

DUNGEON CRAWL CLASSICS

THE PLAYER'S
LIBRAM

DYING EARTH

BASED ON THE DYING EARTH
BOOK SERIES BY JACK VANCE





PLAYER'S LIBRAM

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BASED ON THE DYING EARTH BOOK SERIES BY JACK VANCE
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INTRODUCTORY PRESENTIMENTS

WELCOME TO DUNGEON CRAWL CLASSICS DYING EARTH



CC Dying Earth is both a sourcebook and a setting for the *Dungeon Crawl Classics Role Playing Game* that offers a portal to the singular world of the Dying Earth novels by Jack Vance. As a sourcebook, it expands the DCC RPG core rules and gives players and judges new material inspired by the Dying Earth stories. It also provides a multifarious setting that evokes the distant twilight of Earth as a dim red sun sheds its last life; a world filled with the whimsical and the curious, the evil and monstrous, where magic and science are one and the same. Within you will find new classes, creatures, patrons, spells, and more inspired by the Dying Earth for use in your DCC RPG game. With these tools you can play in Cugel's and Rhialto's world, seek the mighty Pandelume, or fall to an indifferent grue while searching for scintillant baubles among the ensorceled remains of the ancient earth.

DCC Dying Earth is explored over three volumes. This volume, the *Player's Libram*, provides information for players and judges on the setting and on creating new characters, including four new classes for DCC RPG: magician, vat-thing, wayfarer, and witch. The *Primer of Practical Magic* details the history and use of magic in the Twenty-first Aeon and includes new rules for spell creation along with new arcane and divine spells. *Intimate Anatomy of Several Creatures and Personages of the Twenty-First Aeon* presents new creatures, patrons, and magical instruments for use in campaigns in the Dying Earth setting.

USE WITH DCC RPG



CC Dying Earth is 100% compatible with DCC RPG. Parties can jump from Aereth to the Purple Planet to the dim twilight of the Twenty-first Aeon—or even back through time to a point when a white sun blazed in an azure sky, to the sorcerous age of Grand Motholam or doomed Ampridatvir. The new classes, while drawn from the stories of the Dying Earth, can be part of any era, and dozens of new spells are presented which can expand any judge's setting. DCC Dying Earth is a more intimate setting than DCC RPG; as such, it has been developed with smaller parties of 3 to 4 players in mind.

As a sourcebook for DCC RPG, DCC Dying Earth builds off and extends the rules contained in the core book. Information on the basics of DCC RPG such as the dice chain, skill checks, and combat are covered in the DCC RPG core

rulebook and only used as reference here. When using this sourcebook, judges wishing to create a campaign in the Dying Earth setting may choose to limit the players to only the new classes and creatures presented here, recreating the feel of the novels with the material specifically written for the setting. Alternatively, the judge can blend the existing DCC RPG character classes with the new ones, casting warriors and clerical theists alongside magicians and witches. After all, the history of the Dying Earth is vast and filled with all manner of peoples and beings.

When using these rules with the classes from DCC RPG, the following guidelines are suggested:

- Clerics in DCC Dying Earth are theologians, mystics, and zealots. Some adhere to one of the numerous colleges of thought and philosophy that consider themselves to have the True Understanding of the universe across all its known infinities, whereas others are much more syncretic in nature, seeking out unremembered deities and religions. The gods that the priests of the Dying Earth draw from are in many cases long dead or forgotten and do not commune with them directly, altering how divine magic works in the setting, though those clerics who associate themselves with the entities of the sub-world may gain access to great power. See Chapter IV: Philosophy and Religion in the Dying Earth, p. 36 of the *Primer of Practical Magic*, for more details on the various types of gods applicable to the setting, along with modified rules for clerics.
- Thieves and swindlers exist across all aeons and worlds, including that of the Dying Earth, ranging from tavern cutpurses to high officials of a heteroclitic sect or whole community. Thieves can be encountered vying with wayfarers for the treasure of a great mage, or serve as valuable companions when searching through the nacreous ruins of the ancients. Apart from their background, thieves can be used in the setting without change to the DCC RPG core rules, and also gain the ability to memorize and cast spells as per the wayfarer class (see p. 30) using their *cast spell from scroll* die for the spell check.
- Warriors in the Twenty-first Aeon are more likely to be caravan guards or barbed mail-clad bandits than dedicated adventure-seekers, though many a magician pursuing an ancient artifact guarded by a bearded thawn or a witch journeying through the Great Erm has had need to bring a stout arm for protection. While less common in the Dying Earth setting, warriors, like thieves, can be used without change to the DCC RPG core rules.

OPTIONAL RULES FOR WARRIOR-MAGICIANS

Some of those reckoned a master of the sword have also been known to dabble in the sorcerous arts and are even ranked among the Eight Delaphasians, though are mere novices compared to true magicians. Optionally, a warrior who chooses to spend time in study of the magical arts may attempt to learn a new spell at each level following the rules for learning new spells (see DCC RPG p. 315), and casts spells using 1d20+deed die. If the deed succeeds *and* the spell goes off, the warrior-magus may choose any lower result; otherwise usage is restricted per the text of the spell. A warrior-magus is not a true wizard and therefore may not utilize spellburn when making spell checks. This character gains 1d10 hit points each level instead of 1d12.

- Wizards are untrained sorcerers, hermits, and shamans. Their connection with magic is rawer than that of the more learned magicians, who have spent aeons attempting to tame its underlying nature. Wizards reject the mindless accomplishments of the magicians who have all their lore by rote, and instead access the raw fluctuations of the pattern of magic—manifesting a wildness to their spellcasting as a result. To reflect this, wizards in DCC Dying Earth have an increased range of natural fumbles and critical successes when casting spells. When making a spell check, a wizard's range for misfires becomes 1-2 and scores a critical success on 19-20.
- Elves, dwarves, and halflings do not have a standard place in the setting of the Dying Earth, and typically only are present via some magical means. To the denizens of the Twenty-first Aeon, their appearance is curious, but no more so than that of a dozen other strange intelligent humanoids that inhabit the sparsely populated world. Though who is to say that a race of subterranean creatures who can smell terces and stashes of yu-sapphires could not be found in some remote range of mountains, or that a village of half-humans known for their luck do not exist somewhere in the vast reaches of the world?

A NOTE ON VANCIAN LANGUAGE



uring the course of this project, the writing team drew inspiration—much of it whimsical—from the rich tapestry of language that pervades Jack Vance's stories, including those of the Dying Earth. There is a poetry that infuses Vance's prose; his sentences are filled with evocative descriptions and the almost casual use of obscure—or invented—sesquipedalian words, building a characteristic entablature of language in his novels that evokes Lovecraft, Clark Ashton Smith, and Dunsany, but with a craftsman's affinity for restraint and economy, and a storyteller's delight in pulp and action.

Our meager tribute is not a match for the Dying Earth's fol-de-rol of wordplay; rather, it was part of the fun of writing to challenge ourselves to "Vance up" the language for this project. For the reader's benefit while pursuing these volumes, we have included a list of Vancian verbiage and neologisms in Appendix V of this volume, offering our own guide to some of the more singular and unusual words of the Dying Earth.

AUTHOR'S NOTE



eaders not familiar with the stories of the Dying Earth are encouraged to seek out for themselves the tales of Gual, Turjan, and Rhialto as an inspirational source for their Dying Earth games. These are grand adventures that have helped shape the stories we have been creating with players at our tables since the very beginning of our shared hobby.

Like many works, the translation across decades can offer a chance to appreciate the inherent art, while at the same time acknowledging that readers may find portions at odds with their beliefs, especially in a modern context. Some readers may especially find the depictions of Cugel's misadventures (his less-than-ethical exploits, in particular) offensive or problematic. Readers are encouraged to apply their own sensibilities when approaching these works, embracing the elements that enhance their enjoyment of the game and highlighting any offensive material in a way appropriate for their players or community. Above all, this is your game to interpret and share as you best decide.

DYING EARTH SOURCES



or players and judges wishing to further explore the novels of the Dying Earth, the following is a list of the Dying Earth stories that Jack Vance wrote during his lifetime, plus three additional works containing fiction set in the world of the Dying Earth. Many of the original Dying Earth stories can be found in various vintage editions and are worth revisiting for the accompanying cover art alone. However, in 2006, the Vance Integral Edition (VIE) project completed their work to create a definitive version of all of Vance's titles while restoring the original text, including his stories set in the Dying Earth. It is recommended that readers wishing to explore the text as Vance intended start with any modern printing of the Dying Earth novels that rely on the VIE text—particularly those from Spatterlight Press, which publishes electronic and print versions of the VIE collection in multiple languages.

Note: As a guide to readers, when citing quoted material DCC Dying Earth uses the convention of Book.Chapter.Section (when specified). For example, "CS.V.1" refers to *Cugel's Saga*, Chapter V: From Kaspara Vitatus to Cuirrif, Section 1: The Seventeen Virgins. This convention is predominantly featured within Appendix V, found on p. 49 of this volume.

Finally, while all of Vance's Dying Earth stories are worth reading, the stories presented in **bold** below, in this author's opinion, best encapsulate the storytelling and humor of

Vance's work and are recommended reading for any DCC Dying Earth judge or player.

(DE) *The Dying Earth*¹ (1950), a collection of six stories:

- I) Turjan of Miir
- II) **Mazirian the Magician**
- III) T'sais
- IV) **Liane the Wayfarer**²
- V) **Ulan Dhor Ends a Dream**³
- VI) **Gugel of Sfere**

(EO) *The Eyes of The Overworld*⁴ (1966), six novelettes presented in seven chapters (five previously published):

- I) The Overworld (*The Magazine of Fantasy and Science Fiction* [F&SF], December 1965)
- II) Cil
- III) **The Mountains of Magnatz** (F&SF, February 1966)
- IV) **The Sorcerer Pharesm** (F&SF, April 1966)
- V) **The Pilgrims** (F&SF, June 1966)
- VI) The Cave in the Forest⁵
- VII) The Manse of Iucounu (F&SF, July 1966)

(CS) *Cugel's Saga*⁶ (1983), a novel in six chapters (one previously published in two parts):

- I) From Shanglestone Strand to Saskervoy
 - 1. Flutic
 - 2. **The Inn of Blue Lamps**
- II) From Saskervoy to the Tustvold Mud Flats
 - 1. Aboard the Galante
 - 2. Lausicaa
 - 3. The Ocean of Sighs
- III) From Tustvold to Port Perdusz
 - 1. The Columns
 - 2. Faucelme
- IV) From Port Perdusz to Kaspara Vitatus
 - 1. On the Docks
 - 2. The Caravan
- V) From Kaspara Vitatus to Cuirnif
 - 1. **The Seventeen Virgins** (F&SF, October 1974)
 - 2. **The Bagful of Dreams** (*Flashing Swords!* #4, ed. Lin Carter, 1977)
- VI) From Cuirnif to Pergolo
 - 1. The Four Wizards
 - 2. Spatterlight

(RM) *Rhialto the Marvellous* (1984), a foreword and three stories (one previously published):

- Foreword
- I) The Murthe
- II) Fader's Waft
- III) **Morreion** (*Flashing Swords!* #1, ed. Lin Carter, April 1973)

Additional works set in the world of the Dying Earth:

A Quest for Simbilis by Michael Shea (1974). An authorized sequel to *The Eyes of The Overworld*.⁷

Songs of the Dying Earth (2009). Tribute anthology by various authors containing short fiction set in the world of the Dying Earth alongside adulation for Vance's work and influence.

"Hew the Tintmaster" by Michael Shea (2010). Published in the anthology *Swords & Dark Magic: The New Sword and Sorcery*, ed. Jonathan Strahan and Lou Anders; Cugel appears as a background character.

¹ This title can also be found under Vance's preferred title, *Mazirian the Magician* (VIE Vol. 26, 2021). The VIE edition also places Mazirian's story first, with "Turjan of Miir" as Chapter II.

² This story was later published in *World Beyond* (1950) and numerous anthologies under the title, "The Loom of Darkness".

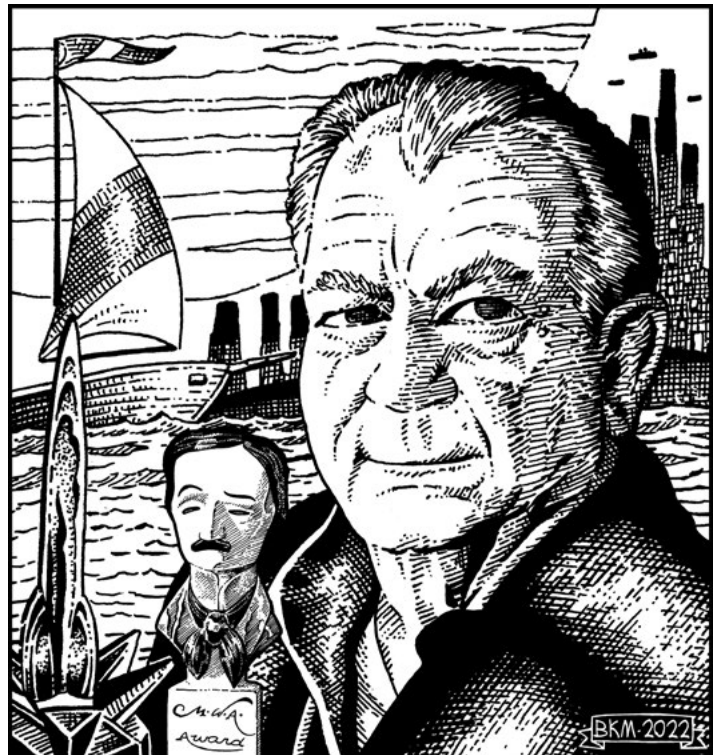
³ This story's title is interchangeable with the simpler "Ulan Dhor".

⁴ Vance's preferred title for this collection was *Cugel the Clever* (VIE Vol. 27, 2019).

⁵ This chapter was originally the first part of "The Manse of Iucounu" when the latter was published in *The Magazine of Fantasy and Science Fiction*.

⁶ Vance's preferred title for this novel was *Cugel: The Skybreak Spatterlight* (VIE Vol. 28, 2019).

⁷ Jack Vance chose not to include events from Shea's novel when he returned to the Dying Earth with *Cugel's Saga*, which continued the events of *The Eyes of the Overworld* in a different direction.



CHAPTER I

THE SETTING OF THE TWENTY-FIRST AEON

"Earth," mused Pandelume. "A dim place, ancient beyond knowledge. Once it was a tall world of cloudy mountains and bright rivers, and the sun was a white blazing ball. Ages of rain and wind have beaten and rounded the granite, and the sun is feeble and red. The continents have sunk and risen. A million cities have lifted towers, have fallen to dust. In place of the old peoples a few thousand strange souls live. There is evil on Earth, evil distilled by time...Earth is dying and in its twilight..."

☾ T'sais, The Dying Earth (DE.III) ☾



CC Dying Earth is set in the distant last days of the earth, a place so ancient its history has been long lost; where the weak sun casts a wan gloom over the unpeopled wildernesses and crumbling remnants of the past, and the nights are dark and empty of all but a few remaining pale stars since the moon long ago departed the sky. There is a fallow antiquity to the lands and places, rich with the weight of events that have come before and a weariness for what comes next. Time in the Twenty-first Aeon moves forward at a languid pace, without purpose or urgency, and the peoples who remain make few long-range plans.



There are also the strange and the curious.

The dead aeons are littered with feats of wonder, now fallen to ruin, and while Earth is but wilderness and ruins, many men yet walk abroad. Those seeking knowledge or treasure in this world face a myriad of evils that make journeys of any length dangerous—from bandits to monstrous hybrids to suspicious peoples who cling to fanatical beliefs lest the sun wink out forever. Those who adventure in such a setting are both fearful and bold, capricious and resolved. It is a world where the brash and foolish meet quick ends.

In this dim twilight of the earth, magic and science blend together. Querulous sorcerers vie for knowledge with their rivals, feuding endlessly and fueling grudges that last millennia, tamed only by the associations of order that they form to prevent complete anarchy, while covens of witches gather for rituals to speak with demons and other foul creatures, seeking powerful entities to unleash their dark magic. Magic is a zero-sum game in DCC Dying Earth, though, and its use often comes with an equivalent price.

Other worlds also exist. Travelers from distant stars have come and gone, and the exodus of those before imparts a sense of abandonment to the world. As well there are the demon realms and the supernal Overworld where powerful entities known as daihaks reside, those gods and demons who are largely indifferent to the affairs of the earth, but whose attentions occasionally intersect with it—or who are taken up as divine heralds by captious rulers and thearchs seeking to drive out the unknown through conquest and slaughter in their names.

The setting of the Dying Earth is not highly detailed, nor is this collection meant to be an accurate gazetteer, but rather offer glimpses into the world as depicted in the novels: a world that has seen innumerable kingdoms rise and fall, where all of history has happened, possibly several times over. It is a world of endless role playing possibilities where the judge's and player's imagination can take root and flourish.

A BRIEF HISTORY OF THE LATTER AEONS

According to the renowned scholars of the Institute who routinely calculate the weight of single raindrops, aeons have no fixed length; rather, they are an indefinite period of time-marking boundaries in the history of the earth encompassing tens, hundreds, or even thousands of thousands of years. Most sages count a standard twenty-three aeons up through the present and final Twenty-first Aeon—including two “lost” aeons—which they have further delineated into epochs, codifying discrete periods of time for better study; however, there are those who argue there are as many as twenty-nine aeons, instigating many a disorderly debate among the philosophers of latter-day Earth.

The following is a compendious list of noteworthy events in history:

- Aeons Ago: The Age of Glow, the remnants of which some sages say can still be observed in the burnt and wrenched earth of the northern wastes.
- Fourteenth Aeon: The time of the great Zahariot Empire.
- Sixteenth Aeon: The age of the Final Kingdom, when Bohul battle-gangs led packs of memrils in their war against the King of Kings in the city of Vasques Tohor in the Land of Shir-Shan.
- Seventeenth Aeon: A land-bridge rises across the Straits of Garch and the sea slowly dries and becomes extinct.
- Seventeenth Aeon, Eleventh Epoch: Magicians and sorceresses each strove to outdo the other, and eventually precipitated the War of the Wizards and Witches, which was won by the forces of the White Witch Llorio.
- Seventeenth Aeon, Twelfth Epoch: The defeat of Llorio the Murthe by the magicians Teus Treviolus, Schliman Shabat, and Phunurus the Orfo.
- Eighteenth Aeon, Late First Epoch: Calanctus the Calm broke the witch’s final hold on power and exiled Llorio the Murthe to the star Sadal Suud.
- Eighteenth Aeon, Second Epoch: Baltanque of the Tall Towers rises and persists until its capture by Isil Skilte the archveult.
- Eighteenth Aeon: The time of the Cutz Wars when the demon Underherd interfered with the Overworld.
- Late Eighteenth Aeon: The age of Grand Motholam and the great Phandaal.
- Nineteenth Aeon of the Fifty-Second Cycle: The Raising of Kolghut’s Tower of Frozen Blood.
- ~5000 years ago: The end of the rule of Rogol Domedonfors and the decline of Ampridatvir, last of the great Olek’hnit cities.



CHAPTER II

COMPREHENSIVE SURVEY OF ALL THE AEONS: NOTABLE EVENTS, PERSONAGES, AND PLACES

"We have seen old Thorsingol, and the Sherit Empire before it, and Golwan Andra before that and the Forty Kades even before. We have seen the warlike green-men, and the knowledgeable Pharials and the Clambs who departed Earth for the stars, as did the Merioneth before them and the Gray Sorcerers still earlier. We have seen oceans rise and fall, the mountains crust up, peak and melt in the beat of rain; we have looked on the sun when it glowed hot and full and yellow ..."

☞ Guyal of Sfere, *The Dying Earth* (DE.VI) ☞



he aeons of the Dying Earth are filled with the rise and fall of countless empires and the repeated exodus of races leaving their home to travel beyond the stars. With a rich and ancient history, *The Dying Earth* contains a number of events that shape the current inhabitants as well as interesting locations to explore. What follows is a selection of notable historical events, personages, and places that the PCs may come across in their journeys.

HISTORICAL EVENTS AND PLACES

The Age of Glow: Though the origins of this time are lost to history, some scholars say the name refers to a time when the sun was warm and the earth thrived; other sages point to a distant age of conflict aeons distant, that left regions of bare earth churned, pitted, cratered, burnt and wrenched, as if visited at once by fire and the blow of a tremendous hammer that can still be seen today. Artifacts from this time are strange and deadly.

Cutz Wars of the Eighteenth Aeon: A time of great conflict when the demon Unda-Hrada thought to assist his principals, and to this end thrust certain agencies up from the sub-world La-Er. In order that they might perceive, his tentacles were tipped with cusps that granted sight from the demon realms to that of the earth. When events went amiss, the demon snatched himself back to La-Er, leaving the dislodged hemispheres broadcast across Cutz.

Grand Motholam: The famed Eighteenth Aeon empire that once reached across Ascolais to the Ide of Kauchique, to Almerly, and to the Land of the Falling Wall, and that produced the last great age of sorcery, where the Arch-Necromancer Phandaal codified a hundred spells and was put to death by Pontecilla the Pious.

Qâr: An ancient empire that once held sway over the region from the Falling Wall to the Silkal Strakes. During their high age the folk of Qâr practiced a unique religion, believing that a man or woman, upon dying, entered an afterlife using that

bodily condition in which he or she had died, thereupon to pass eternity amid feasting, revelry, and other pleasures regarding which propriety forbids mention. Hence it became the better part of wisdom to die in the full flower of life, since, for example, a rachitic old man—toothless, short-winded and dyspeptic—could never fully enjoy the banquets, songs, and nymphs of paradise. The folk of Qâr, therefore, arranged to die at an early age, and they were embalmed with such skill that their corpses even today seem fresh with life.

Sampathissic Wars: A time of religious strife during which the domes sacred to the five demons Yaunt, Jastenave, Phampoun, Adelmar, and Suul were preserved in Lumarth.

The War of the Wizards and Witches: During the Eleventh Epoch of the Seventeenth Aeon, the wizards and witches of the time strove to outdo each other, which eventually led to this great conflict, won by the witches led by the White Witch Llorio. Afterward many of the wizards became arch-vaults and many others were destroyed.

Yellow Age: A distant age when the sun shone brightly in the sky and regal courts attended by Alulian slaves, whose ancestors arrived from far Canopus, were held on travertine promenades beside slow rivers.

NOTABLE PERSONAGES AND GROUPS

Aumoklopelastianic Cabal: A group of professional augers known for their steep and variable prices.

Barbarians of East Almerly: Warriors from the harsh area of Almerly where an impassable waste meets the Songan Sea.

Calanctus the Calm: Arch-magician of Grand Motholam known for his *Decretals* and who defeated Llorio the Murthe and exiled her to the star Sadal Suud.

Cobalt Mountain Witches: A group of sorceresses from the Cobalt Mountain region of Ascolais known for their orange hair, who are repudiated by the citizens of Kaiin.



Collegium: The Collegium is often known as “the Convergence”, or even jocularly as “the Hub”. Its location is said to be where the convergence of the twenty and thirty infinities become a focus of pure sentience revered by its members known as the Nameless Synthesis.

