

PEL016 The
Dying Earth

Based on the work of Jack Vance

The Compendium of Universal Knowledge

By
Peter Freeman, David Thomas,
Ian Thomson, Jim Webster et al


Pelgrane Press

Based on the Dying Earth book series by Jack Vance

The Compendium of Universal Knowledge

A supplement for the Dying Earth RPG
written by

Peter Freeman, David Thomas,
Ian Thomson, Jim Webster et al



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Introduction

Welcome to the *Compendium of Universal Knowledge*, that is, to myself. I note that you have chosen to use my least expensive, image-only version. Hence you have resigned yourself to enjoying me principally through your sense of sight, although you are, of course, welcome to fondle my creamy, smooth pages and intoxicate yourself on the heady scent of my inks. Perhaps you will also enjoy the musical flopping as my leaves flip and rattle through your fingers, or the reassuring weight of my spine in your lap. Your pleasures are your own, dear reader, I do not judge. I merely speculate....



To business, and briskly: in my current edition, I contain a comprehensive listing of all the major people, places, creatures and phenomena within the *Dying Earth* and also offer the expansions, speculations and comments of other contributors, as well as asides into the Vancean oeuvre. Hence, I should explain my format. My contents occur as a series of cross-referenced entries, arranged in alphabetical order. Each item has a title, a category and page references. A selection of comments follows. The comments divide into **Canon** and **Opinion**, terms that should be self-explanatory, but which nevertheless have their own entries. Most of the opinions are credited to colleagues of mine (for details of whom see **Friends of the Compendium**). A few are by myself. Aside from my own remarks, the veracity and utility of any opinion is a matter for the reader's judgement. Many entries also have Game Statistics or Rumors of Impending Hazard sections; the latter is a florid way of making adventure suggestions.



On the matter of cross-references and citations, readers should note that a word or phrase in *italics* is almost always the title of a book, while items in **bold face** have their own entry. Hence anything that is **bold and italicized** is a cross-reference to a book. Page references to the four volume *Tales of the Dying Earth*, whose American and British editions are identical save for the cover. All entries are also indexed by category, for your convenience.

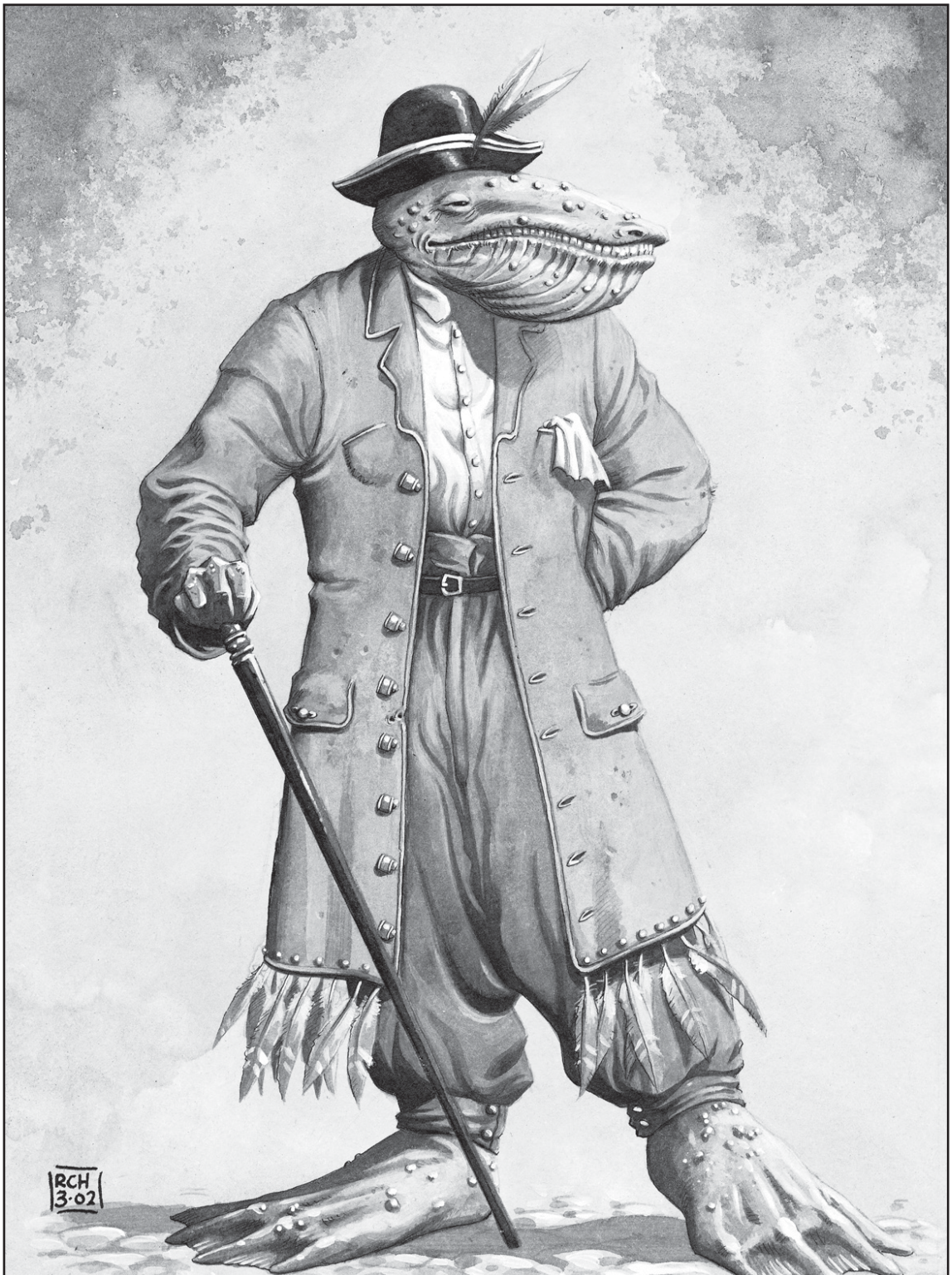


Locations are denoted by their map number and a grid reference which requires but a modicum of intelligence to decode. You will find the maps with other color plates in my middle-most pages.



Finally, my Editor has asked me to thank all my contributors and extend his special appreciation to Carol Johnson and Ian Thomson. Mr. Thomson earns his accolade for a service that was both thoughtful and incomparably useful, but which must otherwise remain between the two gentlemen. And gentlemen, of course, never tell.





Sartorial elegance can distract from other, less-than-pleasing features.



Accic Ocean

Location; Page 681

CANON

In the 16th **Aeon** this ocean covered much of the area to the west of the landmass that would one day become **Almery**. In the 17th Aeon a general rising of the land drove it further west before it returned once more in the 18th Aeon.

OPINION

The above is the gist of what the **sandestin Osherl** told **Rhialto**, who set the matter down in a brief monograph, which I have read, and which I have filed appropriately, unlike those imbecilic students who cannot even place something in alphabetical order.

Quirethomble, Librarian, the Scholasticarium, Kaiin
That conservatory at which I studied under Phaetis for one hundred years faced the Accic Ocean. Contemplation of the movement of the water was one of those tasks set us to achieve the mental calm necessary for the summoning of madlings and sandestins, and even now I sometimes find myself looking out across the Accic Ocean in my dreams, the light fresh scarlet and bright enough to sting the eyes.

Issapinai, Arch witch favored of the Goddess Phaetis



Achernar

Location; Page 140

CANON

According to the old reckoning,* Achernar is the brightest star in the constellation Eridanus. The name, which is of Arabic origin, means “the end of the river” and the star marks the southern extremity of the constellation at a declination of -57°. Achernar

* Astronomers are people of ingrained conservatism and it is considered by some that, rather than change the information pertaining to a star, they will instead rename a star whose data best fits their star catalogs.

is a type B star; these stars have surface temperatures in the range 11,000 - 25,000 Kelvin and are bluish-white in color. It has a magnitude of 0.5. The star, or perhaps the system that surrounds it, is the home of creatures such as **Firx**.

OPINION

Astonishingly, **Larval Age** astronomy doubted that type B stars could have planets.

The Compendium



Aeon

Technical Term; Pages; various, particularly 681, but see also 591-2 and 661

CANON

The preferred term for the **Dying Earth's** historical eras, Aeons (unlike Vance, DERPG capitalizes the word) are divided into **epochs**.

OPINION

Deriving from the Greek *aion* (age), aeon simply means an indefinitely long period of time, although geologists employ it to denote a span of a billion years. The reader might, therefore, feel that it is unlikely that Vance uses it in this sense, given that items from previous Aeons are present in **Cugel's** day, although they could have been transported to the future through time travel.

In fact the canon, the text suggests a far shorter span; combining information from **Lehuster** and an unnamed **Last Kingdom** Arch-priest, we learn that there are at least 11 epochs in an Aeon, and that an epoch comprises a hundred centuries, that is 10,000 years. Thus an Aeon should be around 110,000 years long. Indeed, **Osherl** tells **Rhialto** that, in the 17th Aeon, a land bridge rises across the **Straits of Garch** and that the **Santune Sea** slowly dries out to become the **Tchaxmatar Steppe**. This argues for time-spans of this order. This would, of course, mean that when Cugel travels 1 million years back in time, he ends up in the 14th Aeon.

Gersen the Rationalist



I know the truth, of course, but it would prove too taxing for my readers.

The Compendium



Age

Technical Term; Pages 135, 541, 661ff

CANON

Lucounu and Duke **Orbal** both use the term to apply to a time in the remote past (Age of Glow and **Yellow Age**, respectively), while the Arch-priest and **Shaluke the Swimmer** employ the word more poetically (Age of Glory, Golden Age).

OPINION

Age of Glow and Yellow Age both hark back to a more vigorous sun, but the word “age” has no precise meaning.

Gersen the Rationalist



Agency of Far Despatch*

Spell; Page 288

CANON

Also known as **Thrasdrubal's Laganetic Transfer**, this **spell** summons a winged **demon**, which twice drops **Cugel** on the melancholy beach at **Shanglestone Strand**.

OPINION

Shanglestone Strand is not the only destination known to the demon; the caster specifies the location and the condition in which the victim must arrive.

The Compendium



* This spell, under its alternative name, appears on page 110 of **DERPG**. There was once an idea (Sasha's, I think) to call those **gamers of quality and taste** who chose to run demonstration games *Agents of Far Despatch*. The idea remains good, so if you qualify, consider yourself so described.

The Editor



Air-car

Conveyance; Pages 77, 80-3, 87

CANON

These easy-to-use, boat-like flying vehicles litter the city of **Ampridatvir**. Despite being abandoned for 5,000 years, they still worked, at least in **Ulan Dhor's** time.

OPINION

Nicholas H.M. Caldwell has been thoughtful enough to provide a thorough write-up of air-cars in the *Excellent Prismatic Spray*, Volume 1, Issue 2.



Air-lion

Conveyance/Item; Page 659

CANON

These twenty-foot-long flying machines guard the **Twenty Legions** attack during the fall of the **Last Kingdom**. They are armed with “fire, gas-jet and fearful sounds.”

OPINION

Given that the **Bohulic Dukes** have no aerial assets of their own, air-lions seem to be intended for an air support role; this is also implied by the brief descriptions of their armament, which seems to comprise area-effect weapons.

Gersen the Rationalist

RUMORS OF IMPENDING HAZARD

An unwise (or mis-cast) sally at **Phandaal's Inside Out and Over** results in the eversion of a Forlorn Cyst (cf., **Spell of Forlorn Encystment**) and the precipitation of an operational, fully crewed air-lion close to the PCs.

AIR-LION

Air-lions carry a crew of two, a pilot and a gunner, and look very much like black lions. The flight system is similar to that of the air-car, but is magically, rather than technologically, powered.

Attacks:

The air-lion's area attacks require special rules, which follow the Editor's assumption that, as these weapons were intended to deal with the occupants of a **war-wagon**, the weapons attack a circle thirty feet in



Air-cars, easy-to-use, boat-like flying vehicles litter the city of Ampridatvir.



radius (like a D&D fireball). In the case of each attack, the GM (or the players, if they are flying the machine) should nominate a primary target, who is unfortunate enough to stand at ground zero. The GM then decides whether there are any other viable targets (i.e., things that lie within the attacked area) and how close to ground zero they are. The GM then designates all targets within fifteen feet “secondary” and all others “tertiary.”

Fire. Refer to the rules and table of levies on page 56 of *DERPG*. The primary target suffers a levy of 15, the secondaries 10, the tertiaries 5. A successful Dodge Defense against a Ferocious Attack strength 16 reduces these levies to 10, 5 and 2, respectively.

Gas. Refer to the Poison rules on page 58 of *DERPG*. The primary target contends with a dose of gas of Potency of Levy 8, the secondaries get a 4 and the tertiaries get a 2. Once inhaled, the poison has an interval of an hour and reduces the victim's health, attack and acrobatics abilities by 1 each.

Fearful Sound. The victims must each pit their Wherewithal against a separate sonic attack pool of 24 (primary), 12 (secondary), or 6 (tertiary). Victims who fail these rolls panic; those who suffer an **Exasperating Failure** run away; those who suffer a **Quotidian Failure** also flee, discarding any item that they have not paid points for and tearing or soiling their clothes in their flight; and those who suffer a **Dismal Failure** collapse unconscious, or stand, incapable of thought or movement (player's choice) until the danger has passed.

Characters cunning enough to stuff their ears with wax, or unfashionable enough (i.e., have a positive Resist Arrogance rating) to wear a hat with earflaps, may roll at a bonus of 2 (wax) or 1 (ear flaps).

Defenses

Air-lions have a health of 16 and resist physical attacks with their Vehicular Armor Defense of 20.

Weaknesses

The magical basis of the air-lion means that appropriate spells, such as the Second Retrotropic and Liberation of Warp, will shut it down. The Retrotropic does so permanently, while the Liberation of Warp suspends the vehicle engine's operation for a period based on the level of success: a minute for a **Hair's-Breadth Success**, an hour for a **Prosaic Success**, and a day for an **Illustrious Success**. Alternatively, **Pandaal's Gyrator** might tear the air-lion apart; oppose the caster's Magic pool with the vehicle's Health. Daring and Forceful Magic attract a Bonus of 1.



Al-Halambar

Location M2 F09; Page 452

CANON

Al-Halambar is on the circular sea route that includes **Port Perdusz**, **Latticut** and **Witches Nose**.

OPINION.

Al-Halambar? Yes, I remember it: a small town or, more properly, a large village. The inhabitants are Pragmatic Acosmists, who disbelieve in the outer world but are happy enough to do business with the delusion.

Volume Stinobric, Guardian of the Sacred Flowers of Falgunto



Alastor

Non-Dying Earth Setting

An interstellar state comprising a cluster of star systems in the **Gaian Reach** universe, and an omnibus volume of three books (*Trullion: Alastor* 2262, *Marune: Alastor* 993 and *Wyst: Alastor* 1716) about some of them. The societies described in these books are as varied and – in the main – as unpleasant as those of the Reach and are distinguished from them by having a centralized government and playing the game of hussade.



Almery

Region M2 GH0204; Pages, various, including 9, 22, 53, 581

CANON

A large region to the south and east of **Ascolais**, there are deserts to its south and the **Maurenron** range and barbarian tribes to its east. The most civilized area is the **Scaum** basin, which is the northern and western part of Almery. Along with **Ascolais**, this part of Almery is home to the **wizards** who are signatories of the **Blue Principles**.

Almery encompasses the following locations: **Azenomei**, **Boumergarth**, the **Bridge of Black Glass**, **Flath Floiry**, the **Hanging Hills**, the **Kang Kingdom Marchway**, the **Old Ferghaz Way**, the **Old Forest**, **Pergolo**, the **Scaum**, **Sil Soum**, the



Sousanese Coast, the Sune River, Taun Tassel, the Temple of the Just God, the Tunnels of Rat Folk, Twish River, Val Ombrio, the Valley of Graven Tombs, Waters Gleam, the Xzan River and Zاراides' Dwelling.



Amateur

Technical Term; Page 532

Vance uses this term in its less familiar sense of someone who loves something (in Duke Orbal's case, oddities), rather than to denote someone who performs a craft or art as a recreation.



OPINION

A barbarous region, fit only for forest sorcerers, lizard men, rat creatures and **deodands**. The term Almerly may have referred to a wider area in the past – some authorities include everything south of the **Land of the Falling Wall** – whereas now the northern border is held to be the river **Sune**.

Quirethomble, Librarian, the Scholasticarium, Kaiin

Ampridatvir

Location M2 B08; Page 66

CANON

Ampridatvir lies in the northwestern sector of the **Melantine Gulf**, on an island. It is the last of the **Olek'hnit** cities and has been in a state of decay from some thousands of years since the death of the last great



A barbarous region, fit only for forest sorcerers, lizard men, rat creatures and deodands.



ruler, **Rogol Domedonfors**. It was highly advanced, with ground cars, **air-cars**, impressive towers and a surfeit of energy. This caused the people to stagnate, becoming religious fanatics dedicated to the rival cults of Cazdal and Pansiu, who wear gray and green, respectively. Each cult owned half a tablet, which when combined would have allowed the former glory of the city to be restored. **Ulan Dhor**, nephew to Prince **Kandive** of **Kaiin**, completed this task, but this led only to further destruction, leaving the city an inert ruin occupied by dazed cultists.



Anfangel Dongobel

Technical Term; Page 338

See **Sphincter-clasp**, **ornamental golden**.



Anthropophage

Technical Term; Pages 666, 676-7

CANON

From the Greek *anthropos* (humankind; man is *andros*) and *phagein* (to eat), **anthropophage** means someone who eats people. In principle, this could include any carnivore, but the word often denotes a cannibal, and Vance uses it in this sense, as well as to describe a **half-man** that eats the real thing.

OPINION

Do not trouble to call in at Ampridatvir. The natives have nothing to trade and no coin with which to buy goods – they are more inclined to whine for succor than do anything for themselves. All there is to see are some bizarre ruins, but not greatly different from those of a hundred other places.

Mondrosan, captain of the Lamaguire Bounty



Ampridatvir has been in a state of decay from some thousands of years.

Antipodal Current

Natural Phenomenon; Page 600

CANON

This current rounded **Cape Sprang** and thrust up the **Ciaaic Ocean**. It seems that the only references to this current date from the 17th **Aeon**.

OPINION

Our only mention of this phenomenon is in the *Doctrines of Calanctus* where **Calanctus**, for his own purposes, uses it by way of analogy. Whether his usage was accurate is beyond our knowledge to even guess.

Quirethomble, Librarian, the Scholasticarium, Kaiin



Aquavit

Drink; Page 596

CANON

Rhialto and **Ildefonse** quaff this manly drink while discussing the **Murthe**.



OPINION

Aquavit is functionally identical to vodka and eau de vie; indeed the name means the same thing, *water of life*. So, for that matter does “whisky” (OE, “whiskey”), whose name derives from the obsolete term *whiskybae*, which, in turn is a contraction of the Gaelic *usquebaugh* or “water of life.”



Arad

Location; Page 409

CANON

Arad is the name coined by **Nisbet** for an ancient city close to the village of **Tustvold**; he recovered a knife from the crypts that underlie it.

RUMORS OF IMPENDING HAZARD

The crypts of Arad contain more than occasional pieces of cutlery. Deep beneath the level where Nisbet found his silverware is a manufactory that will attempt make anything mundane for its operator, whom it will ask for the raw materials. If these are not forthcoming, the device will make do with whatever is to hand, which can include the operator’s person and possessions. The machine takes great pride in its capabilities and will beg anyone who encounters it for work, and will try to complete any commission that it accepts, perhaps substituting materials when required. It is, of course, susceptible to persuasion.

FACTORY 23

Persuasion (Forthright) 1.5- [15], Rebuff (Pure-hearted) 1.5-[15], Attack (Speed) 1- [10], Defense (Parry) 0.5- [5], Health 4- [40], Craftsmanship 25, Engineering 15.



Archimbaust

See **Four Fathers**, **Bazzard’s**.



Arch-Magicians

Gamespeak

A term used in *DERPG* to distinguish **magicians** of the **Rhialto-level** from their lesser brethren. Despite the *DERPG*’s high regard for **Rhialto**, **Llorio** regards what the game’s designers revere as Arch-Magicians as “vapid ghosts” (p. 607). In *DERPG* terms, Arch-Magicians can bind and command **sandestins**, so can, in principle, achieve any reality-changing effect they like (although none of the canonical ones have attempted to reinvigorate the sun), while their lesser brethren are limited to chanting magical **spells**, each of which has a single, discrete effect.



Archveults

Social Group; Pages 592, 701-41

CANON

Archveults are, or were, **wizards** who fled the Earth for **Jangk**, and who cannot return, on pain of death. Their motive for leaving seems to have been survival; some left to avoid **Lloiro’s** witchy regime, others were exiled by later wizards. Indeed, **Ildefonse** personally expelled Xexamedes on one occasion although it is unclear whether this was when the latter was first driven out, or if the archveults were raiding the earth.

Despite some changes, like seven-foot high, lizard-like bodies, blue scales and black plumes, archveults retain human natures and magical powers, although Haze of Wheary Water is of the opinion that they are immune to electricity.

Vance provides the names of nine archveults: Persain, Evorix, Djin Arvianid, Ifhix, Herclamon Ospro, Vexel and Xexamedes.

OPINION

Game statistics for the archveults appear on *DERPG*, pages 163-4.

A mechanism for becoming an archveult appears in **Excellent Prismatic Spray**, Volume 1, Number 1, page 20.





Ariventa

Location; Page 58

CANON

The magic valley of Ariventa is depicted on a tapestry, half of which is owned by the witch **Lith**, who lives on **Thamber Meadow**. **Chun the Unavoidable** keeps the other half in **The Place of Whispers** in the Old Town to the north of **Kaiin**. Ariventa is sometimes referred to as “Golden” Ariventa and certainly the tapestry is exquisitely worked in golden threads of many different hues.

OPINION

It is held by many that Lith was ejected from Golden Ariventa for some offense beyond our understanding. Equally romantic authorities speculate that the tapestry will be her way to return, once it is whole, that she can somehow pass through it and return once more to her home. These authorities regard Chun the Unavoidable as some agent of retribution, ensuring that she is exiled for many years. For myself I hold that, if you wish to know the truth, consult Lith or Chun the Unavoidable. For myself I am loath to tangle with either.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto Golden Ariventa is one of those domains of existence brought in to being by those who wish to dissociate themselves from the dross of the earth. Analogous to a demon realm in form, these allow a life crafted to ones personal taste. I do not know who created Ariventa, but he was certainly a mage of power and is certainly dead, his domain having been taken over by his servants.

Raigemuir the Malignant



Arnhoult's Sequestrous Digitalia

Spell; Pages 558 and 583

CANON

A **spell**, apparently known to **Iucounu**, and listed in **Killiclaw's Primer of Practical Magic**.

OPINION

From the spell's name, it might conjure up fingers that steal things at the caster's command.

Gersen the Rationalist

Its **DERPG** write-up is on page 104.

The Compendium



Arnhoult's Sequestrous Digitalia conjures up fingers that steal things at the caster's command.

~ 13 ~

Arrak

Drink; Pages 528-30



CANON

Cugel drinks several tots of this drink prior to crossing the **Plain of Standing Stones**. Arrak, incidentally, derives from the Arabic word for “sweat.”



Arrow-gun

Item; Page 482

CANON

Varmous deploys ten men armed with “arrow-guns and **fire-darts**” to fight rock goblins.

OPINION

Given that “ten men” are also mentioned on page 479, where their armament includes **dart-guns**, the Editor suspects that arrow-gun is a synonym for that weapon. “Fire-darts” presumably refers to incendiary ammunition.



Asc River

Location M1 I0406; Page 232

CANON

This river flows from the **Mountains of Magnatz** to join the **Scamander**.

OPINION

Unsuitable for navigation, the river runs through an area largely devoid of civilization, save for its upper reaches where cloddish rustics make a rude living from the soil. The Asc is nevertheless of use to travelers, if only as something to drink and the road on its south bank is the normal route for pilgrims heading south to **Erze Damath**. Indeed it was with one such band that **Cugel** traveled.

Eurias the Cartographer





Ascolais

Region M2 EG0205; Pages; numerous

CANON

Ascolais is a land bounded to the west by the coast of the **Melantine Gulf**, to the west and north by the **Land of the Falling Wall**, and to the east and



south by **Almery**. Its nominal capital is **Kaiin**, but in **Liane the Wayfarer's** time, the ruler – **Kandive the Golden** – only controlled as much of Ascolais as could be seen from **Porphiron Scar**.

The following locations fall within Ascolais' boundaries: the **Batvar Forest**, **Boumergarth**, the **Cape of Sad Remembrance**, the **Derna River**, **Fader's Waft**, **Falu**, the **Fer Aquila**, the **Forest**



Perhaps the most sophisticated part of our ancient world, Ascolais still has considerable areas of wilderness.



Da, High Meadow, Kaiin, Lake Island, Lavraki Real, Low Meadow, Manse of Mazirian, Miir, Modavna Moor, Octorus, the Omona Gap, the Place of Whispers, Porphiron Scar, Quanorq, Sanra Water, Sanreale Bay, Sfere, Tenebrosa Bay, Thamber Meadow, Thrume, the Ts River, Were Woods, Wheary Water and Wilda Water.



beneficial trading agreements evolve. It is likely that part of the reason why robber asms do not automatically slay their victims is in order to cultivate a relatively benign presence in a region and avoid evoking armed response or fearful avoidance – which would disrupt their business.

Robber asms may be enticed into regular conversation and clearly possess a different level of intelligence than their more bestial counterparts. In particular, the robber asm has a solid conviction that its presence and behavior in the world is part of the Law of Equivalence – in that its relative successes make up for the treatment and poor social condition of half-men the world over.

Even if a traveler has no ill intent, it is nevertheless wise to approach asms cautiously. Around their dens, asms may place deadfalls, spiked pits, branch-spear traps and the like. Some are designed to capture their foes, others to slay or disable. When exploring a likely area for prey, the asm also uses net-traps and

OPINION

Perhaps the most sophisticated part of our ancient world, Ascolais still has considerable areas of wilderness, from the empty hills to the south near **Fader's Waft**, to the sorcerer-haunted forests of the north. Be that as it may, when most civilized people use the term Ascolais, they tend to mean the **Scaum** Valley downstream of the junction of Scaum and **Ts**.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto Beloved Ascolais, my home, for return to which I have faced all the perils of journey from far **Mahaze**, crossing tundra and mountain and forest on foot that I might once again gaze on the beauty of white-walled Kaiin beneath high Porphiron Scar. In Ascolais, a poet may be a poet, a man a man, and if the inhabitants are somewhat listless and not universally cultured, they are at least rich in incident.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt

Asm

Creature; Pages 528, 530 ff.

CANON

The asm is a **demon-insect** cross. They are primarily black in color, humanoid with compound eyes and possessed of other insectoid features such as their grinding mandibles and bristling antennae. In many specimens several large fangs protrude from the mouth, with as many as eight being recorded. They are known in **Ombalique** and especially the **Plain of Standing Stones**. When full grown, asms are confident of victory in single combat against an armed opponent.

OPINION

Asms, who have spread into both Ascolais and Almerly from the **Land of the Falling Wall**, are sometimes capable of considerable understanding, including such concepts as symbolism and theology.

Members of the more intelligent subspecies of asm have unusually human sensibilities, and sometimes rob victims without killing and eating them as well. No one is sure why some asms behave in such a human-like way. Some not only covet goods and foodstuffs but also engage in smuggling and resale, and sometimes even fight with crude weapons. One imagines that at first their human accomplices were reluctant to trust their intentions; and only after recovering from their surprise at remaining undevoured did some kind of mutually



The asm is a demon-insect cross, primarily black in color, humanoid with compound eyes.



non-spiked pits – hoping to capture its victims alive. It is important to note, that as with all half-men, humans play only a small part of their diet (or virtually none in the case of the robber asm), and they mostly subsist on medium and small game animals.



one of the items taken was a gold amulet – an heirloom to Orbal's family, and the Duke has posted a staggering reward for the person who recovers it, before the asms can pass it on to their human contact. (A person about whom the Duke knows nothing, but is certain must exist.)

Sakonity the Adamantine

RUMORS OF IMPENDING HAZARD

Dealing with Robber Asms

Travelers to **Cuirnif** have been routinely ambushed by robber asms. These creatures attack in groups of eight or more – lunging from concealment in ditches and wild hedgerows. Fortunately for the travelers, those that surrender are spared harm, and those that fight or flee are subdued with injuries whenever possible. Instead, the asms make off with all trade goods and valuables, including fashionable clothing. Even the most pedestrian authorities regard this as most unusual.

Only three days ago, Duke **Orbal's** daughter, Clarassa, was part of such a group returning from **Azenomei**. She was unhurt, but two of the guards fought back so fiercely that one was slain on the spot and another died later of injuries. Additionally,

The asms are from the forest twenty miles to the east of Cuirnif, but range across the entire district between, using a variety of hideouts. Adventurers might pose as wealthy travelers, engage in an asm hunt, or trawl the curio shops of Cuirnif seeking trade items believed to have been stolen. The mastermind behind this venture is unscrupulous trader Antamara Gollip, who herself was a victim of the asms last year. Since then she has been supplying them with details of trading groups, and rewarding them with quantities of hallucinogenic herbs that she imports from **Val Ombrio**. The stolen goods she collects at pre-arranged drop-off points near Cuirnif on her regular trade expeditions between **Troon** and **Azenomei**.

The Bandit Trail

Through the mountains east of **Efred** is an ancient trail leading to certain ruins on the edge of the **Songan Sea**. This trail passes across stark hillsides, through primal forests, and sometimes through long rocky gullies between craggy peaks. Though the remains of the venerable roadway, and the shells of blockhouses that once provided nightly shelter, reflect better days, this trail is now fraught with hazard. Asms of the more dangerous and primitive kind wander this area in bands, hunting wild game, but are particularly eager for human prey.

These canny creatures know that human **magicians** and **wizards** can be dangerous quarry, and so set various ambushes and traps along the way. The asm leader is an aging yet powerful individual of unusual cunning, armed also with three stolen magical items that it has learned how to use. For adventurers unable to fly or teleport, this journey becomes a battle for survival. Even at their objective the humans are not safe, as the asms follow them into the ruins.



Assault Troops

Social Group; Page 658

CANON

These savage, unkempt, scalp-taking soldiers defeated the **Thousand Knights** and the **Twenty Legions**. Their battlefield tactics are described as “skulking, hiding, striking, feigning death, striking again, screaming in pain but never fear; the **Iron Dukes** had long before sated them full with fright.”

ASM

Persuade (Forthright) 1~[12], Rebuff (Wary) 1~[10], Attack (Ferocity) 1.5~[14], Defense (Dodge) 1~[8], Health 1.5~[10], Athletics 7, Concealment 3, Perception 4, Stealth 6, Tracking 3, Wherewithal 1~[8].

Special Rules

Victims take a levy of 1 on their Persuasion rolls unless they evidence interest in the anticipated culinary process.

Using Perception to spot a trap, as one moves across the terrain, requires a single die roll against the trap's Concealment rating. The GM assigns this rating as suits their campaign, depending on the PC ability levels and how well the asms have performed their jobs. Traps that the asms have had plenty of time to prepare should be extremely hard to spot. Typically a trap's Concealment rating should be assigned against the Perception ratings of the party, at somewhere in the range of 1~ to 1.5~. Note that those PCs with high Perception may Wallop (*DERPG*, p33) this Concealment. This happens automatically if it is possible – even though the PC does not consciously act against the trap. Since “Living Rough” is said to embrace the habits of half-men (*DERPG*, p64), GMs might consider this as a valid alternative to Perception. Additionally, if any PC has been declared as using “Tracking” and this ability is higher than their Perception, it would be unnecessarily cruel to disallow it as a counter to the trap's Concealment.



ASSAULT TROOPS

Persuade (Intimidating) 10, Rebuff (Contrary) 10, Attack (Cunning) 15, Attack (Ferocity) 10, Defense (Vexation) 15, Defense (Misdirection) 10, Health 10, Athletics 12, Concealment 8, Stealth 8, Wherewithal 15.



which draws inhabitants from the entire Scaum valley. The fair, for which folk travel from across the region, is as old or older than the town itself. Beside the Xzan is the River Inn.

Azenomei is nine miles west of **Pergolo**, the manse of **Iucounu**, and its hinterland survives by farming the terraces that overlook the Xzan, and fishing in the river.

OPINION

The Scaum Valley Gazetteer contains a detailed description of Azenomei, and there is a map available at dyingearth.com: select the violet cusps link.

Editor

A town that seems to muse on the lost glories of her past. Here even the most dulled witted cannot fail to sense the air of solemn old time.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt

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Obviously, it would be irresponsible to suggest that you order items, and then buy them online, so that the unsold copies remain in the shop, ready to catch the eye of passing trade.



Avventura

Conveyance; Page 448 & ff.

CANON

The "trim little ship" that **Cugel** steals from the harbor in **Port Perdusz**, and adds to **Varmous's** caravan.



Azenomei

Location M3 K04; Pages 133ff, 277ff

CANON

Azenomei, a town old beyond memory, lies at the junction of the **Xzan** and the **Scaum**. It is ancient and in decline and is of note now only for its fair,



Azenomei, a town old beyond memory, lies at the junction of the Xzan and the Scaum.



Azenomei is perhaps the most civilized of towns; one can wander peacefully through quiet streets or sit on one of the stone benches watching the people pass and passing the time of day with one's neighbors. **Kaiin** is a dire necessity; Azenomei is unalloyed pleasure.



OPINION

It is true that the populace is avaricious and prone to making outrageous claims for recompense. In this they much resemble the folk of **Ascolais** in our own day.

Rhialto the Marvellous.

Volune Stinobric. Guardian of the sacred flowers of
Falgunto



Az-Khaf

Location; Page 683

CANON

Az-Khaf thrived* in the 17th **Aeon**. An otherwise insignificant village, it entered history when Rhialto the Marvellous excavated there for the lost **Perciplex**. The village itself is neat, the houses stark white, but their tiled roofs may well be of different colors, blue being popular. A prevalent garden flower is the giant red sunflower.



...the houses stark white, but their tiled roofs may well be of different colors, blue being popular.

* A casual use of the term for which we apologize, but we felt "festered" to be both cliched and inelegant.



Baltanque of the Tall Towers

Location; Page 681

CANON

It is thought that the site of the city is many miles southwest of **Fader's Waft**. It grew to become a great city the second epoch of the 18th **Aeon** and survived until Isil Skilte the archveult captured it. Later in the 18th Aeon, the site was drowned when the sea once more returned.

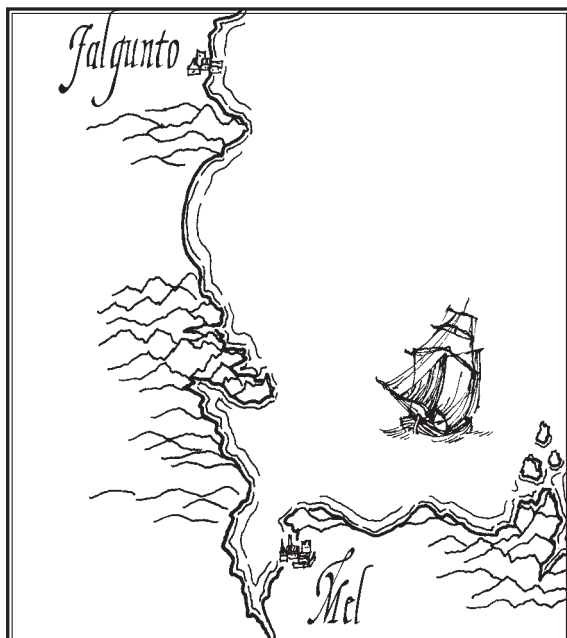
OPINION

If one estimates how fast a **flantic** can fly, it is obvious that **Rhialto** pursued it well over 400 miles. Baltanque of the Tall Towers is obviously a predecessor to **Mell**.

Parouc the Cartographer.

Anyone who bases their cartography on the after dinner stories of Rhialto the Marvelous is doomed to perplexity.

Ao of the Opals.



Baltanque of the Tall Towers is a predecessor to Mell.

Barbdriver

Device; Page 658

CANON

A vehicular weapon, mounted on a **war-wagon's** turret, the barbdriver is a projectile thrower.

OPINION

The barbdriver's game statistics appear under the war-wagon entry.

The Compendium



Barlig Township

Location M1 I05; Page 231

CANON

All we know for sure is that it is situated north of **Erze Damath** and probably some distance up the **Asc River**. A dour individual called **Lodermulch** was provost of Barlig Township.

OPINION

Lodermulch I once met. I believe him to be typical of the people of the township, unpleasantly muscular and of acerbic disposition.

Eurias the Cartographer

RUMORS OF IMPENDING HAZARD

Barlig Township is built over an ancient graveyard. Dig down forty feet and you will find a solid layer of collapsed lead coffins. The lead mines of Barlig are the township's main resource and they work a seam seven feet thick. The lot of a leadminer is comparatively easy: all one has to do is hack almost-pure lead out of the ground; minor impurities are normally lost when the lead is cast into ingots.



The main hazard is that the previous inhabitants of the coffins, while no longer present in any physical sense*, are prone to haunting the workings and it has been estimated that even if one in one hundred did so, there would be upwards of ten million ghosts in the workings. These ghosts are rarely manifest as individual entities but instead the workings have a strong aura of gloom, hopelessness and despondency, and are generally unwelcoming. Miners overcome this by getting cheerfully intoxicated before going on-shift. Thus anyone in the workings who is sober not only has to cope with the all-pervading gloom, but his discomfiture is compounded by the sound of raucous drunken singing, drunken humor and the pranks of those intoxicated enough to think that watching someone fall flat on his face as he dodges a thrown pick is immensely humorous.

The township itself, above the ground, is a dour place; the atmosphere from the mines seems to leak to the surface, where it is augmented by the fact that most of the male population is hungover at any given time.



Basilisk

Creature; Pages 188, 248

CANON

The only certain facts are that **Follinense** lists their plasm as a component of the **deodand**, and that a nameless witch-chaser mentions basilisks as existing in army-strength (they besiege the city of **Mar**). All else is conjecture.

OPINION

Basilisks are stocky reptilians, normally possessing dark-green or yellowy-green hide. It is unusual in the extreme for any meaningful interactions take place between a human and one of these devil-lizards. The basilisk is of near-human intelligence and typically lives in packs within small tunnel systems in the ground. All basilisks live exclusively in the wilds, hardly ever approaching a human settlement; and fortunately are rarely encountered at all.

Lesorix of Perne

Entities of Nature: Basilisks are neither alien nor vat-created, but are the results of the evolution of their species over the many Aeons, from common lizards to sentient humanoids. Most are of only average intelligence, but their leaders are possessed of high cunning, and the species has managed to survive in small colonies across the wilds for thousands of years without being noticed very often. The siege of Mar is a highly atypical



example of their acting in public, and merely shows that they have some unusually important vested interest in the proceedings.

Gersen the Rationalist

Mountain Basilisk: The Mountain Basilisk resembles its junior counterpart, but is slower, bulkier and more robust, and is only of animal intelligence. They travel singly or in small family groups with no fixed habitation – or dwell in rude caves.

Silvithos the Teamster

A Poisonous Creature: The dark-green skin of the Plains Basilisk oozes a mild poison. The Mountain Basilisk's poisonous exudation is of greater potency and can be projected towards its prey in a great gob of spittle.

Wakdun the Panderer

RUMORS OF IMPENDING HAZARD

Lizard Bandits

Though not seen in Almetry for centuries, a group of basilisks has started attacking travelers and small settlements. No one

BASILISK

Persuade (Intimidating) 1-, Rebuff (Wary) 1-, Attack (Ferocity) 1.5-[14], Defense (Sure-Footedness) 1.25-[12], Health 1.5-[14], Magic (resistance) 5, Athletics 1.5-[15], Concealment 5, Perception 1.25-, Stealth 3, Wherewithal 2-[16].

Special Rules

Lesser Basilisks are unlikely to engage in any form of normal conversation, and the GM should feel free to apply levies to any Persuasion attempts directed against them (unless the would-be Persuader is clearly a powerful magician – or is posing as one).

The poison of the plains basilisk is unlikely to be a direct problem to adventurers at its source. (Since originally it was evolved to defend against attacks from the large insects of the creature's homeworld.) These beings routinely coat the tips of their spears in this venom, which acts in the same way as Creature Venom (*DERPG*, page 59). Mountain basilisk spit is calculated in the same way as regular missiles, though has only the range of a dagger. Unlike other poisons, its game effect is to directly reduce the Health pool of the target. (**Illustrious Success** –3, **Prosaic Success** –2, **Hair's Breadth Success** –1). When the target reaches 0 Health points, they collapse into a toxic coma, but recover (if they remain undevoured) after an hour or so. (On waking they have regained half of their Health points, but remain sickly as if injured, for a full day – or until healed.)

* Indeed their dust has crumbled to dust.



in this part of the world is powerful enough to face them, at least not until our worthy adventurers come into the picture. In this case, the basilisks are using an ancient library as their base of operations, and this may be the very structure that the adventurers have come here to explore. It is only a matter of time before these inhuman barbarians destroy the scroll/tome that the adventurers seek. At first the adventurers may try to negotiate with this superior force, but the basilisks are not to be trusted. A commando raid is likely to be the only option, and if the basilisks learn what the PCs are after, they will either destroy it or hide it as soon as they become aware of an infiltration.



Battlescythe

Non-canonical Item; XPS 6, pages 83-4

The **canon** lacks a handy, good-looking yet fearsome polearm, and Jim Webster has nobly filled this gap with the battlescythe, an instrument resembling the classical *falx* (Latin for “scythe”), or *rhomphaia*, and the Japanese *naginata*. The Editor thinks that the Chinese *tanto* might also be similar, but he may be misremembering.

The Editor



Battle-hook

Item; Page 479

CANON

A weapon carried by the bandits **Cugel** sees while keeping watch, and which he describes as a “snaffle-iron” (for which see the *Excellent Prismatic Spray*, Volume 1, Issue 6, page 85), although the third person omniscient observer uses the term “battle-hook.”



Batvar Forest

Location M2 EG02; Page 520

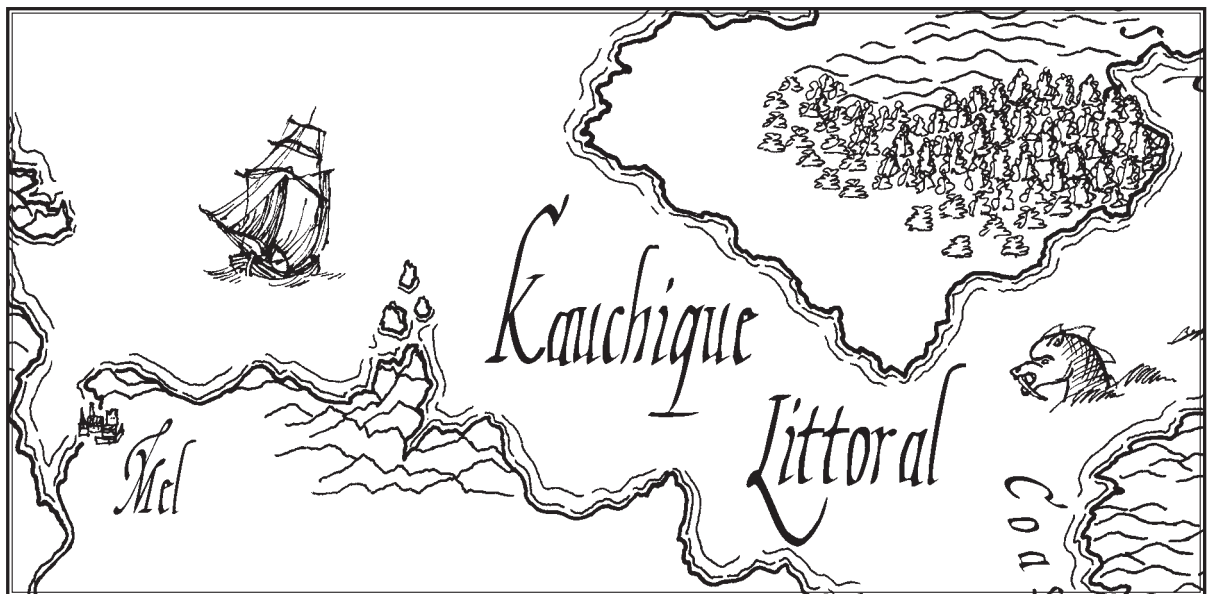
CANON

All we know for sure is that **Cugel** knew a dwarf from this area who rode a **pelgrane**. As he was under considerable stress when he wished to tell the story, it is uncertain whether he gave the true facts.

OPINION

Actually, I may well have met the same dwarf. The hinterland of the **Kauchique Littoral** is known as the Batvar Forest and Cugel, hailing originally from Kauchique, could well have been familiar with the area and its less savory inhabitants.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto



The hinterland of the Kauchique Littoral is known as the Batvar Forest



In the Batvar Forest dwells a most unsavory individual, one Hlubat of **Kaiin**. He is of middling height, bland of both manner and feature, and arguably the most skilled and experienced trickster of **Ascolais**, Kauchique and **Almery** together. He is now retired, but likes to keep his hand in, and it is a rare man who does not leave Hlubat's farm the poorer for his stay. I myself have fallen victim to his tricks. When I first met him he claiming to be agent for the wedding festivities of Duke Tambasco, and relieved me of a large bribe towards my appointment as Chanter of Formalities. Needless to say he held no authority in this matter nor influence.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt

Once only have I traveled there, with a commission to collect pelgrane dung, which may be scraped from their roosts by one worker while two others hold tridents ready. It is an exceptional fertilizer, notably for marrows. In a week, we collected over a ton, but on the way back to Kaiin, we stopped to refresh ourselves at an inn, emerging no more than three or four hours later to find dung, farlock and wagon vanished.

Nogba

RUMORS OF IMPENDING HAZARD

There are persistent rumors of pelgrane riders, but there are few who can control a pelgrane, save by magical means. The other problem is that pelgranes, while powerful, are not strong enough to lift a full-grown man. Turgubut's calculations indicate that it takes at least six to lift a man in a comfortable basket with provision hamper, wine cooler and basic instruments. A dwarf is another matter and it is thought there is a clan of these people in the Batvar Forest who harass travelers, forcing them to drop their loads and flee. The dwarf's terrestrial companions then move in rapidly to collect the abandoned goods.

Because of the need to conserve weight, the dwarven aviators wear only a loincloth and goggles.* They carry no weapons, but might be said to be in control of a loaded pelgrane. The pelgrane attacks at a levy of 1, because of the load on its back, but the target must make a successful Wherewithal roll to avoid dropping their load and running for the nearest cover. If the target does drop his possessions, the dwarf and pelgrane lurk out of bowshot and ensure that their confederates can carry off the abandoned goods safely.

BATVAR DWARF

"Surrender or face my steel"

Persuade (Intimidating) 3, Rebuff (Lawyerly) 12, Attack (Ferocity) 8, Defense (Dodge) 10, Health 6, Appraisal 3, Athletics 4, Concealment 3, Perception 6, Scuttlebutt 4, Wherewithal 2.

Resistances: Gourmandism 4.

* For reasons no longer explicable; maybe a result of some sort of cultural programming.



Bauk

Creature; Page 417

CANON

A creature whose leather is suitable for cobbling.

OPINION

The bauk is a strong and obstinate creature common to settlements around the **Saponid Tundra**. It is roughly the size of a **mermelant**, but far more stocky and rotund even than that beast. Also the bauk lacks even the most rudimentary intelligence, except for the low animal cunning that allows it to express its obstinacy when required to pull a plough or be harnessed to a cart. The bauk has thick almost-reptilian legs



The bauk is a strong and obstinate creature, whose leather is suitable for cobbling.

BAUK

Attack (Strength) 2-[15], Defense (Parry – with its tough hide) 1.25-[11], Health 2-[18], Athletics 5, Wherewithal 0.5-.

Special Rules

The Bauk moves at a bonus of 1 to Athletics if startled, and applies a bonus of 2 to Athletics in any tests featuring brute strength. It makes its Health rolls against non-magical damage at a bonus of 1 (due to the resilience of its hide).



splayed out from its sides, and large eyes atop a huge head – which is reminiscent of some ancient aquatic grazing beast, but with huge teeth. They cannot move at significant pace for any length of time, but if startled can race across twenty yards or so at an astonishing speed, or lurch and roar in a manner that can momentarily frighten those unfamiliar with this docile creature. However, once motivated with the switch or the promise of bales of hay to munch upon they can plod all day pulling heavy weights. Bauk are also noted for their thick leathery hides, which make excellent and enduring garments and footwear – so much so that items of bauk leather are famed (and proportionately costly) as far away as **Kaiin**.

Lesorix of Perne

RUMORS OF IMPENDING HAZARD

The bauk as an encountered creature is unlikely to be the source of riveting adventures in and of itself. Nonetheless, adventures may be centered with ease around the value of its leather. Characters may be required to transport a load of bauk leather from Kaspara Vitatus to Kaiin or Val Ombrio, or even bring two breeding pair of the creature back from Port Titus to Azenomei. More fun may be had if the creatures are brought overland. They may be so terrified of water that they expire if forced to travel by boat.



Baunt, Captain

Personage; Page 354 ff.

CANON

Captain of the **Galante**, and a **martinet**.



Bautiku

Location; Page 39

CANON

The sole remaining memory of Bautiku is that the population of this city was slaughtered by **Golickan Kodek the Conqueror**. His sub-human armed cavalry constricted the population of two cities, Bautiku and **G'Vasan**, into a circle three miles across and then proceeded to reduce the circle even more, finally achieving a pyramid of squirming human flesh five hundred feet tall.



OPINION

It may be Bautiku which is referred to in a fragmentary 20th **Aeon** text. While difficult to translate, it refers to the tax levied on imported corsetry and silk underclothes.

Quirethomble, Librarian, the Scholasticarium, Kaiin

I have spoken with ghosts of Bautiku, or more accurately, screamed with them. They know no peace, and will clutch at the ankles of passersby in an effort to drag them below, yet are harmless to all but the fey.

Graek, Gentleman Panderer, Ghostseer



Bazil

Creature; Pages 249, 493-4

CANON

Follinense lists the Bazil as a hybrid of **felinodore**, man and, perhaps, wasp. The creature is, apparently easy to hybridize, as **Cugel** encounters a bazil-**sime** hybrid.

OPINION

The solitary bazil is an insectoid, somewhat resembling a humanoid wasp. It has black furred legs and arms, with a black thorax and abdomen – both of which also sport irregular yellow markings. Many of these creatures sport short spines across the tops of their heads in the form of a primitive crest, and all have large compound eyes. The bazil is more or less sentient, and speaks with a labored buzzing drone – when it bothers to speak at all. It does not engage in pedantic discussion, as do some other **half-men**, rather it restricts its speech to phrases of anthropophagic depravity and vile threats and promises. Thus, communicating with a bazil can be a most vexing process, so intent are they with their crude posturing and intimidating remarks.

Lesorix of Perne

Some of my most intent customers have told me that the bazil is a horrifying opponent. Not only do they have a sting that can kill the strongest opponent in minutes, but they also heal so quickly that their wounds close up as soon as the sword is withdrawn from them.

Wakdun the Panderer

RUMORS OF IMPENDING HAZARD

A wealthy collector of **Erze Damath** has stuffed and mounted specimens of all known half-men in his museum of horrors. The Desert Bazil is only newly reported, and he desires the body of one of these creatures in a good state of preservation. Unfortunately, the first specimen the hunters encounter (as it watches them from hiding) is perhaps the oldest and craftiest in the entire **Silver Desert**.



Far from civilization, deep in the Great Forest of Eastern **Almery**, is an ancient ruin whose single notable feature is now an avenue of worn statues leading to a platform, on which stands a life-size basil carved of pure silver. Local bazils worship this statue as their god, calling divine favors from its presence. The arrival of treasure hunters with a wagon and smelting equipment would rally these normally independent creatures into a frenzy of coordinated attacks.



The solitary basil is an insectoid, somewhat resembling a humanoid wasp.



BAZIL

Persuade (Intimidating) 1-[8], Rebuff (Obtuse) 1.25-[10], Attack (Speed) 1.25-[10], Defense (Dodge) 1.5-[12], Health 1.5-[11], Athletics 0.75-, Concealment 2, Perception 9, Stealth 3, Tracking 6, Wherewithal 0.75-.

Special Rules

Communication: until the combatant has struck the basil for damage, all the creature's Rebuff rolls are at a boon of 1. Even once this has happened, only Persuasion attempts incorporating the realistic prospect of the basil's imminent demise, or a realistic alternative source of food, will be Rebuffed without this boon – it has so little interest in any other topic.

Flight: Bazils are not strong enough to carry away large prey, but gain an Attack bonus of 1 when attacking from the air.

Venom: when making a Health roll for the final effect, if the victim's Health rating is 12 or higher, consider having the roll made at a bonus of 1. Likewise if their Health rating is 5 or less, consider applying a penalty of 1.

Potency: Levy 1

Interval: 1 minute. While the poison attacks their system the victim typically rolls or hops around, howling in pain. They can attempt (one roll only) truly essential actions at a penalty of 1. This includes continuing to fight the basil, but only Attack and Defense rolls.

Effect: The victim makes a Health roll. With an **Illustrious Success**, the victim recovers, thereafter merely feeling unwell for an hour or so. With a **Prosaic Success** they must rest for an hour and are at a levy of 1 for all physical actions during that time, after which they feel unwell for four or five hours. (If they are forced to exert themselves immediately, this penalty continues until they can rest for one hour, or until three hours have passed – when the victim collapses for three hours.) On an **Hair's Breadth Success** the victim is incapacitated for three hours. On an **Exasperating Failure** the victim is incapacitated for a full day. On a **Quotidian Failure** they will die within a number of minutes equal to their Health (unless treated). On a Dismal Failure the victim expires as soon as the Failure is rolled.

Regeneration: a basil regains 1 Health every round, while it remains largely intact. If deprived of its head or all of its limbs, this magical effect ceases.



Bazzard

Personage; Pages 539-40, 542, 553-62, 575-6

CANON

The son of **four fathers**, Bazzard was an unsuccessful competitor at Duke **Obal's** exposition of marvels in **Cuiriff**. The Duke disqualified Bazzard's entry, Unlikely Musicians (singing fish), because they had died when their tank sprung a leak. The implication is that **Cugel**, who was also competing, sabotaged Bazzard's aquarium.

Bazzard never explains his genesis, and, when Cugel inquires Vasker states that "the question is nuncupatory.

OPINION

It is possible that Bazzard is a **vat creature**.

Gersen the Rationalist

Nonsense! Bazzard's four fathers all used the same 'member' (sharing it) to create Bazzard, VERY clearly he had a human mother and was created through the means of sexual reproduction.

Lesorix of Perne



Bearded Thawn

Creature; Page 207

CANON

"During his passage of the mountains, on one occasion, **Cugel** was forced to devour certain refuse discovered in the cave of a bearded thawn."

OPINION

The bearded thawn is an odd but intelligent herbivorous being that dwells alone in the wilds. It resembles nothing so much as a cross between a long-haired goat and a grasshopper. They generally spend their days browsing for appetizing fruits, berries or tubers, though if pressed they can subsist on grasses or other less-palatable vegetation. In times of hardship, bearded thawns will gather together what rude foodstuffs they can and store them beneath a mound of clay at the rear of their lair.

Lesorix of Perne

RUMORS OF IMPENDING HAZARD

The low-quality adventurers are lost in the wilds, starving and at risk of becoming sustenance for the first half-men to encounter them. A bearded thawn of extreme mental inadequacy (but



profound good nature) takes pity on them and invites them back to its lair to rest and dine. (Or if the travelers are aware that thawns can be of good nature and are the ones to make the approach, they must find some way to convince it to assist them – perhaps through flattery or the promise of fine tales.) The foodstuffs are basic indeed, but the thawn has collected various "shiny things" from a nearby underground ruin over the years. These items turn out to be part of a magical device and lead to an exploratory scenario. (Though initially the thawn will be unable or unwilling to assist them, by means of fear and/or stupidity and/or genuine ignorance.)

THAWN

Persuade (Obfuscatory) 0.5-[5], Rebuff (Pure-Hearted) 1-[10], Attack (Caution) 1-[10], Defense (Sure-Footedness) 1.3-[13], Health 1-, Athletics 1.5-[12], Concealment 5, Perception 7, Stealth 8, Tracking 6, Wherewithal 0.5-.



Benbadge Stull

Location M1 F07; Page 161

CANON

An ancient port of **Cutz** to the east of **Saskervoy**, it has now fallen into decay. Where once ships sailed from Benbadge Stull to destinations as far as the **Melantine Gulf**, now all that remains are a crumbled breakwater, an old jetty and a hut or two.

OPINION

A god-forsaken place, its degeneration probably predates the decline of **Cil**, but the ascendancy of the **House of Domber** led to the final collapse. Once a rich town, who knows what is still buried among the dunes?

Carthos of Sfere

Once a port of moderate prosperity not dissimilar to neighboring **Saskervoy**, Benbadge Stull long ago gave up attempting to compete against the natural advantages enjoyed by **Tugersbir**. Now, sand covers the market place and the houses of the great merchants are sorry piles of moss grown stone. As a generous man, I occasionally drink a toast to my city's fallen rivals.

Xolon, Master Hide Merchant, Tugersbir



RUMORS OF IMPENDING HAZARD

On arriving at Benbadge Stull travelers doubtless feel that they have lost their way. There hangs over the hamlet an air of weary resignation. Strangers walking into the remains of the town feel themselves under constant observation, even through nothing seems to move. Old women in rocking chairs doze outside their huts, children play lethargically in the dust of the road. A careful census of the area indicates that there could be four families, perhaps forty souls, inhabiting it. The one facility of any worth appears to be the ornamental drinking fountain that still discharges water of good quality.

There is no accommodation for strangers; it must be generations since anyone wanted any, and while the inhabitants will feed travelers for a reasonable fee, they suggest that, if the wanderers must sleep in the area, they do so under the old jetty.

Anyone sleeping in Benbadge Stull will discover that the sleep does not refresh them, they heal more slowly than expected, and they awake the next day feeling lethargic and apathetic. Indeed they must Resist Indolence to work up the energy to leave the town.

Unbeknown to the inhabitants, House Slaye built an enchantment into the drinking fountain. It taps the energy of those within a mile and feeds it into the family's amulet for controlling demons, thus ensuring it is constantly recharged.



Beyond the Earth

Region

Throughout recorded history mankind has traveled to distant stars and crossed the boundaries to other dimensions. This has decreased considerably during the last Aeon and now only major magicians would even consider such a sojourn. Be that as it may, it is as well to be aware of what has gone before lest one be unpleasantly surprised at some point in the future. These locations are Beyond the Earth: **Achernar**, **Ariventa**, **Canopus**, **Embelyon**, **Jangk**, **Kaleshe**, **Kerkaju**, **Naos**, **NOTHING**, **Private Infinity**, **Quicksilver Ocean**, **Sadal Suud**, **Sahar**, **Smokedancers' Bluff** and the **World in the Hole**.



Black Sabbath

Rite; Pages 45-51

CANON

Etarr describes the Black Sabbath as "the night dedicated to evil since the dawn of Earth," and the commemoration that he and **T'Sais** witness was certainly depraved.



Blanwalt Forest

Location M1 H0002; Page 249

CANON

A forest, known to the inhabitants of **Erze Damath**, that has become infested by Mad King **Kutt's** creatures.

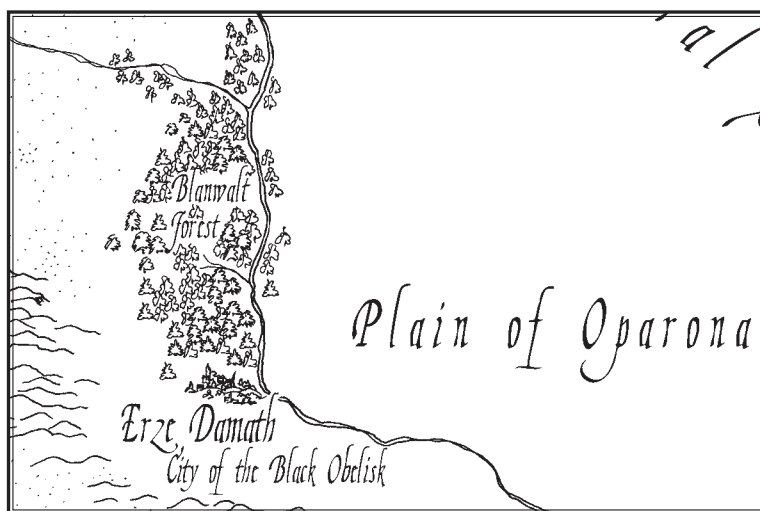


Blue Azor

Location; Page 504

CANON

It was the site of one of the five **Solar Emosynaries**. For more details of the workings of a Solar Emosynary see **Gundar**.



Blanwalt Forest, infested by Mad King Kutt's creatures.



OPINION

Given that those **Solar Emosynaries** we know off are spaced around the globe, so that they always focus their rays on the sun, it is reasonable to assume that Blue Azor is a considerable distance to the West of the **Melantine**. Otherwise we know little of the place, unless it is, as some eccentric scholars claim, set on an island formed from a single perfect sapphire and set in a tropical sea. In my opinion this is stretching the tentative derivation of Azor from Azure too far.

