (2) caster's voice sounds like it is half speed with a warped timbre; (3) the sun rapidly rises and sets across the sky during casting; (4) all plant life around within 5' of the caster ages and dies.
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 are transfigured into a living warp of the chronic continuum. They suffer only 1 point of damage from any physical attack, and any non-living, non-magical object impinging upon them must make a Fort save vs. the spell check or become friable and disintegrate via instant aeonic aging. This form is only defensive in nature. The caster may cast and make physical attacks as normal, but gains no additional offensive benefits. The effect lasts for 1d3+CL rounds.
18-21	The Pragmatica's disciple propagates an undulation through the worldvolume, directing it at one target within 60'. The target must be a similar volume as the caster (a human-sized magician can affect something roughly human-sized, but not a giant). If the target is not alive (e.g., a door) it crumbles from the imparted aging/de-aging oscillations. If the victim is living, they suffer 1d12+CL damage as well as a temporary loss of 1d3+CL points of Strength, Agility, or Stamina (caster's choice), which heals at the natural rate of 1 point per good night's rest.
22-23	Time-light's paths are reversed about the living target, who must be within 20' per caster level (100' for CL 5). The victim ages to senility, feebleness, and cachexy, with their hit points and all ability scores (except for Luck) reduced to 3. The effect lasts for 1d3 rounds, after which the target devolves to their previous, more youthful state.
24-26	The caster and all their equipment are transfigured into a living warp of the chronic continuum. They are immune to all physical non-magical attacks, and any non-living object impinging upon them must make a Fort save vs. the spell check or become friable and disintegrate via instant aeonic aging (magical items gain a +5 saving throw bonus plus the number of different enchantments they carry). Living objects striking them (e.g., claws) take 1d24+CL damage if they fail their save. The caster may cast as normal, and their physical attacks impart an additional 1d3+CL damage against living targets. The effect lasts for 2d4+CL rounds.
27-31	The Pragmatica's disciple propagates undulations through the worldvolume, directing them at up to 1d4+CL targets within 120'. Each target must be similar in volume to the caster (a human-sized magician can affect something roughly human-sized, but not a giant). If the target is not alive (e.g., a door) it crumbles from the imparted aging/de-aging oscillations. If the victim is living, they suffer 2d12+CL damage, as well as a temporary loss of 2d3+CL points of Strength, Agility, or Stamina (caster's choice), which heals at the natural rate of 1 point per good night's rest.

- 32-33 Time-light's paths are reversed for up to $1d6+CL$ living targets, who must be within 20' per caster level (100' for CL 5). The victims age to senility, feebleness, and cachexy, with their hit points and all ability scores (except for Luck) reduced to 3. The effect lasts for 3d3 rounds, after which their hit points revert to their previous, more youthful values. However, their ability scores and overall lassitude must heal at the natural rate of 1 point per good night's rest.
- 34-35 The caster effectuates an apocryphal imprecation and rips a single, human-sized or smaller living target from the pattern of existence. Reality's flexion re-warps as if the target had never existed. The judge must cogitate upon the multifarious implications, both beneficial and baneful, to the caster.
- 36+ The caster effectuates an apocryphal imprecation and rips a cubic volume of up to $100' \times 100' \times 100'$ (such as a small building) from the pattern of existence; the volume must be within 500' of the caster, and all living beings within are affected. Reality's flexion re-warps as if the spatial region had never existed. The judge must cogitate upon the multifarious implications, both beneficial and baneful, to the caster and their world.



UTHAW



he entity Uthaw lurks in another cosmos, somewhat alien to our own principles. The scabrous landscape of this place consists of a black spongy material and the darkness is so complete that terrestrial vision does not avail, although some unearthly sense enables humans to perceive things there. Sound travels differently in this place as well and is painful to the inhabitants who communicate by transmitting thoughts via microscopic living particles—animalcules. Additionally, the very energies and substance of Uthaw's native realm have a corruptive effect on the materials of our own plane.

Uthaw probes the multiversal metaplastm for ways in which to interact with other actualities. Phlogiston disturbances, fluxeous miscalculations, and similar mishaps may open the way for Uthaw to establish an interstice to the realms we know. Uthaw's motivations appear to be predominantly invested in analyzing the differences between his own cosmology and that of the terrestrial realm. However, Uthaw cares little for earthly objects; Uthaw spends his time contemplating his realm and its possessions, and he is coarse and irascible when importunate casters divert his attention with their requests for aid. He values the treasures of his own sphere, such as diphany (a precious metallic fungus that changes metallic colors slowly when viewed in Earth's light), proscidel (a semi-clear, indigo-colored amberlike substance harder than diamond) and zamanders (dainty spheres of icyblue color) from the various quarries, mines, and slime-pits of his alien region.

Terrestrial mortals seek out Uthaw for the power the entity commands. Some arch-magicians are known to covet the exotic materials of his home. Typically, mortals encounter Uthaw when he enters the plane without warning and snares them with a tentacle for reasons known only to himself. Magicians traveling between dimensions sometimes also encounter Uthaw without meaning to journey to his strange habitat and are drawn into negotiations to augment their power by serving him.

Invoke Patron check results:

- 12-13 Uthaw opens infinitesimally small apertures into this reality on the eyes of one target of the caster's choosing. This "gifts" them with the native senses of Uthaw's home dimension, effectively blinding them to vision in the terrestrial realm for 1 round.
- 14-17 Through a tiny invisible gateway in the senses, Uthaw bestows upon the caster their own parcel of animalcules, enabling the caster to silently communicate with any sentient or semi-sentient creature within 20' for the next turn.
- 18-19 Uthaw opens a tiny byway into the caster's dimension in order to gift him with a small troupe of animalcules. For 1d4 rounds, these diminutive flying servitors will perform 1 task per round, working with any objects within 10 miles. A task is anything which a person of average characteristics (e.g., Strength or associated stats of 10) could execute in one action. At the end of the duration, the animalcules return to the caster, fall inert, and slowly dissolve into an ammonia-smelling mist.
- 20-23 Uthaw exchanges the instruments of perception between his realm and the caster's, endowing one miscreant with an acute sensitivity to sound for 1d5+CL rounds. Any loud noise within 50' of this miserable personage will cause them to make a Fort save vs. the spell check or take 1d4 points of damage, as well as drop any item they carry in either hand and be stunned for the duration of the effect.
- 24-27 Uthaw creates a nexus between his home dimension and that of the caster. A tentacle shoots forth and encircles an object or creature of the caster's choosing for 3d8 rounds. This grip requires a DC 22 Strength check to break; failing that, the target will be held stationary for the duration of the effect. The tentacle's tough, subtly-colored hide gives it AC 16 and it will sustain 50 points of damage before releasing its prey and withdrawing back to Uthaw's native realm.
- 28-29 Uthaw himself reaches a tendril through the metacosmic barrier and entangles one unlucky hooligan, who is allowed a Reflex save vs. the spell result. If the save is failed, the tentacle constricts painfully upon the unhappy captive for 2d4 damage per round. The spell lasts for 2d5+CL rounds before Uthaw releases the target and withdraws his appendage.

30-31 From afar, Uthaw imbues the caster with the corrosive energy of his native cosm. The caster's hands afflict anything touched with a highly acidic secretion, which does 3d4+CL points of damage to any creature and quickly eats away any 1" thickness of earthbound matter within 1d3 rounds. This hyperbilioous secretion lasts 2d5 rounds.

32+ The caster has called upon Uthaw at just the right moment; Uthaw offers employment to honest and enterprising unfortunates. The dread master of pocket dimensions reaches out with a fell tendril that can be directed by the caster for 1d6+CL rounds.

Uthaw's tentacle: Init +4; Atk crush +10 melee (2d6 plus grappled); AC 16; HD 6d12; hp 50; MV 30'; Act 1d20; SV Fort +2, Ref +4, Will N/A; AL C; Crit M/d12. Upon making a successful attack, the target is grappled and must make a DC 20 Strength check to free themselves, otherwise they are pulled into inexorably into Uthaw's realm. The tentacle re-emerges the next round and may continue to attack new targets until the end of the spell's duration.

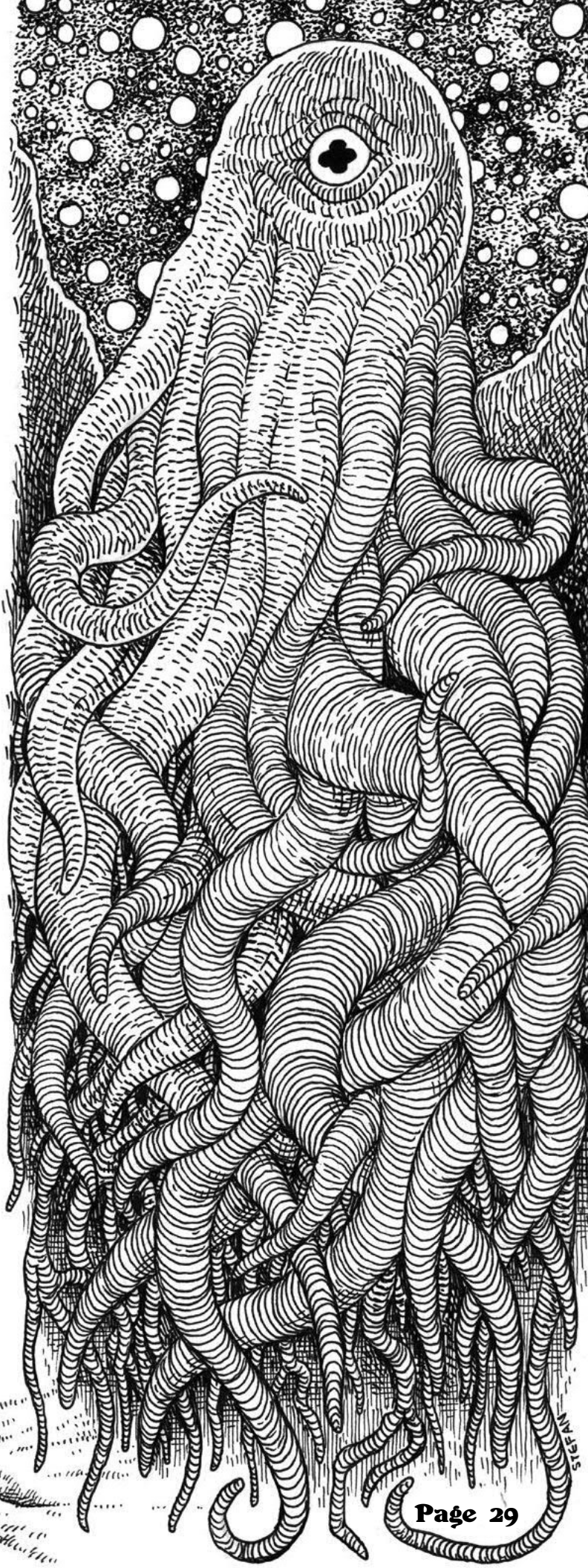
PATRON TAINT: UTHAW

When patron taint is indicated for Uthaw, 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 sprouts a multicolored, oozing tentacle from a random place on their body. The tentacle extends 1d3 feet and is not prehensile or useful but may be very repellant to a viewer (if it is not concealable, the caster suffers a -1 penalty to Personality checks). Cutting the tentacle off will inflict 1d4 points of *permanent* damage to the caster. The second time this is rolled, the tentacle is 1d4 feet long and its removal inflicts 1d5 points of damage. The third time this effect is rolled, the tentacle is 2d4 feet long and it pulses with blood; it may not be removed without inflicting 3d6 points of damage.

2 Repeatedly drawing on the power of Uthaw dims the caster's vision. The caster's effective range on spells is reduced by 5' and all missile attacks are made at a -1 penalty. The second time this effect is generated, the caster's range on spells is reduced by another 5' and all missile attacks suffer a -1d penalty. The third time this is rolled, the caster is effectively blind, their eyes glazed over by a pearlescent slime — but another strange organ beneath the semi-translucent skin of their forehead replaces their vision sense and enables them to "see" normally (eliminating the earlier penalties.) The caster can no longer be mistaken for human when displaying their face.



- 3 The physical laws of Uthaw's plane have affected the caster to such a degree that the caster's voice becomes strange and echoes with otherworldly vibrations, resulting in a -1 penalty to Personality checks on all verbal interactions. On the second roll of this result, the caster's voice becomes very faint and hard to hear. The caster may not shout and may not be heard at all at a distance of greater than 20'. On the third result, the caster is entirely unable to speak, but may communicate via a limited empathy to those within 30'. Note that words may not be conveyed, and only emotions may be communicated in the most abstract generalities.
- 4 The caster's skin becomes mottled and gray, secreting a mild acid that stains all clothes worn but has no other effect. On the second roll, the caster's secretions now damage their garments and will need to be replaced every 1d4 days. On the third roll, the caster will need to replace their garments every 24 hours. Failure to do so will require a Luck check each hour thereafter to see if the clothes remain intact.
- 5 The caster has become corrupted by the energies of Uthaw's native plane and must roll on the minor corruption table (see DCC RPG p. 116). The second time this result is rolled, the caster acquires a major corruption. The third time this result is rolled, the caster acquires a greater corruption.
- 6 Due to metaphysical interactions with spatial discordance, the caster's perceptions become muddled in regard to the dimension they occupy. Each time the caster wishes to move more than 30' in a round, a DC 5 Will save is required. The second roll of this result means that the caster cannot move more than half their full speed or they must spend a round reorienting themselves. If this result is rolled a third time, the caster will require a companion to lead them about as they incessantly search for spatial dislocations and other indicators of metacosmic anomalies.

PATRON SPELLS: UTHAW

Those who are bound to serve Uthaw may be rewarded with one or more of his unique spells, as follows:

Level 1: *Ephemeral Coalescence of the Animalcules*

Level 2: *Spell of Spatial Transposition*

Level 3: *Uthaw's Efficacious Adulteration*

SPELLBURN: UTHAW

Uthaw's motivations are not obscure: he wishes his servitors to take his form and to satisfy his passions. When a spellcaster utilizes spellburn, roll 1d5 on the table below.

Roll Spellburn Result

- 1 Calling upon the power of Uthaw, the caster replaces part of their body with a squamous tentacle. For spellburn of 5 points or less, only a toe or a finger is replaced. For 6 to 10 points, an arm is replaced. For more than 10 points, a leg is replaced.
- 2 Uthaw is greedy! For every point of spellburn utilized, the caster is required to spend a day digging for zamanders, sifting for proscedel, or scraping diphany in one of Uthaw's many quarries. The spellburn does not heal until the task is completed. The caster may give another able-bodied poor soul to Uthaw for these tasks, but that unhappy blunderer is unlikely to ever be heard from again.
- 3 The caster closes their eyes tightly and concentrates for one round, during which a tentacle sprouts from their shoulder, chest, or forehead. The caster must slice this off (expressed as Stamina, Strength, or Agility loss). The tentacle then dissolves into a foul-smelling mist.
- 4 Uthaw does not recognize the need for terrestrial vision; the caster is required to apply a corrosive chemical unguent directly to their own eyes (expressed as Stamina, Strength, or Agility loss). For each point of spellburn, the caster is blinded for 1 minute.
- 5 The caster must punch or even stab their own throat (expressed as Stamina, Strength, or Agility loss) in order to give up vocalizing, the vulgar noise of which offends Uthaw. For each point of spellburn thus expended, the caster will be unable to speak for one turn.

EPHEMERAL COALESCENCE OF THE ANIMALCULES

Level: 1 (Uthaw) Range: Varies Duration: Varies Casting time: 1 action Save: None

General In Uthaw's realm of origin, beings communicate via animalcules: tiny luminescences marshaled at the merest thought-whim of a sentient creature. Additionally, animalcules may be ordered to undertake tedious tasks such as mining, sifting, or other labor. The physical laws of the decaying Earth are not so friendly to these creatures, but by means of this spell, the caster may temporarily summon animalcules for a variety of purposes. To ensure the utmost flexibility, the caster is at liberty to choose a lower result if desired.

Manifestation The animalcules always appear as bright, floating particulates hovering in front of the caster. Perhaps because of the hostile alien atmosphere of Earth, the animalcules perish with a final flicker and a tinny peep at the end of the spell's duration. Roll 1d5 to determine more specific traits: (1) the animalcules possess a fierce magenta color, surrounding the caster with a halo of that chroma; (2) the languidly pulsing animalcules are of a mild cerulean hue; (3) the animalcules individually vacillate between two or three colors (salmon-pink, apricot, or azure) even as they are observed; (4) freed from their soundless dimension, the twinkling xanthous animalcules move through the air with the sounds of a dozen diminutive bells; (5) the animalcules are of intense verdure and crimson and leave mesmerizing glow-trails as they move through the caster's locale.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 The caster's summoning lacked precision and verve. The animalcules obey no commands but illuminate a radius of 10' around the caster and the colorful shimmers confuse hostile beings, conferring a +2 bonus to the caster's AC for 1d4 rounds.

14-17 As they are in Uthaw's native environs, the animalcules may be utilized to facilitate silent communication between the caster and one other creature for 1 turn. The other creature must be in the caster's line of sight and must be at least semi-sentient. No common language is required for this communication. The animalcules may be shifted by the caster to any creature at any time but no more than one each round.

18-19 The well-intentioned animalcules are inducted to the caster's service for 1 turn. Within this duration, they will accomplish any succession of 10 small tasks within 100' of the caster. A small task involves shifting, carrying, or moving up to 20 pounds of weight at no more than 30' per round. The animalcules understand simple tasks and concepts but these cannot involve literacy, mathematics, or negotiations.

20-23 The assiduous animalcules are enlisted to the caster's service for 1d4+CL hours. Within this duration, they will accomplish a number of intermediate tasks per round equal to the caster's level within 1 mile of the caster. A task of this nature involves the shifting of up to 50 pounds of weight at no more than 100' per round. Tasks may not involve literacy, mathematics, or negotiations.

24-27 The energetic animalcules may comport the caster's body through the air up to 100' per round as the caster desires, for a number of turns equal to the caster's level.

28-29 The animalcules may be sent to retrieve exotic alchemies from out-of-the-way locales. The caster may command the animalcules to retrieve any one of the following (roll 1d5): (1) thyle-dust, used to repel deodands; (2) stupefying dust, used to enfeeble an opponent's mind: Will save vs. the spell check or suffer a temporary loss of 2d7 points of Intelligence; (3) ossip wax, enough to apply to an object the size of a horse, which will then cause said object to levitate; (4) glimmister, enough to coat one blade, which will enable it to cut through any solid matter as if it were butter. This effect lasts for 2d4 uses of the blade; or (5) a bottle of purulence, containing a rapid-acting germ which afflicts targets with a disgusting, serious bodily ailment, causing 2d6 points of damage and stunning them for 1d3 rounds unless they make a Fort save vs. the spell check.

30-31 The conscientious animalcules will undertake detailed instructions and display competence with expert tasks (such as mining, building, etc.) at a range of up to 10 miles of the caster. The animalcules will do the work of 1d8 craftsmen per caster level for the duration. Required materials must be readily available for any such tasks. The animalcules will attend to this work for a number of days equal to the caster's level with urgency and aplomb.

32+ The animalcules assume a terrible potency, all their passionate labors turned to destruction at the caster's command. The caster can order the animalcules to deliquesce inorganic matter (for instance, opening a hole in the wall of a castle, or desolidifying the pillars on which a platform rests). The whirring lights will liquefy up to 1d5+CL cubic feet per round, the resulting morass of which is pungent and ashy. While the animalcules cannot directly affect living creatures, creative spellcasters can cause indirect harm to targets by manipulating the environment around them. The duration of this effect is 2d4+CL rounds. The targeted matter must be within the caster's line of sight.

SPELL OF SPATIAL TRANSPOSITION

Level: 2 (Uthaw) Range: Varies Duration: Varies Casting time: 1 action Save: Fort vs. spell check

General Though his motives may sometimes seem avariciously mundane, Uthaw has an arresting control over the dimension of space—a secret he can unlock for those who serve him. This spell is one of the most closely guarded of his repertoire, as intense study might enable one to eventually pierce the dimensional veils that protect his squalid, spongy-surfaced domicile from the prying eyes of humans, archvults, and even less desirable forms of sentients.

Where the result specifies that an affected creature returns to its starting position, this means that even if during the duration a creature has moved considerably away from where it was placed by the spell, it will still return to its original starting point before transposition (i.e., it cannot escape the effect of the spell by moving). Note that all targets of the spell's effects receive a Fortitude save vs. the spell check. Any time the spell is foiled because a target saves against the effect of the transposition, the spell still creates a whiff of ozone and a flash of unsavory light.

Note that when an object is affected by the spell, said objects must be discrete. For example, the caster cannot choose to move a portion of rock on which they stand if it is wholly joined to the overall greater surface.

Manifestation Roll 1d4: (1) a swarm of diligent animalcules appears, ferrying creatures to and fro as directed by the caster; (2) the dematerialization of each creature results in a delightful popping noise; (3) a crepuscular halo opens up above an affected individual, sliding down over them and vanishing—before reversing and tracing back upward in the place that the individual is to reappear; (4) almost too fast to observe, a seam opens in space and a many-colored tentacle whisks out, withdrawing a creature and replacing them with another, until all are transposed as required.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-13 Failure, but spell is not lost.
- 14-15 The caster is hereby able to exchange two non-living objects weighing up to 100 pounds within 100'. The items must be of roughly similar mass; the larger should be no more than 25% greater than the lesser object. If an object is held by a recalcitrant personage, this obstinate fellow receives a saving throw to block the effect of the spell.
- 16-19 The caster may trade places with any individual within 100'. After 1 turn, the caster may choose to leave both in their new places or revert both back to their original stations.
- 20-21 The caster may transpose any two living entities within 200'. Both creatures are allowed saving throws; if either succeeds, the caster is transposed in place of the one who succeeded, or the one with the highest success if both succeeded. Harried by their journey through the Uthawvian warp, both organisms are stunned for 1d3 rounds upon their arrival in their new position and thus suffer a -2 penalty to all actions. The caster, inured to such dimensional abuse, will not suffer this whimsical side effect.
- 22-25 The caster is able to physically switch places with any creature they may visually detect for up to 1d4+CL rounds. Each round, the caster may choose a new target, if desired, and transpose himself again. The caster may revert back to their original position at any time during the duration, and may independently decide whether or not to revert the affected creature(s) back to their original placements. In the event of such reversion, the duration ends, whether the turn has fully elapsed or not. In addition, any creatures swapped in this manner are stunned for 1d3 rounds, during which time they are at a -2 penalty to all action dice.

- 26-29 The caster is hereby able to exchange two non-living objects within line of sight. The items must be of roughly similar mass; the larger should be no more than 25% greater than the lesser object.
- 30-31 The caster may transpose any and all creatures within a 20' radius of the caster's self with any other group, creature, or object of similar mass within line of sight. The mass of the affected target creature, group, or objects must be within a range of 50% to 150% of the mass of the caster's group (compare one sum total to the other.) Only ambulatory targets receive a Fort save vs. the spell check, but any hapless bystanders within the affected group also receive a save. If more than half the antagonists to be exchanged succeed in their saving throw, the spell has no effect beyond suffusing the area with an ozone odor and untoward illuminations.
- 32-33 The caster may exchange the populace of two different edifices. The caster must be standing in one of the structures and must be familiar with both constructions. The caster must also be one of the number being spatially converted. The total number of inhabitants transposed is limited by the capacity of the smaller structure; if a caster wishes to exchange the inhabitants of a small hovel with those of a grand palace, only a number of palace-dwellers which will fit into the hovel may be whirled away. In such a case, the caster may choose which individuals in the larger space are brought forth to the smaller area, but the creatures within the larger structure must all be situated within an area equivalent to the smaller structure when so transposed. Creatures to be so transposed who lack enthusiasm for the exercise will receive a single saving throw as a group, receiving a +1 bonus for every 10 people intended to be affected by the spell. If the saving throw is successful, the spell fails and there is only the ill-smelling wafting of ozone and a flash of bile-colored luminescence.
- 34+ The caster may transpose in space any two individuals, including himself if desired. The exchange may happen anywhere in the known world, or possibly other worlds, dimensions, planes, and universes so long as the caster has ventured there (the judge shall determine if time is considered a dimension for the purpose of this spell). The caster must have personally met or seen the individual(s) affected by the spell and be able to cite a casually legitimate appellation for each.



UTHAW'S EFFICACIOUS ADULTERATION

Level: 3 (Uthaw) Range: Varies Duration: Varies Casting time: 1 action Save: Fort vs. spell check

General	<p>Uthaw's home dimension is so extrinsic such that physical contact with its matter corrupts the substance of Earth. Thus, Uthaw is able to bestow this adulterative faculty upon those who serve him, though he considers this a righteous action where the disgusting objects or environs of a foreign world are actually made pleasant and habitable to those of his kind.</p> <p>If Uthaw is flattered, an enterprising sycophant might even manage to gain a +2 bonus to spell checks for a short period, in order to bring the most aesthetically pleasing effects of Uthaw's world into the cacophonous, light-filled realm of mortal Earth. Since Uthaw is impatient to pervert this ugly world of short-limbed vertebrates, the caster is permitted to choose between the spell check result rolled and the result just <i>above</i> it (contrary to the oft-seen choice of <i>lower</i> spell check results).</p>
Manifestation	Roll 1d4: (1) a swarm of animalcules swirl about the affected targets and then vanish; (2) a semi-liquid gray substance suffuses the affected target or area. At the end of the spell's duration, all affected matter is covered with an ashy gray crust; (3) sores boil up to the surface of any affected matter (including inanimate objects), bursting and suffusing the target and area with evil-smelling vapors; (4) the veil of dimensions is momentarily rent open and a noxious cloud of pale verdigris tint pervades the spell's target.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	The extra-physical realities of Uthaw's home corrode the senses of one target designated by the caster. The caster may choose one of the target's senses to be rendered useless for up to 1d4+CL turns. The target must be within a range of 100'.
18-21	For one turn, the caster grows an acid tentacle that may be used to attack unfortunate miscreants who thought unwisely to quibble with servants of Uthaw. The tentacle attacks with a bonus equal to that of the caster's level and strikes for 1d4 points of acidic damage per caster level. Non-magical armor, shields, clothes, and the like which are struck by the acid will need to save vs. the spell check to remain viable.
22-23	The caster may inflict 1d4 minor corruptions upon an unlucky rascal within 50'. The victim is allowed a Fort save vs. the spell check against each corruption; the effects are permanent otherwise.
24-26	A discreet non-magical object's purpose is perverted: a sword's strike heals the victim, a needle tears cloth, a bandage causes a wound to fester, etc. A number of objects up to the caster's level can be affected and the effects last for a number of hours equal to the caster's level. The object must be within the caster's line of sight; a Fort save vs. spell check is allowed if it is held by a hostile creature.
27-31	The caster may inflict 1d4 major corruptions upon an unlucky rascal within 50'. The victim is allowed a Fort save vs. the spell check against each corruption; the effects are permanent otherwise.
32-33	The caster may adulterate the effect of a magical item. Both the artifact's function and its purpose will be converted to antipodal usage: a sword would heal rather than do damage, and any bonus it had to inflict damage will be applied to its healing; a suit of magical armor would glow with light and make the wearer more apt to be hit, and also obscure the wearer's vision with darkness. Many variations are possible; generally, the most disadvantageous implementation of this warping should be applied to the unfortunate possessor of the formerly beneficial article. This effect lasts for a number of days equal to the caster's level.
34-35	The caster may inflict 1d4 greater corruptions upon an unlucky rascal within 50'. The victim is allowed a Fort save vs. the spell check against each corruption; the effects are permanent otherwise.
36+	The caster brings forth the unclean energies of Uthaw's domain and opens a conduit permanently between his world and ours, thereby affecting an area of 1d4×1,000 square feet per caster level. The area is thereafter steeped in matter-twisting energies. Any creature who enters this domain is afflicted with the anomalous influence of Uthaw, inevitably and forever being stricken with patron taint. The caster is automatically blessed with a patron taint when the spell is cast but is otherwise unaffected by the bastardizing vapors of Uthaw's horizonless realm.

CHAPTER II:

ASCERTAINED LANDS OF THE DYING EARTH



The Earth of the Twenty-first Aeon is ancient, worn through the passage of time and by countless cycles of rising and falling lands and oceans. Great archaic forests spread across the unclaimed wilderness alongside parched and barren wastelands of desert, tundra, and stone. Mountains are weathered and rounded from once-lofty peaks and home to ancient races and magics, while the crumbling ruins of cities long-fallen hide secret treasures and evils beneath shadowy expanses filtered by the dim light of the sun.

Most people in the Twenty-first Aeon never travel far beyond their borders. Trade is rare, but does exist, as brave—or mad—ship captains ply well-worn routes across oceans or navigate the great, slow-moving rivers, or by caravans that journey together in numbers to survive the dangerous wastes. It often takes days, or even weeks, of travel over treacherous terrain to journey from one isolated town to the next. In addition, each town is unique, filled with those chary and circumspect of wanderers, populated by the strange intelligent races of the last days of the earth that worship forgotten gods or technology. See Table 2-1 on p. 38 for additional inspiration on the places that PCs can encounter while journeying through the land.

CENTRAL - FROM ASCOLAIS TO ALMERY



The central regions of Ascolais and Almery are marked by rich forested valleys fed by wide, slow rivers meandering alongside the ancient roads and ruins which dot the landscape. Numerous small villages and hamlets mark pockets of civilization between the untamed moors and barren hills that have remained unclaimed for ages, while the great manses of arch-mages loom from craggy outcrops above. Both are areas rife with sorcery, where justice is not invariable.

To the north, much of Ascolais has been abandoned to forest. The Great Da covers the land, an ancient woodland that is home to deodands and twk-men, and within which the Sanra Water, known as the Lake of Dreams, can be found. Ascolais is also the location of the White City of Kaiin, on Sanreale Bay, where the great River Scaum empties into the Melantine Gulf, half in ruins and ruled by the sorcerous Prince Kandive the Golden. To the east of Kaiin is the small village of Sfere, known for its pragmatic citizens and located along the banks of the Scaum before it passes into that marshy waste, Modavna Moor—an expanse rich in bloody history and home to both moor-men and hermits. This semi-coastal region is bordered by the craggy Fer Aquila Moun-

tains to the north and the black Maurenron Range to the east, separating Ascolais and the Land of the Falling Wall.

Almery, to the south, is a land of forest and barren hills and few cities. Azenomei, a town old beyond memory, notable now only for its fair, lies at the confluence of the Rivers Scaum and Xzan, and attracts folk from all the region. Other towns include the port city of Val Ombrio on the Sousanese Coast and the many small villages and homesteads in Twish River Valley. Almery's far southern reach turns from forest to barren, rocky hills and desert, where lizardmen practice dark witchcraft. The east is bordered by an impassable waste that meets the Songan Sea—an inland body of water said to be haunted by apparitions and on whose shores live strange and wild folk. Almery's north is marked by the Maurenron Mountains separating it from the Land of the Falling Wall, and the River Sune, where the ancient Old Ferghaz Way and Kang Kingdom Marchway meet and cross to the distant lands of the River Isk.

WEST - FROM THE MELANTINE GULF TO THE IDE OF KAUCHIQUE



The Melantine Gulf extends west and north from Ascolais and Almery, a large body of water that includes Sanreale Bay, on whose shores are the white columned city of Kaiin, and Tenebrosa Bay, home to a lonely land named the Cape of Sad Remembrance, where witches watch the waters for that which comes in from the sea.

Across the Melantine Gulf from Ascolais and Kaiin lies the Ide of Kauchique, a sweeping land that was once part of the great empire of Grand Motholam (which included Ascolais, Almery, and the Land of the Falling Wall to the east). The folk of Kauchique are of great subtlety and wear flared breeches, and along its far shore is Cansaspara, the city of fallen pylons ruled by the Prince Datul Omaet (rumored to be a corybant who held counsel with demons). A thousand leagues to the northwest lies the last of the Olek'hnit cities, the lost city of Ampridatvir, located on an island in the North Melantine, from which its towering spires of gleaming metal rise still and empty.

NORTH - FROM THE LAND OF THE FALLING WALL TO THE OCEAN OF SIGHS

Beyond the central mountains is the vast wilderness known as the Land of the Falling Wall—home to dark-eyed necrophages and scattered pockets of civilization. North of the

craggy peaks of the Fer Aquila is a desolate, limitless tundra; it is rumored the haunted city of Thorsingol, which once housed the Museum of Man, lies here. The northern plain is also home to that near-extinct race known as the Saponids, who send those found guilty of repugning their highly civilized customs to a region of burnt and wrenched earth where a most malicious magic raises virulence and brings death.

In the land east of the Maurenron Mountains lies the town of Cuirnif, ruled by the mercurial Duke Orbal, a patron of marvels and prodigies whose Grand Exposition of Marvels draws petty-sorcerers and bauble-seeking wayfarers to compete for his favor and thousand terces prize. North of Cuirnif, into Samsetiska, spreads the Plain of Standing Stones, a gray vista studded at intervals with twelve-foot pillars of ashen earth and warded by pelgranes and fanged asms. Beyond spreads Tsombol Marsh, a bog-filled expanse at the terminus of the River Isk where the orthodox village of Troon is located. The run of the River Isk carries it through a land of rock spires and forested hillocks known as the Chaim Purple before settling into wandering wide curves across the Plain of Red Flowers until reaching Lumarth, home to many small sorcerers, though magic is proscribed within the city precincts. Gundar lies a journey of a half-score days to the north of Lumarth across the desolate Lirrh Aing, where the folk adhere to the Order of Solar Emosynaries and keep vigil against the demise of the sun.