Coramese Thurists: The Coramese Thurists are the residents of Lumarth. Led by Chaladet the Grand Thearch, all are obsessively rigid in regard to ritual, and all subscribe to a Doctrine of Absolute Altruism which compels them to virtue and benevolence. For this reason they are also known as the “Kind Folk”. The Coramese Thurists wear gowns of embroidered silk and splendid double-crowned headgear, with pale transparent skins, thin high-bridged noses, slender limbs and pensive gray eyes.

Dilks: A seafaring folk from far Dilclusa across the Ocean of Sighs. It is said that all Dilks are mad and that their ships carry mast-head lamps so that, when the sun goes out, they can light their way back across the sea.

Funambulious Evangels: A religious sect who stipulate that for every square ell of soil, two and one quarter million men have died and lain down their dust, thus creating a dank and ubiquitous mantle of lich-mold, upon which it is sacrilege to walk. Out of respect to the dead, they walk aloft on ropes and edges, and when they must travel, use specially sanctified footgear.

Gilfigites: Devoted worshipers of Gilfig, who is said to have issued from Zo Zam, the eight-headed god of creation when he struck off his toe after creating the cosmos. His image is one of the five Prime Adepts carved into the base of the Black Obelisk in the city of Erze Damath, a great fang of solid black stone that rears a hundred feet above the city. His followers make pilgrimages to attend the Lustral Rites that are held in the city, where Gilfig was said to have issued a set of protocols called the Gneustic Dogma.

The Green Legion of Valdaran the Just: A group of fanatic witch slayers who ride great birds into battle and carry tubes that spray fans of galling light that destroys demons. They are led by Valdaran the Just, a brooding prince of Ascolais.

Greens and Grays: Descendants of the original inhabitants of abandoned Ampridatvir, they have split into two sects that worship different gods and believe all others to be demons.

Llorio the Sorceress: An arch-magician of Grand Motholam who became the Murthe after the witch’s victory in the War of the Wizards and Witches. In the Eighteenth Aeon, Llorio was exiled by Calantus the Calm but traveled via time-light to the Twenty-first Aeon, where she attempted to ensqualm the disparate and uncertain magicians of that era.

Mad King Kutt: A legendary king of whom little is known save his desire for a menagerie like none before, and whose wizard, Follinense, is said to have created the fecund teratoids that roam the Plain of Oparona and the Blanwalt Forest.

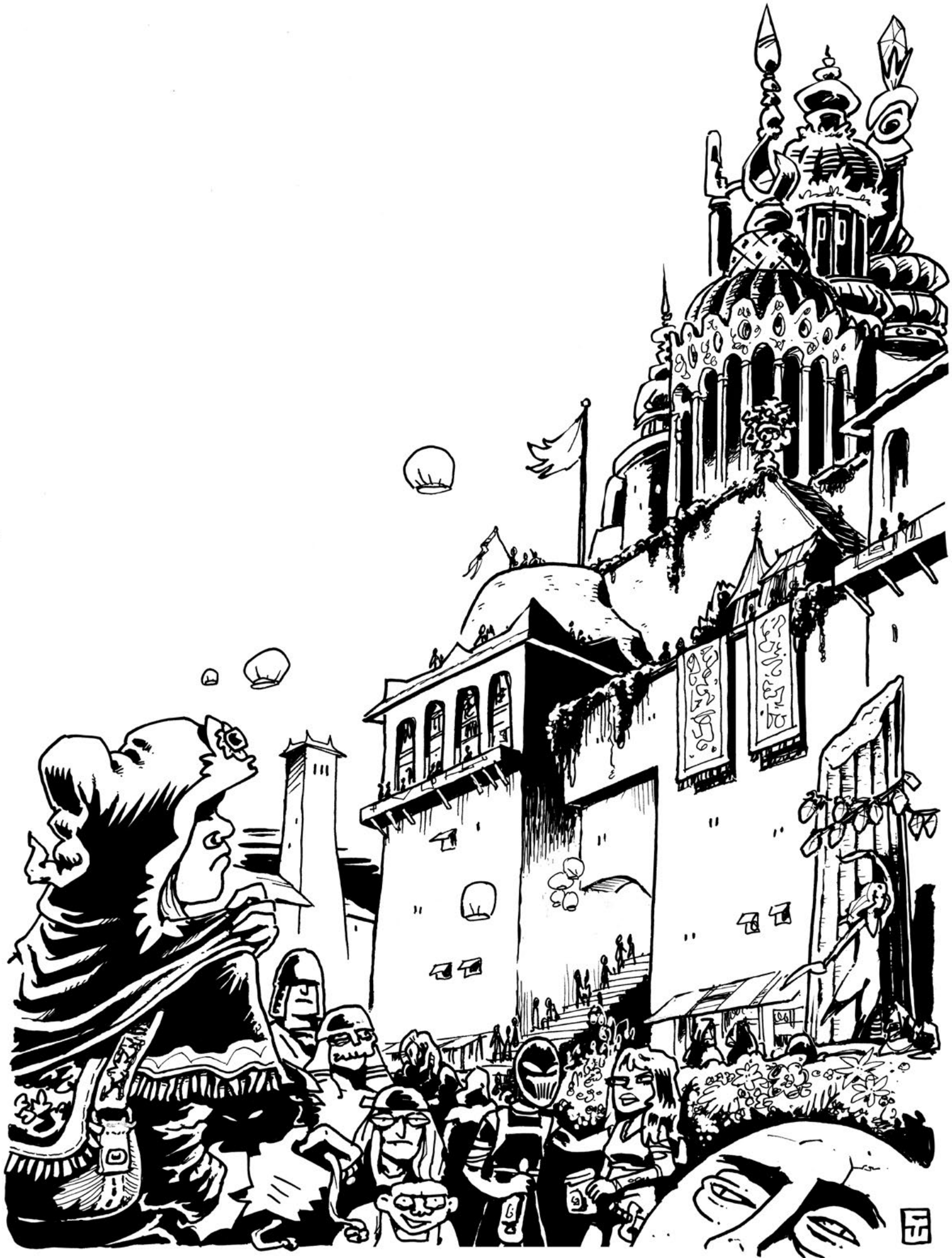
Maots: A dark-skinned race notable for amber eyes, aquiline features, and proudly erect posture who wear distinct garments: pantaloons bound with sashes; shirts with wing collars; under-jackets; cut-away tabards in the colors of black, tan, fusk, and umber; and wide-brimmed black hats with slouch crowns. Groups of Maots are known to quarry the Qâr mausoleum for corpses and convey them across the Wild Waste to the Thuniac Conservatory at Noval, where they are put to ceremonial use.

Order of Solar Emosynaries: An order dedicated to preserving the dying sun by stimulating it through beams of sympathetic vibration that they believe regulate solar combustion. In the Twenty-first Aeon, a station of the order exists at Gundar on the River Isk, and it is said that others exist at Blue Azor, on the Isle of Brazel, at the walled city Munt, and in the observatory of the Grand Starkeeper at Vir Vassilis, though the veracity of those claims has been questioned by travelers.

Pandelume: A master mathematician, the first since Phandaal, with knowledge of the sleight of runes, incantations, designs, exorcisms, talismans, and every spell yet devised. Pandelume resides in Embelyon, a realm unknown to man.

Phandaal the Great: The ranking Sorcerer of Grand Motholam and the greatest sorcerer who lived. Phandaal glimpsed the pattern underlying magic and so was able to formulate many of the spells which bear his name. He was put to death by Pontecilla the Pious, the ruler of Grand Motholam, who feared the demonic origin of his magics.

Saponids: A near-extinct race from the Northern Steppe north of the Fer Aquila. They are tall and well-formed, with clear golden-ivory skin, golden eyes, and jet-black hair. A typical Saponid wears tight suits of somber leather bordered with black, and headgear of heavy maroon cloth crumpled in precise creases with leather flaps that extend horizontally over each ear. Many Saponids reside in Saponce, a small town known for its variate punishments.



Sxyzyskzyiks, or The Civilized People: A race of small pale people with dark hair and long still eyes on the Sou-sanese Coast in South Alмеры, whose culture comprises a staggering set of precepts. The mastery of these serves as an index to status, so that ambitious persons spend vast energies learning finger-gestures, ear-decoration, the proper knots by which one ties their turban, sash, and shoe-ribbons; the manner in which one ties the same knots for one's grandfather; the proper and distinctive placement of pickles on plates of winkles, snails, chestnut stew, fried meats, and other foods; the curses specifically appropriate after stepping on a thorn, meeting a ghost, falling from a low ladder, falling from a tree, or any of a hundred other circumstances.

GEOGRAPHICAL SITES

The following is a summation of well-known locations visited by Cugel and other primary characters in *The Dying Earth* series. For a more in-depth geographical guide, please see Chapter II: Ascertained Lands of the Dying Earth, p. 35 of *Intimate Anatomy of Several Creatures and Personages of the Twenty-First Aeon*.

Alмеры: A former territory of Grand Motholam known for its sorcerous inhabitants.

Ampridatvir: A city of soaring metal spires located on an island in the North Melantine. Said to be the last of the Olek'hnit cities.

Ascolais: A former territory of Grand Motholam which now is mostly a great forest where few care to venture. Also the location of the White City of Kaiin.

Azenomei: A town in Alмеры old beyond memory, notable now only for its fair, which attracts folk from all the region.

Blanwalt Forest: A forest near Erze Damath where creatures from Mad King Kutt's menagerie now roam.

Cape of Sad Remembrance: A land located across Tenebrosa Bay in the Melantine Gulf.

Carchasel: A town in Fer Aquila abandoned ten thousand years ago, the haunted ruins of which have sometimes been found by lost travelers.

Desert of Obelisks: A desert near the Mountains of Magnatz.

Erze Damath: A city far vaster than any of Alмеры or Ascolais, though now the greater part lies tumbled in moldering ruin. It is notable for the Black Obelisk, a great fang of solid black stone that rears a hundred feet above the city. Gilfigites believe it to be holy city where Gilfig issued the Gneustic Dogma and where he scourged Kazue and denounced Enxis the Witch.

Fer Aquila: A gray and dark green range of mountains that extends from north of Ascolais far to the east into the Land of the Falling Wall.

Great Erm: A forest of the northern wastes that is said to be endless. It is called several names by the peoples of Cutz and Cil: the Great Erm, the Forest of the East, and the Lig Thig.

Ildish Waste: A bleak and dry landscape on Gador Porrada in the Land of the Falling Wall that supports little vegetation and is said by the superstitious folk of the nearby towns to contain such bugaboos as rock goblins or wind-stick devils among its rocky hills.

Kaiin, also known as the White City of Kaiin: The largest city in Ascolais, located on Sanreale Bay on the Melantine Gulf, it now lies mostly in ruins. Ruled by Prince Kandive the Golden, it is known for its languid and hedonistic citizens and the harlequin-like festivals that attract diverse folks from far regions.

Kaspara Vitatus or City of Monuments: A city on Lake Zoal on Gador Porrada with eight white towers that is known for its Avenue of the Dynasties, where travelers pass under a hundred or more famous monuments.

Kauchique: A city and land across the shores of the Melantine Gulf from Ascolais and Alмеры known for the subtlety of its folk. Its citizens are also noted for their dances, including the courtesans of the Kauchique littoral that dance the Dance of the Fourteen Silken Movements and the high-kneed capering dance of the lobster fishermen.

Land of Cutz: A land to the north on the far side of the Ocean of Sighs. Once the site of the Cutz wars of the Eighteenth Aeon, now only a few small villages and recluse magicians reside there.

Land of Evil Recollection: Little is known of this land south of the Mountain of Magnatz, but it is said to affect travelers with poignant but impossible recollections.

Land of the Falling Wall: A misty wilderness north and east of the Maurenron Mountains that is home to necrophages and wanderers. Antique legend places the Museum of Man there, and a few reclusive magicians are said to make their homes among its wilds.

Maurenron Mountains: A dark range of mountains south of the Great Erm.

Melantine Gulf: A large body of water between Ascolais and the Ide of Kauchique.

Modavna Moor: A dark marshland in Ascolais inhabited by bandits and recluses. A place of history, it is a tract that has borne the tread of many feet and absorbed much blood, including a famous slaughter wherein Golickan Kodek the Conqueror and his sub-human cavalry forced the populations of two great cities, G'Vasan and Bautiku, into a vast monument of screaming flesh half a thousand feet high.

Ocean of Sighs: A vast ocean north of the Land of the Falling Wall, on the northern shore of which lies the Shanglestone Strand and the Land of Cutz.

Pale Rugates: Bone-colored hills south of Kapara Vitatus on the road to Torqual known for its stark grimness that is avoided by even creatures such as sindics, shambs, erbs and visps, a single and melancholy source of satisfaction for those who travel through it.

Plain of Gray Shades: A wasteland where the palace of the arch-magician Mael Lel Laio was once located. The palace was cut from a single moonstone, and its shards can still be found scattered on the plain.

River Isk: A river that flows past the towns of Gundar and Lumarth and empties into the Tsombol Marsh, a bog-filled expanse where the village of Troon is located.

River Scamander: A great slow river in the far east that flows past Erze Damath. Pilgrims journeying to worship at the Black Obelisk there often travel by raft on its meandering waterways.

River Scaum: A bosomy river that flows through Almetry to Ascolais where it empties into the Melantine Gulf near the White City of Kaiin. The Scaum wallows through a broad dale, purple with horse-blossom, pocked white and gray with crumbling castles. In the Twenty-first Aeon, a number of notable magicians reside near its banks in grand manses.

Shanglestone Strand: A northern shore of the Ocean of Sighs and the locations of the villages of Smolod and Grodz.

Silver Desert: A parched land near Erze Damath whose dangers include bandits and monstrous creatures. Only large bands of travelers can hope to make the journey safely across.

Thorsingol: An ancient seat of learning on the Northern Steppe now in ruins that is the location of the Museum of Man.

Tustvold: A village and set of ruins on the Gador Porrada, inland from the Ocean of Sighs. Travelers arriving by sea find that the mud-flats of the same name require disembarking at an inconvenient distance from the shore.

OTHER WORLDS

The Demon-Realms: The sub-worlds Kalu, Fauvune, Jeldred, and La-Er that are the source of demons and ruled by the various ruler-divinities including Blikdak and Unda-Hrada. The fires and furious powers of earthly magic and science are not valid in the air of the demon-worlds, where substance and form are of different entity.

Gray Dene: A place where lost gods may be sought, though it is unknown whether any will have answers, or care about the concerns of the inhabitants of the waning earth.

Jangk: The world of the Archveults that orbits the red star Kerkaju, also called the Eye of the Polar Ape.

La: An unknown world believed by some sages to be the home of the churlish race of sandestins.

Sadal Suud: A steaming quagmire infested by owls, gnats and rodents.

Sahar: A planet orbiting a star at the "Nothing" on the edge of the universe. The planet has a dreary and worn landscape with a few decayed hills that rise from its plains along with the ruins of once-extensive cities. Once home to the Sahar, it is now a mausoleum to their race.



CHAPTER III: CHARACTER CREATION

It was a thing to arouse pity – a great head on a small spindly body, with weak rheumy eyes and a flabby button of a nose. The mouth hung slackly wet, the skin glistened waxy pink. In spite of its manifest imperfection, it was to date the most successful product of Turjan’s vats.

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



CC Dying Earth follows the general rules for character creation in the DCC RPG core book. Like DCC RPG, all characters in the Twenty-first Aeon start at 0 level. Most will die entombed forty-five miles below a magician’s manse, alone and unknown. The few who survive eventually choose a class in which to advance. Additional setting rules are included below for campaigns set in the Twenty-first Aeon.

Character creation in DCC Dying Earth follows these steps:

1. Roll ability scores. See DCC RPG p. 18 and notes below.
2. Determine birth augur and “lucky roll”. See DCC RPG p. 19.
3. Determine 0-level occupation, starting weapon, and trade good(s). See p. 14.
4. Determine starting animus. See p. 17.
5. If a vat-thing, determine pattern and starting flaw. See pp. 19–20.
6. Determine language(s). See p. 21 and Appendix L (p. 59).
7. Choose an alignment. See p. 21 and DCC RPG p. 24.
8. Determine one random piece of equipment. See p. 42 and Table 4-4.
9. (Optional) Roll once on the Thaumaturgical Curios table. See Appendix A (p.45).

ABILITY SCORES

DCC Dying Earth PCs generate their ability scores by rolling 3d6 in a row as described in the DCC RPG core rules.

Some spells and classes, such as the vat-thing, allow characters to exceed the normal range of 3-18 for ability scores. Table 3-1 shows the increased modifier range for those abilities.

DCC DYING EARTH CHARACTER SHEETS

Download your DCC Dying Earth character sheets at
goodman-games.com/dcc-rpg-character-sheets



Table 3-1: Ability Score Modifiers

Ability Score	Modifier	Spells Memorized*	Max Spell Level**
0	N/A†	No spellcasting possible	No spellcasting possible
1	-4	No spellcasting possible	No spellcasting possible
2	-3	No spellcasting possible	No spellcasting possible
3	-3	No spellcasting possible	No spellcasting possible
4	-2	-2 spells***	1
5	-2	-2 spells***	1
6	-1	-1 spell***	1
7	-1	-1 spell***	1
8	-1	No adjustment	2
9	None	No adjustment	2
10	None	No adjustment	3
11	None	No adjustment	3
12	None	No adjustment	4
13	+1	No adjustment	4
14	+1	+1 spell	4
15	+1	+1 spell	5
16	+2	+1 spell	5
17	+2	+2 spells	5
18	+3	+2 spells	5
19	+3	+3 spells	5
20	+4	+3 spells	5

* The number of spells magicians and vat-things can force into their minds by memorization without going mad is based on Personality, not Intelligence.

** Based on Intelligence for magicians and vat-things and Personality for witches.

*** Minimum of 1 spell.

† Characters with 0 in any ability score automatically fail any roll based on that score.

OCCUPATION

Occupations in the Dying Earth setting are presented below. Roll d% on Table 3-2 to determine a character's background. Unless noted otherwise, a character is human. Note that a character's occupation does not need to be determined randomly.

Vat-things at level 0: Characters whose 0-level occupation result includes a vat-thing must advance in level as that class. For example, a vat-thing courtesan levels up as a vat-thing. 0-level vat-things are able to utilize select racial traits as follows: vat-things have an originating pattern (Table 3-4) and starting flaw (Table 3-5). Refer to the vat-thing class description on p. 27 for more information on these abilities.



Table 3-2: Occupations

d%	Occupation	Trained Weapon†	Trade Goods
1	Aesthete	Ferrule (as club)	Bottle of wine, excellent vintage
2	Adjutant	Short sword	Morion, steel
3	Anthropophage	Skinning knife (as dagger)	Sack of roots, vegetables, and seasonings
4	Artificer	Spanner (as club)	Ageless substance of an ancient builder, 1 lb.
5	Augur	Knoblolly	Incense, 1 lb.
6-7	Bandit	Short sword	Skull-stone of a grue
8	Barbarian of East Almetry	Harpoon (as spear)	Carving of a sacred ape
9	Battle-gang veteran	Battle-hook	Leather cap with ear-flaps
10	Boatswain	Belaying pin (as club)	Clay pipe
11	Bravo	Rapier	Jeweled earring worth 10 terces
12	Bursar	Short sword	5 terces, 10 groats, 200 copper bits
13-14	Apprentice butcher	Cleaver (as axe)	Sacred beast*
15	Caravan teamster	Club	Rope, 50'
16	Carpenter	Hammer (as club)	Nails, 1 lb.
17	Castellan	Whip	Satin pillow
18	Catechumen	Staff	Candles, 20
19-20	Chamberlain	Club	White gloves
21	Clerk	Quill (as dart)	Ledger
22	Cloud-rider	Thamber oak limb (as club)	Quality cloak
23	Corybant	Short sword	Small drum
24-25	Deckhand	Knife (as dagger)	Cleaning rag
26	Diviner	Staff	Animal entrails
27	Ecclesiarch	Staff	Vial of aspergantium
28	Embalmer	Knife (as dagger)	Preserved organ
29	Evangel	Staff	Ceremonial shoes
30	Factotum	Hammer (as club)	Book of unpublished stories
31	Fire-stoker	Iron poker (as club)	Bundle of wood, 1 lb.
32	Gardener	Spade (as club)	Seeds, 1 oz.**
33	Glass-blower	Swage (as dagger)	Set of tools, swages and crucibles
34	Herbalist	Staff	Spase-bush buds, 1 oz.
35-36	Hetman	Dagger	Shaggy fur hat
37	Householder	Club	Heap of reeds
38	Huntsman	Shortbow	Deodand hand
39	Innkeeper	Dagger	20 groats; bottle of wine
40	Key-keeper	Club	Set of ancient keys
41	Liveried servant	Cudgel (as club)	Purple livery
42	Lobster fisher	Knife (as dagger)	Lobster trap
43	Major-domo	Staff	Trained dog
44	Maugifer	Staff	Potted olive tree
45-46	Melantine bargemaster	Pole (as staff)	Antique silver coin, 17th Aeon
47	Mermelant groom	Dagger	Bottle of beer
48-49	Milliner	Iron (as club)	Fine hat
50	Moor-man	Short sword	Leather armor

Table 3-2: Occupations (continued)

51-52	Pantologist	Staff	Libram of obscure historical information***
53	Pilgrim	Staff	Lentils, 1 lb.
54	Poet	Quill (as dart)	Scroll of odes
55	Professional witch-chaser	Longsword	Tall black boots
56	Publican	Short sword	Small barrel of beer
57	Quarrier	Chisel (as dagger)	Curio worth 20 terces
58-59	Sage	Staff	Casebook with random level 1 spell
60-61	Savant	Dagger	Folio annotating the life of an arch-magician****
62	Seer	Sling	Pouch with animal bones
63	Ship-master	Short sword	Spigoted golden drinking boss
64-65	Shipping agent	Dagger	Spectacles
66-67	Shopkeeper	Dagger	Fine vest
68	Slime-diver	Trowel (as dagger)	Bucket of cold tea
69	Spraling costermonger	Shucking knife (as dagger)	Spraling, 1 lb.
70	Steward	Short sword	Salver
71	Subaltern	Dagger	Sturdy robe
72	Supercargo	Short sword	Ledger
73	Tavern server	Knife (as dagger)	Drink tray (as shield)
74	Timber-cutter	Handaxe	Rope, 50'
75-76	Trundler	Dagger	Large rock
77	Undercook	Knife (as dagger)	Cast-iron pot
78	Under-hierophant	Cudgel (as club)	Sacred robes
79-81	Vat-thing cast-off	Short sword	Riding horse
82-84	Vat-thing novitiate	Sling	Parchment, 10 sheets
85-87	Vat-thing foundling	Spear	Gems worth 20 terces
88-90	Vat-thing servitor	Knife (as dagger)	Caged minuscule bird-woman
91-92	Vat-thing courtesan	Dagger	Flute
93-95	Watchman	Dagger	Spyglass
96-97	Wheriot driver	Whip	Saddle
98-99	Worminger	Double-cambered fluke-chister (as dagger)	Bottle of worm tonic
00	Yard-keeper	Short sword	Feed, 10 lbs.

† If a missile fire weapon (such as sling or dart), roll 1d6 to determine number of sling stones or darts.

* Roll 1d4 to determine the type of sacred beast: (1) bearded thawn foundling; (2) pair of pincer-lizards; (3) tittle-bird; (4) simiode.