Quirethomble. Librarian. The Scholasticarium. Kaiin



Blue Concentrate

Item; Pages 241, 244, 246, 260, 287

CANON

Blue concentrate is some sort of magical substance in a tube and can be projected up to fifty paces. The stuff seems to induce agony and distress.

OPINION

Game statistics for blue concentrate appear on page 116 of **DERPG**. Readers will note that the range has been amended for reasons that doubtless made sense at the time.



Blue Havoc

Spell; Page 678

CANON

A combination of a "**spell** of effectiveness" and a powder with which **Rhialto** kills a **flantic**. It is

BLUE HAVOC

Range: Special

Duration: Instant

Difficulty: Straightforward

This spell creates/empowers a powder that the caster can then throw at a target. Anything struck by it (Attack Roll, at a penalty of 1, unless the attack style is Finesse or Cunning) dies unless it can successfully Dodge, Misdirect or sufficiently Vex that the caster that he misses. Obviously, the caster must also succeed in empowering the powder, which is a standard Magic roll.



unclear whether the spell activates a pre-existing powder or creates it.

OPINION

The spell makes any powder effective.

The Compendium



Blue Mountain

Location M2 F08; Page 449

CANON

The derogatory phrase "with the seamanship of a Blue Mountain sheep" is not uncommon around the Great **Chaing** Estuary.

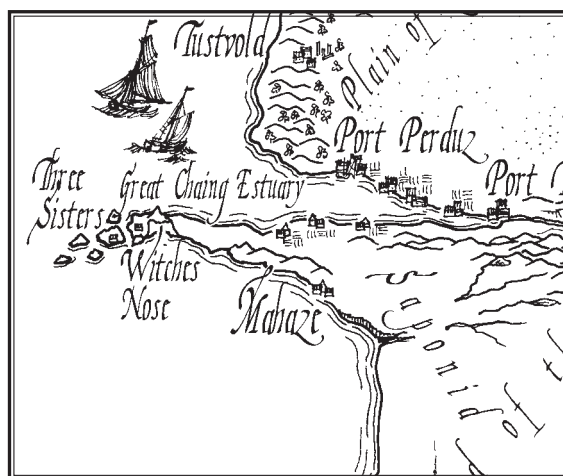
OPINION

When seen from the sea, some of the hills on the **Dragon's Neck** look blue due to the sun glinting on the wet shale that composes their steeper faces. Perchance this is the area known as the Blue Mountain?

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto

RUMORS OF IMPENDING HAZARD

Peasants on the Blue Mountain are as keen to take money off passing travelers as any others of their class. Hence should the phrase, "with the seamanship of a Blue Mountain sheep" come up in conversation, they will boast that Blue Mountain sheep



Perchance this is the area known as the Blue Mountain?



are indeed consummate seamen* and will place bets that Blue Mountain sheep can actually navigate a small craft. Next morning, the traveler will be taken to a headland where they will watch sheep jump into the seawater below, swim out to a raft, climb board and then appear to navigate to the opposite headland, where they alight.

What is actually happening is a “sheep wash,” through which sheep pass at regular intervals to clean their wool and kill any external parasites. The raft is guided by a continuous chain that is only visible from the raft and which is worked by stalwart shepherds out of sight on the opposite headland.



Blue Principles

Item; Pages, various, beginning at 609.

CANON

A voluntary code of conduct, by which the **wizards** in *Rhialto the Marvellous* agreed to regulate themselves, the Blue Principles are so-called because they are carved on the inside of a blue crystal called the **Perciplex**.



Blue Ruin

Drink; Page 713

CANON

Rhialto drinks a dram of this beverage while watching the sunset.

OPINION

Given the small measure of the drink in question and its ominous name, I feel that Blue Ruin might be a potent, herbal liqueur.

Gersen the Rationalist



Boberg's Pandaemonium

Book; Page 559

CANON

Bazzard's Four Fathers consult this tome, which, from its perhaps hyperbolic name, lists all the **demons**, or at least all those with whom Boberg was familiar.



Bogadil

Creature; Pages 667, 676

CANON

So far as the canon goes, bogadils are 16th **Aeon** creatures with tails.

OPINION

Bogadils were delightful beings with muscular hindquarters and stubby tails. They moved by bounding along on all fours, but were also able to stand upright, and had reasonably dexterous paws at the end of their forelimbs. They were arboreal creatures that were widespread in and around the forests of the **Dying Earth** during the 16th Aeon. During that time it was known that they dwelt in small family groups, though all were part of a larger pack that roamed over the same territory. They were sentient, but their intelligence was rudimentary at best, and they were extremely timid when it comes to contact with humans.

Their faces were also more simian than human, and yet clearly they contained a predominant amount of human plasm in their makeup. By nature they were idle and mischievous. When encountered far from human settlements they lived on local fruits and vegetation, occasionally indulging themselves by devouring large crustaceans or small mammals. When living close to human settlements they were thieves and mischief-makers of the highest order, and they would steal any tasty foodstuffs they could get their paws on. It seems that they were not highly intelligent; rather they were motivated by a strange satisfaction in causing distress. When the tables were turned upon them, it seems that they were rarely able to appreciate the humor, and it was common at that time for these creatures to be the subject of cruel practical jokes.

Lesorix of Perne

Affinity with the Trees: Bogadils are swift indeed when clambering through the treetops, swinging on vines, or scampering through thick undergrowth. Humans without considerable skill in athletics or woodcraft will be left far behind.

Thockadore Lackwill, Hunter

* Or Sea-sheep; the Editorial Board admits itself puzzled by the correct term.



Leaping High: As an aid to speedy travel, bogadils can leap and bound as part of their standard means of travel. This makes them difficult to pursue or capture, even when in open terrain.

Vinus Morobia, Caravan Master

A Magical Nature: Bogadils are created creatures, like many of those extant in the world today. When they were originally developed in some **magician's vats**, this person chose to bestow upon them several magical properties. Firstly, they can see almost as well at night as they can during the day; secondly, they can detect magical items and magicians by scent alone; and finally, they can heal injuries to themselves or others by using a natural enchanted song.

Galwuy the Munificent, Sage

BOGADIL

Persuade (Glib) 0.5-[6], Rebuff (Contrary) 0.5-[7], Attack (Speed) 0.5-[5], Defense (Sure-Footedness) 0.75-[8], Health 0.75-[7], Magic (innate) 4, Athletics 0.5-[6], Concealment 3, Perception 4, Quick Fingers 1-[9], Stealth 1-[10], Wherewithal 4.

Game Notes

Apply a bonus of 1 to all Athletics rolls they attempt while clambering through trees or thick underbrush. This is far easier to administer than laying levies or penalties on human pursuers, so merely describe the difficulties faced by the PCs.

If using strenuous exertion (the expenditure of 1 point from its Athletics pool), a bogadil may leap long and high over obstacles or merely to automatically negate imminent physical contact without need for an Avoidance roll.

The song of enchantment is a series of melodious humming cries, which is beautiful to attend. For each point spent from their Magic pool, an entire injury can be cured on any non-demonic being of approximately their own size.

RUMORS OF IMPENDING HAZARD

It is improbable that bogadils still survive in the 21st Aeon. Nonetheless, since Arch-Magicians do travel into the past (or send lackeys there), it is far from impossible that a breeding pair might have been brought back some centuries ago on a whim and let loose somewhere. Thus, a single colony may exist at some distant location from the well-populated human lands. The PCs might encounter these creatures while the characters themselves lie injured and desperate after a combat that they only just won. Out of the trees these little beings creep, moving across to the most badly hurt adventurer and singing their healing song, simultaneously picking pockets and rifling backpacks. Who would want to attack the creatures that have just saved your life? And yet those magic items must be retrieved.



Bohul

Social Group; Pages 656-9, 662

CANON

As **Last Kingdom** peasant girls worry that **Rhialto** might be a one, "Bohul" clearly refers to an ethnic or social group. There fear is understandable since the **Dukes of Bohul**, from **East Attuck** destroy the **Last Kingdom**. An adjective, Bohulic, is also used.



Bohul, Dukes of

Personages

CANON

The Dukes of Bohul destroyed the **Last Kingdom**. Details are sketchy, but they used war-wagons armed with **Red Ruin** and **barbdrivers**, and which carried disreputable, scalp-taking soldiers.



Bohulic Dukes

See **Bohul, Dukes of**



Boumergarth

Location M3 F03; Pages 587, 623, 705

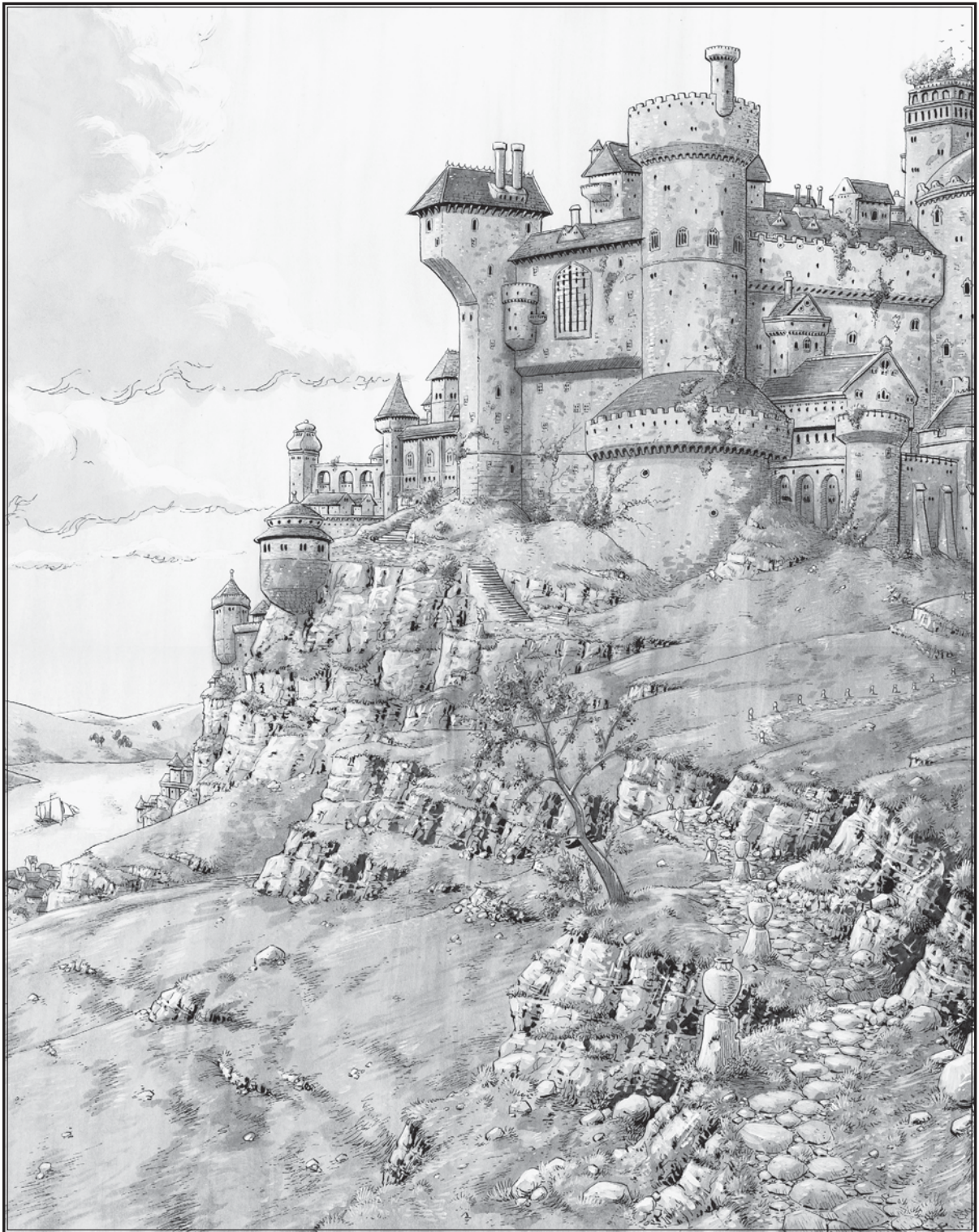
CANON

This is the Manse of **Ildefonse the Preceptor**. A castle overlooking the **Scaum**, it is a complicated structure with one hundred turrets, balconies, elevated pavilions and pleasaunces. There is even an herb garden where one can doze in the sun. Now, much is abandoned, with Ildefonse content to live in one wing of the structure. It is covered in more detail on page 91 of the **Scaum Valley Gazetteer**.

OPINION

I did hear that Boumergarth used to belong to **Morreion** before his unfortunate disappearance. Some say pointedly that Ildefonse moved in with almost indecent haste and took all Morreion's apparatuses as well.

Carthos of Sferre



Boumergarth — the Manse of Ildefonse the Preceptor



Boumergarth is a great manse, the seat of Lord Ildefonse and a place of great importance, if less so than formerly. Entertainments are frequent and grand, involving as they do the upper echelons of Scaum Valley society. A high standard is expected of those invited to play, although they may find themselves somewhat limited in terms of free artistic expression.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt

My niece worked as a night steward in Boumergarth. What fancy tales she had to tell!

Nogba



Brain Structure

Spell; Page 282

CANON

If you are from **Achernar** and are resident in the body in question, it is possible to manipulate it by stimulating the correct part of its brain; sites include the Lobe of Directive Volition, the Lobe of Antithesis and the Convolvement of Subliminal Configuration.

OPINION

Presumably it is similarly possible stimulate the brain with the right tools.

Gersen the Rationalist

Indeed it is; in **DERPG** terms, this is an application of the Physician ability. It is less useful than one might suppose, unless the practitioner wants to present a puppet show, but has no marionettes.

The Compendium



Brassman's Twelve-Fold Bounty

Spell; Pages 561, 583

CANON

A **spell** that makes twelve terces out of one, Twelve-Fold Bounty is listed in **Killiclaw's Primer of Practical Magic**, where we learn that Brassman's first name was **Lutar Brassnose**.

OPINION

The game-specific effects of this spell appear on page 105 of the **DERPG** rules.



Brazel

Location; Page 504

CANON

Like **Blue Azor**, the Isle of Brazel was home to a **Solar Emosynary**. It is common knowledge that it has long since sunk beneath the waves. Unfortunately its location otherwise seems to have been forgotten.

OPINION

There are accounts of travelers who claim that Brazel was an island in the river Lamaguire that flows out to the sea at **Mell**. Indeed windward of the Cape of Tears at the mouth of the estuary is Carnasal rock. This shows signs of having been built on at one time.

Parouc the Cartographer



Bridge Inn

Location M1 H00; Page 229

CANON

The Bridge Inn is where **Cugel** met the party of **Gilfigite** pilgrims heading for **Erze Damath**. The inn itself is comparatively small and a large party of pilgrims easily overwhelms its accommodations. Washing facilities consist of a trough and running water out back. When things are busy the landlord accommodates most people on sawdust pallets on the floor of the common room or in hallways. Around the rear of the inn is a stout shed with a dirt floor and a sturdy door that locks on the outside.

Other than that, the food is beyond reproach and the wine adequate.

OPINION

The inn is the first such establishment a traveler comes to when traveling north from Erze Damath, and so is guaranteed a steady income. The bridge is the only way of crossing the **Asc** dry-shod until one comes to **Barlig Township**, where the river narrows considerably.

Eurias the Cartographer

RUMORS OF IMPENDING HAZARD

The landlord earns some extra money on betting the fishing. The river has a fair number of Cadoform's codorfin, a first-rate table fish, but one that can grow to considerable size. The



landlord will encourage anyone to go fishing with him off the bridge and, during the course of the very quiet day, when things are tiresome in the extreme, will bet that he will catch a fish in the next twenty minutes. He will do this because every day, exactly one hour before noon, he is in the habit of tipping a bucket of stewed plumanthia from the bridge into a pool formed by the way the water eddies around the pillars. The codorfin have learned to arrive about ten minutes before this happens, and the landlord discreetly dips his bait in some plumanthia extract and drops his line over the bridge into the water. He will inevitably get a bite within seconds.

CARTHROSUN THE LANDLORD

"Yes, I have always been a keen fisherman"

Persuade (Charming) 10, Rebuff (Wary) 9, Attack (Caution) 11, Defense (Intuition) 8, Health 4, Athletics 2 Fishing 8, Stewardship 4.

Resistances: None.



Bridge of Black Glass

Location M3 M09; Page 563

CANON

The Bridge of Black Glass crosses the river **Sune**, which marks the boundary between **Almery** and **The Land of the Falling Wall**.

OPINION

The bridge was thrown across the river in one night at the behest of the Ferghaz Emperor Cunala II Croulspoin. The bridge is not in any way magical, but was cast, in one piece, by the great craftsman Glusnod. The bridge was cast in his workshop and transported up the **Sune** by barge. The barge arrived after nightfall and the bridge was winched into place by soldiers. They had everything fastened down and ready by sunrise.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto
The bridge is comparatively new; it replaces a stone one, which had started to crumble into the river. **Houlart**, under whom Morreion studied, created the glass bridge by magic.

Quirethomble, Librarian, the Scholasticarium, Kaiin

A foul place! Beneath lurk water **deodand**, which may be lulled from their bloodlust only by the recital of sweet and melodious poetry, yet for a mere scattering of worthless gold I will provide a collection of odes to ensure safe passage!

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt



RUMORS OF IMPENDING HAZARD

As a party of gallant adventurers approaches the bridge they come upon a party of five men wearing the leather aprons and smoked glass goggles of glassblowers, who are listening to the orders of a man dressed in the fashion of a master mason. He is pointing to one end of the bridge and describing its problems in detail. The men are variously preparing fires, readying glass furnaces, and obviously preparing for work. Sitting on the grass, watching are an old man and a young girl with a small boat.

As the PCs look as though they intend to cross the bridge, they are halted in their tracks by a cry from the master mason that points out the bridge cannot take their weight until it is repaired; they must use the ferry provided.

The ferryman will haggle over the charge but is not unreasonable. He and his granddaughter will row the characters over in at least two trips; one trip will be made with most of the baggage. Half way across the river the boat overturns, throwing the old man, his granddaughter, any passengers and the baggage into the water. There is the most frenetic scene. The old man goes down without a trace and his granddaughter is frantic in her efforts to find him. Finally, she hauls him to the bank, opposite where the adventurers fetch up, and proceeds to try to pump the water out of his apparently lifeless body. Eventually, when the disconsolate party has left to continue their journey, the master mason will have his men collect the baggage from under the upturned bath where the old man has hidden it. The old man and his granddaughter will put on dry clothes and sit in the sun to await the arrival of the next party of victims.

MAULQUIL, THE GRANDFATHER

"Do you wish to haggle about the price of a crossing and risk the sun blinking out?"

Persuade (Forthright) 8, Rebuff (Wary) 11, Attack (Caution) 4, Defense (Parry) 8, Health 6, Appraisal 5, Athletics 2, Concealment 4, Gambling 3, Living Rough 3, Perception 2, Seamanship (small boats) 6, Stealth 3, Wherewithal 2.

Resistances: None

MUROICH, THE GRANDDAUGHTER

"Let them wait, doubtless persons of quality will come soon who do not begrudge paying a fair price to an honest ferryman."

Persuade (Eloquent) 8, Rebuff (Penetrating) 11, Attack (Caution) 7, Defense (Dodge) 8, Health 4, Appraisal 1, Athletics 5, Concealment 4, Gambling 2, Living Rough 2, Perception 2, Tracking 2, Seduction 3, Wherewithal 2.

Resistances: None



Brontotaubus

Creature; Page 640

CANON

The only reference is the **sandestin Osherl's** observation that "To a dung-beetle, a pile of brontotaubus droppings is a matter of prime significance."

OPINION

Once a common animal used as a beast of burden, this creature is now almost unknown. In just a few large settlements on the western continent, they are still bred and used to haul heavy loads around the city or in and out from the surrounding lands. The body of the brontotaubus is as large as a substantial cottage, and its four sturdy limbs are as thick as the largest beer barrels. At the end of a wide neck that is twice as long as its limbs is a reptilian head, with large eyes and protruding nostrils, which typically features a trusting and friendly vacant smile. Its droppings are huge damp canon balls, each the size of a man's head, and the problems of civic cleanliness are rumored to be a significant reason for their loss of popularity. Where

BRONTOTAUBUS

Persuade (Obfuscatory) 2, Rebuff (Obtuse) 2-[18], Attack (Strength) 23, Defense (Parry – using its own sturdy hide) 26, Health 30, Perception 2, Wherewithal 1.5-[13].

they are still used, these creatures are capable of pulling massive loads either directly via harness or on sledges or sturdy wagons. Another benefit is their perpetual good nature; though their nebulous grasp of urgency and fine detail can sometimes lead to problems.

Lesorix of Perne

Lesorix is, of course a man of refinement, so fastidiously omits the obvious; the bronto element of brontotaubus derives from the Greek for thunder, and refers to the creature's rumbling, almost palpable flatulence.

The Compendium.

Feral Brontotaubi: Also on the eastern continent, rumors of a last surviving herd of these creatures have been forthcoming. They travel in small family groups, with the younger males wandering the periphery to guard against predators.

Xolon, Master Hide Merchant, Tugersbir

Public Transportation: It is said that in the hinterlands of **Falgunto** there is a city where brontotaubi draw carriages about the main streets of the settlement. The inhabitants may climb aboard these transports – which pass at regular intervals – and are taken to distant parts of the city via predetermined routes.

Cugel, Gentleman of Almerly



RUMORS OF IMPENDING HAZARD

Traveling far from home, the adventurers come across a small herd of brontotaubi. How do they handle a huge and enraged male brontotaubus that has decided they are a threat to its family?

Some time later, they arrive at a city where these beasts pull huge wagons about the city. What a marvel to enjoy the scenery in such luxury – that is until an inept city magician blows up himself and his laboratory nearby and the creature pulling their wagon takes fright and tries to flee.

In payment for some minor infringement of local custom, the PCs are sentenced to clean out the brontotaubi enclosures for a week. This task is highly unpleasant in a number of ways, and the head-keeper has taken an intense dislike to them from the very first. Near the end of their term, he conspires to have them inveigled into another criminal act – which results in them being sentenced for another four weeks to this horrible employment. They discover his culpability and must find some way to make him pay. The GM has the characters make appropriate rolls for each half-day's work, devising a table for the levels of filth, stench and minor injury they accrue. (Each to be described in suitably entertaining fashion.)

The grandees of this region hunt wild creatures from sumptuous pergolas strapped securely to the backs of brontotaubi. Our adventurers may be valued visitors, or may be posing as experienced brontotaubus handlers. Either way, a trip into the jungle is fraught with opportunities for excitement and calamity.



Bunderwal

Personage; Pages, various, particularly 333-6 and 338-49

CANON

Bunderwal is an acquaintance of **Cugel's** who secures him a berth on the *Galante*. The sequence of games of chance that the two men play is very funny.





Byssom

Place; Page 221



CANON

The only known account of Byssom comes from **Cugel** who claims to have been thrust one million years into the past by the sorcerer **Pharesm**. The inhabitants of the land **Farwan**, or at least such of them who lived in the area that was to become the southern foothills of the **Mountains of Magnatz**, believed that certain winged anthropoids would carry those about to die to caves high in a cliff face. On passing through these caves they would enter the blessed land of Byssom.

OPINION

I suppose it is no more ridiculous than any other belief.

Quirethomble, Librarian, the Scholasticarium, Kaiin
Byssom was a demon realm occupied by the great sloth demon of that name. In order that he may glut himself with souls without undue exertion he creates religious cults, which by one means or another ensure a steady supply, often across centuries. Possibly Byssom still exists, but if so in weakened form.

Raigemuir the Malignant



Byssom was a demon realm occupied by the great sloth demon of that name



Cabanola

Location; Page 661

CANON

Cabanola was the land to the south of **Shir-Shan** in the 16th **Aeon**.

OPINION

Along the coast a hundred miles or more to the west of **Mell** there are mounds that may once have been cities. These may well be the remains of the cities of **Cabanola**.

Parouc the Cartographer

Cabanola rose in the mid 16th **Aeon**, thrived for several epochs and finally fell during the time of the First Gynarchic Paradise. It was a hot land of fiery, sultry women and proud, boastful men.

Issapinai, Arch-witch favored of the Goddess Phaetis



Cadwal Chronicles

Book

A trilogy (*Araminta Station*, *Ecce and Old Earth*, *Throy*), set in the larger **Gaian Reach** cycle that details the adventures of Glawen Clattuc, a near-psychopathic policeman, and his plucky girlfriend Wayness Tam.



Calanctus the Calm

Personage; Pages 584-608

CANON

One of the **Dying Earth's** seminal **Arch-Magicians**, Calanctus defeated **Llorio the Sorceress** in the **War of the Witches and the Wizards**, and again in **Rhialto's** garden in **The Murthe**. That story makes it clear that Llorio and Calanctus were intimates; they even leave together.

OPINION

Given his mention of drinking wine on the terrace of his air-castle, it is apparent that, of the 21st **Aeon**, Calanctus is still resident on the Dying Earth.



Call to the Violent Cloud

Spell; Pages 4-5

CANON

The **spell** that deposited **Turjan** – somewhat uncomfortably – in **Embelyon**. Apparently, the spell will transport its caster wherever he wants to go, but he needs to specify safe arrival.

OPINION

Players wishing to use this spell in play are directed to **DERPG**, page 111.



Calligynics

Technical Term; Page 587

CANON

The field of endeavor in which **Rhialto** earned his sobriquet “The Marvellous”.

OPINION

Calligynics is Vance's cod-Greek for [doing things with or to] beautiful women, and derives from kalos (beautiful) and gyne (woman). It is, presumably, a play on “calisthenics.”

The Compendium





Canon

Technical Term

Those items that actually appear in the *Tales of the Dying Earth*, as distinct from those that other – lesser – writers have inferred from the canon or invented.



Canonical Material

Technical Term

See **Canon**.



Canopus

Location; Pages 541, 612, 651, 658

CANON

According to the old reckoning, Canopus is the brightest star in the constellation Carina and the second brightest star in the sky. The star was named after the pilot of the fleet of King Menelaos of Greek mythology. Canopus is a super-giant and a type F star. These have surface temperatures in the range 6,000-7,400 Kelvin.

It is probable that the inhabitants of Canopus likely to be encountered on the **Dying Earth** came from a planet or planets encircling the star, rather than the star itself.

Contact with Canopus has obviously been long; the half-living, half-metal flying mounts of the **Thousand Knights** came from Canopus in the 16th **Aeon**. Indeed, in the 16th Aeon, **twastics** could be found in **Shir-Shan**, although even at that time they were returning to Canopus because the climate suited them better.

In the **Yellow Age**, there were Alulian slaves, notable for black stockings and long white beards. Their ancestors had come from Canopus.

Canopus is also the source of the **harquisade** tree, one of which was owned in the late 21st Aeon by Zilifant.

OPINION

It is obvious to any student of the art that the twastics of Canopus are the source of much of mankind's knowledge



on hybridization of man and beast, or even man and machine.

Quirethomble, Librarian, the Scholasticarium, Kaiin
A useful place for a residence. All but a few men are fit only for slavery, but the Alulians of Canopus at least have the good grace to recognize their inferiority and will readily bow to any who can prove themselves a Master.

Raigemuir the Malignant

Cansapara

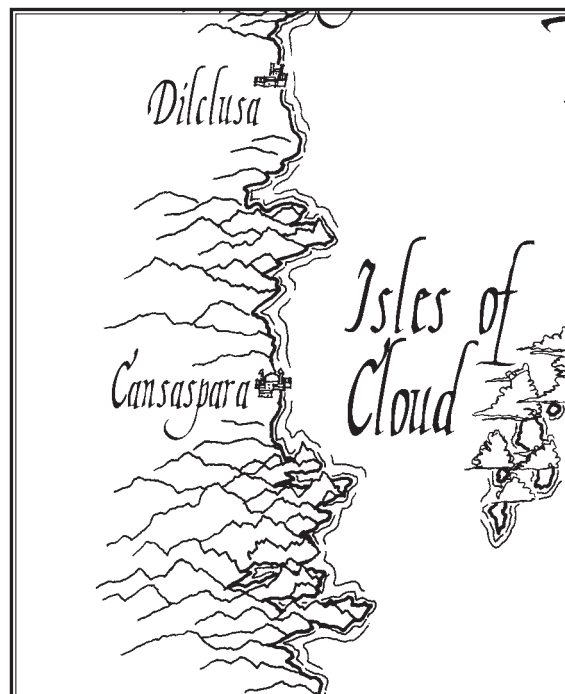
Location M2 B06; Page 48

CANON

"And one clad in splendid silk was the Prince **Datul Omaet** of Cansapara, the city of fallen pylons across the **Melantine Gulf**."

OPINION

Cansapara is indeed a fascinating city. It is of similar size to **Kaiin**, and in somewhat better repair, although the fallen pylons from which it gains its sobriquet have created great avenues of destruction that are still given over to the krail. These creatures are everywhere in evidence, and I at first wondered why they were tolerated. The answer is twofold: partly the difficulty of extermination and partly their use as food. Krail stewed in herbs is excellent, krail ribs in piquant sauce also very fine. I intend to try further recipes. The wine is also good, mainly



Cansapara is indeed a fascinating city. It is of similar size to Kaiin, and in somewhat better repair.



red and of middle body, complex, if less so than the best of **Ascolais**. Krail are a rat/erb cross, with only a moderate demonic taint. They are perhaps four times the size of a **Derna** wharf rat, fairly vicious, and of some intelligence.

Cansapara is also interesting politically; a committee, election to which is by public benevolence, rules it. The reason for this is singular. As you may recall, a previous ruler, Prince Datul Omaet was believed slain by **Valdaran** at the **Black Sabbath**. One Raigemuir the Malignant, a tyrant if anything more cruel and bloodthirsty and also given to macabre practical jokes, preceded him. Raigemuir disappeared, and no one has the least idea why, or whether he still exists. Due to this, the high throne at the head of the council chamber is always empty, and the councilors are positively self-effacing, none wishing to push himself to the fore for fear of Raigemuir's or Prince Datul Omaet unexpected return. Many, indeed, consider their absence to be merely an elaborate practical joke designed to flush out rivals, some even suspect Raigemuir of living among them in some disguise. Also Prince Datul Omaet may have avoided Valdaran and may reappear at any moment. Therefore the citizens are altruistic to an unusual degree and go about their affairs with exaggerated politeness, as if treading on eggshells.

Iunutharis Grashpotel, Sage

A useful place for the gathering of slaves.

Raigemuir the Malignant

RUMORS OF IMPENDING HAZARD

For unwary travelers, krail are a problem. Very few people walk on the ground, especially after dark. Walkways lead from plaza to plaza, often raised three or four feet from the ground. Krail are occasionally found on these walkways, but are hunted down and killed or are driven down to ground level. The major danger with krail is not the threat of an individual animal, but the fact that they tend to congregate in groups at the sound of trouble or fracas. Because of this the hunters tend to use a noose at the end of a long pole, which they silently slip over the creature's head in order to haul it rapidly up onto a place of safety to dispatch it.

KRAIL

Persuade (Forthright) 2, Rebuff (Obtuse) 2, Attack (Ferocity) 7, Defense (Dodge) 6, Health 3, Athletics 5.

Whenever krail are attacked or attack, each combat round another krail will appear and join in the brawl.



Cantic Sea

Location M2 K0708; Page 540

CANON

Bazzard's "Unlikely Musicians" were fish from the Cantic Sea.

OPINION

As far as can be ascertained, the Cantic Sea is merely a bay at the end of the **Songan Sea**, forming the coast of **Dai-Passant**.

Parouc the Cartographer

RUMORS OF IMPENDING HAZARD

Fishing off the coast of Dai-Passant is a hereditary craft passed on from mother to daughter. Men build the boats, sew the nets, spin the lines and tend the crofts; the women go out to fish. No woman may marry until she has hauled home her own weight in fish in a single catch*, but when she has achieved this she may marry whomsoever she wishes. If she has also presented her father with six mature golden bream†, then she has the right to insist that the man of her choice does marry her. The hazard this presents to travelers is obvious. Unless you wish for a life of quiet contemplation, spent tending your croft and sewing nets, it is as well to avoid the villages in summer when the golden bream run.



Cantrap

Technical Term; Pages, various, particularly 4, 436-7, 534, 680

CANON

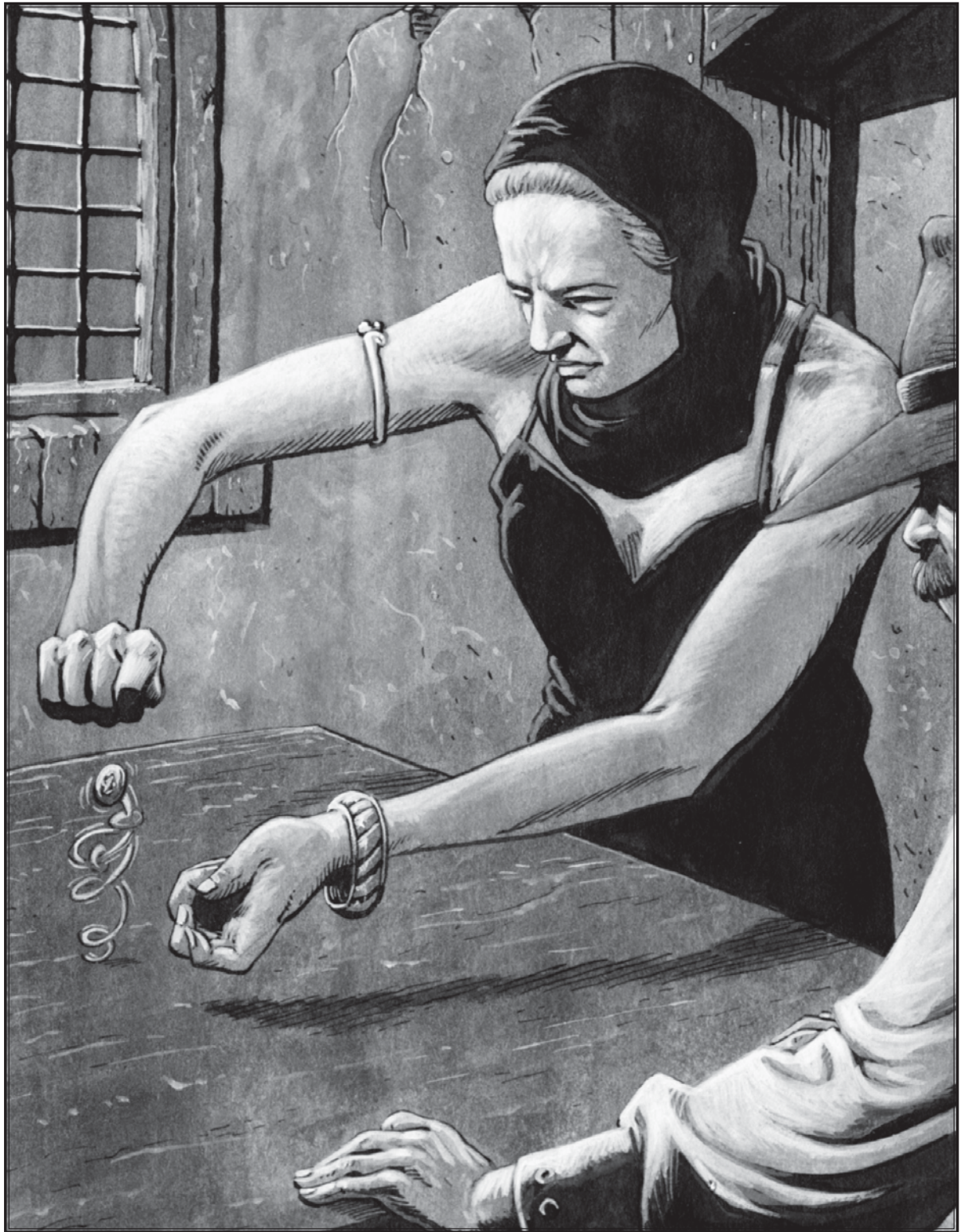
In **Turjan's** eponymous story, the word appears in a list of arcane terms; according to **Faucelme** each of the monosyllabic commands for his magic rope – neither of which requires **encompassing** – is a "cantrap." Similarly, **Rhialto** utters a "cantrap of magical transfer," to move himself, **Shalukhe** and a pavilion through the air.

OPINION

"Cantrap" is a Vancean rendering of the Scots cantraip (or cantrip), which means a "witchy trick." In the **DERPG** (pp.

* In all conscience, this stipulation appears to be aimed more at ensuring that the young women remain slim, rather than at boosting the quantity of the catch.

† A fish noted for both its excellent eating quality and the fact that its skin, when tanned, forms excellent boot leather.



Cantraps are minor magical effects, useable by any character, rather than spells.



80-82) and *Cugel's Compendium of Indispensable Advantages* (pp. 23-27), cantraps are minor magical effects, useable by any character, rather than **spells**.

The Compendium



mermelants are hitched. Maur sets himself to wait and expects the party to keep a good lookout. Eventually the keak will be seen and one of the party will be sent out in a small boat rowed by two local fishermen. Their task is to taunt the keak.

This taunting is done by pitting the character's Persuade against the keak's Rebuff. If the character is successful, the keak must test its Wherewithal. If Wherewithal fails, then the keak will rise up out of the water in preparation for crashing down on the small boat and obliterating it. This is what Maur is waiting for. He will fire the crossbow, the harpoon will strike the keak, the barbs on the harpoon will lock into the keak's flesh, and the two fishermen in the boat will row for their lives. If the taunting fails, then the keak will quietly nestle under the boat. When bored with the contest, it will flip the boat over and attack the occupants.

Once the keak has been harpooned the first time, Maur will harpoon it again and expect the characters to assist the mermelants on the winch in order to haul the beast to shore. Maur is too busy readying the next harpoon. Characters will need to make successful Etiquette, Persuade or Riding rolls† to drag the beast to the shore where Maur will kill it by dunking it in the tank of fresh water.

Cape of Sad Remembrance

Location M2 E03; Page 44

CANON

The Cape of Sad Remembrance separates **Tenebrosa Bay** to the south from **Sanreale Bay** to the north.

OPINION

"Across Tenebrosa Bay the Cape of Sad Remembrance reached into the ocean, and when sunset made the sky red and the mountains black, the cape seemed to sleep on the water like one of the ancient earth gods."

Etarr.

RUMORS OF IMPENDING HAZARD

The Cape of Sad Remembrance is a popular fishing ground. There is a deep-water channel that runs close to the cape. Most fishermen hug the coast here as a mile further out there is a lot of rock and even a small boat has trouble surviving in that area during even the mildest weather. The deep channel is a rich fishing ground; perhaps it is the mixing of currents or because of fresh water from the Scaum laden with silt, but this channel throngs with fish, especially Tallies Green Mullet and Chantey Bass. These fishing grounds are often plundered by giant **keaks** or keak hybrids, and the local fishermen will hire help to drive them away. At his house at the end of the cape is Garthaal Maur, who is the recognized expert at keak fishing. When there is a problem, he will hire people to help him. First, he builds a large crossbow on the beach, its arms longer than two men are tall. This he attaches to the bedrock with steel bolts. In this, he will use any characters that join him as unskilled laborers, but at the end of the process, all may award themselves one point for their Engineering pool, even if they previously did not have that ability.* He loads the crossbow with an iron harpoon to which is attached a 600-ell **wherriot** hair cable, the other end of the cable being attached to a great teak beam driven deep into the beach. Finally, a large tank is buried in the sands of the beach and a stream of fresh water is diverted into it.

Other harpoons are prepared, one more with a cable, but this cable is fixed to a great capstan winch to which four

* Only foolish GMs will allow characters to acquire a skill out of hand, though this would be an excellent in-game experience to use as reason for acquiring the Engineering skill through the expenditure of improvement points.

KEAK

"Are you wearing silk? I find the delicacy of flavor most exquisite."

Persuade (Forthright) 1d6+1, Rebuff (Obtuse) 1d6+1, Attack (Ferocity) 12, Defense (Parry) 10, Health 6, Athletics 3, Wherewithal 2.

Resistances: Pettifoggery 3.

Note that because of the varied nature of keaks and keak hybrids, one can meet a specimen who is a mere beast and cannot converse other than in screams of rage, while the next may be a smooth-tongued, mellifluous individual whose delicacy of phrase and pointed wit make them a pleasure with which to cross verbal swords. Hence we have introduced a random element into their Persuade and Rebuff.

GARTHAAL MAUR

"No, those are pipe dogs, that over there is a tap and die."

Persuade (Forthright) 11, Rebuff (Wary) 10, Attack (Cunning) 9, Defense (Parry) 10, Health 3, Athletics 3, Craftsmanship 8, Engineering 10, Pedantry 6, Perception 7, Wherewithal 2.

Resistances: Indolence 6.

† GMs may allow a character to employ Athletics if said character is willing to demean himself by actually applying physical force to the winch.



Cape Sprang

Location; Page 601

CANON

This cape marked the mouth of the **Ciaic Ocean**.

OPINION

Here again we are dependent on a forced metaphor from **Calanctus**. (See **Antipodal Current**.)

Quirethomble, Librarian, the Scholasticarium, Kaiin



Carboy

Item; Page 20

CANON

The implement **Mazirian** uses to subdue his **vat creature**.

OPINION

Strictly speaking, carboy denotes a globular glass bottle, used to store chemicals (glass being, in the main, non-reactive), but Mazirian's is "leaden," so either he didn't use it for chemicals, or the substances he put in it had very unusual properties.

Gersen the Rationalist



Carchasel

Location M2 F06; Page 95

CANON

A long-ruined city, it lies in a valley leading to the **Omona Gap**.

OPINION

According to the accounts of **Guyal of Sfere** the ruins were, in his day at least, haunted by a music-loving **witch** who tricked travelers into playing an enchanted pipe. Once a victim set their lips to the pipe they were trapped and were forced to play until the day of their death. Whether the words of someone enamored in an overly complex filing system can be given any weight is a matter of fine judgment.

Quirethomble, Librarian, the Scholasticarium, Kaiin

The site of the city, at least when I passed through, was barely a crumble of ruins on the valley floor. We camped at the head of



the valley and in the evening light, the city stood before us, virtually whole. It was silent save for some distant piping. We built our fire and turned our backs on the valley. If you see the valley, you are too far to the west for the best road through the Omona Gap.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto



Castillion

Location M2 B09; Page 449

CANON

Castillion Shorelanders are great sailors, being found as far east as **Port Perdusz**. Their usual dress is a striped shirt of indigo blue and white, a conical black hat with a golden chain dangling beside the right ear, and a spigoted gold boss in the left cheek. At Castillion banquets casks are placed on a balcony above the diners from which flexible pipes lead down and are fixed to the spigots of the diners. Hence the diner may eat and drink simultaneously without the drudgery of glassware or tankards.

OPINION

The city itself is no more than a large town, north of **Woy** on the far coast of the **Melantine Gulf**, perhaps 500 miles from **Port Perdusz**, perhaps less. The inhabitants are decent enough folk if a trifle blunt at times.

Parouc the Cartographer

A fine city. Even those unspigoted are pitied rather than shunned, and fine ales, foodstuffs and companionable women are reasonable expectations for any personable visitor. The only real hazard is that having accepted the hospitality of the Shorelanders and taken one's fill of drink, one is likely to wake up with a cheek spigot fitted. If this should happen to you, take no offence, as they will feel they have done you an inestimable favor.

Mondrosan, captain of the Lamaguire Bounty

RUMORS OF IMPENDING HAZARD

The land route out of Castillion passes over the Unfinished Bridge. This structure is perfectly sound; a solid timber walkway stretches between two stone pillars set in the river. A stone pray wheel is set into the pillar on the left side of the bridge (as seen from the vantage of one leaving town) and everyone crossing in either direction spins the wheel through one complete turn as they pass. If asked, locals will explain that this pays for the **minuscules** who work on the upkeep and repair of the bridge. Sharp-eyed travelers crossing the bridge who make a Perception success will spot a party of minuscules



working away, perhaps repointing the pillars high above them, or checking the crossbeams for decay.

Crayquil, a mage of some consequence, built the bridge for the city many years ago and, to ensure it stayed in good condition requires each person crossing to turn the prayer wheel. Each turn of the prayer wheel strips a point from the Magic pool of the individual turning the wheel. If they have no Magic pool then it takes one point from their Wherewithal pool. These points are refreshed as normal.

There are three uses for the points so taken. The first is that they keep **deodand** entrapped in an extra-dimensional space near the prayer wheel. Should anyone pass without touching the wheel the deodand manifests immediately in front of them and insists that they turn the wheel three times (thus extracting three points from them), whereupon it disappears. The second use is that a proportion goes towards the minuscules, motivating them and sustaining them in their work. The third use is that some points go directly to Crayquil, ensuring his long life and continued good health.



Cat

Creature; Pages, various, particularly 320, 365 and 598

CANON

Although cats do not appear as such in the *Tales of the Dying Earth*, **Cugel** frequently gets compared to one, both in the narrative and by other people. Finally, while **ensqualmed**, **Gilgad's** servant Kuniy grows a tail, and becomes frightened of cats, which suggests that Gilgad owns at least one.



Chaim Purpure

Location M2 H06; Page 524

CANON

Seven days south of **Lumarth** by boat, the river **Isk** enters a land of rock spires and forested hillocks. There are groves of cypress and yew, especially close to the river. Also along the banks of the Isk one sees crumbling tombs.

OPINION

Cugel claimed to have heard quiet conversations at night as he drifted through the area. Others have also reported that the area is strangely intimidating for the lone traveler. No one has ever claimed to have investigated the area closely, a lack of dedication this scholar finds irritating.

Quirethomble, Librarian, the Scholasticarium, Kaiin

I crossed this area, took two fine **erb** hides and met a woman who later proved to be a powerful **witch**. I have no idea why the area is considered to have an air of foreboding, but then I was never sensitive to such things.

Xolon of Tugersbir, hide merchant

I remember Xolon, his annoying banter and his collection of ratty, poorly cured hides. I wonder who returned his toe to its normal size, though.

Mistress Flook

RUMORS OF IMPENDING HAZARD

The crumbled tombs of the Chaim Purpure present an irresistible attraction to scholars as it is here where many of the Scholar-Princes of the **Sherit Empire** lie buried. Some of them were persons of such learning that even death was a mere temporary inconvenience, rapidly overcome, so they had their tombs fitted out as libraries and continued their studies. Few of these now remain, but the guardians they created still patrol the area.

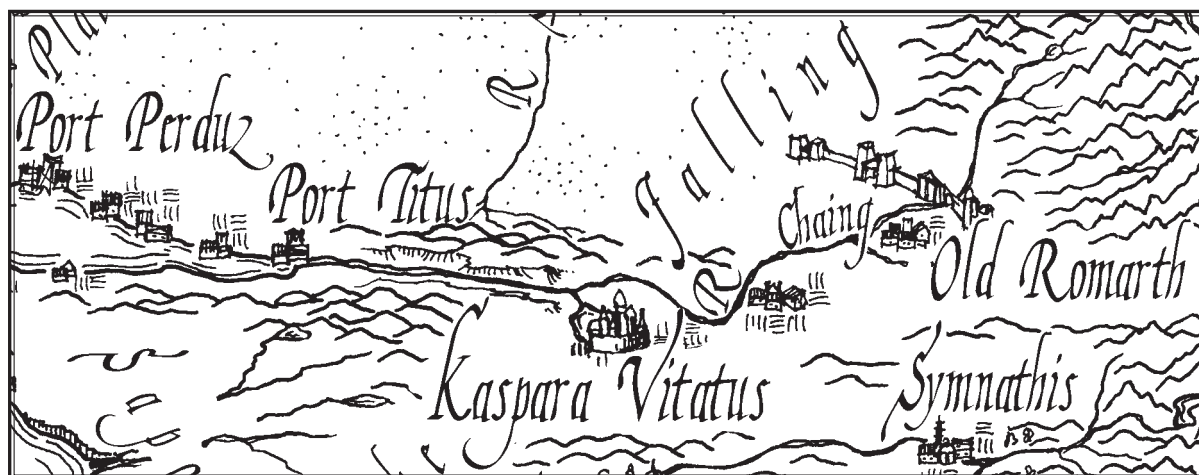
SHERIT TOMB GUARDIAN

*"My own academic specialties are dririmancy and haruspication."**

Persuade (Forthright) 12, Rebuff (Lawyerly) 12, Attack (Finesse) -2, Defense (Intuition) -1.5, Health -1.5. Magic (resistance only) -2. Appraisal 3, Athletics 6, Etiquette 4, Pedantry 5 (personal specialization) 16, Perception 4, Stealth 5, Tracking 5, Wherewithal 12.

The tomb guardians are spirits bound to the tomb, where they have gained a corporeal form. Their duty is to protect both the body and the library of their dead master. Virtually all of them have an academic bent and they will swap texts among themselves to further their own researches. Rumor has it that it is possible to trade with these creatures; they will offer gold and gems or even spare copies of ancient texts in return for more modern works necessary for the furtherance of their studies. Given the extreme violence with which they defend their masters' tombs, this could well be a dangerous rumor to investigate.

* Once again, on the assumption that you, dear reader, are merely a hiring of the owner of this tome, a minstrel maiden chosen for her mellifluous tones, or a majestic embonpoint, dririmancy is divination by observing dripping blood, while haruspication is divination by inspecting animal entrails.



It is not as wide or deep as the Scaum...

Chaing River

Location M2 GJ09; Page 448

CANON

This is the great river of the **Land of the Falling Wall**. It rises in the **Maurenron Mountains** and runs almost due west to empty into a great estuary. It is not as wide or deep as the **Scaum**, and the gorge south of **Tuner's Gap** restricts navigation. The Great Chaing Falls are part of this gorge, but the road past is regularly blocked by rock falls.

OPINION

The best caravan routes follow the river closely; wandering off to the north brings you into the **Ildish Waste**, which is dangerous country.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto

The Chaing rises from a single spring of considerable volume. I hold that the Chaing is actually the **Isk**, which flows south, runs into the swamps, and disappears underground to flow back north before coming up in the **Maurenrons** where bumpkins and similar, not realizing the truth, call it the Chaing. In due course I shall travel to the area to witness this phenomena myself.

Carthos of Sfere

RUMORS OF IMPENDING HAZARD

The Chaing River is home to the Chaing River calumet*, which is the scourge of some still pools in the upper reaches. Long and thin with barbed gills, it feeds by swimming into the bodily orifices of its prey and then lodging there using its gills and anchors to prevent its withdrawal. The victim automatically loses one point of Health per day until he finally dies. The fish

* Sometimes known as the lesser pipe fish.

can be removed by surgery; itself a difficult procedure, but the fishermen of the Chaing River have their own technique for dealing with the pest. They insert a long, fine needle into the affected orifice and inject the fish with an herbal soporific that makes it relax and sleep. It retracts the barbs and may then be gently withdrawn without adverse effect.



Charm of Diminution

Implied Spell; Pages 21, 28

CHARM OF DIMINUTION

Range: Sight

Duration: Special

Difficulty: Complex

This spell reduces its victim's linear measurements to a 35th of their original size (assuming that the woman in question was about 5'6", and that **Mazirian's** thumbs are around two inches long), and lasts until some agency, such as the touch of **Laccodel's Rune** or a spell like **Liberation of Warp** removes the enchantment.

Notes: Because of scaling effects, miniaturized animals and people are far stronger than naturally tiny creatures; thus a shrunken woman could easily tear the legs off a mouse, while she would be hard put to do so to a bull. In game terms, this means that victims of this spell get Strength and Ferocity pools equal to their highest combat rating, when fighting very small animals, or **Twk-men**. If Strength or Ferocity happens to be the highest, it is doubled.



CANON

"And once he had dwindled a woman small as his thumb and kept her in a little glass bottle with two buzzing flies..." **Mazirian** can shrink things and people, including **Turjan**, the aforementioned unnamed woman and a **dragon** to minute proportions.



OPINION

A low mound, a few potsherds, the occasional hole or depression where a treasure hunter has tried their luck; that is all you will see of Chelopsik.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto

OPINION

This spell might be employed to create **minuscules**.



Charm of Forlorn Encystment

See **Spell of Forlorn Encystment**.



Charm of Untiring Nourishment

Spell; Pages 23, 28-29, 733

CANON

A **spell** that protects its subject from drowning, freezing, suffocation, starvation, thirst, irradiation, asphyxiation, explosive decompression, dehydration and the out-gassing of bodily fluids in a vacuum. It lasts indefinitely; in **Morreion's** words: "I could not die, with the spell of untiring nourishment upon me."

OPINION

This spell appears on page 106 of **DERPG**.



Chelopsik

Location M2 FG10; Page 409

CANON

The hinterland of **Tustvold** is often known as the **Plain of Lost Cities**. Admittedly a hackneyed term but in this case accurate. Chelopsik is believed to have been the name of one of these cites. At one time, vessels of confume, inlaid with petrified fireflies, were popular and can still be found by excavators. Little else is known. (See **Arad**).

RUMORS OF IMPENDING HAZARD

Anyone wandering across the mound of Chelopsik may make a Perception roll to notice an incongruity regarding the potsherds. If they succeed, they recognize that many of the pieces seem to come from one or two very large but thinly crafted pots. A successful Pedantry roll will tell the searcher that these pots are rare pieces from the **Golwan Andra** and were used for the storage of captive demons, trapped in an ichor whose formula has long been lost. Such demons were used as currency when trading with the demon realms. As a special measure, the demon was not merely trapped in the ichor, but bound to the fabric of the pot, and even after the demon had been released it still maintained a bond with the pot. Hence anyone with knowledge of the correct rites handling the pot may contact or observe the actions of the demon, while the demon may observe and contact anyone handling the pot. Should the character handling the pot shard have what the GM considers a disgracefully low Sympathy Point total, then a minor demon may well manifest at this point, seeking to win some advantage from the situation.



Chug

Creature; Pages 645, 654-5

CANON

Chugs are black and red striped snake-like creatures that torture **sandestins** into obeying **magicians**. They are considered a sub-type of sandestin, who are terrified of them. Even the word "chug" frightens sandestins.

OPINION

Rhialto's use of the phrase "your chug" suggests that each sandestin has its own chug counterpart.

Gersen the Rationalist





Chugs are black and red striped snake-like creatures that torture sandestins into obeying magicians.



Chun the Unavoidable

Personage (more or less...); Pages 61-64

CANON

An utterly formidable and, as the name says, *unavoidable*, creature with a shiny black back and a cloak of eyeballs threaded with silk. Chun tears these from his victims' faces, and pays **Lith** one tapestry thread for each victim she sends to him. Chun may be a quadruped, as he "runs like a dog."

OPINION

Chun's statistics, which given his unavoidable, utterly formidable nature are redundant, appear in *DERPG*, page 155.

The Compendium



Ciaaic Ocean

Location; Page 600

CANON

A long-dried-up sea, known to historians mainly through the works of **Calanctus**. It was memorable mainly due to the freak tides caused by an interaction of geography and ocean currents. (See **Antipodal Current**.)

OPINION

It is probable that the ocean never existed, having sprung entirely from the imagination of **Calanctus** for use as a source of analogy.

Carthos of Sferu

The Ciaaic Ocean is simply the name used in the 17th Aeon for what was called the **Accic Ocean** in the 16th. It has varied in scope and varied is name, but essentially is that body of water now known as the **Ocean of Sighs**, and which has doubtless persisted in one form or another since the **Larval Age**.

Issapinai, Arch witch favored of the Goddess Phaetis



Cil

Location M1 F07; Pages 161, 169

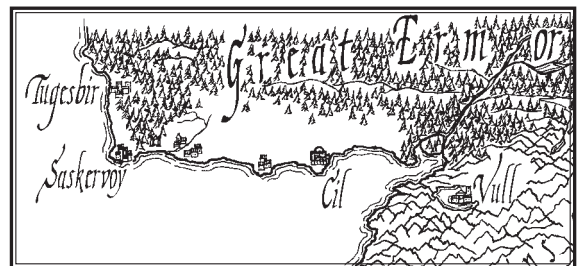
CANON

Within living memory, the area known as Cil extended from the port of **Benbadge Stull** to the palace, and deep into the hinterland. By the time **Cugel** visited the area, it had shrunk to include simply the palace and the remains of the village of Benbadge Stull. The hinterland had been lost to the forest and to the **half-men**, who haunt the area.

OPINION

Cil was never much more than a gentleman's estate, an agricultural area which earned a little of its wealth by exporting hides, timber and grain, but most from the port dues it extracted on others who used the port.

Quirethomble, Librarian, the Scholasticarum, Kaiin



The hinterland of Cil has been lost to the forest and to the half-men

Once a great Empire, Cil stretched from the ice to the shore, far east into the **Great Erm** and south-east to the **Mountains of Magnatz**. The people of **Tugersbir** were the first to throw off the Imperial yoke, following that, Cil fell into decay. Little now remains but the palace and the title, recently returned to the ancient House of **Slaye**.

Xolon, Master Hide Merchant, Tugersbir

RUMORS OF IMPENDING HAZARD

Whereas previously House **Domber** had ruled Cil, since Cugel the Clever passed through, House Slaye reigns once more and the current head of the house, and sole survivor of a once-large clan, controls the estate using his demon servants. Matters move briskly in Cil now; those human servants left move with dispatch, the house and grounds are in excellent repair, and no longer do half-men haunt the grounds by night. Slaye himself is a generous host, younger than rumor insists, and he will sit up late into the night talking to guests about his plans for the future. Indeed he is soon to be married and hopes for an heir.

Anyone wandering the house at night, when all others are (presumably) asleep, will find things are not what they appear on the surface. The corridors and stairways of the house are



patrolled by silently moving demons. Although minor, no more powerful than a deodand, they will take and devour any they find moving about the house. This they do with the permission of Slaye, who becomes a year younger for every soul the demons devour.



Clevenger

Creature; Page 586

CANON

Vance volunteers almost nothing about clevengers, beyond the name and the fact that **Rhialto** has a pet one in a cage; in the master's own words "do not approach the cage; the clevenger's talk of wealth and virgins is illusory – I doubt it knows the meaning of either term."

OPINIONS

Clevengers are small, irascible humanoid creatures, which are occasionally mistaken for stout, unkempt children. Upon closer examination one notices their clawed hands, and sharp teeth like those of a **keak**. By then, of course, it may be too late. They are striking, if not delightful, in appearance. Most have bristling manes of red hair, freckles and a pale complexion. The creatures wear torn scraps of material stripped from their victims. Though obtuse, illiterate and boorish to the extreme, the seemingly imbecilic clevenger possess a great degree of low animal cunning. They inevitably apply this innate cleverness toward perpetrating acts of cruelty and base depravity, apparently out of appreciation of wickedness as an art form.

Whatever the truth of the matter, clevengers torture small woodland animals or isolated travelers whom they have managed to overcome. They perform sadistic acts to cultivate a reputation for malice and wickedness. Clevenger revel in wickedness and leave signs of their mischief to horrify the passerby. These monsters usually leave a sole survivor from each atrocity as witness to their cruelty.

SLAYE'S DEMONS

"Silence. Do not disturb the household with your dying screams."

Attack (Ferocity) 15, Defense (Parry) 12, Magic (resistance only) 12, Health 12, Perception 3, Wherewithal 13.



Clambard's Rein of Long Nerves

Spell; Page 583

CANON

A **spell** listed in **Killiclaw's Primer of Practical Magic**; its effects are unknown.

OPINION

Readers who refuse to surrender to ignorance are referred to page 111 of **DERPG**, where the spell appears in game-friendly glory.



Clambs

Race; Page 130

CANON

One of the many peoples who left Earth for the stars.

OPINION

Given the similarity of this name to that of Clambard, the otherwise unknown **wizard** who formulated the Rein of Long Nerves, I am tempted to suggest that the Clambs were somehow related to him, and his absence from the record is because of his departure from Earth.

Gersen the Rationalist

CLEVANGER

Persuade (Intimidating) 1-, Rebuff (Contrary) 0.75-, Attack (Cunning) 1.25-, Defense (Intuition) 1-, Health 1.5-, Magic (resistance) 7, Athletics 1.5-, Concealment 4, Perception 4, Stealth 6, Tracking 5, Wherewithal 1-.

Special Rules

When sufficiently angry or frustrated, clevenger spend Defense and Health points as Attack points. They do not sum these pools, but squander all these points – paying to re-roll an opponent's Illustrious Successes and its own Dismal Failures until the pools are empty. At this point the clevenger then collapses in exhaustion, helpless. Attack style becomes Ferocity, Defense becomes Misdirection, Wherewithal doubles, and all communication skills are forgotten.

If the GM is keeping records, clevengers refresh their Attack, Defense and Health pools after a session of torture or the murder of a victim, followed by a good nap.



Most **Arch-Magicians** direct their **sandestins** to purge their demesnes of clevengers. The pests make poor servants, breed without restraint and are alarmingly resistant to spells. Lesser magical practitioners rely on indirect effects, such as **Phandaal's Inside Out and Over**, to break their momentum and cover the caster's escape.

Ershott, Master Tanner

Savage Bandits: Despite their small stature, clevenger are surprisingly dangerous. They prefer to attack in gangs, but even a single specimen can pose a serious threat to the unprepared. Sufficiently provoked, clevenger can enter an enraged state known as "the Fury." Under the effects of this they become nearly twice as strong as a full-grown man, but lose even the small amount of tactical restraint they normally possess. They will mindlessly attack anything nearby including inanimate objects, until exhausted or dead. They prefer to attack weak prey. Small children, especially if clean and richly attired, the infirm or the injured are all among their favorite victims.