Further north beyond a dismal tract of bone-colored hills known as the Pale Rugates lies the Great Chaing River, which cuts a long cleft into Land of the Falling Wall and empties into the Ocean of Sighs—the vast body of water plied by ships pulled by great eels known as worms—on whose far shores lie distant Cutz. North of where the Great Chaing's estuary empties into the ocean lies the blunt peninsula of Gador Porrada, uninhabited save for the ruins of old Tustvold—located next to the newer village of the same name, where the folks raise great pillars of white stone quarried from the ancient rubble. South of Tustvold is an arid wasteland punctuated by thorny bushes, small boulders that cast black shadows, and filled with sink-holes that provide a home to tree-dwarfs and visps. Beyond lie the sparsely inhabited swales and hillocks leading to the Chaing's estuary that are dotted with black-bark mylax trees, barrel-cypress, pale gray parments, and thick and gnarled graveyard oak.

South of the estuary is another peninsula: the Dragon's Neck, longer and narrower than Gador Porrada, and thrusting a considerable distance into the ocean before terminating in a scatter of rocks, reefs and small islands known as the Dragon-Fangs. At the estuary's mouth lie the moldering piers of Port Perdusz, the destination of travelers and merchants from far Cutz and the distant cities of Falgunto and Mell, and Dilclusa, home of the seafaring Dilks. Inland, the Chaing River passes several small villages—Goulyard, Trunash, Sklieve, and Port Titus—before entering the Ildish Waste, where folk relate tales of rock goblins and wind-stick devils to frighten saucy children. Many days beyond lies Lake Zoal, along the banks of which is Kaspara Vitatus, also known as the City of Monuments.

NORTHERN WASTES - FROM CUTZ TO THE MOUNTAINS OF MAGNATZ

On the Ocean of Sighs' northern shore lie the sparsely inhabited northern wastes and the ancient land of Cutz—once the site of a great conflict in the Eighteenth Aeon when the demon Underherd sent up tentacles to look across Earth from the sub-world of La-Er. To the east along the shore known as the Shanglestone Strand lie the villages of Smolod and Grodz, whose inhabitants vie to wear curious lenses over their eyes said to have been left by Underherd after his retreat. Further still is the ancient Domain of Cil—a once-grand kingdom that included the ancient port of Benbadge Stull, from which barques plied the sea to Falgunto and Mell and whose palace is now a melancholic ruin overrun by forest.

To the west is the port of Saskervoy, a trade center for ships carrying goods and passengers south to the island of Lausicaa and the city of Pompodouros, whose inhabitants dine on a bidechtil delicacy known as spraling, or even to Port Perdusz in the Land of the Falling Wall. Only Dilks and madmen have been known to ply the waters further south, risking pirates and sea monsters such as the blue codorfins or the thryfwyd, and where a morass of foul-smelling weeds a hundred miles across can mire ships. Beyond lie the Gulf of Swirls and the Serene Sea and a host of other dangers before one can reach far Almetry.

From Cil, the forest known as the Great Erm extends far to the east, where it becomes denser and ever more dreadful. If one survived the vampires, grues, erbs, and leucomorphs that haunt it, a traveler could reach the Vale of Dharad and the ancient city of Mar, said to be besieged by an army of basilisks, and eventually the Great Central Steppe, where there is neither food nor water and which is the haunt of the merciless pelgrane. South of the forest are the peaks of the Mountains of Magnatz where flesh-craving deodands stalk any travelers foolish enough to attempt passage.

EAST - FROM THE SILVER DESERT TO THE GREAT CENTRAL STEPPE

Beyond the Songan Sea lies the Silver Desert, a deadly region home to bandits and monster scorpions where the only sustenance that can be found consists of poison berries and toxic springs. The vast city of Erze Damath lies on the desert's far edge along the banks of the great River Scamander; once a city greater than any found in Ascolais or Almetry, the greater part now lies tumbled in moldering ruin. Host to a multitude of gods, it is filled with pilgrims during the holy days, which last much of the year.

To the north of Erze Damath lie the Plain of Oparona and the Blanwalt Forest, where aeons ago Mad King Kutt released a menagerie of wizardly creatures that continue to breed with an eclectic fecundity. Beyond are the lands of Sudun and Lelias—where the River Asc joins the Scamander—and the

Pholgus Valley and Sagma Field, a notorious haunt of grues. Further still is a region known only as the Land of Evil Recollection, a land bordered the Mountains of Magnatz to the north and surrounded by poisonous swamps to the east, beyond which lies the Great Central Steppe.

REGIONAL ENCOUNTERS

Travel through the strange and bizarre hinterlands of the Dying Earth is not without peril. Many a wanderer has heard — too late — the melancholy call of a visp or stumbled across the den of an oestrus gid before coming to a sudden and painful demise. Below is a table of random encounters to use as inspiration for parties traveling through the regions of the Dying Earth. When using this table, judges should add the cumulative value of the party's current Luck modifiers to the roll.

Ancient crypt: The entrance to an ancient crypt opens in the ground before the party. Roll 1d5; on a 1, the crypt contains a minor magical bauble hidden within the ancient debris. If treasure is indicated, roll on the Thaumaturgical Curios table (see Appendix A, p. 45 of the *Player's Libram*). There is a 50% chance an angry erb has recently settled in the crypt and filled it with the bones of its victims.

Busiacos: A small family of 3d4 busiacos (p. 84) lives on this side of a river that bars the PCs path. They offer to lead the

party across to safety for a steep fee, bartering for any magical trinkets or goods that the party carries.

Caravan: A caravan of 3d6 wagons is traveling to a market, a week's journey distant. Roll 1d6 for type: (1-2) farlock-drawn wagons; (3-4) rafts pulled by steersmen walking along the shore; (5) teratoids; (6) floating ships. If the PCs present themselves as able fighters, the caravan master offers to pay them 1 terce per day to provide protection until they reach their destination.

Deodand: A lone deodand (p. 68) stalks the party looking for an opportunity to attack. An additional 1d4 deodands are located nearby, drawn by the hunting cries of their companion. They join in any combat 1d3 rounds after it is initiated, unable to resist their hunger for flesh.

Ghost: A ghost haunts the local area, making its presence known in the middle of the night. If approached, it asks the party for their aid in releasing it from the curse that binds its existence, allowing it a final rest. Roll 1d4 for the type of request: (1) find and bury its mortal remains; (2) return a timeworn bibelot engraved with runes of the ancient seat of its family, now lost to time; (3) demolish a nearby tower or fort that holds a forgotten link to its past; (4) a substitute life for its own. If the request is refused or if the party threatens the ghost, it attacks (see DCC RPG p. 413).

Table 2-1: Random Encounters by Area (d30 modified by total party Luck)

Encounter	Central	West	North	Northern Wastes	East
Walking serpent	-	-	1 or less	3 or less	-
Ghoul-bear	2 or less	1 or less	-	-	-
Half-human bandits	3-4	2-3	2-3	4-6	1-2
Moor-men	5-7	-	4	7	3
Ghost	8	4-5	5-6	8-9	4
Grue	9-10	6-7	7-8	10	5-6
Great mother gid	11-12	8-9	9-10	-	7
Rock goblin party	-	-	11	11-12	8-10
Leucomorph	13	10-11	-	13	11
Visp	14-15	12-13	10-12	14-15	12-13
Deodand	16-18	14-16	13-15	16-17	14-15
Pelgrane	19-20	17-18	16	18-19	16-18
Busiaco family	-	-	17-18	-	19
Wandering teratoid	-	-	-	-	20-22
Pilgrims	21	19	19-20	20-21	23-24
Caravan	22-23	20-21	21	22-23	25-26
Ghost-city	-	22	22	24	27
Manse	24-25	23-24	23	25	28
Ruins	26-28	25-28	24-26	26-27	29
Ancient crypt	29+	29+	27+	28+	30+

Results from all regions are listed alphabetically.

Ghost-city: Rising in the distance is an ethereal city made of shadows. Luminous stairs lead up from the ground to reach the rising outline of parapets and turrets. While in the city, the party encounters ghostly images from their past and future (it is up to the judge how any such events connect to their campaign), and the PCs must make a DC 10 Will save each hour or lose all sense of time. The city fades with the return of the sun, casting all those who wander its ghostly grounds to the ground far below.

Ghoul-bear: The PCs come across the lair of a ghoulbear (p. 69). Well before entering the area of the lair itself, a stink of putrescence and filth fills the air. The ghoulbear has 1d3 captives from a nearby village held in crude cages; unless the PCs take precautions not to be seen, the captives will alert the ghoulbear to the party's presence with their pleas for help. There is a 50% chance that, among the fetid pile of grass and skins inside its lair, there is a weapon or piece of armor of good quality from a recent victim.

Great mother gid: The PCs stumble across the den of a mother gid (p. 70) accompanied by 2d4 of her brood. The mother gid attacks any PCs coming near the den, preferably ambushing them at a distance to draw them away from finding the location of her children. There is a 25% chance that the den contains a stash of jewels worth 1d5×100 terces.

Grue: An indifferent grue (p. 71) wanders the region. When encountered, it selects a member of the party to devour, allowing the group a round of deliberation on whether to give up their companion before attacking.

Half-human bandits: A group of 2d3 half-human bandits (p. 85) sets an ambush. There is a 10% chance one of the bandits carries the skull-stone of a grue, allowing it to make a death curse (DC 16 Will save to resist).

Leucomorph: While traveling through a forest, the PCs stumble onto a glade where a tall, pale leucomorph (p. 76) stands musing in the center. Unless the PCs are able to remain silent and sneak past, it will observe their ambulations and seek to drag a victim back to its lair deeper in the forest.

Manse: Rising from a nearby peak is an eccentric structure of glass towers and arched portals in a dazzling array of colors. The manse is home to a powerful magician, who keeps a collection of rare and valuable tombs and trinkets guarded by mundane and magical servants. The magician is rarely present, but there is a 10% chance each hour that he will return while the PCs explore the domicile.

Moor-men: The party is attacked by 2d3 bearded and scarred moor-men (p. 85), using darkness to disguise their approach. They only attack parties that are smaller in number than themselves, avoiding larger groups.

Pelgrane: The PCs spot 1d3 pelgranes of impressive wingspan (p. 75) flying in the distance. Unless the PCs immediately cast themselves flat to the ground, the pelgranes spot the party, circling above them and attacking any groups that travel in the open. Otherwise they perch in a nearby tree and consider the PCs with avidity and amusement as they discuss their plans for their meal.

Pilgrims: A group of 5d6 pilgrims is traveling to a distant shrine. Roll 1d4 for the primary sect: (1) Gilfigites; (2) Maots; (3) Funambulous Evangels; (4) Coramese Thurists. They offer to share a meal with any well-mannered travelers, and extend an invitation to accompany them on their holy journey.

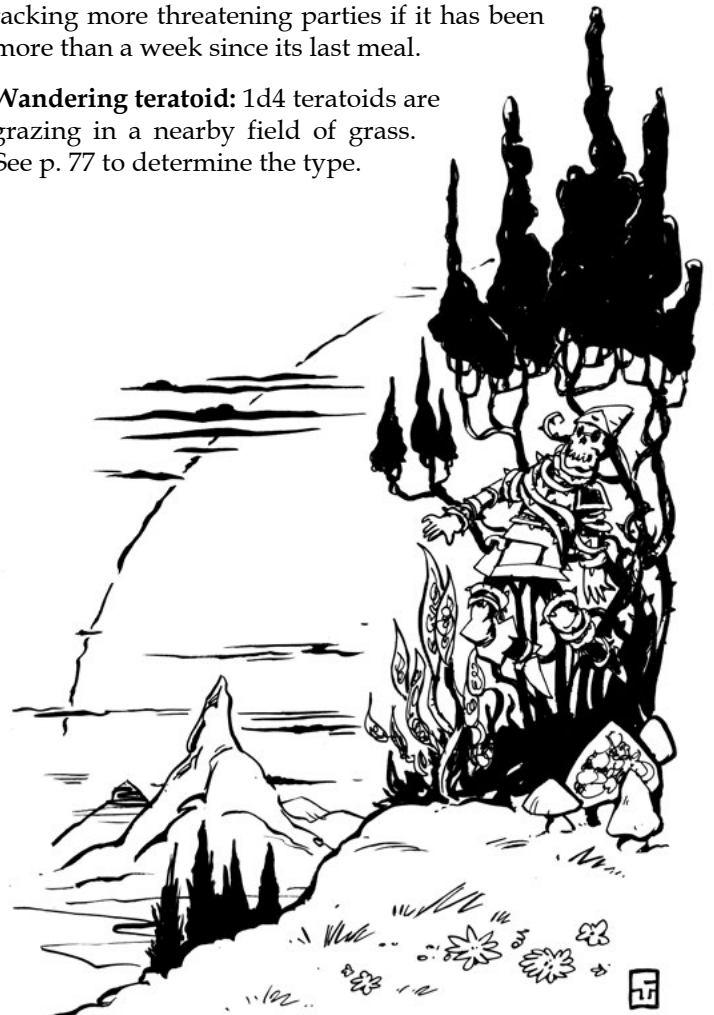
Rock goblin party: A band of 4d5 rock goblins (p. 75) waits hidden among nearby rocks to ambush the party by guiding stones down on the characters. If discovered, they use their natural camouflage to melt away into the terrain before resetting their trap.

Ruins: The PCs encounter the ruins of a crumbled tower that has been reclaimed by the forest. A thorough search among the fallen walls has a 5% chance per PC per hour of uncovering a treasure worth 1d4×100 terces. For each hour spent in the ruins, though, there is also a cumulative 5% chance the PCs trigger a collapse of the remaining structure, causing 5d6 damage to anyone participating in the search.

Visp: While traveling at night, the party hears the melancholy moans of a distant visp (p. 81). Ideally the PCs hear the sounds over several nights, with the moans getting closer as it follows its victims.

Walking serpent: A nearby cave is home to a walking serpent (p. 82), which ranges the slopes in search of food. The serpent will seek out victims that are injured or wandering off by themselves, but may also be driven to attacking more threatening parties if it has been more than a week since its last meal.

Wandering teratoid: 1d4 teratoids are grazing in a nearby field of grass. See p. 77 to determine the type.



CHAPTER III: TALISMANS, AMULETS, AND INSTRUMENTS BOTH MINOR AND MAJOR

Lucounu's mirth dwindled to a thoughtful grin. "You spoke of magical adjuncts. What of those talismans whose efficacy you proclaimed from your booth in Azenomei? Will they not immobilize enemies, dissolve iron, impassion virgins, confer immortality?"

☞ The Overworld, *The Eyes of the Overworld* (EO.I) ☞



agic pervades the Dying Earth, from the minor brummagem carried by wayfarers to the great instruments of the ancient civilizations that rose and fell aeons ago. Not every artifact is safe to use—many impose risk to those who possess and attempt to manipulate their contained energies.

The magical adjuncts listed here are among such curious and prized possessions and are provided as inspiration for judges to use in their campaigns. Sagacious judges will place these artifacts into campaigns with care and forethought.

AEOLUS

The *Aeolus* is a wind instrument consisting of two pipes, yellow and black, arranged in an inverse V-shaped configuration, with the single reed of each close to its neighbor. Despite its fabrication, it produces a cacophony of brass and percussion when blown, as well as effectuating gusts and gales of various proportions.

An ancient device, its creation supposedly occurred before the First Aeon. Allegedly, the man-goat wizard, Saysram, created it in tribute for his beloved wind goddess, Henata, who has passed among the dead gods long ago. Henata loved the sweet sounds of the *Aeolus*, but noticed listeners hiding smiles and chuckling when she played. One morning, at the Pool of Stillness, she glimpsed her reflection as she blew onto a reed. Her cheeks were puffed full of air, making her look ridiculous! Furious, she smote Saysram and cast the device into his bloody remains with a divine gale. Henata's rage and Saysram's grief twisted the *Aeolus'* magic, transforming its dulcet sonority into cacophonous dissonance; it is all that remains of either of them.

To play the instrument, one must make a spell check. Non-casters use 1d10 + Intelligence modifier, though wayfarers and thieves may use 1d16 and their *Cast spell from scroll* die, respectively. Effects for spell check results are listed below, separated by monophonic effectuations (blowing either the yellow or the black reeds) or the more advanced duophonic sonification (blowing both reeds simultaneously). Non-casters may train to use the device, increasing their spell

check die by +1d for 100 terces and 1 week of game time spent. Each subsequent increase costs twice as much as the previous one—initial learning is much easier than mastery. Thus, a magician starting with 1d10 must pay 100 terces and 1 week to increase to 1d12, then 200 terces and 2 weeks for 1d14, then 400 terces and 4 weeks for 1d16, then finally 800 terces and 8 weeks for 1d20. A wayfarer with a d16 die need only pay 100 terces and 1 week to achieve the 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 1d20 via training.

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). All effects' point of origins move with the player of the *Aeolus*. Where concentration is required, refer to p. 106 of the DCC RPG core book.

Table 3-1: Aeolus - Yellow Reed

Roll	Result
1	The <i>Aeolus</i> takes the wind out of the caster, who suffers 1d4 damage and must pass a DC 15 Fort save or fall prone and helpless for a number of rounds equal to damage taken. The yellow reed is split and unplayable for 1 day, after which it magically mends.
2-3	No sound is produced. The yellow reed is split and unplayable for 1d3 hours, after which it magically mends.
4-10	A gentle breeze steadily blows, strong enough to propel annoyances 10 pounds or lighter away from the aeolusist. Heavier objects are unaffected. The effluxion of air is 5' in diameter and 15' long, and clears smoke, extinguishes candles, etc. The effect lasts for up to 1d3+CL rounds, though the caster must concentrate each round to maintain it.
11-20	A blustering wind issues forth, strong enough to propel annoyances 50 pounds or lighter away from the aeolusist. More massy objects must pass a DC 7 Strength check or be humiliatingly knocked down.

The effluxion of air is 10' in diameter and 30' long, and extinguishes campfires, prohibits flight with wingspans less than 5', etc. The effect lasts for up to 1d6+CL rounds, though the caster must concentrate each round to maintain it.

- 21+ The yellow pipe summons an aeolustic ancillary. This windy servant reads the thoughts of the aeolusist and follows commands, though can never be farther than 100' away. The ancillary flies at a speed of 30' per round, and can lift up to 300 pounds. It may wield any one-handed weapon with an attack bonus of +CL for normal damage, has AC 10+CL, HD 1d8 per CL, and +CL to saves. Thus a 4th-level caster summons an aeolustic ancillary with AC 14, HD 4d8, and a +4 bonus to attacks and saving throws. The effect lasts as long as the caster maintains concentration.

Table 3-2: Aeolus - Black Reed

Roll	Result
1	The <i>Aeolus</i> takes the wind out of the caster, who suffers 2d4 damage and must pass a DC 17 Fort save or fall prone and helpless for a number of rounds equal to damage taken. The player must make a Luck check. If successful, the black reed is split and unplayable for 1 day, after which it magically mends. Otherwise the black reed is destroyed; a new reed must be obtained from a tulsifer thicket, picked during winds of at least 30 mph, and blackened with the blood of a deodand.
2-9	No sound is produced. The black reed is split and unplayable for 2d3 hours, after which it magically mends.
10-20	Dangerous gusts effectuate insalubrious conditions within a 30' semicircle in front of the aeolusist. They are strong enough to blow down a door, deflocculate a sheep's wool (if said creature is somehow held immobile), destroy fencing wattle, etc. Each round, those unfortunates caught downwind from the pipes suffer 1d6+CL damage from debris and must make a DC 12 Strength check or be blown over, with another DC 12 Strength check being required to rise. The effect lasts for up to 1d3+CL rounds, though the caster must concentrate each round to maintain it (see DCC RPG p. 106).
21-30	Gale force winds whip within a 60' semicircle in front of the aeolusist. Structures lacking masonry are flattened, wooden roofs are destroyed, small-rooted foliage is ripped from the soil, etc. Each round, those unfortunates caught leeward from the pipes suffer 1d10+CL damage from debris and must make a DC 16 Strength check or be blown over, with another DC 16 Strength check being required to rise. The effect lasts for up to 2d3+CL rounds, though the caster must concentrate each round to maintain it.
31+	The veriest storm is summoned, extending 100' in all directions from the aeolusist. All but the stoutest

constructions are destroyed and anything not firmly attached to the ground is hurled outward. Each round, those unfortunates caught leeward from the pipes suffer 1d14+CL damage from debris and must make a DC 18 Strength check or be blown outside the area of effect, suffering 5d4 impact damage (DC 12 Reflex save for half). The effect lasts for up to 3d3+CL rounds, though the caster must concentrate each round to maintain it.

Table 3-3: Aeolus - Both Reeds

Roll	Result
1	The <i>Aeolus</i> takes the wind out of the caster, who suffers 3d4 damage and must pass a DC 19 Fort save or fall prone and helpless for a number of rounds equal to damage taken. The player must make a Luck check using 1d30. If successful, then both reeds are split and unplayable for 1 day, after which they magically mend. Otherwise both reeds are destroyed. Two new reeds must be obtained from a tulsifer thicket picked during winds of at least 30 mph. One must be blackened with a deodand's blood, while the other is yellowed from a visp's spittle.
2-14	No sound is produced. Both reeds are split and unplayable for 3d3 hours, after which they magically mend.
15-24	A soaring clamor effectuates magical flight for the aeolusist and any chosen allies within 15'. The party's movement is 30' per round and lasts for 1d3+CL turns. The caster must play continuously (though breaths and short phrases are allowed) for the duration.
25-34	A discordant ostinato pulses as a protective whirlwind shell envelops the aeolusist. While protected, the caster is immune to non-magical missile fire, and incoming melee attacks suffer -2d penalties. Those melee attackers who successfully hit must make a DC 15 Reflex save, or take 1d8+CL damage while their weapon is thrown up to 20' away in a direction chosen by the caster. The effect lasts 2d6+CL rounds, but restricts the caster to only one activity per round (either movement or action, but not both).
35+	Henata's wrath, a wind-made creature of supernal ferocity, answers the <i>Aeolus'</i> call. Henata's wrath: Init +6; Atk slam +6 melee (2d6) or hurled object +6 missile fire (1d6, range 80'); AC 16; HD 6d8; MV fly 60'; Act 1d20 + special; SP cascading hits (after a successful hit, the wrath may attack the same target again with a -1d penalty; successful attacks chain until a miss), immune to non-magical attacks, breath weapon (1/day; concussive wave; line, width 10', length 60'; damage equal to wrath's max hp, DC 14 Fort save for half); SV Fort +6, Ref +9, Will +6; AL C; Crit M/d12. Henata's wrath defends the aeolusist, follows telepathic commands, and remains within 200' of the caster for up to 3d6+CL rounds. However, the aeolusist must concentrate each round (see

DCC RPG p. 106) to prevent the wrath from dissipating. If the caster rolls a natural 1 on the Will save associated with maintaining concentration, the wrath attacks until the caster or itself is slain.

CASQUE OF SIXTY DIRECTIONS

Scholars argue to this day whether this helm's creator, Bruhoonick, was a genius or a madman (persuasive arguments are made by both sides). It is said that it took the eccentric Opthymancer most of his life to construct the *Casque of Sixty Directions*, beginning with sixty pairs of eyes plucked from the heads of rival magicians. The eyes were calcified and incorporated into a helm shaped of beaten bronze and then infused with experimental magics. Powerful forces are imbued within the stony orbs and their sight reaches far beyond the mortal realms. The Casque is topped by a tall crest looking much like that of some ancient flantic. The fossilized eyes bulge outward along the crest, flowing in a pattern leading from the back of the helmet to the otherwise smooth surface of the rounded nose guard.

A masterwork of forgotten arts, the Casque is infused with an intelligence that is both haughty and capricious, while bordering on senility. Perhaps, when created, it was quick to serve its maker, but the ravages of time and the abuses of others using the helm have ensured this is no longer the case. It is unable to remember names or faces, and cannot distinguish friend from foe unless specifically directed. Indeed, its perception of the wearer's friends and boon companions—and, more importantly, how it speaks of them to its wearer—may change from day to day based upon its foggy recollections and perceptions. The Casque may also (at judge's discretion) have moments of extreme clarity and remember people and places from long ago, imparting such wisdom to its wearer.

When found, all sixty pairs of eyes are open—closing, save for the first pair, when their power has been exhausted by the helm's wearer. Merely donning the Casque activates its first power, and this power is in use at all times as the Casque is worn, never becoming exhausted. Once other powers are used and those eyes have closed, later duplications of that result should be ignored, and the next lower power should be invoked. In cases where the only lower power is the first, the Casque will complain of fatigue and overwork—not granting any additional power in that attempt.

For those unfamiliar with the secret workings of the helm, the Casque delivers powers at random when called upon (roll 1d60 on Table 3-4). Such a power may be invoked at the time desired by the wearer, but must be used before the Casque may be called upon to provide a different power. The Casque advises the wearer of the power and obligation telepathically, although sometimes in very vague terms. For example, a result of 60 might be disclosed as:

"Would you prefer that bothersome boor should go away? Just stand firm, lest you suffer the same fate."

It is rumored that there are arcane methods of learning the

secrets of the Casque's powers. Powerful supernatural entities, such as patrons, may grant the knowledge of how to call upon a specific set of eyes, and there may be forgotten librams which hold the secrets of re-opening an exhausted pair. Such knowledge always comes at a cost and it is solely at the judge's discretion how such information may be learned, and at what price.

The use of any of the Casque's powers incurs a specific obligation or penalty that must be fulfilled or endured prior to the next power being invoked. Obligations carry a heavy burden on those under the geas of the helm and, until the obligation is fulfilled, the wearer suffers a -2 penalty to their Luck score. In the case of physical amercements which one must simply endure, there is no additional cost while the wearer suffers the effects. However, no additional powers, other than the first, may be used until the obligation/penalty of the prior power has been fulfilled. It should be noted that even removing the Casque does not free the user from said obligation or penalty.

Once the helm is worn by a new individual its ownership is transferred, and all eyes reopen. A former owner of the helm may never again claim ownership and the act of donning the helm again causes blindness for 1d3 days and a permanent 10' reduction in their natural vision.



Table 3-4: Casque of Sixty Directions

d60*	Power	Obligation/Penalty
1	<i>Circle-vision</i> (always active). When wearing the Casque, its owner simultaneously sees in all directions and may never be surprised. Additionally, the wearer gains a DC 20 Ref save against missile fire attacks such as spears and arrows, avoiding all damage upon a success. There is no additional protection provided to incoming magical attacks.	Any time the Casque is worn the wearer must succeed in a DC 8 Fort save or be disoriented (-2 to all actions) for 1d4 rounds as their visual cortex is overwhelmed while attempting to process the near-spherical input.
2	<i>Steadfast gaze</i> . Wearer's vision is protected from the brightest of lights with no interference of vision for 1d3+1 hours.	Wearer must spend one hour in complete darkness of a non-magical nature.
3	<i>Double vision</i> . By staring at a single, mundane item of up to 1 pound, the wearer brings an exact duplicate into being for 1d3 turns before it fades away.	As the doppleganged object fades away, the user suffers from double vision for 1 hour, receiving a -1d penalty to all actions making use of vision (reading, combat, etc.).
4	<i>Piercing glance</i> . Wearer's eyes emit a baleful green beam, striking a single target for 1d4 damage.	User must truthfully answer the next question asked of them by a stranger.
5	<i>Eagle sight</i> . Wearer summons visual acuity allowing them to see unobstructed places and items up to 5 miles away as if merely 20' distant. When called upon, this power lasts for 1d4+1 turns.	At the expiration of this power, the user is left blind as the wearer's vision is gifted to the nearest individual plagued by blindness for a number of hours equal to active turns.
6	<i>Crossed eyes</i> . Wearer's gaze disorients one target within 60'. The target must make a DC 12 Fort save or suffer a -1 penalty to all actions for 1 turn.	User must brew and serve tea to no fewer than ten strangers in a single week.
7	<i>Lying eyes</i> . Wearer gains a +5 bonus to all Personality checks involving in their being verbally deceptive for one hour.	User must tell only the truth for one full week.
8	<i>Appraising glance</i> . With a single look, the wearer determines the value of any single held item, magical or mundane.	If already owned, target item must be sold. If not owned, targeted item must be purchased.
9	<i>Backward glance</i> . The Casque's gaze painfully warps the visage of a selected target, sliding their eyes to the back of their head for 1d3 turns. The victim must succeed in a DC 14 Fort save or be disoriented (-2 penalty to all actions) for 1d4 rounds.	User must spend 24 hours walking only backward. Moving at more than half movement requires a DC 8 Ref save each round to avoid falling prone. The act of running requires a DC 15 Ref save each round. If the user travels via a mount, this obligation carries through to the animal ridden.
10	<i>Obfuscation</i> . All living creatures within 100' of the wearer simply ignore the wearer's presence unless directly confronted. This power naturally expires at sunrise.	User must inflict 10 or more points of damage upon themselves in a single blow.
11	<i>Contemptuous glance</i> . Wearer's gaze causes minor curse-like actions: spoiling milk, breaking bowstrings, spooking animals, etc. (judge's discretion) for 1d3 hours.	User must avoid the sight of their own reflection for a full month.
12	<i>First blush</i> . For the next hour, creatures within 20' mistake the wearer for someone else who causes no alarm. A DC 12 Will save negates.	User must drink tea brewed from the leaves of the blister bush, causing a temporary loss of 2 points of Stamina which lasts 2d4 days. A DC 18 Fort save halves the duration of the loss.
13	<i>Eye color</i> . Wearer's eye color is permanently changed to a different natural color.	User must eat a pound of their own hair.

Table 3-4: Casque of Sixty Directions

d60*	Power	Obligation/Penalty
14	<i>Eye-watering.</i> Wearer weeps a torrent of pure drinking water at a rate of one quart per round for 6 rounds.	User must permanently sacrifice 1 point of Stamina.
15	<i>Sight unseen.</i> Wearer is able to make themselves and up to two other willing subjects invisible for 1d3+1 rounds.	User must drink the blood of a deep-sea fanged eel.
16	<i>Soothing glance.</i> Wearer heals 1 hit die of damage suffered by a target other than themselves.	User must place flowers upon a pauper's grave.
17	<i>Withering glance.</i> Wearer's gaze kills all flora within 3d60* feet.	User must turn the earth of the impacted area, removing all dead life and sowing fresh seeds.
18	<i>Spiteful gaze.</i> Wearer's eyes release a burst of burgundy energy, impacting a target within 30' and inflicting 1d20 points of damage. Targets succeeding on a DC 15 Ref save are not affected.	User must succeed in a DC 15 Ref save or be slain as the energies of this power are reflected back upon them.
19	<i>Karmic blast.</i> Wearer locks eyes with a selected target, adding their Luck modifier to an opposed Personality check. The loser of the check suffers 1d30 damage caused by a sudden freak calamity.	User must succeed in a DC 15 Will save or suffer a permanent loss of 1d3 points of Luck.
20	<i>Hate-filled stare.</i> Wearer's eyes emit a gout of flame, inflicting 1d60* fire damage to a single target within 60'. The target may make a DC 15 Ref save for half damage.	User must succeed in a DC 15 Fort save or perish from spontaneous human combustion.
21	<i>Pot watching.</i> Wearer's gaze prevents water from boiling. This power lasts for one full day.	User must burn two cords of wood from the extinct irix tree (a very difficult/expensive endeavor).
22	<i>Eye of the beholder.</i> Wearer gains a +3 bonus on Personality checks for one hour.	User must spend six unbroken hours in conversation with the oldest person within a mile of the power's use.
23	<i>Look knowingly.</i> Wearer understands any one additional written language until sunset.	User is struck with complete aphasia, unable to comprehend language of any sort until they eat the material which they had translated via this power.
24	<i>Sinister eye.</i> With only a look, the wearer inflicts a random minor curse upon a chosen target.	User must foreswear the eating of meat for one full month.
25	<i>X-ray vision.</i> Wearer's vision extends through intervening matter, seeing through up to 1' of wood, 6" of stone, or 1" of metal for a duration of 2d4 turns.	User must fully immerse themselves in water, at a depth of 100', for 1d3 minutes (potentially risking drowning).
26	<i>Synesthesia.</i> Wearer gains the ability to visually perceive sounds for 1 hour, granting them a bonus in analyzing vibrations and a gift for mimicry. The wearer can detect counterfeit sounds with a DC 10 Intelligence check and mimic sounds with a DC 15 Personality check.	User's hearing is overwhelmed as their vision bleeds into their auditory centers, deafening them while their eyes are open. This lasts for 1 day.
27	<i>Sore eyes.</i> A single target within 20' greets the wearer and treats them as an old friend. This feeling of friendship lasts so long as the wearer (and their companions) do nothing to endanger that friendship.	User must cure the blindness of an orphan urchin.
28	<i>Lookout.</i> The Casque automatically activates and for the next hour mentally warns the wearer of impending danger that is otherwise unperceived (invisible opponent, incoming spells cast over a distance, etc.), granting a saving throw where one would not normally be allowed.	User must spend 24 hours in complete bedrest taking no action more strenuous than napping.