** Roll 1d8 to determine type of seeds: (1) myrhadion; (2) dymphian; (3) black quince; (4) long-stemmed stardrop; (5) blood-flower; (6) mandrake; (7) star-blossom; (8) moon-geranium.

*** Roll 1d6 to determine title: (1) Classical Killings and Mortefactions; (2) Expositions and Dissolutions of Evil; (3) History of Granvilunde; (4) Attractive and Detractive Hyperordnets; (5) Therapy for Hallucinants and Ghost-takers; (6) Procedural Suggestions in Time of Risk.

**** Roll 1d6 to determine subject: (1) Amberlin I; (2) Archemand of Glaere; (3) Dibarcas Maior; (4) Llorio the Sorceress; (5) Archmage Mael Lel Laio; (6) Phandaal the Great.

ANIMUS

All characters in the Dying Earth start with an animus—some instance in their background where, due to an extraplanar faux pas, a mistaken identity, a misunderstanding, or an outright theft, they have incurred the wrath of some powerful individual or group that can factor into game play. Each starting animus carries a specific malediction that can be used by the judge when they consider that the character has encountered a situation or traveled to a location where the animus may play a role. When such a situation arises, the character makes a DC 10 Luck check. With a failure, the animus has some unforeseen—and usually deleterious—effect. Players should roll 1d30 on Table 3-3 to determine the specific animus their PCs begin the game with.

Table 3-3: Starting Animus

d30	Result
1	Bauble-thief
2	Syncretic heretic
3	Devoured wizardly morsel
4	Acerbic underling
5	Metathasmic loadstone
6	Demonstrated chicanery
7	Tactless buffoon
8	Craven intruder
9	Sins of the father
10	Augured entrails
11	Desecrated idol
12	Abandoned post
13	Released titan
14	Tricked village
15	False voyant
16	Vituperation curse
17	Vicissitudes of war
18	Untoward star
19	Moral turpitude
20	Committed solecism
21	Stolen sinecure
22	Scape-grace
23	Sardonic wit
24	Uncouth roisterer
25	Rakehell
26	Stolen quintessence
27	Pusillanimous lookout
28	Indiscreet nymphiarium guard
29	Accused insidiator
30	Woeful malediction

OPTIONAL RULE: GRUDGE TOKENS

In addition to a starting animus, an optional rule presented for judges is the use of grudge tokens. Grudge tokens are used to track the pervasive mutability of fortune in the setting. Luck plays no small part in the novels of the Dying Earth; however, there is an equipoise to how it is depicted—counterbalancing wild successes with disastrous imprecations. As grudge tokens are intended to foster a style of role playing that mimics the minor resentments and senses of entitlement that characters such as Cugel carry with them throughout the novels, they are not necessarily suitable for all players or tables, and as such are presented as optional rules for judges.

Any time any PC in the party rolls a natural 1 that results in a failure, they receive a grudge token, representing their growing pique at the vacillating nature of the universe. The natural 1 must be from the roll of an action die, spell check, saving throw, ability or skill check, or similar. Rolling a 1 when determining initiative or making a Luck check (when rolling over a body, for example) does not cause the PC to receive a grudge token. At the discretion of the judge, grudge tokens can also be earned when the PC is on the receiving end of unfortunate events, such as losing a Luck check when determining the target of a creature or trap.

Grudge tokens can be spent to potentially change the outcome of someone else's good fortune. At any point during play, a player may choose to discard a grudge token to cause another player—or the judge—to re-roll a successful roll. The result of the new roll is kept, regardless of whether it succeeds or fails. Multiple grudge tokens can be discarded at the same time to increase the chances of failure. For each additional grudge token discarded, the new re-roll may be made at -1d or +1d on the die chain, at the discretion of the original grudge holder. Grudge tokens cannot be used to cause a re-roll of a failed roll, and the decision to use a grudge token must be made after a roll, but before any Luck is spent.

The universe evinces no true stability, however. Any time a player rolls a natural 20 on any attack roll, spell check, saving throw, or ability or skill check, that player loses all of their accumulated grudge tokens. This is also true of re-rolls triggered by the use of a grudge token.

Starting animus results are listed alphabetically:

Abandoned post: The unfortunate PC decided to attend to several glasses of Silver Hyssop just before wind-stick devils attacked the caravan they were hired to guard. The master now seeks payment from the PC for the wagons that were destroyed and several farlocks that were carried off in the attack.

Accused insidiator: In their cups one night, the PC boasted of a rival's claim to the throne and was overheard by the

current prince's loyal spies. The PC was forced to flee ahead of the armed constables sent with an execution warrant.

Acerbic underling: The PC is sought by a former master for showing unwise judgment in remonstrating his punctilious commands. Whenever the PC seeks employment, there is a chance their past obduracy may impact the new endeavor.

Augured entrails: An insane mage believes the PC is destined to kill him and wants to take the PC out first. The PC is subject to unusual, and seemingly localized, mishaps—trees falling across their path, tumbling rockslides, blizzards in the middle of summer, etc., which may require saving throws to avoid injury at the discretion of the judge.

Bauble-thief: The PC carries a magic trinket misappropriated from a vengeful magician. Discarding or losing the curio imparts a permanent loss of 2 points of Luck. Roll on the Thaumaturgical Curios table to determine the stolen talisman (see Appendix A).

Committed solecism: The PC, and their ill-bred manners, offended a tribe of desert-men before fleeing on a stolen raft on the River Asc. Hunters who wear leather smocks and are lean as snakes now pursue the PC, searching the inns and taverns for evidence of the PC's passage.

Craven intruder: A temple has a bounty on a PC's head for pilfering their most precious icon in the dead of night. Claimants on the bounty will pursue and harass the PC, seeking remuneration for their efforts. The judge should determine the frequency of these attempts (for example, fortnightly, monthly, or as a random encounter) when the PC travels.

Demonstrated chicanery: The PC had one too many lucky tosses in a recent game of Skax. When in a public inn or tavern, there is a chance they will be recognized by a former mark or one of their relatives.

Desecrated idol: The PC inadvertently caused affront to a group of religious fanatics. In return, their god has bestowed the PC with a humorous grotesquerie such as tweaking their ears by pulling them out to a length of 2', imposing an ulcerous cyst upon the tip of their nose, or imparting a large painful carbuncle on each buttock.

Devoured wizardly morsel: The PC's inopportune hunger has drawn the ire of a powerful sorcerer. The PC must repay the debt through acts of service, both small and large, at the request of this involuntary patron. See "Equipose and Exactitudes", p. 5 of the *Primer of Practical Magic*, for suggestions of the types of requests that may be issued.

False voyant: The PC angered the Aumoklopelastianic Cabal by posing as an auger whose predictions came true more often than their own members'. The Cabal attempts to un-



dermine the PC at every opportunity by seeking to use any information they uncover on the duplicity of the PC's activities.

Indiscreet nympharium guard: The PC is accused of reducing the value of the wares they were hired to watch, and is attended by a bill of penury during their travels.

Metathasmic loadstone: Entities from the sub-worlds are drawn to the PC. There is a 1% chance whenever the PC uses a magic item or casts a spell that it draws the attention of an otherworldly entity. Roll 1d4 for type: (1) type II demon of Kalu; (2) type III demon of Fauvune; (3) type IV demon of Jeldred; (4) type V demon of La-Er.

Moral turpitude: The PC offended a group of orthodox Funambulous Evangels, causing them to decry the PC's soporific philosophies. As consequence for such dangerous blasphemies, the PC was fitted with cumbersome ceremonial shoes that incur a -5' speed penalty and are magically warding against removal.

Pusillanimous lookout: The PC abandoned their post to drink at the local tavern, leaving their village open to an attack by grues who absconded with several prominent members of the community. The village has posted a generous reward for the PC's capture.

Rakehell: The PC's mother was a member of a prominent family, whose vices turned them to debt now sought as due by hired collectors. At times when the PC comes into significant wealth, the collectors—accompanied by their captive erbs—attempt to lay claim to a sizable portion.

Released titan: The PC unlocked a spell that was keeping a great evil at bay. Survivors in the region bitterly curse the PC's name, passing down their hatred for generations.

Sardonic wit: The PC made an offhand disparaging remark to a patron who turned out to be the courtesan of a powerful local official. When the PC attempts to conduct business, there is a chance the official will exert some negative influence over the transaction.

Scape-grace: The PC is blamed for the ill luck of a group of traveling Maots who discovered all their harnessed corpses floating away after staying the night in the PC's hovel. The Maots have tasked the PC with replacing the missing corpses—starting with the PC's own, if necessary.

Sins of the father: A vengeful magician had placed a hereditary curse on the PC's father. With the recent passing of their sire, the curse rests upon the PC's shoulders. The curse can take many forms, and should be discussed between the player and the judge. For example, the PC may only be able to consume raw spurge, or they may sneeze each time they draw a weapon. In some situations the curse may act

to the detriment of the PC and/or party as determined by the judge.

Stolen quintessence: The PC made away with a magician's zamander of the first water before losing it in an unadvisable investment. As repayment, the magician demands twenty small ingots of diphany, occasionally sending a pair of strong-armed madlocks to remind the PC of this debt.

Stolen sinecure: The PC made away with the emoluments of another who has vowed to bring the PC to justice. The PC's likeness can be found at ports where it has been distributed to ship-masters, along with a posted bond against the PC's capture.

Syncretic heretic: A religious sect avows to imprison the PC for heretical beliefs. Working with the judge, the player may select a specific town or region where the sect has adherents, requiring the PC to take extra precautions to disguise or hide their identity when traveling through those areas.

Tactless buffoon: A village seeks retribution after the PC thoughtlessly mocked one of their most beloved citizens with a sleight of magic to cause a mouth to form on the citizen's forehead and revile the crowd, much to the denizen's discomfiture. The player or judge may select a specific village where the imprecation took place, where the PC will be recognized and apprehended on sight.

Tricked village: To make ends meet, the PC claimed to be the lost son of a former hetman; after being clothed and fed, the PC made off with a part of the village treasure, including a number of cursed coins. Whenever the PC spends money, 2d10 random terces transform into valueless metal slugs once the transaction is complete, triggering the wrath of any shopkeeper who happens to notice the deception.

Uncouth roisterer: The PC mocked a cachectic pilgrim's rehearsed cries of passion and devotional frenzies at the recent Lustral Rites. The PC was brought to trial before the priests in absentia, and was convicted.

Untoward star: The PC has attracted the attentions of a being from the far star of Canopus. The entity merges with the PC, becoming a symbiotic part of their existence. At times, the entity makes its desires known through painful inducements, requiring a DC 15 Fort save to resist.

Vicissitudes of war: The PC was conscripted by the losing side of two forces and fled the battlefield before a major engagement, only to have their lord rally to win the day. The PC is branded as a known coward and deserter by agents loyal to the lord.

Vituperation curse: The PC angered an old woman who turned out to be a Cobalt Mountain witch. The curse can take many forms, and judges are encouraged to use the examples of minor curses included in "Squalms and Curses" (*Primer of Practical Magic*, p. 31) for inspiration.

Woeful malediction: The PC stepped on a wysen-imp who cursed them with its dying breath, causing the PC to turn a lustrous color whenever conveying a deceit, alternating between golden, green, and lavender hues.

VAT-THING STARTING TRAITS

Characters whose 0-level occupation result includes a vat-thing should roll on Table 3-4 to determine the originating pattern used by its creator when synthesizing its life. Roll 1d6 for each column to reveal the vat-thing's pattern, alignment, and additional weapon proficiency, effective upon emerging from the vat.

Table 3-4: Vat-thing Starting Pattern

Roll	Pattern	Alignment	Weapon Training
1-2	Martial	Chaotic	Mace, flail, dart, battle-hook
3-4	Paragon	Neutral	Axe (any), bow (any), arrow-gun
5-6	Theologue	Lawful	Rapier, longsword, sling, snaffle-iron

Martial: You are a fighter, a tactician, a weapons-master created by an arch-mage to guard their manse and command their armies. At 0 level, a vat-thing created from a martial pattern increases its Strength and Stamina until each modifier increases by one (e.g., a 9 Strength increases to a 13, and an 18 Stamina increases to a 20). In addition, starting at 1st level, a martial vat-thing receives a bonus die that is used when making attacks.

Paragon: You are a sculptor, a painter, a dancer, a courtesan made to fill a reclusive magician's household with works of art and the vibrant sounds of creation. At 0 level, a vat-thing created from a paragon pattern increases its Agility and Personality until each modifier increases by one (e.g., a 9 Agility increases to a 13, and an 18 Personality increases to a 20). In addition, starting at 1st level, a paragon vat-thing receives a bonus die that can be used when making skill checks.

Theologue: You are the memory, a counselor, a savant shaped by a great sorcerer to be a living encyclopaedist. At 0 level, a vat-thing created from a theologue pattern increases its Intelligence ability score until the modifier increases by one (e.g., a 9 Intelligence increases to a 13). In addition, starting at 1st level, a theologue vat-thing receives a bonus die that can be used when making spell checks, including when attempting to learn new spells or re-roll an existing one upon leveling (see p. 27).

When a vat-thing emerges from its creator's baths, it must determine which, if any, flaw it carries as a result of a missing calculation or failed synthesis. Characters whose 0-level occupation result includes a vat-thing should roll 1d30 on Table 3-5 to indicate their starting flaw. This roll is reduced by the vat-thing's Luck modifier.

Table 3-5: Vat-thing Starting Flaw

d30	Flaw
0 or less	Perfect synthesis. The PC emerges from the vats as a complete form, without defect.
1	Lingering wanness. The PC appears ashen-skinned and gray-eyed.
2	The PC's flesh is covered in a skein of overlapping plates that increase its base AC to 11, but impose a -1 penalty to all checks to climb, jump, balance, swim, move silently, and other such physical activities. Roll 1d4 for type: (1) feathers; (2) scales; (3) chitin; (4) steel.
3	Improper voidure. The PC suffers from a compelling indigestion.
4	Torpid countenance. The PC's facial features are slack and limpid.
5	Void of the mind. The vat-thing has a fundamental yearning that drives it without surcease. Roll 1d4 for type: (1) knowledge; (2) love; (3) beauty; (4) truth.
6	The PC is wracked by memories of a previous existence. The vat-thing suffers a -1 penalty to initiative rolls.
7	Spasmodic musculature. The PC suffers from uncontrolled bouts of muscle spasms, resulting in a -5' speed penalty.
8	Soporific. The PC must sleep for twice as long as others to gain the benefits of a full night's rest.
9	Impaired skein. The PC suffers from a visual overlay between this world and another. Roll 1d4: (1) La-Er; (2) Kalu; (3) Overworld; (4) Jangk. The vat-thing suffers a -1 penalty to any action that requires vision.
10	Rachitic ligaments. The PC suffers from aches at a specific time of day. Roll 1d4: (1) morning; (2) evening; (3) noon; (4) before storms.
11	Infused with the light of the dying sun. The vat-thing's skin is entirely wine-colored. The PC receives a +1 bonus to all attempts to hide in wilderness settings.
12	Scintillant eyes. The PC's eyes flash in the darkness, and it suffers a -2 penalty to all attempts to hide.
13	Purulent weeping. The vat-thing seeps a pus-like substance that gums up its eyelids when asleep, requiring a full round to ameliorate upon waking.
14	The PC emerges from the vats with ice-cold skin. Any creature touched by the vat-thing suffers 1 hit point of cold damage per round.
15	Vestigial pro-ubietal chute. The PC has a leftover portion of its vat-tissue extending from its body. The PC suffers a +1d penalty to all fumble rolls.
16	Hydrocephalic. The PC has an over-large head and cannot wear normal helmets.
17	Pap-fed. The PC can only digest soft or semi-liquid foods.
18	Variegated appearance. The PC has differently colored areas of skin that contrast dramatically with their neighbors.
19	Deformed limb. Roll 1d4 for type: (1-2) arm; (3-4) leg. The PC suffers a -1 penalty to checks to climb, jump, balance, swim, move silently, and other such physical activities.
20	Oleaginous flesh. The PC is 50% heavier than average, requiring specially-fitted clothing and armor.
21	Incomplete genesis. The PC is a boneless creature with the pulsing surface of its brain exposed. The vat-thing suffers a permanent loss of -1 Strength and -1 Personality. This is applied after any Ability score modifications that result from the PC's starting pattern.
22	Fused appendage. The PC suffers a permanent loss of -1 Agility. This is applied after any Ability score modifications that result from the PC's starting pattern.
23	Vat-weary. The PC permanently loses 1 point of both Stamina and Personality as a result of the strain on the vat-thing's body and soul to come to life. This is applied after any Ability score modifications that result from the PC's starting pattern.
24	Vitreous skin. The PC appears glassy-skinned and suffers double damage from fire-based attacks.
25	The PC has a beautiful body whose intestines trail out like seeking fibrils. The vat-thing suffers a -2 penalty to all Personality-based checks.
26	The PC is a thing covered with eyes. The vat-thing suffers a -2d penalty to all Personality-based checks.
27	The PC emerged from the vats as an inverted inside-out creature. The vat-thing suffers a -3d penalty to all Personality-based checks.
28	The PC has a hatred of all beauty. When first encountering a person, the vat-thing must make a Will save vs. a DC of the person's Personality or be consumed by hatred for them.
29	Decayed appearance. The PC's flesh periodically falls off in zombie-like chunks. Character loses 1d4 hit points per day. Only magical healing can stave off the decay.
30+	Roll again twice, ignoring any duplicate results.



LANGUAGES

Language in the Twenty-first Aeon is presented as generally universal, with all manner of peoples and even creatures appearing to understand each other without difficulty.

All characters know the common tongue of the Twenty-first Aeon, which many intelligent creatures of the Dying Earth know and speak as well. For each point of Intelligence modifier, a character knows one additional language associated with the circumstances of their upbringing. These additional languages are established at 0 level. Upon advancing to 1st level, a character may learn additional languages. Witches learn the demonic tongue. Wayfarers learn one additional language. Vat-things learn one additional language per point of Intelligence modifier. Characters with an Intelligence of 7 or less can speak only the common tongue of the Twenty-first Aeon, and those with an Intelligence of 5 or less cannot read or write.

Additional languages commonly known include those of other intelligent races, such as archvults and murids. Magicians may know magical languages and the tongues of monstrous creations such as deodands and grues. More details on languages of the Dying Earth can be found in Appendix L of this volume.

ALIGNMENT

As with DCC RPG, alignment in DCC Dying Earth determines a character's overall preference of values. If there was a single alignment for the inhabitants of Dying Earth, however, "solipsistic" might be the best term to describe it. Clearly there are characters who have good motivations and take altruistic actions in the Dying Earth novels, such as Guyal and Ulan Dhor, but most denizens behave in a manner that is much more morally ambiguous or of such clear self-interest that it often brings harm and ruination to others.

Alignment also has an impact on which of the external forces that seek to influence the earth one holds allegiance to. In the context of DCC Dying Earth, this is represented by the strife between the dark entities of the underworld, or

demon realms, and those of the overworld, where time may not even exist, both of which represent the two primary extremes of chaos and law.

A character chooses one of the three alignments at 0 level, but while alignment influences some character classes (most notably the witch), there is not a sense of overarching purpose that organizes around any common values of humankind, and morality is largely left to the choices of each individual. Ultimately, alignment is a guide for role-playing, and should reflect the player's preferences for how they wish to realize their character.

TRADE GOODS

Wanderers of the Dying Earth typically hail from isolated villages or the sparsely populated crumbling ruins of once-great cities. The economics of the Dying Earth setting involve as much barter as coinage. A costermonger or herbalist may sustain their family for years of trade without ever setting eye on a metal coin. All 0-level characters start with trade goods of some kind, as indicated on Table 3-2. These may be useful when exploring ancient ruins or may provide a starting point for trading up to a better status in life.

In addition to their trade goods, each 0-level character starts with one randomly determined piece of equipment. Roll 1d24 on Table 4-4 (see p. 42) for each character.

Optionally (at judge's discretion), 0-level characters may also begin play with one randomly determined item from the Thaumaturgical Curios table (see Appendix A, p. 45).

CHOOSING A CLASS

It is for the sleeping Paragons and the dream-walking Priests at the Temple of Teleologues to decipher destiny after the gods have made their plays, not for the lowly inhabitants of the Dying Earth. If your character survives to 1st level, you can choose a class. Your free will is constrained by the fatalism of the dice; pick a class that suits your randomly determined strengths and weaknesses. The vat-thing class may only be selected by characters whose 0-level occupation was of that race.



MAGICIAN



You are a collector of rare and wonderful artifacts from all the accessible dimensions, a green-skinned savant whose iron fingernails are engraved with curious signs, a master mathematician who controls your own private infinity. You seek to shape the very mosaic of magic and the secrets of life itself, though often at the cost of personal enmity from the dangerous and unpredictable entities you encounter.

Magicians of the Twenty-first Aeon are a self-willed and capricious lot, endlessly squabbling with others of their kind and jealously hoarding knowledge that is often acquired after forcing it from a rival through stratagem and negotiation. Held in check by the threat of endless feuds with rivals or through associations that govern their behavior, magicians cast spells by forcing complex formulas into their minds, learning patterns of magic discovered and refined by the great arch-magicians of the past, but effected with a high degree of accuracy. Some of the more powerful magicians utilize intelligent, but unpredictable, entities to perform enchantments, or may even discharge raw effluxions through sheer force of will. Above all, a magician seeks to outdo the others of their kind, whether by going to extremes in selecting their foppish attire, or in collecting those rare and powerful hallmarks of arch-magical accomplishment—IOUN stones.

Hit points: A magician gains 1d6 hit points at each level.

Weapon training: A magician is proficient using darts, dart-gun, dagger, longsword, and staff. Magicians rarely wear armor, as it hinders spellcasting, instead relying on magical wards and protective runes.

Alignment: A magician can be of any alignment, though most are vain and self-interested by nature, preferring to steal or force the knowledge of rivals, and are therefore chaotic. A neutral magician enjoys secrecy and mystery, refusing to reveal their place of abode and staying out of the affairs of their fellow magicians. Lawful magicians form associations and, in theory, adhere to a governing body of law or Monstrament.

Rote magic: Whereas the arch-magicians of the past glimpsed the underlying patterns of magic and created new spells to vibrate and twist the fabric of space, magicians in the Twenty-first Aeon are more crafters than innovators, building on the work of those who came before. Consequently, a magician learns magic by rote, relying on the magical pathways that have been forged by past magicians and passed down through the aeons. One typically learns a single way to cast a spell, reflecting how spell formulas are passed between or acquired from other practitioners, but does so with a high degree of accuracy. The spells in a 1st-level magician's libram are determined as detailed on p. 19 of the *Primer of Practical Magic*.

Upon learning a new spell, a magician makes a spell check to determine the specific spell result they have mastered for a given enchantment. A magician's rote magic spell check starts at 1d16 + Intelligence modifier + caster level, and improves

over time as their understanding of the underlying mosaic of magic increases. At a minimum, a magician can cast a spell at its lowest spell check result, ignoring any result of "Lost. Failure." or "Failure, but spell is not lost." When rolling a natural 1 on the spell check to learn the spell, the magician must also roll on Table 1-5: Wizardly Objurgation (*Primer of Practical Magic*, p. 11) in addition to learning the minimum spell result. The spell check results should be noted for the sake of opposed saving throws. Note that a magician may burn Luck to modify the result of a rote magic spell check when learning a spell—but once learned, they may not burn Luck to modify the result when casting as a memorized spell.