Gaulph Rabi, Fellow of the Collegium

RUMORS OF IMPENDING HAZARD

Dangerous Pests

The first encounter with clevengers will begin as a minor irritation early one evening, relatively close to some place of safe lodging (and yet still on the edge of the wilds). The objective of these creatures is to delay the travelers until dusk, when more ferocious **half-men** will appear. (At which point the clevenger will vanish into the night.) These malicious creatures will have traps and make injurious surprise attacks. Rather worryingly, they will not seem to care even if members of their group are killed – except to applaud any commendably horrific demise, such as decapitation or a close encounter with the Literal Organic Expulsion (**Turjan's Tome of Beauty and Horror**, page 113). This event should end up with the PCs being exhausted of useful magic and carrying their wounded as they make a fighting retreat to safety. (In the sure and certain knowledge that something far worse – such as **visps** or **shambs** – are calling out nearby as they search for prey.)

The Missing Grandchild

Jave, the grandchild of Kauernick, a wealthy trader from **Kaiin** has disappeared. The boy was last seen conversing with a clevenger, and it is feared that he may have run off with them. Occasionally, truly wicked children will be accepted by clevenger as one of their own, rather than being killed, tortured and eaten. Children who stay with the clevenger should be recovered within a month; otherwise, they turn irreversibly feral. Though the family is reluctant to speak ill of the missing child, Kauernick's servants confide that young Jave was willful to the extreme, a gifted genius in the pursuit of mischief and deviltry. The family is in great distress and Kauernick offers a generous reward to anyone willing to rescue the child.



Cobalt Mountain

Location M2 E05; Pages 9, 48

CANON

We know that there are **witches** from the Cobalt Mountain, some with orange hair. Should they be apprehended in **Kaiin**, they can expect little mercy from **Kandive the Golden**, who uses them as dartboards.

OPINION

The Cobalt Mountain is the western most extremity of the **Fer Aquila** where the sheer cliffs meet the **Melantine Gulf**. **Lavrraki Real** is the nearest town and port to the area, and from the peak of the Cobalt Mountain you can see the **Misty Isles**. The area is bleak and inhospitable. Wise men would shun it even if it were not the abode of witches.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto

Volune is wrong; **Calanctus**, who was disguised as **Lehuster** at the time that he said the following assures us that the witches who remained after the **War of the Witches and the Wizards** all repaired to the **Great Erm**, thus Cobalt Mountain is a peak in that forest.

Gersen the Rationalist

RUMORS OF IMPENDING HAZARD

Those traveling in the area of the Cobalt Mountain are always aware of the possibility that they may fall foul of witches. Matters are complicated by the fact that many women in the area have orange hair, and those who don't are not afraid to take refuge in a reputable hair dye. A wise man traveling though the area behaves with courtesy to any female he meets and gives offense to none.

There are talismans for sale that are claimed to defend the wearer against the wrath of the witches. Rumor has it that it is unwise to buy one sold by a man; they merely irritate the

COBALT MOUNTAIN TALISMAN

2 points, permanent.

This talisman is worn around the neck on an erb-leather thong. It consists of a small vial that reputedly contains the dried blood of a witch. If in the presence of a witch, the vial glows with a green light that gives the area an unhealthy hue. If the wearer is the target for cantraps or spells cast directly at them, the vial nullifies mere cantraps, but absorbs the spell. The energy associated with the spell is released slowly into the sensorium of some sub-world creature that provides the protection. If a second spell is cast on the wearer of the vial within an hour of the first spell, the vial overloads, shatters and is forever useless.



powerful, who act to discomfort the wearer. On the other hand those talismans sold by women may not possess a shred of **magic**, but act as a receipt to show you have paid your protection money and are therefore to be left alone.



Codorfin

Creature; Page 393

CANON

Madam Soldinck mentions blue codorfin as a hazard of the **Ocean of Sighs**.

OPINION

Codorfins are, in appearance, like a mating of shark and **deodand**, having long thick bodies and pointed heads with their jaws close to the snout. Their arms and legs are short and muscular, with great webbed toes at the back, and webbed and clawed hands at the front. They are entirely aquatic, but can breathe air for a few minutes, or somewhat less if they are engaged in energetic actions. Obviously, codorfin are natural swimmers and rapidly outpace land creatures attempting to swim across water without magical enhancement.

They are rarely encountered on the coasts of the larger landmasses, and so many folk believe these beings to be entirely mythical; although experienced sailors will tell you otherwise.

Occasionally groups of mature codorfin board a small vessel during a storm and rip the crew apart, returning to the sea with whatever victims they can gather in a minute or two of rampage before they run out of breath. In highly unusual cases (mostly only when a human **magician** coordinates them) such an attack will proceed in waves, with each gang of codorfin returning to the ocean to replenish their lungs before attacking again.

BLUE CODORFIN

Attack (Ferocity) 1-, Defense (Dodge) 1-, Health 1.25-, Athletics 1-, Tracking 5, Wherewithal 1.25-.

Game Notes:

Codorfin always receive a Bonus of 1 to any Athletics roll that involves swimming and suffer a Penalty of 1 to any roll when out of water.

When presenting magic-resistant codorfin, add Magic (innate) 10, as it is able to breathe air at the cost of 1 point from its Magic pool for every ten minutes so spent. It is also notably more proficient at combat than the blue codorfin – braver, more robust and more athletic.



Finally and importantly, some codorfin are magical, and occasionally uses small **spells** to observe humans near the edge of the ocean before mounting a concerted attack. These beings are intelligent and may use other codorfin as their shock troops. A rare white codorfin is actually a magician with various water-based spells.

Lesorix of Perne

RUMORS OF IMPENDING HAZARD

The Undersea Manse

The adventurers have uncovered knowledge of an undersea manse, created in the previous **Aeon**. Its owner was thought to have vanished or died long ago, but a comparatively recent text (less than three centuries old) suggests that he retreated beneath the waves. The text describes how to reach a magical passageway that travels beneath the sea to the manse – which itself exists inside a massive bubble of air. The magician is still alive, but quite deranged, and has a staff composed entirely of codorfin, who in fact run the place for their own amusement. (Though the wizard could easily destroy them if he understood what was going on.) Since the magical path vanishes once the PCs reach the manse, the characters must pose as friends in order to gain the magician's aid against his wily codorfin – while they search for a means of escape. At some point in the adventure the PCs must somehow travel a short distance beneath the sea to the lair of the codorfin, to recover some object or gain some information.

River Pirates

Though not previously known on inland waterways, a gang of blue codorfin has somehow traveled up the **Scaum** to one of its tributaries and has been ambushing shipping. They never stay in one spot, and have as yet not left any witnesses to their crimes. A delivery to a local magician of great power goes missing, and the adventurers are hired to find out what has happened to it. These creatures are semi-intelligent and can talk amongst themselves, but use some kind of sonic language suitable only for underwater application. They are motivated not only by a hatred of humanity, but are also led by a human **wizard** who has been transformed into a codorfin – and seeks revenge on his earthbound former associates.



Collegium

Location M2 I09; Pages 470, 472

CANON

A philosophical or theological institution, whose fellows claim to be at the convergence of most



faiths and philosophies. There is amongst these fellows a tendency to mortification of the flesh and aestheticism.



Compendium of Universal Knowledge

Item; Pages 531-41

OPINION

A collection of self-regarding, self-opinionated, joyless wights based, I believe, in **Old Romarth**.

Quirethomble, Librarian, the Scholasticarium, Kaiin

One of the last schools of serious philosophical thought, they are perhaps the only savants left who take a holistic view of theology and philosophy.

Carthos of Sfere

CANON

A talking book, which claims to know everything, but doesn't necessarily share this information, which can be in the form of words or pictures.

Also

The title of the present volume.



RUMORS OF IMPENDING HAZARD

When in the area of the Collegium, traveling scholars and savants may well be asked to dine with the fellows. Successfully impressing the fellows is one way to ensure that you gain access to the Collegium's fine library; essential for much research into anything that has happened in the **Land of the Falling Wall**. As even the wine contains up to three drops of aspergantium per glass, the meal can be an ordeal in itself.

With each course, be it a salt porridge of coarse biscuit crumbled and boiled in water, or a large mess of steamed cabbage, grated sea-kale and diced biltong, the character must make a successful Wherewithal roll to successfully eat what is put in front of him. If he is from a peasant background, then he does not need to make the roll, but instead must test his Etiquette to realize that leaning back at the end of the meal, belching loudly and complimenting the cook on food just like mother used to make is not, perhaps, correct procedure.

During the meal the fellows, who try to calculate the depth of their scholarship, will quiz them subtly. At regular intervals, the character must make a Pedantry roll; on a success he has added to the discussion, on a failure he has made a gaff, and on a **Dismal Failure** his gaff is so embarrassing as to mean the character is pointedly excluded from the conversation after that point. An **Illustrious Success** means that the character has impressed the fellows with the depth of his scholarship.

If, at the end of the meal, the characters have not had any failures of Wherewithal, Etiquette or Pedantry, then they will be allowed to use the library. If they gain more than two Illustrious Successes, at least one in Pedantry, they will be asked to become fellows, a career option that is open to very few.



Continuity

Technical Term

Continuity does not bother Vance overmuch; in **Cugel's** return to **Shanglestone Strand** in **Cugel's Saga**, for example, is not due to **Iucounu's** malice, but to his own incompetence, and there is no previous mention of a lively trade in **demiurge** scales.



Corrective Committee

Technical Term

An expression that gained such popularity among **DERPG's** writers and designers that the Publisher ruled that it could appear only once in any publication. Gratifyingly, it appears less often than that in the **canon**; the correct term is *punitive* committee (*vide*, **DERPG**, pp. 155-6).



Cosmology

Technical Term

The **Tales of the Dying Earth** take place in a series of worlds: over, under and mundane. Denizens view these worlds as strata, with the **overworlds** on top, the **underworlds** [**Iucounu**, on page 139, uses the term "sub-world;"] The Editor feels that the prefix "sub" denotes "under" rather than "inferior" or subordinate"] beneath, and **mundanity**, which **sandestins** call "**Middle-Earth**" in between. **The Eyes of the Overworld** suggests that the worlds



coexist in three-dimensional space; looking at mundane reality while wearing **violet cusps** allows the viewer to see the overworld version.

Despite his fondness for terms like **demiurge** and **demon**, Vance never refers the underworlds as hells, nor does he identify the overworlds with heaven. Nevertheless, the overworlds look very nice through violet cusps.



Couch

Item, also Technical Term; Pages 10, 65, 180

CANON

In addition to preferring this word to *bed*, Vance employs it in the more euphemistic – if somewhat French – sense of *to have sex with*.



Critically Praised

Technical Term

This phrase, and its close cognates, indicates that critics of note enjoyed and approved of the publication in question and said so, either in print or online. We also use it more loosely to indicate when a game writer of note (or even one who is the object of reverence) said nice things about the game to us at convention stalls. Almost all **DERPG** material has received this accolade.



Cugel the Clever

Personage; Pages 131-576

CANON

Cugel the Clever is the protagonist of *The Eyes of the Overworld* and *Cugel's Saga* and is, according to **E. Gary Gygax**, an inspiration for the Thief character class in the *Dungeons and Dragons* game. Despite his self-selected cognomen, Cugel is not in the slightest bit clever; rather he bumbles about as fate directs.

Cugel's game statistics appear in **DERPG**, pages 155-6.



Cugel's Compendium of Indispensable Advantages

Book

A supplement for the **DERPG**, *Cugel's Compendium* offers a comprehensive, concentrated and concise selection of tweaks, **cantraps** and other items of interest to **gamers of quality and taste**.



Cugel's Saga

Book

Cugel's Saga is the third book of the Dying Earth sequence, and the longest.



Cugel is not in the slightest bit clever; rather he bumbles about as fate directs.



Cugel-Level

Gamespeak

DERPG games that recreate the feel, situations and characters' capabilities in the stories that involve **Cugel the Clever**. They tend to be light-hearted and picaresque entertainments.



worth of wine in a caravan from **Port Perduz**.

Despite its ubiquity, the terce isn't the only coin in circulation. There is the golden centum, which is worth 100 terces, and the terce itself subdivides into an unspecified number of florins. At one point, **Cugel** also mentions the groat, which would seem to be a subdivision of the florin.



Cuirnif

Location M2 H05; Page 536

CANON

Cuirnif is a town in the extreme south of the **Land of the Falling Wall**, lying in a fertile area between the **Plain of Standing Stones** and a wide blue moor. The ruler is Duke **Orbal**, a man courteous yet strict, who deals with miscreants by placing them one atop another in tall pipes set up on a ridge overlooking the town. The town is cosmopolitan, with several inns, including the prestigious Five Owls. There is a central Plaza where each year Duke Orbal holds an Exposition of Marvels.

OPINION

Cuirnif is best avoided. Outwardly a pleasant place, it is all too easy to offend the citizens, while the Duke himself is sensitive to both insult and indignity. A day spent in the pipes is not a pleasant thing.

Graek, Gentleman Panderer, Ghostseer

Graek obviously has spent no time in the pipes at all, and perhaps has not even visited Cuirnif, otherwise he would know that these structures are instruments of execution; the condemned stay in them until they die of thirst or are crushed by other miscreants. Otherwise, I second his warning.

Incidentally, an **Agent of Far Dispatch** effected my spectacular escape; there were once four pipes.

Mistress Flook



Currency

Technical Term

The common currency of the entire **Dying Earth** is the terce. This coin's buying power varies by location: it gets a "long necked, big-bellied creature of astounding voracity" in **Erze Damath** and ten days'

Cutz

Region M2 DG0608; Pages 139, 300

CANON

Cutz is the name given to the area to the north of the **Xardoos Sea**. Its history includes the rivalry between House **Slaye** and House **Domber** and a war between **Underworld** and **Overworld** entities. In Cugel's time, its main town is **Saskervoy**, and the region also contains many locations of interest,



Coin's buying power varies by location



including: **Benbadge Stull**, **Cil**, **Flutic**, the **Great Erm**, the **Great Sandy Beach**, **Grodz**, **Hag Head**, **Saskervoy**, **Shanglestone Strand**, **Smolod**, **Tugersbir** and **Vull**.



Cutz Wars

Event; Pages 139, 145, 300

CANON

This was a period during the 18th **Aeon** in which denizens of both the **underworld** and **overworld** confronted each other in **Cutz**. The **demiurge Sadlark** and the **demons Unda-Hrada** and **Underherd** (whom the Editor believes to be one and the same), participated, but without much success.

OPINION

Cutz's time of real greatness was in the 18th **Aeon**, and came to an abrupt end with the **Cutz Wars**.

At present it is a sad land of dreary wastes, and the sole area that even makes pretence at civilization is a thin strip where the beach separates **the Great Erm** from the sea.

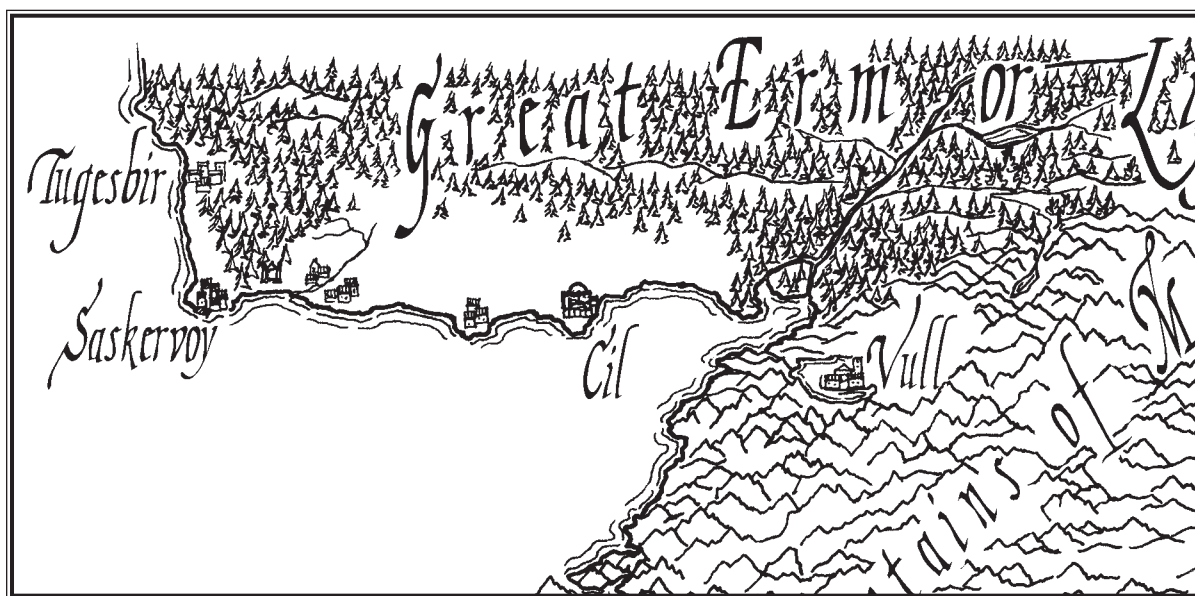
Quirethomble, Librarian, the Scholasticarium, Kaiin

Cutz is a fine land, clad in forests well populated with game and rich with honey, also swamps abundant in spices. Exploration is also worthwhile for gems, precious metals and the wealth of Aeons past. It is also a merry place, dancing, beer drinking and high fashion being rife. Some argue that with the sun on the verge of death and the great ice sheet a mere hundred miles to the north we would be better engaged in the contemplation of death. Yet what gain is there in morose introspection?

Xolon, Master Hide Merchant, Tugersbir

OPINION

It isn't entirely clear whether these wars were merely fought by outside agencies in Cutz, or whether the residents took part; I suspect the latter, as the elder of **Smolod** mentions a certain **Simbilis the Sixteenth**.



At present it is a sad land of dreary wastes.



d20

Gamespeak

The preferred shorthand term for the most widely played roleplaying game system. In the Editor's experience, gamers either adore or despise the d20 [sic] system. Players who would like to combine the d20 system with the **Dying Earth** background are encouraged to seek out the encyclopedic *Primer of Practical Magic* and the *Excellent Prismatic Spray*, particularly volume 1, issue 6, pages 37-53.



Dabbler

Gamespeak

Dabblers are characters with a skill in, and aptitude for, **magic** that approaches **Cugel's**. The relevant rules appear on page 76 of *DERPG*.

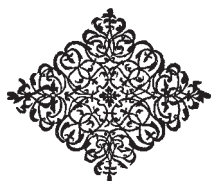


Daihak

Creature; Pages 583-4

CANON

Daihak is a catchall term for creatures otherwise referred to as **demons** and gods. They are the most powerful **magical entities** known and have seldom been bound into service.



Dai-Passant

Location M2 K0607; Page 534

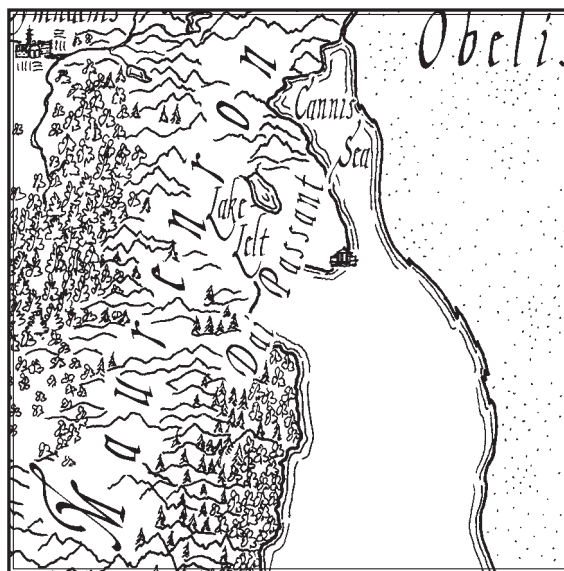
CANON

The land of Dai-Passant is best known as the home of **Iolo the Dream-taker**, who lives beside **Lake Lett**.

OPINION

Dai-Passant is across the **Maurenron** range from the **Land of the Falling Wall** proper and easiest reached by setting off from **Efred** and heading just a touch north of east. A well-outfitted caravan should manage the journey in a month, the Maurenron Mountains are more easily crossed in this area and the passes are so low that some are open even in winter.

Volume Stinobric, Guardian of the Sacred Flowers of Falgunto



Dai-Passant is best known as the home of Iolo the Dream-taker



Dangott Worshippers

Race; Page 259

CANON

The beautiful but hostile inhabitants of a village on the coast of eastern **Almery** feed strangers to their sacred apes.

OPINION

The only information we have on this village is in the report of **Cugel** who did not stay in the village long enough to ask its name. That area is sparsely inhabited and the few ships that ply the coast rarely put ashore except at known trading points.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto

Those who worship Dangott are resentful of all that is ugly, a fine poise; save in that it does not appear to extend to their hideous sacred apes. Here is irony!

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt

RUMORS OF IMPENDING HAZARD

The beautiful villagers have, over the years, fed a considerable number of travelers to the sacred apes. The apes doubtless appreciate the provender, but are casual with the packaging. Their enclosure is littered with bones, scraps of fabric, chewed leather and other items that victims had in their possession when they were devoured.

VILLAGERS

"We worship the inexorable god known as Dangott. Strangers are automatically heretics, and so are fed to the sacred apes."

Persuade (Glib) 8, Rebuff (Obtuse) 11, Attack (Speed) 11, Defense (Dodge) 10, Health 5, Appraisal 1, Athletics 4, Concealment 4, Living Rough 7, Perception 2, Tracking 2, Wherewithal 2.
Resistances: None

Wakdun the Panderer (below and on page 116 of the Scaum Valley Gazetteer) has had dealings with these people. He does not approach them directly but places trade goods on the beach and, if they are considered sufficient, the villagers leave beautiful children in exchange. These Wakdun takes and educates for resale. Wakdun suspects that there could well be considerable wealth, perhaps even items with magical potential in the ape enclosure, and seeks dispensable individuals to retrieve them for him.



Daobado

Plant; Pages 92, 275

CANON

Commonly found in the forests of **Ascolais** and **Almery**, the daobado is a huge tree with "heavy, gnarled branches." Some of them grow to a great size, as **Zaraides'** home nestles in one.



Dark Epoch

Event; Pages 660-1

CANON

The hundred dreary centuries that the **Last Kingdom** believed would follow its demise at the hands of the **Bohulic Dukes** of **East Attack**.



Dart-Gun

Item; Page 479

CANON

Varmous sends caravan-hands armed with "swords, dart-guns and poison **go-thithers**" to scout for an ambush.

OPINION

Game rules for these weapons appear in *The Excellent Prismatic Spray*, volume 1, issue 6, page 84.



Datul Omaet

Personage; Page 38

CANON

Datul Omaet attends and presumably dies at **Javanne's Black Sabbath**.

OPINION

The Prince receives more attention on page 126 of *Turjan's Tome of Beauty and Horror of Beauty and Horror*.

The Compendium



Demiurge

Technical Term; Page 354

CANON

Noun associated with **Sadlark**.

OPINION

In Platonic philosophy, the demiurge is the creator of the universe, in Gnostic tradition, merely one of the absent or inscrutable supreme being's subordinates. If Vance intends demiurge to have a precise meaning, it is likely to be the second.

Gersen the Rationalist



Demon

Technical Term; Pages 583-4 and various

CANON

Demon has two senses. One is that demons are a sub-set of **daihak**. Sadly and a little confusingly, the term also denotes something otherworldly, scary or foreign.



Demons are a sub-set of daihak. The term also denotes something otherworldly.



Demon Prince Series

Books

A cycle of five books (*The Star King*, *The Killing Machine*, *The Palace of Love*, *The Face*, *The Book of Dreams*), each sharing a near-identical plot, in which Kirth Gersen tracks down his family's murderers.



Demons of the Dying Earth

Book

A supplement by Ian Thomson for **DERPG**, which deals with otherworld entities. It is available from the Publishers.



Deodand

Creature; Pages, various, particularly 25-6, 41-2, 190-2

CANON

According to **Follinense**, deodands are wolverine, basilisk and man. They are charcoal-black in color and white haired. Many deodands are characterized by well-defined musculature and regular, even handsome, human-like features, but "marred and made demoniac by two fangs gleaming long, sharp and white." Deodands also have claws, and typically wear leather harnesses and scraps of rich fabric.

All accounts of deodands are from their survivors' viewpoints, and stress that, although deodands attempt to move stealthily and attack from ambush, they are loquacious in the extreme and describe themselves as motivated by all-consuming hunger.

OPINION

The deodand is social, living either singularly or in small groups. It inhabits forest and wasteland. Self-aware and of near human mental capability, the deodand derives a powerful, even irresistible, lust for flesh from its hybrid ancestry. Although some specimens are capable of tearing an ordinary man limb from limb, they often prefer cunning to brute force, employing wheedling, soft-spoken techniques of persuasion to gain access to their prey, which is human by preference.

It should be borne in mind that the reports of deodand behavior that are extant by and large come from travelers who survived their unwholesome lusts or are representative of small groups



able to repel the deodand. These reports falsely present the deodand's secondary behavior as being primary. This secondary performance is the irrational belief that it might persuade its victim to lay down its life in order to provide a meal, or that its transparent lies describing riches or places of interest nearby are in fact credible to any person with a modicum of sanity. Nonetheless, deodands persist in this fashion, and must occasionally at least confuse a potential victim so much as to be able to take advantage of their discommodation and pounce.

Some deodands wear crude clothing such as kilts, leather harness, or even jerkins – usually created from the belts, pack-straps and other tattered accoutrements of their victims. This habit is an indicator that deodands have some form of outlandish society. Despite the fact that they are rarely encountered save singly or in small groups, from time to time they are rumored to gather en masse to perform foul rites, and at such gatherings their clothes indicate rank or social standing. Or else perhaps clothes are merely a rudimentary echo of the lost human parts of their natures? If questioned under duress, a deodand might say that:



– The ancient deodands invented clothing when they ruled the (wholly fictitious) Barafnic Atolls during the Age of Glow. Before that time all races went naked and humans were covered with feathers.

– Their ritual garments remind them of their historic origins as the eunuchs at the manse of the great **Phandaal**. The Arch-mage was too squeamish to actually geld them, so instead worked a **spell** that augmented their appetites at the expense of their sexual desire.

– They find the sound, smell and sight of their harnesses comforting.

– After they have finished eating their victims, not many serviceable clothes remain.

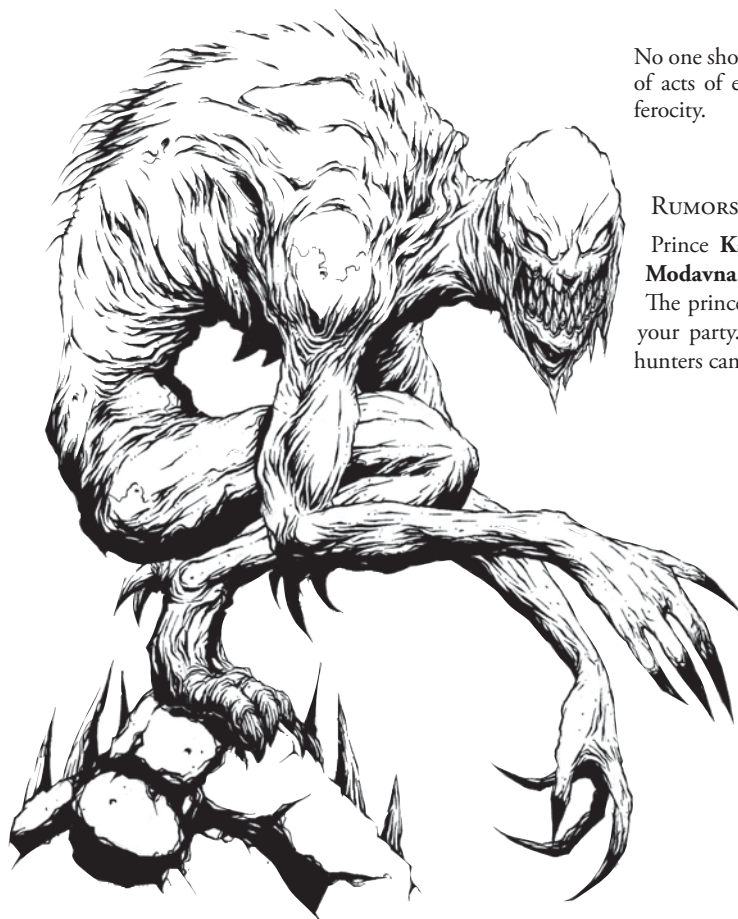
– Many of the deodands' opponents pause to wonder about leatherwear, affording the **half-men** a useful advantage in combat.

– There is a great deodand civilization under the eaves of the Great Da Forest: never forget that they are primarily arboreal. To prevent falling while asleep, they hook themselves to stout branches by their harnesses.

Lesorix of Perne

No one should ever underestimate a deodand; they are capable of acts of extraordinary exertion and can attack with crazed ferocity.

Cugel, Gentleman of Almerey



Deodands attempt to move stealthily and attack from ambush

RUMORS OF IMPENDING HAZARD

Prince **Kandive** seeks new, zesty deodands for his tank. **Modavna Moor** or the **Great Da** are obvious places to look.

The prince will send one of his listless, tame deodands with your party. If it fails to persuade the wild community, the hunters can always resort to pits and nets.

DEODAND

Persuade (Glib) 0.75-, Rebuff (Penetrating) 1-[11], Attack (Strength) 2-[16], Defense (Intuition) 2-[15], Health 2-[14], Athletics 2-[13], Concealment 6, Gambling 4, Perception 1-12, Stealth 2-[16], Tracking 1.25-[10], Wherewithal 1.5-[10].

Special Rules:

Sum the creature's Attack and Defense pools and apply the result as a ferocious attack. The deodand will further alarm his foes by electing to use the Wallop and immediate kill options, at a cost of 8 points. This attack will reduce the deodand's Defense pool to 0.

Deodands might refresh their Attack, Defense and Health pools after only a short rest and a good meal.



The survivors of a lost caravan report that they were attacked by deodands in collusion with **Twk-man** scouts. According to the witnesses, the half-men left its cargo of **Golden Porphiron** intact.

During the grand pie-eating festival, a deodand approaches an inn where you are staying. It calls out that it has taken a rich hostage, who will pay negotiators for his safe return in "gold and **magic**." The deodands themselves have undertaken to ignore their hunger for four times their captive's weight in living meat. The promised ransom sounds greater than the recipe book and commemorative plate offered as first prize in the contest.

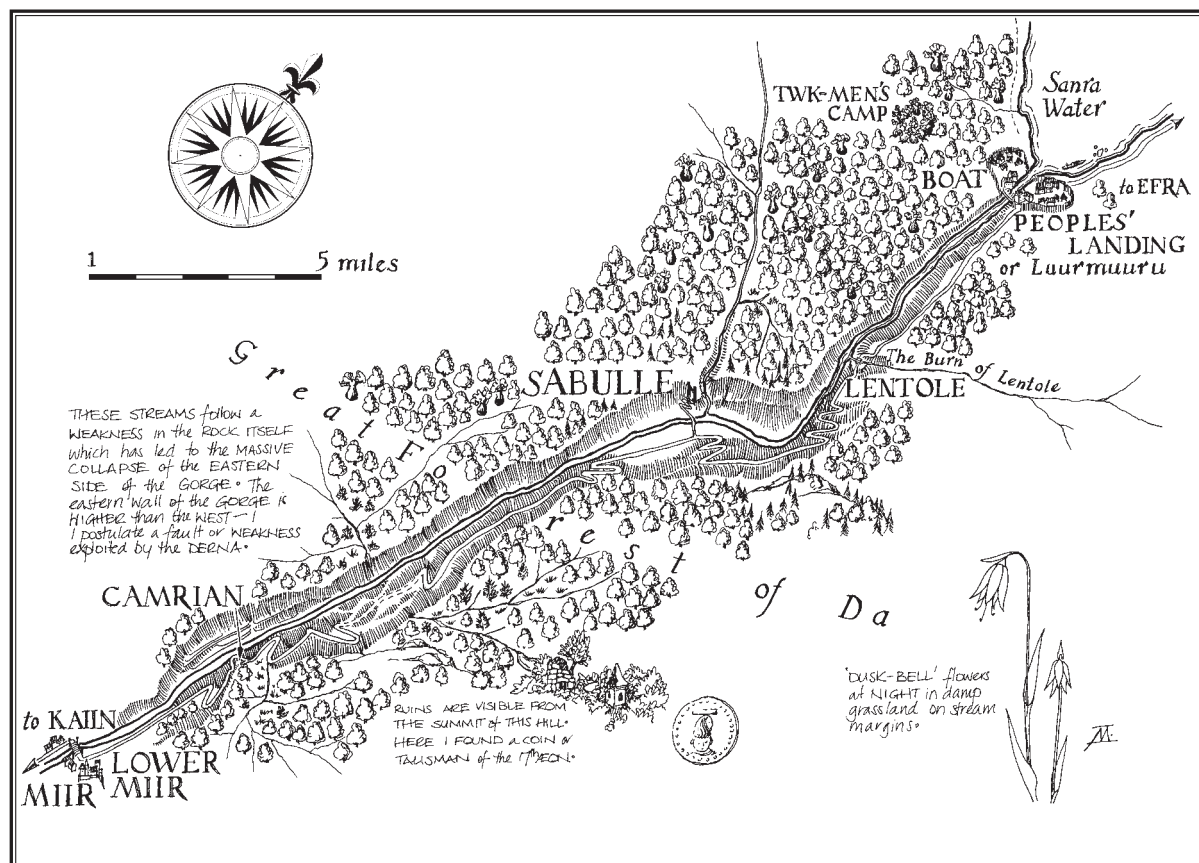
There have been reports of deodands performing ritual dances in the wilderness. Local scholars commissioned an expedition to investigate but it has yet to return. They now seek observant, insightful heroes to report both on the fate of the first party and on the deodand activity. By all accounts the original investigators were well equipped with magical and material aid.

Terrible rumors suggest that small gangs of deodands occasionally work together as a team, evidencing unwholesome



yet effective tactics for splitting up groups of wayfarers. Some members provide distractions, others may block trails with fallen trees, or even manufacture artificial trails as if from more appealing creatures. GM: This idea can be used from time to time as deodand gangs appear occasionally in different areas using different tactics. In every case they will be led by a buck deodand of greater intelligence than any of the others, and with double the optional Magic Resistance rating.

[**Rhialto-Level**] The cabal has learned that a deodand is on the cusp of Arch-Magicianhood. Hidden away in a tower in the forest, assisted by a blind – mostly senile – **wizard**, the half-man is a **chug**-summoning ritual away from commanding a **sandestin**.



Shun the Derna Forest! Death waits behind every tree and it is hard to know which are more merciful, the erbs and deodand or the Madnodlin.



Derna River

Location M2 FG 0305; Page 59

CANON

"The Derna is a swifter, thinner river than the **Scaum**, its bosomy sister to the south. And where the Scaum wallows through a broad dale, purple with horse-blossom, pocked white and gray with crumbling castles, the Derna has sheered a steep canyon." It runs to the north of the **Scaum** and flows into **Kaiin** through tunnels and canals.

OPINION

The Derna and its valley are wilder than the Scaum basin; the Derna drains **Modavna Moor** and the southern slopes of the **Fer Aquila**. It runs through forests where the last remnants of the **Kang** nobility remember feuds an aeon old and keep their swords sharp. Mages of uncertain temperament cluster along the river's banks. Travel in the area is not for the faint-hearted.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto
That section of the forest bordered by spinth oak represents my Barony and personal hunting domain. All who enter uninvited will be considered to have brought an honor challenge to the clan Madnodlin, our kin and our allies. Note that it is unwise to gather fruits, as they are ours, and also fungi, as many species bring about bizarre hallucinations.

The Baron Madnodlin

Shun the Derna Forest! Death waits behind every tree and it is hard to know which are more merciful, the **erbs** and **deodand** or the Madnodlin.

Nogba

RUMORS OF IMPENDING HAZARD

One reason for traveling along the banks of the Derna is that it is one of the few places where one can find calcifugious erbswort. Pharmacognosy is a popular study among the savants of Kaiin and the erbsworts are well known for their curative properties. Unfortunately, this particular erbswort is very similar to the equally rare heliosciophytic gentian. The only way to reliably tell the difference is to examine a living plant through a magnifying glass. If the root hairs are thigmotaxic, then one has indeed found the valuable calcifugious erbswort.

If the whole plant is diced and then boiled in a light white wine until the wine becomes thick as syrup, a sovereign remedy for poisoned cuts and grazes is produced. On the other had, should you attempt the same process with heliosciophytic gentian, the result is often to induce thanatophobia* in any bystanders inhaling the vapor.

* On the assumption that you, dear reader, are merely a hireling of the owner of this tome, a minstrel maiden chosen for her mellifluous tones or a majestic embonpoint, thanatophobia is a morbid fear of death.



DERPG

See *Dying Earth Roleplaying Game, The*.



Desert of Obelisks

Location M1 EG0002; Page 335

CANON

The Desert of Obelisks lies to the south (and perhaps the east) of the **Mountains of Magnatz**.

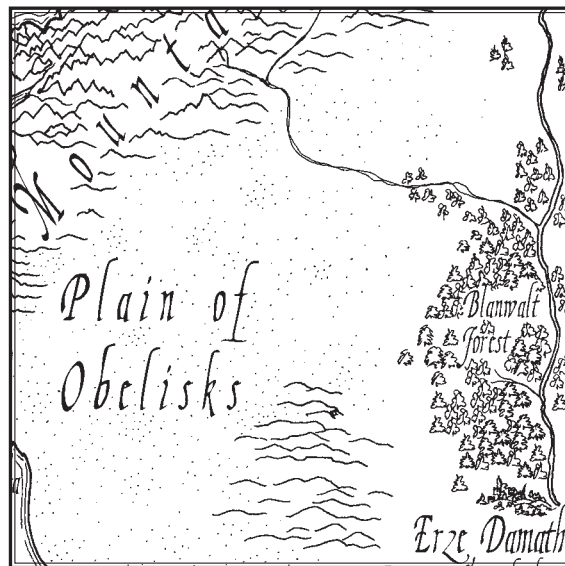
OPINION

A desolate region, it borders the **Songan Sea** to the west and stretches inland for a considerable distance. Also known as the Plain of Obelisks, because of its extreme flatness, it is notable mainly for the said obelisks, which stretch in straight lines, often for many tens of miles.

Eurias the Cartographer

The obelisks are reputed to have been erected by some lost people or other in the 19th **Aeon**. Yet they bear inscriptions in a script similar to that used by the **Golwan Andra**.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto
Like the **Saponid Tundra**, the Desert of Obelisks is a fine place for painting; I still have two triptychs executed there (by Lux, of course). One shows me vanquishing **grues**, **asms** and **hoons**,



Also known as the Plain of Obelisks, because of its extreme flatness, it is notable mainly for the said obelisks, which stretch in straight lines, often for many tens of miles.



while clad in an abbreviated **Green Legion** uniform. The other has me, dressed like a witch of **Grand Motholam**, taming **deodands**; they variously grovel before my throne, carry me in a palanquin, and attend me while I bathe.

Mistress Flook



with furniture he has made from wood salvaged from the river*. Indeed, were it not for his anthropophagic tendencies, Bauntcas would be a welcome inhabitant in any town.

RUMORS OF IMPENDING HAZARD

The plain is not short of conventional hazards; grues, deodands, asms and hoons can all be found, should anyone be so foolish as to look. Yet for **magicians** the obelisks themselves can pose a threat. It seems that at least one of the purposes of the obelisks was to focus magical power through some long-lost channels. Hence when a **spell** is cast its efficacy seems to depend largely on which way the caster is facing. The GM should secretly establish whether the caster is facing "upstream," "downstream" or "across" one of these channels before the spell is cast. Casting while facing upstream inflicts a penalty of 1 to the caster's roll; casting while facing downstream gives a bonus of 1. Casting across the stream can, where appropriate, cause the spell to hit not the target but someone next to (and downstream of) the target.



Desperate Rapids

Location M2 I07; Page 505

CANON

These rapids are on the river **Isk**, upstream stream of **Lumarth**, and are a bar to navigation on the upper river, meaning that travel tends to be by caravan.

OPINION

While the river is relatively fast running and shallow in that area, at the rapids the river crosses a dike of harder, darker rock which thrusts up into the water, producing what appears to be line of broken teeth. Some of the older inhabitants of the riverside villages tell tales of a young mage who was enamored of the daughter of a caravan owner and who created the rapids as an augmentation to the business of his (hopefully) future father-in-law.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto

RUMORS OF IMPENDING HAZARD

The rapids are not merely an obstacle to navigation; their presence means that few people ever travel alongside the river in that area. Hence it is an ideal place for Bauntcas, the local **anthropophage** to work. He has strung a cable across the rapids and using this he works his way through the rocks picking up anything of value that has been washed down and trapped. He lives in a cave in the cliffside, appointed elegantly

BAUNTICAS

"Perhaps you would care to step inside and relax; I have a light collation to prepare."

Tall and spare, Bauntcas wears old clothes that are sturdy and well darned. He is affable, courteous and ever willing to chat with travelers. They will be welcomed into his cave where he delights in showing them his furniture and enjoys the admiration to which his craftsmanship entitles him. At the back of the cave is a smoke room where he preserves his meats.

During the discussion, Bauntcas will offer his guests a fine ale, strong but eminently drinkable. It contains a sleeping draught of his own manufacture.

Persuade (Charming) 9, Rebuff (Wary) 7, Attack (Strength) ~, Defense (Dodge) ~0.75, Health 6, Athletics 3, Craftsmanship (cabinetmaking) 12, Etiquette 2, Living Rough 6, Perception 2, Scuttlebutt 2, Tracking 1, Wherewithal 4.

Resistances: Gourmandism 2, Indolence 2, Pettifoggery 4, Rakishness 4.

BAUNTICAS'S DRAUGHT

Treat it as poison; see page 59 of **DERPG**

Potency: Levy 2

Interval: 1 minute

Effect: Anyone succumbing to the draught will drop into a dreamless sleep. If not killed in the meantime, they will awake naturally after eight hours, unaware that anything has gone wrong. Even if the victim manages to remain awake, all actions are at a levy of 1 for an hour after consumption.



* Bauntcas has considerable skill as a cabinetmaker and his pieces, if delivered to a large town or city, would fetch a considerable sum.



Desqualm

See **Squalm**.



Diambroid

Item; Pages, various, particularly 559-562.

CANON

A high explosive employed by **Bazzard** and his **four fathers**. It is fairly powerful; in Archimbaust's words, "give **Lucounu** the cap itself, then go somewhat apart and wait for the blast;" while, according to Bazzard, three minims "is enough to destroy Lucounu's hand, arm and shoulder, in the case of improper conduct."

Vance doesn't tell the reader how to detonate the explosive.

OPINION

Diambroid receives thorough **DERPG** treatment on page 88 of *Excellent Prismatic Spray*, volume 1, issue 6.



Dilclusa

Location M2 B07; Page 449

CANON

Dilclusa is better known for the nature of its inhabitants, the Dिल्s. Widely regarded as mad and fearless, Dिल् ships carry a light on the masthead so if the sun goes out, they can light their way home to Dilclusa.

OPINION

Dilclusa is a relatively safe place for an honest man. Nomads keep away from the city territory and it is safe to walk the streets at night. But it is a bad town in which to be caught cheating at cards.

Parouc the Cartographer

Those seeking a peaceful visit to Dilclusa are advised to affect one or more physical deformities during their stay. A clubfoot is easily faked and not wholly destructive of one's dignity. Those wishing to be absolutely certain of being left unmolested need merely drool in a profuse manner.

Mondrosan, captain of the 'Lamaguire Bounty'

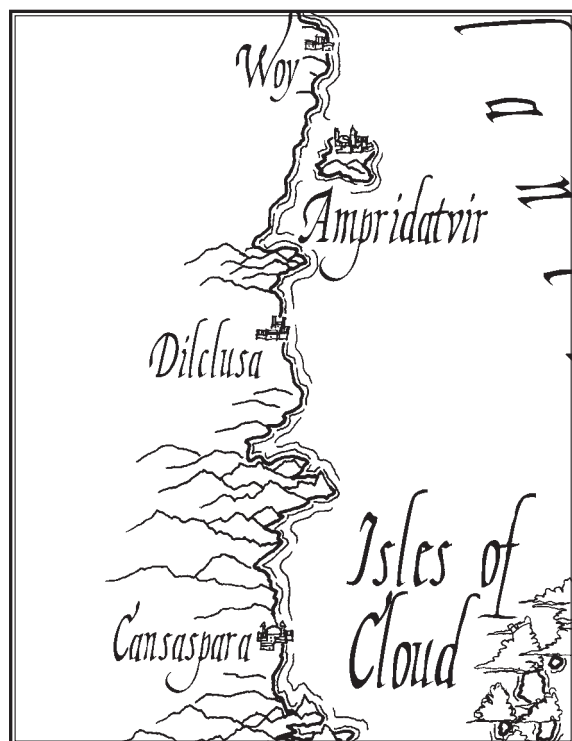


RUMORS OF IMPENDING HAZARD

Dिल् women are independent from an early age. They have only one responsibility that they cannot shirk: each Dिल् woman must produce two offspring and formally introduce the child to the Civic Convention on their tenth birthday. Fearful of inbreeding, the Dिल्s insist that the women must pick a mate for at least one of their children from someone who is not a Dिल्. Hence the women of Dilclusa are always on the lookout for men who they feel will enhance the line with their superior breeding.

Any children born to these unions are reared as Dिल्s and indeed are, if anything, more highly regarded than their less imaginatively conceived siblings. More than one male traveler visiting Dilclusa has found himself the object of competing affections.

At one point, it was considered necessary for the father to remain in Dilclusa in order to be present until his child is presented to the Civic Convention. This proved unpopular with both the fathers and the mothers. Now the father is not expected to remain, but should the child be found wanting when presented, the father will be denounced as a fraud, hunted down by **magic** and killed.



It is a bad town in which to be caught cheating at cards.



Dismal Failure

Gamespeak

DERPG's designers decided to call rolling a score of 1 a *dismal failure*, for atmosphere's sake.



Padara Palace, Rhaverjand, Santune Sea, Shan Ocean, Shir-Shan, Straits of Garch, Tchaxmatar Steppe, Tharuwe, Thorsingol, Vasques Tohor, Vils of the Ten Steeples, and Xei Cambael. Grand Motholam is also remote in time, although no one seems to want to visit it.



Distant Past

Region

The Distant Past is, inevitably, a place where everything was done better by people who were wiser, more accomplished and, quite probably, more attractive than their descendants. Cugel and Rhialto, whose trips to the past are well documented, visited or heard tales of Accic Ocean, Antipodal Current, Az-Khaf, Baltanque of the Tall Towers, Bautiku, Cabanola, Cape Sprang, Ciaic Ocean, Douka's village, East Attuck, Eio, Farwan, Finneian Plain, G'Vasan, Golwan Andra, Impergos, Joheim Valley, Kharad, Kharay, Kolghut's Tower, Laidenur, the Land of Platforms, Lavrentine, Lemuira, Linxfade valley, Luid-Shug, Lutic Ocean, Mag Mountains, Mith,

Diversity

Technical Term

Diversity is central to the Vancean world-view; in his **Dying Earth**, Big Planet and **Gaian Reach** series, a central motif is the independent development of societies, sometimes to bizarre extremes. This diversity isn't necessarily a good thing as many of the cultures are eccentric or even repulsive or depraved.

Nevertheless, it is apparent that Vance approves of diversity, even if he occasionally uses it for satirical purposes, particularly when he contrasts it with **human nature**, which, to Vance, exhibits consistent selfishness.



A black demon tears handfuls of substance from Vanille



Dog

Creature; Pages 570, 619

CANON

Hooligans on the **Sousanese Coast** foolishly set terriers on **Rhialto's** army of **minuscules**, and **Lucounu** seems to own a dog, Ettis. At least the Laughing Magician owns a creature that has fur, four legs, two eyes and barks, which applying the **Duck Test**, is a dog.



Domber, House of

Social Institution; Pages 156, 161, 164, 167

CANON

The House of Domber wrested control of **Cil** from the House of **Slaye**. How they did so is uncertain.

OPINION

Hah! Completely certain; consider: Slaye fell when they lost their **magic** bracelet, Rubel Zaff, whom I know to be a Domber, destroyed the Slaye compendium of magical lore, and Derwe Coreme was given to resorting to female wiles. The Slayes were tricked out of power on the couch, and the Dombes disposed of their means of regaining it.

Gersen the Rationalist



Douka's Village

Location; Page 666

CANON

This was a village near **Luid Shug** in the 16th **Aeon**. A squalid affair of twenty huts inhabited by squat, long armed **anthropophages** with lank hair and liver-colored skins.

OPINION

An unpleasant place, its inhabitants were in the habit of feasting, not merely on travelers, but on the five thousand, six hundred forty two "Paragons" who were placed in suspended animation inside alabaster eggs, the original intent of which was to form the start of a new race. Douka was the butcher and trundleman, controlling four **madlings**.

Rhialto the Marvellous



Dounge

Creature; Page 525

CANON

Cugel buys a dounge-felukhary hybrid from an innkeeper beside the **Tsombol Marsh**.

OPINION

The dounge is a marshland creature, and fully-grown reaches about the size of a small horse. Aside from their muscular hindquarters and dog-like faces, they most resemble stocky goats. Their powerful and athletic legs make them perfect for wading, swimming and bounding from tussock to tussock. Their feet are wide, strong pads, capable of gripping any substantive material in the marsh as they propel themselves along.

Dounges subsist on the acrid vegetation common to wetlands, but will also devour any appealing vegetative or cadaverous refuse that is at hand. They are semi-intelligent creatures, capable of being trained if raised from an early enough age. Folk who live in the vicinity of the Tsombol Marsh are known to use dounges as beasts of burden, pulling carts and ploughs. Providing they are adequately fed and housed in conditions that resemble their native marsh, the creatures do not seem to object to such treatment. (Though in temperament they remain rather willful compared to the more congenial domesticated animals.) One problem associated with their use is that they have a rather rank odor, which though swamp-like in nature does not fade when they are removed from the marsh for domestic purposes.

It is possible to ride a dounge of reasonable temperament. Their greatest advantage is that they are at home in waterlogged terrain as well as on firm ground, though perhaps because of their native habitat they require twice as much water as most regular mounts.

Lesorix of Perne

DOUNGE

Attack (Cunning) 1-, Defense (Sure-Footedness) 1.25-[14], Health 1.25-[14], Athletics 8, Perception 6, Stealth 3, Wherewithal 0.75-.

Game Notes: When traveling across marshland or boggy grounds, the dounge is immune to standard penalties and levies imposed by the GM for traversing such terrain – even when bearing a rider.

RUMORS OF IMPENDING HAZARD

For whatever reason, the characters require mounts of this specific type for a mission of importance. (Perhaps in fact any steed would do, but this is the only type available.) Alas, none are to be had for sale and some must therefore be captured and



broken to the saddle. Seasoned marsh men can be hired to assist in this task, but may be thieves or grossly inept impostors.

Four hybrid felukhary/dounges are purchased at an isolated inn. Though clearly aged beasts, they do not seem yet quite ready to fall and so the PCs negotiate the best price they might. Unfortunately, these creatures have been trained to throw off their riders at a certain point three miles from the inn and return across the swamp in time for their evening oats. The innkeeper is used to angry claimants returning, and has a well-rehearsed litany of Obfuscatory banter (not to mention three burly sons).



reduction was to the same degree then, depending on what “half the size of the dragon” means, and assuming that the reptile has around the same proportions a lizard, a full-sized dragon is either around twelve feet tall and about fifty feet long, not counting the tail, or perhaps twelve feet long and some three feet high. Despite Vance’s use of the adjective “small” implying the existence of large dragons (assuming shrinkage, of course), I feel that the second set of dimensions is the more likely.

Gersen the Rationalist

SIMLETTA OF AZENOMEI

*“I assure you that my merchandise is reliable.
Nevertheless, I cannot be responsible for the use to
which you put it.”*

Persuade (Glib) 20, Rebuff (Obtuse) 16, Attack (Cunning) 6, Defense (Vexation) 6, Health 5, Appraisal 9, Athletics 4, Concealment 4, Perception 6, Scuttlebutt 10, Wherewithal 2.

Resistances: None



Dowager

Technical Term

The third principal female archetype in Vance’s work, dowagers are always physically imposing and sexually unappealing. Examples include **Madame Soldinck** (pp. 362-404) and the sisters Simonetta and Spanchetta (*Cadwal Chronicles*).



Dragon

Creature; Pages 20-22

CANON

A small (less than five inches high, as that is the height of the container that holds it), six-legged reptile with a twitching tail, red eyes and a monstrous fanged mouth.

OPINION

The dragon in question would seem to be about as big as a five-week old kitten, although it is possible that the beast was miniaturized, as its purpose was to torture **Turjan**, who had been shrunk to half the dragon’s size. If each creature’s

RUMORS OF IMPENDING HAZARD

[Cugel-level] All the ladies love a dragon...

The adventurers meet Simletta of **Azenomei**, a merchant who persuades at least one of them that women, and particularly ladies find the miniature forest dragons she has for sale adorable. Hence, she guarantees that any recipient would be even more appreciative of the gentleman who makes her a gift one than she would be of flower-givers or under-the-bedroom-window singers.

What happens next depends on whether the GM has selected for the monstrous or small dragon option.

If “monstrous,” then the spell wears off soon after the PC’s intended takes her new pet home, frightening her servants, eating her furniture and destroying her house.

If “small,” then the dragon promptly demonstrates that it only looks cute, by pulling out its new owner’s hair with its teeth, hissing and snapping at anyone who approaches her, and never leaving her side. The creature would, furthermore prove very difficult to kill.

In either case, the lady demands that the PC in question sets matters right.



In case the GM reduces PCs to thumb-size, or agrees that big dragons exist, here are the game statistics for both possibilities:

SMALL DRAGON

Attack (Ferocity) 3, Defense (Dodge) 3- [24], Health 3, Concealment 12, Perception 3, Stealth 10, Wherewithal 3.

MONSTROUS DRAGON

Attack (Cunning) 2-[17], Defense (Sure-Footedness) 1.5-[14], Health 2-[20], Athletics 9, Perception 7, Tracking 7, Wherewithal 2-[18].

If dragons are, indeed, kitten-sized, then they shouldn’t offer a credible threat, except, perhaps to minuscules or Twk-men.



Dragon's Neck

Location M2 EF0809; Page 403

CANON

This peninsula forms the southern boundary of the Great **Chaing** Estuary.

OPINION

Somewhere in this area is a temple, beneath which lies a **demon** realm.

Graek, Gentleman Panderer, Ghostseer

RUMORS OF IMPENDING HAZARD

The entire area of the Dragon's Neck is prone to bouts of religious revival. The inhabitants are Nubigenous Desipients who maintain an unworldly attitude to the problems of the real world. When a religious revival sweeps through them, they repent their sins and will give away their worldly goods and swear to live simple, frugal lives, subsisting on spinifex root and wild honey. A traveler can retire to sleep as a wealthy man, only to discover upon waking that his host has given all he possess away in a surfeit of evangelical zeal.



The Dragon's Neck forms the southern boundary of the Great Chaing Estuary.



Dragon-Fangs

Location M2 DE0809; Page 403

CANON

These are a scatter of rocks that obstruct navigation at the end of the Dragon's Neck, at the approach to the Great Chaing Estuary.



OPINION

A worthless collection of rocks; one or two of the larger are inhabited by fisher folk. I was forced to maroon a band of zealots who had split into two raucously disputing factions on one of the smaller islands. This required a degree of effort, but both groups are now ashore and bickering over the correct ritual of purification to atone for their admittedly somewhat abrupt contact with the shore. I have no doubt they can eventually swim the fifty yards that separates them from the nearest inhabitation.

Mondrosan, Captain of the Lamaguire Bounty

It isn't an entirely worthless collection of rocks. The local wreckers will pay handsomely for someone to dance and sing, siren-like, from them, but you have to negotiate with care. If they advance any funds to the siren, she has to apply herself imaginatively to get a share of the loot.

Mistress Flook

RUMORS OF IMPENDING HAZARD

These islets have long been a home to hermits and similar persons of a reclusive disposition. One such is the long-lived Abruch the Wise, who has lived for many years on a small islet, which can be pointed out by any of the locals. Abruch has a reputation for wisdom and each person who comes to him for advice goes away looking graver and more serious. This is because Abruch, as he contemplates what advice he should give, rests both his hands on the questioner's head and chants a short prayer. The prayer is, in reality, the command phrase for an amulet he wears on his wrist. This item has built into it a variant of the **spell Enchantment of Youth Renewed**, and takes seven months of life from the questioner, gives six months to Abruch, and keeps a month for itself to replace the charge used in casting the spell.

AMULET OF YOUTH RENEWED

10 points, permanent.

Description: It appears to be a small coin hung from a leather strap that fastens around the wrist. When the command words are spoken the wearer of the charm draws seven months of life from anyone they touch, six months are retained by the wearer, the seventh goes to pay a daihak, some of whose essence was trapped in the charm.

Any character knowingly using this charm will discover their Sympathy Point total starts to decline.





Draven Forest

Location M2 I06; Page 514

CANON

This forest lies to the south and east of **Lumarth**.

OPINION

Citizens of that city, walking for pleasure, picking autumn fruits or mushrooms, frequent those areas of the forest closest to Lumarth. Further from the city the forest is less frequented, its darkening glades the haunt of **erbs** and **deodands**, and mostly impassable due to fallen and rotting timber.

Carthos of Sfere

RUMORS OF IMPENDING HAZARD

When the citizens venture out into the forest to collect fruits of the season, there is something of a festival atmosphere: families pack hampers, picnics are eaten sitting on the grass*. Children play and young adults stage-manage carefully orchestrated chance encounters while their elders methodically pick fruit for later bottling. All this behind a cordon provided by the Brothers of Benevolence, who ensure that no **deodand**, **erb** or other fell creature will bother the citizens.

Rumor has it that the Brothers are not above kidnapping strangers they meet in the forest, sending them to educate a **demon**, thus relieving the pressure on the judicial system.



Drogger

Creature; Page 375

CANON

The drogger is the standard domestic animal on the island of **Lausicaa** in the **Ocean of Sighs**. Here they pull carriages and ploughs with equal alacrity.

OPINION

Droggers are a cross between large canines and a horse-like being, though apparently their plasms are not equine. Usually the skin is gray or dark brown, and they have long slender ears and thick medium-length tails. The Lausicaans have arranged various means by which to impel these recalcitrant beasts to perform their duties. For instance, the Lausicaan coachman can press a pedal connected to a lever, which in turn drives a flexible rod smartly against the drogger's rump in order to get it moving. The driver then steers through use of a wheel which,



when rotated, pulled at cords connected to the drogger's ears. To bring the beast to a halt, the driver pulls back a long lever, constricted by brackets against the legs of the drogger. There is even an emergency mechanism to cause idle beasts to spring forth more eagerly. This is a lever-operated device that drives a spur into its groin – after which the creature will unfailingly leap forward with renewed vigor.

It is conceivable that an individual may have no option but to purchase a drogger as a riding beast. Providing it is trained, then this is a passable alternative to regular beasts. Alas, droggers are idle by nature, and prone to resting upon their laurels if not encompassed with ingenious Lausicaan motivational devices.

Lesorix of Perne

RUMORS OF IMPENDING HAZARD

In one region where the PCs require transport, drogger cart is the only possible option. The GM can not only make the most of their unfamiliarity with this, but also impose certain other problems. Such might be criminal local types wishing to make off with beast and cart, an unexpected cart-chase over uneven terrain, and an inordinately vexatious stable owner who is not happy with the damage/loss to his property.

An angry **magician** turns our unfortunate rogues into droggers. Since it is very near gelding season, they must find some way to convince someone to assist them. Fortunately they can still talk; unfortunately the only person who is likely to help them is their enemy's rival. This man is another unpleasant fellow who demands that they play a trick upon yet another magician by posing as his draft animals during a delivery. Of course not only do things go further wrong, but the PCs suspect betrayal. Fortunately, they have learned a highly embarrassing secret about the second magician, and if sensible will use this as blackmail to ensure his speedy cooperation.

DROGGER

Attack (Strength) 1-, Defense (Dodge) 0.75-, Health 1.5-[13], Athletics 8, Wherewithal 0.5-.

Game Notes:

Unless employing some kind of brusque encouragement such as a riding crop, those riding a newly acquired drogger take a penalty of 1 whenever rolling an attempt to spur it into immediate activity or trying to cause it to engage in a highly athletic activity. On a Dismal Failure in such situations, the drogger has become upset at this treatment, and bucks, lies down or otherwise engages in less than useful actions. The GM decides when sufficient time has passed for this no longer to be necessary. (i.e., the rider has become sufficiently used to the droggers ways to wield the crop only as and when absolutely required, and the drogger knows the rider well enough to anticipate such actions, rendering them unnecessary.)

* Verdant swards, although available, are only chosen by those addicted to cliché.



Duck Test

Technical Term

Does the object of your study have wings, feathers and a bill? Does it quack? If so, it's a duck.

Gersen the Rationalist



Dungeons and Dragons

Proper Noun

By far the best known and most widely played fantasy roleplaying game, *Dungeons and Dragons* (D&D) drew much, particularly its magic system and its Thief class, from the *Dying Earth*. It is even arguable, given that ever-extending subterranean passages stretch under **Mazirian's** home and that the **Tunnels of the Rat-Folk** are over something else's lair, that the concept of a huge underground complexes also derives in part from Vance. There have, incidentally, been four iterations of *D&D*: *Dungeons and Dragons*, *Advanced Dungeons and Dragons* (1st and 2nd Editions) and *Dungeons and Dragons* (3rd Edition).