Table 3-4: Casque of Sixty Directions

d60*	Power	Obligation/Penalty
29	<i>Gaze of purity.</i> By gazing upon an individual, the wearer cures them of a single disease or poison.	User must knowingly and willingly ingest poison requiring a DC 18 Fort save or greater.
30	<i>Reflective gaze.</i> Wearer is immune to gaze-based attacks for 1 turn, reflecting each attack toward a different random target.	The user must serve the first new person that they meet for 1 week.
31	<i>Out of sight.</i> Wearer turns invisible for 2d3 rounds.	User must eat ten bulbs of raw garlic.
32	<i>Evil eye.</i> With only a look, the wearer inflicts a random moderate curse upon a chosen target (see <i>Primer of Practical Magic</i> , p. 96).	User must nightly inflict a minimum of 3 points of damage upon themselves for a full month.
33	<i>Bloodshot.</i> Wearer's eyes become so stinging bloodshot as to make those who look upon them uncomfortable. Intelligent creatures seeing the wearer's eyes must make a DC 8 Will save or be distracted for 2d3 rounds and suffer a -1 penalty to all actions.	User must spend ten minutes bathing their eyes in purified water to end this ongoing effect. Until such time, they suffer a -2 penalty to all actions as they are compelled to wipe and rub at their burning, itching orbs.
34	<i>Line of sight.</i> The gaze of the Casque's eyes warps space in such a fashion that all ranged attacks made by the wearer against targets within line of sight are considered to be short range for 6 rounds, regardless of the original ranges of the weapon or spell.	User must slay an opponent of great size or strength (minimum of 3 HD) in single melee combat.
35	<i>Infravision.</i> Wearer gains infravision with a range of 60' for a full month.	User must divest themselves of all wealth, allowed only to keep their weapons, armor, and rations. This must be a sincere action; attempts to circumvent this by giving things to those who will immediately return them causes the Casque to lash out, inflicting 1d60* damage to all involved parties.
36	<i>Hindsight.</i> Wearer may immediately re-roll a single failed action.	User must roll twice on their next subsequent action and take the worse of the two rolls.
37	<i>True sight.</i> The wearer is able to see through all illusions and glamours (including invisibility) for a number of rounds equal to 1d3 + Intelligence modifier.	After the special sight expires, the wearer must make a Fort save with a DC equal to the duration of the use of the special sight or be struck utterly blind for an equal number of rounds.
38	<i>Seeing red.</i> Wearer's eyes unleash a stream of scarlet energy at a single target within 50', inflicting 1d60* points of damage. A DC 20 Ref save negates the effect.	User must succeed in a DC 20 Ref save or be slain by the returning energies cascading back into the Casque.
39	<i>Spiritual blast.</i> Wearer locks eyes with a selected target and makes an opposed Personality check. The loser of the check suffers 2d30 points of damage and is knocked unconscious for an equal number of rounds. Participants reduced to 0 hit points by this attack are forever slain, their souls blasted to oblivion.	User must succeed in a DC 20 Will save or die, as creatures of the void tear their soul free from their body and devour it.
40	<i>Venomous stare.</i> Wearer's stare inflicts 1d60* poison damage to a single living target within line of sight. The victim may make a DC 20 Fort save for half damage.	User must make a DC 20 Fort save or die, their body exploding in a shower of venomous snakes.
41	<i>Keen stare.</i> Wearer's gaze becomes a ranged weapon, slicing into a target (on a successful hit) for 1d6 points of damage. This ability lasts for 2d6 rounds.	User must spend one hour a day sharpening blades for the span of a week, honing them to razor sharpness.

Table 3-4: Casque of Sixty Directions

d60*	Power	Obligation/Penalty
42	<i>Shielded sight.</i> Wearer is immune from scrying and other metaphysical attempts of clairvoyance until activating the next power of the Casque	None.
43	<i>Serpent's Stare.</i> Wearer locks eyes with a single target who must succeed in an opposed Personality check or be held motionless until the wearer breaks the gaze. To avoid blinking, wearer must make a Fort save each round vs. a DC of the number of rounds the victim has been held.	User must eat a still-living tarp, enduring the risks so incurred (DC 16 Fort save or temporarily lose 1d4 points of Stamina).
44	<i>Phantom sight.</i> Wearer can see into other planes of existence, viewing creatures and objects normally unseen, including into the realms of the dead. This power remains until sunrise.	User must attend thirty funerals within thirty days. These must be full services, not ad hoc burials for fallen foes or slain animals.
45	<i>Leer.</i> Wearer's gaze makes a single target within 10' feel uncomfortable. Unless the victim makes a DC 14 Will save they immediately leave the area and refuse to return to the wearer's presence for 1 hour.	User suffers a temporary loss of 5 points of Personality for one day.
46	<i>Look at the facts.</i> While looking at the face of a person with whom they are conversing, the wearer may force them to tell the truth for 1 turn. A DC 13 Will save, per lie told, allows for continued deception.	User must sever the tongue of a gossip and swallow it whole.
47	<i>Staredown.</i> Wearer locks gaze with a single creature of less than 5 HD and forces it to flee. A DC 18 Will save allows the target to resist the urge of flight.	User must not engage in combat of any sort for one week.
48	<i>Forceful gaze.</i> With a look, the wearer may lift and simply manipulate an object of up to 500 pounds for 2d3 rounds. Living creatures are allowed a DC 12 Ref save to resist being telekinetically grasped.	User must buy a round of drinks for the house at every tavern, pub, et al. they visit for one week.
49	<i>Slip from view.</i> Wearer appears to remain in one place while actually moving about freely. This false image fades away in 2 rounds, making it appear that the wearer has vanished.	User must steal an object valued at 5 terces or more from the next shop they visit.
50	<i>Windows of the soul.</i> By staring directly into the eyes of a chosen target, the wearer may seize complete control of their victim. A DC 20 Will save by the target negates the effects.	User must travel only by foot for 30 consecutive days.
51	<i>Baleful Eye.</i> With only a look, the wearer inflicts a random major curse upon a chosen target (see <i>Primer of Practical Magic</i> , p. 96).	User must foreswear treatment by magical healing methods for a full month.
52	<i>See weakness.</i> Wearer is able to perceive flaws and weaknesses in an opponent, granting a +1d attack bonus against that foe for the duration of the combat.	User must not defend themselves from the next foe to attack them. They may engage with other enemies, but not that particular one.
53	<i>Mirror image.</i> Wearer's body permanently warps into a mirror image of itself, changing their dominant hand, altering the location of internal organs, etc. Those seeing the odd transformation must make a DC 12 Will save or flee in fear for 2d6 rounds.	User must shatter 20 mirrors valued at a minimum of 10 terces each.
54	<i>Dark eyes.</i> Wearer gains the ability to see in complete (natural) darkness to a range of 30'. This ability ends at sunrise.	User must avoid contact with direct sunlight for one week.

Table 3-4: Casque of Sixty Directions

d60*	Power	Obligation/Penalty
55	<i>Oracular vision.</i> The wearer may call forth the powers of the Casque to outline a pathway in their mind's eye which leads to a selected place within a day's travel. This appears to the wearer as an aerial image and, should the wearer fail a DC 12 Will save, obscures their normal vision for 1d3 hours, allowing only progress on the overhead image to be seen.	User must blaze a clear trail to the revealed location wide enough to be comfortably used by man-sized beings.
56	<i>No end in sight.</i> Wearer warps the spatial gap between himself and a chosen target into a seemingly endless distance, making approach and attacks limited by <i>any</i> range other than line of sight impossible. This power lasts for 1 turn, after which the spatial gap is suddenly reduced to 1'.	User must remain within 100' of the location of the use of this power for 1 hour.
57	<i>Prying eyes.</i> Wearer may see through the eyes of a known individual within 1d60* miles. A DC 15 Will save gives the target the feeling of being supernaturally observed.	User must gorge themselves on ten meals' worth of food in one sitting, potentially doing themselves harm. The glutton must succeed in a DC 17 Fort save or suffer a permanent loss of 1 point of Stamina and lapse into a sleep from which they cannot be awakened, by any means, for 2d3 hours.
58	<i>Rage blast.</i> Wearer's eyes unleash a crimson field of destructive energies, washing over everything before the wearer to a range of 100'. All structures and creatures within must make a DC 25 Ref save or suffer 1d60* points of damage from the radiant hate.	User must succeed in a DC 25 Ref save or be slain by the energies reflected back upon them.
59	<i>Soul-gaze.</i> Wearer locks eyes with a selected target and makes an opposed Personality check. The loser of the check suffers existential anguish as the Casque inflicts 2d60* points of damage and knocks them unconscious for an equal number of rounds. Participants reduced to 0 hit points by this attack are forever slain, their souls blasted to oblivion.	User must make a DC 25 Will save or die as their soul tears free from their body and is forever lost in the void.
60	<i>Death Gaze.</i> Wearer's stare inflicts 3d60* damage to a single target within line of sight. A DC 25 Will save allows the target to resist the withering effects.	User must succeed in a DC 25 Fort save or die as their body crumbles away to nothingness.

* A d60 may be duplicated by rolling a d30 with a control die, such as a d6. If the control die comes up on its lower half of results, the d30 is treated as normal. If the control die result is in the higher half, add 30 to the result of the d30 roll.



COMPENDIUM OF UNIVERSAL KNOWLEDGE

The sorcerer Zinqzin composed this tome by most irregular means: by summoning a sandestin and binding its spirit within the book, thereby providing the tome's owner with an interactive (as well as litigious) literary experience. The experiment seems hardly a success, as the book was interred with Zinqzin upon his death and lay in a burial niche next to his moldering bones for centuries before it was retrieved by an enterprising aficionado of esoteric librams.

The sandestin, whose appellation has been lost to the aeons, is particularly perverse in satisfying the intentions of the book's user. It complies with all requests but frequently twists and perverts the reader's will in order to ensure that they may take no enjoyment from its multifarious contents. For example, if requested to present a poem, it may do so in an archaic language, or if requested to show a picture of a beautiful princess, it may do so only after the delectable lady has passed her prime, or perhaps only portray her with her face covered or hidden.

This book's contents are not merely the trivia of aeons past. The *Compendium of Universal Knowledge* also displays awareness of the entities around it, and may make observations about other nearby people even if they are not conversing directly with the tome.

The tome's weakness is the supreme ennui of the sandestin's spirit, trapped for millennia in the leather-bound book. Of course, the judge is encouraged to use the book to drop enticing hints about quests, curiosities, and buried treasures, as needed.

Characters seeking to make use of the *Compendium* to obtain useful or pleasing information should state their question and roll 1d20, add their Personality modifier to the roll, and consult the following table. A PC who seeks to flatter or somehow entertain the book should receive additional bonuses on the attempt at the discretion of the judge.

Roll	Result
1 or less	The animating spirit of the codex is severely perturbed for subtle reasons no one can discern, and the entire tome vanishes with the following declamation: "Rather I should again molder alone in an isolated tomb for centuries than put up with the insolent fumbings of semi-literate rascals such as yourselves."
2-10	The petulant tome responds curtly that it is consumed with abstruse meditations that cannot be interrupted. The <i>Compendium</i> will not respond to further inquiries for the space of one week.
11-12	The volume will respond only with an obtuse, brusque answer to a question, or perhaps one cryptic image, which will do very little to assuage a reader's curiosity. The tome will not respond to further inquiries for the duration of one day.

13-14	The spirit of the libram is bored and will seek to lead its interlocutor on a merry, circuitous chase which will not end in any useful resolution beyond the pointing out of an obnoxiously obvious fact. (Though hardly seeking to do anyone a good turn, the book may observe something that its possessor has not yet noticed.)
15-17	The perfidious manual is bored beyond reason and will essay to find some way to cause a conflict or consternation in its listeners, even while providing an opaque and frustrating retort.
18-19	The <i>Compendium</i> will answer one question. If the book has cause to bear enmity toward the interrogator, it will do its best to speak truly while misleading them. If there is no ill will, the judge should roll a secret Luck check for the character to determine whether the answer will bear fruit.
20-21	Mollified in a most unusual way, the tome will blather on at length about the most esoteric topics. Its animating spirit has no interest in the characters' questions, but if a PC has the patience and aplomb to exchange profound meditations on the movements of unique celestial bodies or the elegant design of a grave-mite's wings, it will eventually answer the reader's question in order to dispense with them and return to more interesting banter.
22+	The eccentric almanac's interest has been momentarily piqued. Against its better instincts, it will provide one clear rejoinder to a plainly issued request.

CRYSTALLIZED DREAMS

The phenomena known as *crystallized dreams* were originated by unctuous Iolo, an alchemical magician of no small skill. This eminent inventor found a way to bind starlight and lake-waters into the shimmering filaments of a net, which he used to snare the dreams of many sleepers in his land of Dai-Passant. By a costly and complex process, Iolo would compress the corralled fantasies into crystals, which could be consumed to allow the imbibor to experience a captured dream as if it were their own.

There are several ways to ingest the crystals: by crushing and snorting them, by placing them under the tongue, or even by breaking them into shivering, cool shards and pressing them gingerly into one's ears. All three methods may be used simultaneously to produce particularly intense dreams. With use, each resulting dream-flake is consumed totally and may not be reused in any way.

Iolo is long gone and most who have found his Bag of Dreams—or even created their own using his methods—cannot tell the dream-flakes apart. When a character seeks to ingest a crystal, roll 1d24 modified by Luck and consult Table 3-5. Should more than one dream be experienced at

once, the consumer’s mind is assaulted by conflicting sensations and mentalities, and the discontented glutton must make a DC 15 Will save or automatically suffer the hellish torments and effects of result 1 below. In addition, should a crystal become corrupted or adulterated in anyway, ingesting the perverted dream-flakes will have a similar effect.

As well as letting the imbiber escape their responsibilities and daily torments, the dream-flakes have ancillary benefits as noted below. However, persistent and frequent use of dream-flakes may create an addictive habit within the consumer. If a character ingests more than three dream flakes within a month, they become addicted. An addicted PC suffers a temporary loss of 1 point of both Personality and Intelligence for each day in which they do not consume a dream-flake. This temporary loss is restored only once they resume use of the flakes. In addition, addicted characters must roll with a -1d penalty on Table 3-5 for each month of their addiction. Thus an addicted character would roll 1d20 modified by Luck in the first month, 1d16 modified by Luck in the second, etc. Addiction can only be cured by a successful casting of *neutralize poison or disease* on the addicted PC with a result of 26+.

Unless otherwise specified, the dream’s effects persist for 1d6 hours or until the dreamer is awakened from their stupor by another, requiring the dreamer to attempt a DC 15 Will save each round to shake off its effects.

Table 3-5: Crystallized Dreams
(roll 1d24 modified by Luck)

Roll	Result
1 or less	No one knows what loathsome dweller of infernal depths imagined these terrible visions of icy black seas, the squamous things within, and neverending nights of eternal puncturing. The crystal-eater suffers the loss of 1d3 points of both Personality and Intelligence for a week and must make a DC 10 Will save or lose 1 point of each permanently.
2	The dreary dreams of the rag pickers: the hapless peasant responsible for these night-fictions wistfully relives their early childhood atop a mountain of soiled clothing and muddy refuse.
3	The dreamer imagines that they are in a great cloud of fog, causing them to enter a restless somnambulant state to attempt to escape the chilling obscurity of the vapors. Each round, the dreamer moves their full movement in a randomly determined direction. If in hazardous terrain, the character must make a Luck check each round to avoid unfortunate results.
4	The hapless dreamer has a vivid vision of eating all manner of strange insects, worms, and grubs, while still wriggling. The consumer must make a DC 10 Fort save or be struck with nausea for 2d4 rounds after awakening, incurring a -2 penalty to all actions.

5	The originator of this dream feared the sea above all else, and despite a silent repose, the consumer is tormented with visions of drowning. After awaking, the dreamer is unable to take any action except to mimic the frantic expulsion of seawater from their lungs.
6	The original dreamer spent his nights harangued by his dead parents; this is most off-putting to the dream-flake’s consumer, who has no idea why a pasty middle-aged man and crow-faced woman are berating them with a litany of trivial failures. The user is at a -1 penalty to all Personality checks for 1d3 hours after awakening.
7	The originator of this dream always had the same nightmare: pleasant ambles in the countryside that gradually grew darker as the swollen crimson sun set, followed by a creeping sense of danger accompanied by the mournful baying of a nearby visp. The monster never appears, but the user of this dream awakes soaked in perspiration and too distracted to take any action for one full round, after which they may act normally.
8	The consumer imagines they were a veteran of many wars and relives the horrors of close combat; though powerful and undaunted on the battlefield, the user awakens exhausted and temporarily loses 1d6 points of Stamina until they have rested for two hours. The user should also make a DC 10 Will save to avoid being haunted by these memories forever after.
9	The original dreamer often revisited their first love, a charming young personage from their adolescence. Although the dream-flake’s user has no idea who this person is, the amorous encounter suffuses them with a wistful melancholy and leaves them distracted for some time.
10	The sorcerous originator of this fancy was plagued by memories of their early magical exercises and exams, and frequently revisits those days whenever their anxiety runs high. While under the effects, the dreamer engages in esoteric banter, rhetorical brinksmanship, and unhealthful drinking games, all the while feeling that they should be studying. Upon waking with a vague unease, the consumer may make a Luck check to learn one useful fact from the various things they saw and heard.
11	The dreams of an honest and stoic lentil farmer: the consumer of this dream knows everything about this humble staple from enduring the vagaries of legume-based agriculture.

12	The fantasist remembers his former pet, a yellow and aquamarine songbird named Reytilda. The user of this dream-flake remembers quiet hours spent in Reytilda's company and wakes up with a tuneful melody in mind, which can be whistled to others' probable annoyance for up to 1d3 days.	19	The originator of this dream was an amateurish magician who chafed at the interminable lessons foisted upon him by his erstwhile mentors. However, the user gains enough knowledge to cast one randomly determined level 1 spell upon awakening, which can be cast one time as if memorized with a spell check of 15, per the rules of rote magic (see the <i>Player's Libram</i> , p. 23).
13	The original dreamer was obsessed with the sculptor and poet Riamphal and often dreamt they were together discussing aesthetics, fine wines, and the politics of the Seventeenth Aeon. If such subject matter is helpful to the consumer in any way, they may make use of Riamphal's wisdom. More pertinently, Riamphal also was the owner of several magical adjuncts, and resourceful dream-tasters may be able to ferret out the location of one of these priceless treasures.	20	The creator of this sequence, who worked in the Grand Library of Dai-Passant, dreamed of pursuing the whims of magicians and nobles who request this or that fact. The eater of the dream-flake may actually use the library for their own purposes, and is allowed to learn one fact for every hour they are permitted to repose.
14	This is Iolo's dream, harvested himself during an alchemical experiment that he had forgotten. In this daydream, Iolo wins the exhibition of Duke Orbal's marvels and is lauded and feted by the Duke and Iolo's fellow competitors. He drinks and eats copiously, is given fine clothes by the townspeople, and several handsome lads and winsome wenches beg to be his apprentices. Suffused with confidence, the dream-flake's consumer will gain +1 Luck upon awaking.	21	The dream-flake's sampler finds they have entered a fortune-telling session wherein a hooded elderly woman flips silver-embossed cards and reads their fate. The character must make a Luck check; if successful, the character gains a +1 bonus to all actions for 1d24 hours. If failed, they suffer a -1d penalty to all actions for the same duration.
15	The originator of this dream engaged in nocturnal fictive pulchritudes that would make a lascivious widower blush. The consumer of this flake awakes rested and proud of their performance, but temporarily loses 1 point of Stamina until they have eaten a full meal and had an hour's rest.	22	The user enters the body of a proficient housekeep and master bargainer, dreaming of the legendary covered market near Lake Lelt. The consumer dreams of arguing over fantastic fabrics, exquisitely fresh fruits and whole fishes, haunches of salted meat, and assorted trinkets and tchotchkes. Upon awakening, the user gains a +2 bonus to any Personality-based skills and checks for the next 24 hours, and +4 if the check specifically involves negotiation, haggling, or other mercantile matters.
16	The original dreamer was a gourmand schooled in the finest edibles and potables. The dream is of a feast of superior quality, which will leave the flake's user well fed and satisfied; they will need neither food nor water for 1 full day. In addition, the aura of the aficionado persists for 24 hours. They will be able to identify the origins and quality of any food or beverage for this time, during which all food-related checks shall be treated as trained.	23	The consumer of this dream-flake is transported to the sabbath of a witch who served the demon Kraan. The consumer may dance, drink and be merry with the other members of the coven, but is then slowly moved to the front of the line and brought forward to Kraan's headman, there to be entered into a pact with the fiend and thereby receive the power to cast one randomly determined patron spell of Kraan. Roll 1d3: (1) <i>Purblind Vision of the Underworld</i> ; (2) <i>Sciolistic Regurgitation</i> ; (3) <i>Deliquescent Effluxion</i> . This effect holds true only for as long as the dream-user honors this pact with the demon, and may in fact have astringent repercussions for betrayal.
17	The erstwhile creator of this fantasy had dreams of flying. This pleasant, weightless sensation suffuses the body of the user. Upon awakening, the dreamer will remember details of the current locale, within 1d3+1 miles, as if they had floated 1d4×100' above it in all directions during the daytime.	24+	By a lightning strike of benevolent fortune, the user of this most excellent dream is placed in the body and mind of an exemplar of their class, and, at the termination of this superior representative's fantasy, they will have learned many subtleties and mysteries of their order, thereby gaining one level.
18	The original dreamer was entertained nightly with visions of peaceful glades and verdant groves. A short time singing and dancing in such peaceful environs leaves the flake's consumer as content and well-rested as if they had a full night's rest.		

EXPANSIBLE EGG

Few devices are more practical and valued than the highly-sought Expansible Egg. This curiosity appears as a small egg-shaped mass of smooth silvery metal. Though its metallic shell is essentially unbreakable, the Egg is extremely light, as if it were hollow. When the conical end of the Egg is depressed firmly, a shimmering 10' diameter dome of argent light expands from the point at which the Egg is activated. The source of its power and fabrication is a mystery, but the few extant Expansible Eggs give no sign of any sorcerous stamp. Rather, they appear to be the lost remnant of a craft or science of aeons past.

Once erected, the dome does not move, nor does the Egg; both are fixed inexorably in place until the Egg is rendered inert by depressing the same subtle toggle upon its conical end. Indeed, the Egg even hangs in space in the very place it was activated until such time as it is manipulated again. Note that the Egg may not be fully energized unless the surrounding dimensions allow for the unimpeded Egg's barrier to take shape. For example, the Egg will not fully function within structures too small to allow for the 10' diameter dome, creating an incomplete barrier at the points where the dome intersects the structure. Similarly, when activated, the Egg does not penetrate underground, allowing egress and ingress by way of the earth upon which its user stands for any burrowing creature determined to find a means inside.

The resulting scintillating dome is impervious to all forces: kinetic force, magical powers, even sound, although air moves freely in and out. The barrier is semi-translucent so that gaze attacks or other assaults that depend on sight are at made with a penalty of -1d against targets within the dome, and anyone protected by the Egg's boundary receives a +1d bonus to save against any spell effects from such opto-visual assailments.

This eminently useful device's power source is entirely a mystery. Most of the surviving Expansible Eggs appear to function with no need to recharge. However, each time an Egg is used more than once within a 1-week period, the PC must roll d%. On a natural 1, the power source becomes corrupted and goes critical, causing the Egg's barrier to simultaneously explode inward and outward, inflicting 10d10 damage to everything within 30' (DC 20 Reflex save for half).

THE EYES OF THE OVERWORLD

The Eyes of the Overworld are magical violet glass hemispheres suitable for placing over one's eyes beneath the lids (one may consider them "lenses of contact"). Alternatively, they function quite effectatiously placed on the ocular ends of demon tentacles. Indeed, magistorians agree that this latter application is the source of their origination on this dying Earth.

During the ferocious Cutz Wars of the Eighteenth Aeon, Unda-Hrada, a demon known to uneducated cretins as Underherd, thrust its tentacles from its sub-world, La-Er, to manifest multifarious machinations on the not-then-as-

dying Earth. These surveilling appendages—allegedly four hundred and fourteen of them—each bore an ocular organ capped with an enchanted cusp of violet glass which enabled demonic perception from La-Er to this world. Unda-Hrada met some discomfiture, perhaps from Simbilis the Sixteenth (accounts vary), and withdrew its interdimensional agents. The cusps, which would be renamed *The Eyes of the Overworld*, remained behind.

When one sees only through the cusps, they submit to an omnisensorial shared illusion of the highest quality. The wearer sees an overlap of their own world with the next highest in the celestial world hierarchy. Whereas Unda-Hrada viewed from the La-Er sub-world up to Earth, those on Earth view up to the Overworld, the home of Sadlark and other demiurges. The relationship of space in the two layers can be quite different, so that small hut in the physical world appears as a huge banquet hall through the cusps.

Wearers encountering one another see the Overworld's mutually-pleasing environment overlapped with theirs, and see each other simultaneously in both the way each prefers to be seen and the way that each prefers to see the other. Sages commonly hold to the maxim, "You cannot please everyone." Such dogma does not apply to the Eyes' enchantment.

Wearing the Eyes incurs the following benefits, though each takes differing amounts of time to activate once the Eyes are placed; if the Eyes are removed, the activation times must be repeated when reinserted.

- Waxing confidence (wear 1d6 turns to activate): One sees themselves as improved. The enhanced confidence thus effectuated grants a +1d bonus to one particular skill or spell check (PC must choose when first wearing the Eyes; choice is permanent for a given set of Eyes).
- Visual integrity (wear 1 day to activate): The Eyes filter those external stimuli that are incongruous. The wearer rolls 1d100 to save against any magical malignant optical effect, which need not be illusory (e.g., *color spray*).
- Nothing to fear (wear 2 days to activate): The overlapping of worlds is so convincingly blissful that terror is practically inconceivable. The wearer uses 1d100 to save against all fear effects.
- Superlative convalescence: For each full day wearing the Eyes while resting, the wearer's natural healing rates are doubled. This is a direct consequence of the Eyes' enchantment, and although it seems like a boon, it is counteracted by degenerative lassitude (see below).

Wearing the Eyes also incurs the following detriments, which activate immediately upon placement:

- Slow to act: The Overworld's bliss distracts one from rapidity. Anyone wearing the Eyes suffers a -1d penalty to initiative.
- Waning self-awareness: One sees themselves in peak physical condition, despite feelings to the contrary. While wearing the Eyes, a PC does not see one's own

wounds. The judge must track the PC's hit points rather than the player, though the judge may offer hints as to the PC's status, such as, "A strong sword blow may send you across moribundity's threshold."

- **Cannot dodge reality:** The spatial distortion of overlapping worlds impinges combat awareness. While one wears the Eyes, they bestow a +1d attack bonus upon melee opponents who are not similarly cusped.
- **Degenerative lassitude:** The Eyes slowly transfer the wearer's physical essence to select inhabitants of La-Er. For each full day wearing the eyes, the wearer must make a DC 10 Fort save. Failure results in the permanent loss of 1 point of Strength, Agility, or Stamina (player's choice). The Eyes do not reduce an ability score below 3.
- **Parting risk:** Rapidly separating one's senses from the Overworld fatigues the mind. Whenever the Eyes are removed, the wearer must make a DC 5 Will save. Upon failure, the above detriments linger for 2d3 rounds. If the roll is a natural 1, the PC suffers degenerative lassitude (see above) and must make the associated Fort save.

Ensorcelers well acquainted with artifacts of the aeons often seek a pair of Unda-Hrada's wondrous cusps, since those with arcane talents may coax additional boons from the Eyes beyond those employed by the ubiquitous untalented plebs who waste their true potential. These higher powers are employable once the cusps' waxing confidence benefit has been activated (see above). The cusped sorcerer must make a spell check and may choose any result equal to or lower than the check.

Roll Result

- | | |
|-------|--|
| 1 | The Eyes fuse themselves to the wearer. Removing them forcibly inflicts 3d4 damage per Eye upon the "patient" who must make a DC 15 Fort save to avoid permanent blindness. Furthermore, the previously cusped caster must make a d100 Luck check per Eye (roll equal to or below Luck score with 1d100). Upon failure, the cusp shatters. |
| 2-15 | The overlap of the Overworld temporarily prevents the channeling of phlogistonic manipulations. The advanced functions of the Eye (those requiring a spell check) may not be used for 24 hours. |
| 16-22 | The spatial distortion of the Overworld allows the caster to double the range of any spell cast in the following round. |
| 23-29 | The sorcerer fully enters the Overworld for 1d4+CL rounds, completely disappearing to those not wearing the Eyes. The caster may not interact with or affect non-cusped beings and they cannot interact with or affect her. |
| 30+ | The ensorceler may create a device in the Overworld to circumvent an obstacle in their physical world. Examples include a ladder to scale a tall barrier, a door to pass through a wall, a hole to access the interior of a locked chest, etc. Only the cusped |

mage may use the multi-dimensional device; non-cusped allies must find their own means of passage.

Additional Dangers: Wearing only one Eye is hazardous. If one does not actively cover the uncusped eye (with their hand, a patch, etc.), they must make a DC 19 Will save or simultaneously view both the physical world and the Overworld, and become helplessly stunned for 1d3 turns. Indeed, certain rapscallions have combined one true Eye with a false glass cusp to dupe and incapacitate an unsuspecting magician or two. Safely viewing through only one cusp imparts the illusory overlap of the Overworld, but does not impart any of the aforementioned benefits or detriments.

The cusps are easily placed over the eyes, and stay affixed with normal use. However, if one's head suffers an impact strong enough to cause damage, they must make a Luck check for each Eye, adding the sustained damage to the roll. Thus, a cusped witch whose cranium is cracked for 5 points of damage must make two Luck checks using 1d20+5. If the modified roll is more than 5 points higher than one's Luck score, the Eye shatters when it hits the ground. Whenever an Eye becomes loose, the wearer must make the Will save associated with wearing one cusp (see above).



FARVOYER

The *farvoyer* appears as an ornate old tabouret, waxed so many times as to appear almost black. It is activated by touching various scallops that adorn the edge of the small table and making a spell check. With success, the image of a distant scene desired by the caster is displayed in miniature.

Roll	Result
1	Fumble! The <i>farvoyer</i> opens a view onto the caster from one of the sub-worlds. The would-be voyant must make a Luck check to avoid the interest of one of the dark entities that reside on the other side.
2-15	Failure. The <i>farvoyer</i> may not be used again until a full 24 hours has elapsed.
16-22	A distant scene of the user's choosing is displayed, though no sound accompanies the images. The location must be familiar to the user, and the vision will not penetrate magical wards or other devices that prevent or impede scrying. The image lasts a number of rounds equal to the caster's level or until dispelled.
23-29	A distant scene of the caster's choosing is displayed, along with sound. The location must be familiar to the user. The user can also designate a specific person or creature well-known to the user, and the <i>farvoyer</i> will display the immediate surroundings of the target's present location. The attempt does not penetrate magical wards or other devices which prevent or impede scrying. The image lasts a number of turns equal to the caster's level or until dispelled.
30+	A distant scene of the user's choosing is displayed, accompanied by sound. The location or person must be known to the user by name or description, but the caster need not have had personal experience with the target. The <i>farvoyer</i> will penetrate magical wards that are less powerful than the spell check result. The image lasts a number of days equal to the caster's level or until dispelled.

GLOSSOLARY

First created by the sorcerer Kavanse, this philomatic formulations are favored possessions of many sagacious individuals. Glossolaries are fashioned from living Archenarian gray matter, pulled and spun into fine webbing and ensorceled to limit their tendrillistic attachments to the Lobe of Verisimilitudinal Vernacular and the Communicationary Cortex within the brain. When inserted into the ear, the *glossolary* extends neuroncic tendrils, making direct connections with the user's cerebellum. After which, merely tapping one's ear is enough to stir it from torpid dormancy so that it filters all incoming and outgoing language.

Tales do exist of glossolaries so perfected as to unravel the mysteries of even the most unintelligible of syllables, but if such exist, they are extraordinarily rare (perhaps even unique to the original creations of Kavanse). The majority

of these artifacts translate a small number of languages, and some have even been maliciously tampered with, in an attempt by some to scramble the minds of potential rivals.

To use, one inserts the glossolary into one's ear, allowing the gray wad of matter to wriggle deeply into the auditory canal prior to extending its neuroncic tendrils to contact the living host's brain. This process is not without discomfort, occasionally overwhelming the host (a DC 8 Fort save is required to remain conscious during the melding process). Once in place, the artifact may be triggered to comprehend a language by brief pressure to the ear, normally that of a digit. The language chosen and accordingly recognized by the glossolary is then added to the translation matrix.

Unless otherwise specified, for each hour of use the user must succeed in a DC 10 Fort save or succumb to irritation and be forced to remove the artifact. Regardless of the host's ability to temporarily endure the neuroncic melding, human minds are not able to withstand prolonged usage of such an artifact and no session may last more than 24 hours prior to removal of the device. Usage beyond 24 hours causes a permanent loss of 1 point of Intelligence per hour (or portion thereof), and may even be used as a form of torture.

The removal of the glossolary is not as simple as the insertion, requiring the host to pour specially formulated oils into their ear canal. This provokes the living artifact within to withdraw its tendrils from the host-mind and become dormant. During this removal, the host must make a Luck check: if failed, the glossolary perishes in the process, its dead flesh rapidly dissolving into a foul-smelling gray slime.

When attempting to use a given glossolary for the first time, roll 1d30 modified by Luck and consult Table 3-6 to determine its nature.