Finally, when advancing a level, a magician may choose to re-roll the spell check for a number of spells equal to the higher caster level, reflecting their increasing mastery of the underlying patterns of magic. When re-rolling spells, a magician may choose the new result or keep the existing one. Delving deeper into the underlying patterns of a spell is not without risk, however. When rolling a natural 1 on the spell check to re-roll an already known spell, the magician must also roll on the Wizardly Objurgation table *regardless of whether they choose to keep the existing result*.

For example, a magician learning *magic missile* rolls a spell check of 16 and therefore learns the correlating effect for result 14-17. Thereafter, whenever the magician casts *magic missile*, this result is used without having to make a new spell check. Upon leveling, the magician may choose to

RULES FOR VARIABLE ROTE MAGIC

The rules for rote magic are intended to reflect the Dying Earth novels, where practitioners of magic may spend a lifetime accumulating the knowledge of how to cast a spell, and once learned, force the spell into their minds for a single casting. However, some judges and players may feel that being limited to only one version of a spell may be too restrictive, even with the ability to re-roll rote magic at each level.

Alternatively, judges wishing to have more variability in their campaigns may allow players to re-roll the rote magic spell check for each spell at a set interval, such as at the onset of each adventure or even each session of play, rather than only upon learning the spell or leveling, thus providing more variation in spell results while still being informed by the portrayal of magic in the Dying Earth books.

Given the increased frequency of rote magic spell checks, and the increased chance for wizardly objurgation, it is recommended that judges who choose to adopt this optional rule also modify any permanent wizardly objurgation results to make them temporary effects—perhaps only lasting the length of a single session.

re-roll the spell check for *magic missile* using their new rote magic spell check in an attempt to improve the result, but at the risk of triggering objurgation as above.

Memorization: Unlike a wizard who does not rely on patterns for casting magic, a magician must force the complex formulas that represent spells into one's own mind through memorization, otherwise the spell cannot be cast. A magician without other protective charms or talismans must select which spells to prepare carefully—many a magician has found themselves untimely incommoded after having expended all their spells for the day.

Memorization takes great effort and even an accomplished magician can only have a handful of spells in their brain at one time. A magician can prepare spells that are held in their mind ready to cast, spending a full turn in study for each level of each target spell, after which the caster must retire for a period of rest and meditation (i.e., a full night's sleep). A magician who actively adventures and forgoes this period of recovery after spell preparation suffers a -1d penalty to all rolls (including attacks, spell and ability checks, damage rolls, and saving throws) until they can get a good night's rest.

At 1st level, a magician may memorize 3 of the lesser spells, representing years of training one's mind and practice. As their understanding of the mathematical basis of magic expands, a magician may memorize more spells, including those poignant corrosive spells of such a nature that a single one would render an ordinary man mad. (See p. 15 of the *Primer of Practical Magic* for more information on lesser and greater magic.) Unlike the intellectual effort of learning the mathematical formula for a spell when making a rote magic spell check, containing a spell in one's mind takes great effort of will. A magician may memorize a number of spells as shown on Table 3-6, modified by their Personality score. Once memorized, the selected spells are held in memory indefinitely until dismissed or cast, but once cast, are forgotten and cannot be cast again until they are memorized anew. A spell cannot be memorized more than once each day.

When casting a memorized spell, the magician does not make a new spell check. Instead, they apply the effect as if the spell had been successfully cast with a spell check equal to the original spell check used to learn it, adhering to the spell's scripted casting time. A magician can also choose to attempt to bend the underlying pattern of magic to amplify their casting from its fixed spell check by making an amplification roll (see p. 20 of the *Primer of Practical Magic* for further details).

Spell check modifications: Whenever a die modification is indicated for a spell check, the magician's effective memorized result is modified by one full spell check result for each die modification, taking the lowest value of the new result range for the new spell check. Modifications that do not involve the die chain are applied directly to the magician's learned spell check on a point-for-point basis, sometimes to no effect. For additional information, see p. 23 of the *Primer of Practical Magic*.

Taking lower results: Like a wizard, whenever a spell result indicates that the caster can take a result equal to or less than

the spell check, a magician may choose to invoke an effect of lesser power to produce a weaker but potentially more useful result. However, a magician's meticulous study of magic also allows them to attempt to manipulate a spell's underlying fabric directly. A magician may choose to burn 1 point of Luck to take any lower result, regardless of whether the spell allows it.

Empowered spells: A magician may purposely discard a memorized spell and burn 1 point of Personality to empower the one-time casting of another spell, creating a result one higher than that at which the desired spell was memorized. The discarded spell's memorized result must be equal to or higher than that of the target spell.

Force of will: Unlike a wizard, a magician cannot spellburn. Instead, in times of dire need, a magician can affect raw magical effluxions by drawing upon the basic patterns of magic to shatter objects or counter spells through exerting one's own will. To do so, a magician expends a minimum of 1 point of Personality and makes a *force of will* check, rolling 1d20 + caster level + expended Personality and referring to Table 2-3: Force of Will (*Primer of Practical Magic*, p. 23). Personality expended in this way returns as per the rules for healing spellburn damage (see DCC RPG p. 107). Each day the magician does not attempt a *force of will*, 1 point of Personality is recovered. *Force of will* can also be used to counter *any* spell cast at the magician; for further information, see p. 23 of the *Primer of Practical Magic*.

A magician also uses *force of will* for any spell that mandates spellburn as a requirement to cast, substituting Personality for Stamina, Strength, or Agility.

Elementals, sandestins, and daihaks: A magician's power also derives from the abilities of the entities they control. A magician can bind these entities into service, and even channel magic through them, ranging from the pliable and cooperative elementals to the sandestins, and, at higher levels, the fractious and dangerous daihaks. A magician may utilize the level 2 spell *summon sandestin* to obtain such a creature.

The secret of renewed youth: A magician does not normally die from natural aging; instead, their body ages an order of magnitude slower per level for each year of actual time. When a magician is killed through bleeding out, they make a reincarnation check instead of recovering the body. Refer to p. 22 of the *Primer of Practical Magic* for full details.

Named magic: A magician has the ability to study the pattern of magic to come up with new formulas for spells, refining existing contours and pervulsions and adding their own reinforcing resonances. At lower levels, this manifests as being able to personalize existing spells; at higher levels, a powerful magician may even create entirely new charms and enchantments. See "Spell Creation", p. 23 of the *Primer of Practical Magic*, for full details about creating new spells.

Advanced practitioner: As a magician levels, understanding of the underlying mosaic of magic increases. When making a spell check to learn a new spell by rote or re-roll an existing one upon leveling, they use the die specified in table 3-6.

Pandect: A magician has an increased chance of knowing the answer to any general question. When attempting a knowledge-based skill check, the magician adds their class level to the check result.

Luck: A magician’s Luck modifier applies to rolls for *force of will*, corruption, and wizardly objugation.

Languages: The lifetime of a magician may span aeons, providing ample opportunities for ancillary lexicological studies. Starting at 1st level, a magician learns one additional language for each level they gain. Additional languages are randomly determined as specified in Appendix L (see p. 47).

Action dice: A magician’s first action die can be used for attacks or casting memorized spells, but their second action die can only be used for casting spells if the resulting spell check modification does not prevent the casting. See p. 23 of the *Primer of Practical Magic* for the effects of spell check modifications on memorized spells. A magician may always use their action dice for *force of will* checks.



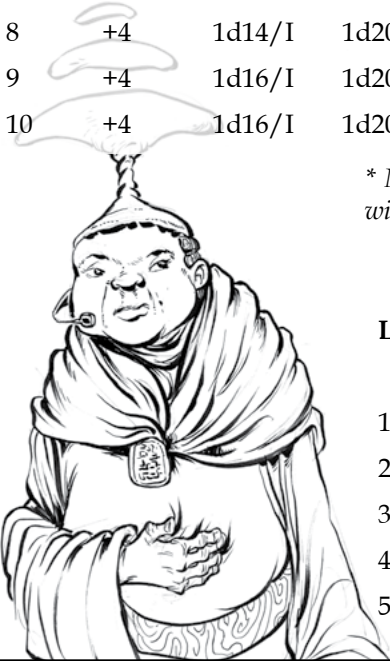
Table 3-6: Magician

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Memorized Spells*	Max Spell Level	Rote Magic Spell Check	Amplification Die
1	+0	1d8/I	1d20	+0	+1	+1	3 (1)	1	1d16	1d3
2	+1	1d8/I	1d20	+0	+1	+1	4 (2)	1	1d20	1d4
3	+1	1d10/I	1d20	+1	+1	+2	5 (3)	2	1d20	1d5
4	+2	1d10/I	1d20	+1	+2	+2	6 (4)	2	1d24	1d6
5	+2	1d12/I	1d20	+1	+3	+2	7 (5)	3	1d24	1d7
6	+3	1d12/I	1d20+1d14	+2	+4	+2	8 (6)	3	1d30	1d8
7	+3	1d14/I	1d20+1d16	+2	+4	+3	9 (7)	4	1d30+1	1d10
8	+4	1d14/I	1d20+1d20	+2	+5	+3	10 (8)	4	1d30+2	1d12
9	+4	1d16/I	1d20+1d20	+3	+5	+3	12 (9)	5	1d30+3	1d14
10	+4	1d16/I	1d20+1d20	+3	+6	+4	14 (10)	5	1d30+4	1d16

* Numbers in parentheses indicate the number of “formidable” spells that may be memorized without risking the magician’s sanity (see the *Primer of Practical Magic*, p. 20).

Title 3-7: Magician Titles

Level	Title by Alignment		
	Lawful	Chaotic	Neutral
1	Mage	Diabolist	Cognizancer
2	Savant	Harbinger	Cloud-rider
3	Encyclopaedist	Miaanthor	Dream-walker
4	Chidule	Necrope	Mathematician
5	Preceptor	Maugifer	Arch-mage





VAT-THING



You are the imperfect mold of a master mathematician searching for the matrix that orders the patterns of existence, the exotic creation of a morose aesthete whose flawless form glistens with waxy pink skin, the pap-fed monstrosity whose beautiful vacant eyes disturb their creator's sleep at night.

Vat-things are the by-products of particularly cogent archmages and magicians seeking to synthesize life itself. Vat-things are created from patterns, a quintessence designed to mold them into a form based on the creator's desires. Most vat-things emerge as warped, half-formed, and weak-minded aberrations, or as beautiful creations that lack an ordered mind and intelligence, but a few pulse with life as wholly self-willed, though flawed, creatures: cast-offs that were abandoned by their creators upon discovering a flaw in the synthesis, or who even choked the life from their former masters and now seek their own meaning in the dim and twilight horizons that extend far off into mystery.

Hit points: A vat-thing gains 1d10 hit points at each level.

Pattern-based life: A vat-thing is created from a pattern. A vat-thing's alignment and the weapons it has been trained to use are randomly determined at 0 level by table 3-4 on p. 19.

Beginning at 1st level, a vat-thing also receives a bonus die that is used when taking actions related to its originating pattern. The bonus die advances each level, reflecting the growing mastery of its form. When a vat-thing has multiple actions at higher levels, the same bonus die applies to all similar actions in the same combat round.

Weapon training: In addition to its starting weapon, a vat-thing's originating pattern determines the weapons it is proficient in. Unlike other classes, this proficiency starts at 0 level, and a vat-thing using other weapons is subject to the normal rules for using untrained weapons. In addition, a vat-thing is quick to master the use of martial arms. At each level, a vat-thing may choose to add a proficiency in one additional weapon it is not already proficient in. Vat-things can wear any armor, though like magicians, it affects their spellcasting.

Magic: Many vat-things are tutored in the basics of spellcraft and can learn and cast magic as magicians per the rules for rote magic and memorization (pp. 23-24) using a static rote magic spell check of 1d16 + Intelligence modifier + caster level. When advancing a level, a vat-thing may choose to re-roll the spell check for a number of spells equal to its new caster level, keeping either the new result or the existing one.

At 1st level, a vat-thing determines the spells that it knows as shown on p. 38 of the *Primer of Practical Magic*, representing the initial instruction provided by its creator. Known spells are determined randomly, or can be selected by the judge as tutored by a specific patron. As it encounters other entities and its understanding of the mathematical basis of magic expands, a vat-thing may learn and memorize more

spells. As with magicians, a vat-thing may not use spellburn to increase the results of spells learned by rote magic; for any spell that mandates spellburn as a requirement to cast, a vat-thing substitutes Personality for Strength, Agility, or Stamina.

In addition, a vat-thing is automatically tied to its original creator by a bond of formation. At 1st level, a vat-thing chooses a creator and receives the spell *invoke creator* in addition to its other known spells, which it may cast once per week. *Invoke creator* does not count against a vat-thing's total number of memorized spells.

Perspicacious learner: Vat creatures are natural acquirers of skill and knowledge. When making a skill check, vat-things roll 1d16 instead of the normal 1d10 for untrained skills, including thief skills.

Restoration: A vat-thing has an improved natural healing rate that strengthens over time. A vat-thing who actively adventures and gets a good night's rest heals 1 hit point *per level*. Ability score loss, excepting Luck, heals at the same rate: 1 point per level per day. This includes Personality burned as spellburn, which is recovered at a rate of 1 point per level each day it does not expend Personality in this manner.

Protean quintessence: A vat-thing automatically recognizes other vat-things or other wizardly creations when it encounters them. In addition, it receives a +1 bonus to any attacks made against any magical hybrids that are perversions of nature (gids, deodands, erbs, bazils, etc.).

Immunities: Vat-things are immune to non-magical disease and poison.

No true life, no true death: A vat-thing maintains a portion of its genetic material hidden away, at a location known only to the vat-thing and its creator. Any vat-thing that fails a recovering the body check may not be truly dead. It is allowed one more save, but may subtract its level from its Luck check roll. If successful, a new clone arises from the genetic material, with all of the "dead" vat-thing's memories transferred.

Luck: At 1st level, a vat-thing's Luck modifier applies to its *invoke creator* base spell check, which does not change as the vat-thing's Luck score changes.

Languages: At 1st level, a vat-thing automatically knows the language of the Twenty-first Aeon and its alignment tongue. A vat-thing also knows one *additional* language for every point of Intelligence modifier at 1st level, as specified in Appendix L (see p. 47).

Action dice: A vat-thing's first action die can be used for attacks or casting memorized spells, but its second action die can only be used for casting spells if the resulting spell check modification does not prevent the casting. See p. 20 of the *Primer of Practical Magic* for the effects of spell check modifications on memorized spells.

Table 3-8: Vat-thing

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Memorized Spells*	Max Spell Level	Pattern Die**
1	+1	1d6/III	1d20	+1	+1	+1	2	1	d3
2	+1	1d7/III	1d20	+1	+1	+1	3	1	d4
3	+2	1d8/III	1d20	+1	+2	+2	3	2	d5
4	+3	1d10/III	1d20+1d14	+2	+2	+2	4	2	d6
5	+4	1d12/III	1d20+1d16	+2	+3	+3	4	3	d7
6	+4	1d14/III	1d20+1d20	+2	+4	+4	5	3	d8
7	+5	1d16/III	1d20+1d20	+3	+4	+4	5	4	d10
8	+6	1d20/III	1d20+1d20	+3	+5	+5	6	4	d12
9	+7	1d24/III	1d20+1d20+1d14	+3	+5	+5	7	5	d14
10	+8	1d30/III	1d20+1d20+1d16	+4	+6	+6	8	5	d16

* Plus invoke creator (p. 29).

** Applies to rolls based on originating pattern: martial = attack and damage rolls; paragon = skill checks; theologue = spell checks, including rote magic checks. A martial vat-thing uses its pattern die in place of the fixed attack modifier when making attack rolls.

Table 3-9: Vat-thing Titles

Level	Title by Pattern		
	Martial	Paragon	Theologue
1	Provost	Initiate	Nolde
2	Castellon	Artificer	Chade
3	Sargeant-Reader	Flower-song	Pandalect
4	Voyevode	Foam-weaver	Precursor
5	Conqueror	Paragon	Lycurgat



INVOKE CREATOR

Unlike other spells, the bond between a vat-thing and its creator is molded by the vat-thing's will and does not have a single learned rote effect. When casting *invoke creator*, the vat-thing must burn at least one point of Personality and can choose any result at or below as if cast with a spell check result of 10 + their caster level + Personality burned. For example, a 3rd-level vat-thing expending 1 point of Personality could choose any result equal to or below as if it had rolled a spell check of 14. The specific result is based on the entity that shaped the vat-thing into existence. Use the patron's *invoke patron* check results if the vat-thing's creator is a patron, or the generic *invoke creator* table below. For a list of possible vat-thing creators, refer to Table 1-4: Spell Provenance (*Primer of Practical Magic*, p. 7).

As with castings of *invoke patron*, each time a vat-thing casts *invoke creator*, the vat-thing is indebted to its creator, who will call in the debt at some point. Each time a vat-thing casts *invoke creator*, there is a cumulative 1% chance that the creator will ask the vat-thing to perform an act of complete devotion — and possibly self-sacrifice — for its master. The judge should determine the required task: for example, rescuing its creator from a demon, journeying across the world for hidden lore, or slaying a rival magician. The task should require many days or weeks to complete and require a dangerous journey. If the vat-thing refuses, its creator severs ties with its creation and destroys its hidden genetic pattern. See "Equipoise and Exactitudes", p. 5 of the *Primer of Practical Magic*, for suggestions of possible requests made by the creator.



Generic *invoke creator* check results:

- | | |
|-------|---|
| 12-13 | The vat-thing's creator is distracted with tuning its synthesis vats. It grants a minor boon of 1d10+CL temporary hit points to its creation. These hit points are lost first when the vat-thing is wounded, and damage suffered transfers to its normal hit point pool only if it first loses all bonus hit points. The effects last 1 turn. |
| 14-17 | The vat-thing's creator grants a boon of thew and might to its creation, giving it a +2 bonus to attack and damage rolls for the next turn. |
| 18-19 | The vat-thing's creator revitalizes the vat-thing, healing it of 1d10×CL damage or restoring a number of lost Strength, Stamina, or Agility points equal to the vat-thing's caster level. |
| 20-23 | The vat-thing's creator re-shapes the pattern of magic to grant the vat-thing a boon of +8 to its next dice roll. |
| 24-27 | The vat-thing's creator sends a clone of an enemy designated by the vat-thing that attacks the original in a maddening frenzy. The targeted creature must have hit dice equal to or less than the vat-thing's level, and the clone has the same stats as the targeted creature. |
| 28-29 | The vat-thing's creator sends a minor sandestin to aid their creation. As an action, the minor sandestin can cast any level 1 spell as a wizard. The sandestin returns to the realm of La after 1 turn.

Minor sandestin: Init +4; Atk bite +1 melee (1d3); AC 14; HD 3d8; hp 16; MV teleport 30'; Act 1d20; SP spells (+8 spell check); SV Fort +1, Ref +2, Will +2; AL N; Crit M/d8. |
| 30-31 | The vat-thing's creator directly intervenes on behalf of their creation, sending blazing wires to pierce enemies of the vat-thing from all directions. All enemies within 100' take 4d10 points of damage. |
| 32+ | The vat-thing's creator records the pattern of a number of its allies, up to the caster level of the vat-thing. The next time a recorded ally bleeds out or dies, they are replaced by a clone of the original in 1d3 days. The clone retains all levels, abilities, and spells possessed at the time of the ally's death, but will have no memories of their former self. |

WAYFARER



You are a fortune-seeker, a con artist, a churlish rogue spending the last days of the dying Earth searching in the shadows of half-empty cities or wandering the ancient wilderness. Acquirers of trinkets and baubles, your treasure-hunting often comes at a price of personal enmity from the magicians and peoples you bilk.

Wayfarers have a natural curiosity and self-reliance that drives them. Able combatants and minor magicians, wayfarers rely on finesse and Luck to escape scrapes.

Hit points: A wayfarer gains 1d8 hit points at each level.

Weapon training: A wayfarer is proficient using the arrow-gun, dagger, longsword, rapier, sling, and staff. Wayfarers typically wear light or no armor, relying on their skills with blade or wits to defend themselves.

Alignment: A wayfarer can be of any alignment. Some wayfarers are capricious, biding their time in the dying, dim light by turning to banditry in their quest for fortune, and are naturally chaotic. Neutral wayfarers care only for themselves and can take or leave civilization as it suits their purpose. Lawful wayfarers are knowledge seekers, delving in ancient ruins and cities for artifacts or thaumaturgical curios.

Finesse: A wayfarer is an able swordsman, and many rely on finesse to overcome opponents rather than overpowering them. In combat, a wayfarer may choose to apply their Agility bonus to melee attacks in place of Strength.

Nimble: A wayfarer is quick to act to one's own advantage in situations. Once per combat, a wayfarer may choose to take their action ahead of any others in initiative order, regardless of current position. Afterward they drop to the bottom of initiative for the rest of the combat. This ability does not affect surprise.

Minor magician: Most wayfarers cross paths with magicians and magic, whether skulking through a manse seeking baubles or stumbling onto a wizard's experiments in progress. This natural curiosity grants an affinity for all things magical, and when making any type of spell check, a wayfarer rolls a d16 instead of the normal d10 for non-spellcasters. This also applies to any magic items or scrolls that allow non-spellcasters to make a spell check.

In addition, a wayfarer may attempt to memorize spells as per the magician rules for spell memorization (p. 24). To do so, a wayfarer must have access to a libram or scroll for the spell they are attempting to memorize and must spend a full turn in study for each level of the target spell. The judge then makes a spell check for the wayfarer, using 1d16 + Intelligence modifier + caster level to determine the success of the memorization attempt. The spell check is always rolled in secret by the judge, and the subject does not know the results of the memorization until they attempt to cast the spell, *even if the result is a failure or fumble*. A wayfarer may attempt to keep only a single spell memorized in this manner at a time.

Arcane apocrypha: A wayfarer is strongly drawn to magical baubles and trinkets, often going out of their way to acquire such, and is adept at recognizing magical objects and artifacts. A wayfarer may attempt to recognize any item as having magical or extra-valuable properties by spending a full turn of study and making a skill check against the item's DC. The DC of the item is based on the type of item, though some items may be more difficult to identify than others or require longer periods of study at the judge's discretion. As a general guideline: potions are DC 5; magical weapons are DC 10; rods, wands, and amulets are DC 15; and artifacts are DC 20. The wayfarer receives a bonus to this skill based on level, as shown on Table 3-10.

Supererogatory luck: A wayfarer's relationship with luck is fickle, taking them from the highest pinnacles to the lowest nadirs. A wayfarer gains additional bonuses when expending Luck, as follows.

First, a wayfarer experiences luck in extremes. A wayfarer uses a variable die for Luck check rolls called a Luck die, which starts at d20. Each time the wayfarer succeeds on a Luck check, the Luck die increases by +1d. Conversely, with each failure the Luck die decreases by -1d. A wayfarer's Luck die can never be higher than d30.