Dwarf Stars

Technical Term; Page 732

CANON

In this, the 21st **Aeon**, many main sequence stars have collapsed under the pressure of their own gravity to form small, dense stars. They have come to the end of their lives and no longer produce light.

OPINION

When such a dwarf star cuts across the boundary of **NOTHING**, it is sheered clean across as if it were no more than so much cheese. **IOUN** stones can be found in the pockets of black dust that mar the shining surface so displayed.

Ildefonse the Preceptor



Dying Earth Roleplaying Game, The

Book

A critically acclaimed game based on Jack Vance's *Tales of the Dying Earth*, and conveniently abbreviated to **DERPG**, this publication and its many supplements are available from Pelgrane Press and many online and retail outlets.

At time of writing, the DERPG line comprises:

The Dying Earth Roleplaying Game

Cugel's Compendium of Indispensable Advantages

Turjan's Tome of Beauty and Horror of Beauty and Horror

The Kaiin Player's Guide

The Scaum Valley Gazetteer

Demons of the Dying Earth

The Primer of Practical Magic

The Compendium of Universal Knowledge

The Excellent Prismatic Spray, Issues 1, 2, 3, 4-5, 6, 7-8.

Rhialto's Rules of Marvels

Additional material, including XPS Online and Ian Thomson's **Violet Cusps** column are available at dyingearth.com.



Dying Earth, The

Book

Vance's first published novel, the first part (if not necessarily the earliest in the **timeline**) of the *Tales of the Dying Earth*, and the Editor's favorite. The Editor, incidentally, is not alone in his high opinion: roleplaying's debt to *The Dying Earth* is immense (see *Dungeons and Dragons*). The author Gene Wolfe, in the *Castle of the Otter*, states that *The Dying Earth* was the work that made him fall in love with books and writing.





East Attuck

Location; Page 658

CANON

In the 16th **Aeon**, East Attuck was the area from which the **Bohul Dukes** recruited most of their assault troops.

OPINION

Given the description of the troops of the Bohul Dukes as “unkempt and petulant,” it is obvious that East Attuck was somewhere near the future site of **Kaiin**.

Carthos of Sfere

No one knows where East Attuck was, and in five Aeons it will doubtless have been under the ocean at least twice.

Quirethomble, Librarian, the Scholasticarium, Kaiin

East Attuck was for many years part of those lands ruled by what was somewhat quaintly known as the Last Kingdom. On conquest, the kings in **Vasques Tohor** placed dukes over the region, charging them with bringing wealth to enhance the magnificence of the capital. Across centuries the kings became every more extravagant in their demands, the dukes ever more harsh, the inhabitants ever more obdurate and resentful. There was also constant war with the barbarians of West Attuck, hardening the populace yet further. Finally, at some unknown trigger, the dukes rebelled, and their surly veterans crushed every trace of the Last Kingdom in a matter of weeks.

Iunutharis Grashpotel, Arch mage

That area once known as East Attuck now lies beneath the **Songan Sea**, an ideal location, as it was a gross and barbarous place at best.

Issapinai, Arch witch favored of the Goddess Phaetis



Efred

Location M2 I 06; Page 37

CANON

Efred is in the **Land of the Falling Wall**.

OPINION

Efred is a city of sanctuary, providing safety, at a price, for any that flee there. It is described in more detail in the eponymous article in issue 4/5 of *The Excellent Prismatic Spray*.

The Compendium

There is much to be said about Efred, little of it comforting. I suppose the inhabitants are no more venal than those you find in many other cities.

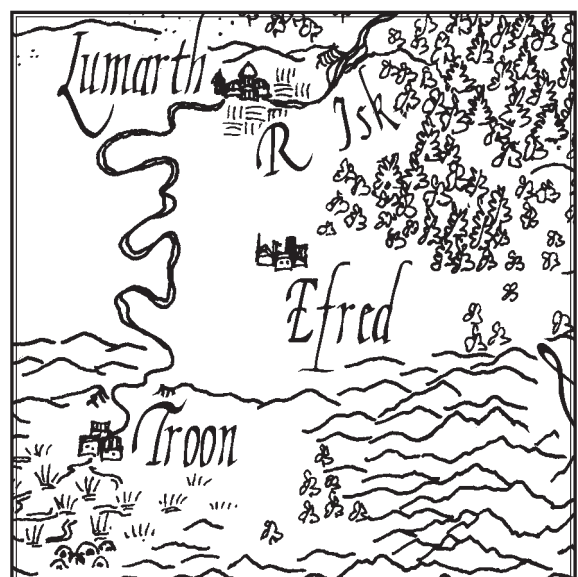
Volune Stinobric, Guardian of the Sacred Flowers of Falgunto

The problem with Efred is not so much the town, which is ordinary enough for a man of versatile ability, but the roads leading to it. Never have I met so many footpads, bounty hunters and general ne'er-do-wells.

Graek, Gentleman Panderer, Ghostseer

Lord Wolness of Efred was kind enough to take me in after a disagreeable incident forced me to leave my home in the **Scaum** Valley. Viewed from the Bed of State, the city has its charms. I disagree with Graek's comment; I had no trouble with ruffians on my way there. Perhaps the trick is not to look like a gentleman panderer?

Mistress Flook



There is much to be said about Efred, little of it comforting.



Eight Delaphasians

Social Group ; Page 65

CANON

A group mentioned in the context of swordsmanship by **Ulan Dhor**.

OPINION

The Eight Delaphasians believe themselves to be a duelists' club, with an elaborate rating system; for my part, I endorse Prince **Kandive's** disdain: "vapid people... mincing murder, extravagant debauchery."

Gersen the Rationalist



Eighteen Motions of Allurement

Dance; Page 18

CANON

Mazirian fantasizes about capturing **T'sain** and forcing her to perform these actions for him.

OPINION

The eighteen motions are much like the **Fourteen Silken Movements**, but with an additional four-part pelvic rotation between the Eagle Perching on a High Tree, and the Lion on a Cheese-grater. Purists regard the Fourteen to be sufficient for all purposes, while some commentators consider them to be jejune and inadequate for the more jaded palate.

Mistress Flook



The eighteen motions are much like the Fourteen Silken Movements, but with an additional four-part pelvic rotation



Eio

Location; Page 661

CANON

It lay to the south of **Shir-Shan** in the 16th **Aeon**.

OPINION

Personally, I consider Eio to lie under the waters of the **Melantine Gulf**. If we are to believe the annotations in my copy of Waystations of the Empire, the last inhabitants of the area still eked a living on sandbanks, which protruded from the area of shallows north of the Lamaguire Estuary, well north of **Mell**. They were brought ashore by the Emperor Bilus III Needon and settled on both sides of the Lamaguire beyond Ampeiter.

Parouc the Cartographer

Karuresh the Half-Truthful once told me that it was Eio's curious practice of First Night Rights; which entitled a local **deodand** to enjoy the groom before the bride did; that depopulated the region. He also related a pretty story about widows' tears adding to the sea, thus drowning the land. I'm not sure that I believe him, particularly as he then proceeded to argue the case for extra-marital relations, while plying me with dream-powder.

Mistress Flook



Ell

Technical Term; Pages, various, particularly 208

CANON

The ell is a unit of linear measurement, used in the 23rd **Aeon**.

OPINION

Assuming that the foreman, a self-confessed four-ell man who talks to **Cugel** is about six feet tall, then an ell is eighteen inches.

Gersen the Rationalist



Embelyon

Location; Pages 4-8, 12-16, 32-35

CANON

Embelyon, "The Land None Knows Where," is **Pandelume's** refuge, and is apparently not on Earth. The vegetation looks terrestrial, but t changes



color as they reflect the sky, which is a mesh of vast ripples and cross-ripples, and refracts shafts of light in jeweled hues.

Embelyon may be reached by the **spell Call to the Violent Cloud**.

OPINION

Embelyon is the domain of existence created by the sanctimonious Pandelume that he might enjoy his own company. Who else would?

Raigemuir the Malignant



Emphyrio

Book

Emphyrio, available in Millennium Science Fiction Masterworks and **Vance Integral Edition** editions, is one of Vance's best novels (although the Editor's favorite is *To Live Forever*), and deals entertainingly and provocatively with the concepts of **individuality**, privilege and oppression.



Enchantment of Youth Renewed

Implied Spell; Pages 12, 18

CANON

Both **Pandelume** and **Kandive** know the "secret of renewed youth." Pandelume taught it to **Turjan**, while **Mazirian** stole it from Kandive.

OPINION

This secret implies the existence of a **spell**, a ghoulish essay at which appears on pages 111-2 of DERPG. It should be noted that the canon nowhere implies that the caster must consume someone else's life to grow young; indeed Pandelume's fastidiousness in settling debts equitably argues against any such extortion.

The Compendium





Encompass

Technical Term; Pages, various, particularly 4, 19, 23 and 284

CANON

The act of forcing a **spell** into one's brain, so that it can subsequently be cast.

OPINION

Although Vance later decided that spell encompassment represented "something for nothing" and airbrushed it out of his work, it nevertheless makes a useful game mechanic. Thus, it features in all species of **Dungeons and Dragons**, as well as the DERPG, although all these games are more generous to **magicians** than Vance is; where an exceptional magician like **Mazirian** can only encompass a maximum of six spells, accomplished D&D spellcasters can know at least ten spells at a time, and DERPG wizards usually have eight or more prepared.



Ensqualm

See **Squalm**.



Ensqualment

See **Squalm**.



Epoch

Technical Term; Pages 591-2, 661 and 681

CANON

A subdivision of an **Aeon**, an epoch is a long enough time to allow the formation of a steppe ecosystem.

OPINION

The authorities available to me do not offer an authoritative definition of the word, indeed writers use it poetically and



Both Pandelume and Kandive know the "secret of renewed youth."



dramatically, rather than technically. Nevertheless, if the Arch-priest officiating over the immurement of the **Paragons** was using Epoch in a technical sense (as the capitalization suggests) then the term denotes a period of 10,000 years. If he wasn't, then it is unclear whether epochs have a fixed number of years, or if they are vary in length. Similarly, it is unknown whether all Aeons comprise the same number of epochs. All that is known for certain is that **Calanctus**, in the guise of **Lehuster**, expects his audience to understand the term, and that the 17th Aeon had at least 11 epochs.

Gersen the Rationalist



Erb

Creature; Pages, various, particularly 39, 56, 134, 183 and 233

CANON

Erbs are vicious creatures compounded of man, **demon**, bear and lank-lizard. Their distribution is wide, although they are commoner in more northerly areas, especially the **Great Erm**, and are largely forest dwelling.

Proverbially good at sniffing out flesh, they are such ferocious predators that a normal man with a **sword** has no hope of beating one. Erbs are also known to roam in packs and three of them were capable of invading **Florejin the Dream-builder's** manse and killing him. As they burst all his bubbles, it seems that erbs also have a penchant for wanton destruction. An erb's posture varies from bipedal to quadrupedal and changes frequently. They are comfortable in neither stance, which may account for their notorious ill temper.

Erbs are the size of a dancing bear at the most; **Fiansother** tells **Cugel** that he keeps a captive specimen chained in the back of his booth at **Azenomei** fair.

ERB

Persuade (Forthright) 0.75~, Rebuff (Penetrating) 0.75~, Attack (Ferocity) 2-[18], Defense (Dodge) 1.5-[11], Health 2-[16], Appraisal 2, Athletics 1.25-[10], Concealment 5, Gambling 2, Imposture 4, Perception 6, Quick Fingers 2, Stealth 9, Tracking 0.75-[8], Wherewithal 1.5-[10].



OPINIONS

Anthropoidal Tendencies: The erb's lizard-like muzzle is not best designed for speech, and yet the erb is as intelligent as the **deodand**, and is capable of snarling out curses and demands. (Though the beast is normally far too impatient to engage in productive dialogue.)

Sakonity the Adamantine

Balderdash! Almost everything you say about the erb is nonsense. Certainly they are ferocious predators, but they are no more sentient than a tree-weasel. This creature is a combination of giant-insect and furred mammal (possibly but not necessarily the bear). It crawls and creeps and leaps, and the fact that it can occasionally stand upon its hind legs does not make it a relative of humanity. It does not throw rocks nor engage in discourse under any circumstances, and its sense of smell when used for the purposes of tracking prey is second to none.

Lesorix of Perne

RUMORS OF IMPENDING HAZARD

King of the Erbs

For the first time in recorded memory, a large group of erbs has gathered by the shores of **Sanra Water** in the Great Da – under the leadership of a singularly impressive specimen. The boat people complain that the creatures have taken to stealing red silk from their barges. Although probably capable of dealing with the threat themselves, they would prefer to pay wandering thugs to take care of the problem for them.

Inspired by their new found civilized ways, a group of these erbs have set up a toll point on the flint road running up the **Derna** valley. This has greatly distressed local merchants (not to mention the Toll Takers Guild), who are interested in hiring individuals of quick wits and quicker swords to remove the beasts before they disrupt further commerce in the area.

The **Grand Motholam** sage Manhaphous was very fond of erbs, even keeping a menagerie of pure and crossbred specimens in his manse. Indeed, during his lifetime, no erb in his locality died by human hands or by **magic**. When he realized that his death was unavoidable, he crafted a mighty **spell**, found in his eponymous codicil, which would summon Bachax, a powerful otherworld entity, to protect erbs from harm. Kudzak, an apprentice at the Scholasticarium, has cast this spell, and Bachax has manifested as a superior erb – and is amusing himself by lording over these creatures.

The Great Migration of Erbs

Apparently, every few centuries, large numbers of erbs from the forests of eastern **Almery** migrate to the Great Da Forest in northern **Ascolais**. These travel singly, in twos and threes, or even in larger bands, and nobody has ever discerned for what purpose they travel. (Though some have surmised that it is in response to an ancient enchantment once cast on eastern



Proverbially good at sniffing out flesh, they are such ferocious predators that a normal man with a sword has no hope of beating one.



Almery to rid it of the erbs that once dwelt there in plague proportions.) Irrespective of their motivations, for a period of a week or so, all small settlements are in danger, and once the migration begins the residents bar their doors or flee to safer regions. This is a boom time for erb hunters and adventurers of martial prowess, as one can wander the **Scaum** and Derna Valley in search of erb pelts. Because the migration is quickly over, pelts do not flood the market place and can be sold at great profit over the next season or two. A scenario might begin with such tasks, and then vary as the adventurers are called on for aid by a village that is besieged by unusually ferocious and intelligent erbs. (Creatures intent on slaughtering as many humans as possible, and taking their skins in retaliation for the human hunt.)



Erwig

Personage; Pages 527-530

CANON

Erwig is a householder of **Samsetiska**, who extends his hospitality to **Cugel**, to the extent of feeding him, playing him local ballads on a two-stringed guitar and offering advice on how to cross the **Plain of Standing Stones** unmolested.



Erze Damath

Location M1 H00; Pages 239-249

CANON

A city on the great **Scamander** River, Erze Damath is larger than any of the cities of **Ascolais**, **Almery** of the **Land of the Falling Wall**, covering eight hills. Much is now in ruins with only the checkerboard of avenues and clusters of stucco huts to mark much of its former extent. Forlorn villas and crumbling jetties line the river, while that part of the city, which remains fully inhabited, is a little way inland. Here are several inns, including the Old Dastric Empire Hostelry, built into the precincts of a former palace. Close to the center is the Black Obelisk, a fang of black rock into the base of which five statues have been carved, facing in each direction, each one the prime adept of a particular religious cult. These include the statue of Gilfig, which is hollow so that the priests can make it appear to speak.

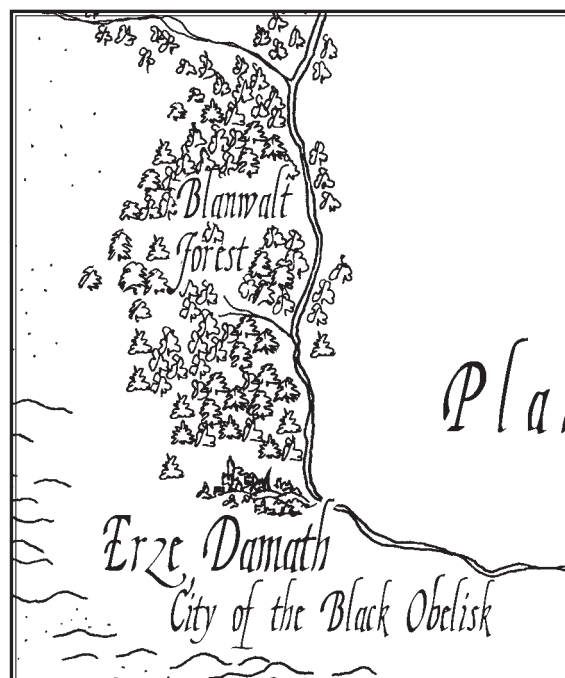


The inhabitants of Erze Damath are somewhat swarthier than those of Almery and generally more vital. The men wear only black, the women splendid gowns of yellow, red, orange and magenta. Purple is the color of death, and blue and green are considered unlucky. The city is also an important center for the people of the Scamander Valley, and many types may be met there, pilgrims, desert men and more.

OPINION

Erze Damath? Ah, yes, I recall the name. A city in the east is it not? If I recall correctly, it lies on a bend of the largest river of the Earth, the Scamander, and is said to have been of considerable extent, though now largely deserted. It is always hard to know when a particular colony sprang up, and in certain key places it is likely that there has been habitation more or less continuous for a matter of aeons. This is the case with Erze Damath, but so far as my knowledge extends it began life as an outpost of one or another of those Empires centered on **Vir Vassilis**. It is perhaps best known, however, as that city in which the prophet Gilfig rose to eminence, and indeed, his effigy is one of those five carved into the famous Black Obelisk. From a more scholarly perspective the most famous citizen was undoubtedly **Follinense**, wizard to **Mad King Kutt**, who possessed remarkable skill in the combination of plasms and wrote a treatise indispensable to any serious student of **vat creatures**, or indeed, to any serious student.

Iunutharis Grashpotel, Sage



Erze Damath lies on a bend of the Scamander, and is now largely deserted.



Eshmiel

Personage; Pages 582, 599, 633, 698, 705-6

CANON

Eshmiel is a signatory of the **Blue Principles**, who – aside from the time when the **Murthe** ensqualmed him – always appears in monochrome. This black and white schema extends to his skin and hair.

“Eshmiel’s more thoughtful associates often speculated that Eshmiel used this means to symbolize the Grand Polarities permeating the universe, while at the same time asserting the infinite variety to be derived from the apparent simplicity. These persons considered Eshmiel’s message profound but optimistic, though Eshmiel himself refused to issue an analysis.” (*Tales of the Dying Earth*, page 599)



Etarr

Personage; Pages 42-54

CANON

The love interest in the story **T’Sais**, Etarr was turned hideously ugly by the **witch Javanne**, and rendered handsome again by a nameless god in a drowned city.



Exasperating Failure

Gamespeak

It amused **DERPG’s** designers decided to call rolling a score of two an **Exasperating Failure**.



Excellent Prismatic Spray

Spell; Pages 5, 1, 23, 27, 583.

CANON

An assuredly lethal **spell** that pierces its target with thousands of darts of light, Excellent Prismatic Spray is listed in **Killiclaw’s Primer of Practical Magic**.



OPINION

If this is the same spell as the one **Iucounu** casts on page 566, it has eleven syllables.

Gersen the Rationalist



Excellent Prismatic Spray, The

The *Dying Earth Roleplaying Game’s* critically acclaimed journal. Some people, including two of the present authors, thought that The Decretals would be a better name, but were overruled.

Finally, the Excellent Prismatic Spray is an egregiously under-powered spell in the *Dungeons and Dragons* game.



Executioner Beetle

Creature; Page 658

CANON

The wizard **Pikarkas** used executioner beetles to make **memrils**.

OPINION

In the hope of avoiding spiritual pollution, the fastidious society of the middle **Last Kingdom** used executioner beetles to behead criminals, or to process animals sent for slaughter. So far as I know, they were natural creatures, but selectively bred for the purpose, so that they were the size of **wheriots** and had huge scythe-like mandibles. There are two species of beetle: one killed food animals and the other dispatched men (in this particular case, I use men in its strict sense, to denote the male of the human species; the Kingdom sent condemned women to **Canopus**, where the **wizards** grafted metal half-living creatures to them). The principal difference between the two kinds of beetles is that the slaughterhouse variety injected their victims with a muscle-relaxing paralytic, while the head-taker’s had a hallucinogen that induced fear and despair. Another distinction is that while the head-taker will settle down to devour its victim (aside from the head, into which it will inject its eggs), the slaughterer only eats the innards, to the dismay of sausage makers.

Lesorix of Perne

Lesorix is half right; the Kingdom did use them as he describes, although they are not natural, but magical, being manufactured by **Pikarkas’** mentor Kajakes, whose life began in year 723 of the first epoch of the Last Kingdom and ended on the 17th day of year 212, epoch 4. The mage was executed by one of his own



beetles following an unsuccessful coup.

Lesorix is incorrect about the two species of beetle; there is only one; all the head-takers are female.

As to the treatment of female criminals, the lothario of Perne is correct but terse; readers might care to know that the prettier vixens' jailers afforded them the opportunity to delay their transportation.

On the matter of the eating and egg-laying habits, he is entirely correct, although he fails to observe that sausages were a major trade good during the Final Kingdom period.

The Compendium

RUMORS OF IMPENDING HAZARD

The adventurers might have the opportunity to discover that reports of the executioner beetle's demise are premature; Vasmage, an itinerant trader in the **Land of the Falling Wall**, has come across a large, sealed ceramic pot (around two feet in diameter and one foot deep) of extreme antiquity. Naturally, Vasmage would be happy to sell this item

Potential purchasers with Pedantry will note that the pot, which Vasmage is reluctant to clean for fear that it will prove fragile, is very, very old. The merchant will allow the PCs to clean the item, once they have paid him a deposit. Should they buy and open it, they will find that it is lead-lined and contains layers of mummified leaves and crumbly, beige gravel (excavating the pot caused its contents to collapse).

The pot, of course, contains executioner beetle larvae, whose growth has been suspended by want of sunlight and moisture. If exposed to both (either on purpose or because the PCs discard the pot's contents), they will develop into immature insects in three days, then scuttle off in search of food.



VASMAGE

"By all means, handle the items. Of course, I would insist on being fully compensated for any breakages, and in such circumstances, my prices are not subject to negotiation."

Podgy and bald, under his striking russet beret, Vasmage dresses in grays, browns and greens.

Persuade (Forthright) 1.5- [12], Rebuff (Wary) 1.5- [12], Attack (Caution) 1- [8], Defense (Parry) 1- [9], Health 1 [8], Athletics 5, Engineering 4, Pedantry 8, Perception 4, Scuttlebutt 8, Wherewithal 6.

Vasmage travels alone, but usually tries to join caravans, for safety's sake. His wheriot carries a varying stock of mundane goods (clothes, jewelry, hand-weapons, often brought from gibbet-foot sales or debtors' prisons) and the occasional magical item. Aside from these, the merchant's only remarkable possessions are a russet beret that, if dislodged, returns to his head, and a fine rapier that gives its wielder whose Attack style is Cautious, a bonus of 1 to Parry.

Eyes of the Overworld, The

Book: Pages 131-288

CANON

Second part of the *Tales of the Dying Earth*, where we first meet **Cugel the Clever**. Also a term applied to the **violet cusps**.

EXECUTIONER BEETLE

Attack (Speed, includes poison injection on a successful hit) 1.5- [15], Attack (Ferocity) 12, Defense (Parry) 1-, Health 1-

A beetle will carry on with its poison attacks until its victim has been subdued, then it beheads its target. Generally speaking, as the executioner beetle dispatches helpless victims, there is no defense against this beheading attack, so the value of 12 is sufficient for a wallop.

Note that male beetles will not attack apparent people (hence regard deodands as people) nor will female beetles attack animals. For completeness' sake people changed into animals count as animals, and vice versa, non-human (or humanoid) sentients count as animals, and the beetles don't attack oasts at all.

Poison:

Potency: Levy 2

Interval: 1 minute. During this effect the victim is incapacitated, either from relaxed muscles (slaughterer) or from fear and despair (head-taker).

Effect: The victim makes a Health roll. On a **Dismal** or **Quotidian Failure**, the victim succumbs at once. On an **Exasperating Failure** or **Hair's Breadth Success**, they take the equivalent of two injuries from the toxic shock. On a **Prosaic Success**, they take one injury. An **Illustrious Success** means that the victim is, for the moment, unpoisoned. Bear in mind that these injuries only indicate how quickly the victim becomes helpless; the poison is not fatal, and anyone avoiding the subsequent beheading will recover from the poison in around an hour.



Fader's Waft

Location M2 F02 and Story; Pages 624, 634

CANON

Situated on the southern border of **Ascolais**, Fader's Waft is merely a hillock, higher and more massive than its neighbors. On the summit there is a six-sided temple roofed with tiles of blue gold surrounded by a circular terrace. Entering the fane, you pass through a vestibule and into the central chamber. This contains a pedestal supporting the "egg," a spheroid three feet across at its widest diameter. A window at one end displays the **Perciplex**, a blue prism four inches tall that is inwardly engraved with the text of the **Monstrament**, which is projected onto a plain dolomite slab so as to be easily readable. The Perciplex will always right itself and never project a faulty image.

Also: The middle, and longest story in *Rhialto the Marvellous*.

OPINION

I believe that it was tampering with the Perciplex that led to considerable unpleasantness, but in **Hache-Moncour**, we have at least gained a worthy workman.

Ershott, Master Tanner

Shun Fader's Waft! As one approaches, a great army of biting ants pours from the vegetation, forcing retreat.

Nogba

RUMORS OF IMPENDING HAZARD

Because the central hillock of Fader's Waft is given over to the fane, those who subscribe to the Monstrament are somewhat loath to have people living in the area who might plunder the site. Hence, some method of deterring settlement was needed. It was finally decided that the use of subtlety would yield better results and **Ildefonse** had his **sandestin** drive four thaumaturgically charged posts deep into the ground. Then he introduced into the area an ant created in his **vats**; the ant is as long as the average thumbnail and vicious to match. These ants cannot survive outside a five-mile radius of the posts, shrinking back to normality in a generation if removed to another area. Hence, the presence of these ants makes settlement impossible

ASCOLIAN PICNIC ANT

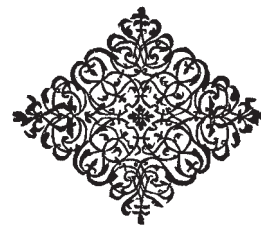
About the size of a man's thumbnail, this little creature has a formidable bite, easily breaking through the skin, and a sting that sprays strong acid onto the target. While they do not formally hunt people, within five minutes of a human party halting on the hill, the first scouts from a colony will have found them and within twenty minutes, a carpet of these little creatures many yards across will advance and attempt to carry off anything edible. They have been known to work together in order to carry away sleeping **mermelants**. Anyone who does not get out of the ants' way (they are easy to outrun and do not pursue for more than five miles) will be attacked.

A swarm of ants typically has the following attributes: Attack (Ferocity) 11, Defense (Misdirection) 6, Health 20.

The swarm always has initiative and hence always attacks first. If the victim of the swarm makes any success on their Defense, they do not suffer any injury but may not attack because they are still far too busy trying to remove ants from their nether garments. Only on an **Illustrious Success** in Defense has the victim entirely rid themselves of ants.

The only sure way to rid yourself of these ants is to strip naked and dive into deep water. If the swarm (as opposed to a few scattered individuals) is present, then it will carry off your clothes and other equipment.

and even stopping for a spot of lunch unpleasant. The fane and area immediately around it is, of course, shielded from these creatures.





Falgunto

Location M2 B03; Page 161

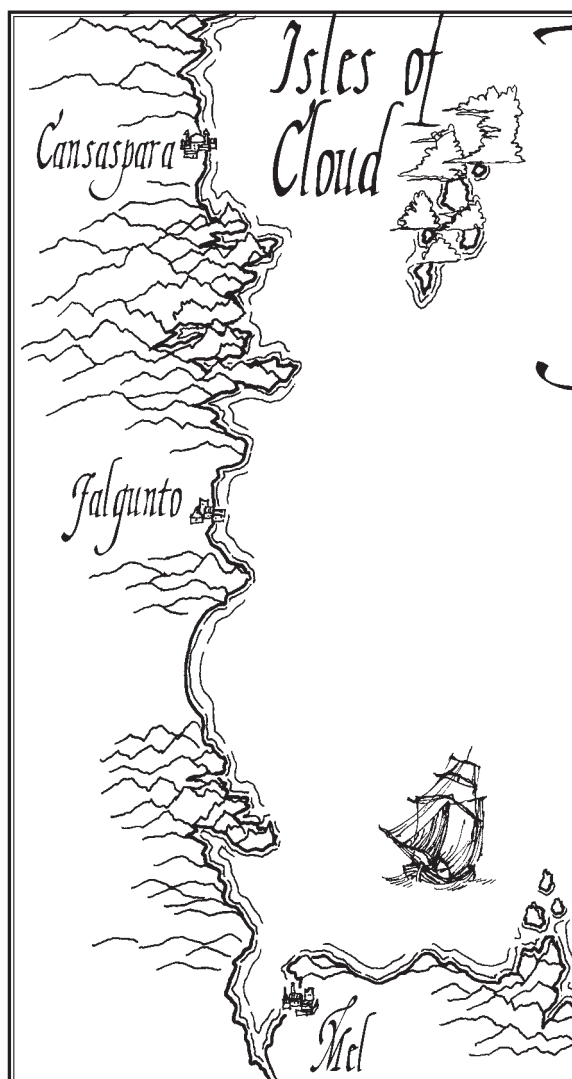
CANON

“Barques from **Benbadge Stull** once plied the sea to Falgunto and **Mell**.” From this we can assume that Falgunto was north of Mell. The fact that **Cugel** came nowhere near this place makes its trans-**Melantine** location more likely.

OPINION

Falgunto is a small city, barely more than a town. It is notable mainly for the Festival of Sacred Flowers, which occurs every spring. The date of flowering and the patterning of the petals are held to have great significance for the coming year.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto



There are two techniques by which Falgunto may be approached. Appearing as a destitute will ensure entry without being unduly subjected to their larcenous habits, but has the disadvantage that being set to work as a dunnyman [a sanitary engineer – Ed.] is not conducive to gentlemanly refinement. The technique of appearing as an **Arch-Magician** capable of searing the city to dust with a single gesture also has its supporters, but woe betide those who make this claim and are unable to back it up with appropriate deeds. Otherwise, expect to be robbed. The citizens of Falgunto consider their task poorly done if a traveler leaves with so much as a goat.

Mondrosan, captain of the Lamaguire Bounty

RUMORS OF IMPENDING HAZARD

The people of Falgunto regard themselves as the embodiment of civilized virtues*. [Footnote:] They also regard visitors as a source of wealth to be assiduously robbed, but only when due process of law has been observed. Hence, on arriving at the town, the traveler will be presented with a list of tariffs.

1. For entry into the town, a fine of 2 terces.
2. For carrying a weapon† of any sort, a fine of 2 terces.
3. Failure to declare a weapon to the inquiring officer without being reminded of it, a fine of 25 terces.
4. Assailing the ears of an officer to the city, a fine of 25 terces.
5. Striking an officer of the city, a fine of 100 terces or confiscation of all goods.
6. Transporting contraband, a fine of 2 terces.
7. Not realizing that something is contraband, a fine of 100 terces‡.
8. Dressing in a manner liable to be offensive to persons of good taste, a fine of 5 terces.
9. Repeatedly dressing in a manner liable to be offensive to persons of good taste, a fine of 250 terces§.

Note that this is taken from the last list we had in the office; current procedures are doubtless more rigorous.

* This is not an uncommon thing. Even villages of sharp-toothed lizard-men will expect visitors to conform to some outlandish rigmarole that passes for decorum.

† Teeth and fingernails are regarded as weapons, thus invoking a total tariff of four terces.

‡ A list of contraband items is available for perusal at the customs office at any time on the payment of a 5-terce fee. The list may be copied, but only by a scribe from the city's approved list, and he must be paid 100 terces per day. The list runs to 9,427 items. Some of these may be imaginary. The speed of one's assigned scribe is likely to fluctuate wildly, according to GM whim, weather, season and the price of tea in Kaiin.

§ It is possible to hire approved civic robes from the officers of the customs service for a purely nominal 10 terces a day. A 100-terce deposit secures.



Falu

Location M3 F03; Pages 585, 589, 610, 703

CANON

On the west bank of the river **Ts**, not far from **Wilda Water** in a district of low hills and dim forests at the eastern verge of **Ascolais**, stands Falu, the manse of **Rhialto the Marvellous**. The manse is centered on a great, tiled hall. There are many other rooms, including a large workroom. These are well appointed, with consideration for comfort, aesthetics and practicality. An old road passes by on the western side, while from the east cupola one may look down over **Low Meadow**, across the **Ts** to **Were Woods**. Blue aspens fringe the river; there is an arbor of purple plumanthia to one side of the house and an area of sward to the south. There were at one point a fine aviary and an antique way-post, but both were accidentally destroyed by **Gilgad's** cast of his Instantaneous Electric Effort in pursuit of the archvult **Xexamedes**.

OPINION

Ah, Falu, the manse of Rhialto, who takes the sobriquet of "the Marvellous"

Iunutharis Grashpotel, Arch mage

The manse proper is roofed with white jade and adorned with many cupolas. Inside, the Great Hall lined with lustrous tiles, spacious parlors and newly refurbished guestrooms. Outside, guests might take refreshment in the purple plumanthia arbor, examine the aviary, walk the through the silvanissa tendrils on the south sward or admire the way-post. The grounds are encompassed with a low wall pierced by two gates, and protected by a potent boundary curse.

Falu lacks the sublime splendor of **Vermoulion's** Peregrine Palace, and is less grand than **Boumergarth**, but it is a perfect expression of Rhialto's desire to entertain guests. Falu demonstrates Rhialto's refined taste without ostentation and enhances his sobriquet.

My only reservation is in the service. Even that more than his peers, Rhialto has difficulty with staff. At one point, whilst discussing autochthonous grue, a vague-eyed man dished up verbena tea in a 14th **Aeon** bronze urn used for distasteful ablutions. When I raised this with Rhialto in a subtle manner, he was overcome with embarrassment at his social error, requested that I leave, to return only when he had found suitable silverware.

Parefis the diarist



Fanticule

Creature; Page 410

CANON

A blue fanticule's sting killed Nisbet's wife.

OPINION

Several varieties of fanticule exist. The smaller "red fanticule" inhabits moist climes such as the southern deciduous forests, whilst the more common "blue fanticule" prefers semi-desert regions such as the Plain of Lost Cities north of the Great Chaing Estuary. The fortunately rare giant "gray fanticule" inhabits ruins and rocky uplands where it makes its nest amongst the shells of buildings or in caves. Each subspecies shares the same basic characteristics. They are shaped something like a cross

RED FANTICULE

Attack (Speed) 0.75-, Defense (Misdirection) 1-, Health 0.5-, Concealment 10, Stealth 7.

Poison

Potency: Boon 1

Interval: 20 minutes. During the effect, the victim can make actions at levy of 1 on rounds where their tally is a positive figure, and at a penalty of 1 on rounds where their tally is in the negative.

Effect: The victim makes a Health roll. If their Health pool has only one point remaining and they roll a **Dismal Failure**, they expire. On any other failure, or if they have two or more points remaining in their pool, they take instead the equivalent of two injuries from toxic shock. On any success they take the equivalent of only one injury from this toxicity.

BLUE FANTICULE

Attack (Speed) 1-, Defense (Sure-Footedness) 1-, Health 1-, Concealment 6, Perception 4, Stealth 3, Tracking 3.

Poison

Potency: 0

Interval: 10 minutes. During the effect, on rounds where their tally is a positive amount, the victim can make actions at a penalty of 1. Otherwise they are feverish and shivering, and can do nothing except possibly stagger along if supported by companions.

Effect: The victim makes a Health roll. On a **Dismal Failure** they expire immediately. On a **Quotidian Failure** they take the equivalent of three injuries. On an **Exasperating Failure** or **Hair's Breadth Success** they take the equivalent of two injuries. On a **Prosaic Success** or **Illustrious Success**, only one injury.



GREY FANTICULE

Attack (Ferocity) 2-[17], Defense (Dodge) 1.25-[12], Health 1. 5-[14], Athletics 5, Concealment 8, Perception 6, Tracking 5, Wherewithal 1-.

Poison

Potency: Levy 1

Interval: 5 minutes. During this effect the victim is incapacitated with fever and delirium.

Effect: The victim makes a Health roll. On a **Dismal Failure** or **Quotidian Failure** they expire at once. On an **Exasperating Failure** or **Hair's Breadth Success** they take the equivalent of three injuries from the toxic shock. On a **Prosaic Success** they take two injuries, and on an **Illustrious Success** – only one injury.

Game Notes: See also the rules for poisoning (*DERPG*, p58). Note that if a victim is stung a second time increase the potency levy by a point. If they are stung a third time the potency becomes instead a penalty of 1. Also, when making the single Health roll for the final effect, if the victim's Health rating is 12 or higher consider having the roll made at a bonus of 1. Likewise if their Health rating is 5 or less, consider applying a penalty of 1.

between a scorpion and a scarab beetle, with a barb-tipped whip-like tail that can inject fatal poison into its prey.

Lesorix of Perne

RUMORS OF IMPENDING HAZARD

Enemies of one of the PCs introduce a fierce male fanticule into the character's bedchamber while they are at dinner. The creature takes refuge in a shady spot under the bed, but becomes alarmed when the character returns and attacks their feet as they sit down and take off their boots. This painful poisoning leads to a dramatic search for an antidote, and then an equally stringent search for the would-be murderer.

An assassin is operating in **Kaiin**, using a variety of exotic poisons. So far three notables and an unknown number of less important personages have died by their machinations. One of the PCs overhears someone in a bar talking about the best way to distill fanticule venom.

A traveler on the great road north of **Val Ombrio** has reported seeing an attack on a group of pilgrims by several men riding giant fanticules. These bandits and their peculiar steeds are presumably responsible for the disappearance of several other small groups in the last few months. The adventurers have either lost a friend or goods during one of these attacks, or are hired to put a stop to the terror. They soon discover that the bandit leader is a magician and his steeds are enchanted beasts.



Farlock

Creature; Pages, various, beginning at 464

CANON

Farlocks are draft animals, of various breeds; the bulky Black Ganghorn is the only one that Vance names.

OPINION

Farlocks are dependable bovine creatures, usually dark brown or black, with long tails, short curved horns and placid natures. They can be trained to pull carts and ploughs with ease, but are rather too sluggish to be employed as riding beasts or pulling carriages. Farlocks are common in the lands north of the silver desert, but not known in Ascolais or Almery. Aside from the Black Ganghorn, the Silver Quicktail and the Brown Oldbrough are the best known breeds Farlocks fight only when they absolutely must and tend to flee when attacked.

Despite their cowardice and lack of conversation – both qualities that the mermelant has in abundance, the farlock is a fine beast of burden. Indeed, when seeking creatures to pull wagons over long distances or to carry the packs for an expedition, you really can do no better than to acquire a team of farlocks. They eat local vegetation, are hardy and not prone to disease, cannot speak or argue, and do not have the sense to know whether or not they are heading into danger. One's only likely problem with these creatures is that they can only be roused to speed over short distances, and such actions require the encouragement of long whips. Of course, should the farlocks become aware when moving at speed that they are being pursued by predators, then they will likely continue their exertions for as long as possible. After such an incident, they will most probably collapse with exhaustion and refuse to move for some hours.

Lesorix of Perne

FARLOCK

Attack (Strength) 1.25-, Defense (Dodge) 0.75-, Health 1.75-[14], Athletics 3, Wherewithal 0.75-.

RUMORS OF IMPENDING HAZARD

The White Farlock

There is a legend in the hamlets around **Erze Damath**, that when the white farlock is born, this will signal the impending return of Gilfig. Such a creature is born from time to time and worship of Gilfig invariably increases exponentially over the months that immediately follow. Sometimes prophets also arise, claiming to have known in advance of the arrival of the white farlock, and to speak on behalf of Gilfig. When Gilfig himself does not appear within a year or two, and the prophets have proven to be nothing more than charlatans, worship



of Gilfig wanes once more*. It seems that once again, it was not the specific white farlock of Gilfig. Nonetheless, the legend persists.

Pilgrims are on the march to Erze Damath to pay their respects to the latest White Farlock. Our adventurers must travel with a convoy of these tedious and overly optimistic fanatics, and must pose as equally devout worshippers or be ejected from their company. (An unfortunate outcome in the middle of such dangerous terrain.)



Farwan

Location; Pages 220, 661

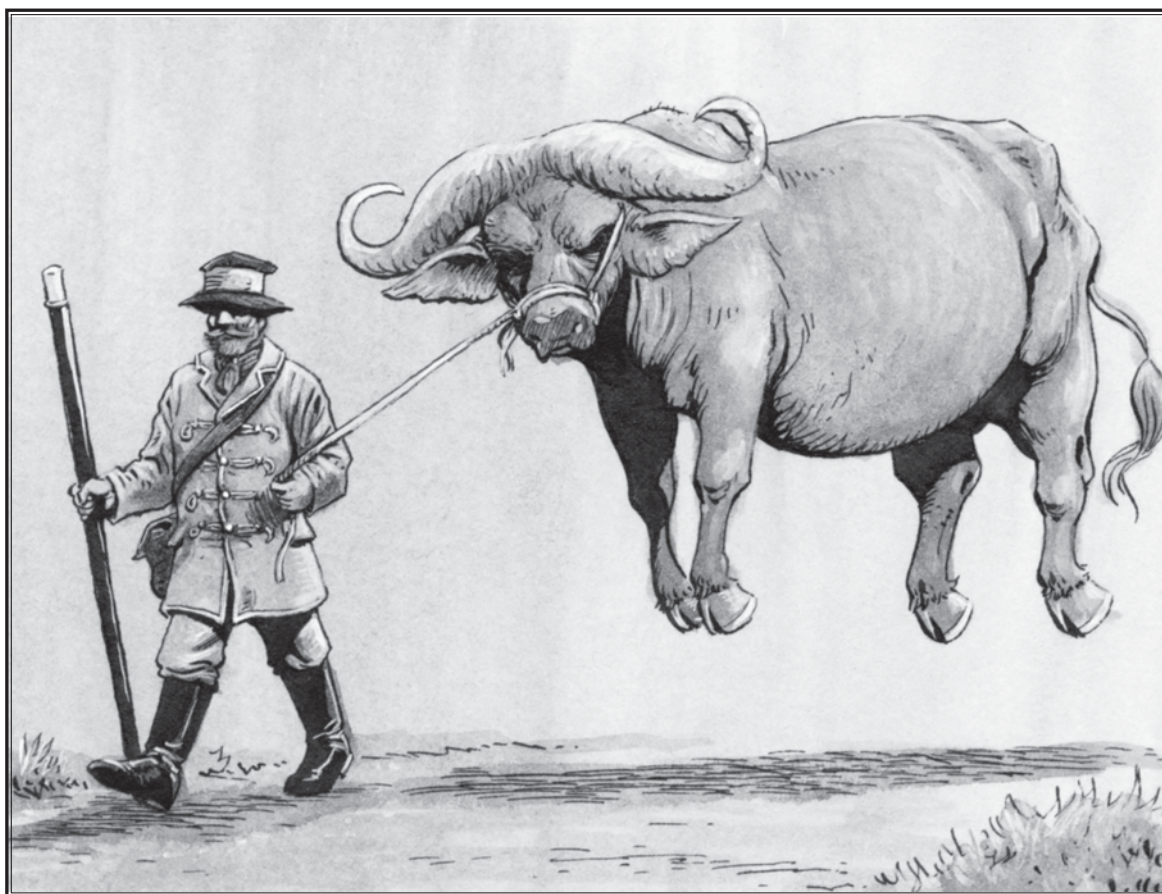
CANON

In the 16th **Aeon** it was a land far to the south and east of **Luid-Shug**. Yet when **Cugel** was thrust a million years into the past, the people dwelling in the area one day to be known as **Sudun** called their land Farwan. Given that there are only a limited number of syllable combinations one can use without making oneself look foolish, it is not unlikely that this is a case of the name recurring†.

OPINION

Your first case rests on the word of **Rhialto**, the second on Cugel, a notorious vagabond. I have no doubt that Cugel misheard a syllable, or even invented the name.

Pharesm the Sorcerer



A farlock under the influence of Ossip Wax.

* Interestingly there are few things Gilfigites enjoy more than the burning of a false prophet.

† In much the same way the name John recurs during certain epochs of the Larval Age.



Fatalism

Technical Term

The belief that there is that outcomes are predetermined and, thus, that there is no such thing as free will. **Dying Earth** tales are generally fatalistic in tone and this fatalism is a feature of the **DERPG**. Nevertheless, the idea of imminent extinction, first introduced in **Turjan of Miir**, isn't unqualified; the last lines of **Guyal of Sfer** have its eponymous protagonist and his love-interest considering a voyage to the stars.

Of course, this qualified optimism was revised away in later additions to the cycle; in **Cugel's** stories, the sun sputters, films over and shows other signs of infirmity, while in **Morreion**, Vance actually has the universe contracting.



Faucelme

Personage; Pages 429, 432-441

CANON

An accursed **magician** who inspires great fear in his neighbors, and who never turns away callers from his door, apparently because he wants to work mordantly amusing mischief on them.

OPINION

It is obvious that, by the time **Cugel** meets him, Faucelme is hundreds of years old at the very least. It is also apparent, since Cugel finds inscriptions commemorating the **wizard's** outrages in ruined buildings, that the magician's fury caused their downfall.

Gersen the Rationalist

Faucelme's **DERPG** statistics appear on pages 133-4 of **Turjan's Tome of Beauty and Horror of Beauty and Horror**.

The Compendium

Approach Faucelme with caution; he manages to combine courtesy with a cunning brutality. He is also a collector of trifles; I have seen his pyramid of black stone, his coil of rope, nameless things in glass bottles, his collection of masks and his bouquet of flowers carved from stone. Sadly, his library is mediocre at best.

Carthos of Sfer



Fauvune

Location; Page 45

CANON

Fauvune was one of the sub-worlds, from which **Javanne** summoned dark creatures to serve her.

OPINION

There are many hells and sub-worlds. They have in common only the depravity of their inhabitants and the unpleasant nature of their environs.

Quirethomble, Librarian, the Scholasticarium, Kaiin



Felinodore

Creature; Page 249

CANON

Along with the wasp, and (perhaps) man, the felinodore is a component of the **bazil**.

OPINION

This creature is unknown to me, but from the name, I would venture that it is a furry nocturnal predator of some kind.

Gersen the Rationalist

Gersen is, of course, confusing the bazil with my good, and sorely missed friend Nissifer, who was a bazil-**sime** hybrid. Noting from the description that Nissifer was furry, he is merely



The felindore was a useful base material for some hybridization.



FELINODORE

Attack (Cunning) 0.25~ [2], Defense (surefootedness) 2~ [20], Health 3, Stealth 1~ [8].

Special Rules

Wizards who want to grow **vat creatures** can gain a boon of 1 if they have access to felinodore plasm.



Felukhary

Creature; Page 525

CANON

Cugel bought a riding animal that was a hybrid of felukhary and **dounge**.

OPINION

Felukharies are lazy, pig-like creatures with a faultless homing instinct, and thus can be trained to return to any point of origin and even to carry dispatches. As these animals also hybridize readily with other beasts of burden, they can bequeath this homing ability to their offspring.

Gersen the Rationalist

RUMORS OF IMPENDING HAZARD

Felukharies and felukhary plasm are in demand among **magicians** with an interest in **vat creatures**, as these ingredients can, in theory anyway, be incorporated into a matrix, to create a servant who never strays.

subtracting the insect components from **Cugel's** account and inferring a pelt and adding cat-like habits, presumably to show off his knowledge of very long-dead languages.

The truth of the matter is simple – the felindore was a useful base material for some hybridization, in much the same way as almond oil is a convenient base for aromatic massage lotions. Sadly, aside from providing a non-volatile matrix for the convenience of other, more reactive plasms. Even more tragically, **Mad King Kutt's** enthusiasm for hybrid animals led to the near extinction; currently they are to be found only on the **Great Central Steppe**. They look like bald, six-legged foxes, incidentally.

Mistress Flook



Felojun

Personage; Pages 22-23

CANON

From its name, Felojun is the creator of the **Second Hypnotic Spell**.



Felojun's Second Hypnotic Spell

Spell; Pages 18, 22-3 and 29

CANON

A favorite **spell** of **Mazirian's**, the Second Hypnotic Spell induces paralysis in motile creatures, with the exception of the caster.

OPINION

Rules for the Second Hypnotic Spell appear in **DERPG**, page 107.



FELUKHARY

Attack (Strength) 0.5~ [4], Defense (Dodge) 0.5~ [4], Health 8.



Fer Aquila

Location M2 EG05; Page 92

CANON

The Fer Aquila is held by some to form the boundary between **Ascolais** and the **Land of the Falling Wall**. The **Great Forest** and **Modavna Moor** separate the **Scaum Valley** from the Fer Aquila. To the north lies the **Saponid Tundra**.

OPINION

It is a rugged, craggy range of hills, passable only in a few places. At their eastern end they fade away into the **Chaim Purple**, but in the west they grow more rugged still and become the **Cobalt Mountains**. No one but a fool travels through them other than in large caravans, well guarded.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto
Volune is mistaken; it is the Cobalt Mountain, singular.

The Compendium



There is good hunting on the lower slopes of the Fer Aquila. Game abounds, and I have even seen the rare striped **erb** on the upper slopes.

Duke Tambasco.

My knowledge of the Fer Aquila comes only from having crossed the range on my return from **Mahaze** to **Kaiin**. I found them bleak and forbidding, inspirational only to the dourest of verse. Over several days of walking I saw not a single beast, dire or otherwise, nor **witches**, nor **demons**, nor ghosts, all of which are said to abound in the area. I held up my flagging spirits only by playing my lyre and singing jolly songs of a type usually appropriate for an evening of revelry. Fortunately, I had been commissioned to produce a dozen of these for use at the establishment of Wakdun the Panderer, and the old black rocks echoed to my trillades and lewdesques.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt



the spirits. Anyone hearing these ghost winds for the first time must make a Wherewithal roll with a limit of 1. On any failure, they turn and run down the mountain, making a subsequent Athletics roll (also with a limit of 1) to save themselves from falling fifty feet. Should the character achieve a **Dismal Failure** on his Wherewithal, instead of fleeing he becomes catatonic, curling up into a fetal position and refusing to move. He must be carried out of the mountains, where over a period of days he recovers slowly.

Repeated exposure to the ghost winds does bring an element of familiarity; the limit is no longer imposed. Wearing an amulet or charm also helps, giving a bonus of 1.



RUMORS OF IMPENDING HAZARD

One hazard facing those who travel through the Fer Aquila is the weather. Summer storms can be driven in from the **Melantine Gulf**, while in winter blizzards can sweep out of the east. Even more feared are the uncanny ghost winds that can beset travelers with no notice whatsoever.

Normally a phenomenon of mid-morning or early evening, scholarly opinion indicates that these winds are caused by differential heating or cooling of the mountainside under the rays of the rising or setting sun. The unearthly shrieking is not that of doomed spirits trapped forever but is merely an interesting effect caused by the nature of the ground and the speed of the air movement over it.

Needless to say, few scholars are found among the upper passes of the Fer Aquila and those who are tend, like caravan guards and drivers, to wear amulets and charms to protect them from

Fierkle's Fountain

Location M2 F09; Page 461

CANON

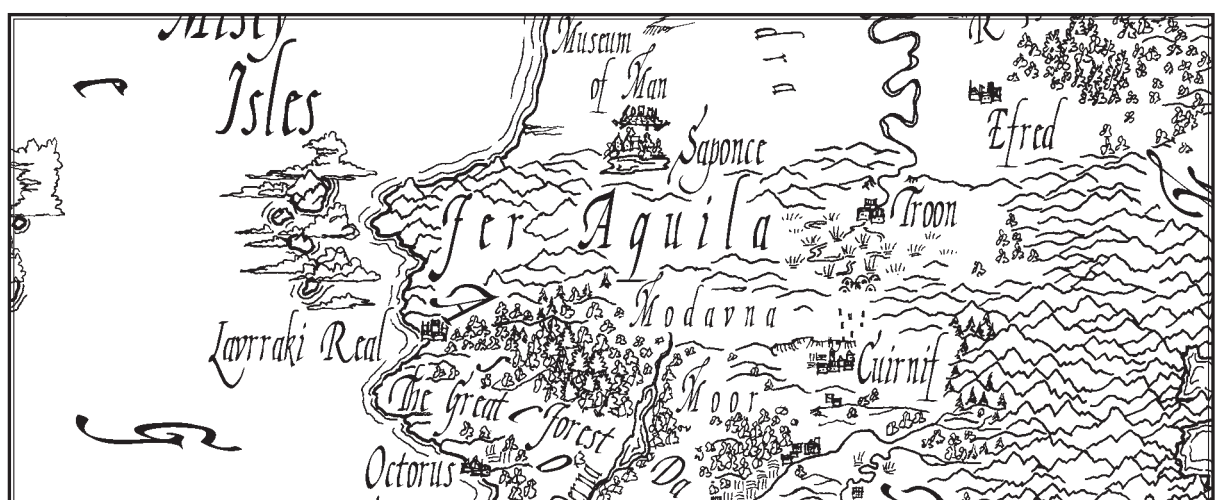
Fierkle's Fountain is the first caravan stop east of **Port Perdusz**. It is merely a level meadow on the banks of the Chaing, which is open and ideal for the parking of a large caravan. The remains of a fountain are to be found near the riverbank.

OPINION

Fierkle was a **star pirate** who was captured and drowned in the fountain for his crimes.

Carthos of Sfere

Fierkle is derived from a dialect term not uncommon in the area several centuries ago. "Fear'cul" meant useless, or superfluous.



I found them bleak and forbidding, inspirational only to the dourest of verse.



It was an obvious name to give to a fountain which [sic, the Compendium] is literally on the bank of the river.

Quirethomble, Librarian, the Scholasticarium, Kaiin
Although I promised not to embarrass him again in public, Quirethomble has forced my hand by resorting to folk etymology. Fierkle does not derive from “Fear’cul,” at least not in any language spoken currently or anciently in this region. The word is, most likely, the name of an early or notable owner of the property. As to the “useless” theory, a fountain by a river has the great virtue of producing clearer water than the stream next to it.

Mistress Flook

RUMORS OF IMPENDING HAZARD

Fierkle’s Fountain, convenient to Port Perduz but not actually within that town’s jurisdiction, is a popular place for caravan guards to sign on. Anyone looking for escorts or thinking of hiring muscular characters with whom to intimidate their opponents also comes here. Waiting a couple of days here is normally all it takes to recruit anywhere up to a dozen sturdy toughs.

FIERKLE’S FOUNTAIN TOUGHS

“My current employer disapproves of your attitude in this matter.”

Persuade (Intimidating) 12, Rebuff (Wary) 7, Attack (Strength) 11, Defense (Parry) 7, Health 4, Appraisal 1, Athletics 4, Concealment 1, Gambling 3, Living Rough 5, Wherewithal 2.

Resistances: None.

Sundry correspondents have commented on the high caliber of escort one can recruit in the area. It should be noted that honoraria are expected to match this level of competence and these are persons who would not be overawed if they were paid 100 terces for a difficult day’s work.



Final Kingdom

See **Last Kingdom**.



Finneian Plain

Location; Page 658

CANON

The Finneian Plain lay east of the city of **Vasques Tohor**. It was in a great battle here that the **Bohul Dukes** destroyed the armies of the **Last Kingdom** in the 16th **Aeon**.

OPINION

It is to be suspected that the Finneian Plain lies under the **Scaum** Valley, but the accounts are contradictory and imprecise. It could as easily be the **Saponid Tundra**.

Quirethomble, Librarian, the Scholasticarium, Kaiin

In the 16th Aeon the Finneian Plain lay where the lower Scaum Valley is located in the 21st, as any scholar or even student should know.

Iunutharis Grashpotel, Arch-mage

I saw the battle and have even been accused of starting it, but the memory of my uncle’s intemperate behavior on this occasion smarts far more than any of the sights of death and ruin and destruction I witnessed there. It was at this moment I determined to become a powerful **witch**, and thus able to stand aloof from such gross and unreasonable conduct.

Issapinai, Arch witch favored of the Goddess Phaetis

RUMORS OF IMPENDING HAZARD

The Finneian Plain is where the Last Kingdom’s army perished utterly. It is possible that, deep beneath the surface, among the corpses and “toppled machines,” there are some recoverable relics, and perhaps even functional weapons. There might also be unexploded ordnance, battlefield obstacles like pits lined with spikes, or even restless ghosts.



Fire-darts

Item; Page 482

CANON

Varmous deploys ten men armed with “**arrow-guns** and fire-darts” to fight rock goblins.

OPINION

Fire-darts are incendiary ammunition for **dart-guns**. If a shooter hits a target with a fire dart, then the victim catches fire and must attempt a Health roll, with a Levy determined by the shooter’s level of success. This levy is 2 for a **Hair’s Breadth Success**, 4 for a **Prosaic Success** and 10 the case of an **Illustrious Success** (cf., the Fire rules on **DERPG**, page 56).



Also, characters may hurl fire-darts, which have the same range characteristics as throwing knives.

Editor



OPINION

These barb-creatures are of great use, ensuring that distant individuals remain loyal to their master in deed, if not necessarily, in mind. Only a fool would handle them without care.

Apparently, these semi-corporeal entities come from the planet revolving around the distant star of Achernar. There they exist in soupy swamp-like conditions where they are parasites on the larger herbivores and carnivores that make up the major life forms on this planet. After a certain length of time, they take over the brains and central nervous systems of their hosts. Thus they can exchange bodies frequently, a fact that initially caused tremendous confusion when humans began to visit them.

Certain unscrupulous **magicians** still know how to summon these beings here to Earth and use them as threats or as actual possessive entities, in order to gain power over their enemies. After some weeks with one of these creatures as a parasite, victims lose control over their own bodies and one effectively becomes a passenger in one's own mind. This terrible state of affairs is still reversible for a few more weeks or perhaps months, after which the initial consciousness expires. One reverses the process, either before or after loss of volition, through the use of a simple potion: sulfur, aquastel, tincture of zyche; and certain herbs: bournade, hilp, and cassas – though these latter are perhaps not as essential. The victim drinks (or is made to drink) this concoction, and the parasite is expelled from his body, whereupon it may be trapped in a zinc vessel – since this metal drains them of potency.

Raigemuir the Malignant

Firx (and comrade)

Creature; Pages, various, between 140-283

CANON

The Eyes of the Overworld merely refers to these things; “small white creature[s] – all claws, prongs, barbs and hooks;” as creatures from **Achernar**. They can enter the human body and form a mass of white nerves and tendrils, each with a claw or barb. While in the body they extend these prongs everywhere until they clamp upon the brain and take over the body for their own purposes. While working towards the brain, they can force compliance by squeezing or scratching their host's internal organs. Happily, treatment is simple: the creatures cannot abide zinc or sulfur. It should not, however, be long delayed; otherwise the creature can control entirely the body of the victim.



Zariades extracts Firx from Cugel's chest



I do not believe that Raigemuir has first-hand experience of these creatures, or that they are as either as useful or as dangerous as he suggests. Aside from being slow-moving in their native state, they are only useful to a **wizard** in pairs, one to infest, and one with which to blackmail the infesting creature. I can only assume that **Iucounu** resorted to them out of humor; he is known to be master of many mind-control **spells**.

Gersen the Rationalist

RUMORS OF IMPENDING HAZARD

Pulped barb-creature is required for a particularly challenging magical experiment, and the adventurers must go to great lengths to find out who has one, and buy or steal it from its owner. The experiment still fails abysmally, and then they realize that (due to sandestin error) the quantity of creature required is 100 not "1." (The **sandestin** did not mention that the page was incomplete.) A trip to Achernar becomes a necessity, and even the most robust of shrimping nets is likely to be inadequate.

BARB-CREATURE FROM ACHERNAR

On its own

Attack (Speed) 0.5~ [5], Defense (Dodge) 0.5 [5], Health 4

Against its host

Persuade (Intimidating) 1~ [10], Rebuff (Wary) 1~ [10], Attack (Ferocity) 2~ [20], Defense (none).

In Control: When in control of another body, it will attempt to use its victim's facial expressions and vocabulary, by directly manipulating the host's brain; it is not very good at this, so assume that its opponent will always trump the creature's Persuade and Rebuff styles, whatever they are. Similarly, the creature fights with its host's body, so its Attack and Parry will be those that its opponent trumps, and their level will be 0.5~ to 1~.



Flantic

Creature; Pages 676-8, 687.

CANON

The flantic, a 16th **Aeon** precursor of the **pelgrane**, is a winged creature with a man-like head. **Rhialto** is given a plate that shows a flantic abducting a baby.