Table 3-6: Glossolary Usage

Roll	Result
1 or less	The glossolary has been deliberately tampered with, causing it to scramble all incoming communication to incoherent gibberish. Further, the fleshy mass digs itself deeply into the mind of the victim, syphoning away linguistic ability in an attempt to leave the subject stricken dumb. Victims must succeed in a DC 18 Will save or permanently lose fluency in 1d3 languages (randomly selected or at judge's discretion) for every hour or portion thereof in which the glossolary is entwined with its victim's brain matter.
2-5	Mischievously tinkered with, this glossolary is capable of translating one language at any given time. However, while the general message being conveyed is not erroneous, the glossolary adds blood-curdling oaths and salty language to every translation (incoming and outgoing). Individuals using such a glossolary suffer a temporary loss of 5 points of Personality while the device is in use.
6-10	Functional but faulty, this glossolary is capable of translating any one terrestrial language during

a given use. During use, there is a cumulative 5% chance per turn that the glossolary will overwrite the user's language centers—replacing knowledge of the user's native language with that of the language being translated. Should this happen, the glossolary automatically dies upon removal, decaying into a glob of putrid gray ooze. While damaged in a fashion that is unnoticeable to the layperson, a mage carefully studying the item can detect its defect with a spell check of 15 and will be able to repair it with a result of 18 or higher.

- 11-15 A simple glossolary of an apprentice philomancers' creation, the artifact is capable of translating any one terrestrial language per session of use. It allows its user basic verbal fluency in the language for the duration of use. While sufficient to express complex thoughts, the word selections are that of an immature youth, not of an advanced intellect. Individuals using such a glossolary suffer a temporary loss of 2 points of Personality when engaging with sages and others of advanced intellect.
- 16-20 The glossolary comprehends and translates as many as two terrestrial languages in a given session of use. Granted an average understanding, the host may encounter difficulties in expressing complex ideas at a level greater than the average layperson's understanding. Communicating obscure and arcane subject matter is all but impossible.
- 21-24 An advanced artifact clearly crafted by a journeyman in the philomantic arts, the artifact simultaneously deciphers up to four terrestrial languages per session of use. The linguistic art within engenders comprehension and linguistic familiarity at an advanced level, allowing the user to converse with no delay required to grasp complex conversational foci within their normal level of understanding.
- 25-27 Translating up to four languages per session of use, this glossolary's design allows its user to comprehend unearthly languages that they may not be physically capable of reproducing with their mortal form. Users may still eavesdrop on such conversations, understanding the buzzing communications of demons and the plaintive wailing of night-jars in addition to the terrestrial languages of men.
- 28-29 A masterwork of philomancy, the glossolary allows concurrent comprehension of a blend of up to eight terrestrial and otherworldly languages per use. The translatory functioning of this artifact is so highly attuned that one using its abilities is capable of the most masterful turns of phrase and insightful use of obscure idiom. It is impossible for the user to fail to comprehend the concepts conveyed even if the focus of conversation is greater than their normal level of cogent comprehension. The artifact will aid the user in such conversations, drawing contextual clues so as to enable its user to continue the conversation, despite it being beyond their understanding.

30+

The pinnacle of the philomantic arts, this glossolary is may simultaneously translate any number of languages. Capable of fully deciphering vocalizations from the simplest buzz of insects to the most otherworldly ancient tongues of cosmic entities, the artifact excels at its task, extending additional tendrils within the host's Communicationary Cortex to allow for verbal communications otherwise physically impossible. Such mastery does come at a cost: the host loses 1 hit point per turn of use and must make a DC 15 Fort save each hour to avoid being overwhelmed by the invasive nature of the artifact—howling in agony prior to collapsing unconscious for a full day.

HORN OF PRETERITE LOQUACITY

The magicians and philosophers of the past are known to have gone to great lengths to collect and pontificate upon the ultimate assertions of those about to perish. Perhaps the near-immortal magicians are merely fascinated by the customary state of lethal permanence that affects lesser humans. Or perhaps those like Houllart, credited with fashioning a Preterite Recordium for final declamations, think to find some meta-universal clues to the impossible truths of the hermetic hereafter.

This simple cone, composed of smooth bone but carved with skull-shaped sigils, has two unusual functions. If placed into the lips of a corpse or skeleton, the *Horn of Preterite Loquacity* causes the creature to utter its last twenty words. Of less use to detectives and historians is its other function: if the acute end of the Horn is fixed into the ear of a corpse, the holder may then speak directly through the Horn's bell into the dead brain (or what remains of it) therein.

For the judge's accommodation, a table of random utterings is provided below. It is assumed that the judge will find it most useful to fashion their own responses based on a corpse's locale, occupation, and assumed life experiences. Thus may be shared useful campaign seeds or clues apropos to the matters most at hand.

If any resourceful player finds a use for the second function of the Horn, the judge is encouraged to consider awarding them a Luck point.

IOUN STONES

IOUN stones are plum-sized curios highly coveted by magicians, but rarely understood. Most masters of the arcane sense the stones' untapped potential, despite their apparent inability to harness it. Regardless, zealous casters collect and conceal them, bask in the perceived status they impart, devise multifarious schemes to acquire them from rivals, and patiently wait until their efficacy may be comprehended and maximized.

The stones have two states of being: imbued and dormant. Imbued stones are bonded to their bearer, and have distinct colorations dependent upon each stone's talents and dispo-

Table 3-7: Final Mutterings of Sundry Remains

d20	Last Words
1	<i>Suppress your spurious anxiety! Pelgranes are well known to compose a most excellent and spicy sausage. How fast they move!</i>
2	<i>Halt! What is your name? I have in fact been told specifically to look for a foxy-faced vagabond like you.</i>
3	<i>Do not bother me with details! Recall the treasure box we buried back in Northwestern Almetry by the Verdant Mountains!</i>
4	<i>I hope you are not suggesting that I might hold the slightest fear of a minor and thoroughly musical visp.</i>
5	<i>Just want to know what you think the source of these corpses might be exactly. A flesh-eating plague? Preposterous! I...</i>
6	<i>I respect your enthusiasm but I question both your motives and the quality of your confidence in this complicated matter.</i>
7	<i>Of course, you as my wife, Xantha, would never possess the cruelty nor the wherewithal to subvert my spousal will!</i>
8	<i>Hold your ground! Stand tall for the Baron! This day we live or die as men. My arm! My arm!</i>
9	<i>Nutty and sweet – and yet I cannot help thinking it has a taste of which I have never before partaken...</i>
10	<i>It's in the library! The library of Count Vaspe in Port Perdusz! Hidden in the binding of a humble almanac.</i>
11	<i>I find your reaction to be extreme! Abate your displeased demeanor, sir, it was only a friendly game of Skax!</i>
12	<i>...and then past the blackened tree where we stowed the curious objects that the arch-master referred to as EYE-OON stones.</i>
13	<i>Chun the Unavoidable! Bah! That old hoary folk tale? Clearly nothing but a bit of well-seasoned faerie fancy. What's a...</i>
14	<i>The coven meets at midnight for the Black Sabbath – this is what Anjeleeka told me; so it will always be.</i>
15	<i>I come, o mighty one, to recommend myself into your service as an agent most capable of negotiating with Hache-Moncour –</i>
16	<i>Remember my boy, there are no deodands in these woods. Take heart and hold your jaw high. WHAT WHAT NO –</i>
17	<i>...gave me the queerest look when I brought him his usual dinner of lentils and smoked fish. Perhaps he wants...</i>
18	<i>Line up ten drams of your most potent liquor, sirrah! Indeed, I fear nothing but waking up sober here tomorrow!</i>
19	<i>...carry home this message to my daughter Ura, in the village of Bustel; tell her it is my dying wish.</i>
20	<i>Done for – cannot feel anything. Fetch the Hierarch and more of this wine and powder. Make sure the laborers toil!</i>

sition. Dormant stones have a nacreous hue and are listless in nature; only these may be imbued by a new bearer.

To fully cognize an IOUN stone's potentialities, one must understand its origins. The archveults harvest IOUN stones from the cores of dead dwarf stars rent asunder by NOTHING. Even the dying Earth's own failing sun's core will contain stones once it perishes. In the archveults' astromagical axioms, a star's stones are the brain-eggs of the fire-folk who were the star's life force. The veracity of this claim is philosophically inferior to its essence: the stones are sentient young. And, like any freshly-hatched creatures, they require sustenance. These brain-eggs feed on thought and experience.

One properly nourishes a dormant IOUN stone by giving it one's Intelligence and memories. Archveults achieve this almost instantaneously when harvesting, but most other beings (including PCs) must achieve a two-step process, whether harvesting or not. Upon touching a dormant stone, one senses a hunger for Intelligence. If the bearer willingly gives the stone 1 point from their Intelligence score, then the stone attempts to bond to them by requesting personal

information from the PC. Roll 1d7 to determine the stone's request and refer to the listings below. The memory given by the PC determines the stone's color, powers, and personality.

1. *Tell me of one of your dearest allies.* (Lavender)
2. *Tell me of a foe who still threatens you.* (Pale Green)
3. *Tell me of a professional skill, ability, or spell at which you excel.* (Pink and Green)
4. *Tell me of a time you should have died, but didn't.* (Pink)
5. *Tell me how your own Luck has smiled upon you.* (Carmine)
6. *Tell me of an unattained desire.* (Red and Blue)
7. *Tell me of one of your languages, so that I may understand you.* (Incandescent Blue)

If the bearer refuses, the stone remains dormant, returning the 1 point of Intelligence and denying the bearer's bonding attempts for the next 24 hours. Any new attempts to bond require a new d7 roll, possibly resulting in a different request.

AUTHOR'S NOTE

Author's note: DCC is frequently played in a non-campaign/one-shot format. A PC discovering an IOUN stone in this kind of game may not have the history to comply with a stone's request. That's fine! The PC's player can invent the memory on the spot, and, with the judge's approval, it becomes canon. The judge can tailor the session so that this sacrificial memory has an impact on the game.

The judge may also choose to remind players of the option to accept automatic corruption for bonuses, as described on p. 126 of the DCC RPG core book. This may be helpful to non-spellcasters, who, untrained, must use 1d10 on the spell check required for the IOUN stone bonding ritual.

If the PC agrees to divulge the information, they must do so in a ritualistic manner (limiting activity, food, and sleep) for 1d3 days. This ritual culminates in a DC 12 spell check. If the spell check is failed – but not fumbled – the bearer may try again after extending the ritual for 24 hours. However, any bonuses from spellburn, automatic corruption, etc., do not carry over to subsequent attempts; these costs apply to only one check, and must be re-incurred to repeat their advantages. If the spell check is fumbled, the stone cracks and is irrevocably destroyed, with the bearer's 1 point of Intelligence being permanently lost. If the spell check is successful, the caster imbues the stone – and loses the memory they shared. In return, the imbued stone orbits its bearer and grants them significant power (see below). There is no limit to the number of stones a character may imbue, provided they successfully complete the above ritual – and sacrifice the required Intelligence and memories – for each.

All IOUN stones, both dormant and imbued, can store spellburn points (or *force of will*, if applicable) in limited amounts. The magician must drip the expended blood onto the stone, which absorbs it. These stored points remain until used, or until the stone is made dormant. Used points may be replenished at the caster's convenience. The standard rules for spellburn apply: a spellcaster recovers burned ability points at the natural rate only on days they do not spellburn, and any spellburn effects from patrons take place at the time the points are stored.

Spell power: Imbued IOUN stones protect their bearer from harmful spells, absorbing the magical energy and converting it to brilliant internal scintillations. Each stone can absorb a certain amount of "spell power" per day. Spell power is the product of the spell's level and its spell check result. So, if the bearer is a target of a level 2 spell with a spell check of 30, then the spell power is 60 (2 × 30). This ability is beyond the control of the bearer, who cannot choose which spells are absorbed and which are not. Moreover, this occurs before the magic reaches the bearer, therefore no saving throw is required so long as the magic can be absorbed. If a stone is exposed to more than its maximum in a given day, it becomes exhausted and falls from orbit after reducing the

incoming spell's check result by whatever spell power the stone had left to adsorb. An exhausted stone remains imbued and bonded, but cannot provide any benefits until the next day, when it is strong enough to orbit again. During recovery, it appears faded in its color, with just a dim flicker of illumination at its core.

Because of their significant power, IOUN stones are carefully guarded against theft by their bearers, and usually hidden if dormant. An imbued IOUN stone cannot be removed from orbit by anyone besides its bonded bearer. An imbued stone that has been hidden or stored may be stolen, but teleports to orbit its bonded bearer if another tries to bond with it. Note that imbued stones removed from orbit do not impart any benefits to their bonded bearer, despite retaining the bearer's Intelligence and memory.

Imbued IOUN stones become dormant (and thus, not bonded) when their bonded bearer withdraws the memory and Intelligence, or when the bearer dies. The caster may recall their 1 Intelligence point and memory at any time; see below for the immediate effects of a stone's return to dormancy. The stone must be randomly re-bonded and re-imbued, following the ritual as above. There is no guarantee that a lavender stone made dormant will be re-imbued as lavender.

A dormant stone may also be stolen and bonded to another. For this reason, it is imperative to hide one's dormant stones, and also to pull them from orbit immediately. Although a dormant stone will orbit its bearer, it may be struck out of orbit with enough force (AC 20, 20 hp), after which it floats like a bubble. Despite lore to contrary, IOUN stones are nigh indestructible, requiring extradimensional materials and forces to do the deed.

1. Lavender Stone: *Tell me of one of your dearest allies.*

To imbue a dormant stone to become lavender, the bearer gives 1 point of Intelligence and tells it about one of their existing allies (another PC). All memories of this ally are forgotten until the Intelligence is withdrawn. The PC has no innate trust of the ally, treats them as a stranger, and will certainly not provide them services freely. Until the memory is withdrawn, the stone shields the bearer in its love, imparting 3 points of damage reduction (minimum damage of 1) from all sources, storing 10 points of spellburn for later use, and absorbing 100 points of spell power per day. The lavender stone remains closer to the bearer than any other color, and considers itself to be the most loved. Its orbit is slow, flat, and elliptical.

2. Pale Green Stone: *Tell me of a foe who still threatens you.*

To imbue a dormant stone to become pale green, the bearer gives 1 point of Intelligence and tells it about one of their existing nemeses. All memories of this nemesis are forgotten until the Intelligence is withdrawn. The PC has no enmity toward the nemesis, and treats them neutrally, as a stranger. Until the memory is withdrawn, the stone enhances the formidability of its bearer's countenance. Opponents suffer a -1d penalty to attack the bearer and to morale checks against him. Furthermore, the bearer gains a +1d bonus to all social checks involving persuasion, intimidation, etc. The

stone stores 9 points of spellburn for later use and absorbs 90 points of spell power per day. The pale green stone remains second closest to the bearer, and acts quite privileged. Its orbit tends to be a haughty, wobbly circle. Because of its privileged disposition, the imbued pale green stone does something rarely done by the others: if the forgotten nemesis should enter the bearer's presence and awareness, the stone tries to aid its bearer by returning their Intelligence and memory, imposing self-dormancy and removing its bond. The bearer must pass a DC 15 Will save to resist the stone's "gift."

3. Pink and Green Stone: *Tell me of a professional skill, ability, or spell at which you excel.*

To imbue a dormant stone to become pink and green, the bearer gives 1 point of Intelligence and tells it about one of their class abilities (e.g., a particular spell, a signature Mighty Deed of Arms, or a favored thieving skill). All memories of this ability are forgotten until the Intelligence is withdrawn. Until then, the stone imparts a +1 bonus to all *other* skills/abilities/spells similar to the one given. For example, a thief who donates their handle poison skill gains a +1 bonus to all other thieving skills; a warrior who donates their signature mighty deed adds +1 to their deed die result for all other mighty deeds; a magician who donates their *chill touch* spell gets a +1 bonus to spell checks for all other level 1 spells. The stone stores 8 points of spellburn for later use and absorbs 80 points of spell power per day. The pink-and-green glowing stone remains third closest to the bearer, and acts like a know-it-all. Its orbit tends to be one in which it goes out of its way to correct other stones. Otherwise it is perfectly circular.

4. Pink Stone: *Tell me of a time you should have died, but didn't.*

To imbue a dormant stone to become pink, the bearer gives 1 point of Intelligence and tells it about a time they escaped almost certain doom. The story could involve making an amazing saving throw, surviving a seemingly fatal fall, or simply being saved from bleeding out. All memories of the event are forgotten until the Intelligence is withdrawn. Until then, the stone imparts the bearer with additional hit points equal to the maximum for one hit die, and the bearer makes any Luck checks needed to recover the body with 1d10 instead of 1d20. If the bearer removes the imbued stone from orbit, they lose the same number of hit points from their natural total, and makes recovering the body checks with 1d30 instead of 1d20. For example, a wizard has a natural total of 12 hp before imbuing a pink stone. With the imbued stone in orbit, the wizard has 16 hp; without, 8 hp. The bearer may only recover their natural hit point total by withdrawing the memory and Intelligence from the stone to make it dormant. The stone stores 7 points of spellburn for later use and absorbs 70 points of spell power per day. The pink stone maintains a median position among the colored stones, but nonetheless is quite prideful. Its orbit tends to be large and irregular in order to attract attention.

5. Carmine Stone: *Tell me how your own Luck has smiled upon you.*

To imbue a dormant stone to become carmine, the bearer gives 1 point of Intelligence and tells it about a time they spent Luck points to accomplish a task. All memories of the event are forgotten until the Intelligence is withdrawn. Until then, the stone increases the PC's maximum Luck score by 6. If the bearer removes the imbued stone from orbit, they lose the same amount from their natural maximum. For example, a thief has a natural maximum Luck of 13 before imbuing a carmine stone. With the imbued stone in orbit, the thief has 19 maximum Luck; without, 7 maximum Luck. The bearer may only recover their natural maximum by withdrawing the memory and Intelligence from the stone to make it dormant. The stone stores 6 points of spellburn for later use and absorbs 60 points of spell power per day. The carmine stone remains the third farthest colored stone from the bearer, yet conducts itself royally as if its position is the most regal. Its orbit tends to alternate speeding up and slowing down, with intermittent flourishes.

6. Red and Blue Stone: *Tell me of an unattained desire.*

To imbue a dormant stone to become red and blue, the bearer gives 1 point of Intelligence and tells it about something they want (an object, a quest, a better weapon, glory for their god, etc.). All memories of the desire are forgotten, and the desire cannot be rekindled until the Intelligence is withdrawn. Until then, the stone imbues the unburdened PC with a slight levitation. The bearer floats just above the ground, never touching it. They leave no footprints, and may walk on water, or off a cliff (in the latter they slowly descend until reaching a surface above which they can hover). The stone stores 5 points of spellburn for later use and absorbs 50 points of spell power per day. The red and blue stone remains the second farthest colored stone from the bearer, and behaves capriciously. Its orbit defies prediction and classification, though corkscrews are frequently present.

7. Incandescent Blue Stone: *Tell me of one of your languages, so that I may understand you.*

To imbue a dormant stone to become incandescent blue, the bearer gives 1 point of Intelligence and tells it—actually teaches it—about a language they know how to speak. All memories of this language are forgotten until the Intelligence is withdrawn. Until then, the stone allows the bearer to speak and understand (but not read or write) any encountered language—except for the one forgotten—by making a DC 14 Intelligence check. If successful, the bearer fluently speaks the language until the stone is made dormant or is removed from orbit. Upon failure, the bearer cannot understand the language; if they want to try again, they must expose themselves to the spoken language for 2d3 days, after which they may re-attempt the Intelligence check. The stone stores 4 points of spellburn for later use and absorbs 40 points of spell power per day. The incandescent blue stone remains the farthest colored stone from the bearer, and behaves like an absent-minded academic. Its orbit is one of momentary distractions, sometimes seeming to forget its proper trajectory.

Pallidly Pearlescent Stone (Dormant): Dormant stones lack a bearer's imbuelement and are not bonded. When not placed

in orbit by a non-bonded bearer, they must be restrained in some fashion or they drift in the air like lassitudinous bubbles. Those that are orbiting remain farther away than any colored stones, and trace the flights of an embarrassed child. Each may store 3 points of spellburn for later use, which appear as a pale fire within. Each time a stone becomes dormant, its effect is determined randomly. Roll 1d8: (1) repels normal-sized mundane flying insects within 5'; (2) momentarily glows yellow when held by an arcane caster; (3) creates a hissing sound within 10' of gold; (4) becomes ice-cold if heated, or flame-hot if frozen; (5) magnetically sticks to iron or steel; (6) vaporizes any hair or fur that touches it; (7) glows with candlelight if submerged; (8) imparts infravision while held to the eye.

LIVE BOOTS

Live boots are a type of magical creature crafted by powerful magicians to enable effortless travel over long distances. When donned, live boots impart their movement rate to the wearer, but squirm with impatience to be underway, making them difficult to restrain.

Live boots: Init +0; Atk none; AC 10; HD 1d4; MV 60'; Act N/A; SP can be worn; SV Fort +0, Ref -2, Will +0; AL N; Crit N/A.

As a type of living creature, live boots can suffer damage, and impetuous magicians have been known to wear them to death. For each turn of use, the live boots must make a DC 10 Fort save or suffer 1 point of damage. Judges should secretly roll for the hit points of the boots when they are created or discovered. If the boots drop to 0 hit points, they become lax and flaccid – dead. While worn, live boots inflict a -2 penalty to Reflex saves due to the constant efforts the wearer must make to control them.

MAGIC CAR OF AMPRIDATVIR

The famed air-cars of Ampridatvir are common to the city of that name, apparently the relics of a bygone aeon in which the craft of humanity far outstripped its current resourcefulness. Perhaps it was the use of these vehicles in the era of the paternalistic sorcerer Rogol Domedonfors that brought Ampridatvir's slothful citizens to their decadent nadir.

The so-called air-cars are metallic structures of a somewhat nautical aspect. A hard, glassy dome covers the compartment that houses the driver and passenger(s). Some models seem to have only one seat in the front, bench-style, while others have a second or even a third seat in the back. The air-car is entered by means of raising its glass dome, which opens up on a sturdy hinge at the rear of the cab. The air-car's controls are a series of knobs and dials inscribed with strange characters, far from intuitive to a denizen of the modern aeon. Most prominent is a knobbed lever that, once activated, controls the direction of the vehicle.

If a character wishes to attempt to learn the vehicle's operation, consult the following table. Unless already experienced in the operation of aero-vehicles, treat any attempt to master the air-car as an untrained skill roll, usually 1d10, and mod-

ify by the character's Luck and Intelligence. Before rolling, there are a few additional modifiers to consider:

- Taking the time to study the console and the vehicle itself conveys a +1 bonus to the roll for each day spent in such diligent elucidation (maximum of +4).
- After each attempt, regardless of result, a PC gains a +1d bonus to their next attempt.

Roll	Result
Natural 1	The air-car jolts straight upward to a mortiferous height. After reaching this apex, all power cuts out and it crashes straight down. The air-car and all passengers are destroyed. Any PC attempting to manipulate the controls from outside the vehicle must make a DC 20 Ref save to avoid being jerked upward along with the air-car.
1 or less (excluding natural 1)	The air-car accelerates straight backward 100'. If it strikes any large object or barrier, all passengers take 1d6 damage for each 10' traveled before it struck the object. Any PC attempting to manipulate the controls from outside the vehicle must make a DC 15 Ref save or be jerked along with the air-car. Anything else in the air-car's path is destroyed.
2-10	The air-car jerks 10' in a random direction. Roll 1d5: (1) forward; (2) backward; (3) left; (4) right; (5) vertical. All passengers take 1d6 damage if it strikes an object or after it falls to the ground. Any PC attempting to manipulate the controls from outside the vehicle must make a DC 10 Ref save or be jerked along with the air-car.
11-13	The air-car activates, and the PC can control it for one round's movement up to 20'. However, after that round, the PC will need to roll again to try to master the vehicle.
14-15	The air-car activates, and the PC may control it for 1d6 + Luck modifier rounds. After that time, the PC will need to re-roll to continue using the device, even if already in mid-air!
16-17	The PC has mastered the art of ground travel with the vehicle and may use it as a normal terrestrial hover-car with no further checks. The PC gains a +2d bonus on further attempts to use it as an air-car, but must roll again for subsequent attempts.

18-19	The PC has gotten the air-car into the air, but is unable to master the hovering controls and must make a Luck check to discover that operation before crashing to the ground, doing 10d6 damage to all passengers and destroying the air-car. If the Luck check is made, the PC has mastered the air-car and may operate it with efficiency and competency thereafter.
20+	The PC has mastered the air-car. No mere coxswain, they are now an aerialist of the first degree! No further checks are required.

Once aloft, the air-car performs maximally while flying forward and more or less parallel to the ground at a speed of 2,000' per round. Sideways, backward, or at a grade upward or downward, the air-car moves at half-speed. In hover-mode, the air-car remains approximately 3' above the ground at all times; when the air-car's operation is interrupted, it rests on its wheels, mostly used for manual movement of the air-car and landings.

Few clues remain as to how the air-cars achieve their smooth, avian ambulation. Air-cars that run out of fuel give many warnings in the form of flashing lights, bells, and increasingly strident verbal alerts in an unknown language. After ten such alerts, in increasingly frequent intervals, the air-car will simply stop moving, whether on land or in the air.

When an air-car is found, each PC should make a Luck check. If discovered within its home city, a successful Luck check indicates that it is fully functional for a number of days equal to that PC's Luck score. If discovered more than 10 miles outside the city, the number of days is halved. Otherwise, consider the air-car to be already exhausted of fuel and entirely inert unless somehow revived.

MALFEZAR'S WOE

Malfezar's Woe is a magical baton crafted by the deceased arch-magician Malfezar the Musical. Originally crafted from the riven limb of a foul, black whipping tree (such as those in the black grove next to Sanra Water, the Lake of Dreams), the baton possesses a malevolent sylvan geist. Although it imparts a combative puissance, some of the wood's ensorcelments are less felicitous than others, and may effectuate vicissitudes upon the bearer. Such was the case with Malfezar, who fell victim to a charm instigated by this mischievous stick when he struck a bird-woman enchantress. Her first task to the bedazzled mage was to modify his weapon to make him more susceptible to her charms (see *Curse of the Bird-Sorceress*, below). The flying witch eventually tired of the unfortunate magician, whom she adorned with explosive diambroid and dropped from a prodigious altitude; it is rumored that "Malfezar's Crater" can be found along the Draven Forest's borders. Besides the baton and alleged crater, all that remains of Malfezar are a few moderately lively saltarellos and an opera, though most consider the libretto fol-de-rol.

Anyone can wield the magical baton, although it is best employed by those with arcane talents, since many of its munificent effectuations are otherwise inaccessible (requiring the ability to achieve high spell checks). Indeed, for a time before finding the care of Rhialto the Marvellous, it was indignantly called "the sleeping stick" by imbecilic amateurs. Nonetheless, by manipulating its decorative fretwork, any bearer can change the baton's length and girth, and illuminate a region, as detailed below. There are other functions the non-mage can enjoy, though eventually the weapon becomes more bane than boon.

For any bearer, *Malfezar's Woe* has the following properties:

- +2 magical melee weapon, dealing 1d6+2 force damage plus caster level and Strength modifier if applicable. (Note that this may change with a low spell check result – which is required with each successful use in combat.)
- The length, shape, and girth can vary between a 1' conductor's baton, a 2' knoblolly, a 3' club, and a 10' probing pole. The weapon blasts foes with a force-like effect, thus the damage inflicted is independent of its present form.
- It may emit light in a 20' radius, which can be activated or deactivated and vary in intensity from candlelight to full daylight at the wielder's discretion.
- *Curse of the Bird-Sorceress*: The wielder suffers a -2d penalty to saving throws vs. ensorcelments propagated by a female of any species.
- Whenever the wielder successfully strikes a target, they must make a spell check and apply the effect in the table below.

For bearers with class-borne magical proficiency, *Malfezar's Woe* has additional benefits:

- Once per day, the baton prevents the loss of a spell that would have resulted from a poor spell check of a natural 2 or higher. Spell loss still occurs when a spell check is fumbled. The weapon must be held during casting for this boon to trigger.
- The mage may manifest any music they can imagine, simply by using the baton to conduct an ensemble that they also imagine. All within 60' hear the music within the dynamic range of a whispering pianissimo or a clamorous fortissimo, as the wielder desires.

As previously mentioned, the bearer must make a spell check whenever successfully striking a victim and apply the result below. Recall that non-casters use a d10; spellcasters, including clerics, use 1d20. Note that spellburn is prohibited from modifying this roll.

Roll Combat Result

- | | |
|---|---|
| 1 | <i>Malfezar's Woe</i> attempts to surcease the wielder's animosity. The bearer must make a DC 16 Will save or be charmed by the stricken target as if affected by result 14-17 of <i>charm person</i> (DCC RPG p. 131). |
|---|---|

However, the duration is limited to 2d6-CL rounds (minimum of 1).

- 2 Salutory compensation! The baton heals (instead of damaging) the target by an amount equal to the damage result rolled.
- 3-8 Boring baton! The baton only does 1d3 + Strength modifier damage; no other modifiers are applicable. However, the weapon is still considered magical against targets protected from mundane attacks.
- 9-10 Soporific cranial impingement! The target must make a DC 10 Will save or fall magically asleep for 1d3 rounds, and may only be awoken by the spoken word, "Malfezar".
- 11-12 Teratoidal transfiguration! The target must make a DC 12 Will save or be transformed into a randomly determined teratoid (see p. 77). If the rolled hit points are lower than the target's current value (after subtracting the damage from this strike), then the target retains its mental faculties through the transformation. Otherwise it is subject to mere animalistic sentience. The transfiguration lasts for 3d4 rounds.
- 13-15 Enfeebling ensorcelment! The target must make a DC 14 Fort save or temporarily lose 1d6 points of Strength, which are immediately recovered after 3d4 rounds. (For monsters without Strength scores, the judge may reduce attacks and damage by -1d.)
- 16-18 Timorous wound! The target must make a DC 18 Will save or flee the wielder, using all actions to maximize the distance from them. The effect lasts 3d4 rounds.
- 19-21 Vampiric strike! The baton transfers the damage inflicted as healing magic to the wielder, though they may not exceed the bearer's regular maximum hit points.
- 22-24 Arcane drain! *Malfezar's Woe* transfers the damage inflicted as temporary points of spellburn or *force of will*, which must be used within the next round or be lost.
- 25+ Whipping wood! Black branches sprout from the baton and whip the target for an additional 1d8 points of damage each. The number of whipping branches is equal to the wielder's caster level. They endure for only this attack and then vanish.



QUAMPICS

Quampics are spectacles of a particular efficaciousness, given that both lenses are made of stone opaque to visual luminosity. Trapped within the lenses is a pair of sandestins of an inferior sort—the type called madlings. Despite the stones denying sight of the physical world, the madlings permit the quampics' wearer to see the very time-light paths and phlogistonic perturbations of the magical-physical patterns formed by artifacts, magical curios, and even spellcasting. More importantly, they enable an arcane artist to temporarily disable or even alter the functions of the aforementioned items. In the case of spells, they impart the knowledge of a proper counterspell, even if the incoming ensorcelment is unfamiliar. For this reason, the device is favored among spell duelists.

A pair of quampics have a distinctive, possibly fad-provoking appearance. The massy left lens stone is colored smalt blue, and is twice the size of a typical mead-apple. Contrarily, the right lens stone is colored carmine, and is similarly sized to a terce. The two are held in tantalum cages connected with matrices of silver wires and a golden armature. Because of the nose-bridge-breaking asymmetry of the eyewear, the quampics are constructed in the lorgnette fashion, with a wooden rod of purple trunk connected to the left side; a firm grip provides the stabilizing equipoise. Perhaps due to their unique appearance, one senses a vague vanity from the device. Indeed, the quampics may refuse to aid one who has embarrassed himself and them via failure (see below).

Some diagrams and formulae germane to the fabrication and effectuation of quampics are rumored to appear in the voluminous pandect of the Fourteenth Garth Haxt of Slaye, though most agree that this treatise is submerged in an undisclosed location near Cape Horizon. Oral traditions transcribed in *Stafdyke's Comprehensive Survey of All the Aeons* first mention the quampics being employed in the Sampathissic Wars, when madling-trapping had been perfected, and attribute possible creators to either the demon Phampoun or the Pragmatica. Regardless, their survival and persistent use through the chronosphere, even by notable high magicians of the Twenty-first Aeon, are testaments to their utility.

To employ a pair of quampics, one must hold them to their eyes for 1 round in preparation. During this time and the subsequent round's duration of employment, the real world appears adumbrated, as if the caster is almost blind. They move at half speed and suffer a -2d penalty to any checks (including attacks) that require vision. After the preparatory round, the caster makes a spell check, spending a full round for the spell check's result to take effect. Quampics are not recommended for non-casters, since failure can lead to madling vengeance, calamity, item destruction, and potential moribundity. Non-casters make the spell check using 1d10 + Intelligence modifier, though thieves may use their *Cast spell from scroll* die.

For results dependent on caster level (CL), non-spellcasters have an effective CL equal to half their PC level, rounded down (minimum of 1). All magical items receive a save against the spell check using 1d20 + a bonus equal to the

number of different enchantments they carry (a +1 sword with a single bane has a +2 saving throw modifier).