Second, a wayfarer increases the benefit of Luck when spending more. For each point of Luck spent on a single roll, the wayfarer rolls the corresponding die equal to the total points spent. For example, if a wayfarer burns 3 points of Luck to modify a roll, they would roll 3d3 to determine the total bonus to the roll. This pattern of summation was said to have been codified in an indeterminable aeon by the half-legendary Archemand Gaus whose work has since been lost to history, but can be summarized as per the table below:

Luck Spent	Bonus per Point Spent
1	1
2	d2
3	d3
4	d4
5	d5
6	d6
7	d7

Third, a wayfarer's luck cuts both ways. When an ally expends Luck, the presence of a wayfarer can cause unexpected results, often to the benefit of the ally and to the general imprecation of the wayfarer. Whenever an ally expends Luck in their presence, the wayfarer must make a Luck check using their current Luck die against the cumulative Luck expended by the party each day. If the result is higher than the party's cumulative Luck burn, then the ally's Luck expenditure is taken from the wayfarer instead, increasing the wayfarer's resentment of the importunate companion. This cannot take the wayfarer below 3 Luck, and any excess is taken from the original ally as per the normal rules for burning Luck.



However, if the result is equal to or less than the party's cumulative Luck burn, then the wayfarer immediately adds the party's cumulative Luck burn to their own Luck score, resetting the cumulative Luck burn to 0 in the process. This cannot take a wayfarer's Luck score past its natural maximum. *In addition*, the ally loses the expended Luck and treats the result of the roll or action attempted as if the Luck were not expended.

Example: Nalde the wayfarer is journeying with the necrophage Edail to seek the famed city of Ampridatvir. At the start of their journey, they stumble upon the domicile of a bearded thawn. Edail strikes at the obstreperous creature with her dagger, deciding to burn 2 points of Luck to ensure the blow hits home and slays the beast, increasing the party's cumulative Luck burn from 0 to 2 as a result. Nalde makes a Luck burn check with his d20 Luck die against the party's cumulative Luck burn and rolls a total of 10—a failure! Instead of the burned Luck coming from Edail, the unfortunate Nalde must spend the 2 Luck in her place, much to the merriment of his companion, and his Luck die drops to a d16.

Later that day, the bauble-seekers strike sail across the Melantine Gulf and are soon beset by a storm, rocking their skiff and threatening their safety. Edail struggles to hold on and decides to burn 2 more points of Luck to add to her Reflex save to avoid being thrown off the fragile vessel. This increases the party's cumulative Luck burn from 2 to 4, and when making his next check Nalde rolls a total of 3—success! Edail fails the Reflex save and Nalde gleefully adds 4 points of Luck back to his total (resetting his Luck die to a d20 and the party's cumulative burn to 0) as he lowers an oar to fish out his bedraggled companion.

Note that the wayfarer must be nearby and visible to the ally for the effect to occur, and the wayfarer's effect on Luck burn applies to only a single wayfarer in the party. If multiple wayfarers accompany an adventuring party, the clos-

est one to the ally in question causes the effect. Wayfarers do not cause other wayfarers to make a Luck burn check.

Finally, unlike other classes, a wayfarer recovers lost Luck to a limited extent. The wayfarer's Luck score is restored each night by a number of points equal to their level. This process cannot take a Luck score past its natural maximum.

Wits and rhetoric: A wayfarer's curiosity often leads them into trouble, and often it is only through a natural volubility and charm that they can survive. Prior to attempting any skill check in a social setting, a wayfarer *may* choose to attempt a rhetorical deed by adding a special die to the roll, called the rhetorical deed die. The rhetorical deed is a conversational gambit that fits within the scope of the current skill check. For example, a wayfarer attempting to pass themselves off as a member of the household guard could attempt to distract the listener with a petty amount of made-up detail about the doings of the kitchen staff; when attempting sleight of hand at a game of cards, they may confuse opponents with obscure rules or variations; or add a long list of flattering compliments when attempting to charm a lord or princess; and so on.

The rhetorical deed die is added to the wayfarer's skill check when making a roll to succeed at a specific skill. The skill must be one used in a social setting or where the opportunity for loquacity has the ability to influence the outcome. If the rhetorical deed die is a 2 or higher, and the skill check succeeds (i.e., the total of the skill roll plus the rhetorical deed die value exceeds the target DC), the rhetorical deed succeeds. However, if the rhetorical deed die is a 1—*regardless of whether the skill check succeeds*—the rhetorical deed backfires, causing the skill check to automatically fail, possibly spectacularly. The judge is encouraged to determine what, if any, additional consequences are incurred from the failed attempt at rhetoric based on the specific circumstances, or may have the player roll on the following table, modified by the wayfarer's Luck.

d4	Rhetorical Deed Fumble Result
0	Acerbic rancor. The wayfarer's bungled rhetoric incurs the wrath of the rhetorical target, and all future rhetorical attempts with the same target or group automatically fail. In addition, the wayfarer and any perceived allies are immediately attacked. For example, if the wayfarer was attempting to win over a crowd by playing plangent chords, the wayfarer instead waxes their hostility and incites a wave of rioting and violence.
1	Idiotic malice. The wayfarer's rhetorical attempt is perceived as highly suspicious, and future rhetorical attempts with the same target or group automatically fail for the next 1d7 weeks. In addition, the rhetorical target seeks to restrain the wayfarer and any perceived allies and remonstrate them to the appropriate authorities. For example, if the wayfarer is unknown to the target, they might be considered a possible insidiator or allied with a hated enemy, and imprisoned.
2	Discommoding ebullience. The rhetorical target is not cozened by the wayfarer's braggadocio, and future rhetorical attempts with the same target or group automatically fail for the next 1d7 days. In addition, the rhetorical target actively disimpedes the objectives of the wayfarer and any perceived allies. For example, the wayfarer may be considered to be under ensorcelment and chased out of town with inhabitants flinging buckets of filth and abusive vituperations.
3	Prolixity of discourse. The rhetorical target is irritated by the wayfarer's importunate conversation, and future rhetorical attempts with the same target or group automatically fail for the next 1d7 hours. Further, the target enacts a specific major disapprobation. For example, the wayfarer and any perceived allies may be deemed in noncompliance with an obscure legal rule or authority, incurring a fine or forced recompense.
4+	Graceless demeanor. The wayfarer's rhetorical speech is augmented by unexpected erucation or exuding copious amounts of sweat, and the immediate rhetorical attempt fails. Further, the target enacts a specific minor disapprobation. For example, a wayfarer seeking to negotiate with an innkeeper to reduce a fee may instead incur an unexplained surcharge for lodging or meals.

Dissembler: A wayfarer is quite good at presenting themselves as something they are not and performing minor feats of legerdemain. They receive a bonus to disguising themselves, forging documents, and picking pockets depending on their class level, as shown on table 3-10. This can be used in the same manner as a thief's abilities.

Luck: At 1st level, a wayfarer chooses one save (Reflex, Fortitude, or Willpower) to apply their Luck modifier to. This modifier does not change over the course of the wayfarer's career.

Languages: At 1st level, a wayfarer automatically knows the language of the Twenty-first Aeon and one other language, randomly determined as specified in Appendix L (see p. 47).

Action dice: A wayfarer uses their action dice for any normal activity, including attacks and skill checks.



Table 3-10: Wayfarer

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Rhetorical Deed Die	Arcane Apocrypha and Dissembler*
1	+1	1d6/III	1d20	+1	+1	+1	d3	+1
2	+1	1d8/III	1d20	+1	+1	+1	d4	+3
3	+2	1d8/III	1d20	+2	+1	+1	d5	+5
4	+2	1d10/III	1d20	+2	+2	+2	d6	+7
5	+2	1d10/III	1d20+1d14	+3	+2	+2	d7	+8
6	+3	1d12/III	1d20+1d16	+4	+2	+2	d8	+9
7	+4	1d12/III	1d20+1d20	+4	+3	+3	d10	+10
8	+4	1d14/III	1d20+1d20	+5	+3	+3	d12	+11
9	+5	1d14/III	1d20+1d20	+5	+3	+3	d14	+12
10	+6	1d16/III	1d20+1d20+1d14	+6	+4	+4	d16	+13

* The wayfarer's ability modifiers, if any, also modifies checks for these skills: arcane apocrypha (Intelligence), disguise self (Personality), forge document and pick pocket (Agility).

Table 3-11: Wayfarer Titles

Level	Title (all alignments)
1	Vagrant
2	Rakehell
3	Roisterer
4	Braggadocio
5	Loquacitor



STEFAN '22



WITCH



You are a dark-eyed summoner of demons, a silk-clad royal seeking hidden power, a forest-dwelling necrophage luring wanderers to their doom. You spend the last days of the Dying Earth weaving the web of magic and searching for the profane and the beautiful, the weird and grotesque, performing saturnal rituals to open pathways to sub-worlds, and laying curses on those who would oppose you.

Witches are masters of dark magic, rituals, and maledictions. Unlike wizards, who attempt to tame unpredictable and wild magic, or clerics, whose faith grants them a divine power, witches draw strength from dead gods and the cruel and strange entities of the underworld and demon-lands, often trading their very vitality for the dark gifts they grant. Witches can be found throughout the Dying Earth and typically live isolated, hidden lives, presenting a dissembling outward facing aspect and only gathering for rituals and dark sabbaths, though large groups of witches are known to exist in the Cobalt mountains and the Forlorn Land. Witches are not specifically trained in combat but are skilled with ritual weapons that they wield with a superior deftness.

Hit points: A witch gains 1d5 hit points at each level.

Making a pact: At 1st level, a witch selects an entity from a sub-world or overworld to make a pact with, and in doing so aligns herself with that world and the power it provides. Most witches serve one of the masters of the demon-realms, though a few have been known to seek power from other entities, such as the earthy arch-sorceresses driven into exile in aeons past or the apathetic demiurges that reside in the overworld. A witch's alignment must match the pact entity and determines the weapon groups and magical spells they have a natural affinity with. Witches may choose from the entities shown on p. 38. Further details about each entity may be found on p. 26 of the *Primer of Practical Magic*.

Weapon training: Witches are proficient in the use of the ritual weapons of the entity they have made a pact with. Witches rarely wear armor, as it hinders their spellcasting. However, wearing leather or hide armor that is created via the ritual sacrifice of an animal, monster, or humanoid and dedicated to the witch's own pact entity reduces the check penalty by 1 for spell checks.

Alignment: A witch can be of any alignment, though are typically chaotic or neutral due to their dealings with dark or otherworldly entities. A chaotic witch seeks power through pacts with evil creatures from the demon-realms—such as Kalu, Fauvune, and Jeldred—ruled by capricious and fickle ruler-divinities. A neutral witch cares little for the affairs of the Dying Earth, and seeks escape or a return to a golden aeon when witches were ascendant over all. They follow the Murthe or other undying powerful sorceresses of the past. Only rarely is a witch lawful, those rumored to seek power in the unearthly beauty and thews of the overworld and the exotic demiurges that exist there.

Magic: Witches draw their power through pacts with otherworldly entities that enable a type of magic that is both

lore-based and a reflection of many supernatural powers. As such, a witch may learn a selection of both arcane and divine spells as per Table 5-2: Witch Spells (*Primer of Practical Magic*, p. 41).

At 1st level, a witch's spells are determined by their pact entity. For some entities, this can include random determination, selection from a list of choices, or even fixed spells. A witch knows a number of spells as shown on Table 3-12, modified by their Personality score. Afterward, a witch may learn any spell from the list of witch spells, even those not associated with their entity.

When casting, a witch makes a spell check by rolling 1d20 + Personality modifier + caster level. If the witch succeeds, their pact is fulfilled—not always predictably, but with generally positive results. If the spell fails, the spell is not lost, but the witch risks demonic taint (see below).

Ritual spellburn: Unlike wizards and magicians, a witch draws power from the rituals they perform on sacrificed or slain creatures. A witch can use a ritual form of spellburn to gift burned Strength, Agility, or Stamina to their entity. The exact form of this ritual is based on the witch's beliefs; for example, it might be a blood sacrifice to a dark power, or an act of consecration to send the soul of a worthy opponent to the afterworld.

For each hit die of the creature the ritual is performed on, a witch may burn 1 point of their own Strength, Agility, or Stamina, which can be used immediately or held for when casting a future spell. A witch can hold up to twice their caster level in points of spellburn from rituals performed in this manner. Any such held spellburn is lost if not used within the same day.

To gain the full benefits, there must be sufficient time for a witch to perform the ritual, requiring a full turn of concentration, otherwise the witch may only burn a single point of spellburn from the creature's sacrifice, regardless of its hit die. The sacrificed creature must be living or a slain once-living creature and not under the witch's direct mental control—ritual spellburn may not be used on un-dead, elementals, or constructs. Creatures acting under any type of geas, such as those summoned using spells (e.g., animal summoning or monster summoning), cause automatic demonic taint when used for ritual spellburn, increasing the witch's current total demonic taint by one for each hit die of such creatures that are slain.

Ability scores from points burned and held do not start healing until they are expended, and once used, follow the rules for healing spellburn damage (see DCC RPG p. 107).

Example: Enxis, a 1st-level witch, encounters an impertinent deodand while traveling in the Mountains of Magnatz. After slaying the coarse creature, she spends a turn to dedicate it to her pact entity, the Murthe, burning 2 points of Strength that she decides to hold for a future casting. Later, when exploring the ruins of a temple dedicated to a long-forgotten entity, she is surprised by a pair of foul-smelling erbs. In the first round, Enxis dispatches one

of the assailants with a well-placed blow from her dagger, leaving only a single creature to deal with. The next round, she decides to use the felled erb to perform ritual spellburn while casting paralysis on its companion. She immediately burns 1 point of Strength, which she adds to her held spellburn, gaining a total bonus of +3 on the resulting spell check.

Sympathetic spells: A witch's alignment influences their ability to affect certain magics, and those spells opposed by one's particular entity are more difficult to cast than others. At each level starting with 1st, a witch chooses a sympathetic spell that is associated with their pact entity to cast with an improved die, up to a maximum of 1d30. However, for every such enhanced sympathetic spell, the witch must also choose another spell to cast at a *reduced* die, reflecting the growing strength of their pact and the weakening of their own ability to manipulate other magics. If a witch's starting spells do not include any from their entity's sympathetic group, they may choose any spell to apply the bonus to. Table 5-2: Witch Spells (*Primer of Practical Magic*, p. 41) includes a list of sympathetic magics.

Demonic associations: A witch frequently associates with demons, frits, and winged glowing-eyed creatures that infest latter-day Earth, seeking esoteric knowledge or contriving to make pacts with them as servants or magical companions. A witch may utilize the level 1 witch spell *demon summoning* to seek such a servant.

Curses and squалms: A witch may also seek to depredate their enemies through more subtle means by invoking powerful maledictions. Squалms are a special type of magic curse, which lay a bane upon a foe that can be dismissed by the witch at will; otherwise they can may only be lifted by fulfilling some specific terms of the curse, nullifying the curse with a more powerful blessing, or slaying the original invoker. In addition, if the material object of the squalm is destroyed—for example, if a victim of *curse of the vile visage* has their original face destroyed while it is being worn by another—then the curse becomes permanent. A 1st-level witch automatically receives the spell *ensqualm* in addition to their other spells.

At 1st level, a witch may choose two minor and one moderate curses that they know (see the *Primer of Practical Magic*, starting on p. 31), representing those squалms granted by their pact entity or acquired as part of their background. A witch may learn additional squалms for each level gained as shown on Table 3-12.

Demonic taint: Demonic taint is a form of growing corruption that causes a witch to take on aspects of the entity they have a pact with. Taint is incurred when a witch loses control of the magical energies that the pact enables, usually as a result of a spell failure.

Demonic taint starts at zero. A witch gains a point of demonic taint as a result of rolling a natural 1 on a spell check or when the unmodified spell check roll is less than or equal to the witch's current demonic taint value. This may result in the witch acquiring demonic taint even when casting a spell successfully. In addition, whenever a witch rolls a nat-

ural 1 on a spell check, they incur demonic corruption and roll on Table 3-2: Demonic Corruption (*Primer of Practical Magic*, p. 29), adding their current total demonic taint and the inverse of their Luck modifier to the result.

Example: Qwilsh has a current demonic taint of 8. He casts paralysis and rolls a 5—a failure. While the spell is not lost, his new total demonic taint is now 9 as the unmodified spell check was less than his current demonic taint value. On his next action, he attempts to cast paralysis again, this time rolling a 1—a fumble! His new total demonic taint is now 10, which is added to his roll on the Demonic Corruption table.

The resulting corruption is permanent, or lasts until such a time that the witch's pact entity can be appeased (at the discretion of the judge). Demonic taint is reset to zero each month at some specific time agreed to by the judge and player (for example, when the passage of the lost moon of the ancient earth casts an invisible shadow upon the dying sun, at each Sabbath ceremony, etc.). A witch may also reduce demonic taint through the dedication of an offering to their pact entity through a special rite. Such dedications may cancel demonic taint based on the value of the offering to the pact entity, at the judge's discretion.

Finally, a witch may also voluntarily choose to take on demonic taint in lieu of performing ritual spellburn. When incurring demonic taint as a result of this type of spellburn, the witch's total demonic taint increases by 1 for each point of burned Strength, Agility, or Stamina.

Transfer vitality: By invoking the power of the entity they have made a pact with, a witch may *transfer vitality* between creatures, restoring the health of wounded or injured allies through the sacrifice of Strength, Agility, or Stamina from another. The witch must be able to physically touch both the subject of the transfer and the target, and concentrate for 1 action. A witch may also hold the vitality from a subject until the target can be touched, so long as the witch maintains concentration, taking no action beyond walking at half speed. Combat damage, a fall, or other significant interruptions require the witch to make a Will save against DC 11 or lose concentration.

To *transfer vitality*, the witch makes a spell check using 1d20 + Personality modifier + caster level to perform the transfer. A roll of a natural 1 or unmodified result that is less than or equal to the witch's current demonic taint value adds 1 to demonic taint, as noted above. The subject may choose whether to temporarily sacrifice Strength, Agility, or Stamina for the transfer. Ability scores lost in this manner return per the rules for healing (see DCC RPG p. 94). The subject must be a living creature—*transfer vitality* may not be used on un-dead, elementals, or constructs.

The vitality transferred varies according to several factors.

- It is always a number of dice, with the type of dice determined by the hit die of the creature used for the transfer. For example, a wayfarer uses a d8 hit die, so a wayfarer would transfer 1d8 die for each point of lost Strength, Agility, or Stamina.
- The number of dice transferred cannot exceed the target's

hit dice or class level. For example, a witch targeting a 1st-level character cannot transfer more than 1 die, even if the result is higher. For every die in excess of a target's level, the witch may roll the additional transferred dice and take the highest results.

- The witch may choose *up to* a number of dice based on the result of the spell check. However, if the ability scores of the subject used for the transfer are reduced to 0, it is considered to have been completely drained of its vitality and is subject to the normal death and dying rules.
- Finally, before rolling the spell check, the witch may elect to heal a specific condition instead of hit points. Healed dice translate to conditions as noted below. In this case, the target's hit dice or class level do not act as a limit. If the witch heals the indicated dice, the damaging condition is alleviated. "Overflow" hit dice do not become normal healing, and if the resulting healed dice are too low for the desired condition, nothing happens.

- Broken limbs: 1 die
- Organ damage: 2 dice

- Disease: 2 dice
- Paralysis: 3 dice
- Poison: 3 dice
- Blindness or deafness: 4 dice

Spell check Transferred Vitality (Donor's HD)

1-11	Failure
12-13	1 die
14-19	2 dice
20-21	3 dice
22+	4 dice

A witch may also attempt to *transfer vitality* from an unwilling subject, such as a monster. As above, unwilling subjects must first be physically touched by the witch (potentially requiring a successful attack roll at the judge's discretion) and receive a Will save against the spell check. If the save is failed, treat each point of vitality transferred as a cumulative -1d penalty to the creature's attack rolls, damage rolls, saving throws, skill checks, and spell checks in lieu of re-

Table 3-12: Witch

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Known Squalms	Spells Known by Level*				
								1	2	3	4	5
1	+1	1d8/II	1d20	+1	+0	+1	3	3	-	-	-	-
2	+1	1d10/II	1d20	+1	+0	+1	4	4	-	-	-	-
3	+2	1d10/II	1d20	+1	+1	+2	5	4	2	-	-	-
4	+2	1d12/II	1d20	+2	+1	+2	6	5	3	-	-	-
5	+3	1d12/II	1d20	+3	+1	+2	7	5	4	1	-	-
6	+3	1d14/II	1d20+1d14	+4	+2	+2	8	6	4	2	-	-
7	+4	1d14/II	1d20+1d16	+4	+2	+3	9	6	5	3	1	-
8	+4	1d16/II	1d20+1d20	+5	+2	+3	10	7	5	4	1	-
9	+5	1d16/II	1d20+1d20	+5	+3	+3	12	7	6	4	2	1
10	+5	1d20/II	1d20+1d20	+6	+3	+4	14	8	6	5	3	1

* Plus *ensqualm*.

Table 3-13: Witch Titles

Level	Title by Alignment	
	Lawful/Neutral	Chaotic
1	Chanteor	Warlock
2	Exorcisor	Malefactor
3	White witch	Stry
4	Ensorcelor	Necrophage
5	Sorcerer	Corybant



ducing Strength, Agility, or Stamina. If the cumulative penalty value ever exceeds the creature's total hit dice, the creature is considered to have been drained of vitality and killed. Vitality stolen in this manner heals at a rate of +1d per day.

When transferring vitality from an unwilling subject, the number of dice transferred cannot exceed the witch's class level. For example, a 1st-level witch targeting a 2 HD creature cannot transfer more than 1 die in a single attempt, even if the result is higher.

Luck: At 1st level, a witch's Luck modifier applies to damage with a specific kind of ritual weapon. The kind of ritual weapon must be chosen at 1st level and the modifier is fixed

at its starting value—neither the weapon nor the modifier changes as the witch's Luck score changes. The ritual weapon type must be specific and chosen from among their entity's list of ritual weapons (e.g., a servant to Sadlark may choose a longsword or short sword, not "swords"). In addition, the witch's Luck modifier is applied to demonic corruption rolls.

Languages: At 1st level, a witch automatically knows the language of the Twenty-first Aeon and the tongue of the sub-worlds, as specified in Appendix L (see p. 47).

Action dice: A witch can use their action dice for attack rolls or spell checks.

Table 3-14: Pact Entities by Alignment

Alignment	Sub-world/Overworld Entities	Weapons	Sympathetic Magic
Chaos	Adelmar, one of the five demon-lords of Old Lumarth Blikdak, Ruler-Divinity of the demon-world Jeldred Jastenave, one of the five demon-lords of Old Lumarth Keino the Sea-demon Kraan, the Encephalic Fiend Phampoun, one of the five demon-lords of Old Lumarth Suul, one of the five demon-lords of Old Lumarth Thial, demon of the dark Unda-Hrada, agent of the sub-world La-Er Yaunt, demon of Old Lumarth	Axe, dagger, spear, whip, dart-gun	Demonic or black magics
Neutrality	Cazdal, the virtuous and depraved Dangott, the inexorable god Mandingo, the three-eyed Goddess of Luck The Murthe, the sorceress Llorio Nameless Syncrexis Pansiu, the excellent principle and the essential evil TOTALITY Yelisea, the Great God Yob, the fish-god Zita, goddess of unknowable things	Mace, net, sling, staff	Enchantments and curses
Law	Ethodea, goddess of mercy Gilfig, the Prime Adept God of Utter Justice Miamatta, the Ultimate God of Gods Paphnis, Goddess of Beauty and Gynodyne of the Century Sadlark, the demiurge Wiulio, the divine guide Zo Zam, the eight-headed god of creation	Sword (any), club, dagger, arrow-gun	Idol magic

CHAPTER IV: HABILIMENTS OF OBVIOUS EFFICACY FOR THE DISCERNING ADVENTURER

"The universe evinces no true stability. All fluctuates, cycles, ebbs and flows; all is pervaded with mutability. My fees, which are immanent with the cosmos, obey the same laws and vary according to the anxiety of the customer."