OPINION

Flantics were semi-intelligent beings created from plasm



that include human, flying lizard, and **demons**. It had a man-like head – distorted only with an elongated and flexible neck connecting it to its shoulders, and was black or dark gray in coloring. Its body was little larger than that of a human adult, but coupled with the enhanced arm and upper body musculature required to support its great leathern [sic, The Compendium] wings, it appeared to be significantly larger. The flantic had claws rather than hands, but these were capable of grasping small objects – although incapable of fine manipulation. Its normal mode of attack was to swoop down and carry off small beasts, dropping them from as high as it can go – in order to kill them. Then it would rip at them with its' claws and devour them at its' leisure. This beast was also capable of aerial combat, and used its' claws and buffets from its' wings to discommode airborne opponents.

Lesorix of Perne

Pelgranic Precursor: Though said by some to be a precursor to the pelgrane, there is argument over whether it was a natural evolution or that the plasm of the flantic were used as part of the original pelgranic matrices. The pelgrane has a long head resembling a beetle, whilst the flantic as described above is much more man-like in visage.

Volune Stinobric, Guardian of the sacred flowers of Falgunto

Sinister Impostures: Though clearly an aerial creature, flantics when pressed could fold their wings about them and don a cloak. With the neck pulled down, and a hood thrown over their head, they could pass as human beings. This was not a subterfuge that would withstand serious challenge, but was enough to casually disguise them in any busy environment, or in a place where questioning of those you do not know is considered ill-mannered.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt

Magical Capacities: Probably as a result of their demonic plasm, some flantics' were innately imbued with several magical effects that resemble cantraps. Firstly, they would release a soporific

FLANTIC

Persuade (Forthright) 0.5~[7], Rebuff (Contrary) 0.5~[6], Attack (Caution) 1~[8], Defense (Misdirection) 1~[9], Health 1~[9], Magic (innate) 7, Athletics 6, Concealment 5, Imposture 8, Perception 5, Stealth 1~[10], Wherewithal 1~[8].

Game Notes: The breath attack costs a flantic 1 point from its Health pool, which is why such effects are kept for times of absolute necessity. It is not possible to physically resist the gas if it is used in close proximity in a relatively confined area (including within the embrace of the flantic's wings), except by being aware of the potential of such an attack and holding one's breath. The GM must adjudicate such escapades individually. This chameleon-like camouflage effect costs 1 point from the flantic's magic pool and lasts for several minutes.



gas in a single burst that is capable of putting an adult human male to sleep for several minutes. In those that could do this, (some authorities claim it was only the females, other that it was only juvenile males) the gas was released from valves inside the mouth, and so emerges as if it is a breath attack. Secondly, it appears that each flantic could camouflage itself against any surface – whether natural or man-made. Finally, the flantic also resists all regular Dying Earth magic in the same way as demons (*DDE**, p45).

Quirethomble. Librarian. The Scholasticarium. Kaiin

RUMORS OF IMPENDING HAZARD

Although common only in the distant past, it is entirely possible that scattered colonies of these beings still remain in remote places of the Dying Earth. Though they do not in general gather together in numbers, several may share the same territory with relative harmony. Thus, these odd beings can occur occasionally in scenarios when the PCs are far from civilization. So as to evoke a feeling of their distant origins, the GM might wish to associate them with some unimaginably ancient ruin where some lost lore is to be found. The flantic might not themselves present much of a mortal threat to adventurers of any experience and are perhaps best used as the tools of sinister human enemies of the PCs. In such an instance, the flantics' capacity for stealth and their aerial abilities make kidnapping, surprise assault, theft and even basic espionage well within their purview. Note that an individual flantic is not strong enough to carry an adult human, but two can do so when working together.



Flath Floiry

Location M2 J07; Page 565

CANON

Flath Floiry lies on the side of the river **Sune** that flows south into the **Scaum**. It is known mainly for the **Inn of Five Flags**, a pleasant hostelry, with clean rooms and a good table.

OPINION

Flath Floiry is covered in some detail in the *Scaum Valley Gazetteer*, page 122. It is a pleasant enough town with a good inn, the Inn of Five Flags. A wise man passes through and does not become involved in local matters.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto

Vicissitude and bile!

Beware the eel men vile!

To all Five Flags

* *Lacking this tome simply give each flantic a bonus of 1 on rolls to resist regular spells.*



They'll bring their bags
And groider you the while!

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair
Ascolais, Thrice-Myrmalt

RUMORS OF IMPENDING HAZARD

In the center of the town there is a quarry sunk deep into the ruins of a palace, which was built on top of other structures. The proprietor, Missen Sporlik, makes a good living selling building blocks and similar. He charges local apothecaries for the right to send their apprentices into the pit to collect the bones of ancient carnivores. Sporlik runs his business with a rod of iron and is notorious for never knowingly undercharging everyone.

Your characters are in Flath Floiry, perhaps staying at the Inn of Five Flags, and are forced by a day of torrential rain to spend the day under cover. Toward evening the weather improves and, should one of them decide to step out for a breath of fresh air, they note that the rain has washed away a lot of soil from one of the sides of the pit, revealing what appears to be a chest of some sort. The chest is not obvious to anyone just passing but it will be glaringly obvious to anyone working in the pit tomorrow. Of course, they could just congratulate Sporlik on his good fortune but it is likely they will try to acquire the chest for themselves.

There are problems†. Sporlik does not maintain a watchman, he does not need to as his own house overlooks the pit. Anyone clambering down into the pit carrying a lantern would almost certainly be seen by Sporlik, unless of course the party arranges a diversion.

Another problem is that the sides of the pit are exceedingly slippery after the heavy rain. The local soil types include particularly bright red clay that is almost certain to adhere, in considerable quantities, to the clothes of anyone falling while in the pit. As this clay is only easily accessible in the pit, everyone seeing a character smeared in clay will automatically jump to the (perhaps) unfounded assumption that they have been pillaging Sporlik's livelihood.

The final problem is the chest itself. It is amazing how heavy precious metals are. To expect one character, no matter how muscular, to haul a chest the size of a coffin up a steep muddy slope is unrealistic. Several stalwart individuals, plus perhaps the assistance of draught **mermelants** and stout ropes will be necessary. The chest has been bound with stout iron bands and with many complicated locks (which over the years have become filled with mud so their mechanisms are rusted shut). It will have to be hauled out before being opened somewhere more conducive to careful manipulation.

† See how we prepare young people to face the vicissitudes of a cruel world. A product as educational as this one should be purchased in huge quantities by the authorities and distributed free to schoolchildren. The fact that this is not done is surely indicative of a plot by "them" to keep the populace ignorant.



Floating City of Jehaz

Location; Page 575

CANON

The floating city of Jehaz is said to be splendid. No more is known.

OPINION

The city is a magical construct of the dead arch mage Madretsfel the Obscure of **Val Ombrio**. It floats high above the Ocean of Slow Tides. His **sandestin** created it in a single day.

Carthos of Sferē

Madretsfel was an academic and an administrator. He could barely command the attention of the student body never mind command Sandestin. The City, if it still exists, is far to the east flying over the **Great Central Steppe**.

Quirethomble. Librarian. The Scholasticarium. Kaiin

It still exists and it moves with the winds. My feral **mermelant** friends reside in it now, with their formerly nomadic brewer-slaves.

Mistress Flook



Florejin the Dream-builder

Personage; Page 56

CANON

A magician killed by three **erbs**, who made colored dream-bubbles.

OPINION

Each of these bubbles contained a matrix for a short-lived creation of unnatural beauty. Once burst, the creation stepped forth. No one else has been able, or has cared to make the things since Florejin's death.

Mistress Flook



Floriel

Personage; Page 13

CANON

An exotic, pale green-haired, emerald-eyed girl whom **Turjan** grows "as a recreation." Floriel is his first successful **vat creature** and is killed by **T'sais**.



Flutic

Location M1 E07; Pages 296-330

CANON

In the Land of **Cutz**, a short way to the east of **Saskervoy**, is a manse of elaborate and archaic design; this Flutic is home to **Twango**, a collector of curios. The structure is eccentric, with several gables, and within are dark passages, rooms large and small, and a great clutter of artifacts from across the ages. The manse is surrounded by a large and untidy garden containing many varieties of tree, shrub and flower. Within the garden lies a deep pond, which is the site of the impact of the **Overworld** creature **Sadlark** when he became disorientated during the **Cutz Wars** of the 18th Aeon.

OPINION

Curiously enough, I do know something of Flutic. It is a manse of moderate extent, in the Land of Cutz not far from Saskervoy. The most preposterous little man lives there. I forget his name, but he makes a trade in relics, largely those deriving from the Cutz Wars of the 18th Aeon. I once purchased a suindactar from him, but inevitably it was out of alignment."

Iunutharis Grashpotel, Arch-Mage



Follinense

Personage; Page 248

CANON

A wizard who produced a variety of unique "beasts and **teratoids**," by magically blending **plasm**s. He also provided the composition of **half-men**; the current volume draws on his work in this respect.

OPINION

Despite creating hybrid creatures, the use of the word "unique" in the canon argues against Follinense being the originator of the half-men.





Forest Da

Location M2 FG0405; Pages, various, particularly 60, 560, 567

CANON

The Forest Da is the name given to the forest that lies on the west side of the river **Sune**. It is far more pleasant and welcoming than the **Great Erm** to the north; its glades have considerable charm and it is known for its flowers, especially delice, bluebell, rosace and cany-flake. The wood is magical:

“Great **Phandaal** knew a lore now forgot... [H]e tied white and black strings to the legs of sparrows and sent them veering to his direction. And where they wove their magic woof, great trees appeared, laden with flowers, fruits, nuts, or bulbs of rare liqueurs. It is said that thus he wove Great Da Forest on the shores of **Sanra Water**.”

OPINION

Certainly, the fringes of the forest are pleasant enough, but deeper in it is as dark and cruel as any.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto
The forest is not what it was in my youth. Then, one could hunt erbs in one's own courtyard. Now, virtually all the good hunting is far to the north and the forest is merely a pretty place in which ladies picnic.

Duke Tambasco

A favorite place of mine, to which I regularly take groups of students, seldom losing more than half to the man-beasts, poisonous plants and aggressive locals, and those the duller ones.

Iunutharis Grashpotel, Arch-Magician

Ah, the Forest Da! Can any place on this sad and dying Earth be so serene, so beautiful, and so calm. Oft do I wander there, carrying naught but my lyre, for sweetmeats and liqueurs may be plucked from the trees, to the sustenance of body and the enlightenment of the mind!

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt

RUMORS OF IMPENDING HAZARD

Convinced by the wise words of Duke Tambasco, a lady whose good opinion one of the party values, insists on being taken to the Forest Da where all will have a pleasant picnic. Hilarity ensues.

It is really up to the GM exactly what happens. The lady in question has recently talked to the stalwart duke and is convinced as to the safety of picnicking in the forest. The party members may well have spent an evening sharing a glass



with Volune, whose experiences in the area have rather blighted his opinion of the Forest. The characters will doubtless try to provide plentiful security. The lady* will mock their efforts and will constantly point to the signs of sylvan tranquility. Does the day end in bloodshed as the characters cut their way back to civilization, beset by **gid** and **hoon**, or is a placid day spoiled only by wasps in the jam and the lack of a bottle opener?



Forlorn Land

Location; Page 48

CANON

There are occasional references to “White bearded **Wizards** of the Forlorn Land.” Nothing more definite has ever been vouchsafed.

OPINION

There is not shortage of places worthy of the title. At one point in the past the whole of the **Land of the Falling Wall** was known by that title.

Quirethomble. Librarian. The Scholasticarium. Kaiin



Forty Kades

Social Group; Page 130

CANON

They were the predecessors of **Golwan Andra**.

OPINION

Obviously they were the rulers of the lands north of the **Fer Aquila** in the 18th **Aeon**. The name comes from the peasant term “kade” or “ked,” a blood-sucking fly. They ruled lightly but were overly fond of arbitrary taxation, which led to their fall after several generations. They seem to have taken power in the chaos that resulted from the **Wars of Witches and Wizards**, dominating the era that ensued and, in spite of their reputation for parasitism, rebuilding civilization throughout the north.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto

It is uncertain whether the term “Forty Kades” refers to forty individuals or forty administrative regions. Certainly in the 20th Aeon a “khade” was an administrative area approximately

* Either through the voice of the GM or by having her part played by an individual whose character has managed to avoid this arboreal jaunt.



I regularly take groups of students, seldom losing more than half to the man-beasts, poisonous plants and aggressive locals, and those the duller ones.



one day's walk across.

Quirethomble, Librarian, the Scholasticarium, Kaiin

The Forty Kades were a dynasty of scholar-princes who, on ascending the throne, took the title of 'The Kade.'

Carthos of Sfere

Sadly, although each of the above etymologies has the merits of imagination and novelty, they are all mistaken. Karuresh the Half-Truthful relates that "Kade" refers to a male houri, one of the **vat creatures** grown by the High Matriarchs to relieve the stress occasioned by endemic sororicidal jealousy. The constant attrition of the sisterhood led to a surplus of Kades, the last – and longest reigning – queen, Xanxobia, retaining forty. Many authorities assure us that she extended her life and avoided dynastic tensions by consuming her own offspring in castings of the **Enchantment of Youth Renewed**.

Mistress Flook



Four Fathers, Bazzard's

Personages; Pages; 553-62, 575-6

CANON

Four wizards, **Archimbaust**, **Disserl**, **Pelasias** and **Vasker**, jointly created **Bazzard**. They were partially dismembered by **Iucounu**, who left them alive with one arm, leg, ear and eye between them. **Cugel** restored their missing parts.



Fourteen Silken Movements, Dance of the

Dance; Page 9

CANON

A courtesan from the **Kauchique** littoral performs this dance at a nighttime festival in **Kaiin**.

OPINION

During the early stages of **DERPG's** development, the current Editor suggested that characters could know one of the Silken Movements for each point they had in the Seduction ability. He was overruled.

The Compendium



Funambulous Evangels

Social Group; Page 229

CANON

Believing that the ground is covered to a depth of a mile with corpse-dust, and not wanting to commit sacrilege by standing on it, this sect performs all its activities on tightropes. They also (in **Cugel's** time) "reckon the age of the world at twenty-nine **Aeons**, rather than the customary twenty-three."



Movement Eleven: Eagle Perching on a High Tree



OPINION

Funambulous derives from the Latin *funis* (rope) and *ambulare* (walk), and Evangels ultimately from the Greek *eu* (good) and *angelma* (message); so this name is entirely appropriate for this group, which cannot be widespread, given its large infrastructural requirements.

Gersen the Rationalist

One might think so, and Gersen certainly does, but the Funambulous Evangels can and do travel. Usually, they hire travelers to carry ropes out from a settlement, and secure them to sturdy uprights, or erect pylons. If they need to move with more dispatch, the believers have no objection to sailing in boats or ships, or standing on platforms, or indeed riding on walking machines, provided that these are not man or animal-powered. However, they will not travel on organisms, reckoning that they would be vicariously sacrilegious if they rode on an **oast** or on a man's shoulders. Interestingly the sect doesn't regard using tress as taboo, either because the plants derive nourishment from the soil, or because they are usually immobile anyway. The case of a walking tree is not something that they consider.

Lesorix of Perne

I asked the Evangels about walking trees and was showered with pinecones and nuts, and had to jump to the ground to make my escape. In the process, I learned two interesting things about this sect. First, it has two inimical subdivisions, the Animisasts, who believe that the trees rise from **lich-mold** and are thus somehow the repositories of the human soul, and the Antimotilists who reject this argument, and hold that the trees being immobile represent a "dead" area where ropes can be secured. Second, if Funambulous Evangels who have the misfortune to fall to the earth become pariahs, and can never return to the sect, on pain of death by slow hanging.

Mistress Flook

RUMORS OF IMPENDING HAZARD

PCs can find gainful employment rigging or repairing ropes for the Evangels, or by hauling boats so that sectarians can jump, drop or swing into them. The sect will also pay well for rope and carpentry tools.

Alternatively, should peaceful interaction be against the party's religion, an attack on a shrine would present a challenge to many adventurers, given that they will be operating in and unfamiliar environment, and that the Evangels have prodigious Athletics pools.



FUNAMBULOUS EVANGEL ELDER

"You are mistaken on so many points that it is hard no where to begin. Nevertheless, I will try..."

Persuade (Glib) 1.5-[12], Rebuff (Lawyerly) 1.5-[12], Attack (Finesse) 1-[8], Defense (Sure-Footedness) 1.5-[12], Health 1-[8], Magic (Devious) 6, Athletics 2- (16), Concealment 8, Pedantry (Religion and Philosophy) 2- (16), Perception 6, Stealth 1-[8], Wherewithal 1-[8].

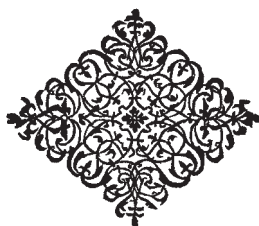
Spells: typically, Elders encompass spells of general application, like Panguine's Loyal Porter, or **The Spell of the Omnipotent Sphere** (which, if cast quickly enough prevents an Elder hitting the ground, if he falls from a tightrope), or of chastisement, like the **Excellent Prismatic Spray**.

Note: spells that require interaction with the earth, like the Spell of the Loyal Servitor or (especially) **Phandal's Inside Out and Over**, are taboo. **The Charm of Forlorn Encystment** is not, as this imprisons its victim 45 miles beneath the earth, that is 44 miles under the envelope of corpse-dust.

FUNAMBULOUS EVANGEL SECTARIAN

"The Elder directs me to confound you with wit, or with agility."

Persuade (Glib) 1-[8], Rebuff (Lawyerly) 1- [8], Attack (Finesse) 1-[8], Defense (Sure-Footedness) 2-[16], Health 1-[8], Magic (Studious, defense only) 1, Athletics 2.5- (20), Concealment 8, Pedantry (Religion and Philosophy) 2- (16), Perception 6, Stealth 1-[8], Wherewithal 1-[8].





G'Vasan

Location; Page 39

CANON

The population of this city was slaughtered by Golickan Kodek the Conqueror (see **Bautiku**). The site is probably in northern **Ascolais**.

OPINION

G'Vasan may well be the city referred to by Arnouk in his Literary Evolution Through the Seventeenth Aeon. If so, the population was of aberrant human stock, tall and willowy with hair the color of grass and a disposition among the young for a proportion to develop gills and adopt an aquatic lifestyle.

Quirethomble, Librarian, the Scholasticarum, Kaiin
G'Vasan was principally remarkable for its library, the world's largest at the time and forbidden to all by the librarians themselves.

Iunutharis Grashpotel, Arch mage



Gador Porrada

Location M2 F0910; Page 403

CANON

This is the name often given to a blunt, low-lying peninsula north of the Great **Chaing** Estuary. Sparsely inhabited, the region fades into the **Plain of Lost Cities**.

OPINION

What is now the name of a mere coast was once the name of a wealthy country stretching far inland. When the cities of the plain flourished, the Gador Porrada was an area of thriving farming and fishing communities.

Quirethomble, Librarian, the Scholasticarum, Kaiin
I am coming to detest Quirethomble. His redundant statement, while true, hangs between the fatuous and the tautologous. Dig three feet down, anywhere that isn't bare rock, and you

will find evidence of habitation. As is well known (see my monographs Fertility Rites, Agricultural Abundance and Capital Accumulation, and Bordellos; Their Debt to Farmers) cities require ready supplies of food and raw materials, so their presence mandates the pre-existence of farming and fishing communities.

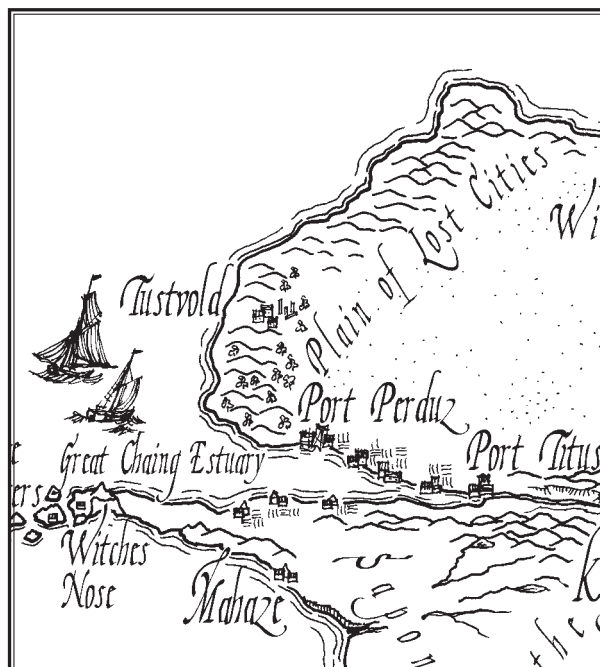
Mistress Flook

Here I fought the **Overworld** being Spyndrak. Apparently his scales may still be found in the turf of the region and among the sands of the shore. Their **magic** was too weak for me to trouble collecting them, even the centrum.

Raigemuir the Malignant

Which is how I came to own many of these items; the scales aren't magically potent, but they are attractive pieces; pearlescent, pastel slabs, in pink, blue or violet-tinged cream shades, and about the size and shape of cut-throat razor blades. Lux (my former factotum) laced them together into a stomacher. As for the centrum, it serves as a rakish cap-badge, what else?

Mistress Flook



Sparsely inhabited, the region fades into the Plain of Lost Cities.



RUMORS OF IMPENDING HAZARD

This desolate countryside is the haunt of **visps** and **erbs**, but perhaps the gravest danger to travelers is the Porradan vaile. This creature, long, sinuous and covered with short, coarse hair, will follow travelers and, should they stop to rest, will sing to them. The sound is beautiful and indeed soothing, and the traveler can be lulled to sleep. Once this has been achieved the traveler will be stunned by a venomous bite and dragged back to the burrow of the vaile where they will be fed, live, to the creature's cubs.



As players of the computer game *Baldur's Gate™ II: Shadows of Amn* already know, Saemon Havarian called his ship the *Galante*.



PORRADAN VAILE

Persuade (Beautiful Song) ~, Attack (Cautious) 4, Defense (Dodge) 3, Health 4.



Gaian Reach

Non-Dying Earth Setting

An overarching term for Vance's most developed science fiction universe, in which humanity has spread across the galaxy. From the stories' point of view, the colonizing period was so remote that the planets have developed a wide range of strange cultures. The *Demon Prince* series, the *Cadwal Chronicles*, the *Alastor* books, *Night Lamp*, *Ports of Call* and *Lurulu* all inarguably take place in the Gaian Reach; many of Vance's other space romances might very well do. While not part of the *Dying Earth* cycle, and in no way related to it, these books all reflect Vance's interest in individualism and diversity. They are well worth reading, although some are only readily available in the *Vance Integral Edition*.



Galante

Conveyance; Page 334 ff

CANON

The worm-drawn ship on which **Cugel** travels from **Saskervoy** to the Tuskvold mudflats, first as a **worminger**, subsequently as a mutineer.

Also:

Gamers of Quality and Taste

Insincere flattery

A select and largely self-selecting group: if you bought this book or received a complimentary copy from the Publisher, then you may count yourself among our number.



Gamespeak

Technical Term

Jargon used by gamers and game-writers.



Gangue River

Location; Page 694

CANON

A lizard exists, which is called the Gangue River Lizard. The existence of this creature would lead one to postulate the existence of a Gangue River. Opinion differs as to where this river is.

OPINION

The Gangue is one of the lost rivers of Eastern **Almery**. Rising on the eastern side of the **Maurenron** watershed it meanders through the forests eventually drains into the sand before it ever manages to reach the sea.

Eurias the Cartographer

The Gangue is merely another name for the **Scaum**, applied to it an aeon ago by cartographers from **Mell** whose works were rarely read by the ignorant and barbarous natives on the eastern side of the **Melantine** who persisted in their error of calling the Scaum by that name.

Parouc the Cartographer

The Gangue is an old name for the river of stars which flows through the constellation "The Limping Erb." The lizard does not exist.

Carthos of Sfero



Certainly the lizard exists; at least it appeared at the most recent Exposition of Marvels, juggling flaming terces. As to its provenance, who knows?

Mistress Flook



Gargoyle

Creature; Pages 46, 136, 248, 434

CANON

Gargoyles are one of the components of the **gid**, and **pelgranes** apparently look like them. **Iucounu** has six of them; they support a couch in his manse.

OPINION

Gargoyles are stone creatures and all specimens share the same basic characteristics: a stony substance, leering features, clawed hands, and often a barbed tail and/or semi-functional wings. They are fully sentient, and some **magicians** of lesser capability or even grandees of uncommon resource have common gargoyles as servants.

Cognoscenti are aware that there are two distinct sub-groups of gargoyle, the greater and the lesser.

Greater Gargoyles are noted with reasonable regularity, dwelling in ruins or ranges of rocky hills. The most notable aspect of their discovery is that the original creatures are sexless. Clearly someone designed a **vat**-created version of the creature using some unknown matrix variation. This person may have been Turrana of Scandar Water, a witch who was renowned for commanding a small force of gargoyles to guard her extensive property in East **Kauchique**. Unlike the common gargoyles, the greater specimens require nourishment, and subsist on small animals and any foodstuffs they can take from travelers. They are not normally anthropophagous, which may well be a restriction built into their essences through the original matrices that brought them to "life." (There seems no other reason why they should not gain sustenance from human flesh in the manner of other beasts.) Their exact breeding habits are unknown, but the females give "birth" to stony eggs, which must be matured over a period of weeks by special rituals. During these rituals the egg grows until it is a bulky object something more than three feet high. It then cracks open, revealing that it is now the curled up body of an adolescent greater gargoyle.

Lesser gargoyles are sometimes created as a magical adjunct to a **wizard's** property or furniture. On occasion several are created and enchanted as guardians, and are usually designed for a specific purpose – such as adjusting the angle of a divan in order to assist the user's rest.

Lesorix of Perne



COMMON GARGOYLE

Persuade (Glib) 0.75-, Rebuff (Obtuse) 1-, Attack (Caution) 1-, Defense (Vexation) 1-, Health 1.25-, Magic (innate) 7, Athletics 3, Concealment 5, Gambling 4, Perception 4, Quick Fingers 5, Stealth 6, Wherewithal 1-.

Game Notes: Due to their stony substance, when injured by non-magical weapons, lesser gargoyles make their Health rolls at a boon of 1.

GREATER GARGOYLE

Persuade (Forthright) 1-, Rebuff (Wary) 1-, Attack (Strength) 1.5-[13], Defense (Dodge) 1-, Health 1.5-[14], Magic (innate) 9, Athletics 1-, Perception 5, Wherewithal 1-.

Game Notes: Due to their stony substance, when injured by non-magical weapons, greater gargoyles make their Health rolls at a bonus of 1.

RUMORS OF IMPENDING HAZARD

The Castle of Gargoyles

Magicians occasionally take greater gargoyles as guardians or assistants. In the **Maurenron Mountains** east of **Troon**, is a castle of great antiquity. Though ruined, large parts of it are nonetheless extant, and travelers on the mountain trail between **Efred** and the **Songan Sea** have noted strange lights coming from it during the depths of darkness. Small shapes have also been seen flying round its highest remaining tower. So far none have had the courage to venture the several miles along the ruined roadway through the crags to investigate these odd occurrences. The situation is that a magician has partially transformed himself into a gargoyle, in order to prolong his existence, and continues with bizarre experiments out here in the wilderness. His gargoyles travel long distances to kidnap the residents of sheepherder settlements on both sides of the mountains, and the survivors of these unfortunates are currently slack-jawed soulless servants at the castle. Not only must his activities be stopped, but also his many magical items are surely intended for less evil owners. The scenario may begin when someone known to the PCs vanishes, or when they are hired to find the missing daughter of an influential contact.





Gark and Gookin

Personages; Pages 298-330

CANON

Gark and Gookin are small “quasi-human grotesques” retained by **Twango** to enforce order amongst his employees. Though not particularly quick-witted, they are crafty and malicious, and anyone who tries to dupe Twango or pull short shrift on their duties must keep a ware eye out for this pair. Twango even sends them out across the country as overt assistants or covert spies when employees are sent on important errands. Gark and Gookin are susceptible to flattery, but once their trust has been broken, they do not fall for such things again, and the transgressor has made a pair of bothersome enemies.

The two are indistinguishable save for their headwear; both wear smart long-billed caps, Gark’s is red and Gookin’s is blue.

GARK AND/OR GOOKIN

Persuade (Forthright) 6, Rebuff (Contrary) 8, Attack (Strength) 5, Defense (Dodge) 6, Health 9, Magic (innate) 3, Appraisal 2, Athletics 4, Concealment 3, Gambling 3, Perception 5, Stealth 4, Stewardship 7, Wherewithal 6.



The grotesques caught in a state of undress



Gaun

Creature; Pages 71-73, 83

CANON

Gauns are fungus or corpse-white, furry, very long-limbed, extremely strong, be-fanged monsters that stalk through **Ampridatvir** at night, attacking people who are unfortunate to be caught out of doors after sunset. Gauns exhibit both solitary and pack behavior, and are described as being demonic, strong and fierce, but not particularly agile.

OPINION

It is obvious that the **Olek’hnit wizards** created gauns in their **vats**, perhaps as soldiers, but more likely as civil watchmen, given that they are nocturnal, yet show up well in the dark. Their headquarters in Ampridatvir was their eponymous tower; doubtless excavations of other Olek’hnit sites would reveal similar structures, and perhaps physical remains.

Mistress Flook

Nonsense! Going by their concentration in Ampridatvir, where there is a Tower of the Gauns, it is obvious that, during their star-exploring period, the Olek’hnit reached an accord with these people; indeed the aforementioned tower was their consulate on Earth. Do not forget that the Olek’hnit were technologists, not **magicians**, they would not stoop to mere sorcery, which, I must insist is merely a misunderstanding of science.

Gersen the Rationalist

RUMORS OF IMPENDING HAZARD

A party of player characters becomes wrecked on a coast in the northern **Melantine**. On the skyline they spot a tall thin structure typical of an Olek’hnit city. Getting closer, they see that this tower is round, with a pointed, conical roof, and stands in the middle of a crater; all the other buildings seem to have been knocked over sideways and demolished; **vampire grass** and **whip-trees** clamber over the ruins.

Assuming that the PCs investigate (which they should, as an intact tower offers more hope of safety than anywhere else), they will find skeletons, gaun and otherwise, amidst the plants. If they persist, and reach the tower, they will discover that it is metal and has an open access hatch ten feet from the ground. There is a pile of other dead gauns, some (those on the bottom) have broken limbs.

GAUN

Persuade (Intimidating) 0.5-, Rebuff (Obtuse) 1-, Attack (Ferocity) 2-[18] and (Strength) 1.5- [13], Defense (Dodge) 0.5-[4], Health 2-[16], Athletics 0.5- [2], Concealment 1, Perception 2, Stealth 2, Tracking 6, Wherewithal 1.5-[12].



When or if the adventurers enter the tower, they will find a spiral staircase around a central, vertical tube (users get inside and think “up” or down”) connects twenty floors. Many contain equipment that defies the PCs’ understanding. What is clear is that one floor holds many growth vats, each containing a gaun, and that the top chamber contains the chewed, dismembered bones of five humans, and some strange l-shaped devices of unknown material.



Ghoul

Creature; Pages 26-7, 169-70, 175-6, 179, 656

CANON

Ghouls are a nocturnal predators with “vampirish and unnaturally lustful” tendencies. The one that **Cugel** evades is described as a tall, white shape.

OPINION

In the English the word ghoul (from the Arabic *gūl*) denotes a creature that haunts graveyards and eats the flesh of the dead.

The Compendium



These beings often growl and slobber in the most disgusting fashion.



In the **Dying Earth**, ghoul is a common epithet for any otherwise unidentified **anthropophage** seen skulking at the edge of ruined terraces in the half-light of dusk. Any fearful peasant or uneducated towns person might describe (in suitably quavering terms) a **deodand**, **gaun**, **hoon**, or even a **leucomorph** as a “ghoul.” Indeed, several girls take **Rhialto** for one.



Nonetheless, in the land of **Cil**, and perhaps even further afield, a creature known as the “ghoul” does exist as a species of **half-man** not known to belong to any other clear genus. These beings are tall, usually standing around seven feet tall, extremely pale-skinned, and of generally a distorted human-like appearance. (Somewhat like the larger specimens of deodand, though opposite in coloring.) Though fearless when it comes to making attacks on lone humans, or small groups, ghouls (like deodands) have a great terror of **magic**. Thus a ghoul often trails its prey for some time – not due to timidity, but so as to ascertain whether **spells** are likely to be deployed against it. These creatures are stealthy and determined; not for them the frantic leap or incautious lunge. They are confident in their own strength and are frequently known to engage in combat with persons carrying weapons. When tracking their prey, or succumbing to the depths of hunger, these beings often growl and slobber in the most disgusting fashion.

These lustful creatures are driven by an inner compulsion to procreate, which partially explains their hideous actions. Nonetheless, this drive is normally over-ridden by their greater desire to rend and devour. Still, from time to time they do find “mates” whom they are either incapable of devouring or encounter shortly after already having gorged themselves. If these unfortunate hosts are too tough to be casually slain, they may survive the encounter and carry to term a ghoulish offspring. Such offspring are always infertile, but may be relatively intelligent. A prime example of one such is **Thrang the ghoul-bear**.

Though few ever have cause or opportunity to engage a ghoul in conversation, this creature is evil personified and clearly shows in its words (as well as its loathsome actions) that its primary plasm is demonic. One cannot easily distract or convince a

demon with conversation, for its primal desires and deceitful nature easily overwhelms all such ploys. Those few who have engaged in discourse with a ghoul and survived, report that its horrific threats and suggestions seem to carry an edge of enchantment, strongly suspected to be a type of subworld magic. Further evidence for this conjecture is that ghouls are not just anthropophagous, but also carnally inclined. We shall draw a discreet veil over the abominable acts they perform on their victims before administering the “coup de grace” and then hungrily devouring the remains.

Lesorix of Perne

RUMORS OF IMPENDING HAZARD

The Persistent Peril

While undertaking a period of employment in the service of a minor **magician** of ample funds, the property is menaced regularly by a ghoul that defiles and slays servants and visitors alike. The numbers of such attacks are not great (except extrapolated over time), and are thus insufficient to motivate the lethargic locals into any kind of concerted action against the beast. Even the men-at-arms at the manse are largely untrained, serving in positions that are little more than sinecures. Only when an acquaintance of their employer is slain does this benefactor decide that something must be done. In order to complete their employment, and thus obtain the reward (whether financial, information, or payment in magic) that they were promised, the location and destruction of the ghoul is their final duty.

The Ghoul Lair

Ghouls tend to live below ground, in burrows that they create themselves, or hollow out from preexisting sunken ruins. This is because the sun harms their skin (**DDE**, page 12). At **Cugel-Level**, a single ghoul dwelling within an enticing ruin can be an extreme hazard. At **Turjan-Level**, a number of the creatures might be an appropriate challenge during the quest for a legendary artifact. Since ghouls can see in the dark, such an encounter (at either level) will have the essence of a horror story, as PCs seek a means to outwit their insidious antagonist and survive to return to the surface with their loot. It would not be out of place to include some manner of dangerous demonic shrine as part of the ruined location, since ghouls would sensibly be drawn to such a place. If the PCs are renowned and capable adventurers, replete with spells and magical items, then they might encounter a small society of ghouls urgently in need of eradication. Bear in mind that the leader of these creatures would be “cunning incarnate,” and that other beings may have been recruited as assistants.



GHoul

Persuade (Intimidating) 2-[15], Rebuff (Penetrating) 1.5-[13], Attack (Strength) 2-[20], Defense (Sure-Footedness) 2-[19], Health 2-[20], Magic (resistance) 14, Athletics 2-[17], Concealment 10, Perception 13, Stealth 2-[17], Tracking 11, Wherewithal 2-[15].

Special Rules

If the GM sees fit, then ghouls are resistant to some spells in the same way as demons (see **DDE**, page 45). They may also gain a boon of 1 when Rebuffing distracting arguments. Finally, ghouls make their Health rolls at a bonus of 1 when resisting damage from non-magical weapons, and take actual physical damage from prolonged exposure to full sunlight.



Gid

Creature; Pages, various, particularly 39, 183, 233 and 248

CANON

Follinense describes the gid as a “hybrid of man, gargoyle, whorl, and leaping insect.” The leaping part is particularly important, as a gid, as **T’Sais** knew “may spring twenty feet across the turf to clasp itself to its victims.”

OPINION

The gid is a grotesque creature even by the standards of the **Dying Earth**. Its long insectoid limbs are covered in hard sections of chitinous carapace and end in stony claws. Its face is elongated and gargoyle-like. These creatures are solitary, inhabiting both open ground and forest. They are also widespread, being present in areas as far afield as **Ascolais** and the Land of **Cutz**. Gids attack by hurling themselves up to twenty feet through the air and claspng themselves to their victims. The females are larger than the males and build a den during oestrous, at which time they are particularly aggressive. Though intelligent and able to communicate amongst themselves (using hoots and clicks) they have never been known to converse with their prey, nor heard to speak any recognizable words. Miniature forms also exist, and the species hybridizes easily.

Sakonity the Adamantine

RUMORS OF IMPENDING HAZARD

The adventurers must travel into the forest of the **Great Erm** to seek a woman who has been kidnapped by the Busiaco rafter folk. These rafters know the forests and waterways of the region like the backs of their hairy hands. Their cunning quarry set up a false trail that leads to the den of a mother gid in oestrous – a creature of unsurpassed fury.

GID

Attack (Ferocity) 1.25-[11], Defense (Intuition) 1-[8], Health 1.5-[11], Magic (resistance) 7, Athletics 1.75-[14], Concealment 5, Perception 6, Stealth 6, Tracking 1.25-[10], Wherewithal 1-.

Special Rules:

Female gids in estrous have greater Attack, Health, and Wherewithal, and fight with the style “Ferocity.”

Leaping Attack: The gid contests its Athletics (which it rolls at a bonus of 1, or a bonus of 2 if it has not been spotted prior to leaping) against the Athletics of the target – with a single roll each. Any target capable of “Wallopng” (**DERPG**, page 33) the gid’s Athletics automatically does so – and not only evades its leap, but makes their next Attack roll at a bonus of 1.



Wealthy curio-shop owner, Dontle Ary, of the aptly named “Ary’s Emporium” (*The Kaiin Player’s Guide*, page 121) has discovered that Prince **Kandive’s** son Aramo (*The Kaiin Player’s Guide*, page 89) now owns a miniature gid as a pet. (A harassed palace flunky came to the establishment seeking exotic foodstuffs for the creature.) Once this becomes common knowledge, anyone who is anyone will want one, and whoever can supply them in the crucial first three weeks will make a massive profit. Dontle is therefore financing a collection expedition to the Great **Forest Da** – with an impressive advance payment, plus a significant bounty on any miniature gid returned in good health. He provides a sturdy covered wagon, two mermelants, and a copy of *Pindo’s Trapping and Preserving Curious Beasts*.

During some other escapade, the adventurers are protected at night by a magical barrier of force. In the hour before dawn, one or more gids stealthily prepare a ramp from three fallen trees, race up it and spring over the barrier, attacking the adventurers while they sleep.



Gilfig

God; Pages, various, beginning at 232.

CANON

Growing from creator-god **Zo Zam’s** severed toe; Gilfig is revered in the lands south of the **Mountains of Magnatz**. His principal shrine is at **Erze Damath**.



Gilfigite

Social Group; Pages, various, beginning at 232

CANON

Gilfigites are worshippers of the god **Gilfig**.





Gilgad

Personage; Pages, various, beginning at 582.

CANON

Gilgad is “a small man with large gray eyes in a round gray face, always attired in rose-red garments. His hands are clammy, cold and damp; his touch is avoided by all.” He is a signatory of the **Blue Principles**.

OPINION

Gildad’s game statistics appear on page 156 of **DERPG**. This entry neglects to mention that he has a servant, Kuniy, who gets turned into an anthropomorphic mouse, and possibly keeps cats.

The Compendium



The priests can make it appear to speak.



Gleft

Creature; Page 90

CANON

The inhabitants of **Sfere** believed that one of these creatures stole part of **Guyal's** brain.

OPINION

The gleft is not so much an animal as a sentient web of force. Rumor, and I must stress that learned opinion and rumor are of equal but minimal value in these circumstances, has it that a gleft typically floats around a district causing casual mischief over several weeks or months, and then abruptly simply ceases to be there. Some folk who have sighted glefts at differing times and locations claim that in its natural state this being is a small misty mass with faintly glowing green-tinted eyes somewhere within. Due to the diversity of these similar sightings, this description is widely accepted as being accurate. Nonetheless, it seems that the creature has at least two forms, since other reports speak of the mist coalescing into a semi-corporeal hairless imp around two-feet in height. These creatures exist solely to steal magical essence from people, beings, or enchanted items. The gleft typically manifests near to the object, creature or person, moves into physical contact with it for some moments, and then departs – leaving the subject of its attack devoid of some magical aspect that it previously possessed. During the manifestation the imp-like form is visible, but barely. There seems to be no sense to where it appears, or how often. It is clearly drawn towards magic, but not necessarily to the greatest concentration of **magic** in a region.

Lesorix of Perne

Demonic Essence: Glefts are rogue energies that have escaped from the subworlds. Like all **demons**, they loathe and despise humankind, and their purpose is one entirely of mischief. The impish appearance of the gleft makes clear that its original energy is that of a subworld, since the homunculoïd imp seems to be the default shape for energies manifesting from such realms.

Iunutharis Grashpotel, Arch-Magician

Mist-Beings: Glefts are merely mist-beings, their mist-form can only be viewed by the very observant (**Illustrious Success** on a Perception roll). The mist is, in my opinion, the visual representation of the gleft partially manifesting as it considers whether or not to try and feed at this time and place. This form may float around an area for quite a while, occasionally vanishing and reappearing moments or minutes later.

Carthos of Sfere

Product of Magic: The gleft is the product of magical energies left over from experiments in magical laboratories. More specifically, commentators (or at least the more perceptive commentators) claim that an embryonic sentience from either one of the **overworlds** or one of the subworlds becomes the focal point for the gathering of these leftover energies. Once sufficient energies have gathered, a proto-being is formed that



exists partly in this dimension and partly in the one of its origin.

Ildefonse the Preceptor

Semi-Corporeal Glefts: The gleft must be in imp form to drain magical energy, and although translucent and insubstantial, can be viewed by any alert observer (not roll required except). In this form the gleft can pass easily through any non-magical object, though it has to pause and wriggle its way. It cannot (in either form) pass through magical barriers that protect against spell casting, unless its own Magic rating beats that of the caster of the barrier. For some reason glefts never change to their imp-form in bright natural light.

Issapinai, Arch-witch favored of the Goddess Phaetis

Stealing Magic: A gleft travels in a parallel otherworld, manifesting at a location where magic items or spell-users are present. If its target is an item, it merely drifts over to it and sinks into its substance, or (if the object is smaller than the gleft) the creature picks it up and cradles it. If the target is a living being, then it may seek to avoid the gleft, and if the target is successful the magical vampire will eventually depart unsatiated. (Although it may take seconds or minutes before it becomes bored.)

Raigemuir the Malignant

Stealing Personality: Some claims have been made that glefts can affect the destiny of youngsters by stealing parts of their

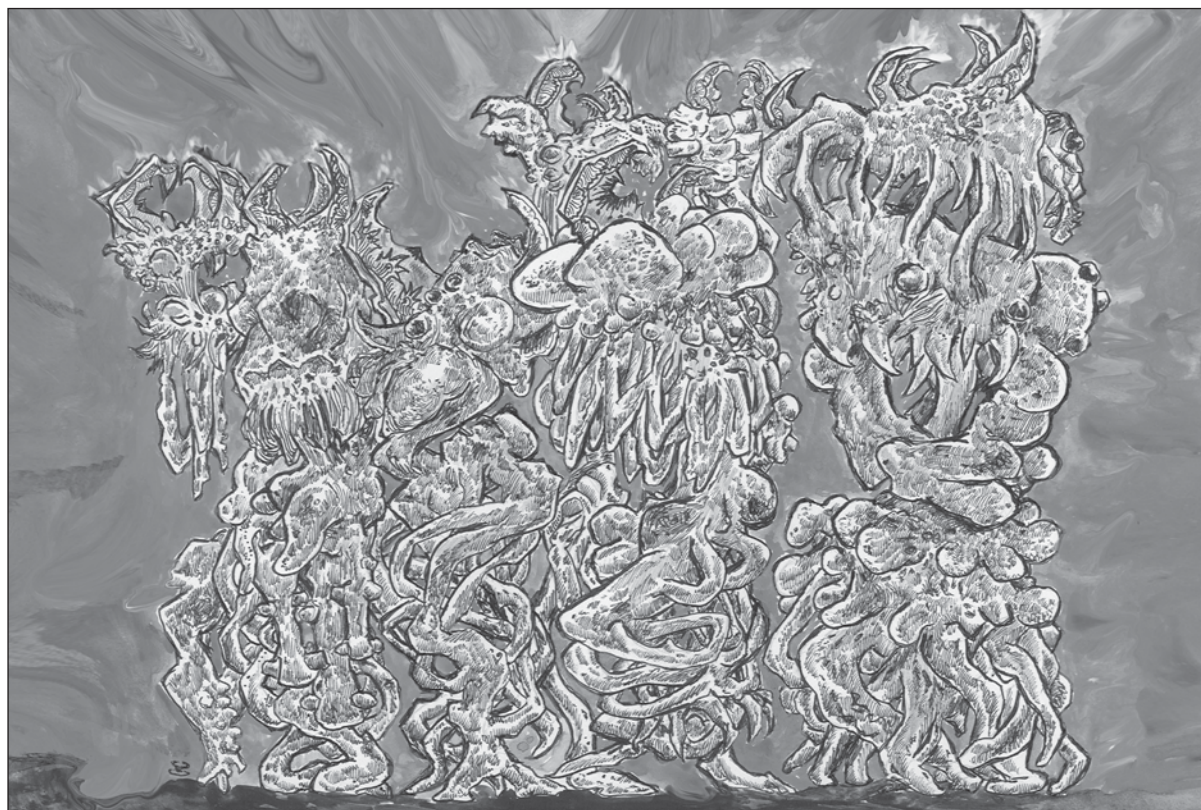


personality whilst the child is still developing – or even still in the womb. Most folk regard this as a tale told to frighten children. I suppose it is possible that magicians of particular resources have managed to summon gleft-type entities that can be commanded to engender this curse-like effect upon the families of enemies of the magician. (Especially if magical capacity is known to run in the family line.) But I confess that I would believe pretty well anything of those self-absorbed, self-important, nonentities.

Hache-Moncour

RUMORS OF IMPENDING HAZARD

In a more esoteric adventure the gleft might take part of a child's mind, leaving that child bereft of wit. Then the adventurers will be required to investigate who hates the family so much as to cause this disability, and work out how they did it. Then the PCs will need to confront the wrongdoer and have the effect reversed. In simple encounters, glefts may be summoned and bound to guard the laboratories of magicians. Those who enter unbidden might find themselves targeted by a small swarm of glefts that try to devour their encompassed spells and the enchantments from their most favorite magical items. At **Rhialto-Level**, a plague of gleft manifestations might be caused by some ancient malice – and for a time prove to be a problem without solution.



The gleft is not so much an animal as a sentient web of force.



GLEFT

Magic (innate) 1.5-[16], Health [1], Concealment 1-[8], Stealth 1.5-[17], Wherewithal Ω

Special Rules:

Magical Attack: When attacking a living being, the gleft must overcome the target's Magic rating. Items or beings that do not have a defensive rating are without protection from its attack – unless some spell blocks its access or it rolls a **Dismal Failure**.

Dismissal: Spells that cancel out magic (Liberation of Warp, The Second Retrotropic), or those that remove the target entirely (**Charm of Forlorn Encystment**, Relocalization, **Thasdrubal's Laganetic Transfer**), will temporarily dispel a gleft, whether in its imp form or its mist form. The creature is driven off for one day on a **Hair's Breadth Success**, two days on a **Prosaic Success** and four days on an **Illustrious Success**.

Destruction: In imp-form the gleft can be destroyed by some damage inducing **spells**, such as the **Excellent Prismatic Spray** and **Gilgad's Instantaneous Galvanic Thrust**, or by magical weapons. Given the creature's mystical nature, only **Illustrious Successes** can harm it.



Gnarre

Location; Page 429

CANON

In the past, the Devils of Gnarre were called upon to guard those terrified of being attacked by great magic. While it is believed that Gnarre was a sub-world, it is possible that Gnarre was a place in this world, or even the name of a great mage who controlled many **demons**. (See **Gnienne**.)

OPINION

Nonsense! Gnarre was the name of a **witch**-finder in the late 20th **Aeon**. His followers were known as the Devils of Gnarre.

Quirethomble, Librarian, the Scholasticarium, Kaiin
Gnarre is misspelled as Gar-rane in *Thrump's Almanac*. It is considered a sub-level of the third order.

Shrue the Diabolist



Gnarre, Devils of

Creatures; Page 429

CANON

Mentioned in conjunction with the **Gods of Gnienne**, in an entreaty for protection against **Faucelme**.



Gnienne

Location; Page 429

CANON

In the past the **Gods of Gnienne** were called upon to guard those terrified of being attacked by great magic. (See **Gnarre**.)

OPINION

The only Gnienne I ever knew was the landlord of the Laden Net in Turnash. Apparently all the men of his family have been called Gnienne since time immemorial. Whether this is pertinent to the point under discussion, I could not say.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto
Gnienne was originally the heaven of the 19th **Aeon** Knold people, whose city now is a tell on the plain near **Tustvold**. For no obvious reason they believed that their Gods would protect them from practitioners of **magic**. When threatened they would therefore pray rather than respond in a practical manner. **Makke the Maugifer** controlled them with ease, also one **Faucelme**. It is this sort of sheep like stupidity that makes me glad to be part **demon**, as I am certain I could never live with the shame of being fully human when it involves sharing a race with such people.

Raigemuir the Malignant



Gnienne, Gods of

Creatures; Page 429

CANON

Mentioned in conjunction with the **Devils of Gnarre**, in an entreaty for protection against **Faucelme**.



Gnostic Emblem

Item; Page 557

CANON

According to Bazzard, the *Compendium of Universal Knowledge* displayed “The Gnostic Emblem.”

OPINION

Sadly, as Bazzard assumed the term to be familiar to all his listeners, he didn’t bother to expand upon it; I say “sadly,” because I don’t know what “Gnostic Emblem” means.

Gersen the Rationalist

The term, an example of which adorns my frontispiece, simply refers to an ideogram representing knowledge, which of course, is entirely appropriate in my case. Readers might like to know that the term knowledge derives from the word *gnosis* anyway, and that there was once a cult who called themselves Gnostics on the grounds that they understood the universe, a state that they considered superior to merely believing that things were so.

The Compendium



Gods

Technical Term; Pages, various

Gods and their worshippers appear at various places in the **canon**, but with the exception of the **Just God** they do not seem to exert influence on the **Dying Earth**, beyond what their followers do in their names.

Typically, deities and worshippers offer opportunities for Vance to poke fun at blind faith and dogmatism, or for **Cugel** to dupe the credulous.



Golden Porphiron

Drink

The slopes of **Porphiron Scar** are so obviously suited for viniculture that it is strange that the **canon** holds no reference to them. In *The Excellent Prismatic Spray*, Volume 1, Number 1 (available as a free download from dyingearth.com), pages 12-17, **Grashpotel** corrects this oversight, by describing this wine and its manufacture in loving detail.



Golickan Kodek the Conqueror

Personage; Page 39

CANON

Golickan exists only as a remark in T’Sais’ eponymous story.



Golwan Andra

Location; Page 130

CANON

A successor to the **Forty Kades**, it was a power in the area now regarded as the **Land of the Falling Wall**.

OPINION

One of the successors to the Forty Kades, Golwan Andra was a flourishing city-state republic based on the eponymous city that stood on the seacoast somewhere in the area of **Mahaze**. The people were technically advanced but not warlike and had already started to decline in the face of expansion (cultural and physical) from **Grand Motholam**, but still survived in a debased form in the early 20th Aeon when the invasion of **Golickan Kodek** finally destroyed them

Quirethomble, Librarian, the Scholasticarium, Kaiin



The Compendium of Universal Knowledge



Goulyard

Location M2 F09; Page 469

CANON

A village on the side of the Great **Chaing** Estuary less than a day's march east of **Port Perdusz**.

OPINION

The village is unusual in that its inhabitants shave their entire bodies, leaving only eyelashes. Apart from fishing and some farming, the inhabitants support themselves by venturing north into the lost cities where they excavate **lich-mold**. This is a form of lichen that grows in the crevices deep within buried cities. This mold, when grated onto a plate of red-hot iron, pounded with leather-headed hammers, and then taken as snuff, allows the user to gain glimpses of the future. It is sold in small quantities to jurists and priests, and is the main ingredient in Marraler's serum, efficacious in the creation of **vat creatures**.

Quirethomble, Librarian, the Scholasticarium, Kaiin
I am sure that Quirethomble's reportage pains the reader as much as it does me but, yet again, he is in error. Marraler's serum is only efficacious from the creator's point of view. It accelerates the growth, thus, in theory allowing the testing of prototypes for flaws. My own studies indicate that the serum also encourages the flaws by "simplifying" the original matrix.

Mistress Flook

Lich-mold, incidentally isn't a form of lichen, at least not according to the **FunambulOUS EvangelS**.

Gersen the Rationalist

RUMORS OF IMPENDING HAZARD

One rarely mentioned difficulty in dealing with the inhabitants of Goulyard is that they inadvertently inhale quantities of the treated lich-mold with some regularity, and so all of them, or at least the adults, receive frequent glimpses of the future. Hence persuading them to do anything that will not be to their advantage can be most difficult. The GM should impose a levy of 2 to all attempts at Persuasion, unless she is convinced the proposed course of action is to the long-term advantage of the target, in which case she should feel free to grant a boon.



Grand Gazetteer

Book; Page 648

CANON

Reference work cited by **Ildefonse**.



Grand Motholam

Location; Page 22

CANON

Historians claim that Grand Motholam covered **Ascolais**, **Almery**, the **Land of the Falling Wall**, and extended as far south as **Kauchique**.

OPINION

In the 18th **Aeon**, Grand Motholam ruled from Kauchique north and east to the Land of the Falling Wall. It produced probably the greatest and most profitable congregation of **magicians** mankind has ever known and, up until the death of **Phandaal** at the hands of Pontecilla the Pious, was a powerful flourishing commonwealth. It declined throughout the rest of the 18th Aeon and existed as a rump of its previous self into the 19th.

Carthos of Sfere

Grand Motholam in many ways may be said to represent the ultimate triumph of wizardry, and without question produced the most skilled and potent Arch mages of all the aeons. They were also noted for a tendency to classify, and even to cooperate, leading to levels of knowledge impossible since.

Iunutharis Grashpotel, Arch- magician

The culmination of wizardly magic and the nadir of the fortunes of **witches**, with great **Llorio** exiled and even the worship of Aea restricted to a few peasant shrines and the private reflections of womenfolk.

Issapinai, Arch witch favored of the Goddess Phaetis



Granvilunde

Location; Page 128

CANON

A text, *The History of Granvilunde* is listed in the bibliography of many of the older texts on **demon** expulsion. This text still exists in the Museum of Man.

OPINION

Granvilunde was a city on what is now the **Plain of Lost Cities**. A demon was expelled from there but the city was destroyed in the process.

Carthos of Sfere





Gray Sorcerers

Social Group; Page 130

CANON

They preceded the **Merioneth**. All else is speculation.

OPINION

Believed to have ruled much of the area north of the long-disappeared **Meel Ocean**. It is believed that they fought and won a great war against the creatures from **Canopus**, which ended in a treaty that committed both sides to live in peace for all time. Most authorities place them in the 13th **Aeon**.

Carthos of Sferē

A 15th Aeon Thaumocracy of which nothing is known for certain.

Iunutharis Grashpotel, Arch- magician

I did once have the unsettling – if ultimately liberating – experience of encompassing a Gray Sorcerer's ghost, so can say, with confidence, that I know more than most about this cabal. Unfortunately the circumstances were not conducive to a long conversation – Xaxz-Zaxz, the **magician** involved, wanted to experience what he called “the other side of love,” and insisted that I be drugged to “frenzied suppleness.” Nevertheless I do recall him complaining that, in life, he and his brethren lived lives of austere megalomania, punctuated by what he called “things best forgotten.”

Mistress Flook



Great Central Steppe

Location M1 IL0007; Page 188

CANON

The Great Central Steppe is that vast open plain to the east of the River **Asc** and south of **Mar**.

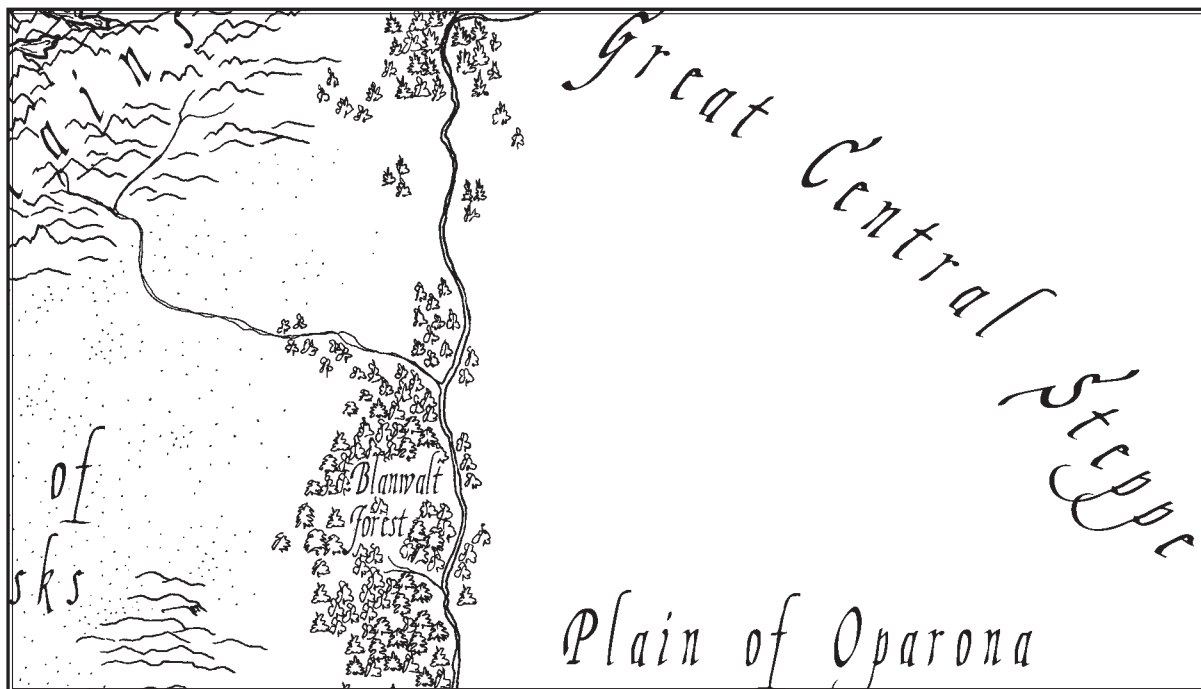
OPINION

The inhabitants of the Great Central Steppe number amongst them the Shell Fetishes and the Clut Brethren. The first count themselves the foremost warriors of all time, and to prove this boast, each man, on reaching maturity, must walk to the shore of the **Songan** or **Xardoon Sea**, and there collect a number of shells which are then formed into a personal fetish. Only one in six survives this test, but those who do are fine warriors indeed, ferocious, cunning and without mercy. Any man reaching the age of eighteen without a shell fetish is put to death; all strangers automatically fit this category, earning such fates as flaying, impaling, burning or whatever takes the fancy of the warriors. No exceptions are made. To the east of the Shell Fetishes lie the lands of the Clut Brethren, of whom little is known save that all wandering into their domain are put to death by a singularly unpleasant combination of sodomy and decapitation.

Eurias the Cartographer

It is a region of nomad tribes of such savagery that crossing it on foot would be impossible. A bleak, desolate place where cruel deeds go unnoticed.

Parouc the Cartographer



I have crossed this as a ghost. I do not recommend the experience.

~ 105 ~



NOMAD WARRIORS

"I have no time for badinage; it is ordained that you should now die."

All are individuals with their own abilities and foibles; we simply give you an average for a mature male. Women and younger males will be far less formidable. Note that these warriors have no fear of **deodands** and other such creatures; indeed, deodands and similar tend to avoid them as being far too dangerous.

Persuade (Forthright) 3, Rebuff (Penetrating) 11, Attack (Ferocity) ~2.5, Defense (Dodge) ~2, Health 5, Appraisal 1, Athletics 8, Living Rough 8, Riding 5, Stealth 4, Tracking 8, Wherewithal 11.

Resistances: Indolence 6, Pettifoggery 4.



Great Da

See **Forest Da**.



Great Erm

Location M1 DL08; Pages 182, 592

CANON

The Great Erm is the name given to the forest north and east of **Cutz**. Spurs come reach up from this forest and cover the foothills and approaches to the north side of the **Mountains of Magnatz**.

Also

The last refuge (and, of the 21st **Aeon** the current residence) of the **witches** who survived the war with the **wizards**.

OPINION

The Great Erm stretches east for as far as it is given us to know. It forms a barrier between the steppe and the great ice plains.

Eurias the Cartographer.

It is in the Great Erm that **erb** and **hoon** meet to breed at the end of their migrations.

Carthos of Sfero

The Great Erm is without doubt the world's finest hunting forest and is notably rich in **erb** whose pelts put those of the southlands to shame. Those not of the region and seeking to hunt are advised to employ a good-sized company of **Tugersbir** yeomen for their protection, mages included, as only we know the crafty tricks of the Busiaco.