Roll Quampics Use Result

1	The wearer suffers adumbrated vision (half movement, -2d penalty to checks requiring vision) for 4d6 hours, and the quampics refuse to assist him for the duration. Roll 1d8 + Luck modifier and refer to the misfire table below.
2-10	The user suffers adumbrated vision (half movement, -2d penalty to checks requiring vision) for 2d6 hours, and the quampics refuse to assist him for the duration.
11-15	The caster's skill is not sufficient, but it is not embarrassing. There is no effect for this round, but the quampics will permit another try (and spell check) next round if held in place.
16-20	The quampics temporarily disable 1 item or incoming magics within 30' of the wearer for 1d3+CL rounds. For up to this duration, if wearing the quampics after the preparation and casting rounds, the viewer may identify incoming spells' counterspells from their known repertoire, and if casting them, ignores the -2d spell check penalty from adumbrated vision.
21-35	The quampics temporarily alter 1 item within 60' of the caster for 2d3+CL rounds. The caster may choose to disable the item, or to give it an opposite function (a magical weapon uses its damage die for healing rather than wounding, a healing potion becomes poisonous, etc.). For up to this duration, if wearing the quampics after the preparation and casting rounds, the viewer may identify incoming spells' counterspells from their known repertoire, and if casting them, gains a +1d bonus to spell checks (also ignoring the -2d penalty from adumbrated vision).
36+	The quampics temporarily alter 1d3+CL items within 120' of the caster for 4d3+CL rounds. For each item, the caster may choose to disable it, or to give it an opposite function (a magical weapon uses its damage die for healing rather than wounding, a healing potion becomes poisonous, etc.). For up to this duration, if wearing the quampics after the preparation and casting rounds, the viewer may identify incoming spells' counterspells from their known repertoire, and if casting them, gains a +2d bonus to spell checks (also ignoring the -2d penalty from adumbrated vision).

Roll Quampics Misfire Result

1 or less	The humiliated madlings' fury cause the quampics to explode irreparably, doing 3d6 damage and leaving the user permanently blind. Even if the blindness is cured, the wearer suffers a permanent and cumulative (should another such misfire occur)
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-1d penalty to any spell checks involving other quampics. Quampics' madlings neither forgive nor forget previous discomfitures.

2	The petulant madlings create a negative feedback loop in the target item. A focused effluxion of energy bolts from the quampics to the caster doing 3d6 damage, then jumps to the nearest ally for 2d6 damage, and continues to the next nearest ally (which may be the user if there is only 1 ally) for 1d6 damage. If the wearer is alone, they suffer the full 6d6 damage. The set of quampics receives a DC 12 saving throw. Upon failure, it explodes, irreparably calined, doing 2d6 additional damage to any within 10' of the blast.
3	The caster overwarps the magical-physical matrix and stupefies himself, suffering a temporary loss of 2d4 points from both Intelligence and Personality, which heals at the natural rate of 1 per day. Until this loss is healed, the wearer dimly senses the madlings' mockery.
4	The caster inadvertently stultifies a random magic item they possess, rendering it inert for 1d3 days. If they carry no other magic items, then their own arcane abilities are affected and the caster suffers a -1d penalty to spell checks for this duration.
5	The caster suffers one greater corruption (DCC RPG p. 119).
6	The wearer suffers one major corruption (DCC RPG p. 118).
7	The user suffers one minor corruption (DCC RPG p. 116).
8+	The madlings are amused by the wearer's ineptitude, and the caster suffers no additional ill effects.

TEMPORAL MONITOR

Magicians bitterly resent being placed in hiatus by other magicians; too many inimical events take place under these conditions, and many carry monitors to warn when such a hiatus has occurred. Such instruments appear as small flat disks stamped with seals and runes with an attached gnomon that serves to indicate subtle time-light fluctuations in the chronoplex. A *temporal monitor* must be activated prior to its use. To activate, the magician makes a spell check and compares the result to the following table.

Roll Result

1	Fumble! The <i>temporal monitor</i> fractures, releasing raw effluxions of chronoplex that cause the magician to instantly age 4d20 years and permanently lose 1 point of Strength, Stamina, or Agility (determine randomly) for every decade so endured.
2-15	Failure. The monitor may not be used again until a full 24 hours has elapsed.
16-22	For the next day, the monitor warns the magician

if they have been subject to a *Spell of Temporal Stasis* or similar. The monitor only provides the warning after the fact, making them subject to possible tampering by various magical means.

23-29 For the next day, the monitor signals if the magician is subject to any illicit incursions, either temporal, torsional, squalmaceous, or dimensional. Any attempt to tamper with the monitor must exceed the spell check of this activation else the magician is aware of the attempt.

30+ For the next day, the monitor warns the magician when they are subject to all illicit incursions, either temporal, torsional, squalmaceous, or dimensional. In addition, it identifies the instigator of the intrusion unless the offender makes a Will save vs. the monitor activation spell check. Any attempt to tamper with the monitor must exceed the spell check of this activation else the magician is aware of the attempt.

THIEF-TAKER

Thief-taker was created by an arch-mage who mastered the art of ensorceling strands and threads with vitality. While *Thief-taker* may be the best-known example of these artifacts, that magical cordage is not unique. Out of the hundreds of deferential ligatures created by the arch-mage, five are known to still exist, each enchanted to carry out a specific function at the direction of their master.

So long as they are within 25', each deferential ligature will fly to the hand of their master when beckoned. Their use requires no vocalization—merely that the artifact's master gesture as to where it should take action. Recalling them from their task is accomplished by the rope's master placing a hand upon the line and willing it to coil itself back into dormancy. These enchanted strands are immune to non-magical damage, and severing one has specific consequences as detailed below.

Load-binder: The braided muscle fibers of apes make up this strange, reddish rope. This 100' cables is as large around as a strong-man's wrist and is capable of securing loads up to 50 tons in such a fashion that the cargo will not break loose under ordinary circumstances.

Should the rope be severed (requiring 100 points of damage) or broken by magic, the severed weave's death throes spray hot ichor over a 50' radius as it flails wildly for 2d3 rounds, potentially injuring or killing those within 20'. In each of these rounds, the severed *Load-binder* attacks up to three random creatures within 20' with a +4 melee attack, inflicting 1d3+10 damage to those unfortunates it successfully strikes. During its death-throes, *Load-binder* can only be quelled by inflicting 50 additional points of damage against its AC 18.

Prey-snare: With greater alacrity and imbued with a degree of cunning lacking from its cousin *Thief-taker*, *Prey-snare* is a 20' length of fine yarn woven of rabbit fur. Left near a game trail and ordered to snare a specific spot, the enchanted yarn

lies in wait for small game and snaps out with lightning speed to snare, strangle, and conceal animals unfortunate enough to stumble upon it. The magical snare continues its work for a full 24 hours or until reclaimed.

Should the cord be cut (requiring but a single point of damage), *Prey-snare* deceptively screams like a dying rabbit, frightening all game animals—and potentially drawing in any predators—within one mile.

Sail-master: A gift to favored captains, *Sail-master* is a 200' coil of shimmering blue rope made from the fibrous fins of a blue codorfin. When called upon, the magical hawser slithers into place, replacing any broken cord or line until the ropework is spliced or repaired.

The slaying of a blue codorfin is an ill-omen and the destruction of such a rope is a truly fell tiding. Should anyone intentionally cut or destroy *Sail-master*, the offender immediately loses 1d3 points of Luck as the maritime curse ensnares them.

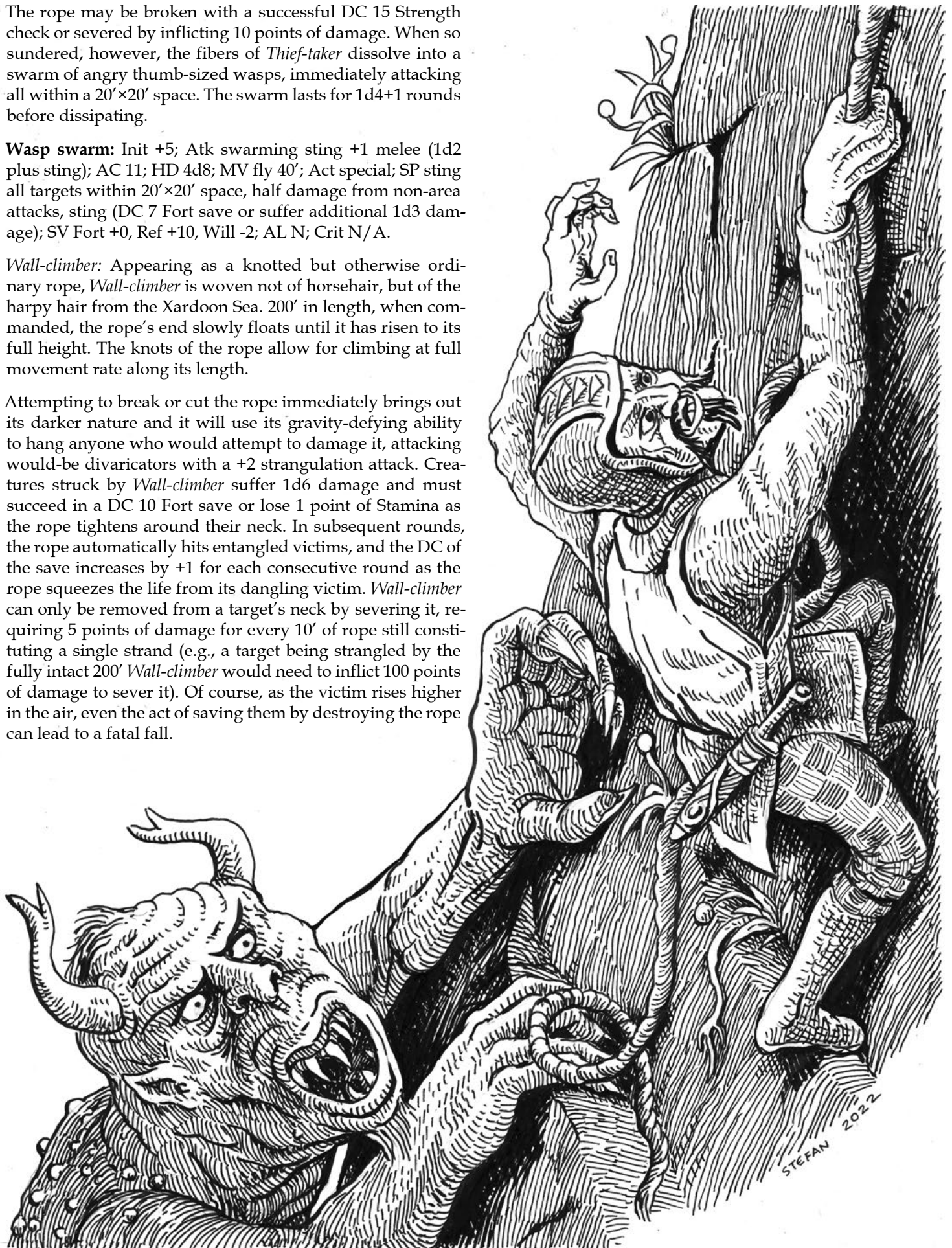
Thief-taker: Woven of wasp-legs, this black-hued rope winds around the extremities of the indicated target, pinning them. While the pinning actions of the rope occurs with great alacrity, its approach to the target is slow and potentially avoidable (DC 12 Reflex save evades). For this reason, it is most often used on unsuspecting targets. Once the rope has successfully bound a target, the nature of its fibers becomes apparent as any attempts to break the rope are met with painful stings digging into the captor's flesh (1d3 damage per attempt).

The rope may be broken with a successful DC 15 Strength check or severed by inflicting 10 points of damage. When so sundered, however, the fibers of *Thief-taker* dissolve into a swarm of angry thumb-sized wasps, immediately attacking all within a 20'×20' space. The swarm lasts for 1d4+1 rounds before dissipating.

Wasp swarm: Init +5; Atk swarming sting +1 melee (1d2 plus sting); AC 11; HD 4d8; MV fly 40'; Act special; SP sting all targets within 20'×20' space, half damage from non-area attacks, sting (DC 7 Fort save or suffer additional 1d3 damage); SV Fort +0, Ref +10, Will -2; AL N; Crit N/A.

Wall-climber: Appearing as a knotted but otherwise ordinary rope, *Wall-climber* is woven not of horsehair, but of the harpy hair from the Xardoon Sea. 200' in length, when commanded, the rope's end slowly floats until it has risen to its full height. The knots of the rope allow for climbing at full movement rate along its length.

Attempting to break or cut the rope immediately brings out its darker nature and it will use its gravity-defying ability to hang anyone who would attempt to damage it, attacking would-be divaricators with a +2 strangulation attack. Creatures struck by *Wall-climber* suffer 1d6 damage and must succeed in a DC 10 Fort save or lose 1 point of Stamina as the rope tightens around their neck. In subsequent rounds, the rope automatically hits entangled victims, and the DC of the save increases by +1 for each consecutive round as the rope squeezes the life from its dangling victim. *Wall-climber* can only be removed from a target's neck by severing it, requiring 5 points of damage for every 10' of rope still constituting a single strand (e.g., a target being strangled by the fully intact 200' *Wall-climber* would need to inflict 100 points of damage to sever it). Of course, as the victim rises higher in the air, even the act of saving them by destroying the rope can lead to a fatal fall.



CHAPTER IV:

CODEX OF CREATURES

MONSTROUS AND MUNDANE

"They are wide and dangerous and peopled by gids, erbs, and deodands, as well as leucomorphs, ghouls and grues. Otherwise I am ignorant. If we survive the journey, it will be a miracle indeed."

∞ The Mountains of Magnatz, *The Eyes of the Overworld* (EO.III) ∞



ike DCC RPG, monsters in DCC Dying Earth are mysterious. The vast wildernesses between the isolated communities are filled with dangerous creatures and intelligent monsters, and the legacy of the ancient earth can be found in the crumbling ruins and towers where the unknown and mysterious lurk. The creatures included below are examples of some of the more notable varieties.

With the caveat that every monster should be unique, here is a short selection of monster statistics for creatures for the DCC Dying Earth setting.

Additional note for judges: When adjudicating ability loss in monstrosities lacking a specific score, the judge is advised to employ dice chain reductions and subtractive penalties where appropriate. For example, Strength loss affects melee attacks and damage; Agility loss affects AC, MV, and Reflex saves; and Stamina loss affects Fortitude saves and hit points.

ARCHVEULT

Archveult: Init +1; Atk claw +2 melee (1d4+1), galvanic touch +2 melee (3d6), or by weapon; AC 13; HD 5d5; MV 60'; Act 2d20; SP conductive aura (incoming damage is reflected doubly to all in 50' radius, DC 15 Ref save for half), galvanic touch (1/day), spells (+8 spell check); SV Fort +1, Ref +5, Will +6; AL N; Crit III/d10.

The great sorcerer Lehuster revealed that the archveult's origins lay within the history of the Eleventh Epoch of the Seventeenth Aeon. During the War of the Wizards and Witches, many of the wizards not outright destroyed by the witches became the abjuration abominations known as the archveults. Having once warred with—and having once been conquered by—wizards, these fiends are possessed of a rancor toward other spellcasters. This enmity is returned in kind by wizards, who covet the archveults' knowledge of the location and gathering of IOUN stones.

Covered in glimmering cobalt scales, with ebon plumes crowning their heads, the monstrous visage of these creatures belies their true level of intelligence. Fluent in many



languages, archveults hold more than a vestigial portion of their wizardly intellect. Indeed, their cunning and ability to continue to thwart the affairs of some of the greatest wizards would imply that they have grown more intelligent as centuries have passed. Possessed of physical speed to match their mental alacrity, finding an archveult is only the first difficulty in dealing with one.

Unlike more base creatures, archveults are capable of acting within civilized society. They tend to associate only with their own kind unless ostracized or otherwise forced away from their fellows. Haughty and smugly sure of their intellectual superiority, they are not averse to letting other beings feel the full weight of their inter-species disdain—often openly laughing at their foes.

Archveults are possessed of a reflexive field surrounding them and protecting them from electrical energies. Upon contact with the aura, as by an attacker, electrical energy is explosively released as a flux wave, inflicting double the amount of incoming damage to everything within a radius of 50' around the archveult (DC 15 Reflex save for half).

The cumbic aura of the archveult gathers in all electrical energy as it comes into contact, including energies such as static electricity. These small charges are not powerful enough to trigger an immediate explosive response, and so build up within the aura until released. Once per turn, upon touching an opponent, the archveult can release the stored electrical charge for 3d6 points of damage.

Knowledgeable in the gathering of IOUN stones, archveults typically possess a small cache of these coveted magical adjuncts. While the stones are frequently carefully concealed or hidden against prying eyes and wizardly machinations, they may occasionally be found on an archveult's person. When encountered, there is a 10% chance an archveult is carrying 1d10 dormant stones.

Archveults were once powerful enchanters and retain their individual spell knowledge. While individual archveults can be extremely powerful, a typical archveult knows 1d3+2 level 1 arcane spells, 1d3+2 level 2 spells, and 1d3+1 level 3 spells and can cast each with a +8 spell check.

ASM

Asm: Init +3; Atk bite +2 melee (1d3+number of fangs plus venom), stinger +2 melee (1d6+2 plus poison), dagger +4 melee (1d4+2), or bolas +4 missile fire (DC 12 Ref save or entangled); AC 18; HD 3d8+8; MV 40' or climb 30' or burrow 15'; Act 2d20; SP venomous fangs (see below), poison (DC 14 Fort save or additional 2d7 damage), regeneration, cannot be surprised, immune to heat and fire, vulnerable to cold-based attacks; SV Fort +8, Ref +3, Will +0; AL N; Crit M/d8.

The asm is a race of crystorrhoid demons who are originally from a dimension comprised of active volcanic mountains, flowing rivers of lava, and plains of raging fires. Asms are as intelligent as they are fierce, and while it is not unheard of to parley with an asm, it is quite rare; those who have successfully bartered with an asm have earned the right to boast about their achievement. The asm's native tongue is comprised of clicks and chirrups, but it can understand and speak the language of the Twenty-first Aeon, conversing with an unsettling, blurred voice.

A pair of large mandibles covers and protects the asm's remarkable mouth, which is filled with fangs. Adult asms have 3d4 fangs, while juvenile asms only have 2d3. When an asm makes a successful bite attack, it adds the current number of fangs to the bite's base damage roll. Each successful bite attack results in one of the available fangs breaking off into the victim. The dislodged fang contains a toxic venom requiring the victim to make a DC 10 Fort save, or the mild sedative inflicts a -1d penalty to the victim's primary action die for the next 2d6 rounds. The venom's effects can be cumulative if the victim fails to save against any future successful bite attacks. If the victim has more than one action die, the second envenomed fang impacts the secondary action die. The judge should continue to balance out the effects of the fangs across the victim's action dice with each successful bite attack. Due to the asm's remarkable regenerative capabilities, the lost fangs are regenerated in 2d3+1 rounds. Asms may



attempt a bite attack even if all of their fangs have been lost and have yet to regenerate, but the damage is only 1d3 from the mandibular force and does not contain venom.

The asm's body is comprised of a large head, a thorax, multiple body sections, and a pointed stinger. Each body section features a pair of appendage-like protuberances which each terminate in a three-fingered hand. These appendages are short and delicate; they are not strong enough to wield a sword or bow, but asms have been known to carry daggers and bolas for occasions when a more civilized method of attack or defense is required. These arm-legs easily break off; any damage inflicted on a body section is sure to destroy one or both appendages attached to that section. An asm can regenerate a lost limb in 3d4 rounds.

Asm stingers contain a powerful poison that is injected with each successful attack; victims must make a successful DC 14 Fort save or suffer an additional 2d7 damage. Asms are only capable of stinging opponents to their rear flank. The asm also has two large, multifaceted compound eyes which provide full visibility around the asm, making it impossible to approach one undetected.

The asm's demonic nature makes it impervious to damage caused by heat and fire, but cold-based attacks inflict twice their normal amount of damage. This is offset by their robust regenerative capabilities, which allow asms to regenerate 1d6 hit points at the end of every round. The only way to ensure an asm's demise is through decapitation.



BAZIL

Basil: Init +3; Atk mandibles +2 melee (1d8) or sting +2 melee (2d4+2 plus poison); AC 15; HD 2d8+2; MV 20' or fly 40'; Act 1d20; SP poison sting (DC 18 Fort save or -2d penalty for 1d14 rounds), ovipositor hybridizing, magical hybrid traits; SV Fort +6, Ref +3, Will +8; AL N; Crit M/d8.

The basil is a predatory creature combining some of the most fearsome traits of the lowly wasp with the catlike grace of the felinodore. The basil is composed of a basically insectile form, tufted with black bristly fur. Some specimens are reported to have whiskers, and in rare cases, peaked cat-like ears. Six spindly arms are supplemented by forewings and rear wings common to certain arthropods. Their smooth chitinous thoraxes are tough and light, enabling them to fly if carrying minimal effects, though not at great speed.

Bazils are magical hybrids, a wizardly creation merging humans with animals, monsters, and even demons. Bazils were reportedly created by the magician, Follinense, through repeated combining and recombining of various host creatures; in fact, there may be more forms of cross-bred bazils extant than "true" bazils. Nonetheless, the basil's common traits have been observed and recorded in such number that the basil's true nature may be reliably inferred. And indeed, most basil crossbreeds seem to share these apocritous features. As magical hybrids, bazils 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 bonus on saves against spells that do affect them.

Bazils attack with a vicious sting, the intense discomfort of which causes a near inability to concentrate on any task while being nearly overwhelmed with pain: victims must make a DC 18 Fort save or suffer a -2d penalty to all actions

for the next 1d14 rounds. The basil may also choose to attack with their mandibles, masticating on their opponents without injecting a toxin. They are thought to drain bodily fluids from their victims, but which fluids are most desired and most nutritious for the basil are unknown. There are indications that they also eat plant-matter, dead animals, and may subsist on any organic material at hand, redoubling their ability to further the survival of their awful progeny.

The bazils and their hybrids lay eggs in their prey and thus produce even more hybrids when the young larvae devour the bodies of their hosts and emerge after absorbing some of the corporeal traits of their victims. Some bazils and their ilk are thought to carefully search for hosts and then cunningly plan to isolate and murder their victims in order to provide their young with the desired traits. A basil will deposit eggs into slain victims by means of their stinger, which also functions as an ovipositor. The resulting larvae will hatch and consume the dead body within 1d3 days, then turn to feeding on the other larvae, typically resulting in 1d4 basil-grubs surviving to crawl into the world to haunt the ruins and deserts of the dying Earth.

BEARDED THAWN

Bearded thawn: Init +0; Atk bite +3 melee (1d8 plus swallow whole) or mesmerizing gaze; AC 14; HD 5d8+5; MV 50' or climb 20'; Act 1d20; SP mesmerizing gaze (DC 15 Will save), swallow whole (see below), vacillation awareness, vulnerable to cold-based attacks, resistant to fire damage; SV Fort +4, Ref +3, Will +1; AL N; Crit M/d10.

The largest species of the reptilian thawn, the bearded thawn are also the only of their kind enormous enough to pose a true hazard to man. The size of a small ghoulish bear, these beasts are so-named for the underside of their throat which darkens when they are stressed or aggressive.

Requiring great amounts of heat to maintain their large body's temperature, the bearded thawn are normally found basking by day in desert wastes, where their pebbled hides may be mistaken for a portion of the landscape, and retreating into burrowed caves to lair by night, the gleam of their golden eyes the only aspect to pierce the darkness. Woe be to the unwary traveler who strays across such a beast, for they may be held fast by its gaze and devoured whole. As ectotherms, bearded thawn incur double damage from cold-based attacks, while damage sustained from fire is reduced by -1d per damage die.

The golden eyes of the beast are the size of platters and gaze deep into the mind of its victims. As an action, a thawn may lock its gaze with any target capable of seeing its eyes. The victim must make a DC 15 Will save else be held in rapt motionlessness as the bearded thawn closes in for the kill. Breaking the creature's gaze for a full round (merely waving a hand once or twice before the victim's eyes accomplishes nothing) will sever the paralytic bonds and free the target.

The bearded thawn's massive jaws are large enough to swallow most victims whole. Upon a successful bite attack against an opponent man-sized or smaller, the target must

make a Reflex save vs. a DC of the attack roll else be swallowed and rendered utterly helpless. Targets within the belly of the giant reptile suffer 1d5+1 damage per round as internal musculature slowly crushes the life from them. A trapped creature can try to cut its way out with a small weapon (such as a dagger) by inflicting 10 points of damage against AC 14. A bearded thawn with a full belly will seek to disengage from any combat, preferring to bask and digest its meal over the course of several days.

Like their smaller cousins, bearded thawn hunt using special sensory organs within their extremities which enable them to detect vibrations in the surrounding sands. This sense has become so evolutionarily heightened that they are able to differentiate between naturally occurring vibrations caused by movement vs. those originating with wind, rockfall, and the like. Due to this ability, invisibility and other forms of obfuscations (both magical and mundane) have no impact on the ability of the bearded thawn to find its target. Even when a target is standing perfectly still, the thawn may still detect the vibrations caused by the beating of its prey's heart with a DC 20 Will save.

BLUE FANTICULE

Blue fancicle swarm: Init +0; Atk swarming sting +1 melee (1 plus poison); AC 9; HD 3d8; MV 5' or fly 30'; Act special; SP sting all targets within 15'×15' space, half damage from non-area attacks, poison (DC 7 Fort save or lose 1 Stamina, increasing difficulty), antivenin; SV Fort +0, Ref +4, Will -2; AL N; Crit M/d8.

The blue fancicle is a metallic blue, wasp-like insect native to the coastal mudflats near the ruins of Tustvold. These insects favor feeding on a variety of venomous arachnids, and their predation is of such means that they often build their hives in the eaves of homes and outbuildings where they are easily disturbed by the unwary. Wise publicans look for any sign of their presence to eliminate the beginnings of any such nest, though there are those of an entomological bent who collect such insects, allowing them to prosper in garden areas as an additional precaution against intrusion. Such colonies are well tended and often become acclimated to the presence of their keeper, no longer considering them a threat.

Unlike other insects of their relation, the blue fancicle does not give off a steady buzzing, but instead emits a pulsing chirrup when threatened, beating their wings together in a dread tattoo that coastal dwellers know all too well. Should the cerulean hornets perceive danger, the nest immediately disgorges the fullness of their number, forming a swarm filling the air with angry, stinging insects. The swarm will attack without fear or mercy and, once aroused, will sting every living thing within reach, pursuing perceived threats for distances of 100' or more.

The blue fancicle's sting leaves small weeping ulcers that erupt from the target's flesh. While not particularly powerful, the effects (DC 7 Fort save or temporarily lose 1 point of Stamina) are cumulative. For each round of successful stings against a given target, the DC of the Fort save against

the poison increases by 1. Victims whose Stamina score is reduced to 0 enter anaphylactic shock, gasping for breath, going into convulsions, and dying within 1d4 rounds. Stamina lost to fancicle stings is recovered at a rate of 1d3 per hour.

The dried remains of a swarm of blue fancicles may be ground into an antivenin powder which has neutralizing properties when snorted. If used within one turn of having been poisoned, the powder allows the victim to roll a new Fortitude save with a +2d bonus. A swarm can be ground into enough powder to provide 1d4 uses and requires a minimum of two hours and a successful DC 18 Handle Poison check to prepare.

CREATURE FROM THE STAR ACHERNAR

Creature from the star Achernar: Init +0; Atk special; AC 8; HD 1d8; MV 10'; Act special; SP amalgamate; SV Fort +0, Ref +0, Will +10; AL N; Crit M/d6.

Of the few surviving stars of the dark sky of the Dying Earth, the hot blue Achernar is home to a small white creature, all claws, prongs, barbs, and hooks, favored by certain magicians as a kind of maleficent incubus. Possessing an alien intelligence, these creatures seek to dominate host bodies. Coming into contact with a potential living host, the otherworldly creature merges into the host's viscera, taking up a position of suitable vigilance around some major organ or part of the body, where so lodged it can cause discrete pain in its host by thrusting its prongs into the sensitive tissue. Over time, the creature extends its prongs everywhere through the body, until it clamps upon the brain and seizes its functions.

Due to their small size and alien anatomy, creatures from the star Achernar pose little threat unless they come into direct contact with the flesh of a host. A victim may make a DC 20 Reflex save to prevent the creature from incorporating itself into their body; otherwise the creature merges and proceeds to direct its victim's actions through sharp reminders of its will. Merged creatures may inflict an increasing amount of painful imprecations, including causing actual damage, to influence its host's actions. The desires of the creatures vary, and judges are encouraged to create motivations for the creatures based on their specific campaigns, examples of which are included below.

d6 Motivation

- 1 To rejoin a companion creature with whom it shares a vat.
- 2 To return to the star Achernar.
- 3 To experience the lestrygonian appetites of its alien host.
- 4 To have the host convey it to a specific place at an appointed time.
- 5 To hide from a magician intent on reclaiming it for their menagerie of xenological creatures.
- 6 To find another of its kind.

The time it takes for a creature from the star Achernar to fully merge with a host varies. When a creature is introduced into a host, the judge should secretly roll d%, with the result indicating the number of days before the creature reaches the host's brain and takes it over. Once integrated, its tendrils fully control the host body, including speech, though until it gains full command of its new form, it will appear to act and speak with strange mannerisms that are out of character with those familiar with the previous host, often reverting to its alien tongue when experiencing anomic aphasia induced by their new host language, consisting of various "szzm", "ssz-pntz", and "szzs" elocutions.

Creatures from the star Achernar are intelligent and can understand the language of the Twenty-first Aeon. Unless merged with a host's brain, they do not have access to a host's direct thoughts. Once merged, removing the creatures requires application of an alchemical poultice and tincture of antipathetic elements to draw them out, including zinc strips, sulfur, aquastel, and tincture of zyche. Some mages also include various herbal remedies of less proven efficacy in the solution, which may not be strictly essential, and often accompany treatments with verbal exhortations to induce the withdrawal of these extraterrestrial pests. When removed, the creature will emerge from the host's chest as a tangle of white nerves and tendrils, each with its claw or barb, and must be quickly contained lest they infect another.

DEODAND

Deodand: Init +4; Atk rend +3 melee (2d5+3) and bite +3 melee (2d4); AC 15; HD 2d8+4; MV 30'; Act 2d20; SP stealth, prehend attack (if two attacks hit in same round, victim is clutched and at a -1d penalty until freed), magical hybrid traits; SV Fort +4, Ref +6, Will +8; AL N; Crit M/d8.

Believed by the magician Follinense to be an amalgamation of basilisk, man, and wolverine, the deodand is the pre-eminent predator of the ebbing earth's archaic forests and secluded dens. Well adapted to their local chaparral, deodands in their native environs are expert in approaching their prey without being spotted and receive a +8 bonus to all stealth checks. As magical hybrids, deodands 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 bonus on saves against spells that do affect them.

At first, and from a distance, the deodand appears almost human, but long fangs mark it as inherently monstrous. Despite this, these mockeries wear clothes and even light armor, frequently appearing in items they have managed to strip from their prior victims. They are generally eloquent and may carry useful information about their locales, but their dominating hunger tends to make them quite single-minded in their discourse. A true negotiation with such creatures customarily requires a severe inducement. Deodands are known to greatly fear magic, proceeding cautiously with those who demonstrate a command of spells, though their unrelenting hunger eventually overrides any such trepidation.



The deodands' hunger for flesh is legendary: even if wishing to resist their appetites, deodands have to make a DC 5 Will save to resist springing at the nearest victim while shouting with the joy of their unrestrained meat-lust. Once in the open pursuit of a victim, the deodands bound after them, venting eerie cries of yearning. This overpowering hunger also gives them a +4 bonus to all morale checks against a wounded enemy. The deodand is possessed of a superior olfactory capability and can detect the smell of human flesh at a distance of up to one league.

Intelligent and adaptable, deodands sometimes work in small groups, though only as convenience and happenstance require. They typically attack by rending with their claws and then biting with their horrid fangs. If both attacks strike successfully, the victim is prehended by the creature and this poor unfortunate is at a -1d penalty on further actions until they succeed on a DC 18 Strength check to free themselves.

ERB

Erb: Init +1; Atk claw +5 melee (1d6+2) or bite +5 melee (1d3 plus paralysis), or hurled spine +4 missile fire (1d7+2, range 30'); AC 12; HD 2d8+2; MV 20' or climb 20'; Act 1d20; SP paralysis (DC 10 Fort save or paralyzed for 1d4 rounds), olfactory acuity, detachable spines, ursine effluxation, magical hybrid traits; SV Fort +5, Ref +3, Will +6; AL C; Crit DN/d4.

A horrifying chimera of man, bear, and reptile, erbs are equally ill at ease on two feet as they are on all four. With coarse, foul-smelling fur growing out from under their scaly

hides, these creatures look to be ill-designed horrors from the demonic realms. They are, in fact, highly intelligent magical hybrids, capable of taking orders or even formulating plans of action of their own accord.

While isolated erbs may be encountered while serving as guards, a group of erbs in the wild typically includes 1d3+2 individuals. Erbs pose a threat to anyone who encounters them; even professionals using them as trained watch animals must keep them firmly chained for safety. Due to their various resistances, these creatures are particularly feared by young magicians and wizards since small magics merely bounce off their hides. As magical hybrids, erbs 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 bonus on saves against spells that do affect them.

Erbs scent prey with a highly advanced sense of smell, allowing them to detect the scents of life (blood, sweat, etc.) from one-half mile away. Once an erb picks up a scent, losing it is nearly impossible, requiring great care in actions to do so. Jutting from the corners of the erb's scales are 4' long, barbed spines. When attacking, the erb tears these spines from its own flesh and hurls them at opponents with frightful efficacy before closing to administer a paralyzing bite. Those who manage to slay an erb routinely take its spines for use as barbed spears (1d7 damage).