☞ The Manse of Iucounu, *The Eyes of the Overworld* (EO.VII) ☞



he tables within show the weapons, armor, and equipment that can be found in DCC Dying Earth. Keep in mind that prices for specialized items can vary significantly depending on the location and expediency of need; the below costs are included as a starting point for judges to use in their campaigns. A character may have to search through a dozen stalls attended by unctuous merchants for a bottle of Blagin's Mulcent and may have to pay ten times the listed cost to a canny hosteller for a Cambalese wheriot needed that same day.

Starting terces: All 0-level characters start with 5d12 copper bits, a weapon from their 0-level occupation, and some form of trade goods. The barbed mail and fire-darts of a Lavrentine Redoubtable cost more terces than a 0-level character earns in a lifetime; the only hope of wealth is through one's cunning and outwitting the other denizens of the Dying Earth. Thus, a character's spending is likely to be light until they advance in level.

If you start a campaign at a level higher than 0, use the following dice rolls to determine a character's starting terces based on class:

Class	Level 1	Level 2	Level 3
Magician	5d12	5d12 + 500	5d12 + 1,500
Vat-thing	3d12	3d10 + (1d6×100)	3d10 + (3d6×100)
Wayfarer	3d10	3d10 + (2d4×100)	3d10 + (5d4×100)
Witch	4d20	4d20 + 400	4d20 + 1,300



Coinage: The common currency of the Twenty-first Aeon is the terce, which is equivalent to a gold piece; lesser monetary amounts include the copper bit and groat. A golden centum equals 100 terces.

The values of copper bits, groats, terces, and golden centums are as follows:

10 copper bits = 1 groat

100 copper bits = 10 groats = 1 terce

10,000 copper bits = 1,000 groats = 100 terces = 1 golden centum

In addition, many of the peoples of the Dying Earth do not recognize or have need for money, and many a publican will rely on barter for room and board in place of gold or copper. Listed below are some of the common alternatives to currency.

Ground buds of the spase-bush, 1 oz. = 10 terces

Opals and alums, 1 oz. = 10 golden centums

Salt, 1 gram = Oil from telanxis blooms, 1 vial = Skein of fine haft = 1 fact from a twk-man.

Check penalty: The check penalty applies to checks to climb, jump, balance, swim, move silently, and other such physical activities.

The check penalty also applies to spellcasting attempts made while using armor, as it interferes with the spellcaster's ability to effect the underlying pattern of magic. Armor check penalties are applied to the magician's learned spell check when they attempt to cast a memorized spell. For example, a magician wearing leather armor with a -1 check penalty whose rote magic spell check for *magic missile* is 18 would cast the spell with an effective spell check of 17. Furthermore, a magician wearing armor with a check penalty of -3 or higher *must* make an amplification roll based on the new spell check when attempting to cast spells, and does not receive a choice to avoid doing so.

Table 4-1: Weapons

Weapon	Damage	Range	Cost in terces
Arrow-gun*	1d6	75/150/225	30
Battle-hook*	1d6†	-	8
Blackjack	1d3	-	3
Club	1d4	-	3
Dart-gun	1d4	30/60/90	10
Dagger	1d4	10/20/30**	3
Handaxe	1d6	10/20/30**	4
Javelin	1d6	30/60/90**	1
Knoblolly	1d5	-	4
Longsword	1d8	-	10
Mace	1d6	-	5
Net	N/A†	5/10/15	8
Polearm*	1d10	-	7
Rapier	2d3	-	9
Shortbow*	1d6	50/100/150	10
Short sword	1d6		7
Sling	1d4	40/80/160**	2
Snaffle-iron*	1#	-	2
Spear^	1d8	-	3
Staff	1d4	-	5 groats
Whip	1d6†	-	3



* Two-handed weapon. Characters using two-handed weapons use a d16 on initiative checks.

** Strength modifier applies to damage with this weapon at close range only.

† With successful attack with these weapons, the target must make a DC 14 Ref save or be entangled.

‡ With successful attack, may make a grapple roll to disarm target using the value of the original attack roll.

With successful attack, may make a grapple roll to pin target using the value of the original attack roll, and treating the attacker's size as twice its normal value for purposes of the opposed grapple check (see DCC RPG p. 96).

^ This weapon inflicts double damage on a mounted charge.



Table 4-2: Ammunition

Armor	Quantity	Cost in terces
Arrows	30	10
Dart	1	5 groats
Fire-dart†	1	3
Poison go-thithers‡	1	5
Sling stones	30	1



† Fire-darts ignite upon contact (targets suffer an additional 1d4 damage each round until succeeding on a DC 10 Ref save to extinguish).

‡ These darts are tipped with a dyspeptic poison (DC 10 Fort save or suffer a temporary loss of 1d4 points of Stamina; creatures without a Stamina score suffer a -1 penalty to all rolls on a failed save).

Table 4-3: Armor

Armor	AC Bonus	Check Penalty	Speed	Fumble die	Cost in terces
(Unarmored)	+0	-	-	d4	Free
Padded	+1	-	-	d8	5
Leather	+2	-1	-	d8	20
Hide	+3	-3	-	d12	30
Corselet	+4	-4	-	d12	150
Brass armor	+5	-4	-5'	d12	400
Cloison armor	+6	-6	-5	d12	500
Barbed mail‡	+7	-7	-10'	d16	750
Shield/morion*	+1	-1	-	d8	10
Battle-cap**	-	-	-	d6	2
Barb-catcher†	+1	-1	-	d8	15

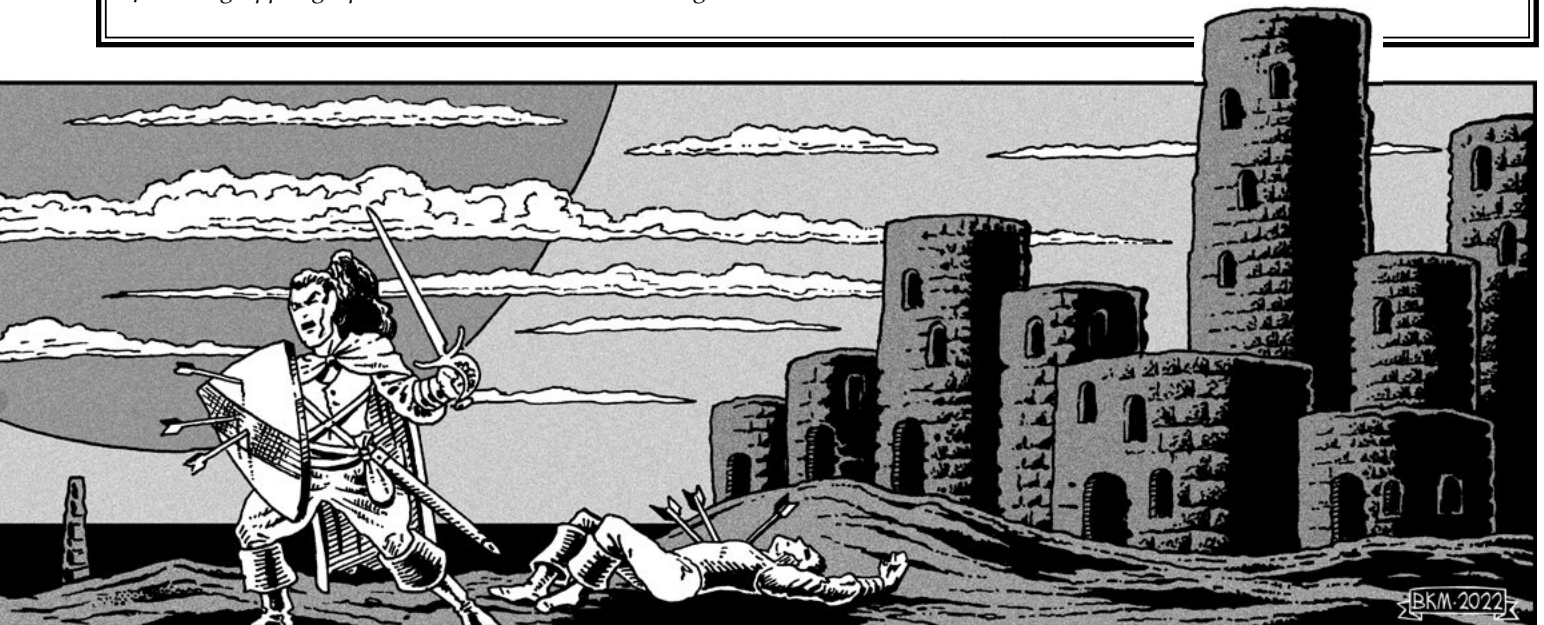


* Shields cannot be used with two-handed weapons.

** While worn, critical hits to head are ignored; however, the battle-cap must make a save vs. the total damage (if any) or be destroyed.

† AC bonus vs. missile attacks only. Worn as helm.

‡ When grappling, spikes cause additional 1d3 damage each round.



EKM 2022

Table 4-4: Equipment

Roll*	Item	Cost in terces
1	Aged wine, 1 stoneware bottle	5
2	Arrak, 1 jug	2
3	Bedroll	2
4	Blagin's Mulcent, 1 vial	1
5	Boots, fashionable	5
6	Boots, sturdy	2
7	Burdock beer, 1 flask	1 goat
8	Cloak	7
9	Clothing, fashionable. Roll 1d6 for type: (1) gown; (2) antique tabard; (3) breeches flared after the taste of Kauchique; (4) breeches fringed and tasseled in the style of Old Romarth; (5) breeches pied and gored in the extravagant Andromach mode; (6) panache of feathers.	25
10	Dream-powders, 1 oz.	10
11	Explosive diambroid, 1 minim	25
12	Hat, fashionable	5
13	Glowing orb	10
14	Mirror, hand-sized	10
15	Pannikin, drinking	5 groats
16	Parchment, per page	1 goat
17	Rations, per day. Roll 1d4 for type: (1) sweetmeats of assorted flavors; (2) boiled burdock leaves; (3) fried moss and ganions; (4) oil-fish, smoked and served with garlic and one leek.	5 copper bits
18	Reference text. Roll 1d4 for type: (1) <i>Cyclopedia of Natural History</i> ; (2) <i>Madame Milgrim's Dainty Recipes</i> ; (3) scroll listing eighteen phases of the Laganetic Cycle; (4) <i>Dusts and Microvies of the Latter Aeons</i> .	10
19	Rope, 50'	25 copper bits
20	Sack, large	12 copper bits
21	Salt, 5 grams	1 copper bit
22	Shovel	1
23	Thyle-dust, 1 oz.	10
24	Torch, each	1 copper bit

* Roll 1d24 to randomly determine equipment for 0-level characters. Characters who purchase their equipment at a later level ignore this column.

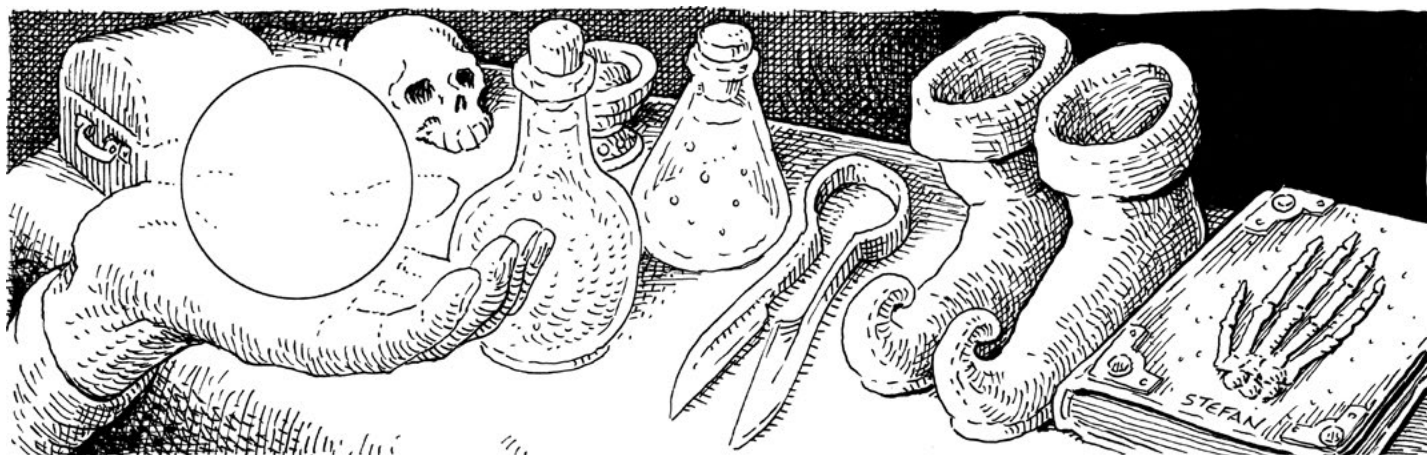


Table 4-5: Mounts and Related Gear

Item	Cost in terces
Bridle and bit	2
Boat	
Fishing	75
Raft, pilgrim	20
Rowing	50
Worm, sailing	800
Beast, pack	
Drogger	30
Farlock	75
Mermelant	100
Teratoid, docile	50 per docile trait
Teratoid, voracious	15
Beast, riding	
Dounge	30
Wheriot, Cambalese	20
Wheriot, one-horned	75
Caparison, simple	1
Caparison, ornamented	10
Lodging (per day)	
Mean	2 groats
Modest	1
Luxury	10
Mermelant beer, 1 pint	5 groats
Saddle, pack	15
Saddle, riding	30
Saddlebags	2
Stabling (per day)	5 groats
Caravan spot (per day)	10
Caravan spot, airship (per day)	100
Wagon, covered	100
Wagon, war	1,000
Half-living half-metal flyer from Canopus*	10,000

* Only available in the Sixteenth Aeon city of Vasques Tohor.



Table 4-6: Dying Earth Overland Speeds

Transportation	Hourly Speed	Daily Distance*
Wayfaring	3 mph	24 miles
Pilgrim's raft	½ mph	5 miles
Fishing boat	1 mph	10 miles
Rowboat	1.5 mph	15 miles
Galley	4 mph	96 miles
Sailing worm	5 mph	120 miles
Pack beast or dounge	3 mph	24 miles
Cambalese wheriot	4 mph	32 miles
One-horned wheriot	5 mph	40 miles
Covered wagon	3 mph	24 miles
War wagon	4 mph	32 miles
Land caravan	3 mph	24 miles
Airship caravan	5 mph	50 miles
Half-living, half-metal flyer	500 mph	12,000 miles



* Assumes 8 hours of traveling time for overland methods. Water and air-borne travel can continue longer for man-powered methods (e.g., barges and rowboats) and overnight for sailing vessels, which is built into the daily distance.



APPENDIX A:

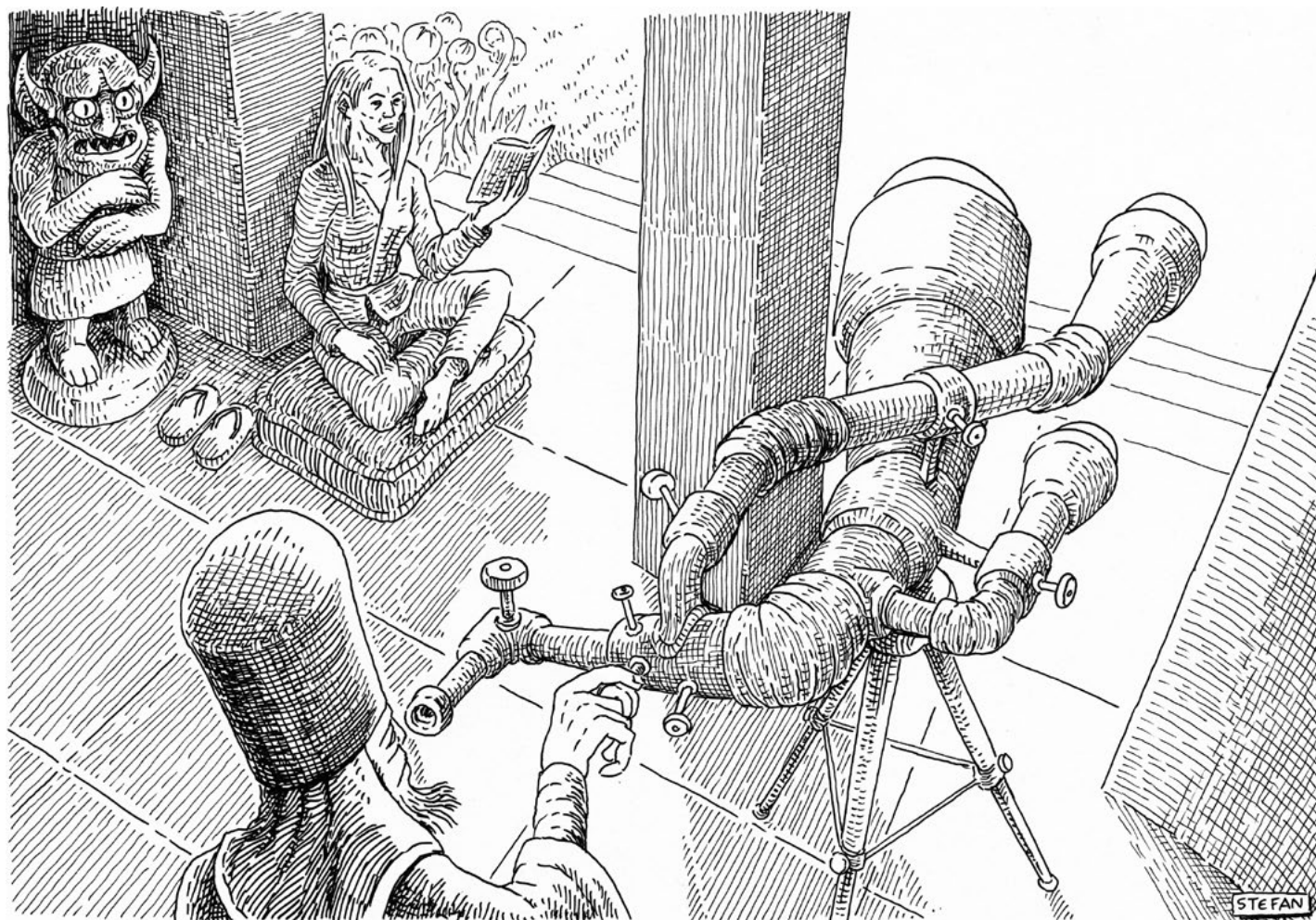
THAUMATURGICAL CURIOS

DCC Dying Earth characters may begin play with a minor magical instrument, artifact, talisman, or curio they have acquired prior to the start of the campaign. This table can also be used to generate interesting objects PCs come across in the journeys. Roll d% and consult the table below to determine what bauble the character finds or has in their possession. The object may be useful or not, but creative players can use these items as inspirational springboards to further flesh out their characters. The benefit (if any) of the following objects is left to the judge to determine.

d% Curio

- | | |
|---|---|
| 1 Dust scuffed up from a dream-landscape, 1 oz. | 29 Sheet of captured aureole |
| 2 Small pot with antlers that emits clouds of remarkable gasses when the prongs are tweaked | 30 Earring of the fabled master Sankaferin |
| 3 Pouch filled with brummagem | 31 Optical device that bloats and augments scenes |
| 4 Porcelain vase from the late Twentieth Aeon | 32 Bowl of racing sphigales |
| 5 Bottle of purulence | 33 Osmium cord, 5' |
| 6 Heidinger's Allure worm-bait, 1 gill | 34 Hinged portmanteau containing cockroaches smartly turned out in red, white, and black uniforms |
| 7 Leaden carboy | 35 Luminescent chlamys |
| 8 Odorous sachet, 1 oz. | 36 Silver hammer |
| 9 Dry pulses, 1 lb. | 37 Five-faceted amulet |
| 10 Miniature carousel | 38 Ivory horn through which sound indistinct voices from the past |
| 11 Glass bottles filled with vitreous substances | 39 Pyramid of black stone |
| 12 Powder of phosphatic calcars, 1 oz. | 40 Salver fashioned from corfume inlaid with petrified fireflies |
| 13 Small three-stranded knout | 41 Blue glass egg on a golden chain |
| 14 Rune-marked ivory sphere the size of two fists | 42 Thick russet rug |
| 15 Inefficacious lead periapt | 43 Bottle containing a pickled homunculus |
| 16 Cluster of crystal grapes, each affording a blurred view into one of the demon-worlds | 44 Violet Mendolence, 1 flask |
| 17 Belt adorned with small bells and vibrators | 45 Brace of gnawed bones |
| 18 Chest of perfumed parquetry, small | 46 Globe of dark brown glass filled with an astringent liquid |
| 19 Bronze gong | 47 Shirt of supple silver scales |
| 20 Three-colored polyhedra | 48 Blue vaul-stone, 1 lb. |
| 21 Animalcule suspended in vial of oil | 49 Periapt in the shape of a ram's head |
| 22 Cube of clear crystal | 50 Small prism of the blue lightning-ice |
| 23 Intestinal helminths, 1 dozen | 51 Ferrule of carved jade |
| 24 Vessel containing a preserved head | 52 One of the Lost Books of Qualls |
| 25 Purgative of aspergantium, 1 vial | 53 Luminous green disk |
| 26 Aged posset, 1 bottle | 54 Black stone surrounded by nine zones of impalpable color |
| 27 Silver bowl | 55 Shaved lunules, 1 oz. |
| 28 Child's porridge bowl, decorated with quaint scenes of a flantic flying to its lair with a baby gripped in its claws | 56 Doll which performs raffish songs |
| | 57 Tarnished filigree |
| | 58 Ivory spoon |
| | 59 Soapstone, 1 sheet |
| | 60 Delicate silvanissa tendrils |
| | 61 Pot holding an alien dendron |
| | 62 Tube which projects blue concentrate |
| | 63 A new color of ineffable charm and radiance |

- 64 Torpid weasel
- 65 Small dragon with furious red eyes and a monstrous fanged mouth
- 66 Copy of *Thrupp's Almanac*
- 67 Ancient knife from the Eighteenth Aeon
- 68 Books, illustrated
- 69 Pannikin, tin
- 70 Brass instrument of many arcs and beams
- 71 Patch of glimmering floss
- 72 Ornamental gold sphincter-clasp
- 73 Coil of rope
- 74 Green glass bottle from which the face of a demon peers and grimaces
- 75 Hissing blue lizard
- 76 Poincture of compressed genetrix
- 77 Fungus beds
- 78 Small taboret for chilling wines
- 79 Casket containing calcined fish-bone
- 80 Jar filled with dust
- 81 Small anthropopathic masks
- 82 Bouquet of flowers carved from stone
- 83 Zither
- 84 Rhodochrosite, 1 oz.
- 85 Coil of gold tubing
- 86 A miniature copse, rendered in exquisite detail
- 87 Stupefying dust, 1 packet
- 88 Bubble of luminous plasm
- 89 Ancient ring engraved with runes
- 90 Green iridium, 1 lb.
- 91 Macroctic enlarging pantavist
- 92 Juncturing compound, 1 oz.
- 93 Necklace of severed toes
- 94 Volume XXI of the *Tomes of Kae*
- 95 Baton sprouting sweetmeats of assorted flavors
- 96 Small stage where costumed imps stand ready to perform comic antics
- 97 Tincture of zyche, 1 oz.
- 98 A gem-crusted cameo
- 99 Ball of pure crystal which rolls back and forward at the command of its owner
- 100 Frozen time-light, 1 dram



APPENDIX L: LANGUAGES OF THE DYING EARTH

All characters begin the game knowing the language of the Twenty-first Aeon. Characters with an Intelligence of 7 or less can speak only the common tongue of the Twenty-first Aeon, and those with an Intelligence of 5 or less cannot read or write. More intelligent characters know additional languages. For every point of Intelligence modifier, a character learns one more language. Finally, some characters may also learn more languages when they advance to level 1, as noted below:

Magician: Learns an additional language when advancing from level 0 to level 1, and one additional language at each level thereafter.