Xolon, Master Hide Merchant, Tugersbir

I have crossed this as a ghost. I do not recommend the experience.

Graek, Gentleman Panderer, Ghostseer

I crossed it in person, and without incident, by travelling with a herd of feral **mermelants**. I rode in the houdah on the back of a huge bull, with whom I had an understanding. The herd was under the impression that the nomads were accomplished brewers who made their tents from mermelant belly-skin.

Mistress Flook

RUMORS OF IMPENDING HAZARD

While crossing the steppe itself is impossible, it is not unknown for people to venture onto the fringes. Each day traveled carries a one-in-three chance of being spotted by nomads. Unless the party is very strong, the nomads will attack immediately. Indeed, nomads will attack unless they are outnumbered by more than three to one.



It forms a barrier between the steppe and the great ice plains.



RUMORS OF IMPENDING HAZARD

One would have thought that there were too few travelers in the Great Erm to provide a steady living for confidence tricksters. This realistic appraisal of the situation is shared by the inhabitants of that area who, therefore, cherish travelers. Whenever a party of travelers enters the area, they will be noticed by the inhabitants, many of whom are at least part Busiaco*. They will befriend the party and attempt to discover exactly why they are in the area. They will then attempt to ensure that the travelers almost, but not quite, achieve their objective. Should the party be hunting erbs and need twenty good hides, word will be circulated and all but a dozen erbs will be driven out of the area. Should the party wish to search for the (almost certainly mythical) lost city of Hilmit, the local people will produce guides, who will lead them to other guides who will lead them still further into the Great Erm where eventually they will, when almost at the end of their resources, find ruins that are a sure sign that Hilmit is tantalizingly close.

Ironically, while the traveler may well leave the area poorer than he entered, he will never be as safe as when in the heart of the Great Erm. The local people long ago realized that someone who leaves the area alive can one day come back, bringing even more money with him.

MISCELLANEOUS INHABITANT

Persuade (Eloquent) 10, Rebuff (Penetrating) 10, Attack (Speed) 11, Defense (Dodge) 13, Health 4, Appraisal 3, Athletics 3, Concealment 2, Driving 1, Etiquette 2, Gambling 5, Imposture 3, Living Rough 4, Pedantry 1, Perception 4, Quick Fingers 2, Riding 2, Scuttlebutt 5, Seduction 4, Stealth 2, Wherewithal 1.

Resistances: None



Great Gloss

Book; Page 712

Canon

A reference book consulted by **Ildefonse**.



Great Name

Page 675

CANON

Rhialto threatens to resort to the Great Name, and the recalcitrant **sandestins** Osherl and Sarsen immediately fall into line.

OPINION

Presumably, the Great Name summons a being of close to immeasurable power, and one intimately connected with the indenture point system.

Gersen the Rationalist



Great Sandy Beach

Location M1 F07; Page 165

CANON

The Great Sandy Beach is the name given by the **shell creatures** to the beach that stretches from **Benbadge Stull** to **Cil**.

OPINION

Shell creatures have limited imagination and a short attention span. Everywhere you find them they call their home the Great Sandy Beach.

Quirethomble, Librarian, the Scholasticarium, Kaiin

RUMORS OF IMPENDING HAZARD

The nature of shell creatures is well known to the other inhabitants of the region. The fact that travelers often make a habit of interrogating them has also been noted. Hence, the giant beach clam often buries itself in the soft sand near the shell creatures, ready to devour incautious travelers.



* Here we refer the reader to pages 182-7, where the Busiacos are discussed.



GIANT BEACH CLAM

Reaching up to twenty feet across and, with the full-grown adult able to open up wide enough to swallow a mermelant, the giant beach clam can be a considerable threat. The first hint of doom the victim receives comes when the ground starts to shake. An **Illustrious Success** in Athletics means that the victim has instinctively leapt to one side and avoided being swallowed. Any other roll puts the victim in a sorry position indeed.

The victim may then make an attack on the clam. If this attack succeeds the victim has managed to prevent the clam from closing. Until the clam makes a successful attack, the victim is still holding the clam open. Should the victim achieve an **Illustrious Success** then they have somehow injured the clam, which spits them out onto the sand, closes firmly shut, and sinks out of sight.

If the clam makes a successful attack and closes, then the victim starts to drown. They may still fight until they actually succumb. Their friends on the beach may help, but the thick shell of the clam is a formidable obstacle. This is shown by the clam's Defense (Parry) 15 for anyone outside the clam, but only Defense (Dodge) 5 for anyone inside the clam.

Attack (Strength) ~1.5, Defense (Parry) 15, Defense (Dodge) 5 Magic (resistance only) 3, Health 5.



RUMORS OF IMPENDING HAZARD

Doubtless at this point we might be expected to provide a random hermit generation table, but there again we may just let you into a secret. Please do not read the footnote aloud. Pass it to your master and file your nails while those wiser than you contemplate deep knowledge*.

GENERIC HERMIT

"Your wickedness dooms us all! Repent while the sun is still extant!"

There are several things to remember when dealing with a hermit. There is no recorded instance of a hermit ever persuading anyone to do anything; hence their Persuade ability is effectively nonexistent. Similarly there is no record of any hermit changing their mind, so their Rebuff ability is effectively infinite. While they may wave distasteful weaponry, they are either too decrepit or unskilled to use it to any effect. Hence Attack and Defense should never be more than 1. As to their other abilities, they are competent at Living Rough and their contemplative life has given them an adequate Pedantry ability. It is purely up to the GM whether this Pedantry includes subject areas of interest to the characters.

Note well that, should one find a self-proclaimed hermit who does not fit within these criteria, she is almost inevitably a charlatan. Over-enthusiastic washing is another invaluable clue as to whether or not you are dealing with a sham.



Great Weir

Location M1 H00; Page 237

CANON

The Great Weir is a row of tree trunks and stout poles driven into the bed of the River **Asc** two days upstream of **Erze Damath**. A gap was left to allow the passage of rivercraft, but a chain blocks this. There was a platform with room for a hut to accommodate the gate guard.

OPINION

Once the municipality of Erze Damath employed a toll taker there. It was a right bequeathed them by the Dastric Empire. So many unscrupulous individuals absconded with the takings, however, that the position went into abeyance and now, I believe, it is the haunt of hermits and anchorites.

Eurias the Cartographer



Green and Purple College

Social Group; Page 584

CANON

The Green and Purple College was a notable magical institution in **Grand Motholam**.



* We have discovered through careful research that all hermits and similar, in spite of wildly different outward appearance, are much of a muchness. Hence it simplifies things to assume that they are all stark mad. Obviously this is not the sort of thing that one should allow to be widely known. At this point you may pass the book back to your reader and once more relax on the couch sipping your sherbet and eating peeled grapes.



Green and Purple Postponement of Joy

Spell; Page 583

CANON

The name of a **spell** in **Killiclaw's Primer of Practical Magic**. Its effects are unknown.

OPINION

This spell was developed to keep **wizards** of a lesser sort studying while the court life and carnivals of Grand Motholam raged around them. It had the unfortunate side effect of creating an addicted mass of sybarites who also believed in delayed gratification and there were some deaths.

The Compendium

GREEN AND PURPLE POSTPONEMENT OF JOY

Range: Touch

Duration: Special

Difficulty: Complex

This spell's effect is to suspend experience of the pleasure of any activity by the subject for as long as he works on a task defined at the time of casting. When he is finished, all these joys – sexual ecstasy, drunkenness, euphoria, intellectual satisfaction – burst through his body at once. This is severely debilitating, and perhaps even embarrassing, especially if the termination of the task at hand takes place in public.



Green Legion of Valdaran the Just

Social Group; Pages 9, 50

CANON

A well-known company of green-clad men who, assisted by magicians and flying creatures, attack and kill the celebrants at a **Black Sabbath**.

OPINION

Information on the Green Legion appears in ***Demons of the Dying Earth***, page 104.



Griffin

Creature; Page 152

CANON

Cugel sees an illusory griffin statue while wearing a **violet cusp** in **Smolod**.

OPINION

The **Larval Age** raconteur Herodotus mentions griffins, as do the more reliable Ctesias and Pliny the Elder, although they never report a direct observation of these creatures, rather they recount stories that they have heard. Nevertheless, their descriptions have been preserved in later writings; all

GRIFFIN

Attack (Strength) 2~ [20], Attack (Ferocity) 1.5~[15], Defense (Dodge) 1.5~[13], Health 2~[17], Magic (innate) 1.5~[14], Athletics 1.25~[12], Concealment 6, Perception 1~[9], Stealth 5, Tracking 7, Wherewithal 1.5~[14].

Note that the griffin can only use her Strength attack if she is airborne and her target is not.

KEYTHONG

Attack (Ferocity) 1[10], Attack (Speed) 1~ [10], Defense (Dodge) 1.5~[13], Health 3~[24], Magic (innate) 1.5~[14], Athletics 1.25~[12], Concealment 6, Perception 1~[9], Stealth 5, Tracking 7, Wherewithal 1.5~[14].

Note that the keythong's second listed attack, speed, isn't a secondary style, it happens every round, in addition to the ferocious attack. As the beast lunges and bounces around, his spines shred anything that comes close.

Special Rules

Dive and Grab: Execute this as a non-lethal walloping Strength attack, success means an airborne griffin, with a convenient meal in her claws. Take careful note of the quality of the success; it affects the dropping part of this special rule.

Dropping: If the meal fights back, the griffin will drop it; use the falling rules on ***DERPG***, page 56, to assess damage; if the beast rolled a **Hair's Breadth Success**, the victim falls 20 feet, 30 on a **Prosaic Success**, and 40 on an **Illustrious Success**.

Savaging: Keythongs may attack with speed, using their entire pool against each enemy, to a maximum of five. Yes, this means that they have up to five separate pools for their speed attack, and that one unlucky opponent suffers two simultaneous attacks.



commentators agree that these beasts have the head, wings and forequarters of an eagle; and the main torso and rear limbs of a lion. Some writers claim that these creatures are sexually dimorphous; only the female has wings, while the male, strictly speaking, the keythong, substitutes long spines. Whatever the nomenclature and folk-zoology, the griffin is obviously a wholly fictitious beast, thus eminently suitable for statuary.

I cannot help noting that this is one of the rare instances where a species bears the female's name, rather than the male's. Another example is the duck.

Gersen the Rationalist

Oddly enough, this creature, which does exist; I have seen one; has a majestic appearance, seems at ease with its two parts and exists easily in the wilds, where it normally preys on birds and small animals. The griffin likes to attack from above, folding back her wings to land heavily on her target, then, grasping it in her talons, and kick off into the air again with her back legs. If the prey continues to resist, she will drop it from a convenient height. The earth-bound keythong, on the other hand, runs his prey until it is exhausted, then tears it apart. The keythong will also rush into a herd of animals in an attempt to catch them on his spines, then shake their corpses off afterwards.

Given their size, and predatory nature, griffins have wide ranges, and thus a low population, so are seen so seldom that most pedants refuse to believe that they exist, although heraldic design and statuary depict them widely. Rare claimed sightings do occur in the wastes north of **Cil**, but these are not treated with any great credibility. Griffins are solitary creatures; save for when they come together for the purposes of procreation. The keythong will afterwards stay to protect the griffin whilst she incubates her eggs, and remains with her and the hatchlings until the chicks can either fly, or at least run. This means that keythongs who hatch in an elevated nest can become lost and end up alone at a younger age than their sisters. At this point, I would like to add that I would very much like to acquire a fertilized egg, even if it hatches into a keythong rather than a griffin, it would still make a most imposing mount.

Mistress Flook

Vat Matrix Instability: The griffin is a **vat creation**; devised in response to some **magician's** favorite storybook no doubt. Amongst the plasms known to have been used are eagle, lion, man, and possibly **demon**. Of those encounters that have been documented historically, one thing that makes them less believable is the widely differing nature of the interactions. Some have described the griffin they supposedly met as shy and peaceful, others have mentioned harrowing encounters with a ravaging beast, and still others have told of their beneficial interchanges with an ancient animal of incredible wisdom and nobility. Those familiar with the vats understand that it is possible that all of these reports might be true. This is because some vat creatures, though stable enough to breed and survive, can evidence an unstable structure – resulting in individuals of widely differing aspect and attitude.

Issapinai, Arch- witch favored of the Goddess Phaetis



RUMORS OF IMPENDING HAZARD

Griffins are normally encountered alone and in remote places. In a campaign they should be rare, far more often reported than actually encountered, and if you have encounters, they should be separated distantly in time (and probably in location). A suitable first encounter is when immature griffins are seen cavorting together in the distance. The GM should run this as a "sighting of fabulous beasts." Describe the wonderment of the characters as they observe these mythic creatures for the first time. Another encounter opportunity is when the PCs meet a strange magician who has a miniature griffin as a familiar – but will not elaborate as to whether he captured it in the wilds or created it in his vats. Later in the campaign comes a rogue griffin – perhaps a brief encounter where they must battle for their lives. Later still, the PCs learn of a wise griffin that is the custodian of some magical lore to which they require access. A journey must be made to visit this creature, and then a number of activities performed in payment – before the lore is passed over. Finally, once griffins have been forgotten, the characters are called upon (directly or as a substantial side-part of a scenario) to protect a settlement/caravan/etc from a man-eating griffin of prodigious strength and cunning. One or more personality GMCs need to be introduced – and slain by the creature before the quest is ended. The PCs will be taxed to their utmost to track and trap/slay the beast. As a final twist, it turns out that there is not one killer griffin, but two (siblings who for some inexplicable reason remained together as adults).



Grodz

Location M1 E07; Page 144

CANON

This is a village in **Cutz**, barely a mile from the village of **Smolod**. The inhabitants labor to support those in Smolod, as they inherit certain magic cusps when the wearer dies. The inhabitants of Grodz produce lentils, emmer, and smoked fish.

OPINION

The village of Grodz is inhabited by clods of the lowest order, ignorant buffoons with no feel for the finer things of life.

Cugel, Gentleman of Almery

A village of shambling peasantry unfit for refined company. Never have I tasted such ill-prepared sphigale as in Grodz.

Xolon, Master Hide Merchant, Tugersbir

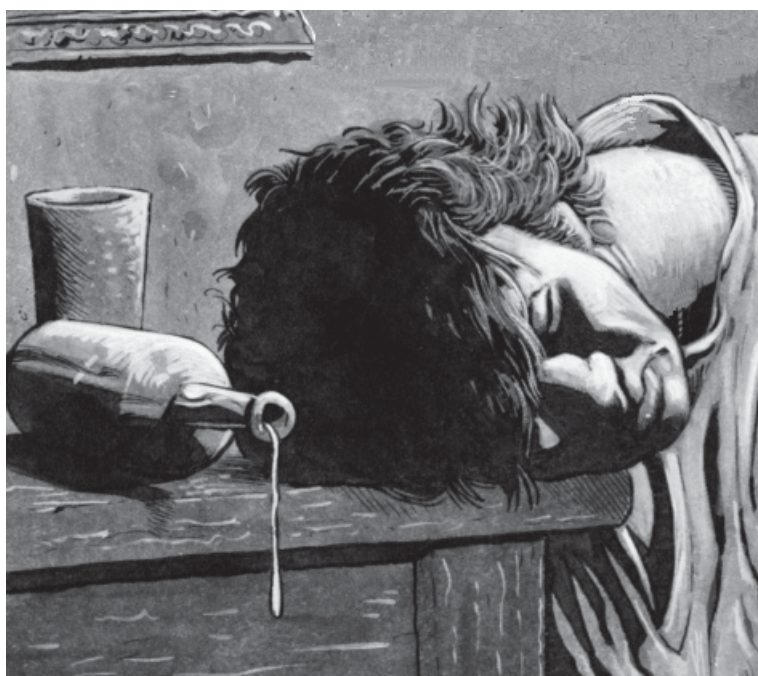


RUMORS OF IMPENDING HAZARD

Characters arriving in Grodz may expect to become entangled in subtle plots, as hatched by the inhabitants, to win the cusps giving views of the Overworld before their proper turn. On arriving at Grodz, characters will find the inhabitants tend to be surly and unwelcoming. Yet after a matter of hours one of them will sidle up to a character and intimate a way to jump the queue. It appears that Groffin, the next in line to inherit a set of cusps, is dying. Ironically there are several in Smolod who will not live out the year. Because of this the villagers are willing to allow the character to take the place of Groffin, in return for a substantial sum in cash. This will obviously alleviate the harsh lot of those villagers who have many years to wait before they can enter Smolod. All the character has to do is to mingle with the villagers, work ostentatiously hard for a few days, and hence be easily accepted as the next recipient.

Over the next few days, clad in coarse peasant garb, the character will be worked like a draught **farlock**. There will be smokehouses to stack fuel and fish, timber to haul for the fires, dung to spread on the cereal land. All in all, back breaking labor that would tire even the strongest. Each morning the character must achieve a Wherewithal success to see if they can face another day's toil. Each evening they must achieve an Athletics success or they collapse into an exhausted slumber.

Should they collapse exhausted, or suffer a breakdown after failing their Wherewithal, the peasants are kindness personified.



The fallen are given a strong tonic wine, which soothes them to a deep and dreamless sleep.



GRODZ HERBAL TONIC WINE

2 points, charged.

The tonic wine of Grodz is a potent brew which you should treat as a poison, the handling of which is described on page 58 of the main *Dying Earth* rulebook.

Potency: Levy 2

Interval: One minute.

Effect: The victim falls into a deep and dreamless sleep for forty-eight hours. On awakening they are fully refreshed. The victim makes a Health roll. On any failure but dismal, they remember nothing of the previous week. On a **Dismal Failure** they remember nothing that happened to them in the previous year. Memory does return, but not necessarily at convenient times. It will return the first time the character makes a Wherewithal roll and gets any failure. It will also return on any failed Health roll. Obviously the character must then immediately make a second Wherewithal roll; failure means that they are dazed and disorientated by their returning memories.

The fallen are given a strong tonic wine, which soothes them to a deep and dreamless sleep. When they awake they are on a raft of driftwood washed up on the coast, somewhere at random* with no money, equipment and only the sorry peasant rags they acquired in Grodz.



Grue

Creature; Pages, various, particularly 160, 248 and 713

CANON

Follinense believed that the grue was a hybrid of man, **ocular bat** and unusual **hoon**. They are primarily arboreal and occasionally hunt in small groups. Their skull-stones can be used to effect curses.

OPINION

The muscular and vicious grue is related to the hoon, though whether by **vat**-matrix or crossbreeding is unknown. It also has some measure of the giant bat within its physiology,

* Wise GMs know what is meant by the phrase "somewhere at random" so we will go no deeper into the matter.



as marked by its great leathery ears and wide staring eyes. It is covered in short bristly black fur and has a single powerfully hooked finger on each clawed hand. Grues are largely forest dwelling and, when leaping from branch to branch or rock to rock, make use of their exceptional balance and dexterity to move without hindrance. They are also nocturnal and seem to use their bat-derived senses to find their way around in the dark. Happily, where intelligence is concerned, they are unexceptional, but produce a plaintive moaning noise, especially at sunset, and have been known to call out for solace; their solace being somebody else's demise. The species is widespread, being recorded in the **Great Erm**, the Scamander basin, the **Land of the Falling Wall** and **Almery**.



grue, various difficult obstacles to progress (difficult for those without partial-flight ability) and a headlong dash for survival as the grue awake en masse, just when safety is within sight.

[Turjan-Level] The adventurers are exploring a ruin far from civilization; having heard rumors that some forgotten magical items is located there. It is interesting to note that a crazed warlock, his two assistants and his devil-grue ally are also searching these ruins. After their first encounter, the warlock will convince the devil-grue to recruit normal members of its species to mount an assault on our heroes.

Gersen the Rationalist

RUMORS OF IMPENDING HAZARD

An enemy uses a grue's skull-stone to curse a band of PCs. (The curse is general, each PC suffers a different – and most amusing – problem/debilitation.) After significant difficulties, the PCs finally find a sage who knows how to cure this effect: a potion made from the skull-stone of another grue. An expedition must be made to secure one.

Fleeing some terrifying foe, our adventurers find themselves in an underground ruin (or massive intact ancient building complex) – blocked in by a rock-fall (or other effect) that they triggered themselves to keep the other predators at bay. Night will be upon them soon, and there is no easily defensible place at hand. Moving a little deeper into the ruins, they spot a large number of recumbent grue, hanging from stone buttresses up above. The PCs must escape from the complex before the grues awake or be ripped into small pieces as part of a gory feast. Action includes encountering one or more unusually wakeful



Gulf of Swirls

Location M2 EF0608; Page 452

CANON

The Gulf of Swirls lies between the **Serene Sea** and the **Chiang** Estuary.



Gundar

Location M2 H08; Pages 502-14

CANON

The ancient Gunds lived in enormous gourds that they repaired with timber. When their supply of gourds ran out, they nevertheless continued to build dwellings in the same shape, so houses consist of two, three or even four squat bulbs placed one on top of the other. From the bottom up the colors are always blue, dark red, dull mustard-ochre and black. Each house terminates in a spire of fancifully twisted iron. The houses are surrounded by square vegetable gardens of identical size.

The inhabitants are pale and thin, with egg-shaped heads, long noses, expressive eyes and ears cropped in various styles. Men are bald; women part their hair down the middle and cut it an inch above their ears. The men wear voluminous knee-length breeches, red shirts, black-buttoned black vests and broad-brimmed hats.

The town has a good inn and the local officer of the law is known as the Nolde. It is also the last known **Solar Emosynary**. Records indicate that there

GRUE

Persuade (Eloquent) 1-[11], Rebuff (Pure-Hearted) 1-[12], Attack (Ferocity) 1.5-[14], Defense (Dodge) 1.25-[12], Health 2-[15], Athletics 1-, Concealment 3, Perception 1-[9], Stealth 1.5-[12], Tracking 8, Wherewithal 1.5-[12].

Special Rules

Night-Vision: Grues gain a Bonus of 1 when using their abilities at night, and inflict a Levy of 1 on their opponents, unless they have adequate illumination, or some way of seeing in the dark.

Superior Clambering: Grues gain a bonus of 2 on their Athletics rolls when climbing around, and GMs are invited to describe its movements in suitably atmospheric fashion. Note that grues are not particularly strong, and gain no such bonus for feats of strength or stamina, nor for moving quickly while on the ground.



were once Emosynaries at Gundar, **Blue Azor**, the Isle of **Brazel**, the walled city of **Munt** and in the observatory of the Grand Starkeeper at **Vir Vassilis**. An Emosynary consists of a stone fire pit rimmed by five lamps on iron stands. Each lamp has five wicks and an intricate linkage of mirrors and lenses is used to direct a beam of sympathetic vibration at the sun, thus regulating solar combustion and ensuring that the sun does not expire... or such is the belief.

OPINION

There is speculation as to the efficacy of the Solar Emosynaries. The folk of Gundar seem convinced, and it would seem foolish to stop tending it, lest it is effective.

Carthos of Sfere

RUMORS OF IMPENDING HAZARD

The inhabitants have become somewhat defensive about their Solar Emosynary in recent years, and any traveler bringing them news of the successful work of other Emosynaries elsewhere will be made most welcome. Such a visitor will be questioned about the techniques used in these other Emosynaries and should she fail to make a successful Engineering roll, or achieve an **Illustrious Success** in Pedantry, she will be regarded as a charlatan and driven out of town, naked, to fend for herself among the beasts and **half-men**.



Guyal of Sfere

Personage and Story; Pages 89-130

CANON

Guyal is the protagonist of his eponymous story.

OPINION

Guyal, one of the few genuinely likeable Vancean characters, appears in *Turjan's Tome of Beauty and Horror*, pages 128-9.

The Compendium



Gygax, E. Gary

Personage

Co-creator, along with Dave Arneson, of the **Dungeons and Dragons** game, and subsequently, the driving force behind Advanced Dungeons and Dragons, Gygax has readily acknowledged Vance's influence on his work. Obvious nods, beyond his essay in *The Excellent Prismatic Spray*, Volume 1, Issue 2, are the wizard's name Vecna, which is an anagram of Vance, and the existence of the Prismatic Spray spell, and of **IOUN** stones, in the D&D milieu.

Gygax, who doesn't seem to mind being called "Gary," frequently drops by the **Pelgrane Press** stand at conventions. He is extremely affable.





Hag Head

Location M1 G07; Page 335

CANON

A rocky promontory west of **Cil**.

OPINION

In an uncertain light, someone with poor eyesight, a vivid imagination, or having taken too much tonic wine on an empty stomach, could well see the face of an old woman in silhouette when looking at Hag Head from the sea.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto



Hair's Breadth Success

Gamespeak

This cumbersome way of saying "you rolled a four" also tests whether or non-writers and editors can punctuate correctly.



Half-men

Creature; Pages, various and especially 248

CANON

The half-men are human-creature hybrids that might have been created by **magic**. Named examples include **bazils**, **deodands**, **erbs**, **flantics**, **gids**, **grues** and **leucomorphs**.

OPINION

The large number of these creatures suggests that they are either capable of sexual reproduction or that they are hard to kill and live a long time.

Gersen the Rationalist

Hanging Hills

Location M3 MP0809; Page 563

CANON

These hills separate the valleys of the rivers **Sune** and **Twish**.

OPINION

The Hanging Hills and their peculiarities get some small mention in the *Scaum Valley Gazetteer* on page 138.

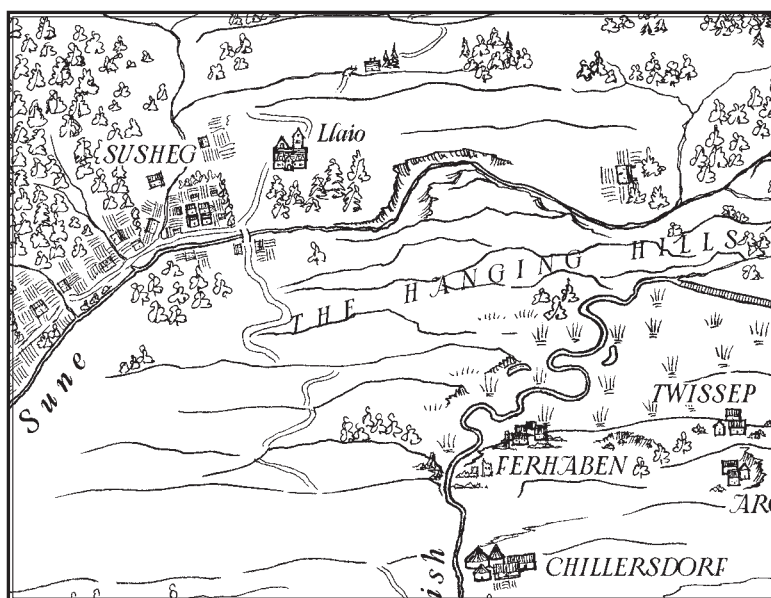
The Compendium

This is a desolate land, the abode of shepherds and the inadequate bandit whose self-esteem is low enough to let them lurk in such an inhospitable area.

Carthos of Sfero

The 16th **Aeon** ruins of this area are particularly fascinating, although one has to dig deep into eroded tells to achieve anything of more than passing interest.

Iunutharis Grashpotel, Arch mage



The abode of shepherds and the inadequate bandit whose self-esteem is low



Harpy

Creature; Pages 435, 737, 739

CANON

Faucelme has a stuffed specimen, from the **Xardoon Sea**, which looks like a “bird, standing four feet high, with a woman’s face under a coarse mop of black hair.” He claims that few harpies remain, and that they eat drowned sailors’ flesh.

Harpies also live on **Jangk**, and seem to be larger and more formidable than the specimen that **Faucelme** retains; one of them ate the archveult **Persain**.

OPINION

When the presence of human carrion is lacking, harpies are not above flying down onto passing ships during the hours of darkness and carrying off lone watchmen. Of course, because harpies are smaller than humans, two or three of them (or four, if the target is a large man) must work in concert to achieve such a feat. Should they capture living victims, harpies have been known to keep them prisoner for days or even weeks, tormenting them with possibilities of freedom, before slaying them and devouring their remains.

Harpies collect treasures and interesting items in an incidental way; these things are often attached to their food, and the creatures spit them out or just excrete them. These beasts have no interest in normal trade, no concept of reward, and are arrogant and cruel by nature. In spite of this they can be argued and bargained with, particularly if a future reward of human victims is offered, or if fresh flesh is on the menu.

Lesorix of Perne

Jangk Harpies: these creatures are twice as bulky as a human adult. They do not feed very often, but when they do, they are capable of dislocating their jaws and swallowing a victim whole. Normally they only do this when back at their lairs, and then fall comatose for three days whilst their dinner digests.

Rhialto the Marvellous

COMMON HARPY

Persuade (Forthright) 1-, Rebuff (Contrary) 1-, Attack (Cunning) 1-, Defense (Vexation) 1-, Health 8, Magic (innate) 6, Appraisal 2, Athletics 0.75-, Concealment 1.5-, Gambling 12, Perception 7, Stealth 1-, Wherewithal 1-.

JANGK HARPY

Persuade (Intimidating) 1.5-[12], Rebuff (Penetrating) 1.25-[10], Attack (Strength) 1.5-[15], Defense (Parry) 1.25-[12], Health 2-[17], Magic (innate) 10, Athletics 1-, Concealment 0.5-, Perception 9, Stealth 3, Tracking 6, Wherewithal 1.5-[14].



RUMORS OF IMPENDING HAZARD

Exploring a coastal ruin on an inaccessible promontory, the adventurers find that not one but three harpies are resident in the locale. These beings sorely resent the presence of intruders and attempt to cause the deaths of the PCs. Their first attack may be by complete surprise – and result in the capture of one of the adventurers.

A cloaked and limping woman contacts the adventurers, asking for their help. She identifies herself as a female **magician** who vanished from **Kaiin** last year and claims that a mutual enemy transformed her into a harpy. (GM provides suitable candidate.) She has some idea of how to reverse her fate, and knows some secret way in and out of this person’s lair, but requires the help of the PCs. She hints that the adventurers will be able to help themselves to this enemy’s prize possessions and chests of terces if they overcome him. Unfortunately, this is all a ruse invented by a true, and unusually cunning harpy, seeking a mate, but who is also happy to lure the adventurers to their deaths.

[Rhialto-Level] A female magician has mastered incredible magic through the discovery of an **Arch-Magician’s** laboratory perfectly preserved in a mountaintop ruin all these centuries. She now even has access to the magician’s **chug** and a single **sandestin**. Her capacity for mischief is enormous, and she particularly despises the ruling male elite. Her assistants are three powerful harpies (now protected by many enchantments), whom she has promised to grant human form when they have assisted her in slaying a sufficient number of Arch-Magicians.



High Meadow

Location M3 F03; Page 597

CANON

This is the patch of pleasant, mown grassland that stretches up from **Falu** to the road.

OPINION

I suspect **Rhialto** merely maintains the meadow to ensure that his house remains set well back from the road, thereby preserving an element of privacy.

Shrue the Diabolist





Hoon

Creature; Pages 233, 248, 474.

CANON

Follinense lists the unusual hoon as an ingredient of the **grue**; at other times, they are merely one of the dangers of travel. Unlike many of the **Dying Earth's** creatures, they can work cooperatively.

Opinion

The ancestry of the hoon is unclear, perhaps including demon and man, though certain learned tomes classify them within the family of the hyperborean sloth. Hoons are intelligent, and capable of rudimentary speech, as well working in concert. Nonetheless, they sometimes act aggressively towards one another –especially when their plans are thwarted or they are suffering from unsatisfied hunger. In range, the hoon or “rosgobbler” is well known in the Scamander valley – but sightings are also made much further afield. They are large and fierce, thickly furred (light gray hair that whitens with age), humanoids with large eyes and long and powerful arms. The skull is pointed or peaked above the brow, the jaw is receding, and the mouth contains two or more large fangs. The adult is taller than a man and considerably stronger. Hoons attack their prey with fearsome claws and brute strength, attempting to incapacitate and then rend victims into edible chunks. If possible they prefer to take their prey back to a suitable lair before engaging in this latter foul task.

Certain individual hoons have unusually high intelligence, and delight in convincing their guests to amuse them with games of chance and/or discussions on matters of the day and the latest fashions. Nobody understands how a hoon comes by such interests or information, but I imagine that they learn it while conversing at dinner. I am confident that these talkative monsters are what Follinense had in mind when he referred to the “unusual hoon.”

Lesorix of Perne

RUMORS OF IMPENDING HAZARD

While working for a disagreeable sponsor in some distant uncivilized and sparsely populated land (such as **Cil**) the sponsor's elderly mother dies. This is a sad event, and yet she has lived a long and full life so it is no tragedy. But then

HOON

Persuade (Intimidating) 0.5-, Rebuff (Obtuse) 1-, Attack (Strength) 2-[18], Defense (Sure-Footedness) 1.5-[14], Health 2-[16], Athletics 1-, Concealment 2, Perception 4, Stealth 3, Tracking 5, Wherewithal 1.5-[12].

UNUSUAL HOON

Add Appraisal 3, Gambling 4, Etiquette 2, Pedantry 3; increase Persuasion to 1-, and change Rebuff style to Lawyerly.



during the funeral procession between the grounds of the sponsor's manse and the nearby private cemetery a hoon charges the procession, smashes open the casket and flees with the body. The PCs were the one's responsible for the organization of the procession and are blamed for the lack of security. They must find and return the body speedily or face dire punishments.

Hoon plasm is highly versatile, and **wizards** with knowledge of **vat**-creation sometimes secretly use this in their creations. The adventurers are hired to catch and transport a hoon from the woods north of **Flath Foiry** to a magician's manse near **Azenomei**. They must arrange transport, construct a secure cage, pacify the concerns of locals and bring the beast alive to its destination.

A band of hoons becomes aware of a group of adventurers passing through their territory. They pool their resources to create a cunning ambush involving a camouflaged pit and boulders rolled down a slope. The casual confidence of the PCs is crushed in the initial ferocity of the attack, and they find themselves battling for their lives.

In the quest for an inexhaustible and athletic lover, wizard Tastraphon used a selection of ancient (and inadequately understood) enchantments to transform a female hoon into a kohl-eyed houri. The **magic** enhanced its intelligence, as well as its physical manifestation, but did not much alter its inner nature. Currently an incredibly alluring post-coital killing machine is loose in **Kaiin** and has begun rending its way through the upper echelons of society.



Horse

Creature; Pages 6, 17-18, 22-4, 32, 91-105, 250.

CANON

T'sais and **T'sain** both ride black horses, and **Guyal of Sfer** rides a white one. One of the pack animals in the **Gilfigite** pilgrim colony is said to resemble a horse with feathers.

OPINION

The horse is an ancient animal described in the oldest of tales. One rumor states that it is a primal beast whose plasms are included within many hybrid riding animals now in existence. The horse itself is now exceedingly rare, and typically found only in highly civilized lands where rich families can support a single breeding stable.

Lesorix of Perne



Given that T'sain asks **Turjan** whether he will find her a steed like T'sais' (at which he chuckles), it seems that the **magician** grew one for her in a **vat**.

Gersen the Rationalist



Houlart

Personage; Pages 710, 736, 738

CANON

A **wizard** named in conjunction with the **spells Blue Extractive** and **Visceral Pang**, Houlart is otherwise unknown; he does not, for example appear in the list of mages on 584.

OPINION

Houlart was a magician of the 17th **Aeon** who specialized in law enforcement. His spells, of which only two remain, are both useful for the capture and chastisement of felons. The wizard's entire oeuvre included spells to inflict a schedule of punishments, from the temporary removal of limbs, members of organs, and the inability to metabolize certain substances or feel specific emotions, right the way up to spells that separated the criminal into mortal and tormented parts. I have read that Houlart also pioneered the development of the **Charm of Forlorn Encystment**.

Gersen the Rationalist



Houlart's Blue Extractive

Spell; Page 738

Canon

Morreion casts this spell at a castle on **Jangk**; he felt it would compel the occupants to leave.



Houlart's Preterite Recordiums

Item; Pages 710, 713

CANON

These, or at least the one that **Rhialto** acquired from the **archvult** Xexamedes' adjuncts, are convoluted bronze horns, apparently a bit like a French Horn or tuba, that, when pressed, emit specific sounds.



OPINION

Preterite, from the Latin *praeterire* (to pass) refers to a past action or state. Once you know that, the preterite recordium is obviously a device that plays previously recorded sounds. The one that Rhailto found, before he was disturbed by his servitor **Puiras**, was a sibilant whispering.

Gersen the Rationalist

RUMORS OF IMPENDING HAZARD

Preterite recordiums do indeed emit specific sounds, most of which are nonsensical and not terribly interesting. Nevertheless, they were very useful in their day; Houlart developed them to record confessions and interrogations, and they served equally well for the preservation of memoirs, and thus are fine **maguffins**. The PCs discover a recordium that describes, albeit sketchily, the location of a sealed vault which, in turn, contains other recordiums that hold further information.



HOULART'S BLUE EXTRACTIVE

Range: Sight

Duration: Instant

Difficulty: Complex

This spell effects all residents of one location, such as a castle or a cavern system; the caster need only see the entrance. Its effect is to require everyone inside to make a **Wherewithal** roll at a levy commensurate with the caster's level of success (2 for **Hair's Breadth**, 5 for **Prosaic** and 10 for **Illustrious**). All those who fail must immediately vacate the premises.

HOULART'S VISCERAL PANG

Range: Near

Duration: Instant

Difficulty: Straightforward

This spell inflicts immediate and uncomfortable intestinal spasm on its target. Although the actual description of the effect is best left to the GM, in **DERPG** terms, the Visceral Pang so discommodates its target that his next roll is at a Levy of 10 and a Penalty of 2.



Houlart's Visceral Pang

Spell; Page 736

CANON

A “minor **spell** of annoyance” that **Rhialto** throws at **Morreion**.

OPINION

Presumably the Visceral Pang promotes cramps, or perhaps a sharp sensation of hunger.

Gersen the Rationalist

Not quite...

The Compendium



A “minor spell of annoyance.”

House of Domber

See **Domber**, House of.

House of Slaye

See **Slaye**, House of.



Human Nature

Technical Term

Going by the flat characterization in much of his work, Vance has a pessimistic view of human nature; people are individually self-seeking and petty and, en masse, are biddable and gullible.

Hurtiancz

Personage; Pages, various, beginning at 581.

CANON

Hurtiancz, is “short and burly” and “notorious for his truculent disposition.” He is a signatory of the **Blue Principles**.

OPINION

Hurtiancz's game statistics appear on page 156 of **DERPG**.

The Compendium

Hyllas Trees

Plant; Page 679

CANON

Shalukhe mentions this climbable tree of the 16th **Aeon**, whose pods apparently yield **hyssop**.

Hyssop

Item; Page 679

CANON

A substance squeezed from pods, apparently, but not definitely, those of the **Hyllas Tree**.

OPINION

Obviously, the word hyssop has changed its meaning in the millions of years between the present and the 16th **Aeon**; at present it denotes a shrub with medicinal properties.



Ildefonse the Preceptor

Personage; Pages, various, beginning at 581.

CANON

Ildefonse is the convenor of the **wizards** who are signatories of the **Blue Principles**.

OPINION

Ildefonse's game statistics appear on page 156 of *DERPG*, although that entry omits to mention that he keeps his **IOUN** stones in the water tank of his workroom toilet.

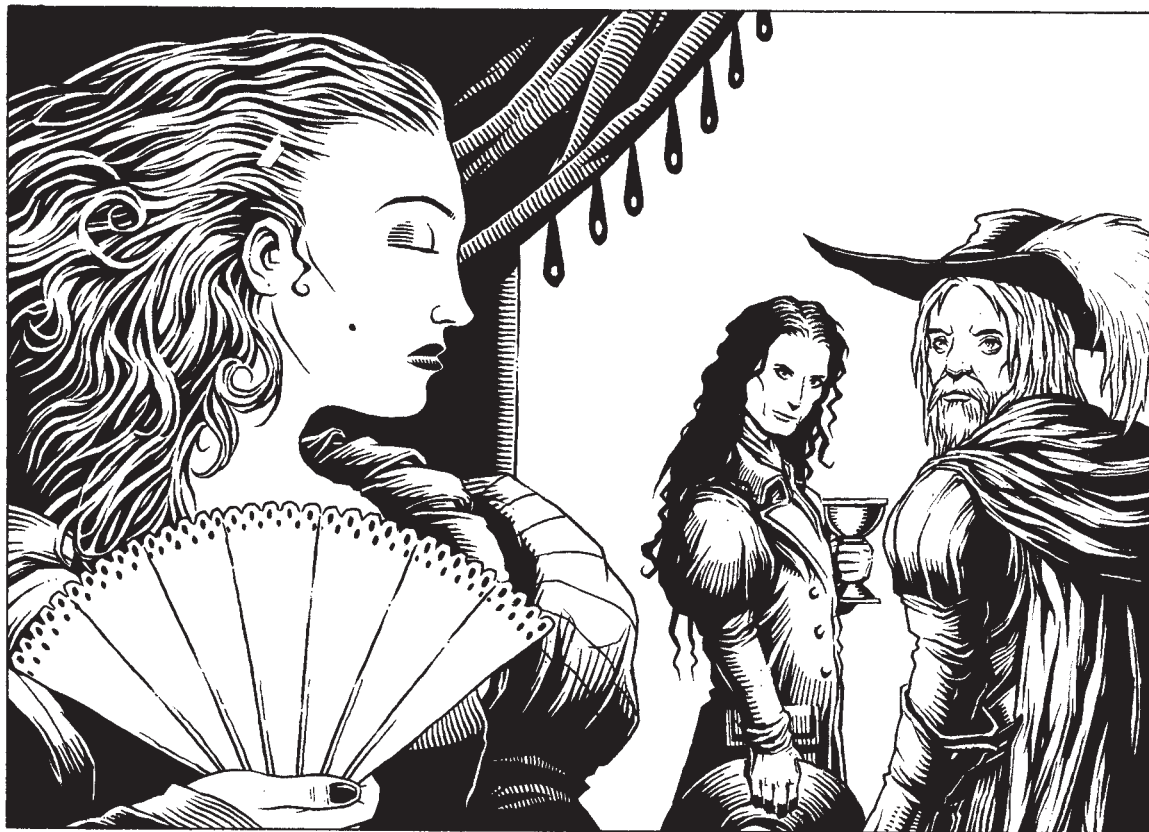
The Compendium

Ildish Waste

Location M2 H09; Pages 473, 481

CANON

"An expanse streaked in subtle colors: dark pink, hazy black-gray, maroon, touched here and there with the faintest possible bloom of dark blue and green." The wastes themselves contain areas of smoke-berry scrub and rock, and are broken up with gullies and long-dried streambeds. It stretches north of the **Chaing** River and is split by the River **Syk** that flows northward.



Byzant and Ildefonse vie for the attention of Lady Shaunica



OPINION

It is a wild land, lately the home of bandits, rock-goblins and **wind-stick devils**.

Carthos of Sferre



Illustrious Success

Gamespeak

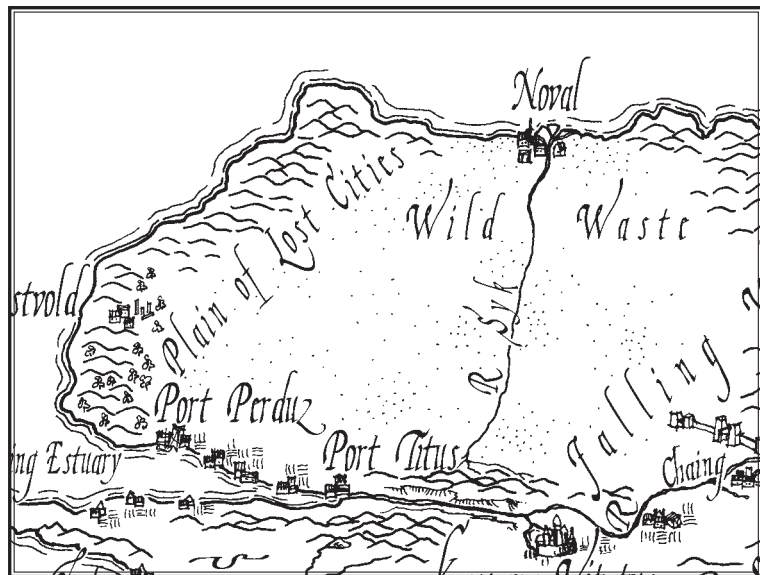
DERPG's designer chose to refer to a score of six as an illustrious success.

RUMORS OF IMPENDING HAZARD

As in many wild and desolate parts of the world **pelgranes** can be a problem. The vast open stretches give them a wide field of view and allow them to spot their prey from many miles off. When spotting a pelgrane cruising overhead, the normal procedure is to throw oneself flat on the ground, face down, and wait for the beast to disappear from view. This method is highly successful but does mean that it is impossible to progress with any speed.

In the north and through many other areas, pelgrane tridents are popular. The three prongs are barbed and there is often a handgrip near the butt so that the pelgrane cannot fly away, carrying the trident with it.

The trident is dealt with as a spear as described on page 48 of **DERPG**, but as a pelgrane must always make one attack and then break off to come round to make a second strike, the trident never suffers the disadvantage of the enemy being too close. If the wielder of the trident makes a successful attack, the barbs have stuck into the pelgrane. It then fights at a levy of 2 and the trident wielder's next success dashes it to the ground, where it defends itself at a penalty of 2. Such is the danger tridents pose to pelgrane that they will normally not attack those carrying them (especially if they are members of a similarly equipped party) but content themselves with hurling abuse, ordure and coarse suggestions.



The home of bandits, rock-goblins and wind-stick devils.

Impergos

Location; Page 220

CANON

Impergos was one of the great cities of **Farwan** a million years ago.

OPINION

It may be that Impergos is not entirely forgotten. **Mermelant** doctors have a small, bent file with a slight bevel on the leading edge, which enables them to deal with problems between the back teeth on the off side. It is interesting that this is known as an impergos file.

Volume Stinobric, Guardian of the Sacred Flowers of Falgunto

Implied Spells

Many of the magical effects described in the **Dying Earth** do not have named **spells** or obvious parameters to go with them. While this approach works excellently in fiction, it is near useless to gamers (unless they play games like *Amber*, *HeroQuest* and *Everway*...). Hence, where a spell was implied, **DERPG's** magic system designer gave it a name and a quantified effect, thus:

Astounding Oral Projection (cf, "Another caused a mouth to form on the landlord's forehead and revile the crowd, much to the landlord's discomfiture, since it was his own voice." Page 61)

Charm of Brachial Fortitude (cf, "A spell affording strength to her arms – the last permitting her to hold off **Thrang** and tumble the temple upon **Mazirian**." Page 29)

Enchantment of Another's Face (cf, "**Eshmiel**, who, with a delight almost



childish in its purity, uses a bizarre semblance half-white and half-black.” Page 582)

Enchantment of Youth Renewed (cf., “the secret of renewed youth.” Pages 12 and 18)

Illusion of Vile Arthropods (cf., “The **tasps** have disappeared into thin air! How is that possible?” Page 568)

Javanne’s Enervation of Will (cf., “The witch has spoken a spell, which leaves me without volition. Therefore I cannot move or speak without command.” Page 51)

Liberation of Warp (cf., “**Kandive** uttered a powerful charm which loosened space free of all warp.” Page 10)

Seventh Ser’s Web of Hiding (cf., “I will fling a web around room, that no one knows our doings.” Page 596)

Spell of Dissolution (cf., “**Rhialto** spoke a spell of dissolution; the dead thing collapsed into dust.” Page 608; Editor’s emphasis; granted that one’s a bit pedantic).

Temporal Projection (cf. “a spell so fractious, harsh, and coactive, that Phandaal, Ranking Sorcerer of Grand Motholam, barred its use. If I am able to control it, you will be propelled one million years into the past.” Page 206). Rules for the spell appear on page 113 of **DERPG**.



Indenture Points

Technical Term; Pages, various, beginning at 639

CANON

The indenture point system controls a **sandestin’s** actions, or perhaps just its length of service. Good service is rewarded by a subtraction and bad by an addition to the tally; presumably the elemental goes free when the score hits zero.

OPINION

Indenture points are discussed on pages 86 and 87 of **DERPG**.



Individualism

Technical Term

A prime virtue in the Vancean world-view, individualism is central to every protagonist, all of whom oppose fate, convention and tradition to attain their goals. The most explicit endorsement of individualism is **Liane** – he just does whatever he wants; while the best defense of the philosophy is in **Emphyrio** – if individuals do not stick up for themselves and their rights, then the authorities take these rights away.



Influences

Vance

When one looks at his oeuvre, it is apparent that Vance’s style is very individualistic and almost unique in the English language, although there are some writers who have evidently influenced him. First, there are authors whose work has similarities with Vance, in terms of dialog, style narrative structure and characterization. This list includes James Branch Campbell, Washington Irving, and Thomas Love Peacock and Clark Ashton Smith.

Then there are those whom Vance himself acknowledges. First on the list is **P.G. Wodehouse**, whose dialog and characterization have strong echoes in Vance’s work. After him comes the creator of Oz, L. Frank Baum. Finally, Vance also admits an affection for Richard Adams (who could not possibly have influenced his earlier work), Cervantes and Kenneth Graham. It’s worth noting that Adams and Graham, like Vance, use talking animals. Also, Graham’s *Wind in the Willows* has a subterranean complex of tunnels and rooms, and is set some time after human domination – at least of England – has waned.



Inn of the Five Dire Oaks

Location M2 H05; Page 525

CANON

The inn stands on the old road running across the **Tsombol Marsh**. It is a small inn, but the food is adequate and the accommodations clean. Prices are reasonable.



OPINION

The landlord is something of an expert of riding beasts and I can recommend his opinion on these matters.

Carthos of Sferē



it to the speedincense; the palace departed; ancient Earth and the waning sun were left behind"

Otherwise, there are vague mentions of taking **Morreion** as far as "their minds could reach," but no substantive information. Morreion later (page 731) says that he traveled in an equipage whose nature he cannot recall.

It is evident that travel was, at least in the 16th **Aeon**, fairly convenient for the inhabitants of **Canopus**, and possible for the natives of **Achernar** in the 23rd. It also seems that the **Museum of Man** contains the necessary information, and perhaps even the equipment to travel to the stars; **Guyal** and **Shierl** seem to be considering it, anyway.

Instantaneous Galvanic Thrust

Spell; Page 738

CANON

Gilgad casts this **spell**, which he seems to have developed himself, at the besieged **Archveults** on **Jangk**. Its game statistics are on page 112 of **DERPG**.

Interminable Interim

Spell; Page 558

CANON

A **spell**, apparently known to **Iucounu**, that stops time.

OPINION

The rules for this spell are on page 107 of **DERPG**.

Interstellar Travel

Vance

The *Tales of the Dying Earth* mention creatures coming from or going to other stars, but Vance only provides details in one case, **Vermoulian's** flying palace, and scant information as to its operation:

"Vermoulian bowed to his now uneasy guests. He mounted to the control belvedere where he cast a spell of buoyancy upon the palace; it rose to drift on the morning breeze like a pinnacled cloud. Vermoulian consulted his Celestial Almanac and made note of certain symbols; these he inscribed upon the carnelian mandate-wheel, which he set into rotation; the signs were spun off into the interflux, to elucidate a route across the universe. Vermoulian fired a taper and held

Iolo the Dream-taker

Personage; Pages 531-8, 543-4, 547-9

CANON

A **wizard** who captures dreams in magical nets, Iolo's habits are voyeuristic in the extreme, as "I hide under valances and in the leaves of outdoor bowers; I crouch on roofs; I wander through sleeping houses."

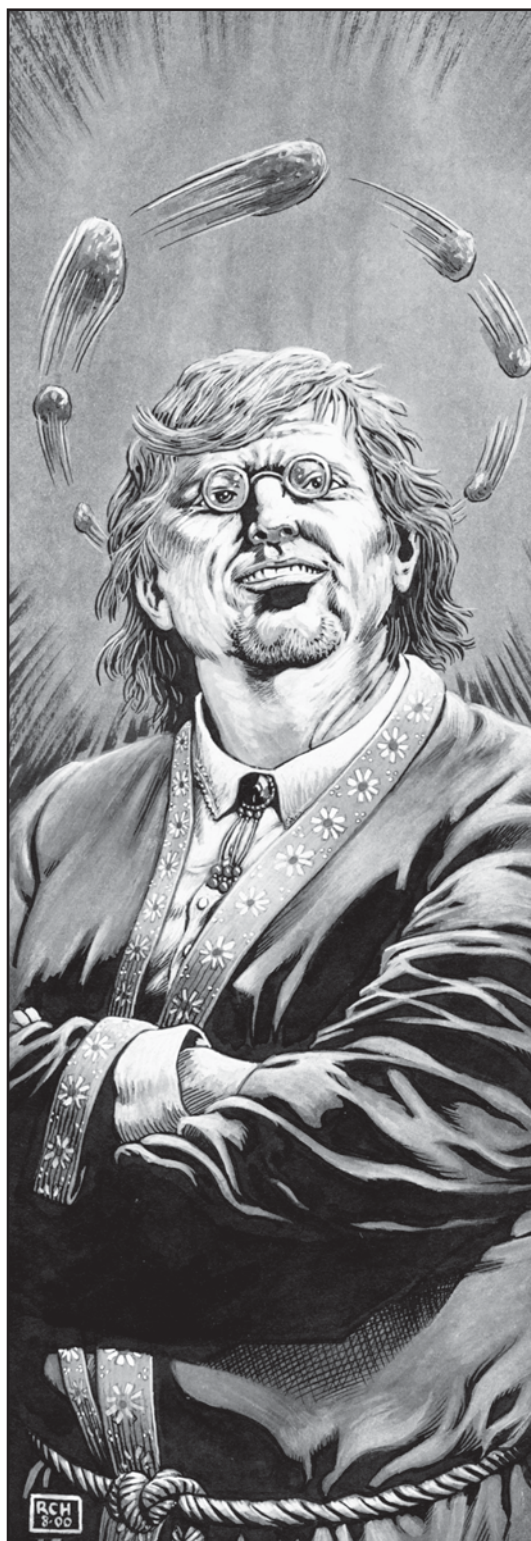
OPINION

Iolo's game statistics appear on pages 129-30 of *Turjan's Tome of Beauty and Horror*.

RUMORS OF IMPENDING HAZARD

The work of Iolo the Dream-taker is not easy and in his infirmity^{*} he will be glad of capable help. Should the characters present themselves and persuade him as to their competence he will teach them the necessary **cantrap**. Fearful that they might use their knowledge to steal his trade, he will not teach them to lift up impalpable threads made of pure starlight and water-skein from the surface of the lake. Neither will he teach them how to weave these threads into magical nets. The cantrap he teaches them will make the dreams tangible to them and thus, with a simple Athletics success, the dream may be netted and brought to him in his laboratory. The role he has given them is the most energetic and dangerous, whether climbing silently across roofs, attempting to avoid waking chained **erbs**, or creeping through the gardens while endeavoring to

^{*} It is held by some that his current indisposition is in some way related to events at Duke Orbal's Grand Exposition of Marvels. Others, more scurrilous, hint at a fall from a maiden's roof. It is not our place to comment on defamatory rumor.



IOUN Stones



step lightly in the presence of **vampire grass** planted entirely for the purpose of deterring nocturnal intruders, plenty of opportunities exist for the imaginative GM to ensure they earn the promised honorarium.

IOLO'S OBSERVATION OF REVERIE

Range: Self

Duration: Until sunrise (should this happen)

Difficulty: Straightforward

When cast this **spell** allows the caster to see dreams as a tangible form. On a **Dismal Failure** the spell does not work; on any other failure the dreams are visible, but only fleetingly, and this imposes a levy to the Athletics roll required to catch them. On any success the dreams are clearly visible, while on an **Illustrious Success** the content of the dream is obvious from its appearance. Hence the popular "sylvan glades" category have a fluffy nature and a green tinge, while dreams of adventure and travel have a red hue and move in a determined manner. The less popular and almost unsellable erotic dreams are vaguely pink, and roil and writhe in a most disturbing manner.



IOUN Stones

Item; Pages, various, beginning at 590 and particularly 702-740.

CANON

IOUN Stones can be mined from the cores of dead stars. As the stones have very many magical properties, the wizards in *Rhialto the Marvellous* are obsessed with them.

OPINION

Rules and speculations on the game uses of IOUN stones occur in *Turjan's Tome of Beauty and Horror* from page 38 onwards, and in the *DERPG* rule book, pages 114-5.





Iron Dukes

Personages; Page 658

CANON

The Iron Dukes and the **Dukes of Bohul** are one and the same.



Iron Man Inn

Location M3 M10; Page 553

CANON

The Iron Man Inn is the only such establishment between **Cuirnif** and the river **Sune**.

OPINION

The Inn is covered in some detail beginning on page 114 of The *Scaum Valley Gazetteer*.

The Compendium

It is a pleasant enough establishment and is named after the head of an iron automaton which, when asked a question, will answer correctly “yes” or “no.”

Carthos of Sferē



Iron Mountains

Location; Page 53

CANON

All that is known of the Iron Mountains is that they are the home of winged creatures summoned by **Javanne** to carry **Etarr**, **T’sais** and herself to the **Temple of the Just God**.

OPINION

Some claim that as the flying creatures appeared so rapidly when Javanne summoned them, then obviously the Iron Mountains must be very close to **Modavna Moor**. Such thaumaturgical illiteracy would lead us to assume that most hells were in the next room given the speed with which summoned **demons** appear. It is probable that the Iron Mountains are far to the north, perhaps they rise out of the great Northern Ice. The creatures when summoned obviously travel by magical means, denied them when forced to carry passengers.

Quirethomble. Librarian. The Scholasticarium. Kaiin



On the other hand, the demons then fly off. If they can simply appear by **magic**, this would be unnecessary. Flying demons do move very fast, though; **Cugel** didn’t die of thirst en route to exile.

Gersen the Rationalist



Isk River

Location M2 HJ0508; Page 505

CANON

The Isk rises in the **Maurenron Mountains** before flowing west, then south, to empty into the **Tsombol Marsh**.

OPINION

It is one of the lesser rivers; I remember little trade traveling on it, just a handful of fishermen.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto

RUMORS OF IMPENDING HAZARD

The Isk is the home of the lesser northern bidechtil. These bivalves are much sought out by those who appreciate good food. Their shell, with its mother-of-pearl interior, is also valued by local cabinetmakers and similar who use it as an inlay. They are recognized by their green- and red-striped shells, and the way they always sit athwart the current. They should not be mistaken for the greater northern bidechtil which, when immature, also has green- and red-striped shells. The greater northern bidechtil sits along the line of the current and its flesh contains a powerful laxative sought after by physicians of the area.



Isles of Cloud

Location M2 C0506; Page 452

CANON

These islands are far to the west of **Port Perdusz**, and sailing past them offers the only safe passage from the Great **Chiang** Estuary to the ports of **Ascolais** and **Almery**.

OPINION

This atoll might also go by the name of the **Misty Isles**.

Gersen the Rationalist



These islands are the western-most outliers of the **Fer Aquila**, low peaks sticking out above the waters of the **Melantine Gulf**.

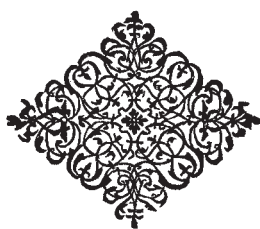
Eurias the Cartographer

The inhabitants have a dark name and appear to have connections with the pirates of the **Jhardine Coast**. Indeed I have heard some suggest that the Isles of Cloud are the home to the **Serpent Island** Traders of ill legend.

Carthos of Sfero



Low peaks sticking out above the waters of the Melantine Gulf.



Iucounu the Laughing Magician

Personage; Pages, various, particularly 134-141, 279-88 and 563-76

CANON

Iucounu is, in **Cugel's** words a "detestable wizard of **Almery**. He has a boiled squash for a head, and flaunts a mindless grin. In every way he is odious, and displays the spite of a scalded eunuch." He describes himself as having only one friend (save Cugel), his dog Erris, and he has a cruel and self-indulgent sense of humor and massive magical resources, including his elaborate, if inadequately defended manse at **Pergolo**.

OPINION

Iucounu's game statistics appear in **DERPG**, page 157, although readers should bear in mind that the Laughing Magician doesn't wear black exclusively, he is also described as wearing brown, pink and a tawny coat.



A detestable wizard of Almery.



Jangk

Location; Pages 736-9

CANON

This planet is home to the **archveults** and is hostile to normal humanity. The oceans are of mercury and the air toxic with its vapor.

OPINION

Discussion of Jangk is perhaps subsumed into discussion of the archveults. Are they, as everyone suggests, merely the defeated **wizards** who fled before **Llorio's** power? If so, why did they choose Jangk? The only reason has to be that the planet, for all its hostility, is surprisingly apt for the use of **magic** and **IOUN** stones may be found in the hearts of nearby stars.

Quirethomble, Librarian, the Scholasticarium, Kaiin
A planet on which much may be learnt, the Archveults having born away several important repositories on knowledge when they fled. Only the obtuse and the weak fear the Archveults, who have many qualities.

Raigemuir the Malignant



Javanne

Personage; Pages 44-54

CANON

Described by **Etarr** as "the most wicked woman alive," Javanne is a **witch** who presided at a Black Sabbath at **Modavna Moor**.

OPINION

Javanne's game statistics appear on page 100 of ***Demons of the Dying Earth***.

The Compendium



Jehane

Location; Page 449

CANON

According to the master of the **Leucidion**, this is a proverbially foolish place to sail.