The scent glands of the erb are highly potent and its fur constantly emanates a musky, bear-like stench. All creatures within 100' of the erb are able to smell the musk and creatures as far as one-quarter mile downwind pick up hints of the strong odor. So strong is the stench that creatures within 10' must make a DC 10 Fort save or suffer a -1d penalty to all actions for the next 1d4 rounds while gagging and choking.

GAUN

Gaun: Init +0; Atk clutch +2 melee (1d3+1) or rend +4 melee (2d8+1) and bite +4 melee (2d5+1 plus poison); AC 16; HD 4d8+2; MV 40'; Act 2d20; SP clutching grasp (DC 10 Strength check to break free, increasing difficulty), rend and bite only after two successful clutches, improved crit with rend attack, poisonous bite (DC 8 Fort save or -1d penalty for 2d7 rounds), infravision 120', vulnerable to light; SV Fort +6, Ref +1, Will -1; AL N; Crit M/d10.

Gauns are gargantuan, roughly humanoid, nocturnal predators that live below the avenues and within the ruins of ancient Ampridatvir. Gauns have prehensile hands and feet, which allow them to lope silently through the remains of the fallen city. These mongrel creatures are driven to ensure the survival of their clan. While they are able to survive on a diet of lichen and fungus, they prefer the warm iron taste of human flesh. By day, clans of gauns huddle together in lightless lairs with nitre-encrusted walls. After the bloated and waning sun has dipped below the horizon, they stalk the streets of Ampridatvir in search of those foolish enough to venture out under the light of the few remaining stars.

When a gaun attacks, it uses its brutish strength to clutch its victims, preventing them from escape. Victims clutched by a gaun may attempt to break free with a DC 10 Strength check; the difficulty increases to DC 14 if two successful clutches are landed in the same round. Furthermore, the gaun may rend or bite opponents clutched in this manner in subsequent rounds. Due to the gaun's great strength, a rend attack's critical threat range is 18-20, with a +2 bonus on the critical hit table. The gaun's bite contains a mild sedative; victims of a successful bite attack must succeed with a DC 8 Fort save or suffer a -1d on all actions for 2d7 rounds.

The gaun's large eyes are sensitive to harsh lights; they do their best to avoid the pools of parchment-colored light cast by stanchions that line the deserted streets of Ampridatvir. Torches, lamps, and other sources of light carried by potential victims temporarily impede direct assault; however, a gaun will stalk the prey in hopes that the light may suddenly die or until its hunger becomes so acute that it overcomes its fear of such torchbearers. When confronted by a strong light source, a gaun must make a successful DC 12 Reflex save, or be dazzled by the light and blinded for 1d4+1 rounds. Gauns that are recovering from temporary blindness suffer a -1d penalty to all actions for 1d6+2 rounds, after which their vision has fully recovered.

Gauns live together in familial clans that are governed by a matriarchal leader with 6 HD, an additional +2 bonus to attack rolls, and rolls 1d12 on the Crit Table M. The matriarchal leader is the sole bearer of children for the clan, and it is her responsibility to cull the weak and sickly so the clan is composed of only the strongest. When the specter of death finally takes the matriarch, all remaining females begin an all-out brawl to the death, the last surviving of which becomes the new femurial clan chieftain.

Gauns are brutish things possessing only the basest of animal instincts and intelligence. Witches covet the gaun's liver for its healing and restorative properties. When consumed raw, gaun liver can restore 2HD+1 hit points; the liver of a male gaun is large enough for two such applications, while the liver of a female gaun has three.

GHOUL-BEAR

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 (see below), 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.



The ghoul-bear is an un-dead infernal abomination that is possibly the most powerful of the lesser powers of the sub-world. As with all demons of import, every ghoul-bear has a unique sobriquet which may or may not differ from its true name—the most infamous of these is Thrang. Despite differing cognomens, ghoul-bears have similar physical traits. One may walk either upright or on all fours, though the former is awkward due to its ursine lower half and hind legs. The corpse-pallored torso and head appear human but ghoulish and eternally dripping with putrescent perspiration. Its arms are large and notoriously strong, and also serve as forelegs for quadrupedal locomotion. Most unnerving, however, is the gray-white, round, human-like face each possesses, with black eyes and white pupils that move independently; many are paralyzed by a mere glance from one's ghoulishly demonic countenance.

Those travelers attuned to arcane emanations detect a powerful magical aura radiating from the beasts, for the ghoul-bear employs a brutal form of sorcery: at the beginning of its turn, it rolls 1d3. On a result of 3, it projects arcane spheres of force that damage all enemies within 30' for 2d6 damage, with no save, and the ghoul-bear takes no other actions that round. On a result of 1 or 2, it employs 2d20 action dice for other attacks

In combat, the ghoul-bear is a catalyst of morbidity. Its natural defenses of un-death and demonic origins protect it from most harm while it grabs, grapples, bites, rots, and paralyzes those victims foolish enough to face it. Its sorcery is unpredictable albeit powerful, such that the most accomplished (i.e., still living) demon hunters agree to never close within 30' of the creatures. Should it obtain a critical hit, it applies two insalubriations of demonic and un-dead ancestry.

In addition to both critical results, the ghoul-bear exhibits a number of other traits reflecting both sides of its abominable genesis: the ability to speak the language of its sub-world origin as well as the common tongue; infravision (range as normal); can cast *darkness* with a +4 spell check; sustains half damage from non-magical weapons and fire (whether magical or mundane); cannot travel between planes of its own volition; does not require food, drink, or breath (though it still enjoys devouring mortals). It is immune to critical hits, disease, poison, and cold (magical or mundane), as well as *sleep*, *charm*, and *paralysis* spells and any other mental effects.

Ghoul-bears that habitate the dying Earth do so unwillingly and are trapped, unable to travel back to the sub-world of their own accord. Consequently, they are often ferocious and ill-mannered for parley, although a proposal for returning one to the sub-world may provide a few seconds' respite from attack. Despite their bestial nature, ghoul-bears are collectors, often with rather sophisticated tastes. Some collect people with a particular physical trait, others may hoard a particular type of clothing material, and a few may prefer paintings from left-handed artists. Comprehending a ghoul-bear's "hobby" graduates the probability of one's survival from "practically impossible" to "virtually improbable".

GID

Gid: Init +8; Atk raptorial arm +4 melee (1d4 plus grabbing bite); AC 18; HD 4d8; MV 30' or standing leap 20' or running jump 60'; Act 2d20+1d16 (two-and-one); SP two-and-one (two primary 2d20 arm attacks on single target, tertiary 1d16 arm attack must have different target or else lost), grabbing bite (if both primary attacks hit in same round, automatically bites for additional 1d8 damage; can maintain grabbing bite in subsequent rounds, though victim is allowed a DC 17 Strength check to break free), stony hide (half damage from non-magical weapons), immune to backstab, magical hybrid traits; SV Fort +2, Ref +4, Will +8; AL C; Crit M/d10.

Gid, broodling: Init +4; Atk raptorial arm +2 melee (1d3 plus grabbing bite); AC 14; HD 2d8; MV 30' or standing leap 10' or running jump 20'; Act 2d20; SP grabbing bite (if two arm attacks hit in same round, automatically bites for additional 1d4 damage; can maintain grabbing bite in subsequent rounds, though victim is allowed a DC 15 Strength check to break free), stony hide (half damage from non-magical weapons), immune to backstab, magical hybrid traits; SV Fort +1, Ref +2, Will +8; AL C; Crit M/d8.

The fearsome gid walks upright on four legs arranged symmetrically about its vertical pear-shaped torso. Two human legs precede a pair of larger insectile limbs, which propel the beast great distances. It has three spiked raptorial arms, each with a human hand, that whorlishly radiate from its torso's midsection, 120 degrees apart, with one extending directly behind. A humanoid head with wide jaw and sharp teeth caps its yard-long serpentine neck, which may orient its skull for omnidirectional perception. The gid's strangeness culminates with its stony hide, which is a flexible yet almost impenetrable variety of organic stone.

Peregrine wanderers fear gids for their sudden attacks and fatal salutations, leaping in from seemingly nowhere. In combat, one attempts to grab a victim with two of its spiky arms, while warding off a separate opponent with its third. If both arms manage to grab their target, then the beast applies its teeth to consuming flesh. Gids, unlike many other predators, only bite if they have a firm hold on their prey. Their hide protects them as they do so. Moreover, their whorled symmetry defies anatomical conventions, and opponents seeking a gid's vital organs via posterior penetration unfailingly find themselves nonplussed. Since the retaliative efficacy of most travelers is virtually impalpable to a feeding gid, the beast typically devours its victim in situ. However, against a group of skilled combatants, the gid leaps away with its grabbed prey, absconding to quieter climes more conducive to eating faces.

Whether they are a vat creation, or some mutated product of a dying orb—or some amalgamation thereof—is debated among magistozoologists. However, most pantologies agree that they have evolved beyond their initial configurations. Gids have developed their own melodic language, which is reminiscent of melismatic singing. Although they cannot speak the common languages of mankind, they can understand them, but only if they are sung. It is a sad, solecistic coincidence that more than a few campfire songs have similar melodies to gid mating challenges, and have thus invited mortal discomfiture upon the singers. As magical hybrids, gids 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 bonus on saves against spells that do affect them.

Large hordes of wealth sometimes have a great mother gid nearby, looking to feed her young. They often habitate near treasure—not because they covet it, but because treasure attracts food. If encountered in her den, a mother gid is accompanied by 2d4 of her brood. Gid broodlings lack the tertiary arm of grown gids, which presents as they mature.

GRUE

Grue, forest: Init +0; Atk claw +3 melee (1d8+3); AC 13; HD 2d12; MV 40' or glide 15'; Act 1d24; SP resistant to non-magical attacks, evocational grounding, light-sensitive, brooding, magical hybrid traits; SV Fort +2, Ref +2, Will +8; AL C; Crit M/d8.

Grue, subterranean: Init +0; Atk claw +3 melee (1d8+3); AC 13; HD 3d10; MV 20'; Act 1d24; SP resistant to non-magical attacks, evocational grounding, light-sensitive, camouflage, magical hybrid traits; SV Fort +3, Ref +1, Will +8; AL C; Crit M/d8.

These 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. Gifted with animal cunning and an ability to mimic human speech, grues are normally solitary creatures and are well-adapted to their general environs. Grues typically hunt at night, stalking the lonely corners of the Dying



Earth and preying upon the unwary. Due to their nocturnal nature, 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 the forest grue must succeed at a DC 10 Will save else suffer a -1 penalty to all actions for the next hour.

Subterranean grues are more powerfully built than their above-ground kin. Their massive musculature and stone-colored skin make them easy to mistake for carved images. Within their native underground environment, subterranean grues receive a +3 bonus to their initiative.

All grues' bodies are infused with phlogiston energies, allowing them to shrug aside normal attacks. They are immune to non-magical weapons or natural attacks from creatures of 3 HD or less; creatures of 4-5 HD are powerful enough to wound a grue for half damage, and creatures of at least 6 HD are capable of inflicting normal damage. A grue's twisted form also grounds magical energies. Spells directed against a grue are only effective when cast at one-half of the normal spellcasting range.

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 bonus on saves against spells that do affect them.

The consciousness of a grue is housed within a pebble-sized calcium growth at the center of their brain. The so-called “skull-stone” is highly prized by witches, who are known to wield it to increase the power of their curses. Curses inflicted while the witch holds a grue’s skull-stone increase the DC of any Will save to resist the curse by +2.

HOON

Hoon: Init +2; Atk slam +4 melee (1d6+2) or charge (special); AC 14; HD 2d8+4; MV 40'; Act 1d20; SP charge; SV Fort +4, Ref +3, Will +1; AL C; Crit M/d8.

Large, gray-skinned bipeds with great elongated limbs sprouting from a barrel-like trunk, hoons haunt the vast wilderness and ruins of the Dying Earth, impeding the unwary and unprepared. Hoons prefer to wander at night, often in small packs of 3-6 creatures that coordinate assaults against travelers, including large caravans. Despite their prodigious size, hoons are quite agile, using their long legs to outrun their victims before snatching them with their great arms. Hoons can also use their bulk to attempt to break through barricades, receiving a +1d bonus to attempts to break down structures such as doors or pickets for each hoon that charges into such obstructions. Hoons that are deprived of prey, whether through wizardly obfuscation or guard-fences providing a suitable barricade, give voice to plaintive cries of frustration and soon fall to quarrelling amongst their fellow kind.

KEAK

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.

This wretched creature stands 8' to 10' tall, covered in smooth small scales that glitter black, deep blue, or occasionally moon-white. It has a risible appearance: a keak's large bulbous head seems too large for its barrel-shaped torso, short legs, and tiny arm-fins. Perhaps due to the esoteric nature of its origins, the keak's body usually gives off a pale smoke when it staggers about on land, which is sometimes seen as a milky gray ink when it swims about in the sea – as if its presence in the world of humans does not accord with normal physical laws.

Rumors circulate that the magician Barkinane is responsible for fusing the essence of a demon with a deep-sea creature and creating the first keak. When his manse was destroyed by the thing, Barkinane fled, and the gulping keak stumbled after him but soon found it could not pursue its creator on the arid highlands of Barkinane's home. All give thanks that the fearsome keak is rarely seen on land, except for certain wind-blasted beaches and haunted islands. Keaks are also thought to be summoned by witches to visit vengeance upon errant ships or to disturb the peaceful passage of precious cargos.

The most bizarre feature of the keak's anatomy is its long bioluminescent tail, which typically curls upright at a height

of 5'-8'. The globular tip gives off a soft pink witchlight that exerts a strong fascination upon the viewer. Anyone seeing the light must make a DC 12 Will save or be drawn to the keak, and suffer a -1d penalty to all actions while encountering the horrible sea monster.

A keak's primary attack is to use its prodigious gulping mouth to engulf and swallow its prey whole. After a successful attack, an opponent must roll a DC 18 Fort save to determine whether it is trapped in the keak's jaws. If so, the keak raises its head upward, opening wide and gorging the unlucky foe into its gullet. Internal muscles and tiny tooth-like barbs pass it downward into the keak's stomach where infernal salts begin to corrode the prey, dealing 2d5 points of damage per round unless cut out of its belly from within or until the keak is slain. A trapped creature can try to cut its way out with a small weapon (such as a dagger) by inflicting 20 points of damage against AC 10. To find and free a companion from a dead keak, a PC must make a Luck check in order to locate the belly amongst the exotic anatomy. Failing that, the hapless victim will continue to take damage until found and freed.

Keaks are magical hybrids, a wizardly creation merging humans with animals, monsters, and even demons. As magical hybrids, keaks 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 bonus on saves against spells that do affect them.

LAHARQ

Laharq: Init +1; Atk claw +6 melee (1d6+2) or bite +4 melee (1d4); AC 16; HD 4d8; MV 40'; Act 2d20; SP half damage from cold-based attacks, tundra camouflage; SV Fort +4, Ref +1, Will +3; AL C; Crit M/d10.

Laharqs are creatures of vicious habits native to the tundra north of Saskervoy. In appearance, they resemble a quasi-ursine decapod, growing to 6'-8' high, with six stout limbs used to run down prey and a pair of claw-tipped appendages thrusting forward from their shoulders. Laharqs are covered in a shaggy coat of white fur and layer of adipose tissue that provides superb protection from the elements of their native territory. As such, laharqs only suffer half damage from cold-based attacks.

Laharqs are known to track prey for miles across the wilderness, using their white coat to blend into the environment and hunt. In their native environment, laharqs receive a +4 bonus to sneak and hide checks.

LEUCOMORPH

Leucomorph: Init +5; Atk slam +3 melee (1d14+3); AC 20; HD 4d16+2; MV 60'; Act 2d20; SP immune to mental attacks, magical hybrid traits; SV Fort +6, Ref +8, Will +8; AL C; Crit M/d10.

Even the erudite Follinense knew little about the origins of the dreaded leucomorph. The few ubiquitous facts are infamous: they are seen only at or after sundown, and always alone. They seem to be highly intelligent. And their white, colorless bodies are so pale as to glow softly, even on a starless night. Their general appearance varies depending on the observer. Sometimes, the pale body is skeletal and the face skull-like. Others report the body to be hard and chitinous, the brow ridged, and the eyes burning crimson. Still others describe a leucomorph as a pale naked man, almost godlike in form. All agree that the dreaded thing speaks, but here accounts vary emphatically.

Guverust of the Twentieth Aeon speaks about a leucomorph that he encountered several times "hunting" in his forest lands, saying that the thing spoke knowledgeably on the subjects of ancient poetry, philosophy and even recondite matters he did not wish to detail. In time Guverust grew fond of the creature, able to repel it with his spells and occasionally seeking its company as a curiosity. However, legend has it that Guverust was lost on one such nocturnal sojourn and whatever he knew of leucomorphs disappeared with him. Hespidor of later times encountered a leucomorph on an overland forest journey and tried to speak with it but noted that the creature only spoke in jumbled words that had no syntax nor meaning, and it became violent, as if his very act of seeking to communicate was the cause of its rage. Haunted by the encounter, Hespidor did produce his *Brief Concordance of Leucomorphia*, noting that the creatures often haunt ancient population centers.

A leucomorph bleeds not a drop and it does not consume its victims, though it does sometimes abscond with them, drag-

ging them back to its ruins for obscure (perhaps puerile) purposes. Several reports indicate that the leucomorph slew several of a given group and then did not pursue those who fled, but rather remained in the blood-soaked glade it had conquered to converse with the twitching dead.

More practically: a leucomorph disdains weapons; although crudely man-shaped in form, it strikes with a strength far superior to any man. It moves far faster and more adroitly than any human as well. As magical hybrids, leucomorphs have infravision of 60' and an improved critical threat range of 19-20. 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. In addition, leucomorphs are comprehensively resistant to mind-affecting attacks and curses.

Regardless of its grace or sophistry, one thing remains true since the time of Guverust: to look into the white face of the leucomorph is to court the moment of one's death.

MADLOCK

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

Engaged by magicians for aeons to pursue penurious defalcators, madlocks are creatures with heavy arms, staring green eyes, and no necks. When confronting rascallions, these taciturn pugilists deal heavy blows with their powerful arms and are even known to take articles of clothing from their victims, despite any appeals for mercy. Once committed to a particular task, they are particularly inured to bribes, counter-offers, and entreaties, and receive a +6 bonus to any morale or persuasion checks. If not exactly agile of abstract thought, madlocks are intelligent and can speak the language of the Twenty-first Aeon.

MEMRIL

Memril: Init +5; Atk axe-blows +6 melee (2d8+6); AC 18; HD 8d10+8; MV 60'; Act 2d20; SP sever limb on crit (see below), vulnerable joint (leg joints are AC 14 and 8 hp); SV Fort +8, Ref +6, Will +2; AL N; Crit special.

Contrived by the inhuman Pikarkas in the Sixteenth Aeon, the memrils were used by the mercenary armies of the Bohulic Dukes of East Attuck to strike fear into their opponents. Though towering over land-bound armies at 20' high, the memrils are uncannily graceful and peaceful in aspect, gliding along on four limbs until they strike with their forelegs, the pincers of which are mutilated and sharpened until reminiscent of axe-blades (from which they derive the occasional comparison to executioner beetles.) Upon a critical blow with one of these blades, the victim must make a DC 20 Fort save or lose a limb. Roll 1d7 modified by Luck: (1) hand; (2-3) arm; (5-6) leg; (7) head. Regardless of whether the save is made, the attack inflicts an additional 2d10 of damage and leaves an ugly slashing scar.

Memrils are entirely herbivorous and normally will not attack creatures unless provoked. To be used effectively in

combat, they require 200-400 pounds of herbage per day to prevent them from wandering off in search of sustenance. In addition, each army must have a trained “memrilite” for every 5-10 memrils (depending upon the seniority and intuition of said memrilite). These semi-ascetic disciples of Pikarkas wear cuneate sorrel hats akin to the memrils’ own heads, and by their gestures and chirping keep the memrils focused on their gruesome tasks. If a memrilite is removed from the field, the judge must make a DC 12 Will save each round for the memrils formerly under their command. If failed, the memril will (roll 1d7): (1-4) wander off in search of high-hanging vegetation; (5-6) keep attacking the last opponents to which it was directed; or (7) attack the army of its missing handler.

Though memrils are fearsome opponents, these impressive arthropods do have a considerable weakness: their leg-joints are somewhat more vulnerable than their typically chitin-armored bodies. These joints are AC 14 and may only withstand 8 hp of damage before a leg is disabled. Located halfway up their long legs, 10’ off the ground, the joints are normally out of melee range, but are vulnerable to ranged attacks or called shots such as a warrior’s Mighty Deed of Arms. If one leg is thus disabled, the memril must make a DC 10 Reflex save to remain upright. If two legs are disabled, the memril falls and all within 30’ must make a Luck check to avoid being crushed by its carapaced thorax.

The chitinous exterior of the memril is highly valued as a superior hide armor that confers +4 AC with only a -3 check penalty.

MOUNTS, MUNDANE

Farlock: Init -1; Atk bite -1 melee (1d2); AC 11; HD 3d8; MV 25’; Act 1d20; SV Fort +4, Ref +2, Will +2; AL N; Crit M/d8.

Wheriot, Cambalese: Init +1; Atk hoof +2 melee (1d4+2); AC 14; HD 3d8; MV 60’; Act 1d20; SV Fort +4, Ref +3, Will +1; AL N; Crit M/d8.

Wheriot, one-horned: Init +1; Atk horn +2 melee (1d4+2); AC 14; HD 1d8+2; MV 60’; Act 1d20; SV Fort +2, Ref +3, Will -1; AL N; Crit M/d6.

Dounge: Init +1; Atk kick +5 melee (1d6+3); AC 14; HD 4d8; MV 80’; Act 1d20; SV Fort +6, Ref +4, Will +2; AL N; Crit M/d10.

These statistics are for some of the more common pack and riding beasts that may be encountered in the Dying Earth, from the bulky and slow farlocks used by caravans to haul wagons to the large, dun-colored dounge with its powerful hind legs.

MURID

Murid (Rat-folk): Init +3; Atk trident +3 melee or missile fire (1d6, range 20/40/60’), or bite +3 melee (1d3 plus disease); AC 14; HD 2d8+1; MV 30’; Act 2d20; SP disease (DC 11 Fort save or additional 2d3 damage), detestable stench (melee opponents suffer -1 penalty to attacks), degloving escape (escapes restraint by shedding tail’s outer layer), stealthy



(+2d bonus to stealth/ambush checks), infravision 30’; SV Fort +1, Ref +4, Will +2; AL L; Crit III/d8.

Murids are short, rat-like humanoids. They stand 3’ tall, though slightly hunched, on backward-kneed legs, like birds. The rat-folk have pointed rumps and long squamous tails, both of which are difficult to hide, even with the black smocks they typically wear. Although strange to behold, seeing them is significantly less unpleasant than hearing their shrill voices, or smelling their revolting odors.

Omnivorous in diet, murids possess an eclectic taste in nourishment, though a coarse porridge of an offensive odor is most prevalent. They hunt primarily by ambushing people and holding them captive. These unfortunates are fitted with metal collars and led by chains, or, if a collar must be removed, affixed to a clandestine silver pin passed through an ankle. Rat-folk have developed a clever methodology for effectuating the accumulation of new victims: if a prisoner can lure two people to the warren within a month’s time, they are freed; otherwise they are devoured. Rat-folk adhere to a strict system of scoring, and possible penalties, for this competition among prisoners. Warrens usually have a few human-sized cells in their ground levels, but passages become smaller and tighter as one descends. Treasure from their captives is stored in these lower levels.

Although they favor the trident, Murids also bite in close-quarters combat or when they have thrown their weapon at an enemy. Adversaries within melee range suffer slight distraction and debilitation from their odiferous unpleasantness. They are also tricky to restrain by the tail, as they can instantly shed its outer layer, leaving an assailant holding an empty, avulsioned skin-sheaf. Rat-folk lairs have additional defenses, such as pots of acid and noxious vapors.

Murids are frequently harassed by mysterious white crea-

tures that burrow underneath their warrens and steal their prisoners. None know the origins of the great enmity between races, though some postulate that the two were vat-neighbors in the laboratory of an ancient progenitor.

OAST

Oast (8'-9' tall, 700 lbs.): Init -1; Atk fist +5 melee (1d8+5); AC 14; HD 6d10; MV 40'; Act 1d20; SP crit on 19-20; SV Fort +6, Ref +2, Will +4; AL N; Crit G/d4.

Oasts are a race of giant hominoids raised as mounts by the uncivilized tribes living below the crags of Fer Aquila. Hulking anthropoids standing 8'-9' tall and weighing approximately 700 pounds, they have waxy faces with dull expressions and watery blue eyes, and communicate in an unintelligible hoarse snuffling.

Oasts carry their riders atop their massive shoulders and run with long loping strides. Due to their size, attacks made while riding an oast against unmounted *or* horse-mounted opponents gain a +1 bonus, and their height grants riders a +1 bonus to AC. Unlike horses, oasts cannot be used for charging.

Though docile mounts, characters used to riding horses find it difficult to stay on an oast running at full speed and can do little else but cling to their long shocks of yellow hair. Oasts are also easily spooked; if an oast is struck in combat, their rider must make a DC 10 Agility check or be flung from the oast's back. A character trained in oast-riding rolls 1d20 on this check; untrained characters roll 1d10. A character flung from an oast lands prone and must spend their next round standing up.

It is said that, properly braised and kettled, oast-flesh is especially delicious.

PELGRANE

Pelgrane: Init +4; Atk swooping rake +4 melee (1d6 plus lifting hold) or fang-beak tear +8 melee (2d6); AC 18 (head) or 16 (rest of body); HD 8d10; MV 30' or fly 50'; Act 2d20; SP lifting hold (may ascend 50' per round with the victim if two rake attacks hit the same target in a round, DC 16 Strength check per round to break free, victims grant the pelgrane a +1d bonus to subsequent attacks), vulnerability (swooping instinct: if target presents an inanimate object to a swooping pelgrane, must make DC 11 Will save or fly with the object for 2d3 rounds); SV Fort +5, Ref +8, Will +5; AL C; Crit M/d14.

Few avian predators affright the sentient as efficaciously as the pelgrane. When high above, pelgrane appear as bats, although the rusty hinge-like creaking of their wings betrays their nature to those aurally aware. The pelgrane's most notable feature is its 2'-long black chitinous head, composed primarily of a hooked weevilish rostrum capped with an aquiline hatchet beak and white fangs curling up and out. Though its maw is fearsome, the rest of its visage is disconcerting, seemingly carved into a wizened face with oversized forward-facing leering eyes. A long neck connects head to thick leathern torso, which, unless the creature is starving, supports a globular abdomen. Its legs and winged forelimbs

both all terminate in clawed hands. Wingspans range from 10' for the mottled youths, to 20' for the silky gray middle-aged, to 30' for the jet black ancients.

Pelgrane haunt forests and steppes. Since they can spot movement up to 3 miles away, they typically sight prey unawares. To successfully hide from pursuit, potential victims must lie flat and motionless upon the ground. A pelgrane typically closes with a swooping attack to lift prey into the air, although it might employ its fanged beak to leisurely tear off bite-sized flesh instead. Its instinct to fly away with something is strong, and a clever would-be morsel might distract a pelgrane to reflexively apprehend an inanimate object. Polearms are effective deterrents to swooping attacks. However, in close-quarters combat, the beast can fold its wings and walk on all four hands, solely attacking with its beak and fangs.

Although the beasts are intelligent, enthusiastic, comedic, and —most importantly—temperamentally independent, there are rumors of some allowing themselves to be ridden as mounts. The Batvar Forest is said to contain a pelgrane-riding dwarf, for example.

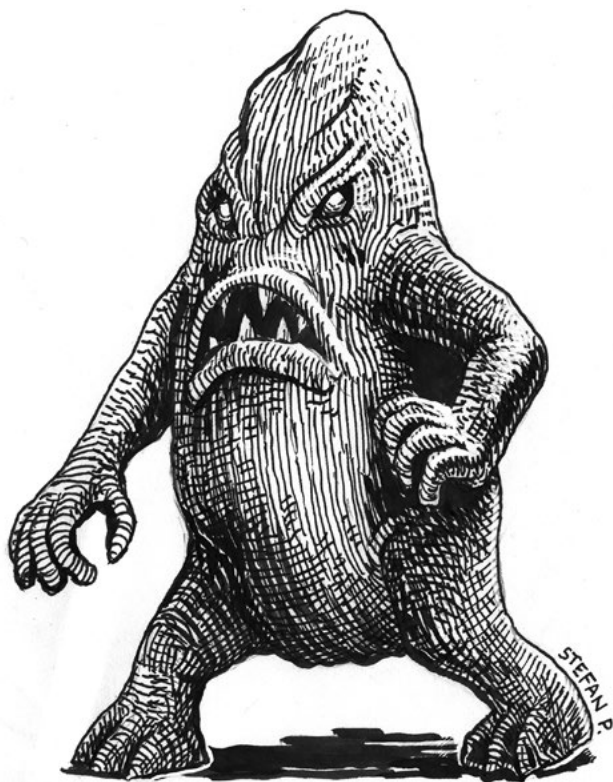
Despite lacking the requisite anatomical features, the pelgrane speaks the common tongue. This continues to perplex magistozoologists who have plumbed the beast's ancestry to its precursor, the flantic, and cousin, the dyvolt, in hopes of understanding this feat of vocalization. In addition to academic curiosity, terror motivates these investigations. If a pelgrane can speak, it may also be able to cast spells...

ROCK GOBLIN

Rock goblin: Init +5; Atk terrathasmic stone +2 missile fire (1d6, range 40/80/160'); AC 16; HD 1d6+3; MV 30'; Act 1d20; SP quickmud (once per encounter, range 20', see below), camouflage (+10 to hide in rocky environs), rockwise (use 1d100 for saves vs. petrification or earth-based attacks), boulder roll (requires multiple goblins concentrating, 2d10 damage per ten goblins, DC 14 Reflex save for half damage, once per three rounds), infravision 100'; SV Fort +3, Ref +0, Will +2; AL C; Crit III/d6.

Rock goblins are gray, squat, almond-shaped humanoids, being equivalent proportions of stone and flesh, with neckless pointy heads, and mouths that open into their torsos. Although their seemingly frail limbs and deformed amygdaloid bodies appear comical, adventurers who underestimate these creatures quickly realize their perilous nature.

Rock goblins have nonpareil magical powers of terrathasm. They are able to mentally guide stones toward victims' heads, even breaking rocky shards off their own bodies if the environment is lacking. Larger groups can focus together to unerringly roll larger boulders into caravans. At closer range, a rock goblin can create quickmud in any natural earthen floor (earth or stone, but not forged metal, water, etc.). A sinkhole instantaneously forms beneath a victim who must make a DC 15 Reflex save to avoid it (those able to repel gravity's suction through flight or other means automatically succeed). Upon failure, the victim begins sinking and



has 1 round to escape (DC 15 Strength check), after which the mud hardens to stone, imprisoning the unfortunate with only their head above ground. The creatures typically attack from ambush, using their rocky camouflage to their advantage; even the keenest scout may see them only adumbrated against the landscape.

The beasts' lairs are molded stone, and often lead to underground mines. Rock goblins believe in a demiurge who permeates the earth and offers part of itself (precious metals and gems) as a "communion" to its chosen. The goblins consume gold, silver, diamonds, rubies, etc., in religious rites, and consider the use of such materials as currency an unholy act. Indeed, the creatures immediately melt down any minted coins they acquire, creating bite-sized nuggets for their rituals. Driven by a holy fervor often mistaken for avarice, they raid and strip caravans of jewels, terces, and any precious metals in sight, but ignore any other items of worth. It is a holy war they fight.

SANDESTIN

Madling: Init +2; Atk bite +1 melee (1d3); 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.

Sandestin: Init +6; Atk bite +1 melee (1d3); AC 14; HD 4d8; 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.

Chug: Init +8; Atk bite +1 melee (1d3); AC 14; HD 10d8; MV N/A; Act 1d20; SP immune to magical attacks; SV Fort +0, Ref +0, Will N/A; AL N; Crit M/d16.

Sandestins are wizardly assistants coveted by magicians and arch-mages who go to great lengths to bind them to

their service. As magical creatures, they have a connection to the underlying magical matrix of the universe and can directly manipulate phlogistonic energies to produce any number of marvelous and potent effects.

Appearing as small bipeds with a long caudal appendage, sandestins can alter their appearance and adopt any number of guises based on their whims or at need. Sandestins can roam the chronoplex as easily as a person can walk around the table, and time has little meaning; for them, a second differs little from a century. When not in La, the world home to ten thousand sandestins, they prefer to be housed in delicate and aesthetic domiciles when not being used in service, such as a particularly beautiful fulgurite or walnut shell.

Sandestins do not typically engage in direct conflict with other creatures, preferring to use their magical nature to evade opponents. With an action, a sandestin can effect a number of magical spell-like effects, including turning themselves invisible, teleportation, and flight. Sandestins may also cast any level 1 or 2 spell as a wizard with a +10 spell check, with the more powerful sandestins having the ability to cast higher-level spells. Up to 10% of sandestins are quasi-daihaks with +2 HD and the ability to cast any level 1, 2, or 3 spell as a wizard with a +12 spell check.