Vat-thing: Automatically knows its alignment tongue and *two* additional languages for every point of Int modifier – meaning that when it advances from level 0 to level 1, it rolls an additional language for every point of Intelligence modifier, in addition to the languages known at level 0.

Wayfarer: At level 1, wayfarers learn one additional language beyond the language of the Twenty-first Aeon and the languages earned by Intelligence modifiers.

Witch: Automatically learns the language of the sub-worlds at level 1.

Known languages are randomly determined by rolling d% on the following table.



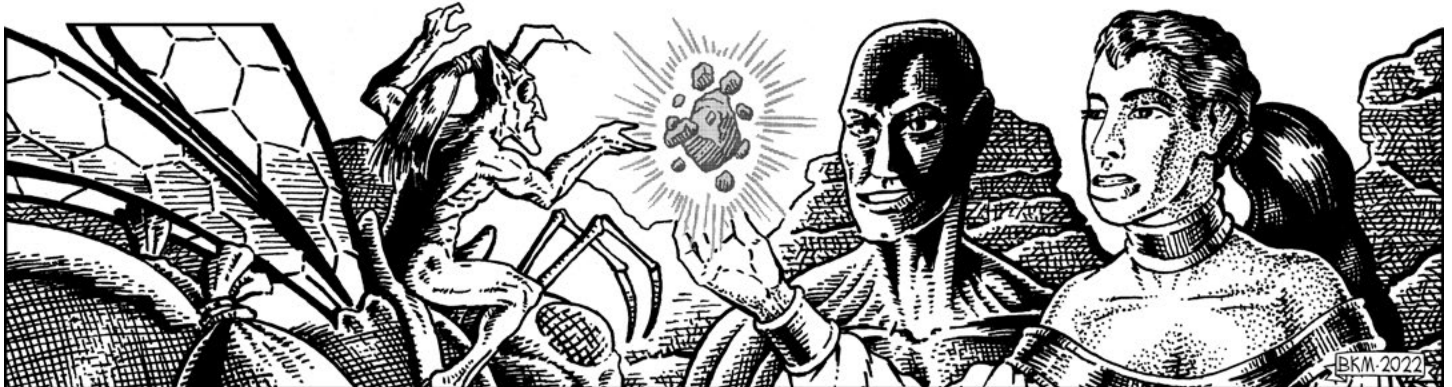
Language	% Chance to Know Language, by Class				
	0-level Human†	Magician	Vat-thing	Wayfarer	Witch
Alignment tongue*	01-20	01-10	01-10	01-15	01-10
Chaos**	-	11-13	16-20	16-20	11-20
Law**	-	14-16	21-25	21-25	-
Neutrality**	-	17-19	26-30	26-30	-
Language of the Sixteenth Aeon	-	20-22	31-35	-	-
Achernar	-	23-25	-	-	-
Ancient Sarsounian	-	26-28	36-38	-	-
Angelic (a.k.a. Overworld)	-	29-32	39-42	-	21-29
Archveult	-	33-40	43-46	-	-
Asm	21-22	-	-	31-33	-
Basilisk	-	-	-	-	30-34
Busiaco	23-25	-	47-49	34-37	-
Castillion	26-35	-	50-52	38-42	35-37
Demonic (a.k.a. sub-world/ underworld)	-	41-43	53-57	-	-
Dilk	36-45	-	58-60	43-48	38-40
Gaun	-	44-46	-	-	41-42

Harpy	-	47-50	-	49	43-47
Hoon	-	51-53	-	-	48-50
Lizardman	46-55	54-60	-	50-54	-
Madlock	-	61-63	-	55-56	-
Maot	56-61	-	61-63	57-60	51-55
Melantine	62-71	-	64-66	61-65	-
Memril	-	64	-	66-67	-
Mermelant	72-75	-	-	68-70	-
Minuscule	-	65-68	67-70	-	-
Murid	76	69-70	-	71-74	56-60
Night-jar	-	71-72	-	-	61-65
Oast	77-78	73-74	-	-	66
Old Naotic	79-80	75-76	71-74	-	-
Pelgrane	81-82	77-78	-	75-79	67-68
Rock goblin	-	-	-	80-83	-
Sahar	-	79	75	-	-
Sandestin	-	80-85	76-79	-	69-70
Saponid	83-92	-	80-82	84-87	-
Secret tongue of the Aumokloplastianic Cabal	-	86-87	-	88-90	-
Simiode	-	-	83-89	-	71-78
Sxyzyskzyik	93	88	90	-	-
Thawn	-	-	91	91-92	79-85
Tree-dwarf	-	-	92	93-94	86-90
Twastic	-	89	93-94	-	-
Twk-man	94-99	90-92	95	95-98	-
Visp	100	-	96	99-100	-
Wind-stick devil	-	-	-	-	91-100
Bazil	-	93	-	-	-
Deodand	-	94-95	97-98	-	-
Erb	-	96	99	-	-
Gid	-	97-98	-	-	-
Grue	-	99	100	-	-
Leucomorph	-	100	-	-	-

† Use the vat-thing column for 0-level vat-things.

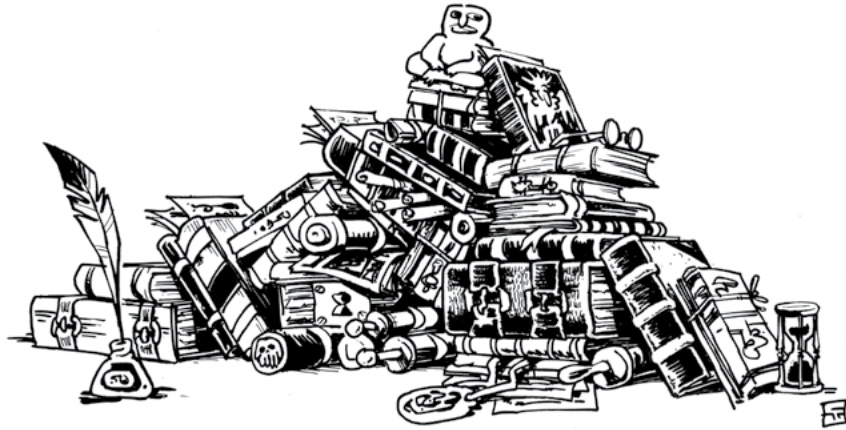
* Chaos, Law, or Neutrality, depending on character's alignment.

** Re-roll if this duplicates a result of the character's alignment tongue.



APPENDIX V: VANCIAN VERBIAGE

During the development of DCC Dying Earth, the unusual words that Vance incorporated throughout his works were used as an inspiration to provide a particular Vancian flavor. Judges and players may wish to draw their own inspiration from the language of the Dying Earth. Presented here is a list of 100 unusual words along with suggested definitions. Words that are unique to the setting or are neologisms created by Vance are denoted by "*" and a note has been included indicating the definition is "per judge" based on the context of the novels. Judges and players so wishing may be inspired to select a word at random to inform particular characters or settings, and a d% numbering for each entry has been included for easier reference.



d%	Word	Definition	Example from text (source abbreviated)
1	Abnegation	Denial to oneself of something esteemed or desired; renunciation of a personal right, claim, etc.; an act of sacrifice.	<i>"Perhaps, on the plea of emergency, you might persuade him to vacate the chamber and occupy the pallet in my stead," suggested Cugel. "I doubt if he is capable of such abnegation," the innkeeper replied. – EO.V.1</i>
2	Adumbrated	Represented faintly or in outline; shady, shadowy. Also: foreshadowed or foreshadowing.	<i>"As I have adumbrated, the arrival of the creature was the culmination of my great effort." – EO.IV</i>
3	Andelwipe*	Per judge; related to insults and deprecations.	<i>"Certainly, but to avoid future misunderstanding, I must inform you that both Dame Toberse and Dame Cillincx have placed orders for their 'Twenty-ones'." Dame Croulsx's jaw dropped. "So soon, the andelwipes?" – CS.III.1</i>
4	Apotheotic	Of, relating to, or of the nature of an apotheosis (in various senses of the noun). e.g., attribution of more or less divine power or virtue to a person; glorification or exaltation of a person. Also: an instance of this.	<i>"As for the 'surpassing beauty', it is an apotheotic quality generated by the surging music of the female soul, which you, in your crassness, perceive only as a set of pleasing contours." – RM.I.3</i>
5	Appurtenance	1. Law and gen. A thing that belongs to another, a 'belonging'; a minor property, right, or privilege, belonging to another more important, and passing in possession with it; an appendage. 2. A thing which naturally and fitly forms a subordinate part of, or belongs to, a whole system; a contributory adjunct, an accessory.	<i>"There must be no quarrels among the princes: I decree amity! You who have shared the cusps of Radkuth Vomin must also share his palace, his robes, appurtenances, jewels and retinue, until that hopefully remote occasion when one or the other dies, whereupon the survivor shall take all." – EO.I</i> <i>"Frankly an erotic appurtenance, it arouses intense emotion in that person toward whom the potency is directed." – EO.V.3</i>
6	Aspergantium*	Per judge; related to asperity – roughness of savour, tartness, acidity, acrimony.	<i>"Even now, when I drink wine I mix therein three drops of aspergantium which brings about a bitter taste." – CS.IV.2</i>

7	Asperity	Harshness or sharpness of temper, esp. when displayed in tone or manner; crabbedness, bitterness, acrimony; in <i>pl.</i> harsh, embittered feelings.	<i>Hurtiancz, with his usual asperity, called out: "Why these unique precautions? I am not one for stays and restrictions; I must inquire the reason why I should be thus pent!" – RM.II.16</i>
8	Audiarium*	Per judge; related to sound.	<i>The old man halted, peered. "Eh? What now? At the end of a long day's effort? No, no, you are out of order; regulation must be observed. Attend my audiarium at the fourth circuit tomorrow morning; then we shall hear you." – DE.VI</i>
9	Balneario*	Per judge; related to buildings and architecture.	<i>"We are told that Paphnis, then Goddess of Beauty and Gynodyne of the Century, paused on the summit of Mount Dein to rest. Nearby she found a spring where she laved her feet, thus charging the water with virtue. Sometime later the Pandalect Cosmei founded a nympharium on the site and built a splendid balneario of green glass and nacre, and so the legends were proliferated." – CS.II.2</i>
10	Bibelot	A small curio or article of virtù; objects of art considered collectively; antiques; curios.	<i>He indicated the pair of grotesques. "For instance, I have seldom seen objects so studiously repulsive as this pair of bibelots. Skillfully done, agreed! Notice the detail in these horrid little ears! The snouts, the fangs: the malignance is almost real! Still, they are undeniably the work of a diseased imagination." – CS.I.1</i>
11	Bibulous	Addicted to drinking or tippling; relating to drink.	<i>Lorgan enjoyed both large talk and generous quantities of drink. Cugel was in no mood for either and pleading fatigue retired early to his chamber. Lorgan remained in bibulous conversation with several merchants of the town. – CS.VI.2</i>
12	Brain-filling*	Per judge; related to mental instruction.	<i>"On this motive I set forth from Sfere, so now I would seek the Curator and satisfy my obsession for brain-filling." – DE.VI</i>
13	Brummagem	Originally: a counterfeit coin. In later use more generally: anything which is not genuine; a fake; a counterfeit.	<i>"You seized a clutch of glass baubles. The Murthe took the true stones, including those owned by you and Rhialto, and left brummagem in their place." – RM.I.4</i>
14	Cachectic	Of or pertaining to cachexy; affected with or characterized by cachexy or a bad state of body – a depraved condition of the body, in which nutrition is everywhere defective.	<i>Even as they watched, the sun, perhaps fortuitously, underwent a cachectic spasm, and lurched alarmingly toward the horizon. – CS.V.1</i>
15	Cachinnation	Loud or immoderate laughter.	<i>Twango clenched his fists. "Master Soldinck is puzzled and disturbed! The missing scales are irreplaceable!" "No less am I, as you will learn!" Again Weamish uttered his strange cachinnation. Soldinck spoke sourly: "Weamish has become addled." – CS.I.1</i>
16	Calligynics*	Per judge; related to the study of female beauty.	<i>Rhialto, whose expertise in the field of calligynics had earned him his cognomen, found her beautiful but severe, and probably unapproachable, especially if she refused to show herself except as a reflection... – RM.I.1</i>

17	Caparisoned	To put trappings on; to trap, deck, harness.	<i>He caparisoned the horse, honed the dagger, cast a last glance around the old manse at Sfere and set forth to the north, with the void in his mind athrob for the soothing pressure of knowledge. – DE.VI</i>
18	Captious	Apt to catch or take one in; fitted to ensnare or perplex in argument; designed to entrap or entangle by subtlety; fallacious, sophistical.	<i>"You are captious today, my demoniac visitant – a vicious trait." – DE.VI</i>
19	Casuistic	The science, art, or reasoning of the casuist; that part of Ethics which resolves cases of conscience, applying the general rules of religion and morality to particular instances in which circumstances alter cases, or in which there appears to be a conflict of duties. Often (and perhaps originally) applied to a quibbling or evasive way of dealing with difficult cases of duty; sophistry.	<i>"Calm yourself, Bubach Angh, if that be your name, and remember the issue is not yet entirely clear. Possibly an error has been made – undoubtedly an honest error, for this man is now a prince of Smolod, which is to say, justice and sagacity personified." "He was not that before he received the cusp," argued Bubach Angh, "which is when the offense was committed." "I cannot occupy myself with casuistic distinctions," replied the elder. – EO.I</i>
20	Chicanery	Legal trickery, pettifogging, abuse of legal forms; the use of subterfuge and trickery in debate or action; quibbling, sophistry, trickery.	<i>"How can you say so?" demanded Cugel. "Where have you demonstrated chicanery? I carry dice – what of that? Am I required to throw my property into the Scamander, before engaging in a game? You demean my reputation!" – EO.V.2</i>
21	Cognomen	A distinguishing name or epithet given to a person or assumed by himself; a nickname.	<i>Iucounu stood back, laughing in that immoderate glee which had earned him his cognomen. – EO.I</i>
22	Commodious	Furnishing good and ample accommodation; conveniently roomy, spacious.	<i>The steward led Cugel to the commodious chamber formerly occupied by Captain Baunt. – CS.II.1</i>
23	Competence	An adequate supply, a sufficiency of.	<i>"These talismans are not uniformly dependable," said Cugel. "I will require further competences." – EO.I</i>
24	Concatenation	Union by chaining or linking together; concatenated condition.	<i>"Since like subsumes like, the variates and intercongeles create a suprapullulation of all areas, qualities and intervals into a crystorrhoid whorl, eventually exciting the ponentiation of a pro-ubietal chute. Today occurred the concatenation; the 'creature', as you call it, pervolved upon itself; in your idiotic malice you devoured it." – EO.IV</i>
25	Concomitant	An attendant state, quality, circumstance, or thing; an accompaniment.	<i>The Castellan looked vaguely to the ceiling. "There are a number of concomitants to victory in this contest ... Every person in the town would find relations among the participants – a daughter, a sister, a niece – and so would hardly be considered unprejudiced. The charge of favoritism could never be levelled against you; therefore you make an ideal selection for this important post." – DE.VI</i>
26	Corolopsis*	Per judge; related to magic and magical lore.	<i>"To the furthest reach of my memory, Rogol Domedonfors ruled the city. He knew lore of all ages, secrets of fire and light, gravity and counter-gravity, the knowledge of superphysic numeration, metathasm, corolopsis." – DE.V</i>

27	Coruscated	To give forth intermittent or vibratory flashes of light; to shine with a quivering light; to sparkle, glitter, flash.	<i>Cugel consulted the ring and was led on up the trail, with the Winged Beings hovering just above. The ring coruscated with the intensity of its message: there was TOTALITY, resting blandly on a rock! – EO.IV</i>
28	Cozened	To beguile or cheat into, up, etc.; to induce by deception to do a thing.	<i>"Here is safety, if I never permit myself to be cozened from the way." – DE.VI</i>
29	Crepitation	The breaking of wind; <i>crepitus ventris</i> .	<i>"For long years I thought it lost, to my unutterable anguish. Cugel, can you imagine my surge of gladness, the singing of songs in my heart, the crepitations of pure joy along the appropriate passages, when I looked at you, and discovered there in your cap the missing scale?" – CS.VI.2</i>
30	Desultory	Skipping about, jumping or flitting from one thing to another; irregularly shifting, devious; wavering, unsteady.	<i>For reasons Rhialto could not define, he lacked appetite for his breakfast and gave only desultory attention to a dish of watercress, stewed persimmon and sausage in favor of strong tea and a rusk. – RM.I.1</i>
31	Disapprobation	The action or fact of disapproving; the feeling or utterance of moral condemnation; disapproval.	<i>The hetman blinked in amusement at Guyal's naïveté. "Those are our oasts, naturally." And he gestured in disapprobation at Guyal's white horse. "Never have I seen a stranger oast than the one you bestride. Ours carry us easier and appear to be less vicious; in addition no flesh is more delicious than oast properly braised and kettled." – DE.VI</i>
32	Discommode	To cause (a person) inconvenience or trouble; to inconvenience, incommode.	<i>"Cugel, come forth! We are a kindly folk and bear no malice. You have one item upon your score, and shortly no doubt will secure another, and thus go free. Why discommode us all?" – EO.VI</i>
33	Effluxion	The action or process of flowing out; an outflow (of fluids or currents of any kind).	<i>Timp, fluke-mites, gangue and pust became his hated enemies; impactions of the clote were a major annoyance, requiring the sub-surface use of reamer, drench-bar and hose, in a position which, when the impaction was eased, became subject to the full force of the effluxion. – CS.II.1</i>
34	Eluctance*	Per judge; related to effectuation.	<i>But Lucounu, blinking somewhat, nimbly gained an upright posture. "I must perfect the exact pressures and thrusts," he ruminated. "Otherwise there is impingement. The eluctance here is of a different order than of 'ssz-pntz'." – EO.VII</i>
35	Emolument	Profit or gain arising from station, office, or employment; dues; reward, remuneration, salary.	<i>Cugel became conscious of Firx's fretful stirrings. "And as to the emoluments?" "They are excellent. The Watchman enjoys great prestige here in Vull, since, in a purely formal sense, he protects us all from danger." – EO.III</i>
36	Empharism*	Per judge; related to color and vision.	<i>The two strolled to the forward part of the pavilion. "You are right!" exclaimed Rhialto. He pointed. "There is Kerkaju; I recognize its scarlet empharism!" – RM.III.12</i>

37	Eructated	Vomited; the action of voiding wind from the stomach through the mouth; belching.	<i>Mazirian stooped, held the rodent to the red mouth. The mouth sucked, the small body slid into the stomach-bladder underground. The plant gurgled, eructated, and Mazirian watched with satisfaction. – DE.II</i>
38	Escalabra*	Per judge; a type of navigational instrument.	<i>The wake astern seemed adequately straight – a testimony as to the quality of Madame Soldinck's steering – while the claw of the escalabra pointed due south. – CS.II.3</i>
39	Fausicle*	Per judge; related to the anatomic part of a ship's propulsive worm.	<i>"Should you see a yellow bilious creature with bloated fausicles, gills crusted with gangue, an impacted clote, who is thereby at fault?" – CS.II.1</i>
40	Febrile	Of or pertaining to fever; produced by or indicative of fever; feverish.	<i>"What is your difficulty, febrile Magician?" – DE.II</i>
41	Flactomy*	Per judge; related to bodily functions.	<i>"Sit down and I will find us a nice little morsel or two: nothing high nor heavy, mind you, no meats nor wines as they inflame the blood and according to Madame Milgrim give rise to flactomies." – CS.III.2</i>
42	Fractious	Refractory, unruly; now chiefly, cross, fretful, peevish; esp. of children.	<i>More fractious entities are known by the Temuchin as 'daihak', which include 'demons' and 'gods'. – RM.fw</i>
43	Fulgurite	Hard, glassy material formed of sand or other sediment fused by lightning; a piece of such material, commonly elongated and hollow.	<i>Ildefonse brought forth an object of eccentric shape derived from a fulgurite. From the opening peered a small face with eyes as red as currants. – RM.II.7</i>
44	Habiliment	Outfit, accoutrement, equipment, array, attire, dress.	<i>By night he surrounded himself and his horse in his magical habiliment, the Expansible Egg. – DE.VI</i>
45	Imprecation	The action of invoking evil, calamity, or divine vengeance upon another, or upon oneself, in an oath or adjuration; cursing.	<i>So now he shouted an imprecation at the creature and turned back to the village. – EO.IV</i>
46	Inchoate	Just begun, incipient; in an initial or early stage; hence elementary, imperfect, undeveloped, immature.	<i>"Perhaps I might make special arrangements to secure his cusps?" ventured Cugel. "I fear not. You must go to Grodz and toil as do the others. As did I, in a former existence which now seems dim and inchoate ... To think I suffered so long! But you are young; thirty or forty or fifty years is not too long a time to wait." – EO.I</i>
47	Integument	That with which anything is covered, enclosed, or clothed; a covering, investment, coating.	<i>Sarsem became a naked young epicene in an integument of lavender scales with puffs of purple hair like pom-pons growing down his back. – RM.II.8</i>
48	Intercongele*	Per judge; related to metaphysically bonding.	<i>"Since like subsumes like, the variates and intercongeles create a suprapullulation of all areas, qualities and intervals into a crystorrhoid whorl, eventually exciting the ponentiation of a pro-ubietal chute. Today occurred the concatenation; the 'creature', as you call it, pervolved upon itself; in your idiotic malice you devoured it." – EO.IV</i>