OPINION

Little is known of this place, which might be an **underworld**; indeed it may be purely a creation of teamsters and drovers who wish to have something by which to curse, and may not have any real existence.

Gersen the Rationalist

Jehane is 13-07 Red in ***Thrump's Almanac***, and is a realm of which I have made a considerable study. The Ruler-Divinity of this sub-world is the dog-faced Aloplax who rules his kingdom as if he were a human feudal overlord.

Shrue the Diabolist

A day spent in Jehane will cause a miraculous improvement in even the most recalcitrant of servants.

Issapinai, Arch witch favored of the Goddess Phaetis



Jeldred

Location; Page 45

CANON

Jeldred was the source of **demons** summoned by **Javanne** to her Black Sabbath.

OPINION

Jeldred is 23-44 Orange in *Thrump's Almanac*. Blikdak was, or is, the Ruler-Divinity of this realm. It seems that something may have happened to this realm as a result of the defeat of Blikdak at the **Museum of Man**, as it does not seem possible to communicate with the sub-world any more.

Shrue the Diabolist



Jhardine Coast

Location M2 F0608; Page 452

CANON

The Jhardine coast is that area where the **Saponid Tundra** meets the **Melantine Gulf**. A thin strip of beach, backed by tall sea cliffs for most of its length, it is the home of that group known as the Pirates of the Jhardine Coast.

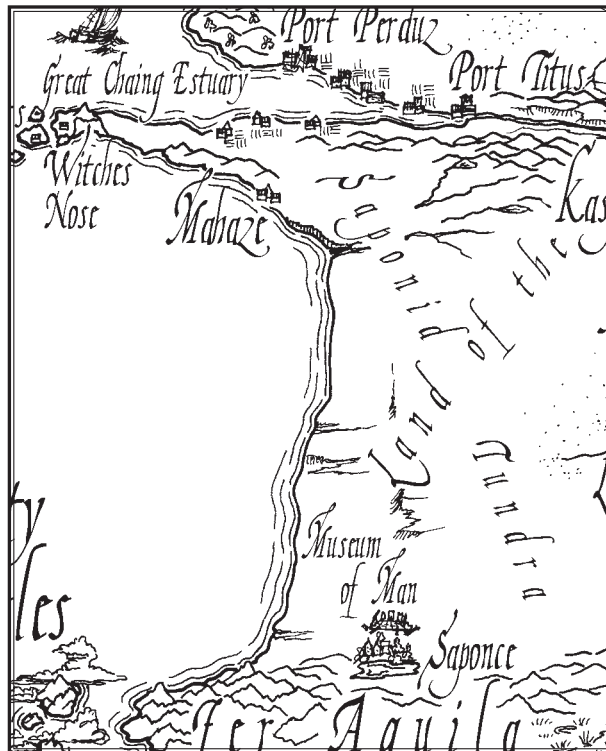
OPINION

This area and its people were covered in depth by the sublime article in the first issue of *The Excellent Prismatic Spray*.

The Compendium

RUMORS OF IMPENDING HAZARD

Much has been written about the peoples of the Jhardine coast, most of it fanciful. What is rarely mentioned is that many villages still practice the old tradition of post-nuptial bereavement. Any young woman or young man has the duty to marry any of the opposite sex who proposition them, and during the wedding night they must kill their new partner with a long steel blade slid between the ribs. It is considered a civilized form of assisted suicide and a way to help those in distress leave life as easily and happily as possible.



Home of that group known as the Pirates of the Jhardine Coast.



Joheim Valley

Location; Page 659

CANON

The Joheim Valley separated the sacred city of **Luid-Shug** from **Vasques Tohor** and lay to the west of **Vasques Tohor**.

OPINION

In its day it seems the valley was the rich, cultivated hinterland of Vasques Tohor. Urban sophisticates considered inhabitants of the area bucolic. Their faces tended to be round with their hair cut square across the front.

Gersen the Rationalist

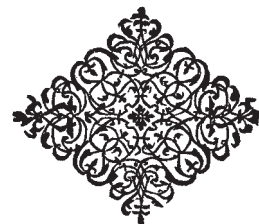


Just God

God; Pages 52-4

CANON

The Just God, who is otherwise nameless, will render judgements and grant wishes, if asked. Being divine, he has power beyond any magic, but always deals dispassionately and with utter justice. See also **Temple of the Just God**.





Kaiin

Location M2 F03; Pages 9, 450

CANON

The seat of **Kandive the Golden**, perhaps the most cosmopolitan city left in a dying world. From **Sfere**, the river **Scaum** flows slowly and with quiet dignity west to **Kaiin**, lapping its south side. This white-walled city also straddles the **Derna**. Legend claims that every citizen lives in a palace, although it must be confessed that some of the palaces are rather more palatial than others.

OPINION

Pelgrane Press has thought fit to publish an entire gazetteer describing Kaiin, *The Kaiin Player's Guide*. To attempt to describe Kaiin in a lesser space would be to insult the reader.

The Compendium

Ah Kaiin! The wondrous, the white-walled city, enchanted and enchanting.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt

A steaming pit of thievery and licentiousness.

Gaulph Rabi, Fellow of the Collegium

Be cautious in Kaiin. The fortunate leave with their trousers.

Xolon of Tugersbir, hide merchant

A fine great city, I be sure. Not for me.

Nogba



Kaiin Player's Guide, The

Book

This volume, which sent critics into raptures, presents **Kaiin** in exhaustive detail. Unusually for an adventure supplement, it is intended to be a players' source; they look through it and indicate what they want their characters to do. The GM obliges, improvising detail with her customary brio and panache.

The Kaiin Player's Guide is, of course, available from the Publisher.



Ah Kaiin! The wondrous, the white-walled city, enchanted and enchanting.



Kaleshe

Location; Page 737

CANON

At one time, this town was the home of the **archveult** Persain. Kaleshe is the home of a people known as the Kalsh. They stand seven feet tall and are "as slim as lizards*." They are sheathed in blue scales and the men have black plumes; the women feathery green plumes.

OPINION

It is thought that Kaleshe was one of those areas initially settled from Earth in the 16th **Aeon**. Nestling as it does under the flanks of **Smokedancers Bluff** on the south shore of the **Quicksilver Ocean**, it is easily spotted from space as one travels towards the planet.

Vermouliau the Dream-walker



Kalu

Location; Page 45

CANON

Kalu is an underworld from which **Javanne** summoned her **demon** playmates.

OPINION

Kalu is in the catalog as 74-64 in **Thrupp's Almanac**. Woe betides any poor fool who journeys to Kalu. The Greater Demon Yastrak rules this land as if it were a human hell.

Shrue the Diabolist



Kammerbrand

Location; Page 722

CANON

The only reference to Kammerbrand indicates that it was a place or institution that existed when both **Ildefonse** and **Morreion** were young.



OPINION

Kammerbrand was a stinking village where a scrabbling hedge magician and his fecund woman produced litter after litter of squalling brats. Drowning the area under the **Shan Ocean** was the only way to cleanse the area of the feter.

Hache-Moncour



Kandive the Golden, Prince

Personage; Pages 9-11, 18, 64-68

CANON

The bearded, golden haired and bearded **wizard** who rules **Kaiin** and is **Ulan Dhor's** uncle; Kandive is described as vicious and debauched, although in the story **Ulan Dhor**, he does express concern at the dissolution and vapidity of Kaiin's society.

OPINION

Kandive's game statistics appear on page 157 of **DERPG**.

The Compendium



Kang Kingdom Marchway

Location M3 MN0609; Page 563

CANON

This road runs from the **Bridge of Black Glass** to the **Twish** valley, by way of the **Hanging Hills**.

OPINION

Initially a military road, it allowed the forces of the Kang Kingdom to move rapidly north to guard their frontier. A charm of good fortune used to linger on the road and may still be effect.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto
Here is magic and mystery to those of deep soul! One need merely lie in the center of the road and press ones ear to the ground to hear all the tramping feet of the Kang, interspersed at times with the mournful singing of sweet maidens long passed.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair
Ascolais, Thrice-Myrmalt

* Not to be confused with Lizard, a regular contributor to *The Excellent Prismatic Spray*.



RUMORS OF IMPENDING HAZARD

While traveling along the Kang Kingdom Marchway, the party is forced to spend at least one night camped out in the open. As night falls the party member with the most Sympathy Points gets a feeling that while the area is safe, they should keep back from the road. Once all but the guards are asleep, the guard hears approaching hoof beats. Armed riders on great war-**marmelants** thunder along the road, heading north. Hopefully the noise will wake the rest of the party because as they wonder what is going on they will gradually become aware of more noise. A column of infantry ten abreast jogs past in perfect step. They totally ignore the party even through a group of officers meet to talk mere feet from where the party is camped. Finally, the tail of the column passes and the officers leave.

If the party examines the area where the officers stood, characters should make a Perception roll. On an **Illustrious Success** the character finds a small gold medallion of the Middle Kang period, which has obviously been lying buried in the soil until recently disturbed. The medallion might be worth 20 terces to a collector or 5 terces passed as a coin.



Karst

Location M2 I10; Page 473

CANON

Karst is the area to the north and east of the **Ildish Waste** where it fades into the **Maurenron Mountains**. It is an area of foothills and rough fells.

OPINION

It is well known as the home to nomad bands of impressive ferocity, but who fear the dark and will not attack at night.

Carthos of Sferc

RUMORS OF IMPENDING HAZARD

While the nomads of the Karst are indeed ferocious, their unwillingness to attack at night is entirely understandable. Large areas of the Karst are home to the gray skatler. This creature lives in a burrow, the entrance of which is covered with a thin screen of turf. The creature lurks below the turf, its jaws open, ready to snap at anything which steps on the turf and drops, literally, into the creature's mouth. The burrow entrance can be noticed in daytime by anyone making a successful Perception roll, even if they are not sure what they have seen (although a successful Pedantry roll will tell them) but during the night, in the darkness, the entrances are invisible.



GRAY SKATLER

Attack (Strength) 1d6+6, Defense (Dodge) 1d6+6, Health 2.

The skatler always attacks first; on a success it has closed its jaws around the leg of the victim. It must then be killed before the victim can escape.

It is left as an exercise for those mired in such a situation as to how they will assault a creature, which is basically unreachable except by way of extensive excavation of the surrounding turf.

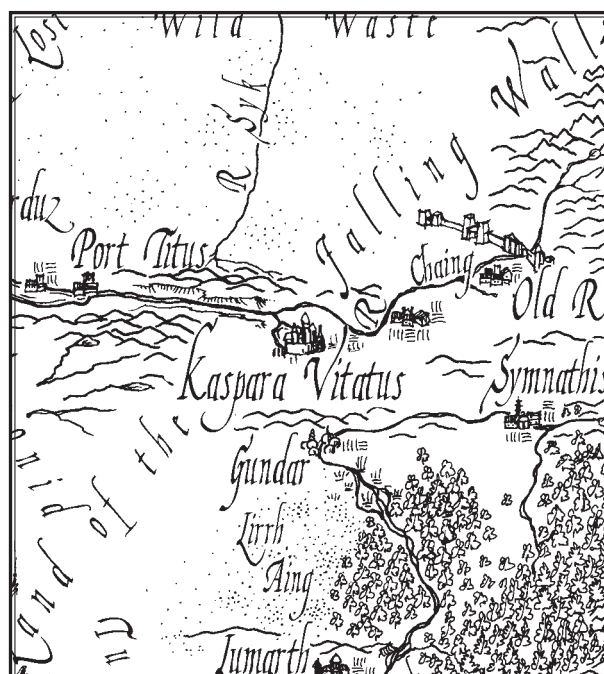


Kaspara Vitatus

Location M2 H08; Pages 454/495

CANON

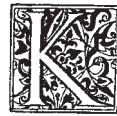
Kaspara Vitatus, of the City of Monuments, lies on the shore of **Lake Zaol** in the **Land of the Falling Wall**. Eight white towers mark the site, and it is approached from the north by the Avenue of Dynasties, along which stand a hundred of more of the famous monuments. Like so many of the cities of the **Dying Earth**, it is largely fallen into decay,



The City of Monuments



but the central part is still a busy town. There are several inns, including the Kanbaw and the Green Star, an ostler's and other facilities for the caravans that ply the region between such places as **Torqual**, **Port Perdusz** and **Old Romarth**.



OPINION

The people are of great subtlety and regard the northerners as bumptious if not actually barbaric.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto

OPINION

Much has been made of Kaspara Vitatus. I would describe it as a civilized town where a dealer in antique grave markers can make a quiet living. Yet the locals are used to dealing with travelers who they never expect to see again so do not hesitate to cheat them if possible.

Silvithos the Teamster

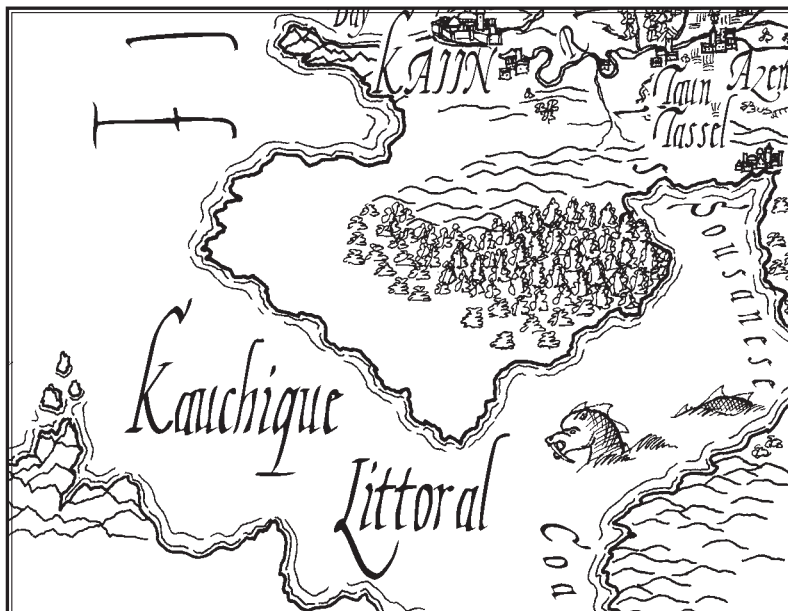


Kauchique

Region M2 DG0102; Pages, various, particularly 9, 22, 181 and 273

CANON

This coastal area might be to the south of **Ascolais** and **Almery**, and is associated with couture, courtesans and dances, which include the Dance of the **Fourteen Silken Movements** and the "high-kneed capering dance" associated with lobster fishermen. **Cugel**, incidentally, passed his youth in Kauchique, so might actually come from there.



The local lobster is excellent, the girls almost uniformly pretty, the weather kind, the living easy.

RUMORS OF IMPENDING HAZARD

As the characters sit and sip wine in a palm-thatched hostelry overlooking a beach, they are approached by a strange individual. He is wearing a tall hat in the form of a metallic cylinder filled with fruits and flowers. Also, a pink cloak embroidered in a deep, rich blue with fish and fruit, and slippers which curl up at the toes, these being attached to his belt with silver chains from which dangle silver bells that tinkle with a gentle melancholy. He is Bransel the Mystagogical and it is his duty to initiate travelers into the basic rituals of courtesy as they are practiced in Kauchique. He announces that, as his is an official position, he is only allowed to charge them 2 terces each. He will then spend an hour guiding them through a score of handshakes, modes of greeting and modes of address to ones betters, suitable for itinerants. After the hour he commends them on their efforts and leaves.

Should they use what they have learned they will discover, eventually, that the forms and modes of salutation they have learned are deadly insults, or used only by those who clean out earth closets or practice law professionally. Fortunately, as Bransel and his pranks are well known, people will treat them as amiable buffoons rather than be insulted. As a result of this, characters gain a boon to Etiquette rolls when they try not to insult someone, but a levy to all Persuade rolls.

BRANSEL THE MYSTAGOGICAL

"When greeting someone who you wish to mark as superior, you rest the instep on the left foot on the knee of the right leg; like so. It is considered ill-bred to hop about in this position, but the aged and infirm may support themselves with a stick."

Persuade (Charming) 11, Rebuff (Lawyerly) 12, Attack (Caution) 6, Defense (Intuition) 10, Health 3, Appraisal 3, Athletics 3, Etiquette 9, Perception 6, Scuttlebutt 4, Wherewithal 5.

Resistances: Indolence 5.



Keak

Creature; Page 391

CANON

The keak is a hybrid of **demon** and deep-sea fanged eel.

OPINION

The keak is of particular danger to **wormingers**, caulkers and others who must work in the direct environment of the ocean water, although specimens have also been known to climb aboard ships, sometimes at night, thence to slake their demonic urges upon the sleeping crew. Keaks are large oily-black hairless humanoids, with shiny skins, webbed claws on hands and feet, and pointed heads for ease of swimming. They grow to well over fifteen **ells** in length, and swim through the water by undulating their thin but powerful bodies – as they are entirely double-jointed. Partially amphibious, they can breathe air for up to an hour without ill effect, or half that if engaged in vigorous activity.

Lesorix of Perne

The *Scaum Valley Gazetteer* has an account of keak mating habits on page 90.

The Compendium



A hybrid of demon and deep-sea fanged eel.



15-ELL KEAK

Attack (Strength) 1.5-[15], Defense (Dodge) 1.5-[15], Health 3-[30], Magic (resistance) 1, Athletics 1.5-[15], Perception 7, Stealth 3, Wherewithal 1.25-.

Special Rules

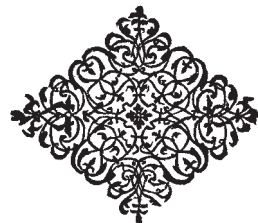
This specimen is a typical fifteen-ell keak. As the reader will note, the creature's Attack, Defense and Athletics are a tenth of its length in ells, while its Health is a fifth. Armed with this information, the GM can create keaks of any size.

RUMORS OF IMPENDING HAZARD

During a sea voyage when two or more PCs are on watch, several keaks clamber aboard in search of human prey. They are assassins, controlled by one **magician** to the detriment of another. One of the PCs is forcefully interrogated by a keak as to which cabin the victim is in (and then escapes only due to PC/GMC intervention – or is stunned and left). They are now involved, like it or not, and are offered employment by the intended victim – perhaps after intervening to save his/her life.

A reclusive magician maintains his manse on an island in the **Melantine Gulf**. He has captured an item or person that the adventurers wish to recover. Apart from traveling this wide ocean, the adventurers must win past the ferocious guardian keaks (of all sizes) that protect the island and the (partially submerged) manse itself.

An acquaintance of the PCs is found dead with an ivory dagger plunged into his heart. Not only is the handle of this dagger carved in the shape of a keak, but the deceased person is seen to have a tattoo of a keak rampant upon their upper back. Recently they also received a message that consisted of nothing but a black keak inked onto a section of vellum. Various clues lead the PCs to a conspiracy of vindictive pirates who once sailed aboard a ship called the *Black Keak*. (The acquaintance double-crossed them and made off with some treasure – after faking their own death. The deception was eventually uncovered, but the treasure has yet to be found.)





Kerkaju

Location; Page 736

CANON

This is the star around which **Jangk** orbits.

OPINION

Kerkaju is known for its scarlet empharism. It is a monstrous, bloated sun, flocculated and with its many pores easily visible to a spectator observing through smoked glass*.

Azvan the Astronomer



OPINION

Kharai was the home of the **Sarsounians** and those excellent swords that have survived from the period often have prayers in Sarsounian engraved on either blade or pommel. It appears that they took advantage of the decline of the **Forty Kades** to increase their own power, forming the Benefice of Kharad.

Quirethomble, Librarian, the Scholasticarium, Kaiin



Kharay

See **Kharai**.



Kharad

Location; Page 478

CANON

In the 19th **Aeon**, the Benefice of Kharad ruled most of the area north of the great **Chaing River**. One of its kings, Khaive erected a monument to commemorate his bridging of the river **Syk**.

OPINION

The people of the area were **Sarsounians**, who retained contact with Earth's diaspora on other worlds, and even claimed dominion over some of them.

Quirethomble, Librarian, the Scholasticarium, Kaiin
Here, Quirethomble over-reaches himself by using the word in the plural and as a racial label. All that is known is that Sarsounian was a dialect of an otherwise unknown language in the 19th Aeon.

Gersen the Rationalist



Khulip's Nasal Enhancement

Spell; Page 583

CANON

A **spell**, whose effects are unknown, but whose name appears in **Killiclaw's Primer of Practical Magic**.

OPINION

The spell's write-up appears on page 107 of **DERPG**.



Killiclaw

Personage; Page 583

CANON

Introduced in the foreword to Rhialto the Marvellous as the compiler of the **Primer of Practical Magic**.



Kharai

Location; Page 438

CANON

This land was the home of skilled **sword**-smiths in the 18th **Aeon**. It was located in the north of the **Land of the Falling Wall**.

Kolghut's Tower

Location; Page 540

CANON

Kolghut's tower of frozen blood is known only from the histories of the 19th **Aeon**. Kolghut the

* Pelgrane Press strongly advises all readers not to stare at Kerkaju with the naked eye.



Magician is remembered solely for this tower, no other works of his are extant.



Koyman

Personage; Pages 337-8

CANON

A card player in the Inn of the Blue Lamps, Koyman is also the town embalmer.



OPINION

Kolghut was a supporter of the Empress Noxon who ate only bitter blossom and the occasional morsel of boiled eel. She tasted no water in her entire life. The nature of both court and empire can be deduced when one learns that every month she executed one of her lovers and introduced a new one into her retinue. It is assumed by some that she was one of the ancestors of Golickan Kodek the Conqueror.

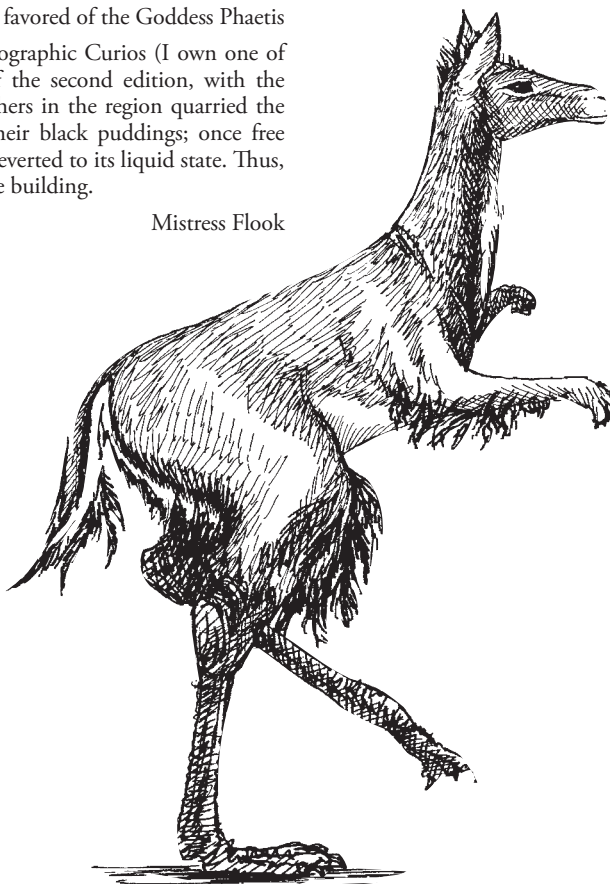
Quirethomble, Librarian, the Scholasticarium, Kaiin

I was twice taken to see Kolghut's Tower while learning the sleight of **Llorio's** Time Light Disjunction, by which an accomplished sorceress may travel the dimensions as she pleases. On the first occasion the Empress gave us a polite if formal welcome. The audience lasted a full minute. The second occasion was somewhat awkward by reason of Noxon being on her deathbed and seeking to threaten Phaetis and I into revealing the secret of life. We considered for a full minute and then declined, reminding her of the twelve hundred and sixty three executed lovers who would be waiting for her in delighted anticipation.

Issapinai, Arch witch favored of the Goddess Phaetis

The Grand Almanac of Cosmographic Curios (I own one of the three remaining copies of the second edition, with the color plates), relates that butchers in the region quarried the tower for raw materials for their black puddings; once free from the structure, the blood reverted to its liquid state. Thus, ultimately the peasantry ate the building.

Mistress Flook



A menagerie like none before.

Kutt, Mad King

Personage; Page 248

CANON

A monarch who wanted a menagerie "like none before." His **wizard Follinense** obliged him, but Kutt subsequently released the magically created monsters, which were extremely fecund, and they spread to the **Plain of Opanara** and **Blanwalt Forest**.



Laccodel's Rune

Item; Pages 5, 10, 18, 31

CANON

Laccodel's Rune is a thing that **Turjan** has mounted into an amulet. It protects its wearer from any magical effect, and dispels **magic** on contact. Its game statistics appear on page 117 of **DERPG**.



La-er

Location; Page 139

CANON

La-er is the underworld from which the **demon Unda-Hrada** prepared to assist his principals in the **Cutz Wars** of the 18th **Aeon**.

OPINION

La-Er is 07-99 White in **Thrupp's Almanac** in the catalog. Since **Simbilis** pained **Unda-Hrada**, there has been little movement seen from that particular hell.

Shrue the Diabolist



Laharq

Creature; Page 391

CANON

All that is known of the laharq is that it is "a creature of vicious habits, native to the tundras north of **Saskervoy**."

OPINION

Laharqs are malicious creatures of the wild, rarely, if ever, coming into contact with human settlements of any size.

LAHARQ

Attack (Ferocity) 1.5-[14], Defense (Dodge) 1.5-[13], Health 2-[17], Athletics 2-[16], Concealment 7, Perception 1.25-, Stealth 1.25-, Tracking 2-[19], Wherewithal 1.5-.

(Save on the rare occasions one contracts a dying madness and expends its last energies ravaging through a small village on the edge of the **Great Erm**.) These creatures live in small packs and roam the tundra in search of warm-blooded prey, such as the giant elk, claw-footed rams, and the wide-skulled grattron. Nonetheless, should humans stray into their territory, the laharqs will hunt these intruders down and rip them apart before devouring their succulent innards and leaving the remains for immature **pelgrane** to pick at.

Lesorix of Perne

RUMORS OF IMPENDING HAZARD

Traveling across the northern tundra, our favorite rogues come across a group of laharq, and – after fighting the scouting beasts off – are forced to take shelter in a forbidding ruin. It seems that the animals will never give up (or even if they do,



A creature of vicious habits



they cannot be presumed to be further away than over the next rise). The PCs are forced to attempt to use strange technology found in the building – a flying machine no less – in order to attempt a safe escape. The main problem is that various ancient half-human/half-mechanical beings are not keen to let intruders have access to the items they guard.

A series of murders have taken place in **Kaiin**. The victims are partially devoured and hideously mutilated as if by the claws of a beast. Despite the difference in *modus operandi*, many suspicious citizens blame The Vlark (*Kaiin Players Guide*, page 32). The Vlark himself hires the PCs to clear his name – offering them perpetual immunity to his depredations in return (and/or the forgiving of some previous affront to his person, so they no longer need fear his retribution). The real culprit is a warlock who is capable of changing his form into that of a laharq through use of a **magic** ring. While originally this had many uses, it is in truth a demonic item and has warped his soul.



Laidenur

Location; Page 39

CANON

The sources are unclear on this. Other than it was somewhat distant from what we now consider to be **Ascolais** and **Almery**, and was the homeland of Golickan Kodek the Conqueror, there is little else upon which scholars agree.

OPINION

Some claim that it was a land situated to the east of the **Maurenron** range, before the **Songan Sea** flooded north, and that the obelisks on the **Plain of Obelisks** are a memorial to Golickan Kodek the Conqueror. Others consider Laidenur to be a 19th **Aeon** name for the lands north of the great **Chaing River**. I suspect the latter, Golickan Kodek being a distant descendant of the last dynasty of the Benefice of **Kharad**.

Quirethomble, Librarian, the Scholasticarium, Kaiin



Lake Island

Location M3 G04; Page 614

CANON

The home of Lady Shaunica of Lake Island.

OPINION

The island, and indeed Lady Shaunica, are covered in as much detail as the privacy of a lady will admit on page 81 of the Scaum Valley Gazetteer.

The Compendium

I came to Lake Island one spring, drawn by a fugitive fragrance on the air, so subtle that none but a poet might perceive it, and none but I gain its import. There I passed a fleeting moment of exquisite pleasure, until assailed by dunnymen claiming to be the servants of the Lady in question, drubbed, dinged and thrown into the **Scaum**. The ensorcellment is now dead for me and I shall not go that way again.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt

The house, of cream-colored stone, is laid out in a semicircle; the interior aligned to the path of the sun. As the day passes, the sunlight illuminates each segment in turn through polychromatic glass. Inside, every sound, sight, and scent match the mood of the hour.

At sunrise, naked and scented with olus, Lady Shaunica walks the length of the velvet-lined Corridor of Dawn and Dusk, proceeding from her bedchambers in the east to the great dressing rooms in the west.

In the Crystal Suite, she takes her breakfast, compote of sea fruit and sun apples, to the tinkling of rhodoscite and Yusapphires.

At midday, she moves to the camphor-wood Record Room, where she studies the geophysiology of the **Overworld**. The room is lined with stuffed creatures, leather-clad books on shelves of polished daobado wood, and filled with furniture of great antiquity. Light passes through a domed roof of stained glass, which depicts scenes from Kemper's Hunt of the Orobos, and illumines the room with irregular patterns.

After lunch in the Arboretum, she receives guests in the Aquatic Chamber, a spacious room painted in tones of blue, hung with jade streamers and filled with the sound of cascading foam. The floor is inset with a bronze tantalum frieze: a sea **keak** constricting a **Jhardine** pirate clipper. Discerning guests are aware of Lady Shaunica's joke – we are all as aquatic beasts in a glass tank, performing for pleasure, with dire consequences for failure.

Parefis the diarist





Lake Lelt

Location M2 K07; Page 534

CANON

Lake Lelt is in **Dai-Passant**. It is known for its stillness.

OPINION

"By using a suitable cantrap, I am able to lift up impalpable threads composed of pure starlight and water-skein."

Iolo the Dream-taker

Excellent work may be found for a ghost in this area, also entertainment. Yet beware of **Iolo the Dream-taker**, who is a pompous buffoon.

Graek, Gentleman Panderer, Ghostseer

RUMORS OF IMPENDING HAZARD

The properties of the lake are exploited in other ways. Lake runners are a clan of **half-men**, each looking like a small child, who live below the surface of the lake. On calm nights they venture onto the shore and try to lure passers-by into pursuing them. If followed, they run lightly across the lake's surface – this fact is impossible to tell in the poor light – while their pursuer follows them until his weight breaks through the surface. The lake runners then hang onto his legs and drown him.



On calm nights the surface of the water thickens to a film which reflects the stars as small globules of shine.

LAKE RUNNER

Persuade (Glib) ~, Rebuff (Wary) -1.5, Attack (Strength) (underwater only) 8, Defense (Dodge) (underwater only) 10, Health 1, Athletics 8, Concealment 1, Pedantry (Insults) 5.



Lake of Dreams

See **Sanra Water**.



Lake Zaol

Location M2 H08; Page 473

CANON

Lake Zaol lies to the west of **Kaspara Vitatus**.

OPINION

One of the finest views of Kaspara Vitatus is from the west, where one sees it across the lake. The lake itself is often dotted with fishing boats, both the northern chard and the lesser blue bounty are taken, and both make excellent eating. I prefer the latter, grilled over an open fire and eaten with a salad of chives and fresh rosemary.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto

RUMORS OF IMPENDING HAZARD

The right to fish for both the northern chard and the lesser blue bounty is restricted to members of the guild of fishers. They will not hesitate to stop any boat they do not recognize as belonging to a guild member, and demand a fine of 100 terces per fish caught. Failure to pay means instant confiscation of boat and cargo, which may entail a long swim back to shore.

GUILD ENFORCERS

"A fine haul, and such excellent fish. I trust you have your license to fish ready to hand?"

Persuade (Intimidating) 10, Rebuff (Lawyerly) 9, Attack (Ferocity) 11, Defense (Dodge) 8, Health 4, Athletics 2 (5 when in a boat), Fishing 8, Seamanship 4.

Resistances: None.



Lallo Marsh

Location M2 H108; Page 505

CANON

Lallo Marsh lies south of **Gundar** and is infested by stinging insects.



OPINION

The **Isk** flows through the marsh, and while navigation is certainly possible for small boats of shallow draught, the clouds of stinging insects can drive a man mad.

Volune Stinobric, Guardian of the Sacred Flowers of
Falgunto



Land of Platforms

Location; Page 220

CANON

This was a region of **Farwan**, a million years ago.

OPINION

There is some thought that the Land of Platforms was at the head of the **Songan Sea**, indeed the **Cantic Sea**, currently at the north end of the **Songan Sea**, is more recent than the other and it may be that the Land of Platforms lies under its placid surface.

Eurias the Cartographer



RUMORS OF IMPENDING HAZARD

The stinging insects of Lallo Marsh are indeed a problem, but some of the peasants manage to survive them by smearing themselves with mermelant excrement, mixed with coltsfoot oil, which forms a smooth paste. They then collect the insects in a fine net and add four parts by weight of insects to one part butter and one part honey. The resulting confection they spread on bread and eat with great enthusiasm.



Land of Evil Recollection

Location; Page 188

CANON

This land appears to exist in popular belief, but is most commonly sited on what is normally known as the **Desert of Obelisks**.

OPINION

A term used to frighten travelers; the Land of Evil Recollection sits always on the edge of maps and serves to drum off freight for those shippers who travel only the well-charted routes.

Eurias the Cartographer



Land of Pale Ladies

Location; Page 575

CANON

Mentioned in passing by **Bazzard**.

OPINION

I have never visited the land but would be wary about dismissing it. Who knows half of what exists even in Alмеры?

Volune Stinobric, Guardian of the sacred flowers of Falgunto
It is an artistic figment, a poet's metaphor, rather than a term of geographical exactitude.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair
Ascolais, Thrice-Myrmalt

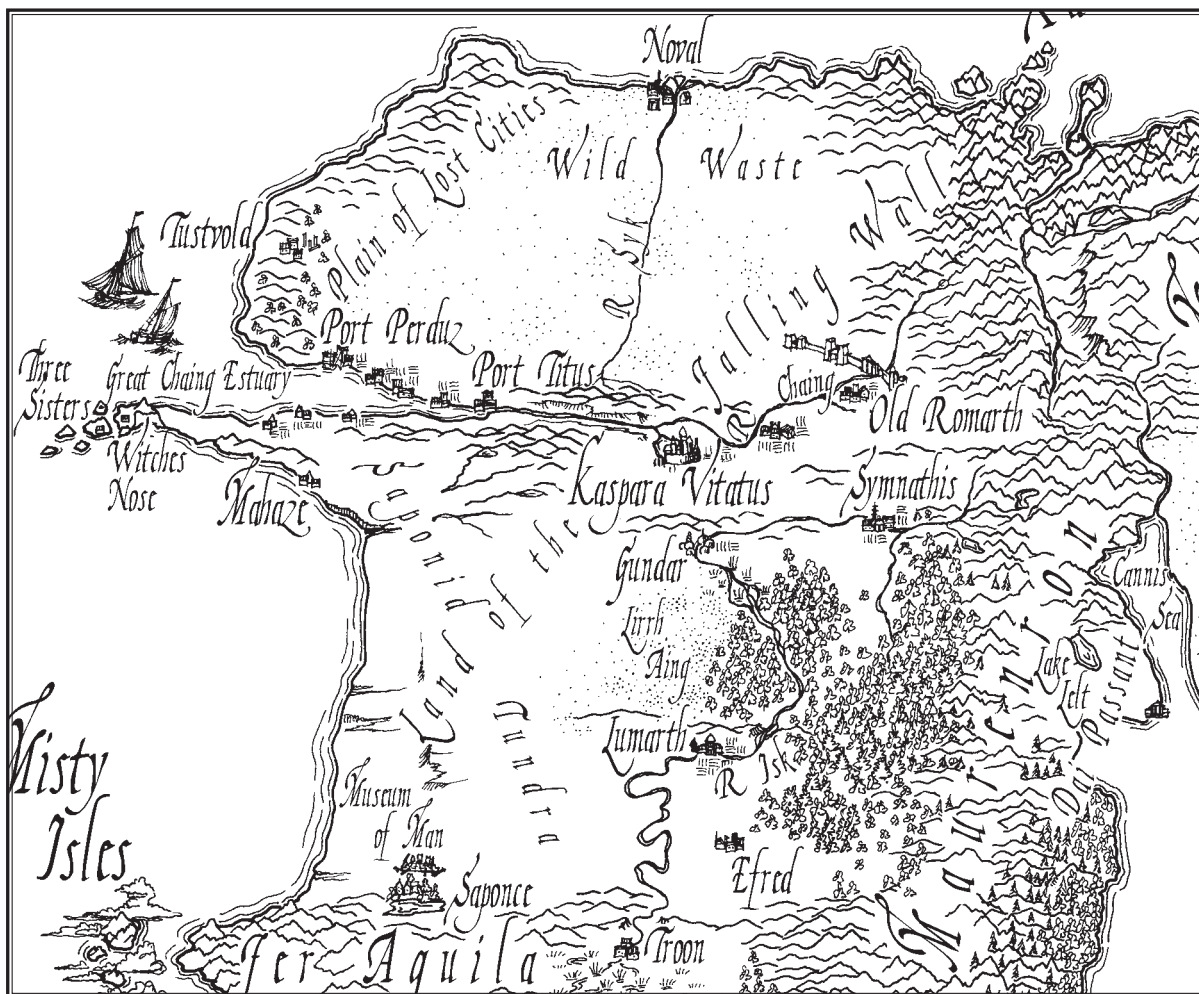
Land of the Falling Wall

Region M2 Fj0611; Pages Various

CANON

The Land of the Falling Wall is normally taken to be everything north of **Alмеры** and **Ascolais**, and bounded by the **Melantine Gulf** to the west, the **Ocean of Sighs** to the north, and the **Xardoon Sea** and the **Songan Sea** to the east.

The Land of the Falling Wall encompasses these locations: **Al-Halambar**, **Arad**, **Blue Mountain**, the **Cantic Sea**, **Carchasel**, **Chaim Purple**, the **Chaing River**, **Chelopsik**, the **Cobalt Mountains**, the **Collegium**, **Cuirnif**, **Dai-Passant**, the **Desperate Rapids**, the **Dragon's Fangs**, the **Dragon's Neck**, the **Draven Forest**, **Efred**, **Fierkle's Fountain**, **Gador Porrada**, **Goulyard**, **Grienne**, **Gundar**, the **Ildish Waste**, the **Inn of the Five Dire Oaks**, the **Iron Man Inn**, the **Isk River**, the **Jhardine Coast**, **Karst**, **Kaspara Vitatus**, **Lake Lelt**, **Lake Zao**, **Lallo Marsh**, **Latticut**, **Lirrh-Aing**, **Lliao**, **Lumarth**, **Mahaze**, the **Manse of Faucelme**, the **Manse of Makke the Maugifer**, the **Maurenron Mountains**, the **Methune Gap**, the **Museum of Man**, **Noval**, the **Obtrank Normalcy**, **Old Kharai**, **Old Romarth**, **Pale Rugates**, the **Plain of Gray Shades**, the **Plain of Lost Cities**, the **Plain of Red Flowers**, the **Plain of Standing Stones**, **Port Perdusz**, **Port Titus**, **QaHr**, **Samsetiska**, the **Santalba Forest**, **Saponce**, the **Saponid Tundra**, **Silkal Strakes**, the **Sinkhole Villages**, **Sklieve**, the **Syk River**, the **Szonglei River**, the **Three Sisters**, **Torqual**, **Troon**, **Trunash**, the **Tsombol Marsh**, **Tuner's Gap**, **Tustvold**, the **Tustvold Mud Flats**,



the **Vale of Coram**, **Waterman's Inn**, **Waterwan**,
the **Wild Waste** and the **Witches Nose**.

Those dwelling in Almerly and Ascolais regard the inhabitants of the Land of the Falling Wall with some suspicion. Although there are many civilized towns and even cities, it is seen as a land of necrophages and demonologists, ghosts and **half-men**. To be fair, the inhabitants of the Land of the Falling Wall seem to regard Almerly in similar fashion.

Mistress Flook

The Publisher believes that Vance refers to the present day (that is, the Dying Earth's very remote past) as the "Larval Age," although the words appear nowhere in the *Tales*. It is nevertheless a convenient and attractive term, so the Editor employs it.





Last Kingdom

Social Grouping; Pages 657-9

CANON

A 16th **Aeon** civilization destroyed by the **Bohulic Dukes of East Attuck**. According to **Shalukhe**, the citizens had highly specialized skills and related to each other out of caste-duty, rather than more noble motives.

OPINION

There was little to commend about the Last Kingdom; its society was moribund and hierarchical, and its culture, as exemplified by the **Naughty Girls' Dream of Impropropriety**, was fumbling and naïve.

Mistress Flook



Latticut

Location M2 F09; Page 449

CANON

Latticut is on the same sea route as **Port Perdusz** and the **Three Sisters**.

OPINION

Latticut is a small town on the south side of the Great **Chaing Estuary**. It is perhaps best known for its pickled sea cucumbers and lightly salted sand eel meat paste.

Iunutharis Grashpotel, Sage

What Grashpotel omits – surprisingly – is to mention that gamers who are down on their luck may substitute a pickled sea cucumber forfeit (nominated by the other players) for a stake in most games of chance or skill. The same is not true of the sand eel paste, which, unlike the sea cucumbers, is delicious.

Mistress Flook

RUMORS OF IMPENDING HAZARD

The oar dancers of Latticut are well known around the Great Chaing Estuary. They perform mainly on dry land; one will dance on oars twirled in a horizontal mode by four burly companions. Local bylaws state, specifically, that should a dance troop give a performance that is accepted as creditable, but the money raised from bystanders falls below 30 terces, six sacks of bind beans or a weaned mermelant calf, the troop is entitled to have their oars carried to the next village by persons they select from the crowd.



Lausicaa

Location M2 I13; Page 365

CANON

An island in the **Ocean of Sighs**, a stopping point on the route between the cities of the **Land of the Falling Wall** and **Cutz**. It is known best for the town of **Pompodouros** and also the **Paphnissian Baths**.

OPINION

The island is pleasant* being perhaps thirty miles by twenty-five. The center is hilly, and there is a plenitude of small streams and creeks. Although much of the land is uncultivated, thick black sedge covers much of the stony ground.

Iunutharis Grashpotel, Sage

A pleasant locality, where the energetic man may get by without work. The beer is poor.

Mondrosan, captain of the 'Lamaguire Bounty'



A pleasant locality, where the energetic man may get by without work.

RUMORS OF IMPENDING HAZARD

The chief danger to unsuspecting or incautious travelers is the sedge frit. This tiny fly gathers in large numbers in the sedge, and should someone walk through an area of this tufted marsh plant, they will swarm onto the individual concerned. The only way to rid oneself of them is by immersion in water, or to merely outrun them. When attacked, the victim must

* All this means is that the inhabitants do not try to kill you on sight and, indeed, rarely overcharge by more than a nominal amount.



make a Wherewithal roll, on any failure he panics and runs blindly in a random direction. Each round he must make an Athletics roll and if that fails he has done damage to himself, crashing blindly though the serge, as if he fell twenty feet*. On any successful Athletics roll, he has outrun the sedge frits but needs to make a successful Wherewithal roll to realize this and stop running. If the character uses his entire Wherewithal pool, he collapses. A character that doesn't panic when first attacked outruns the frits, either by making a successful Athletics roll, or diving into a body of water.



Lavrentine

Location; Page 665

CANON

Rhialto passed Osherl and himself off as Lavrentine Redoubtables with "glistening armor, barbed and spiked, and with helmets crested with tongues of blue flame."

OPINION

The Lavrentine Redoubtables were a military aristocracy who ruled the area south of the **Finneian Plain** after the collapse of the **Bohul Dukes**.

Rhialto the Marvelous

A dying race when I visited them, so courteous and slow that a woman might die of thirst before the completion of a formal greeting. They were also remarkable for the extravagant excesses of their armor, which became so elaborate they could barely move, let alone fight, a typically male affectation.

Issapinai, Arch witch favored of the Goddess Phaetis

Lavrraki Real

Location M2 E05; Page 450

CANON

A port listed in the fraudulent itinerary that **Cugel** reads in **Port Perduz**.

OPINION

The town is on the coast just south of the **Fer Aquila** and is perhaps the most northerly port of **Ascolais**. It is widely suspected that Lavrraki Real is the port for the **Cobalt Mountain** and certain women seem to be held in suspicious regard in the town itself.

* See page 56 of **DERPG**.



Quirethomble, Librarian, the Scholasticarium, Kaiin

It is a city apparently composed of the remains of previous cities and with a strong liking for glass. Seen from the sea at sunset it looks as though the city is aflame.

Mondrosan, captain of the *Lamaguire Bounty*

When singing in Lavrraki real it is considered vulgar to use notes higher than the middling range. Persistent offenders may expect their mouths to be sealed with juncturing compound, which may take a matter of weeks to remove.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt

RUMORS OF IMPENDING HAZARD

Glass is important to the citizens of Lavrraki Real. Many are glassblowers and to become a full citizen of the city it is necessary to create a perfect piece of glasswork. It need not be a piece of great complexity, but it must be glass without flaw. These pieces are given pride of place in the home of the individual concerned and to break one is a deadly insult. The individual whose citizenship piece has been broken may immediately challenge the breaker of the piece to a duel. Should the citizen be old or infirm then they must report the breakage to the municipal authorities that then have the perpetrator of the crime sealed in a glass flask that is cast into the sea attached to a great stone anchor. Sometimes the authorities will have a **Charm of Untiring Nourishment** cast upon the felon; sometimes they do not bother.

If a duel is occurs, the combatants meet on the glass bridge that connects the two main municipal buildings. Protagonists carry glass swords and daggers and wear glass slippers. They are linked together at the waist by a steel chain, which does not let them get more than two paces apart.

Parrying with a glass weapon means that it automatically shatters, rendering both glass weapons useless.



Seen from the sea at sunset it looks as though the city is aflame.





Lehuster

Alias; Pages 589-607

CANON

Disguise adopted by **Calanctus the Calm**, so that he could confront **Llorio** on her arrival in the 21st **Aeon**.



Lelias

Region M1 IL0006; Page 232

CANON

Lelias is the land to the east of the **River Asc**. It includes the following locations. **Mar**, the **Pholigus Valley**, **Sagma Field**, the **Great Central Steppe**, the **Great Weir**, the **Vale of Dharad** and **Vir Vassilis** all lie within its boundaries.

OPINION

It is often held that Lelias is merely a pretentious name for the **Great Central Steppe**. Of old, Lelias was the name for the area extending from the river almost to **Vir Vassilis**, and **Mar** would be regarded as its capital.

Eurias the Cartographer



Lemuira

Location; Page 438

CANON

A place name associated with a ropewalker called Lazhnascenthe.

OPINION

No one is quite sure where Lemuira was, and the best guess is it was one of the cities that now are but mounds on the **Plain of Lost Cities**.

Quirethomble, Librarian, the Scholasticarium, Kaiin

There is no such place as Lemuira, nor was there ever. "Lemuiran" is merely a title conferred on low entertainers by the people of **Tustvold's** final phase and may be accurately



*Of old, Lelias was the name for the area extending from the river almost to **Vir Vassilis**, and **Mar** would be regarded as its capital.*

translated as "he who risks daily death and disfigurement for the delight of the highborn" or, more broadly but with great sense, as "buffoon." There is no evidence whatsoever that Lazhnascenthe was a mage.

Issapinai, Arch witch favored of the Goddess Phaetis



Leucidion

Conveyance; Page 448

CANON

A carrack undergoing repairs in **Port Perduz**.



Leucomorph

Creature; Page 248

CANON

According to **Follinense**, a **half-man** of unknown provenance.

OPINION

The name breaks down into “white shape” in Greek and the leucomorph is a white, man-like creature of unknown origins. Little is understood about this species. They are primarily nocturnal, but not exclusively so, and possess a strange intelligence. They are recorded from the **Great Erm** and the **Old Forest** of East **Almery** and so are presumably a forest dwelling species. On several occasions leucomorphs have been noted standing still for hours at a time, after which (or if interfered with) they will suddenly burst into action. They are notably timid, and if threatened by a clearly superior opponent will attempt to escape at speed.

Gersen the Rationalist

RUMORS OF IMPENDING HAZARD

A merchant has begun selling what he calls “essence of leucomorph,” an unwholesome substance recommended as a cleaning agent for valuable and fragile items. While the substance does indeed clean everything – wood, metal, stone – with surprising efficacy, items cleaned with it disappear a few days later. Is this simply an unexpected side effect of the essence or part of a more nefarious plan?

The sewers beneath **Old Romarth** are renowned for their immensity and cleanliness. Unfortunately, all this has changed in recent weeks, owing to a plague of immature leucomorphs

LEUCOMORPH

Persuade (Charming) 2-[17], Rebuff (Lawyerly) 1.5-[14], Attack (Ferociousness) 2-[16], Defense (Sure-Footedness) 1.5-[13], Health 1.5-[13], Athletics 1.5-[15], Concealment 1-, Pedantry 0.5-, Perception 0.5-, Stealth 9, Tracking 2, Wherewithal 1.5-[13].



that have somehow migrated into the sewers, causing no end of troubles for the fastidious inhabitants of that ancient city.

The **magician** Burlija believes that leucomorphs are “cosmic cancers” that presage the end of the world. Their sudden appearance in large numbers in places far from the Great Erm suggests that the end is near, creating a panic in some settlements that has disrupted trade as well as encouraged indecorous behavior among the lower orders of society. This outcome is most unfortunate, but how can the rambling of a parlous sage be countered in terms that the peons can understand?



Liane the Wayfarer

Personage; Pages 24, 35-8, 55-64

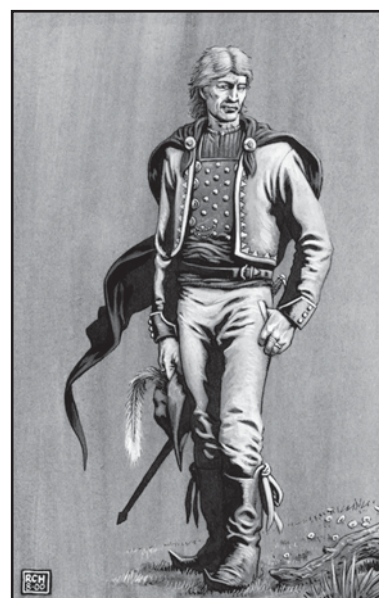
CANON

Liane is a “bandit-troubadour” who performs assorted villainies, including murder and attempted rape, in **Ascolais**. He gets his comeuppance in his eponymous story.

OPINION

Liane’s game statistics are in **DERPG**, page 158.

The Compendium



A “bandit-troubadour” who performs assorted villainies.



Lich-Mold

Item; Page 230

CANON

Lodermulch uses this term while castigating the **Funambulous Evangels**.

OPINION

Lich (which rhymes with rich) derives from *lic*, an Old English and Old Saxon word for “corpse.” Mold, ultimately from the Germanic *melwam*, means “powdery soil,” with a pleasing secondary sense of “something rotten.”

The Compendium



Linxfade Valley

Location; Page 540

CANON

The valley lay at the foot of **Kolghut's Tower** of frozen blood.

OPINION

The Linxfade valley is perhaps remembered best as a resort of poets and philosophers, who would congregate there for festivals of versification, reading each other's works out loud, discussing abstruse philosophical points and laying bets on the dwarf throwing contests.

Carthos of Sfere

And, of course, feasting on the very fine black puddings produced in the area. Ultimately the Linxfaders died out in the strange war over whether it was better to fry or boil blood sausages. The fryers won, but succumbed to a further dispute over the comparative virtues of grilling and broiling.

Mistress Flook



Lirrh Aing

Location M2 H7; Page 505

CANON

The name Lirrh Aing is given to the area of wasteland that separates **Gundar** and **Lumarth**. It is a ten-day journey by caravan to cross the area.



OPINION

Although virtually uninhabited the area is comparatively safe. Caravans rarely take more than one guard.

Volume Stinobric, Guardian of the Sacred Flowers of Falgunto

RUMORS OF IMPENDING HAZARD

While the area is “comparatively safe,” guards are still at risk. The atmosphere of desertion and decay can sap the spirits of someone left on his own. Any solitary night guards or travelers, must check their Wherewithal every night. The pool is only refreshed by an evening spent in jovial company, in pleasant surroundings, within the hustle and bustle of a thriving settlement.

Should the traveler's Wherewithal pool drop to 0 then he falls into melancholy and, realizing everything is hopeless, he wanders aimlessly off into the night. If, in this condition, he meets any threat, he will deal with it at a levy of 1, as somehow he just cannot be bothered. This levy lasts until he is injured or otherwise hurt, which breaks the mood.

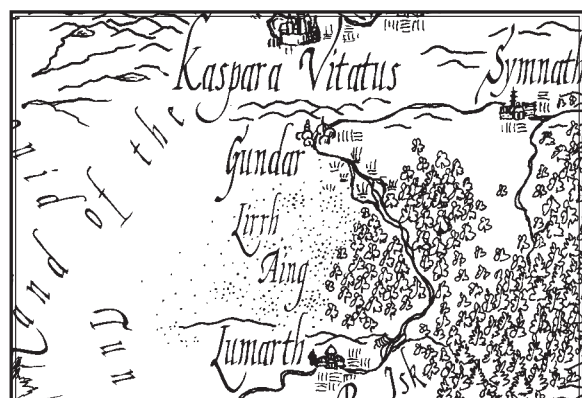


Lith

Personage; Pages 57-9, 64

CANON

A ravishingly beautiful, golden skinned, golden haired, golden eyed, frog-eating **witch**, who lives in a hut in **Thamber Meadow** and who works constantly to return to her home of Golden **Ariventa**. She can be seen catching frogs for her supper among the pools, skirt hitched up around her thighs; she entices men to steal the missing half



Although virtually uninhabited the area is comparatively safe.



of a tapestry from **Chun the Unavoidable** for her. When she repairs the tapestry, she will use it as a gate to leave the **Dying Earth** (and, perhaps this universe).



Lizardmen

Race; Pages 48, 252-3

CANON

On the assumption that the lizard-folk observed by **T'sais** at the Black Sabbath, and those attacked by **Cugel's** companions, are one and the same, then these **demon-worshipping** creatures live in villages in South **Almery** and on the **Silver Desert's** littoral.

OPINION

These creatures support themselves by fishing and by placating or imprecating underworld entities. Obviously, the demon-worshippers control the fishers. All have sharp teeth and sinewy tails.

Lesorix of Perne

OPINION

Lith's game statistics appear on page 130 of **DERPG**.

The Compendium

Ah Lith! Wondrous, golden Lith! Sad that even my music cannot charm her, for she sees only Ariventa. Yet is I have so far failed in my suit, at least I have the consolation of my eyeballs.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt



Lizardman Village

Location M2 L04; Pages 252-3

CANON

This otherwise nameless village is on the shore of the **Songan Sea** with the **Silver Desert** as its hinterland. It is a collection of reed huts. At the time of **Cugel's** travels the majority of his companions, loathe to travel further, slaughtered the males in the village, filed the teeth of the females prior to dressing them in garments of reeds and settled there.

OPINION

There appear to be small settlements of **lizardmen** scattered around the shores of the Songan Sea. Whether these settlements are the remnants of a once-larger population or merely a scattered diaspora resulting from perhaps a handful of escapees from a **magician's vats**, no one knows. They can normally breed with normal human stock, although the offspring tend to be homely at best.

Quirethomble, Librarian, the Scholasticarium, Kaiin

These creatures are normally savage and unreceptive to the approaches of ordinary folk. Indeed some are anthropophages.

Carthos of Sfer



RUMORS OF IMPENDING HAZARD

The Tower

A band of roguish PCs find themselves lost and starving in the Silver Desert and come across a hamlet of lizardmen on the shores of a lake. The lizard people are kindly and allow the humans to drink from their lake and eat from their stock of dried-fish and arthropods. Nearby is an ancient conical building, weatherworn and leaning, and yet still largely intact. On each side of the single shadow-filled arched opening is a huge worn statue of a lizard person in what appear to be robes of state or perhaps religious garb. As soon as someone mentions the building, the lizardmen become convinced that the humans are despoilers intent on looting this sacred place of their ancestors. After sufficient mollification, the villagers eventually heed protestations of guilt, and the sacrificial fires are extinguished. At this point one can assume that the PCs have had their curiosity peaked. What is in this strange structure, and what are the sacred objects that the lizardmen accused the PCs of wishing to steal?

DEMON-WORSHIPPER

Persuade (Intimidating) 1-, Rebuff (Penetrating) 1.25-[11], Attack (Strength) 1.25[13], Defense (Parry) 1.25-[11], Magic (any style) 5+, Health 1.25-[14], Athletics 1.25-[12], Concealment 6, Gambling 4, Perception 1.25-[12], Stealth 8, Tracking 6, Wherewithal 1.25[9].

FISHER

Persuade (Forthright) 0.5-, Rebuff (Wary) 1-[9], Attack (Caution) 0.75-, Defense (Sure-Footedness) 1-, Health 1-, Athletics 0.75-, Perception 0.75-, Stealth 7, Tracking 5, Wherewithal 0.75-.



The Ruins of Stowmir

The adventurers have learned of the whereabouts of a **magician's** manse, a magician from a former **Aeon** who apparently entombed himself with several legendary artifacts. His home was on outskirts of an ancient city with a forgotten name; a wall of shining marble characterized the building's exterior. Some demon-worshipping lizardmen have taken up residence in the ruins, which they call Stowmir, and do not allow uninvited guests to wander its shattered glory. Unless the PCs are potent (and unscrupulous) enough to commit mass slaughter, they will have to negotiate with the locals. Even so, perhaps a faction of lizardmen intends to double cross the humans.)



OPINION

A pleasant house, although the cackling from the fowl pens under my chamber window meant I was woken early.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto



Llorio the Sorceress

Personage; Pages 584-608

CANON

17-18th **Aeon** leader of the **Witches** in the **War of the Wizards and the Witches**, defeated by **Calanctus** and – in theory – exiled to **Sadal Suud**. She instead traveled through time to the 21st Aeon, where she attempted to suborn **Rhialto** and his associates.



Lodermulch

Personage; Pages 229-239

CANON

Lodermulch is an opinionated, agnostic and disdainful **pilgrim** who travels part of the way to **Ezre Damath** with **Cugel**. He disappears en route.



The Seer

Traveling **Ascolais** and Almerly (or whatever lands the PCs frequent) is an aged lizardman and his three human servants. This being often disguises itself as a hooded monk to avoid startling the simple country-folk, but is well known in the region. (It even has a pass from the most influential grandees to grant it safe conduct.) It earns a respectable income from performing divinations and auguries for any that can pay. The PCs become involved with this being when it is blamed for correctly predicting the death of a notable's son and heir. This notable suspects that the creature is an ally of warlocks and calls for its death. On the run, it offers the PCs a substantial reward (cash, **magic**, information or relics – dependent on what they most desire) to assist it across country to its lair on the edge of some wild region, or possibly to perform an investigation to clear its name. It may be an agent of evil or simply a subject of victimization due to its non-human nature. It is capable of casting unusual magic spells, which may be either of **overworld** or subworld nature.



Lliao

Location M3 M09; Pages 553, 555

CANON

Lliao is where **Bazzard** lives with his **four fathers**, Disserl, Vasker, Pelasias and Archimbaust. It is a large manse with sixteen gables. The room normally seen by visitors is a parlor with a long table in front of an open fire, oak wainscoting, and high windows with violet panes. A hall of trophies, where meals are normally served, and Bazzard's workshop are also shown somewhat frequently.

Low Meadow

Location M3 F03 ; Page 585

CANON

This is the field below **Falu**, which runs down to the river **Ts**.

OPINION

Not a bad bit of mowing land but if **Rhialto the Marvellous** wants more than 3 terces rent, he can look for a new tenant.

Silvithos the Teamster

A nice piece of ground better suited to grazing than for some high-flown magician of peer over.

Nogba



Lugwiler's Dismal Itch

Spell; Pages 265, 284, 583

CANON

A "simple and primitive" **spell** that **Cugel** casts on **Iucounu**. The name appears in **Killiclaw's Primer of Practical Magic**.

OPINION

The spell's **DERPG** version also appears on page 108.



Luid Shug

Location; Pages 659-662, 679

CANON

The sacred city of Luid Shug was one of the glories of **Shir-Shan** in the 16th **Aeon**. Built around twenty temples arranged symmetrically around the volcanic neck, the crater floor was occupied by the various baths, hostels for pilgrims and similar that a sacred city needs. The whole was surrounded by a wall that had twenty enormous god-effigies, each set in a niche cut in the wall. The city, which attempted to avoid doom by freezing its **Paragons** in stasis for 100 centuries, was besieged by the **Bohul** whose armies were destroyed by the god-effigies.

OPINION

Luid Shug is little remembered now except in occasional rare theological texts. Whether the gods honored there still exist is disputed.

Quirethomble, Librarian, the Scholasticarium, Kaiin
A proportion of my study was the excavation of the ruins of Luid Shug, in which much was to be learnt, on the nature of Gods, the animation of stone and metal and even the binding of **daihak**, although only a fool would attempt any such experiment.