Chugs are a special type of unintelligent sandestin that can be found in La growing from the tree-like pillars of phlogiston that migrate across the world. Chugs can be captured by magicians by great dint of effort and used to coerce a sandestin into a contract. Once bound to a chug, a magician can recall a sandestin at will, and when in the presence of a chug, a sandestin cannot use its magical abilities and is vulnerable to its physical attacks.

The control of sandestins was systematized by Great Phandaal, the intrepid genius of Grand Motholam, requiring a magician to command a chug and perform a ritual to call a sandestin to their service. For more information on summoning and binding sandestins and sandestin abilities, see *Primer of Practical Magic*, pp. 24 and 100.



TERATOID

Teratoid (horse-like base plasm): Init +0; Atk bite +1 melee (1d3); AC 10; HD 2d8; MV 30'; Act 1d20; SP stats/traits for each teratoid may be augmented (see below); SV Fort +2, Ref +2, Will +2; AL N; Crit M/d8.

Aeons ago, Mad King Kutt had a dream: a nonpareil menagerie of unique, never-before-seen animals to serve and stupefy the world. Thus Follinense, his wizard, combined multifarious traits and plasms to create the teratoids, beasts like no others. Kutt, believing that his legacy should roam free, released his collection to the countryside, where they interbred with libidinous abandon. Their polyandrous proclivities created more extreme and bizarre variations than Follinense divined, and now their descendants populate Blawalt Forest and the Plane of Oparona in uncontrollable numbers. Docile varieties are sometimes sold by outfitters of dubiously reputable character.

Follinense invented a systemology that randomly combined five plasmic groups of three traits each, producing 243 unique permutations, all of which were docile creatures. However, his brood's uncontrolled breeding created new traits within the plasms, each giving the teratoid a wild, rather than docile, disposition. With aeons of crossbreeding, the teratoids have also evolved mutated special features far beyond the wizard's schemes.

In creating a teratoid, the judge has at least two options: they may keep the base stat block above and use the tables below to modify it as deemed appropriate, or they may follow an algorithm similar in concept, yet different in execution, to that of Follinense's. Start with the horse-like base plasm (above) and modify it via random selection from the five plasmic groups. Roll a group of five dice—1d4, 1d5, 1d6, 1d7, and 1d8—and refer to Tables I-V below. The d4 modifies the teratoid's movement and initiative, the d5 its action dice, the d6 its HD and size, the d7 its AC, and the d8 its attacks. Modify the stat block accordingly, and pay attention to the rule of 3s.

Rule of 3s: If 3 or more of the dice have results of 3 or less, the teratoid is docile, frugal of habit, and functions with maximum efficacy as a pack-animal. Otherwise, the beast is wild and is no more suited to being a beast of burden than a deodand.

The first 3 results in each of the plasmic tables are Follinense's original selections. If his original traits dominate the teratoid's composition (i.e., if three or more of the dice have results 1, 2, or 3), then the creature is docile and may be handled safely by PCs, sold in markets, etc. There is a 56% chance of this occurring. If the wild traits dominate, treat the teratoid as you would any other monster or wild animal that may (or may not) wish to add PCs to their diet.

Regardless of the chosen method for teratoid generation, complete unspecified cosmetic details in the manner most pleasing to you and stupefying to your players.

TABLE I: TERATOID SPEED

d4	Movement and Initiative Plasm
1	Docile: Init +1; MV 20' (ponderous lumbering biped)
2	Docile: Init +2; MV 40' (prancing dancer, 6 stiff legs)
3	Docile: Init +3; MV 60' (12-legged crawler)
4	Wild: Init +4; MV 80' (quadruped runner)

TABLE II: TERATOID ACTION DICE

d5	Action Dice Plasm
1	Docile: 1d14 (servile)
2	Docile: 1d16 (obedient with slight mischief)
3	Docile: 1d20 (satisfactorily subordinate, but rebellious if mistreated)
4	Wild: 2d20 (antipathetic to servitude)
5	Wild: 2d24 (ferociously independent)

TABLE III: TERATOID SIZE

d6	HD, Saves, and Crits Plasm
1	Docile: HD 1d8; +1 to saves; M/d6 (10' tall, slender)
2	Docile: HD 2d8; +2 to saves; M/d8 (elephantine with strong convex back)
3	Docile: HD 3d8; +3 to saves; M/d8 (20' long, sinuous)
4	Wild: HD 4d8; +4 to saves; M/d10 (immense girth, 15' circumference, astounding voracity)
5	Wild: HD 5d8; +5 to saves; M/d10 (muscular predator, leonine, 10' to shoulder)
6	Wild: HD 6d8; +6 to saves; M/d12 (seemingly illimitable stamina, lupine, 15' to shoulder)

TABLE IV: TERATOID AC

d7	Armor Class Plasm*
1	Docile: AC 11 (feathers)
2	Docile: AC 12 (fur)
3	Docile: AC 13 (thick hide)
4	Wild: AC 14 (dermal denticles like shark skin)
5	Wild: AC 15 (wooden plating grows from skin)
6	Wild: AC 16 (mineral-rich crust)
7	Wild: AC 17 (thick chitinous plating)

* Add 10 to this roll to determine teratoid's AC.

TABLE V: TERATOID ATTACKS

d8	Attacks Plasm
1	Docile: head of a grinning child; gnash +1 melee (1 dmg)
2	Docile: head of horseshoe crab; head-butt +2 melee (1d2)
3	Docile: horse hooves; kick +3 melee (1d3)
4	Wild: sharp claws; rake +4 melee (1d4)

5	Wild: gaping maw that spits teeth; spit-tooth +5 missile fire (1d5, 50' range)
6	Wild: pear-shaped head with sabre teeth; bite +6 melee (1d6)
7	Wild: three-eyed triangular head with skull horn; gore +7 melee (1d7+1)
8	Wild: sharp tail; caudal slash +8 melee (1d8+2)

Wild teratoids use their special features aggressively at will, but docile teratoids will not use them violently unless they fall below half their maximum hit points *and* they succeed in a morale check. Any extra attacks granted by special abilities use the teratoid's current action die.

All teratoids have at least one special feature. Determine the number of special features by calculating the sum of all five dice rolled above (1d4+1d5+1d6+1d7+1d8). On the special features table below, roll 1d30 a number of times equal to the tens digit of the five-dice sum (0, 1, 2, or 3) +1. For example, if the sum is 24, roll 3d30 on the table. Duplicate results can be re-rolled or made stronger at the judge's discretion.

TABLE VI: TERATOID SPECIAL FEATURES

Sum, then Xd30	Result
1-4	No additional special feature.
5	Regeneration. The teratoid automatically heals 1d4 hit point per round, unless its hit points fall below 0).
6	Parasitic proboscis. The teratoid gains an additional +4 melee attack each round with its snout, inflicting 1d6 damage (and healing itself the same amount).
7	Invisibility. The teratoid may become invisible for 2d4 rounds per hour. Attacking others does not surcease the effect.
8	Decoagulant. Victims' wounds bleed, causing an additional 1d4 damage per round until a successful DC 15 Fort save is made.
9	Elasticity. The teratoid may stretch its body to increase its melee range to 15'.
10	Breeding dance. Victims must make a DC 16 Will save or be stunned for 1d3 rounds by the teratoid's coruscating bioluminescence.
11	Unfairly fortunate. Any Luck burned to attack the teratoid is instead added to its next attack.
12	Double vision. Opponents must make a DC 14 Will save or see illusory doubles of the teratoid; those failing have a 50% chance of missing with a successful attack.
13	Compelling defense. Once per encounter, the teratoid may use its action to force targets to make a DC 18 Will save. Those failing feel compelled to defend the teratoid for 3d4 rounds.

14	Flaming eructation. The teratoid can vomit fire up to 3 times per encounter. All creatures within 5' must make a DC 16 Reflex save or suffer 2d8 flame damage.
15	Soporific gaze. The teratoid can use one action die to gaze into the eyes of a target within 120'. The target must make a DC 14 Will save or sleep for 2d4 rounds.
16	Reeking breath. Melee opponents of the teratoid suffer a -1d penalty to attacks as they reel from the stench emitting from its mouth. Opponents must also make a DC 12 Fort save each round or take 1 point of damage from the noxious odor.
17	Ventriloquistic distraction. Preceding the teratoid's attack, one target within 30' must make a DC 15 Will save or turn around to face a perceived flanking clamor. The teratoid gains a +1d bonus to attack its victim.
18	Infravision 200'.
19	Alacritous anatomy. The teratoid gains surprisingly muscular legs and lighter bones, adding 50' to its movement rate and its initiative bonus increases by +5.
20	Semi-impalpable aspect. The teratoid takes half damage from non-magical attacks.
21	Vengeful viscera. Each of the teratoid's wounds sprout guts that make their own +3 melee attacks for 1d3 damage. If teratoid wounded 5 times sprouts a total of 5 attacking viscera.
22	Unsurprisingly aware. The teratoid is never surprised.
23	Entangling foliage. The teratoid ensorcells plant-life to restrain a target within 30'. Target must make a DC 16 Reflex save to escape or be helpless for 1d3 rounds.
24	Acidic spittle. The teratoid gains an additional +3 missile fire attack with a 40' range. The acid causes 2d3 damage.
25	Teleportation. Twice per encounter, the teratoid may teleport to any visible point within 200'.
26	Insalubrious corpsification. If the teratoid is reduced to 0 hit points, it enters its death throes: poison gas is released from its corpse, and all creatures within 20' take 3d6 damage. A DC 15 Fort save may be made for half damage.
27	Spell reflector. The teratoid rolls 1d100 for all saves against spells, even for those without saving throws. If successful, the spell is reflected back at the caster.

28	Magnetic repulsion. Weapons made of iron or steel are repelled and inflict no damage to the teratoid.
29	Adhesive tentacle. The teratoid gains an extra +3 attack that does 1d4 damage. If the tentacular attack is successful, it constricts for an automatic 1d3 damage per round thereafter. The victim may escape with a DC 18 Strength check, a Mighty Deed of Arms, or a critical hit.
30	Super-intelligent. The teratoid has an Intelligence score of 18 and is an eloquent speaker. It also has a 50% chance of knowing 1d3+1 level 1 arcane spells, which it casts with a +4 spell check. (Consider its caster level to be 1 for the purposes of spell effects.)

We follow with an example of teratoid creation. Rolling the 5 dice, we obtain a 3 on the d4, 4 on the d5, 4 on the d6, 1 on the d7, and 4 on the d8. Since only two of the dice (d4 and d7) have results of 3 or less, our teratoid is wild. Pulling results from the plasm tables, we have:

- 3 on d4: Docile: Init +3; MV 60' (12-legged crawler)
- 4 on d5: Wild: 2d20 (antipathetic to servitude)
- 4 on d6: Wild: 4d8; +4 to save; M/d10 (immense girth, 15' circumference, astounding voracity)
- 1 on d7: Docile: AC 11 (feathers)
- 4 on d8: Wild: sharp claws; rake +4 melee (1d4)

Note that there are 3 wild traits, but only 2 docile traits, which is another way to remind us that our teratoid is dominated by wild tendencies. The sum of the dice (3+4+4+1+4) is 16. Referring to the special features table, our teratoid also has reeking breath. Since the tens digit of the sum (16) is 1, we also roll 1d30 on Table VI, but a result of 2 does not add another trait. This gives us the following:

Example Teratoid: Init +3; Atk claw rake +4 melee (1d4) or bite +1 melee (1d3); AC 11; HD 4d8; MV 60'; Act 2d20; SP reeking breath (melee opponents suffer -1d penalty to attack and must make DC 12 Fort save each round or take 1 point of damage); SV Fort +4, Ref +4, Will +4; AL N; Crit M/d10.

This teratoid crawls rapidly on 12 legs, which support its obese obloid body. Despite its equine head and bite, it prefers to attack with dagger-sharp claws. Being an omnivore of nearly illimitable consumption, it has developed a breath of staggering odor. The stench is a stark contrast to the beautiful scintillating feathers that cover its girth.

Note that we've kept the bite attack of the base plasm in the stat block; feel free to do this if it makes sense for the creature.

TWASTIC

Twastic: Init +6; Atk head-spikes +6 melee (2d5+4 plus poison); AC 17; HD 4d7+4; MV 50'; Act 1d20; SP poison (if gored by head-spikes, DC 14 Will save or additional 3d5

damage from injected twastic poison), cobalt vapor, mating-tufts, color-sensitivity; SV Fort +6, Ref +4, Will +8; AL N; Crit M/d10.

Few creatures are more alien and yet more civilized than the idiosyncratic twastics. Arriving on the earth millennia ago, twastic missionaries sought to impress their own doctrine of humility and peacefulness. Indeed, the twastics were well known throughout the surrounding worlds for promulgating such values across many races and cultures. Nonetheless, the twastics were quickly set upon and murdered for their alien technology by those humans whom they had sought to convert. With their secrets stolen and their star-drives ruined, the twastics dispersed far and wide, finding refuge in remote places where they would not be bothered by the belligerent humans who had resisted their selfless ministrations. Centuries passed, and most twastics found a means of returning to their placid homeworld; but some few enterprising and avaricious sorts who preferred Earth stayed and took up mercenary pursuits, for which the inhabitants of Earth were much more emotionally apt.

The benign twastics fight only in self-defense except in rare cases of sensory confusion. Such confusion is brought on by their relationship to colors, which are intensely different on Earth than on distant Canopus, due to the light-sensitive eyestalks they bear. These thin, reed-like stalks of 3-4 inches are capped by multifaceted crystalline eyes. Because the light of Canopus is so different from Earth's, colors elicit strong reactions in twastics so they often spend much time holed up in caves and other lightless redoubts. Those who interact with twastics come to know their preferences intimately: blue is an unpleasant and unpropitious color, to be avoided. Yellow induces rage; the mere display of more than a square foot of yellow surface or fabric within 20' will cause a twastic to attack the source of the hateful hue unless they succeed in a DC 12 Will save. Silver is a color that elicits fear; a DC 12 Will save must be made to resist the urge to run from a similar display of such tints. Conversely, green, mauve, and tangerine are colors that the twastics find restful and salubrious, and those displaying such colors receive a +4 bonus to all Personality rolls when interacting with the creatures.

The highly musical twastics also wear vestments featuring bells, tiny cymbals, and other musical instruments. These devices appear to be mere decorations and tchotchkes to the tyro. The twastics are highly sensitive to music, and anyone who can play, sing, or whistle back the random assemblage of sounds they make will be considered a discerning individual worthy of metaphysical conversation. Those who engage in such discourse for at least one hour are blessed with multiversal insight and may immediately try to learn a new randomly generated spell by making a DC 15 Intelligence check (for non-spellcasters, any spell check to cast the spell is made with 1d10). This boon may not be coerced, as it depends on the free-flowing theoretical colloquy of these cosmopolitan entities. Note that the above must be conducted in the twastic language (any one of its one hundred eleven dialects will suffice) and this boon may be achieved only once per personage.

Though the vaguely centipede-like twastics are humble and forgiving, they are not to be trifled with. They are powerful physical adversaries, able to move their considerable mass very quickly with their twenty legs. Their segmented bodies are covered in a tough but lightweight chitin. Even more fearsome, the twastics' heads are endowed with poison knobs. When angered, as an action, the knobs detach from their places to reveal deadly spikes, which issue a cobalt vapor that weakens residents of Earth within 20' (DC 12 Fort save or suffer a -1d penalty to all attacks for the remainder of the combat). If any such creatures persist after this vapor is encountered, the twastic may additionally charge victims with their head-spikes, thereby injecting the foreign poison into their bloodstream (DC 14 Fort save or take 3d5 points of damage).

Most terrible and rarely used are the mating-tufts of the twastic—two slate-gray pom-poms that issue from each side of the twastic's brow. Normally, these tufts are pressed together during a mating season that occurs on an arcane schedule understood only by the nearly immortal twastics; it is unclear if any of the remaining twastic race even mate on the faraway Earth. These tufts occasionally make contact with terrestrial mortals with horrifying results: when attacking, any character in melee with a twastic must make a DC 6 Reflex save each round or be infected with twastic sub-larvae, causing dozens of centipede-like hatchlings to take root under a victim's skin. After gestating for 3d24 hours, they cause 1d12 damage as they forcefully eructate. Unless carefully nurtured in a saline solution with gold flakes and ancho-pepper extract for 3-6 months, such larvae will soon shrivel and expire when contacting Earth's inhospitable atmosphere.

TWK-MAN

Twk-man: Init +2 or +6 when mounted; Atk lance -1 melee (1d2); AC 12 or 16 when mounted with armor; HD 1d4-1; MV 10' or fly 80' (mounted); Act 1d20; SP dragonfly mount, summon insect swarm (1/turn, arrives in 1d4 rounds), crit on 18-20; SV Fort -2, Ref +4 Will +0; AL L; Crit III/d4.

Twk-men are an intelligent race of insect-sized humanoids. Despite their minute stature, this insectile, forest-dwelling species lives in tribal hives and their particular tribal loyalties may be visually discerned by the coloration of their pseudo-chitinous flesh.

Twk-men are skilled scouts and spies who trade the intelligence they gather for supplies (primarily salt or exotic oils). In many cases, tribes will have supply agreements with members of the local human community who provide a steady stream of goods in return for a corresponding stream of information. Cautious by nature, the relatively pacifistic twk-men are loath to directly enter combat unless forced to defend themselves, and actively attempt to avoid situations that might lead them to such a course.

In combat, the delicate twk-men are fierce foes and sell their lives dearly. Their small stature and speed allow them to find openings in armor, as well as to strike at sensitive areas such as the eyes and ears. This level of precision gives them both an increased critical threat range (18-20).



When astride a trained dragonfly, twk-men receive a +4 bonus to their AC and initiative. The dragonflies utilized by twk-men have long been bred for strength and speed, and are capable of flight while carrying many times their own weight. For each ounce of weight in addition to their rider, the insect's flight speed is reduced by 20'. For example, a dragonfly mount carrying its twk-man rider and a standard glass vial of liquid (weighing three ounces) would fly at a speed of 20'.

Twk-men have the ability to telepathically communicate with insects, enabling them to easily break and train their dragonfly mounts. Additionally, it allows them to summon insect swarms (see DCC RPG p. 419) to their defense if needed.

VAMPIRE-WEED

Vampire-weed: Init +4; Atk wrapping weeds +3 melee (1 plus blood-drinking); AC 14; HD 4d4+1; MV none; Act special; SP attack all creatures in the weed's area, entangle (DC 15 Strength check to free one's legs, increasing difficulty), blood-drinking, vulnerable to cold-based attacks; SV Fort +4, Ref +2, Will +2; AL N; Crit M/d10.

Weed-dead: Init -2; Atk punching or small item bludgeon +2 melee (1d3+2); AC 14; HD 1d7; MV 20'; Act 1d20; SP immune to disease and mind-affecting spells, vulnerable to cold-based attacks; SV Fort +4, Ref +2, Will +2; AL N; Crit U/d4.

This seemingly mundane flora appears to be nothing more than a patch of 10'×20' gray-green grass. Like so many other plant-based terrors, the cursed weed waits patiently for its prey to step into its entangling appendages. Unlike other such herbal nightmares, though, vampire weed is no weed at all – nor even a plant. Vampire-weed is actually an alien life form planted deep in the earth, a pale ultramarine bulb about the size of a human skull. This easily peeled fibrous shell contains a soft pink worm-like creature that is instantly killed by the ultraviolet rays of the sun. If pulled out of the soil and exposed to the light of the flickering crimson star above, the larva will appear to have the small wizened face of the first individual who gazes upon it. The weed thrives in warm climates that resemble its extraterrestrial origins, and cold damage is doubled when affecting either the vampire-weed or the seed-larva itself.

The larvae derive their sustenance from the blood of in-veigled unfortunates. When a creature enters the area of a vampire-weed's snares, its grass-like appendages instantly attack, wrapping around the legs of targets and questing for any armor's seam or exposed flesh. Upon a successful attack, the target is entangled and the weed has found some exposed flesh, allowing the tiny vampire thorns to latch onto the skin and commence sucking the victim's blood, nourishing the alien life form below. An entangled target is immobilized from the waist down but can still speak and use their hands and arms as normal. Each round, the entrapped victim can attempt a DC 15 Strength check to break free, but the weeds will continue to wrap around an entangled character, such that all subsequent checks suffer a cumulative -1d penalty each round. While entangled, the weed drains an increasing amount of blood from the target, starting at 1d3 hit points and increasing by +1d each round.

Any creature slain by this insidious blood-drain is infected with tiny vampire spores, which animate the corpse 24 hours

later and direct it to return to the nearest home community of their kind. The barely ambulatory and slow-witted corpse will haltingly essay to guide more victims back to the vampire-weed. This is rarely effective, as the walking corpse is less than persuasive, yet the occasional innocent is enticed back to the vampire-weed, with entirely predictable results. In rare cases, entire villages are overtaken by weed-corpses, and some arch-magicians have found accounts of rival factions of weed-dead fighting over the remaining living. The weed-dead automatons have no individual intelligence of their own and cannot be mentally influenced or coerced. As with their masters, cold damage is doubled when affecting the weed-dead.

VISP

Visp: Init +6; Atk arm-bludgeons +4 melee (2d7+6); AC 14; HD 6d8+6; Act 2d20; SP melancholy moan (all hearers within 100' must make DC 18 Will save or suffer -1d penalty to all attacks), bloodsucking (on successful attack victim is punctured by the maxillae, 1d4 Stamina loss per round until freed with DC 20 Strength check), infravision 200', immune to surprise; SV Fort +6, Ref +2, Will +4; AL N; Crit M/d12.

The melancholy moan of the visp is a touchstone for fear. Seasoned travelers know that these insidious creatures use their wordless lamentations to instill despair and listlessness in their victims before savaging them with their large bludgeoning arms and then devouring their blood. Standing 9' tall, the visp has an umber-hued barrel-shaped body from which said powerful arms swing. In place of hands, the vaguely humanoid visp has large, flat round paddles, the center of each sporting a viciously keen tubular maxillae.

Some moon-calves say the visp moans so eerily to mourn its lack of fingers, as it was once a highly intelligent creature punished by an apocryphal arch-magician with the removal



of digits from its hands. Other sages have theorized that the visp has no conventional mouth but feeds through its maxillae, and also breathes through both of these apertures; the low moaning is actually the sound of the air progressing in and out of its razor-sharp manual protuberances. Adventurers may be recruited to determine the validity of such theories, as very few travelers encounter a visp and return to regale their associates with any useful intelligence on such matters.

The cylindrical bodies of the visps are difficult to discern in the darkness, especially when in a forested environment; only their luminous pink eyes, set near the top of the body, show clearly. These eyes confer infrared vision upon the visp, and set upon flexible eyestalks, they may spy in every direction, making it impossible to surprise the monstrosities. Two ridged scalp-crests rise from the top of that body, from which wave two proboscises used to smell blood. Visps are known to detect and follow this phlebotomous scent for distances ranging up to half a league. Besides the low moaning, the distinctive metallic and tangy reek of the visp may also alert alacritous adventurers to its proximity.

When attacking, the visp will seek to strike with both appendages until one maxillae punctures the victim's flesh. It then drains the unfortunate of blood, causing a temporary loss of 1d4 points of Stamina per round; when Stamina reaches zero, the victim is drained of blood and dead. While draining with one appendage, the visp is stationary but otherwise able to attack the same or additional victims with its other arm. The few survivors of a visp's exsanguinations are unpleasantly surprised to find that they are at high risk of disease: after 24 hours, the victim must make a DC 15 Fort save or be afflicted with the famously disagreeable "visp fever", which involves 1d4 days of violent vomiting, unseemly lethargy, and demoniac hallucinations.

WALKING SERPENT

Walking serpent: Init +6; Atk bite +8 melee (3d6 plus poison); AC 16; HD 5d8; MV 30' or sprint 90'; Act 2d20; SP poison (DC 12 Fort save or lose 1d4 Stamina), spitting, paralyzing gaze, infravision 120'; SV Fort +6, Ref +4, Will +4; AL N; Crit M/d10.

Walking serpents are large two-headed squamates said to range the northern slopes of the Fer Aquila in the Land of the Falling Wall like fate as they search for victims to carry back to the dark grottos from which they issue. When standing, they tower 10' tall, and their full length from head to tail is typically 15'-20'. Walking serpents propel themselves using a pair of heavy-set legs that end in spatulated webbed toes. When chasing down prey, they can sprint for up to three rounds at triple their normal movement before having to rest for a full turn, moving at no more than half speed while recovering.

In combat, walking serpents attack with fanged bites from each head, injecting a debilitating poison, with a successful strike requiring a DC 12 Fort save; failure indicates the temporary loss of 1d4 points of Stamina. Creatures reduced to 0 Stamina are paralyzed, and can only wait with growing

horror as the walking serpent consumes them. Walking serpents can also spit their poison once per hour. The spittle is a spray 30' long and 20' wide at its terminus. All within are affected by the walking serpent's poison.

Walking serpents possess gaze attacks like a medusa's. A walking serpent can use an action to lock eyes with a living creature; the target that looks a walking serpent in the eye must make a DC 14 Will save or be paralyzed for 2d6 turns. A typical tactic is to lock one set of eyes with a target while the other head injects its paralytic poison until the creature is immobilized.

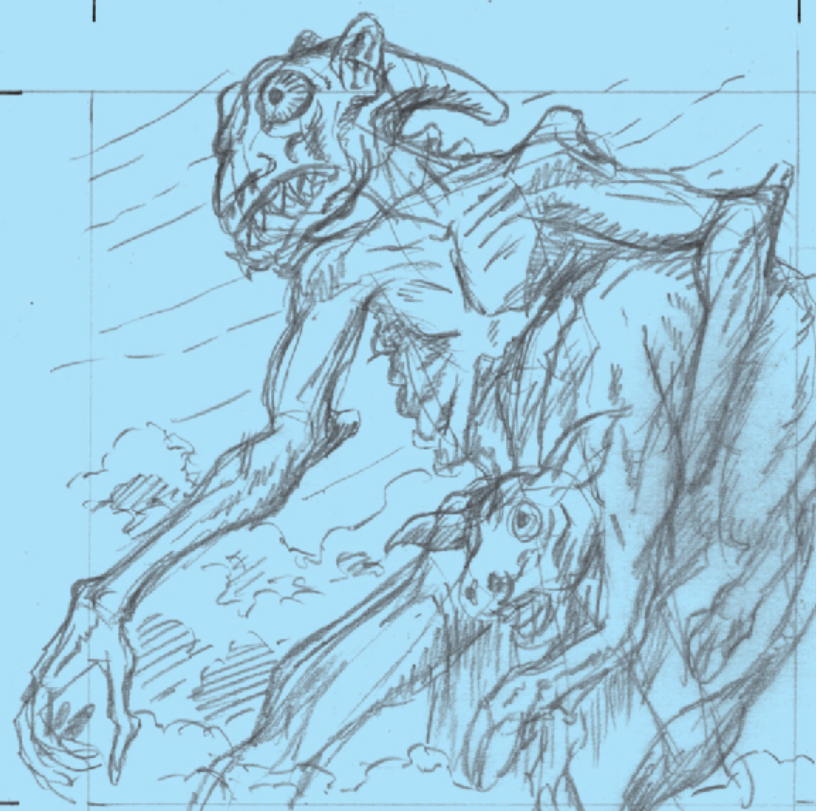
WIIH

Wiih: Init +20; Atk tendrils +18 extended melee (3d10 plus quintessence drain, range 100'); AC 25; HD 20d8; MV fly 100'; Act 1d20 (special); SP tendrilliferous aura (attacks all opponents within 100' once per round), quintessence drain (DC 24 Fort save or -1d penalty, see below), crit on 16-20, interdimensional flicker (7 in 8 chance to evade non-astral or non-ethereal attacks), at-will teleportation (extraplanar or interdimensional), 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, mindless (immune to all mental effects, does not make morale checks); SV Fort +20, Ref +20, Will +20; AL L; Crit M/d30.

The wiih is a mindless creature rumored to originate from the ninth dimension. In fact, "the" wiih could be one of many, since magistoplanoxenologists claim that only one can occupy the prime material plane at a single time. Nonetheless, no accounts from interdimensional, astral, or ethereal travelers mention multiple wiih. Due to the beast's extradimensional nature, only partially accurate depictions of it exist. A pettifogging magician might encounter it as the enforcer of the Monstrament's Adjudicator, though such meetings are typically insalubriously fatal.

Few beings can endure combat with the wiih without being discommoded to moribundity. It effluents tendrils through reality's interstices with efficacy nonpareil, striking a seemingly impossible number of targets in a given round. Through each tendril, the beast feeds on scintillae of its victim's quintessence, causing lassitude and draining him of efficacy: a DC 24 Fort save is required to avoid a permanent and *cumulative* -1d penalty to action dice, ability and skill checks, and saving throws. Successfully attacking the creature is highly improbable unless one is astral or ethereal; even so, the wiih's interdimensional flicker often protects it from blows that slip through its formidable defenses. Only supernatural beings of near-deific potentialities can challenge the extradimensional beast.

If the wiih had a mind, it would probably be a demiurge. However, its mindless nature yet pure adherence to enforcing the Adjudicator's judgments suggest that it may be the soul-stuff of a long-dead god. Dimensional sailors speak of a cult devoted to the beast, and a prophecy of a weapon meant to slay it, but these meretricious navigators often engage in bibulous vainglories, factitious braggadocio, and outright mendacity when dealing with terrene inhabitants.



WIND-STICK DEVIL

Wind-stick devil (20' tall, 7,000 lbs.): Init +1; Atk claw +24 melee (4d8+12) or hurled stone +12 missile fire (2d8+10, range 300'); AC 20; HD 17d10; MV 20', leap 100'; Act 3d24; SP gebregd, obfuscative, springan leap, crit on 22-24; SV Fort +10, Ref +6, Will +10; AL N; Crit G/d8.

Standing as tall as a young black deodar tree at 20', and nearly as spindly, these creatures are known for leaping amidst their prey to sow confusion and fear. Despite their ability to easily cross great distances, wind-stick devils are otherwise slow and ungainly should they attempt to walk any real distance, weighing approximately 7,000 pounds. Keen hunters, wind-stick devils can discern minute visual details from 500' and can comfortably observe prey from as far as 1,000' away.

Deceptively strong, the creatures are capable of carrying half of their own body weight with ease and have been known to leap away carrying a farlock under each arm. Fortunately for those who cross their path, these brutish giants tend more toward attacks motivated by hunger than malevolence and rarely organize for purposes other than hunting for food.

When attacking, a group of five or more wind-stick devils make a great and confusing commotion. This gebregd-like flurry of blurred motion stuns their victims into indecisive hesitation (intelligent beings within 50' of a wind-stick devil must succeed in a DC 18 Will save else be stunned for 1 round and fall to the bottom of the initiative order).

Wind-stick devils are also possessed of a telepathic gift of anticipatory illusion, allowing them to befuddle the minds of those who see them. If standing still, the creatures are often taken for a distant grove of trees; if glimpsed from close range, they will often appear as something already expected to be seen (brigands, rock goblins, etc.). Counterintuitively,

the greater the range of the creatures from the viewer, the easier it is to pierce this illusion. Because of this, wind-stick devils take great care to remain unseen when observing potential prey from a distance. A keen observer may pierce the obfuscative skein with a DC Will 18 save, with a reduced DC of -1 per 100' of distance to a maximum reduction of -10.

The preferred locomotive method for wind-stick devils is via springing leaps capable of crossing distances of up to 500'. These mighty leaps span several rounds of movement and are often used in conjunction with the launching of surprise attacks. As an action, the creature may bound skyward, carried aloft for a maximum number of rounds equal to 1d4+1, traveling 100' per round before returning to the ground. The wind-stick devils may choose not to fully exert themselves and leap for a distance shorter than is rolled.

WORM, SAILING

Worm, sailing: Init -1; Atk tail slam +8 melee (3d6+3) or fluke +2 melee (1d3); AC 20; HD 10d16+2; MV swim 120'; Act 1d20; SP none; SV Fort +10, Ref +4, Will +6; AL N; Crit M/d16.

Commonly used by ships plying the northern oceans, sailing worms are large annelids that can swim at great speeds through water. Under the proper care of a worminger, they can be lashed to the hull of ship and used to propel such vessels great distances.

Known as a familiar of the sea, sailing worms are enormous tubular creatures, 7' to 9' in diameter, that can grow as long as a large galleon. They have knobs of various identifying colors extending from near their heads which can be used to direct and steer them. A sailing worm has an animal intelligence, it performs no tricks and knows no jokes; it said to know only the sun, wave, wind, horizon, dark deep, faithful direction, hunger, and satiation. If attacked, it responds with a frenzied lashing of its tail, slamming targets with its bulk.

Sailing worms must be kept in good health in order to operate at their peak. A trained worminger must attend to their worm daily with the proper equipment, including a good reamer and pincts, burnishing its linctures, disimpeding its clote, and scraping and combing the gills until they shine like silver. Inattentive or lazy wormingers can cause a worm to become sickly and enfeebled. When in good health, the worm appears strong and pink as the sunrise. On the other hand, a yellow bilious creature with bloated fausicles, gills crusted with gangue, and an impacted clote becomes listless and unresponsive, losing 20' of movement for each day of poor care. Sailing worms reduced to 0' MV must spend several weeks recovering before they can be returned to use.