49	Inveigled	To gain over or take captive by deceitful allurements; to entice, allure, seduce.	<i>"A total mis-statement!" cried Cugel. "No proof has been adduced and in any event I was inveigled against my better judgment." – CS.V.1</i>
50	Loquacity	The condition or quality of being loquacious; talkativeness.	<i>In a passion Hurtiancz leapt to his feet. Raising the brown glass pot above his head he dashed it to the floor. "Enough of this intolerable inanity! I propose that such loquacity passes beyond the scope of nuisance and over the verge of turpitude." – RM.III.8</i>
51	Lumenex*	Per judge; related to parts of a lantern.	<i>Without pausing to chide Madame Soldinck, Cugel not only extinguished the light, but removed glow-box, spurts and lumenex, and threw them into the sea. – CS.II.3</i>
52	Maugery*	Per judge; related to magic.	<i>"See where the trees hang past the cliff? At that place a great magician named Makke the Maugifer built a manse and ruled the land with his mauging magic. He mauged east and he mauged west, north and south; persons could lift their eyes to his face once, or with effort twice, but never three times, so strong was his maugery." – CS.III.1</i>
53	Mendacity	The quality of being mendacious; the tendency or disposition to lie or deceive; habitual lying or deceiving; falsehood.	<i>"Gookin is that individual for whom the word 'mendacity' was coined. He is simply not to be trusted." – CS.I.1</i>
54	Mernaunce*	Per judge; related to alchemy.	<i>Cugel caught it in a great stone mortar, crushed it to a paste with an iron pestle, dissolved all with spirits of vitriol, added aromatic mernaunce and poured the resultant slime down a drain. – EO.VII</i>
55	Metathasm*	Per judge; related to magic and magical lore.	<i>"To the furthest reach of my memory, Rogol Domedonfors ruled the city. He knew lore of all ages, secrets of fire and light, gravity and counter-gravity, the knowledge of superphysic numeration, metathasm, corolopsis." – DE.V</i>
56	Mordant	A substance which combines with a dye that has low affinity for a particular textile fiber, enabling it to become firmly fixed in the fiber.	<i>The same structure housed vats, dyes, bleaches and mordants. – RM.III.11</i>
57	Murid	Of or belonging to the family Muridae, which includes most kinds of rats, mice, and voles; associated with or consisting of murids.	<i>"As to that, you must ask these foul murids; they seized me unawares." – EO.VI</i>
58	Nacreous	Pearly or iridescent like nacre.	<i>Closer at hand five domes of shimmering nacreous gloss marked the site of Lumarth. – CS.V.1</i>



59	Nuncupatory	Esp. of a will or testament: oral, verbal; possible new use by Vance where the meaning seems to be more like 'irrelevant' or not germane.	<i>"Quite right, sir, and while the subject is fresh in my mind, I would like you to resolve a perplexity. A single father often boasts four sons, but how does a single son boast four fathers?" Disserl, Vasker and Archimbaust rapidly tapped the table; the eye, ear and arm were interchanged. At last Vasker made a curt gesture. "The question is nuncupatory." – CS.VI.1</i>
60	Objurgation	The action or an act of objurgating; a sharp or severe rebuke; chiding, scolding; imprecation.	<i>He opened his mouth to utter an objurgation, but instead clenched his jaw, rolled up his eyes. – EO.I</i>
61	Obstreperous	Clamorous, noisy; vociferous.	<i>"I suggest a hiding for these obstreperous louts." – EO.I</i>
62	Oestrus	The period of sexual receptivity and fertility during the reproductive cycle of most female mammals; the time of being in heat.	<i>"If you wish, although it is adjacent to the den of a great mother gid, now in oestrus." – EO.III</i>
63	Oleaginous	Having the nature or properties of oil; containing oil or an oily substance; oily, fatty, greasy.	<i>Cugel, recalling the oleaginous wads of flesh, the leering slab-sided visages, the matted verminous hair, the wattles and wens, the evil odors, which characterized the women of Smolod, marveled anew at the power of the cusps. – EO.I</i>
64	Organon	An instrument of thought or knowledge; a means of reasoning, discovery, etc.; esp. a system of rules or principles of demonstration or investigation. Frequently used as the collective title for the logical treatises of Aristotle.	<i>Bluner began a detailed exposition of his organon, but before long was interrupted by Pralixus, a tall thin man with piercing green eyes. – EO.V.2</i>
65	Pantology	A survey or systematic view of all branches of knowledge; universal knowledge. Also: a compendium of information of every kind; an encyclopedia.	<i>The semblance of Calanctus took form on the work table: first an armature of silver and tantalum wires built upon an articulated spinal truss, then a shadowy sheathing of tentative concepts, then the skull and sensorium, into which were inserted all the works of Calanctus, and a hundred other tracts, including catalogues, compendia, pantologies and universal syntheses, until Lehuster counselled a stop. "Already he knows twenty times as much as the first Calanctus! I wonder if he can organize such a mass?" – RM.I.4</i>
66	Peccancy	Faultiness, incorrectness; (also) a fault, a flaw.	<i>"Undoubtedly you will wish to discharge both Sarman the chamberlain and Bilbab the under-cook when their peccancies come to light." – EO.II</i>
67	Perduration	The action of enduring or capacity to endure indefinitely; continuous duration; existence having neither beginning nor end.	<i>"Still, certain truths are universal," argued Faucelme. "For instance, the ancient rite of gift exchange between host and guest. As an altruist I have given you a fine and nutritious meal, a length of magic rope and perduration of the sword." – CS.IV</i>
68	Perquisite	Any casual profit, fee, remuneration, etc., attached to an office or position in addition to the normal salary or revenue.	<i>"I also wish to test the perquisites you describe, perhaps for the period of a day or more." – EO.IV</i>

69	Pervolve*	Per judge; related to with the senses; forming words with the sense 'through, in space or time; throughout, all over' and 'to turn over'.	<i>"Today occurred the concatenation; the 'creature', as you call it, pervolved upon itself; in your idiotic malice you devoured it." – EO.IV</i>
70	Pervulsion*	Per judge; related to a combination of repulsive and perversion.	<i>Cugel hastily consulted the workbook and saw that in error he had transposed a pair of pervulsions, thereby reversing the quality of the spell. – EO.VII</i>
71	Pettifoggery	Pettifogging practice; petty quibbling or (esp. legal) chicanery; an instance of this.	<i>"All my passengers are first-class!" declared Captain Wiskich. "You will find no pettifoggery aboard the Avventura!" – CS.IV.1</i>
72	Pleasaunce	A pleasure ground; <i>spec.</i> an enclosure or secluded part of a garden, esp. as attached to a large house, laid out with pleasant walks, trees, garden ornaments, etc.	<i>In this waning hour of Earth's life no man could count himself familiar with the glens, the glades, the dells and deeps, the secluded clearings, the ruined pavilions, the sun-dappled pleasaunces, the gullies and heights, the various brooks, freshets, ponds, the meadows, thickets, brakes and rocky outcrops." – DE.II</i>
73	Polemicist	An author of polemics; a controversialist.	<i>Ildefonse shrugged. "For all his deficiencies as polemicist and magician, Hurtiancz at least is candid." – RM.III.8</i>
74	Ponentiation	Per judge; related to the action of potentiating; an instance of this; synergistic interaction between drugs or other agents; augmentation or enhancement (of biological activity).	<i>"Since like subsumes like, the variates and intercongeles create a suprapullulation of all areas, qualities and intervals into a crystorrhoid whorl, eventually exciting the ponentiation of a pro-ubietal chute." – EO.IV</i>
75	Puissance	Power, strength, force, might, prowess; influence.	<i>Aboard the barge and so off the trail, the blessing lost its puissance and the barge-tender, who coveted Guyal's rich accoutrements, sought to cudgel him with a knoblolly. – DE.VI</i>
76	Pulchritude	Beauty. Now somewhat archaic and literary.	<i>"You must adjudicate at a Grand Pageant of Pulchritude among the maids of the village and select her whom you deem the most beautiful." – DE.VI</i>

77	Punctilio, Punctilious	A minute detail of action or conduct; a nicety of behaviour, ceremony, or honour; a small or petty formality. Also: a hair-splitting or fastidious objection; a scruple; strictly observant of or insistent on fine points of procedure, etiquette, or conduct; extremely or excessively particular or correct. Also: characterized by such scrupulous attention to detail or formality.	<i>Cugel watched them a moment or two; their punctilio and elegant gestures suggested the manners of an age far past.</i> – CS.V.1
78	Purulence, Purulent	Pus or purulent material; of the nature of or resembling pus; consisting of or containing pus.	<i>"Hold!" And Fianosther raised high the black flask. "I need only hurl this bottle to the floor to unloose a purulence, to which I am immune. Stand back then!"</i> – EO.VII
79	Pusillanimous	Of a person: lacking in courage or strength of purpose; faint-hearted, craven, cowardly.	<i>Hache-Moncour looked around the circle of faces. "What a group of pusillanimous nail-biters! If necessary, as Rhialto's surrogate, I will second the motion myself, if only to defeat with finality this example of childish spite!"</i> – RM.II.2
80	Rachitic	Of or relating to rickets; affected with rickets; feeble; liable to collapse.	<i>"Hence it became the better part of wisdom to die in the full flower of life, since, for example, a rachitic old man, toothless, short-winded and dyspeptic, could never fully enjoy the banquets, songs and nymphs of paradise."</i> – CS.III.1
81	Rakehelly	Of a person: having the character, appearance, or manner of a rakehell; a dissolute or immoral person.	<i>Cugel made a rueful gesture. "You sing siren songs of inducement! One taste of such glamour might shatter my resolve! I am not the rakehelly Cugel of old!"</i> – CS.VI.2
82	Redolent	Originally: having or diffusing a pleasant smell, aroma, or scent; sweet-smelling, fragrant. In later use chiefly: strong-smelling, pungent.	<i>Cugel tasted the wine with caution, to find a liquor heavy and strong, and redolent of strange fragrances.</i> – CS.III.1
83	Roqual*	Per judge; related to flowering.	<i>And beyond the roqual hedge the trees of the forest made a tall wall of mystery.</i> – DE.II
84	Saltarello	A very animated Italian and Spanish dance for one couple in which there are numerous sudden skips or jumps. Also, the music for this, or a movement resembling it in a musical composition.	<i>At Captain Baunt's sly suggestion, they prevailed upon Drofo to play the flute. "False modesty is not befitting to a worminger," said Drofo. He played and simultaneously danced three hornpipes and a saltarello.</i> – CS.II.1
85	Salubrious	Favorable or conducive to health.	<i>The first few courses were salubrious and Cugel ate with gusto.</i> – EO.II

86	Sardonic	Of laughter, a smile: bitter, scornful, mocking. Hence of a person, personal attribute, etc.: characterized by or exhibiting bitterness, scorn or mockery.	<i>She dismounted, walked slowly to the door of black smoky wood, which bore the image of a sardonic face. She pulled at the tongue and inside a bell tolled. – DE.III</i>
87	Sarsen	One of the numerous large boulders or blocks of sandstone found scattered on the surface of the chalk downs, esp. in Wiltshire.	<i>"At the first sarsen, deposit the stone and select another from the pile, again make the sign and carry it to the second sarsen, and so across the plain." – CS.V.2</i>
88	Solecism	A breach or violation of good manners or etiquette; a blunder or impropriety in manners, etc.	<i>"As a traveler from afar, ignorant of your customs, I thought it best to watch quietly a few moments, lest in error I commit a solecism." – EO.IV</i>
89	Spatulate	Having a broadened and rounded end like that of a common form of spatula; <i>Bot.</i> Of leaves, etc.; <i>Zool.</i> Of organs or parts.	<i>"Cugel is a man of discernment!" declared Bunderwal. "I would rate him an applicant of fair to good quality, and I urge you to ignore his long spatulate fingers which I last noticed on Larkin the baby-stealer." – CS.I.2</i>
90	Supererogatory	Characterized by, or having the nature of, supererogation; going beyond what is commanded or required; (more generally) superfluous.	<i>"The act now to be performed is doubtless supererogatory." – EO.I</i>
91	Supernal	Of, belonging to, or relating to a realm or state beyond the earthly world; otherworldly, supernatural.	<i>A brooding presence pervaded the place, dispassionate, supernal, of illimitable will and power. – DE.III</i>
92	Suprapullulation*	Per judge; related to a thing which is situated over, above, higher than, plus the action of pullulate-sprouting, budding, germination; generation, production.	<i>"Since like subsumes like, the variates and intercongeles create a suprapullulation of all areas, qualities and intervals into a crystorrhoid whorl, eventually exciting the ponentiation of a pro-ubietal chute." – EO.IV</i>
93	Syncretic	Characterized by syncretism; aiming at a union or reconciliation of diverse beliefs, practices, or systems.	<i>Garstang, sitting to the side, smiled thoughtfully. "And you, Cugel the Clever, for once you are reticent. What is your belief?"</i> <i>"It is somewhat inchoate," Cugel admitted. "I have assimilated a variety of viewpoints, each authoritative in its own right: from the priests at the Temple of Teleologues; from a bewitched bird who plucked messages from a box; from a fasting anchorite who drank a bottle of pink elixir which I offered him in jest. The resulting visions were contradictory but of great profundity. My world-scheme, hence, is syncretic." – EO.V.2</i>
94	Tarantella	Rapid whirling South Italian dance popular with the peasantry since the fifteenth century, when it was supposed to be the sovereign remedy for tarantism (a hysterical malady).	<i>Guyal played a wild tarantella of the peasant folk, and Ameth danced wilder and faster, flung her arms, wheeled, jerked her head in a fine display. – DE.VI</i>
95	Telamons	A figure of a man used as a column to support an entablature or other structure.	<i>Telamons of exaggerated elongations and grotesquely distorted visage supported the smoky beams... – EO.II</i>

96	Timorous	Subject to fear; of a fearing disposition; easily frightened; timid.	<i>The shell of the farthest opened further, enough to show the indignant face within. "We are by no means ignorant!" "Nor indolent, nor lacking in grace, nor disdainful," shouted the second. "Nor timorous!" added a third. – EO.II</i>
97	Travertine	A white or light-coloured concretionary limestone, usually hard and semi-crystalline, deposited from water holding lime in solution; also called travertine stone; quarried in Italy for building. A less solid porous form is known as <i>calcareous tufa</i> ; of, composed of, or of the nature of travertine.	<i>The page turned to reveal a travertine promenade beside a slow river. "This view reveals to good advantage the topiary of the time." – CS.V.2</i>
98	Turpitude	Base or shameful character; baseness, vileness; depravity, wickedness.	<i>"Aboard the Galante his deficiency will almost magically be corrected, as will Lankwiler's turpitude." – CS.II.1</i>
99	Variegation	The condition or quality of being variegated or varied in color; diversity of color or the production of this.	<i>Cugel forbore to mention Firx, whose own spiritual exhalation, mingling with that of Cugel's, undoubtedly caused the variegation Derwe Coreme had noted. – EO.II</i>
100	Vituperation	The action, fact, or process of vituperating; blame, censure, reproof, or (esp. in later use) the expression of this, in abusive or violent language; abuse, railing, rating. Also, vituperative or abusive language.	<i>The rat-folk were intensely angry. They raised the stone, screamed curses and abuse into the gap. Others appeared, carrying buckets of filth, and these they poured into the hole, with further vituperation. – EO.VI</i>

* Indicates a Dying Earth neologism used or coined by Vance.





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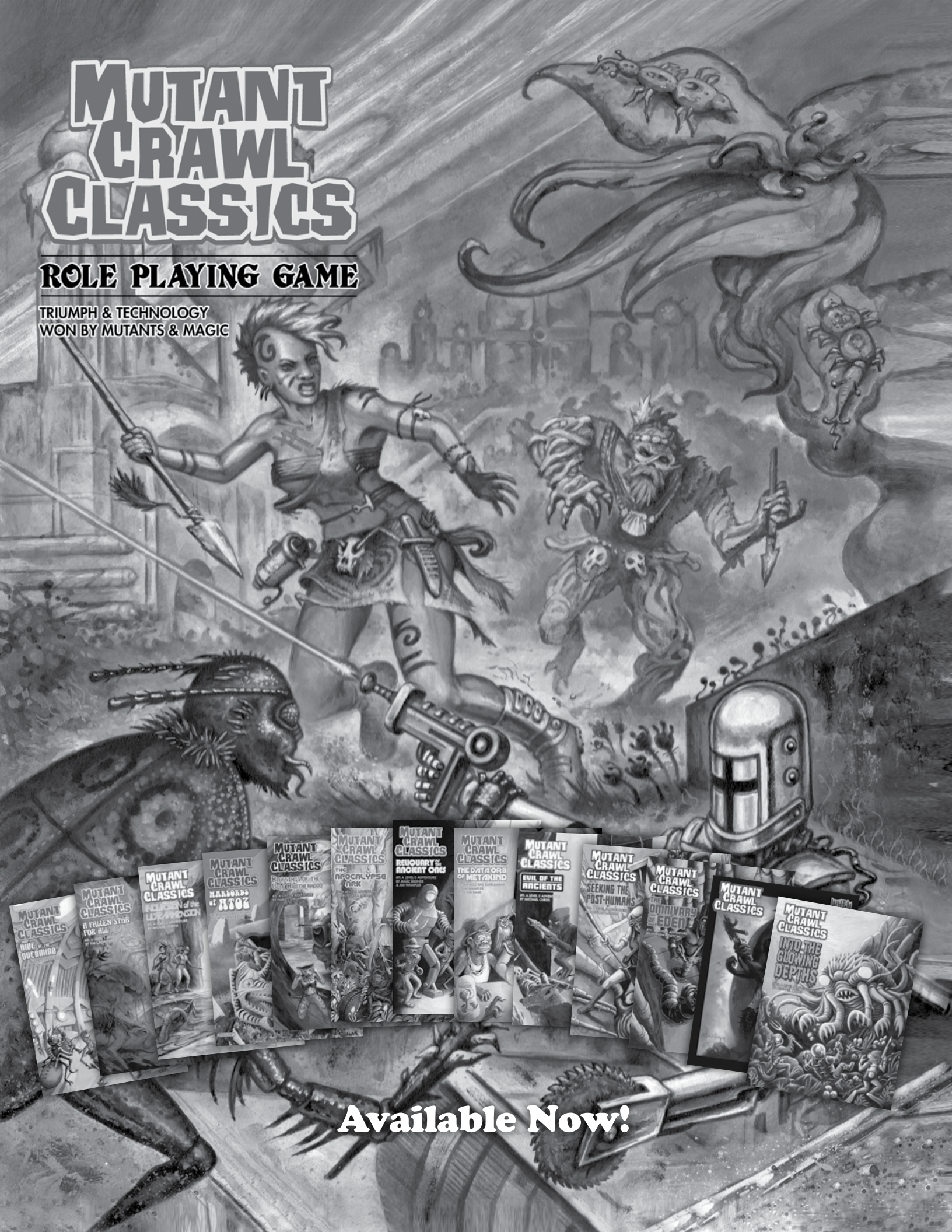
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DCC RPG

100 UNUSUAL LANDMARKS (ROLL D100)

Result Landmark

1. A balneario of green glass and nacre
2. The pillaged wreck of a caravan of high-wheeled wagons
3. An ancient stone carved with the image of a dwarf riding a pelgrane
4. A commemorative cairn to a long-dead god
5. A field of crumbled tombs
6. A serpentine ridge of black and green basalt rock
7. A cleft exposing antique grave-markers
8. A sunken city glimpsed beneath translucent waters
9. A bank of ruined columns
10. A large and elaborate manse of archaic design
11. An amphitheater with a sacrificial stone dais
12. A decorative fountain
13. A parchment advertising a nearby merchant from the far star Canopus selling alien wares
14. An opening into an unknown space
15. A fane-topped hillock
16. Fairy castles of fungus growing in shelves in a forest clearing
17. An abandoned village
18. A peregrine palace
19. A series of terraces overgrown with vegetation
20. A dozen white dolomite statues
21. A square garden with barren trees at the four corners
22. A sealed crypt
23. Ruins of a civic amphitheater
24. A series of floating walkways over a wide body of water
25. The crashed wreck of a magic car from the lost city of Ampridatvir
26. A long, wide hall marked by a leaning column with a black medallion
27. A temple of a forgotten people dedicated to a long-dead god
28. A strange device of lenses pointed toward the failing sun
29. A ten-foot-tall monument holding an illegible bronze plaque
30. A plain filled with shards of a luminous stones
31. An abandoned war-wagon
32. A wooden raft
33. A great weir of stout poles
34. A ghostly city on a lake
35. A garden of enormous red sunflowers
36. A stronghold of the Green Legion
37. Ruins of an elaborate pavilion containing prebendary structures, baths, and fountains
38. A human skeleton resting in a posture of dissolution
39. An ancient orchard bearing withered hag-apples
40. Sarsens carved with faded images from the Nineteenth Aeon
41. A hovel built in a nearby tree
42. A silk-hung barge moored to the shore of a lake
43. A single extant wing of a manse occupied by dust, owls, and archaic ghosts
44. A crag in the shape of a skatler horn
45. A dry plain of rock spires
46. A house-sized meteor
47. A mud-filled pit rumored to be the resting place of a demiurge from the Overworld
48. A booth painted with the Signs of the Aumkloplastianic Cabal
49. A black obelisk
50. A cluster of white columns, each several dozen feet high
51. A cabin on the banks of a lake with a porch overhanging the water
52. A tumble of house-sized sandstone blocks
53. A broken cart carrying the library of a sage recently abducted by erbs
54. A floating boat, moored to the ground by a thick rope
55. Mud-flats littered with the run-around remains of several long-abandoned ships

Result Landmark

56. A visp lair, currently empty
57. An aviary of bird women
58. Three spiral green glass towers
59. A great effigy, mouldered, chipped, cracked, and almost entirely buried
60. Noxious heaps of refuse
61. A set of doors sealed by explosive diambroid
62. A mausoleum containing an ancient lead coffin from the Sixteenth Aeon
63. A dome of shimmering nacreous gloss
64. A stone bridge of five arches
65. The mossy ruins of a long-tumbled castelry
66. Twenty enormous god-effigies
67. Ruins of a shattered tower
68. A museum from an ancient aeon
69. An avenue lined with monuments
70. A bridge of black glass
71. An inn in the middle of the wilderness, miles from any town
72. A set of ancient stone stairs leading into the ground
73. Reliquary containing the bones of an arch-necromancer
74. A copse of trees occupied by tree-dwarfs who pelt refuse at passerby
75. A traveling wagon of a troupe of musicians
76. A lake with a vortex in the center
77. A burned and shattered wasteland several leagues across
78. A crumbled breakwater with an old jetty
79. A white villa among poplar trees
80. A fast-moving river with a number of shattered wrecks next to a turbulent rapid
81. An abandoned hovel with a rack holding globes of dark brown glass
82. A multi-legged conveyance, seemingly asleep
83. A platform with several curve-necked lutes, seemingly ready to play
84. A festival attended by masked dancers
85. A wooden hut built on the slope of a mountain
86. An alabaster egg containing a sleeping paragon
87. A cairn marking an ancient thoroughfare
88. The garden of a powerful magician growing with strange and wonderful vegetation
89. A humanoid-shaped mountain
90. A flat meadow swarming with insects with bulging eyes
91. A minuscule workgang erecting a number of strange edifices from twelve-foot pillars of gray stone
92. A livery yard stocked with teratoids
93. A single gleaming hundred-foot-tall tower made of white stone
94. A marble-flagged promenade, now in a state of melancholic dilapidation
95. A murid cave
96. A field of enormous gourds
97. A partially excavated quarry, long abandoned
98. A tract of bone-colored hills inhabited by half-human bandits
99. An ancient road of stone slab, cracked and broken
100. A wide valley demarcated into fields and folds by ancient stone walls

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