An individual rider may attempt to straddle a sailing worm and use it in the fashion of an aquatic mount. To do so, the rider must succeed on a DC 10 Agility check as an untrained skill unless the rider is a worminger, in which case the skill check is considered trained. Those succeeding may direct the sailing worm, requiring a new skill check once an hour to maintain control.

MEN AND PEOPLES OF THE DYING EARTH

The world of the Dying Earth is sparsely populated: isolated communities of humans and humanoids are separated by wide swaths of archaic wilderness. As PCs travel, they may encounter some of these unique and interesting races.



ANTHROPOPHAGE

Anthropophage: Init -1; Atk knife +1 melee (1d4+1) or net +2 melee (DC 14 Ref save or entangled); AC 10; HD 1d8+2; MV 30'; Act 1d20; SP none; SV Fort +2, Ref -1, Will +0; AL N; Crit III/d6.

Anthropophages are a squat long-armed race with liver-colored skins and long lank hair. They dress in garments fashioned from bird-skins and typically live in small, rude huts. Despite their primitive existence, they appear sleekly well-fed due to their habit of putting strangers to succulent use, often in the form of soup. Anthropophage villages do not have chieftains, as they practice a democratic distribution of food; instead they may designate the most experienced butcher or trundleman with 2d8 HD and an attack bonus of +2 to speak for the village. There is a 50% chance that this speaker will have a minor spell-like ability, allowing them to work their fingers in complicated arrangements to build patterns of lassitude, requiring the target to make a DC 14 Will save or suffer a cumulative -1d penalty to actions for each round they remain spellbound.

BOHUL BATTLE-TROOP

Bohul battle-troop: Init +2; Atk as weapon +4 melee; AC 13 (improvised); HD 2d8+2; MV 30'; Act 1d20; SP memrils and war-wagons; SV Fort +3, Ref +1, Will +1; AL varies; Crit III/d8.

War-wagon: Init as pilot; Atk Red Ruin +8 missile fire (2d20 plus DC 20 Fort save or consumed by fire-ray, fires once every third round, range 120') or barb-driver +10 missile fire (2d8+2, range 100'); 150 hp; MV 60'; Act 2d20 (1d20 per active weaponeer).

Bohul battle-troops are not pretty; they are neither handsome, nor clean-limbed, nor even dauntless. Rather, they are surly veterans of many types and conditions, with only dirt, sweat, and foul language in common. Conscripts of the armies of the Bohulic Dukes of East Attuck to fight the wars of the Sixteenth Aeon, at first glance they seem no more than a rabble, lacking both discipline and morale. Some are old, bearded, and pallid; others are bald and fat, or bandy-legged, or thin as weasels. All are unkempt, with faces more petulant than ferocious. Their uniforms are improvised; some wear skull-caps, others leather battle-caps with ear-flaps, or even tufted barb-catchers adorned with scalps cut from the heads of those they defeat in battle.

In wartime, Bohul battle-troops are organized into battle-gangs and wield an assemblage of weapons in combat, including maces, bows, swords, axes, and shields. Every battle-gang is accompanied by a memril with at least two handlers. Bands with more than 30 troops also drive a war-wagon: grim, dismal vehicles rearing 60' into the air, armed with both Red Ruin and barb-drivers.

BRAVO

Bravo: Init +2; Atk sword +2 melee (1d8); AC 12; HD 1d8+1; MV 30'; Act 1d20; SP acrimonious temperament; SV Fort +1, Ref +2, Will +0; AL varies; Crit III/d6.

Bravos are braggadocio, if able, swordsmen known for their outlandish habiliments and hot tempers. A bravo's typical costume might include brown trousers, black capes, and leather berets, along with a suit of green velvet, a dark green and gold sash, and a dashing wide-brimmed hat with a white plume. Grooming is a mark of importance, and it is not uncommon to see a bravo with golden curls falling past one's ears, a fine golden mustache, and a spherical jewel dangling by a gold chain from an ear.

Bravos have a manner both hearty and large, and are easily provoked by perceived imprecations, issuing challenges to those who give offense.

BUSIACO

Busiaco: Init +0; Atk knife +1 melee; AC 10; HD 1d8+1; MV 25'; Act 1d20; SP smell magic, forest knowledge, thief skills; SV Fort +1, Ref +0, Will +1; AL varies; Crit III/d6.

Busiacos dwell amongst the gloomy shadows of the Great Erm east of Cil. A race of feline humanoids, they typically dress in ragged garments and have an unkempt appearance with long and matted hair, gnarled faces, eyes like beetles, and mouths showing foul yellow teeth. Known as being somewhat polyandrous by habit, busiacos smell magic as an erb sniffs out meat, and are able to assess its relative potency.

Busiacos are known by those who reside nearby their encampments to be subtly crafty, though strangers to their nature may mistake their disheveled appearance for that of a dull-witted sub-human, much to their general disadvantage. When in the forest, Busiacos receive a +4 bonus to all skill checks, including thief skills.



GREEN LEGIONNAIRE

Green Legionnaire: Init +3; Atk sword +4 melee (1d8+2) or tubes of galling light +4 missile fire (1d6 plus DC 14 Fort save or additional 1d4 damage; automatic crit vs. demons; range 50'); AC 15 (chainmail); HD 3d8+4; MV 30' or fly 60' (mounted); Act 1d20; SP bird mounts, resistant to magic attacks; SV Fort +2, Ref +2, Will +6; AL L; Crit III/d8.

Members of the Green Legion of Valdaran the Just, these green-clad warriors zealously oppose creatures of the sub-worlds and their various agents. When in combat, they move with fanatic resolve and carry strong counter-magic to enchantments and maledictions: spells cast against them automatically fail 50% of the time, and they are immune to any type of squalm or curse.

Legionnaires may mount great birds and bear tubes that spray fans of galling light, which has a particular potency against demon-kind. When a demon is stuck by the light from one of the tubes, it receives an automatic critical hit in addition to the base damage.

HALF-HUMAN BANDIT

Half-human bandit: Init +2; Atk as weapon +4 melee; AC 13; HD 2d8+2; MV 30'; Act 1d20; SP death curse; SV Fort +2, Ref +2, Will +4; AL C; Crit III/d8.

These half-human, half-monstrous creatures are known to attack travelers on the steppes north of the great ocean. Half-human bandits are driven by an instinct to eat and survive, and are generally indifferent to life and death. There is a 10% chance a bandit will possess a powerful adjunct possessing a potent force such as a skull-stone of a grue, enabling it to make a death curse in retribution against a creature that slays it, requiring the victim to make a DC 15 Will save or suffer the immediate onset of cankerous death.

LAVRENTINE REDOUBTABLE

Lavrentine Redoubtable: Init +3; Atk sword +4 melee (1d8+2) or arrow-gun +4 missile fire (1d6, range 75/150/225'); AC 17 (barbed mail); HD 4d8; MV 20'; Act 1d20; SP spiked armor; SV Fort +4, Ref +2, Will +3; AL L; Crit III/d10.

Lavrentine Redoubtables are the feared and dreaded agents of the Lavrentine Empire, a once-vast principality that fell to decadence and ruin in the late Sixteenth Aeon. Lavrentine grandees always appear in pairs and wear glistening armor that is barbed and spiked, with helmets crested by tongues of blue fire. When grappling, their armor impales opponents, causing an additional 1d3 damage each round.

MOOR-MEN

Moor-men: Init +4; Atk club +1 melee (1d4+1); AC 10; HD 2d8+1; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +1; AL C; Crit III/d6.

Moor-men are bearded and scarred bandits who make their homes in the illimitable flat expanses of the wilderness, areas crossed by ancient roads of broken stone slab and dotted by bushes offering little in the way of shelter. Moor-men use the darkness to disguise their approach, avoiding larger groups and preferring to only attack parties that are smaller in number than themselves.

NECROPHAGE

Necrophage: Init +0; Atk dagger -1 melee (1d4-1) or harmful spell (see below); AC 10; HD 5d4; MV 30'; Act 1d20; SP spell (+6 spell check: *animate dead*), harmful spell 3/day; SV Fort +1, Ref +1, Will +4; AL varies; Crit III/1d8.

Necrophages come from the Land of the Falling Wall. Slender and dark-eyed, they are known to use the dead bodies or tissue of creatures they collect to empower their magical arts. Through their devotion to the study of death, necrophages have developed the means to temporarily animate the rotted flesh of carcasses through a mixture of alchemical process and necrotic magics, and may cast the level 3 cleric spell *animate dead* with a +6 spell check. In addition, up to three times a day a necrophage can throw a harmful spell that causes 2d4 damage to any target within 30' (no save).

STAR-PIRATE

Star-pirate: Init +3; Atk rapier +4 melee (2d3+1) or fire-dragon +2 missile fire (2d6, range 40', fires once, 1 round to reload); AC 14; HD 2d8+2; MV 30'; Act 1d20; SP none; SV Fort +1, Ref +1, Will +4; AL N; Crit III/d8.

Star-pirates are outworld invaders who raided the earth a million years before the Twenty-first Aeon, at times settling for long periods and styling themselves as overlords of the local populace. When raiding, star-pirates pilot vast metal galleys that travel the void of space, carrying the raiders and their spoils, including any captives. Each galley carries 15-20 star-pirates, one of whom is a captain with double hit points and an extra +2 to initiative, attack, and damage. Galleys are always piloted by a crew magician, who can cast 1d4 level 1 spells with a 16 rote magic spell check.

ZAHARIOT MINUSCULE

Zahariot Miniscule: Init +2; Atk sword +2 melee (1d3-1) or fire-dart +4 missile fire (1d2 plus DC 10 Ref save or additional 1 damage each round until put out, range 30/60/90); AC 16; HD 0 (1 hp); MV 10' or fly 40'; Act 1d20; SP 50% chance of evading non-area attacks; SV Fort +1, Ref +3, Will +2; AL N; Crit III/d4.

Often created by polemologic magicians with a desire to recreate historical battles and charm onlookers, these civilized beings from the Fourteenth Aeon appear as minuscule creatures fully accoutered as troops marshaled for engagement. Though of minute size, through their constant mock-combat drills Zahariot Minuscles have mastered the art of combat, and can even pose a threat to much larger creatures when they attack in concert. Zahariot minuscles attack in formations, either swarming over the ground to reach a foe, or mounted on hummingbirds from which they use as platforms to launch fire-darts that send targets into howling retreat. Due to their small stature and quick reflexes, any non-area attacks made by larger creatures against a Zahariot Miniscule has a 50% chance of automatically missing.

UNUSUAL INHABITANTS OF THE DYING EARTH

When traveling throughout the Dying Earth, characters are certain to chance upon the strange and grotesque, encountering inhabitants whose customs will be at variance with their own, and violation of which might induce unusual punishments. Strangers are usually only cautiously welcomed, and subject to immediate cries of heresy for solecistic irregularities in their speech or a violation of the correct rights of a specific local. Thus, when traveling, monsters are but one of the many dangers, and PCs must constantly guard against those chary true believers who dwell among the ancient ruins of Earth or peregrinate from shrine to shrine.

Some of these inhabitants worship deities of dubious ability, others are members of orders devoted to esoteric subjects, while yet more avail themselves to performing meticulous calculations about the health of the dying sun and make adjustments to mechanical talismans in an attempt to keep the

orb from failing, still others practice a syncretic faith, believing that there are as many answers as there are infinities — or none at all. This chapter provides an overview of some of the theologies of the Twenty-first Aeon that may be encountered by PCs as they journey throughout the Dying Earth, including additional rules for playing clerics in the setting.

Table 4-1 provides judges with inspiration for populating villages with some interesting inhabitants, along with unusual punishments that may be invoked against mischief-makers. When a new village or idiosyncratic group of peoples are encountered, use the table below, rolling 1d24 once for each column.

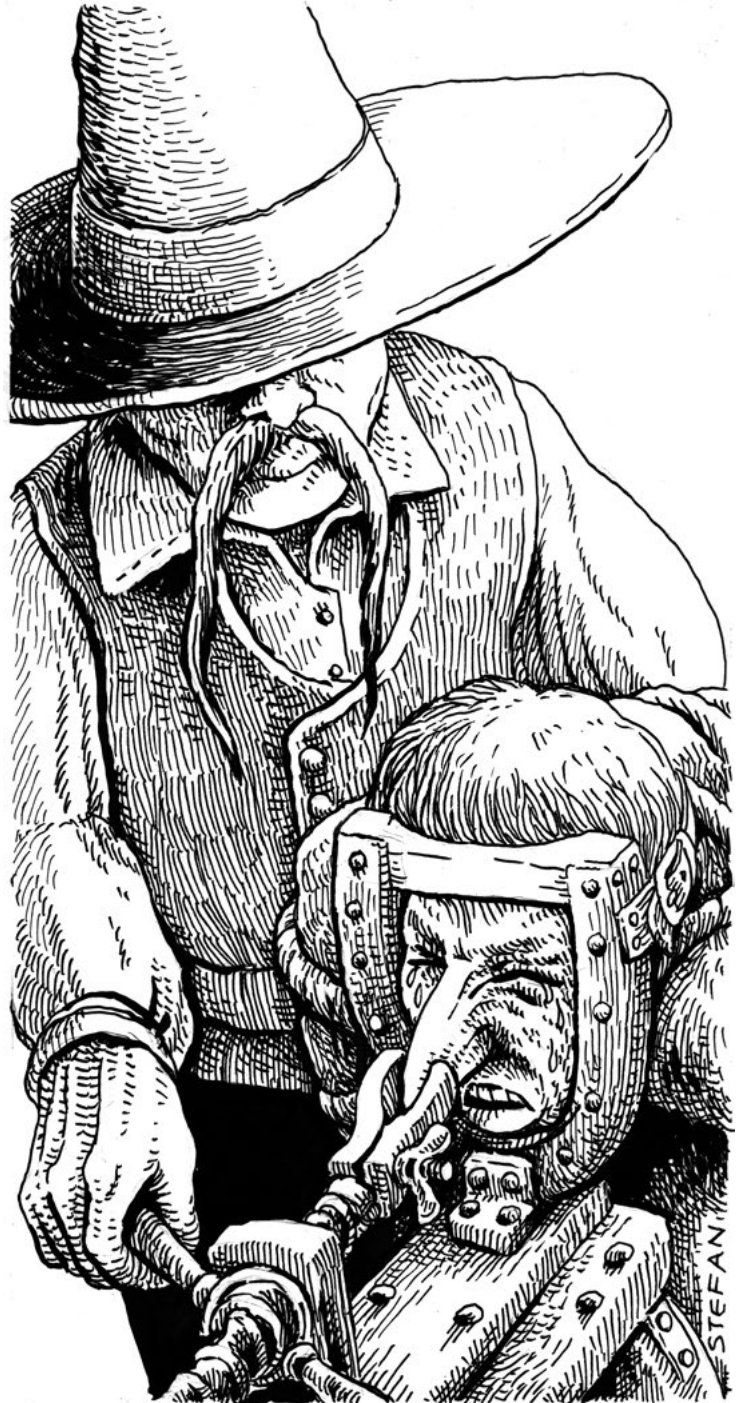


Table 4-1: Idiosyncratic Inhabitants

d24	Inhabitants	Beliefs	Unusual Punishments
1	A village of affluence whose inhabitants wear voluminous blue knee-length breeches, red shirts, brass-buttoned black vests and broad-brimmed hats.	Believe they must absorb a healthful flux of wine-colored sunlight for eight hours each day.	Use vices to slowly pull the delinquent's nose out to a length of 2'.
2	Small narrow houses with high gables peopled by fanged anthropoids that speak in harsh growling shouts.	Worship a sacred beast that walks abroad at night.	Criminals have their teeth filed and are dressed in garments of reeds.
3	Small pale people with dark hair and long still eyes.	Perform ritual abasement.	Offenders are seized and hauled naked to a pavilion at the center of town where they are thrust into an enclosure formed of wooden posts.
4	Squat, brutish and obese inhabitants with coarse, yellow tangled hair and lumped features.	Practice a free and unself-conscious art and eat only dry pulses for fear of taking life.	Scrape eight acres of a resinous balsam to use as a sachet for the village matriarchs.
5	A village of turf huts inhabited by dour fur-cloaked villagers.	The culture is comprised of a staggering set of precepts, the mastery of which serves as an index to status.	Delinquents are made to revile their forbears for three hours, and at last defile the hearth of their clan with ordure.
6	A huddle of reed huts inhabited by lizard people.	Consider blue and green unlucky colors, while purple signifies death.	Indentured as a servant of a menial sort.
7	Huts rudely constructed of black stone and housing a folk with black spiky hair surrounding round clay-colored faces.	Believe at any instant the sun may go dark and carry lanterns at all times to light their way home.	Offender's goods are disposed of by numerated lot.
8	Tall, well-formed men with long and solemn faces, wearing tight suits of somber leather bordered with black.	Worship an inexorable god and believe strangers to automatically be heretics.	Offender's eyes are sealed with drops of rancid fat.
9	Fashionable men in black swallow-tail coats with voluminous trousers and black buckled shoes, while the women dress in shapeless gowns and round, punch-bowl hats.	Practice the Doctrine of Isoptogenesis.	Insubordinate members of society are dropped into narrow, thirty-yard-tall tubes emplaced in the ground without regard for who stands below or who may be coming after.
10	Villagers of no great stature, with generally large heads and long restless arms.	Sleep with head-covering and devotional salve on chins.	Transgressors are caught in nets and fed to the sacred apes.
11	Bipeds with pale transparent skins, thin high-bridged noses, slender limbs, and pensive gray eyes.	Worship a black obelisk that fell from the sky in the 18th Aeon.	Struck with pervulsions by invisible agents.
12	Stone huts inhabited by barge-men and tillers of river terraces.	Worship an abstract female force.	Fine of 100 terces and a mark of transgression branded as a hieroglyph on the offender's forehead.

Table 4-1: Idiosyncratic Inhabitants

d24	Inhabitants	Beliefs	Unusual Punishments
13	Orange-haired bipeds smelling vilely of ordure and filth.	Wear collars woven of red feathers signifying their divine favor.	Malefactors are bound, floating in dark and cold water while unknown creatures toy with their protuberances.
14	Foppish men wearing flounced black kirtles, brown surcoats, and headgear consisting of a wide black disk, a black cylinder, another lesser disk, surmounted by a gilded ball.	Believe the sun to be a cell in the corpus of a great deity who created the cosmos in a process analogous to the growth of a lichen along a rock.	Lawbreakers must submit to the Law of Equivalence.
15	White-faced men with silky red top-knots who never utter a word.	Define the known cosmos as the shadow of a region ruled by ghosts, themselves dependent for existence upon the psychic energies of men.	Wrongdoers are torn to bits by a crisscross of chains and the fragments cast into a whirlpool.
16	Men with long wide-spaced eyes that droop in a droll manner at the outer corners, framed by heavy jaws and cheekbones.	Perform a meditation on the four infinities, requiring an absolute void of external stimulation.	Criminals have their hair and beards cut off with swanges.
17	A squat long-armed race with liver-colored skins and long, lank hair.	Hide faces behind hoods and veils and consider uncovered countenances barbaric.	Lashed to a pole in the center of the village and exposed to the elements and pouncing langomirs.
18	A rude village of huts like bird's-nests of mud and sticks, whose inhabitants have coarse black bristles growing off burly shoulders like epaulettes.	Stimulate the vitality of the sun using beams of sympathetic vibration to regulate solar combustion.	A finger.
19	A graceful golden-haired people, who speak to each other in voices like music.	Worship a sacred lantern which at one time graced the bow of the Cloud-king's Pleasure-barge.	Transgressors are released in a skiff to be dragged overboard by a parrot-headed sea-monster.
20	Creatures with thin white legs and large green eyes that perform a jingling and rather plaintive music.	Hold an annual grand pageant of pulchritude.	Malefactors must walk a mile under a lake with leaded shoes.
21	Anthropoids whose long noses and ears are under considerable muscular control, endowing the faces with great vivacity.	Inhabitants make the trigrammatic sign to signal devotion to their god.	Cut off the toes of offenders and sew the severed members into the skin at their neck.
22	Short, fur-covered epicenes who exhibit synchronic speech.	Carry themselves with a remarkable loftiness and a dignity which verges at times upon hauteur, considering other peoples beneath them.	Offenders are bound to stakes, stripped of their skins by the inch, and at last placed in bags with a thousand scorpions poured around their heads.
23	Humanoids with pumpkin-orange skin and black eyes and teeth.	Make obeisance to their divine god with a right hand on the buttock.	Magically impose an ulcerous cyst at the tip of the offender's nose, and also a large painful carbuncle on each buttock.
24	Warlike green-men wearing a resinous balsam.	Make an annual offering of criminals and singers of popular songs to flantics.	The standard beating with staves.

APPENDIX E:

UNUSUAL ELEMENTS

A number of unusual periapts, elements, and substances are named in the stories of the Dying Earth. As a guide for judges, below is a list of various talismans of potential efficacy that may be encountered by characters.

d24	Element	Description
1	Amulet of erotic appurtenance	A frankly tantalizing magical adjunct, it arouses intense emotion in that person toward whom the potency is directed. One must be cautious in its use, and it is best to have an appropriate ancillary periapt on hand ready to temper its effects.
2	Dream-powder	A soporific known for the potent stupefaction effect it has on those who ingest it.
3	Explosive diambroid	A volatile explosive that can easily adhere to substances, releasing its charge when disturbed or severed.
4	Glimmister	A shining silver powder that strengthens substances it comes into contact with. For example, applying glimmister to a blade grants it a perduration that makes it unbreakable. One must be careful when handling glimmister, though, touching the magical alloy will cause one's fingers to become rigid silver bars.
5	Green iridium	A colorful dense metal prized for its subtle beauty.
6	Heidinger's Allure, Chalcorex, and Illem's Best	Ointments for treating timp and other diseases of sailing worms.
7	Ossip wax	Distilled from ossip berries, it is said that there is no better boot-dressing than ossip wax as it makes them proof against scuffs and rocks. The wax also has a curious property of imparting a magical levitation to objects struck by the boots it has been applied to.
8	Periapt of nourishment	A small square tablet that when applied to a substance, converts organic waste to nourishment, including wood, bark, grass, even discarded clothing. While meeting basic nutriment needs, the converted substance retains the flavor and texture of the original, making it no more palatable than before. The magical talisman also chimes a warning in the presence of noxious substances, such as poison, if touched to them.
9	Diphany	A precious otherworldly metal that is typically mined in ingot-like blooms scraped from the face of the High Disk of dead Nothingness.
10	Proscedel	A precious otherworldly substance that can be found when sifting through the Dust of Time.
11	Purulence	A pus-like elixir that can debilitate those who are exposed to its fumes and are not immune to its effects.
12	Raptogen	A potion that causes those who inhale its vapors to enter a state of apathy.
13	Rouse's Tonic	An analeptic tonic that can temporarily induce increased vigor in sailing worms. A worminger must be careful in its application, however. The potency of the elixir wears off after a time, to be followed by a period of extreme lethargy.
14	Rune of enslavement	A band of black metal that can be used to enslave those who wear it. Activated by speaking the rune, the victim is enthralled and is forced to obey the caster's words, all the while retaining mental awareness of any degradations that they cause to transpire.
15	Salve of sharpness	A magical salve that when applied to a blade enables it to slice steel or rock as easily as butter.
16	Soapstone	A talc-like decorative rock. Some of the more clever magicians use it to deter a would-be thief from climbing the outer abutments and parapets of their manse, lest an intruder step on the greasy slabs and slide to their doom.
17	Spirit of vitriol	An alchemical substance used to neutralize magical reactions and creatures.
18	Stupefying dust	A minor adjunct of a banal nature. Typically carried in packets, it can be thrown to daze those creatures it comes into contact with.

d24	Element	Description
19	Tea of bitter belch-wort and nuxium	A distasteful concoction that, if imbibed, causes the unfortunate victim to curl up and lay as if dead for a day and a half.
20	Time-light	A mostly incomprehensible concept even to advanced magicians, it can be used to track objects across the chronic continuum, if perceived with the appropriate sensory apparatus.
21	Thyle-dust	A particularity efficacious adjunct for repealing deodands.
22	Tincture of zyche	An alchemical substance used to draw forth alien substances from their hosts.
23	Vaul-stone	A gem known for its beautiful blue coloration.
24	Zamanders	A precious otherworldly substance that can be dug up from below the Shivering Trillows of dead Nothingness. Appearing as small spheres that sparkle with a frosty blue light, they are coveted by magicians, particularly those zamanders of the first water.



APPENDIX G:

GAMES OF CHANCE

"Notice carefully! I deal you four cards and I take four cards, which we conceal from each other." Cugel explained the rules of the game.
"Necessarily we play for coins of gold or some such commodity, to make the game interesting. I therefore wager five terces, which you must match."

∞ The Seventeen Virgins, Cugel's Saga (CS.V.1) ∞



In the novels, Cugel plays games of chance to varying efficacy. This appendix includes rules for one of those games, Zampolio, which can be played using a standard 52-card deck, or with a 78-card tarot deck in its more advanced form.

Zampolio is a game for 2-4 players, referred to as "warlords", with each round of play referred to as the "sally". The game reflects warring feudal kingdoms, with the individual draw piles representing mercenaries available to add to each warlord's starting forces. The simple version of the game, Border War, is the most commonly played, while high-stakes players tend toward the more fluid and shifting Magician's War.

Border War is quickly learned, while Magician's War (with the added disruptions of the Major Arcana) may take a lifetime to master. It is said that the only honest Zampolio player is one who plays Magician's War, for only then does one know that they are not a card sharp.

ZAMPOLIO: BORDER WAR

(simple)

The Pack: Only the minor tarot arcana is used or, alternately, a standard 52-card deck.

Rank of Cards: K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2. Aces are both high and low, as they can take a King but are taken by any other card.

The Deal: The deck is separated by suit, and each player being assigned a suit. Each of the four divided suits is shuffled and placed upside-down before the dealer. Each player is dealt the top four cards from their associated pile, which form their initial hand.

The Play: For the first sally, each player selects three cards from their hand and places them facedown before them. Once all cards are on the field, players simultaneously reveal their cards one at a time to represent the individual skirmishes, with the player of the higher card winning each skirmish. Winning cards are returned to the player's hand while losing cards are placed in individual discard piles. In the case of two equal cards being played, both are discarded.

The Draw: Before each subsequent sally, starting at the

dealer's right, players bid how much they will pay per card drawn. The highest bid is the cost for all players to purchase cards for the next sally. The high bidder must purchase at least one card, and no player may purchase more than four cards in a single draw.

How to Keep Score: Play continues until only one player remains with cards in their hand at the beginning of the next skirmish. The winner collects the pot.

ZAMPOLIO: MAGICIAN'S WAR

(advanced)

The Pack: A standard 78-card tarot deck is used.

Rank of Cards: K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2. Aces are both high and low, being able to take a King while being taken by any other card. Major Arcana cards have their own game-modifying powers. They have no trick-taking value, but are listed by rank below.

The Deal: As in the simple version, the minor arcana are separated, with each player being assigned one suit. The Major Arcana are then shuffled, and 3 cards are added to each pile of minor arcana. Each of the divided arcana suits are then shuffled and placed in four piles before the dealer, each player is dealt the top four cards from their respective pile, as above.

The Play: Play proceeds as in Border War. Major Arcana cannot win a skirmish and are placed to the side until the entire sally has been played. Only the highest-ranked Major Arcana on the field takes effect (see below). All Major Arcana are then discarded.

The Draw: Bidding commences as in the simple version, save that no player may purchase more than two cards in a single draw.

How to Keep Score: As above, the winner of Magician's War is the last player with cards held at the beginning of a new round.

Major Arcana Effects:

0) *The Fool:* For every two cards the player sacrifices from their draw pile, all other players discard one.

1) *The Magician:* Dealer adds one new Major arcana card to

- 2) *The High Priestess*: Dealer adds two new Major arcana cards to player's draw pile and reshuffles the pile.
- 3) *The Empress*: Player is immediately dealt the top card of their draw pile.
- 4) *The Emperor*: Player with the most cards in their hand immediately selects and discards two cards.
- 5) *The Hierophant*: Player is immediately dealt the top two cards of their draw pile.
- 6) *The Lovers*: Player returns their most recently lost minor arcana card to their hand.
- 7) *The Chariot*: Player with the fewest cards in their hand is immediately dealt three cards.
- 8) *Strength*: The player's discard pile is immediately shuffled back into their draw pile.
- 9) *The Hermit*: All but the last card are discarded from all draw piles.
- 10) *Wheel of Fortune*: All draw piles are reshuffled.
- 11) *Justice*: The player with the most cards in their hand must discard to the number of the next smallest hand.

- 12) *The Hanged Man*: Player looks at the top three cards from their draw pile and orders them however they choose.
- 13) *Death*: No further cards may be drawn for the duration of the game.
- 14) *Temperance*: No more than one card may be purchased during the draw phase for the remainder of the game.
- 15) *The Devil*: Player looks at the top three cards from each draw pile and orders each however they choose.
- 16) *The Tower*: All discards are shuffled back into their appropriate draw piles.
- 17) *The Star*: Player is shown one selected card from each other player's hand.
- 18) *The Moon*: Player is shown two selected cards from each other player's hand.
- 19) *The Sun*: Player is shown the hand of a selected player.
- 20) *Judgement*: The top card of each draw pile is immediately revealed and discarded.
- 21) *The World*: All remaining cards are dealt to their respective players with no ante cost.



APPENDIX P: PROVISIONS AND VIANDS



o delight the sensibilities of players and judges alike, below are a list of interesting provisions that may be sampled throughout the various locations of the Dying Earth, from the relative civilization of central Almetry to the forlorn and ghost-haunted northern wastes. When encountering a need for an interesting meal or spurge, judges may use the table below as a starting point of inspiration.

d50	Victual	Description
1	Amber moth-wing	A type of fine tea.
2	Angelius	A wine from Quantique, tasting heady, tart, with a hint of arrogance.
3	Arrak	A strong distilled spirit known for the scorching effect it has on the imbiber's glottal cavity.
4	Boiled burdock leaves	A meager meal favored by those of limited means.
5	Boiled leeks and a bowl of porridge	An often unsatisfying repast served to those of low appointment.
6	Broad-beans and bacon	A hearty, flavorful meal.
7	Burdock beer	A type of ale brewed from the roots of the burdock plant.
8	Candle-fish soup, bread and pickled ramp	A standard meal at most inns that is generally well-received.
9	Carbade and yams	Typically served as a side-dish consisting of carbade, yams and sluteberry mash.
10	Coarse porridge of offensive odor	A minim of sustenance served by murids to their captives.
11	Crayfish stuffed with mince	A rich meal, favored by those with comfortable competences.
12	Dyssac	A drink distilled from herbs.
13	Fardels	The spiced omasum of a ruminant; considered a delicacy.
14	Fazola	An effervescent, flavorful drink.
15	Fowl, good quality	A moderately rich meal, especially if of large size and prepared with sauce and garnishes.
16	Fried moss and ganions	A plain meal of the people along marshes and riverways.
17	Gingle-berry juice and carrot pudding	A disappointingly spare meal intended not to inflame the blood.
18	Gruel	A standard pap that can be spooned.
19	Helminths	A dish of prepared worms.
20	Hunter's goulash	A casserole consisting of wild game served in tureens with morels and dumplings.
21	Hyperglossom	An inebriating beverage.
22	Land-crab stew	A rich peasant's dish often garnished with wild ramp and bilberries
23	Lichen	A versatile and common ingredient that may be prepared in at least one hundred seventy fashions.
24	Lirkfish	A fish noted for its general intolerance to farming.
25	Marsh-hens stuffed with mushrooms	A delicious repast.
26	Maynesse	A fine wine.
27	Meat pies, cheeses and salt fish	A hearty repast often consumed by laborers.

28	Melon and fried clam dumplings in rose syrup	A typical breakfast of the Sixteenth Aeon.
29	Oast	Properly braised and kettled, oast is thought to be a delicacy among certain hill-clans.
30	Oil-fish, smoked	A costly and expensive dish, often served with garlic and leeks.
31	Pale Montrachio	A rich vintage of wine traded throughout the northern ocean.
32	Pastries of mince with herbs	A refreshing baked good often served after a meal to refresh the pallet.
33	Pompodouros beer	A foul, though nutritious ale brewed from tarweed.
34	Quince conserve	A cooked and preserved fruit.
35	Rampion and pulpy black gallberries	A frugal but refreshing breakfast.
36	Roasted blowfish	A meal often served at finer inns.
37	Rozpagnola Amber	A rich vintage of wine traded throughout the northern ocean.
38	Saskervoy beer	A pungent liquid brewed from acorns, bittermoss and black sausage.
39	Scarlet mangoneel	A rare and expensive animal, usually served smoked.
40	Seed-cake	A fair side dish to a supper.
41	Silver Hyssop	A rare and valuable wine.
42	Sluteberry mash	A tart fruit that turns colorful when cooked.
43	Smoked fish and lentils	A typical meal along the shores of the northern ocean.
44	Sour-grass and olives and a hunch of cheese	A light repast, often served with a heartier main dish.
45	Sphigales	Crustaceans, which, when broiled, are considered a notable delicacy.
46	Spitted reed-birds	A meal often served at finer inns.
47	Spraling	Small delicate bidechtils that are a favorite food of the men of Pompodouros.
48	Stewed herbs	A plain meal available at most inns.
49	Vervain tea	A refreshing tea often served while entertaining guests.
50	Violet Mendolence	A rich, dark-hued wine of higher quality.



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