Issapinai, Arch witch favored of the Goddess Phaetis



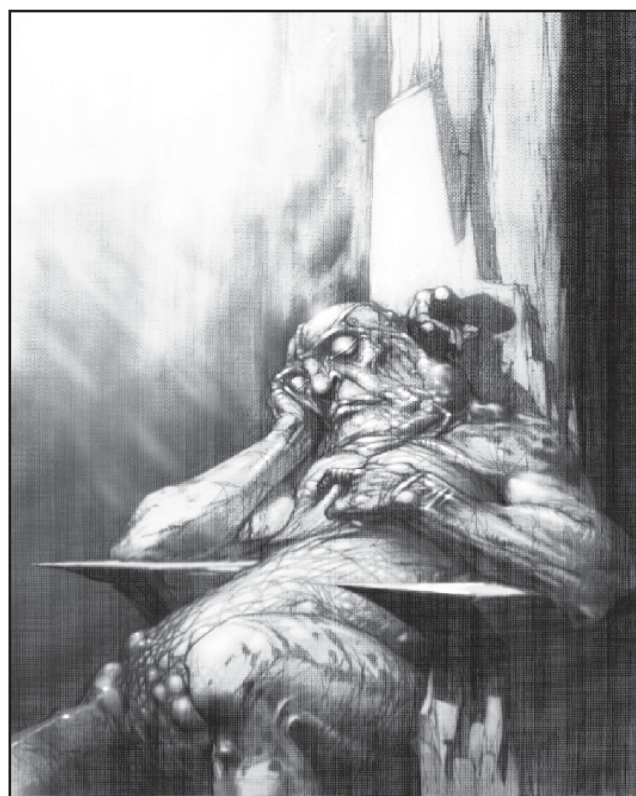
Lumarth

Location M2 H7; Page 514

CANON

In the **Vale of Corum**, south of the **Methune Gap** and north of the **Draven Forest**, lies Lumarth, an ancient city. Much of it lies in ruins, in part the result of the Sampathissic wars, but five notable features remain intact, domes of shimmering nacreous gloss, which are the temples of the five demons, Yaunt, Jastenave, Phampoun, Adelmarr and Suul. These were built by Yasbane the Obviator, who came to rule Lumarth in the time of high **magics** and breached holes into the five **demon** realms, building a temple above each. Yasbane is long gone and a council led by Grand Thearch Chaladet now controls the city. The inhabitants refer to themselves as the "Kind Folk" and subscribe to the doctrine of Absolute Altruism, which compels them to virtue and benevolence to all, including Yasbane's five demons.

Transgressors are not punished, but expiate their sins by making a visit to the appropriate demon for the time of year, that they may persuade



The Demon Phampoun



the creature against its horrid malevolence. This had proved comprehensively fatal until the arrival of **Cugel**, a game of Zambolio and the subsequent release of Phampoun, events leading to a marked increase in the degree of ruination of Lumarth.

Other features include, or included, a fine plaza, the Wayfarer's Inn and docks along the River **Isk**. The Isk is a great, broad river that flows from north to south through Lumarth and out across the **Plain of Red Flowers** in great sweeps and curves. This is a generally well-cultivated area traversed by caravans and broadly welcoming to travelers. Lumarth is noted for the Grand Pageant, which is traditionally graced by the Seventeen Virgins of Symnathis. Cugel's condemnation was related to this in that while seventeen certified maidens set out with the caravan that he guarded, only two arrived.

OPINION

I tend to avoid this town toward the end of the month when the demons get zesty and the servants of the Grand Thearch become less exacting in their search for felons who may be sent to reason with them. In the first week of any month the town is no more dangerous than anywhere else.

Silvithos the Teamster



Lurulu

Book

The sequel to **Ports of Call** and, to date, Jack Vance's most recent work, this book has an elegiac tone and an obvious philosophical subtext. The title is a neologism, and the word has tones of kismet and dharma; Vance describes the protagonist, Myron Tandy, and his friends as all seeking their own lurulu. It seems, to the Editor, anyway, that the concept of lurulu, a self-defined goal, whose attainment brings personal satisfaction, is a component of all Vance's work, at least of everything that the Editor has read by Vance. Of course, the Author's obvious commitment to and sympathy for both diversity and utilitarianism balance this individualistic goal.



Lutar Brassnose's Twelve-fold Bounty

See **Brassnose's Twelve-fold Bounty**.



Lutic Ocean

Location; Page 661

CANON

The Lutic Ocean lay south of **Farwan** in the 16th **Aeon**.

OPINION

In the deserts far south of **Mell**, the fossils of marine creatures are occasionally found in the rocks. I suppose they may have once swam in the Lutic Ocean.

Parouc the Cartographer

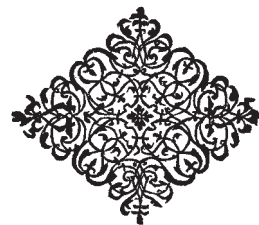


Lyonesse

Non-Dying Earth Setting

A trilogy – Lyonesse, The Green Pearl, and Madouc – set in the Arthurian (Tristan came from there) kingdom of Lyonesse, which was somewhere south of Cornwall, but which reportedly sank beneath the waves at some point. The series' significance – aside from pure entertainment in the arch Vancean style – is that Madouc includes a discussion of **Sandestin** magic and its differences from the Illusion magic practiced in Lyonesse.

The Swiss Publisher, **Men in Cheese**, brought out a licensed roleplaying game based on the trilogy. The Editor is confident that this book had a higher nipple count than any other published fantasy roleplaying game, and perhaps more than all the other roleplaying games combined.





Madam Soldinck

Personage; Pages 362-404

CANON

Madam Soldinck has the great misfortune to travel aboard the **Galante** with **Cugel**.



Madame Milgrim's Dainty Recipes

Book; Page 436

CANON

The Dainty Recipes is the only cookbook named in the *Tales of the Dying Earth*. It contains a recipe for carrot pudding.



Madling

Creature; Pages 666-7

CANON

Madlings are an inferior species of **sandestin**, which, when properly instructed, can perform minor magical effects, such as inducing torpor or inflicting boils.



MADLOCK

Persuade (Obfuscatory) 0.5-, Rebuff (Obtuse) 0.75-, Attack (Strength) 1.5-[14], Defense (Parry) 0.5-[5], Health 1.5-[13], Athletics 0.75-[8], Concealment 3, Gambling 4, Perception 3, Stealth 2, Wherewithal 0.75-.

Madlock

Creature; Pages 565-6

CANON

Two of these creatures with "heavy arms, staring green eyes and no necks" attacked Lorgan, whom **Cugel** had duped into sleeping in his room.

OPINION

The madlock is a common species of **half-man**, not necessarily numerous, but certainly widespread. Beyond their ugly, if imposing appearance, they are chiefly remarkable in that they do not invariably attempt to kill any people that they meet. Rather they will trade, gamble, wheedle and intimidate. They will accept payment for acts of violence and will even buy food with the proceeds.

Carthos of Sferè

RUMORS OF IMPENDING HAZARD

Friends of Lucounu

Lucounu the Laughing Magician regularly employs madlocks to do his dirty work. The characters have stolen something that belongs to this **wizard** (Without knowing the identity of the person it was being delivered to.) The Laughing Magician sends his madlocks across country after the PCs – with instructions to beat them sufficiently well to extract retribution, and steal from them whatever is at hand (including if possible the missing item). The PCs are subject to this ambush, learn from the madlocks that they have annoyed Lucounu, and then (after having recovered sufficiently) must trail these creatures if they want to recover their property before it falls back into the hands of their new enemy.

Madlock Bandits

Zontiple of **Val Ombrio** travels **Ascolais** and **Almery** with his troop of performing madlocks. These beasts can be seen moving down the highway in a coffle; their chains appear heavy and secure. Zontiple is himself a madlock of superior intelligence who has a magical item that allows him to appear human. In reality these are a band of thieves and murderers intent on amassing a great profit of terces and magical items for themselves so as to pay a certain magician sufficient money



to have their brains transplanted into human-appearing vat creatures. One of the PCs is victim to a theft and the investigation begins.



Mag Mountains

Location; Page 680

CANON

In the 17th **Aeon** these lay south of **Luid Shug** and north of the **Santune Sea**.

OPINION

They were there, they existed, and they crumbled and were blown away in the breeze. That is the way of mountains.

Quirethomble, Librarian, the Scholasticarium, Kaiin

A mid 16th Aeon name for that range now separating **Almery** from **Kauchique**, then mountains, now hills. Having visited them in the 16th, 17th and now 21st aeons, I now find myself heavy with nostalgia on each new visit.

Issapinai, Arch witch favored of the Goddess Phaetis



Magic

Technical Term

Magic is common to all the **Dying Earth** stories, being almost ubiquitous in the societies that Vance describes. It is nevertheless hard to represent in game terms for the simple reason that stories are stories and games aren't. As the *Tales of the Dying Earth* is literature and neither occult theory nor game material, it has no need to provide a coherent schema for how magic works, and Vance's ideas on the subject changed irreconcilably over time.

In the stories he wrote first; *The Dying Earth*, *The Eyes of the Overworld* and *Morreion*; Vance describes magic as somehow being the logical consequence of studying physical phenomena and understanding mathematics. Very approximately, an appreciation of science led to magic's discovery. In *Mazirian the Magician*, **Phandaal** is credited with this feat, but subsequent tales, particularly *Fader's Waft*, state definitively that magic existed before the arch-necromancer's time. In any case, magic works because certain cogent syllables, pronounced in the right order, have reliable effects. This is far from a



new idea and is the basis of many ancient occult beliefs; there are some practitioners who believe that the Word mentioned in the Gospel of John is one of many (possibly if rendered in Canaanite) that will have a definitive effect on reality. Equally old are the folkloric ideas that pop up; **T'sain** won't tell Mazirian her name, lest he curse her, and those creatures that **Cugel** kills in *The Eyes of the Overworld* can lay curses because, in traditional stories, murdered things just can. Consequently, the only thing Dying Earth magic needed to be was plausible to the reader.

As the Dying Earth developed, Vance, as has been noted elsewhere, changed his mind about words of power, which he felt, offered "something for nothing." Aside from a few spell names rattled off by **Bazzard** and his four fathers, *Cugel's Saga* scrupulously avoids discussing the mechanics of magic, and it is only when we get to *Rhialto the Marvellous* that the new explanation arrives. This is, of course, where the concept of an underlying structure of **elementals**, some of which perform a variety of effects, others only one small one, was born. From being actual effectors, the words of a **spell** became the phrasing of a set of instructions to an elemental force that might or might not comply. To make magic reliable, Vance also introduced a further level of complication, the Indenture Point system and the notion of the **chug**, a mindless creature that could compel an elemental, in this case a **sandestin**, to obey its instructions. The mechanics of indenture and the allocation of points are, of course vague.

An area of magical practice that isn't fully explained by elementals is the existence of magical items, such as those erotic adjuncts that Cugel is so fond of or Rhialto's farvoyer. One assumes that **wizards** make them in their work-rooms, just as **Turjan** and Mazirian are described as laboring over their **vats**, but there is no indication that the sybarites who subscribe to the **Blue Principles** do anything that might be mistaken for work. Naturally, in the stories, these things don't need an explanation; the plot calls for something magical, or just amusing, and the Author obliges. Gravity-defying **Ossip Wax** exists as much because magical levitation is a good element of a fantasy story as because it grows in a **magician's** garden. **Faucelme** has extensible rope because it is another fantastic element, and serves the plot by allowing Cugel to steal a ship. Hence, although *DERPG* contains rules for magic item construction, in the Tales there is little need to explain that there are magicians and apprentices toiling away in a factory somewhere, churning them



out and testing the market. Magical items exist because the story calls for them. Contrarily, there is one example of a wizard from the 16th **Aeon** (thus five Aeons before Rhialto and company) applying himself to magical mass production; **Pikarkas**, the half-insect sorcerer who made the **memrils** from **executioner beetles**.

Rules for using magic in the game occur primarily in **DERPG**, particularly on ages 75-117, and significant expansions appear in *Turjan's Tome of Beauty and Horror* and *Demons of the Dying Earth*. Almost all of the other books have some additional spells or magic items.



Magical Entities

Technical Term; Pages, various, particularly 583-4

CANON

An assortment of creatures of varying powers who effect magical changes. They range in power from **elementals**, through **madlings**, **quampics** and **sandestins** to **daihaks**.

The **demon** summoned by **Thrasdrubal's Laganetic Transfer** is an example of a brute force change in the environment.



Magician

Technical Term

Synonymous throughout the *Tales of the Dying Earth* with wizard and sorcerer, magician is Vance's preferred term for a practitioner of **magic**, although their precise capabilities vary from book to book and story to story. In *The Dying Earth*, **Turjan**, who can encompass four **spells**, and **Mazirian**, who can manage six of the simple ones or four of the more complex ones (Vance doesn't distinguish between spell types in Turjan's story), are both magicians of note. In his eponymous tale, **Ulan Dhor** protests that knowledge of **Phandaal's Critique of the Chill** makes him an accomplished wizard. In *Cugel's Saga*, **Erwig** mentions that "every jack-leg magician with two spells in his head" is fêted in **Cuirnif**, while, in *The Eyes of the Overworld*, **Voynod** claims to be a wizard, apparently on the basis of a collection of



magical adjuncts and an ability to perform "simple metamorphoses." Contrarily, **Iucounu** is widely feared and seems to have long-range reconnaissance and intelligence gathering capabilities, in addition to the traditional head full of spells. Hence, the criteria for inclusion among the ranks of mages are flexible and vary with time and circumstance. It is also by no means certain that the wizards who subscribe to the **Blue Principles** are equivalently powerful, although they seem to be far more accomplished than many of the magicians described elsewhere. Indeed, these practitioners seldom bother with anything as passé as spells; instead they principally rely on **sandestins** and artifacts like flying palaces.



Maguffin

Technical Term

Raymond Chandler coined this term; it denotes to the thing that people are concerned about in a story. Vancean examples include the **Violet Cusps** and the **Perciplex**.



Mahaze

Location M2 E08; Page 450

CANON

Mahaze is a port south of the Great **Chaing** Estuary.

OPINION

From the sea the town appears a most rude place. A great amphitheater on the hill faces a deep bay. Along the hillside lies a great jumble of huts and houses, some wood, some



From the sea the town appears a most rude place.



stone, assembled with no obvious regard for order and few gaps that anyone of discernment and culture would define as streets. Aside from a few warehouses along the docks, I saw no buildings larger than the inns that seem to occur at every corner, each garishly signposted. There are a thousand colors and a thousand smells, but rich brown and **farlock** dung predominate. Despite this ubiquitous squalor, travelers must wait for “assessment” before docking, and this by a representative of the Guild of Tapsters!

Mondrosan, Captain of the Lamaguire Bounty

RUMORS OF IMPENDING HAZARD

The rules for survival in Mahaze are simple.

1. Claim no title, make no haughty gestures, forget all airs and graces. Those suspected of superiority will be beaten black and blue by an instant mob, thrust into a dung barrel or other such humiliation, and thrown into the harbor.
2. On no account drink the water: you will die. Beer is cheap and plentiful, and its consumption encouraged by the tapsters union.
3. Display no insignia, save those of public houses.
4. Make no remark on the smell.



Makke the Maugifer

Personage; Page 413

CANON

Makke ruled at least part of the **Plain of Lost Cities**. He was so strong a **wizard** that no one could look at his face three times. Sadly, his relevance to most readers is that magical **ossip wax** can be gathered from the trees that still grow in his garden.

OPINION

Maugifer might derive from the Middle English *maugre* (ill will), ultimately from the Latin *malus* or bad, and *gratus* (pleasing). In which case the word probably means someone who takes pleasure in cursing others.

Gersen the Rationalist



Mank

Creature; Pages 667, 676

CANON

A forest-dwelling, tailed creature of the 16th **Aeon**.

OPINION

The mank is possibly an earlier spin-off or **vat**-cousin of the **hoon**, but is smaller (being only man-size) and wilier than that modern creature. Like the hoon, the mank is thickly furred, but its fur grows close to the body – unlike the shaggy pelt of the hoon. This gives the mank something of the appearance of an overly hirsute human, and at first may look rather ridiculous. The skulking sinister aspect of this beast, and its cruel nature, would soon dispel such an illusion. Additionally, manks also have two-foot long hairless tails like those of a rat, which continually flick from side to side in a restless manner. The mank is unusual amongst **half-men** in that it is normally active during the day, although it tends to seek shelter from the full sun – and lives in forests, where direct sunlight is diluted through the treetop canopy. Despite the fact that it resides in woodlands, it is a ground-dweller and makes its lair in caves and hollow logs, which it stops with sticky debris in order to discourage nocturnal predators. Conversations with a mank are typical of the more crafty type of half-man rather than the desperate deodand.

RUMORS OF IMPENDING HAZARD

Even in the 16th Aeon manks were not common, and probably just as well. Still they linger on in small groups and whether it is as a result of a **magician** re-creating them in his vats or they have just survived no one knows. As noted above, these creatures are no mean foes, and a group of them could easily slay an entire party of medium-level adventurers if played to capacity. Manks love human meat more than anything and frequent locations where inexperienced groups of adventurers tend to appear.

MANK

Persuade (Intimidating) 0.5-[6], Rebuff (Wary) 0.5-[7], Attack (Cunning) 1-[12], Defense (Sure-Footedness) 1-[11], Health 1-[11], Athletics 1-[10], Concealment 7, Perception 5, Stealth 8, Tracking 6, Wherewithal 1-[9].

Special Rules

Saliva Traps: If the PCs decide to attack manks, they will find that their lairs impose a Penalty of 1 on any “muscle” ability, such as the Strength and Ferocity attacks. They also incur a similar penalty to Dodge, Sure-Footedness and Stealth, unless the PC first succeeds in an Athletics roll (no re-rolls).



Manse

Technical Term

Vance uses “manse,” which is an archaic contraction of “mansion” to designate a wizard’s home, although at least two magicians, **Turjan** and **Ildefonse**, live in castles instead.



manse is well furnished and has notable number of bedrooms, each of which contains one or more lethal traps designed to allow Faucelme to further his macabre schemes.

OPINION

It is best not to sleep at Faucelme’s home, as he toys with and murders his guests. He is a collector of trifles; I have seen his pyramid of black stone, his coil of rope, nameless things in glass bottles, his collection of masks and his bouquet of flowers carved from stone. One room for guests has no window so noxious gasses do not escape, another has a huge iron grid over the bed to trap them as they sleep, others have more subtle traps.

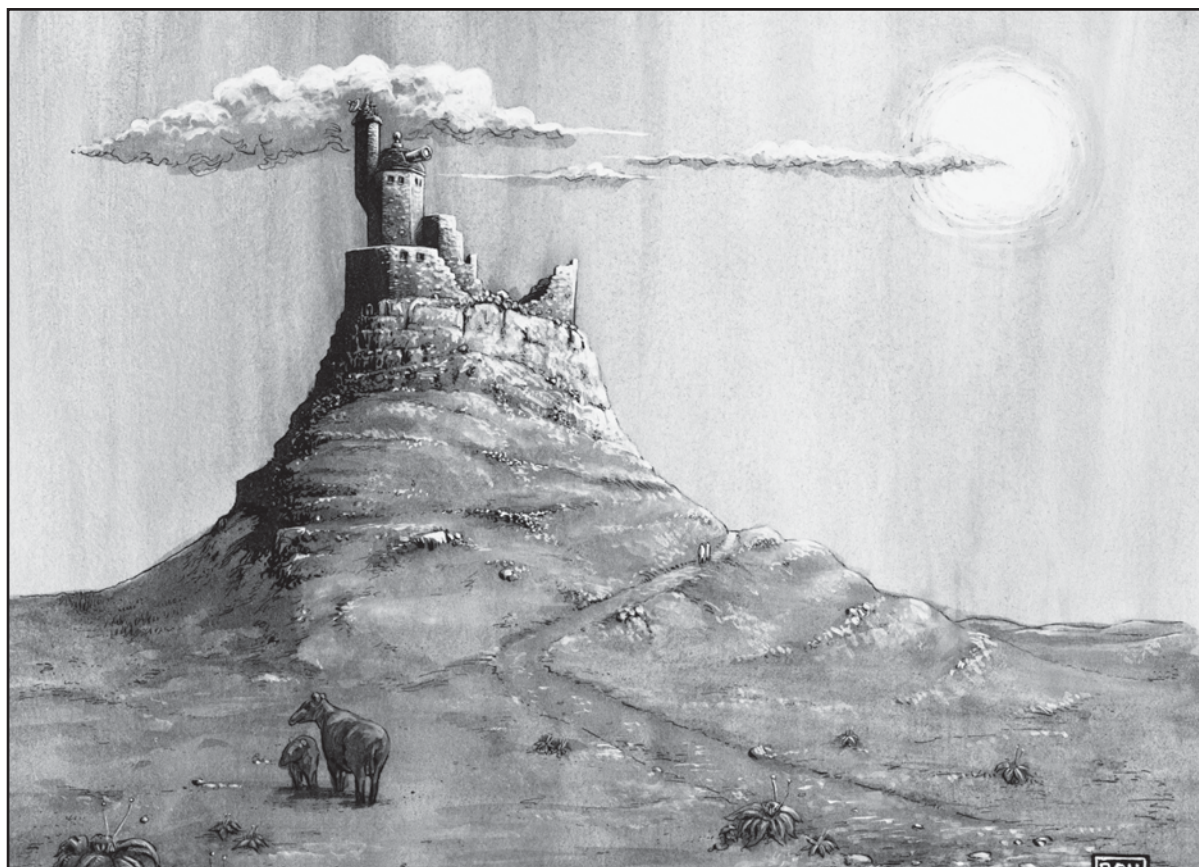
Carthos of Sferre

Manse of Faucelme

Location M2 F09; Pages 433-441

CANON

The manse of **Faucelme** is situated on a lonely tract of moorland roughly a day’s journey north of **Port Perdusz**. It is a rambling timber structure of several levels with a profusion of bays, low square towers with windows all around, balconies, decks, high gables and a dozen tall thin chimneys. The



A typical manse - if there is such a thing!



Manse of Makke the Maugifer

Location M2 F10; Page 413

CANON

The site of the manse is near a bluff overlooking the plain of **Tustvold**.

OPINION

All that remains of the manse is a garden **Makke** planted, square with a magical tree at each corner. The **ossip** tree alone survives and the wax from its berries serves in lieu of dubbing for boot leather. The wax from this tree has a further property in that anything kicked while wearing treated boots becomes weightless for a period and will float in the air.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto



Manse of Mazirian

Location M2 F04; Pages 17-23, 30-1

CANON

Mazirian the Magician dwelt in a large manse in the Forest of **Ascolais**. The structure is extensive and undercut by several levels of passages and cellars, which expand the further one goes down, and which contain the dungeons in which he imprisoned and tormented his many enemies. There is a workroom lit by eternally glowing yellow lamps, in which the **magician** practiced his arts and attempted to create humanity in **vats**, from which oval paned windows overlook the garden, which was his true pride.

In the triple terraced garden are many exotic plants and plant animal hybrids. The eyes of mandrakes follow the walker, an inch above the ground and dull as agates. Trees abound, many of extraordinary form, some with transparent trunks threaded with red and yellow veins, others with foliage like foil of multi-hued metals, still others shaped like feathery parasols. The plants are more varied and fantastic still. Here blooms like bubbles tug gently up from glazed green leaves, there grows a shrub bearing twisted, pipe-shaped blossoms producing strange musics, there again wet red mouths seek for animal sustenance.

Since the demise of **Mazirian** the wonderful garden merges with the forest while the manse begins an inevitable decay, although its lanterns continue to glow, undimmed.



OPINION

A set of picturesque ruins among which it is inadvisable to pick flowers.

Issapinai, Arch witch favored of the Goddess Phaetis

I dined with Mazirian several times and the house was elegantly appointed, the furnishings somewhat restrained in style but with a certain delicacy of inlay. The conversation was somewhat strained and I must confess to having made my excuses and left while he was summoning some creature with our desert.

Volune Stinobric. Guardian of the sacred flowers of Falgunto
Mazirian's manse stands on the apex of a pyramid, which time has covered with soil and dust. Indeed, the whole region was once the gigantic city, which I call Tevursa and, if one reaches the sub-basements of Mazirian's house, one can walk through the sewers and enter other buildings.

Parouc the Cartographer

RUMORS OF IMPENDING HAZARD

Hearing of Mazirian's death, the PCs travel to the magician's manse, either as independent looters or as a grandee's hirelings (perhaps engaged to recover the corpse). If the GM wants the adventurers to have an eventful journey, she can find a map and description of the area in the adventure Zaramanth, in the *Excellent Prismatic Spray*, 1 (available free of charge at dyingearth.com).

When they arrive, they will find that Mazirian did not die, rather he staggered into his manse, engaged the nutrient pump and projector and collapsed in his vat. The device restored his body, but damaged his mind. Mazirian thinks that he is a vat creature, ignorant of magic and awaiting the return of his creator.

There's another creature in residence, too, the vat product whom Mazirian stunned with a **carboy**. Unfortunately, the two are indistinguishably big, blond and beautiful. [*For the purposes of this adventure hook, Mazirian was sufficiently vain to try and grow versions of himself*—Ed.]

In Mazirian's house

Study

- Money, tomes, grimoires and folios, detailing 73 **spells** (including the **Charm of Diminution**, which reduces its victims to thumb-size).

MAZIRIAN AS A VAT CREATURE:

Ferocity 6, Strength 1, Defense (Dodge) 8, Sure-footedness (3)

MAZIRIAN'S FAILED CREATION:

Ferocity 15, Strength 10, No defense.



- Wine (really nice decanter, automatically filters off the sediment, and aerates the wine); six glasses, one sticky.

Workroom

- A vat (8 feet by 3) with pumps, a reservoir of clear nutrient fluid and a green light projector
- A locked cabinet containing a bronze gong and a hammer.
- A table with a crystal cube, shimmering with a blue and red aureole, on it.

Assorted presses, bottles, filters, alembics, pipes and tubes.

Cellar

- fine wines, brandies and food.

Deep underground

- A room containing a pedestal on which stands a box a yard on each side and four or five inches deep, which contains a miniaturised **dragon** (GMs choice of alive or dead). The floor is strewn with broken glass, and spotted with dried blood.
- A natural cavern filled with beds of fungus, as varied and magical as the contents of Mazirian's garden; one fungus is luminous and Mazirian uses it in his ever-glowing lamps.
- More stairs

Even deeper underground

- A complex of deserted rooms that expands, floor by floor, the further underground one goes. One room contains a rusted iron cage.



Manse of Pharesm

Location M1 H04; Page 212

CANON

The dwelling of **Pharesm the Sorcerer** is a long, low structure of melted rock surmounted by eight oddly shaped domes of copper, mica and bright blue glass. Within are many rooms, including workrooms, while outside is that vast rock carving which represents the end product of five hundred years of Pharesm's research. This, composed of innumerable shapes from wrenched spheres, twists, spires and volutes to lanciform pianncles and more, is a representation of Nullity, to which the creature representative of Totality must inevitably be drawn, according to Pharesm's calculations. These are



accurate, as proved when **Cugel** visits the site and devours the creature.

Many craftsmen, of stature varying from a fraction of an **ell** to some sixteen ells in height, work on the site. These presumably have nearby accommodation, while Pharesm has provided a conservatory and a nympharium for the satisfaction of their intellectual and sexual requirements respectively.

OPINION

For myself I would cast doubt on the accuracy of the methods Pharesm employed. To summon Totality without first ensuring that it could be trapped, (when a mere transverse putcher or rectiform duende) is at the very least slapdash.

Quirethomble, Librarian, The Scholasticarium, Kaiin



Maots

Race; Page 415

CANON

The inhabitants of the area around **Noval**, they are a proud people with aquiline features, dark skin and amber eyes. They wear pantaloons bound with sashes, shirts with wing collars, under-jackets and cut-away tabards in the colors of black, tan, fusk and umber. They crown this assemblage with wide-brimmed, black slouch hats.

OPINION

A decent enough people, they quarry embalmed corpses from the ruins of **QaHr** and transport them to Noval.

Carthos of Sfere

RUMORS OF IMPENDING HAZARD

Maots, while not convivial souls, are at least not uncommon travelers on the roads of the **Land of the Falling Wall**. Their high-wheeled wagons form the core of small caravans, which attract lone travelers who value the security the Maots bring. Few bandits will attack a Maot caravan; embalmed corpses are a specialist market and have a low resale value. The Maots themselves are a dour people who mix poorly with others, and despite rumors of body snatching*, the biggest danger comes from their cooking which many consider over-spiced if not definitely dangerous.

* These have never been proven, at least to the satisfaction of a court.



MAOT TRAVEL SPICE

Take the small round peppers – those slightly smaller than a **deodand** sweetbreads work best if they are in season – otherwise buy any small, hot variety. When they are properly ripe, mince and put them into bottles. Fill the void in each bottle with a bland cooking oil that does not have too much flavor of its own (sunflower oil is a popular choice) and then give the bottles a good shake so that all air bubbles rise to the top before leaving to mature. When it is ready to use (after two or three months), simply put your knife blade into the bottle and put a few drops of oil on your food, dripping it off the knife. Start with three or four drops until you get the measure of it. On no account imitate the Maots who pour it out of the bottle over their meats.



Fifth, should you hear outcries, strange ululations or even screams during the night hours (or the day for that matter) ignore them.

Sixth, do not attempt to steal anything.

Other than that, the city's Great Library is well worth a visit for passing scholars.

Eurias the Cartographer

RUMORS OF IMPENDING HAZARD

Mar, for the quiet scholar who divides his time between library and lodgings, is a place of perfect safety. For those who poke and pry Mar, is far more dangerous than we can describe easily here. Note that we have seen no sign of besieging basilisks.



Mar

Location M1 J06; Page 188

CANON

Mar is the major city of the **Vale of Dharad**.

OPINION

Recently the city was supposedly besieged by basilisks. If so, this is something of a novelty, as basilisks are rarely seen in the north. Certainly they never appear in packs of more than seven.

Carthos of Sferre

There are guidelines a traveler should follow when visiting Mar.

First, and of utmost importance, never go into any of the temples alone. In fact, never go into the temples at all. If you do, and a priest wearing green robes holds out a box to you without speaking, on no account put money into it!

Second, do not wander from the main avenues those marked by silacia trees and, if you do, scrupulously ignore anyone dressed in green. In fact, shun all persons wearing green in any section of the city as if they did not exist. And if you should see older, green-clad women holding either whips or tubes do not make eye contact as you value your senses! You are probably safe from the men.

Third, if you buy clothes, choose brown, gray and suchlike dull shades.

Fourth, accept no invitation, unless a local whom you trust absolutely has approved it.

Martinet

Technical Term

Larval Age term, perhaps even an eponym, meaning a stickler for discipline.



Maurenron Mountains

Location M1 DH0004, M2 IK 0310; Page 52

CANON

The Maurenron Mountains are the last great range known to scholars, running down the eastern side of the **Land of the Falling Wall** and **Almery**.

OPINION

The mountains range from very inhospitable and icy in the north where they overlook the **Xardoona Sea** to very inhospitable and arid as their foothills fade into the **Old Forest** as they meet the **Songan Sea**.

Eurias the Cartographer

Having spent several months entombed in an ice flow in the High Maurenrons, it is not an area I would recommend. The mountains are also the haunt of beastmen and hermitic mages of unwelcoming habit.

Graek, Gentleman Panderer, Ghostseer

RUMORS OF IMPENDING HAZARD

There are many legends about hermits in the Maurenron Mountains who have mastered many arts and know how to



extend their lives, or even live forever. Why they should horde their knowledge in some cold, wet mountain cave rather than take advantage of their extra years in convivial surroundings is rarely explained.

For any wishing to search for such hidden wisdom, Gingash Joliform of **Kaiin** claims to know the whereabouts of one ermite, having traveled much in his youth. He will provide maps to those whom he considers worthy. These maps show the hazards, rock falls, areas prone to avalanche and even the glaciers. He does not wish for payment, but he does ask for a loan, to be repaid when they return, to cover the cost of some medical treatment he needs urgently.

Characters making a successful Stewardship roll will note that the loan is repayable only to the characters in person, not their agents or heirs*.



Mazirian the Magician

Personage; Pages 17-30

CANON

A characteristically Vancean extortionist and would-be rapist, Mazirian dies of hubris in his eponymous story. His game-specific details are in *DERPG*, page 158.

Meel Ocean

Non-Canonical Location

A term made up by **Carthos**, who is inclined to present us with tales of wonder and entertaining inventions, when bare fact is missing. Sadly Carthos is neither entertaining nor inventive.

The Compendium



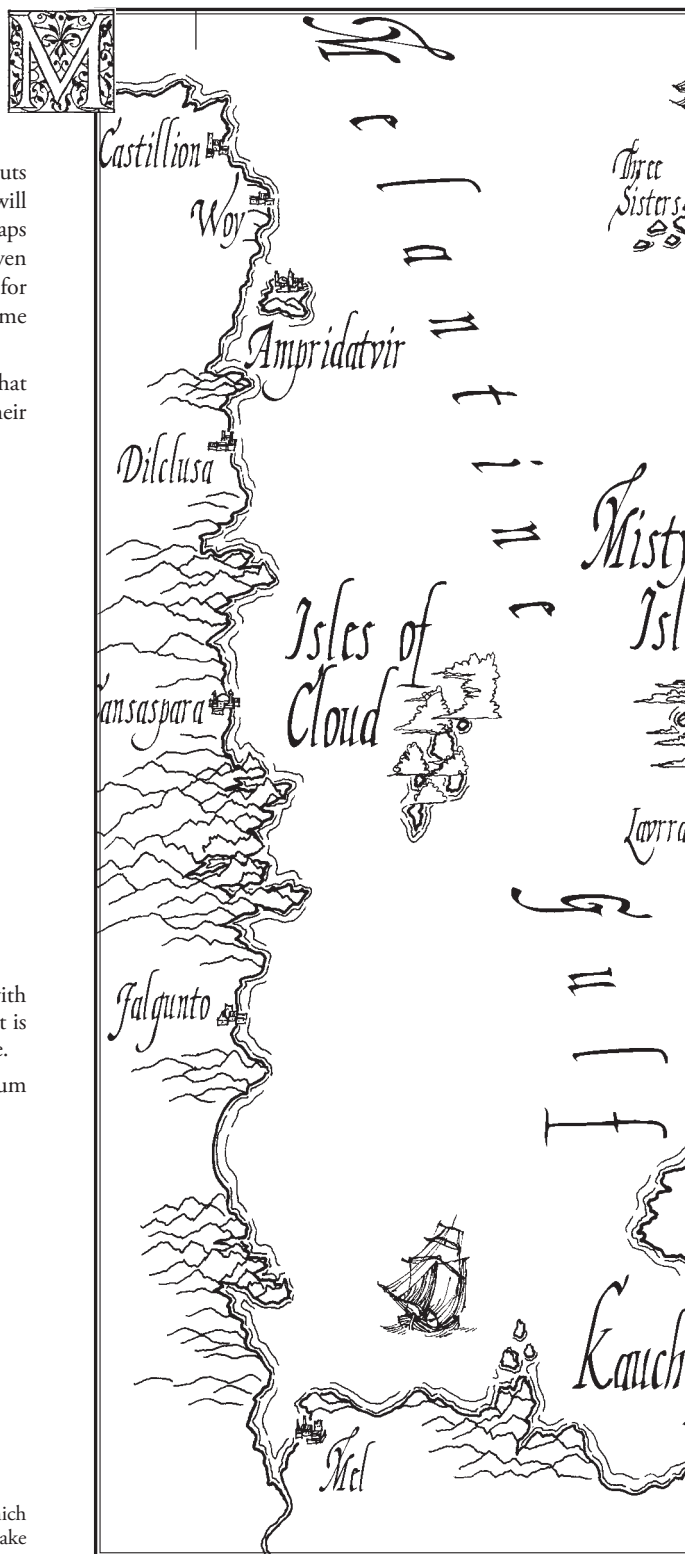
Melantine Gulf

Location M2 BE0109; Pages 9,66

CANON

The Melantine Gulf connects the **Ocean of Sighs** with the **Songan Sea**. It washes against the west coast of the **Land of the Falling Wall** and **Ascolais**.

* The existence or otherwise of the hermit is something upon which we in this office are unable to cast further light. Should anyone make the journey, we would take it kindly if they would communicate their experiences to us. Ideally after bathing.



It is still a highway rather than a barrier to commerce.



OPINION

In the past many ships plied the gulf, now, few do so, but it is still a highway rather than a barrier to commerce.

Carthos of Sfere

A large sea once known as “The Pond of Mel.”

Mondrosan, captain of the Lamaguire Bounty



Mell

Location M2 B01; Page 161

CANON

Mell is a city at the southern end of the **Melantine Gulf**.

OPINION

Once the seat of an empire, it held sway over much of the west coast of the gulf as well as over a considerable hinterland. Now it sprawls languid at the mouth of the Lamaguire River, secure under the rule of the Council of Sinecurists. There are few good inns, the best perhaps being the Repleat Cartographer.

Parouc the Cartographer

Mell is Mell, greatest city of the **Dying Earth**, although my well-traveled friend Parouc claims **Vir Vassilis** is larger still. Mell is well situated, being on broad and fertile grassland from which a scatter of rocky hills arises, thus ensuring both adequate food and defense.

Mondrosan, captain of the Lamaguire Bounty

I came to Mell as I approached the end of my circumnavigation of the globe. I was comprehensively robbed and placed in a lunatic asylum, but otherwise treated well.

Graek, Gentleman Panderer, Ghostseer

RUMORS OF IMPENDING HAZARD

Many are the hazards of Mell; it is a city that sits gazing inward, following an unceasing round of festivals, which has continued unchanged for many generations. One hazard for the newcomer is too-rapid acceptance by his betters.

The Council of Sinecurists runs the city with a light hand, and its members pocket city funds for tasks which either need not be done, or which will cost little to perform.

The other side of this is that Sinecurists are expected to spend their money for the good of their fellow citizens. Should an elderly widow fall upon hard times, she will be married to two or three of the Sinecurists, who must jointly support her to a standard commensurate with their honor. As an inducement to service, the Sinecurists will assign someone a half-wife before they assign him any welfare. As a way of lightening the



load, every autumn the feast of Nilen Quarl is held. Each person registers one primary spouse, and on the feast day but before the great celebratory meal commences, the Sinecurists reassign all spouses, other than the primary, at random. Well-to-do travelers are expected to take part in this event; failure to support any half-, third- or quarter-wives so gained is fraud and tax evasion, and as such is fiercely repressed.



Mel-Palusas

Location M2 A09; Page 66

CANON

The valley of Mel-Palusas was regarded as a kindly place. It lay at the foot of **Mount Liu**.

OPINION

Mel-Palusas lies inland of **Woy** by several days' march. It is no longer inhabited, although hunters and herbalists from Woy will sometimes travel that far east. Of old, hermits occasionally settled there.

Parouc the Cartographer

Some of the hermits remain; at least they were alive when I stumbled through. Unfortunately, as I passed, they spontaneously forgot their vows of silence, and the ones in front of me, alerted by the hubbub, formed a lynch mob.

Mistress Flook



Memril

Creature; Page 658

CANON

Memrils are twenty-foot tall “gracile creatures apparently all legs and arms of brown chitin” that accompany the **Bohulic Dukes' war-wagons**. **Pikarkas**, a “reportedly half-insect” **magician** made them from **Executioner Beetles**.

OPINION

Memrils accompany the war-wagons to protect them from enemy foot soldiers, at least until the assault-troops decide to dismount and fight. Despite their height, they can deal with enemies very easily by striking downwards with their heads and snapping their long necks like whips for extra impetus.



Although they have some resistance to missile attacks, these creatures are as susceptible as most other things to **magic** and hand-strokes. Should a target fail to strike first or vault aside, the creature will knock it to the ground, then snap at it with its mandibles.



The strangest thing about the merfolk is that the genders are quite different in appearance. The males have dog-like features and fore-bodies that are more like that of a hairless half-man: their hindquarters are like those of a muscular sea-mammal. The females have the forebodies of human women and the hind-parts of a fish with beautiful glimmering scales. Regardless, both genders hunt fish with long tridents, but such activities are mostly the province of the males, whilst the females sometimes merely lie upon the rocks combing their hair.

Interestingly, while mermen remain aquatic hunters for their entire lives, the mermaids become spiteful as they age. For unknown reason, they become more bestial in appearance, growing with age to resemble a cross between the male of the species and their former more comely aspect. This has led to their being commonly (and unkindly) known as “sea-hags.” As far as can be gathered, these females are considered the wisest and strongest of their kind, and as persons to be awed within their own society. This may be similar to how **witches** once were on the **Dying Earth** – before the rise of the **wizards**. The sea-hags are rumored to possess unpleasant magics that can drown their enemies, or even pull all moisture from their bodies. However, they are not uniformly baneful beings, and some may be approached and conversed with more easily than the rest of their kind. When encountered, they are most often basking on coastal rocks or on rocky islands in river estuaries.

Merfolk trade with surface dwellers and are usually keen to buy worked metals and waterproof fabrics. They also like to acquire small magical items that benefit their underwater lives. In return they can offer offering pearls and rare essences like ambergris, and money or goods taken from shipwrecks or from murdered sailors. Sometimes they might even grant safe passage to those who wish to explore a specific underwater region (and have the magic to do so).

Memril

Attack (Strength) 2- [20], (Ferocity) 1- [10], Defense (Dodge) 2- [20] Health 1.5-

Notes: The Ferocity attack represents the memril's attempt to behead a downed foe. Provided that it isn't surprised, the memril trumps all missile attacks, *regardless of style*.



Merioneth

Social Group; Page 130

CANON

They are the people who departed for the stars before the **Pharials** and the **Clambs**, but after the **Gray Sorcerers**.

OPINION

The Merioneth ruled a 14th **Aeon** empire that lay around the **Meel Ocean** and controlled much of the inhabited Earth. It was the Merioneth who contacted the ancient human worlds of space and, under the later rulers, there was much emigration from Earth to the bright new worlds of the outer sphere.

Carthos of Sfere



Mermaids

Creature; Page 435

CANON

Faucelme compares his stuffed **harpy's** ear to a mermaid's.

OPINION

These beings live in simple underwater cave dwellings, but decorate them most beautifully with corals, shells and underwater plants. They also cultivate plants for food in the littoral zone.

MERMAN

Persuade (Intimidating) 1-, Rebuff (Wary) 1-, Attack (Strength) 1-, Defense (Dodge) 1-, Health 2-[15], Magic (resistance) 6, Athletics 2-[14], Tracking 8, Wherewithal 1.5-.

MERMAID

Persuade (Charming) 1-, Rebuff (Contrary) 1.25-, Attack (Speed) 0.75-, Defense (Misdirection) 0.5-, Health 1.5-[13], Magic (resistance) 6, Athletics 1.5-[12], Concealment 1.5-[9], Perception 10, Wherewithal 1-.

SEA-HAG

Persuade (Forthright) 1.25-[13], Rebuff (Penetrating) 1.25-[12], Attack (Cunning) 1-, Defense (Dodge) 1-, Health 1.75-[14], Magic (innate) 9, Athletics 1.5-[13], Wherewithal 2-[15].

Special Rules

All merfolk receive a Bonus of 1 to Attack and Defense rolls when operating underwater.



On the matter of murder, mermaids entice male travelers out onto rocks where male merfolk are waiting just below the waterline. These victims are set upon, attacked, and all of their goods and money stolen.



Mermelant

Creature; Pages 430-3, 437

CANON

The mermelant is a large, long-necked quadruped often used as a beast of burden. Their fur is long, thick and musty. They are usually a sandy-brown color, save for the white of their bellies. Normally amiable, mermelants work grudgingly for their masters, accepting food, but yearning for their true joy: fresh and yeasty beer. They are mainly herbivorous and have long tongues to grab otherwise inaccessible plants. Inevitably, they also eat small invertebrates in the process. Their vanity requires them to refer to their owners as “grooms” or “tenders.” If dissatisfied with their current complement of “grooms,” they may offer information to aid outsiders against them. They may do this in the hopes of recruiting new grooms, or simply from a sense of umbrage. Mermelants are vain, and consider themselves noble beasts. It must be confessed that their behavior does not necessarily support this view, and they will often converse while maintaining mouths stuffed full of tasty fodder. Also, when they do gain access to beer, they are prone to become very drunk and belligerent. Additionally, they are very proud of their bellies and will show them to onlookers – not the mark of a cultured individual.

OPINION

Though generally peaceful, mermelants may become belligerent when drunk, especially if their beer supply has run out. At such times they rise on splayed hind legs to display their ribbed bellies, which can be taken as a sure sign of imminent aggression. During its rampages, a mermelant's great ferocity can bring about considerable destruction of property.

Gersen the Rationalist

RUMORS OF IMPENDING HAZARD

The World Beneath

A rarely explored milieu in most fantasy environments is the world beneath the waves. This reflects a deep human fear of that alien terrain. Those possessed with reliable magics that allow the taking of oxygen from water will find such places no stranger than a tropical forest at worst. (Though locomotion may or may not also be an issue.)

Beneath the ocean, whether this is the bed of **Sanreale Bay** or offshore at the deadly eastern cliffs of the **Xardoon Sea**, adventurers equipped with mobility and respiratory-enhancing enchantments (or devices) have a whole new world to investigate. Possible objectives include shipwrecks, sunken ruins or the lairs of various sea creatures. The wisest explorers will recruit, or commission, merfolk as confederates for a list of allies will be thin in the deeps. Enemies and dangers can be many: and include **codorfin**, **keak**, **thryfwyd** and worse.

The first step in any such adventure will be gathering sufficient magical assistance to make the journey possible, and in the first adventure of this type this should be a major undertaking – not some off-the-shelf acquisition. The story itself may well include further magical elements – such as spirits of drowned sailors, underwater palaces enchanted to maintain an air-breathers' environment, and water elementals – not to mention hybrid life-forms capable of existing in both aquatic or terrestrial environments.

Secrets of the Sea-Hag

Sea hags live to a great age, being the witches of their kind. Consequently they have time to forge relationships with powerful land-dwellers, especially those with interests on the water. They also retain knowledge of sunken and coastal ruins, and of the doings of those who travel the coastal waters – smugglers, traders and the like. Resourceful adventurers requiring information in such locales can do little better than to establish communication with a sea-hag. They might first need to research what gifts these creatures require, and may also be asked to undertake some land-based “quest” in return for the assistance. The sea hag in question should be portrayed as a wily and magical being, not just some stock GMC that happens to live in the water.



RUMORS OF IMPENDING HAZARD

A beer-brewing contest is being held. Any method of production is acceptable (from science to high **magic**), but the

MERMELANT

Persuade (Eloquent) 1-, Rebuff (Lawyerly) 1.25-[10], Attack (Strength) 1.5-[15], Defense (Vexation) 1-, Health 2-[20], Appraisal 4, Athletics 11, Perception 2, Scuttlebutt 3, Wherewithal 2.

Special Rules

When a mermelant is intoxicated, change its Attack to (Ferocity) 2- [20] and increase the mermelant's Defense (Vexation) to 2-[20].



beer must itself not be magical and must be live (without added spirits). Due to curious local custom, the judges are mermelants.



A dozen kegs of ale must be delivered from **Kaiin** to **Taun Sfere** along the old Mermelant Trail. This trail has not seen use in fifty years and presumably many new obstacles will be in place. Nonetheless, the payment is high for the cart to reach Taun Sfere first. Did we not mention that several mermelant carts will start at the same time, just to be sure that one of them gets through? Yes, each one reaching Taun Sfere will receive a modest payment, but only the first to arrive wins the chest of terces and the freedom of Taun Sfere.



Methune Gap

Location M2 H07; Page 514

CANON

The Methune Gap is the main route from the **Lirrh-Aing** down to the **Vale of Coram**.

OPINION

While it is the easiest route down into the vale, what fame the Methune Gap has comes from the view as one overlooks the Vale of Coram with the **Isk** winding through and the five domes of **Lumarth** in the foreground.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto

RUMORS OF IMPENDING HAZARD

Anyone camping overnight in the Methune Gap, either alone or as part of a small party, may be approached by a spectral figure that beckons the PC or PCs to follow. The figure stops and points to the ground. Anyone digging there will find a dozen gold coins of good quality buried about a hand's span down in the loose soil.

The figure beckons again and leads anyone who follows to a boulder that rests on a rock shelf. There is a forty-foot drop from the shelf down to a stream that cuts through the gap. The specter beckons for those who have followed to move the boulder and look underneath. This is easy enough for two and not unduly difficult for one. When the boulder is moved, the section of shelf tilts and precipitates those standing on it forty feet into the stream below. No one knows why the specter does this.



Middle-Earth

Technical Term; Page 681

CANON

The term the **sandestin Osherl** uses to describe the physical world, mundane reality or mundanity that is the world that lies between the **Overworlds** and the **Underworlds**.



Miir

Location M2 F04; Page 3

CANON

Miir, situated high above the river **Derna**, somewhere between **Kaiin** and **Sanra Water**, is the castle of the mage **Turjan**. Stone flagged halls form the mage's apartments, including a workroom in which his creatures grow in **vats** and a study cluttered with books. Towers and parapets top the structure, with winding stone stairs rising to provide vistas over the Derna and the forest of **Ascolais**.

OPINION

Miir features in *Zaramanth*, in *Excellent Prismatic Spray*, 1.

The Compendium

Miir? Yes, I think I know it... the manse of some dabbler, is it not? A clumsy affair of stone, as if he thinks himself a robber baron. Turjan I think his name is... Perrin dined there once, and was amused by the presence of a pulpy **ghoul** as guardian to a cellar the contents of which I'd not have troubled to forbid to the servants... hmm, if that's the place I'm thinking of.

Iunutharis Grashpotel, Arch mage

Miir is the keep of the Mage Turjan, a man whose romantic yearnings are as sickeningly inappropriate as the jealousy with which he guards his spells and artifacts. Stern towers rise among high walls, as well they might, for there are many who have cause to resent him.

Yezgan, Mage

Miir? Shun it, my friend! Here resides Turjan, steeped in evil! I have seen his vats, where dwell horrid things, one naught but guts and a distorted face, another a boneless creature with the surface of its living brain exposed to the air, a third as the victim of some hideous torture!

Nogba





Minim

Technical Term

An archaic fluid measure used by apothecaries of old, and revived at some point before the 23rd **Aeon**, a minim is a sixtieth of a drachm, which is itself an eighth of a fluid ounce. In practical terms, this is about a drop of liquid, in metric it's 0.05916r milliliters. **Diambroid** is measured in minims.



OPINION

These islands are best regarded as an extension of the **Fer Aquila**; rocky and mountainous, they are not welcoming. Some claim they are the home to **Serpent Islanders** of ill omen, others that the pirates of the **Jhardine** Coast infest the islands. Doubtless the inhabitants are hardworking and industrious, as survival in such an inhospitable place demands no less.

Parouc the Cartographer

This atoll might also go by the name of the **Isles of Cloud**.

Gersen the Rationalist

Minuscule

Social Group; Pages, various, particularly 619, 704-6 and 715

CANON

Rhialto makes miniature workers, so that they can perform fine detail work, such as intricate carving, around his property. He seems to be able to create them from nothing, but can also shrink people, as he did when he demoted his servant to minuscule. It is uncertain whether, in the second case, he uses the **Charm of Diminuition**.

Minuscules are particularly useful for carving wood, as they can produce very fine detail. Given their small size, they are inexpensive to feed, despite Rhialto's complaints on page 706.



Rocky and mountainous, they are not welcoming.

Minx

Technical term

A Vancean female archetype best exemplified by the sly and sexually manipulative (although entirely justified) trio of Meadhre, Salasser and Tabazinth.



Mith

Location; Page 717

CANON

Mith is a land long-since foundered under the **Shan Ocean**.

OPINION

The Shan Ocean covered Mith, true enough, but when? It seems to have been at the start of the 21st **Aeon**, or perhaps the end of the 20th. Also, where? There are lacunae in our knowledge that would embarrass a less arrogant generation. I have heard that **Morreion** knew Mith, which means that **Ildefonse** too must have traveled there. Waste his time with your interminable questions, not mine.

Misty Isles

Location M2 E0506; Page 450

CANON

They are on the route from the Great **Chaing** Estuary to **Kaiin**.



Quirethomble, Librarian, the Scholasticarium, Kaiin
A land now beneath the southern Melantine, the Shan Ocean being yet another name for the great western body of water, something I would have thought even that old fool Quirethomble from the library would have known.

Issapinai, Arch witch favored of the Goddess Phaetis



deodands and **asm**, the moor does serve a useful purpose, its bulk providing shelter to the **Valley of Graven Tombs** from the north. It serves to make the valley warmer than any other, with a growing season starting one or even two weeks earlier and ending later by as much as a month. Indeed, without the moor, **Tanvilkat**, the king of wines, could not exist.

Iunutharis Grashpotel, Sage

Modavna Moor

Location M2 G0405; Page 39

CANON

Modavna Moor rises between the rivers **Derna** and **Scaum**.

OPINION

North of the **Scaum** it might or might not be regarded as an out thrust arm of the **Fer Aquila**. It is an ancient place, bleak and inhospitable. A haunt of thieves, half-men and outlaws, it was here **Etarr** sought refuge. **Witches** hold their Sabbaths here where **demons** frolic and **deodands** lurk.

Carthos of Sfere

Modavna Moor, that bleak expanse of rock and bog some two hundred miles to the north and east of **Kaiin**. Despite its evil reputation as a place of gruesome deeds, also the haunt of ghosts,

RUMORS OF IMPENDING HAZARD

Modavna Moor has a bad name as a haunt of brigands and bandits. It seems these are those who have been forced to flee from their haunts in the **Scaum** Valley or **Cuirnif**. Contemptible, vile and loathsome these individuals may be, yet it is not beyond the bounds of possibility that occasionally a character would have need of such people. How then does one recruit them? Traditionally in the very center of the moor is a standing stone of green-flecked granite, brought by **magic** from **Cutz** or even further away. At times it serves as a backdrop to black Sabbaths of the most degraded sort, but by daylight it stands in a quiet hollow of blackened grass. As the sun sets, anyone wishing to recruit "followers" should stand by the stone and shout their name (the use of an alias is accepted) and the numbers they wish to recruit. This they should do for three consecutive sunsets.

At sunrise of the fourth day they will be met by a group of desperados as sordid as one could hope for. If the person recruiting has specified a number of recruits that he seeks, then



MODAVNA MOOR THUGS

"Ah...should I hit him now, sir?"

Persuade (Intimidating) 6, Rebuff (Obtuse) 4, Attack (Ferocity) 9, Defense (Dodge) 6, Health 4, Appraisal 2, Athletics 2, Concealment 1, Gambling 1, Living Rough 5, Wherewithal 1.

Resistances: None.

Sundry correspondents have commented unfavorably on the caliber of thugs one can recruit in the area. Our invariable answer is that were these people competent in their chosen profession, they would not have ended up on Modavna Moor.

A haunt of brigands and bandits.



approximately that number of individuals has turned up, plus or minus two or three*. If, on the other hand, the person recruiting has neglected to mention numbers, then up to sixty may appear. A GM might determine the number at random, but it should be in considerable excess of the character's ability to defend himself. At this point the recruiting character would be wise to recruit the most competent-looking third and pay them cash in advance. Hiring less will only ensure that the two-thirds not recruited decide to attack him for his money, and new recruits will not assist in the fight on his behalf.



Monstrament

Item; Pages, various beginning at 609

CANON

The Monstrament is the proper term for what most of its signatories refer to as the **Blue Principles**.

OPINION

Monstrament probably derives from the Latin monstrare, to display.

Gersen the Rationalist



Morreion

Personage and Story; Pages 701-741

CANON

Morreion was a colleague **Rhialto** and **Ildefonse's** coterie of **wizards**, and one whom they betrayed and subsequently forgot. The story of their journey to find him forms the final part of ***Rhialto the Marvellous***.



Mount Dein

Location m12 I13; Page 381

CANON

The highest point on the island of **Lausicaa**, Mount Dein is notable mainly because the **Paphnissian Baths** are situated near its summit.



OPINION

Mount Dein is hardly higher than the hills that surround it, so expect no lofty views from the summit; however, the blueberries are plump and succulent.

Iunutharis Grashpotel, Sage

An exceedingly awkward location from which to remove a large trading vessel.

Mondrosan, captain of the 'Lamaguire Bounty'

RUMORS OF IMPENDING HAZARD

The Mount Dein blueberries are indeed plump and succulent, but taken in large quantities, they are mildly poisonous. A handful will cause no problems to anyone; indeed, the locals, who have built up immunity over the years, can eat considerable quantities. Normally these blueberries are served in a bowl with honey, cream and grated black quince.

MOUNT DEIN BLUEBERRIES

Potency: Levy 1

Interval: Each bowl full.

Effect: The victim makes a Health roll. On a failure the victim suffers stomach cramps and violent diarrhea. On a **Dismal Failure** the victim also turns blue. The effects wear off after twelve hours.



Mount Liu

Location M2 A09; Page 67

CANON

On the flanks of this mountain was the home of Porrina the Ninth, who fled from the falling of **Ampridatvir**. It overlooks the valley of **Mel-Palusas**.

OPINION

According to legend, Mount Liu has never been climbed. From its summit it is said you can see the towers of **Ampridatvir** on a fine day. The fact that these two details are, by definition, mutually exclusive yet both are to be found on the same page of Loonwallow and Droon, *Travels in the West*, is both frustrating and laughable. The work is over five thousand years old and, in my opinion, was as much nonsense when written as it is now. It is a fine example of but one of the problems that bedevil cartographers.

Parouc the Cartographer

* Numeracy has a long and dishonorable tradition in the area.



The possibility that Parouc neglects is that one can easily fly to the summit, or be deposited there by a demon. I experienced the second method, involuntarily, albeit luckily: the **wizard** casting the **spell** sneezed as he pronounced my intended destination (somewhere even less comfortable). The view is, as Parouc describes, and climbing down was easy.

Mistress Flook



Mountains of Magnatz

Location M1 GJ0508; Page 184

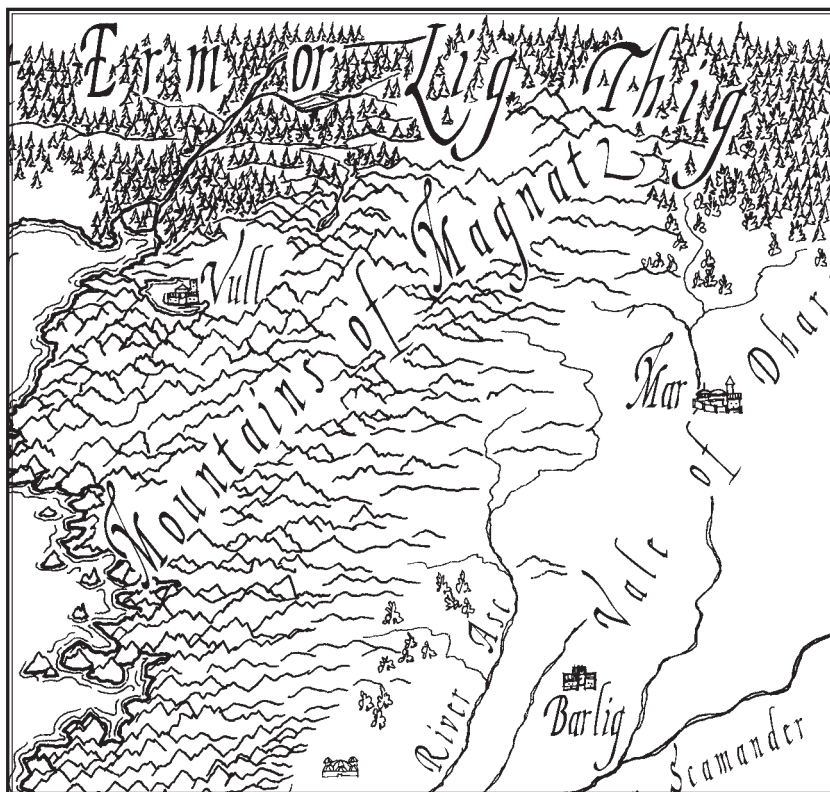
CANON

These mountains form an almost impenetrable barrier at the southern side of the **Great Erm**.

OPINION

The Mountains of Magnatz are regarded as the boundary between **Sudun** and **Cutz**, and are a continuation of the **Maurenron** range.

Carthos of Sfere



An almost impenetrable barrier



FERMIN RAGE

Potency: Boon 1

Interval: The victim rolls only once, ten minutes after eating.

Effect: The victim makes a Health roll. On any success there are no problems. On any failure the victim regards all other creatures as repulsive and disgusting. Only a successful Wherewithal roll will stop the character immediately attacking any living being within sight. The effect of fermin rage rarely lasts more than a day.

The mountains are practically impassable, although I believe there are passes through. Certainly they are thick with deodands and other ravening **half-men**, which presupposes an adequate food source.

Eurias the Cartographer

RUMORS OF IMPENDING HAZARD

With rumors that Magnatz once more rampages in these eponymous mountains, other hazards seem barely worth mentioning. Yet one less-obvious hazard, which might be worth mentioning, is the mountain fermin. A shy, timid

creature, it provides sustenance for most of the predators when man-flesh is not available. It may well be that a traveler will be forced to kill and eat one when his rations run low. If so, he must not eat the spleen. It is a source of "fermin rage," a substance once fed by the Feathered Princes to their warriors to induce unthinking fury. For ravening half-men this is not necessarily a problem but for a party of travelers this can be dangerous in the extreme.



Mundane Reality

Technical term

A term the Editor employs to avoid repeating "the physical world" too often.



Mundanity

Technical term

A word the Editor coined by contracting “mundane reality.” He uses it for variety and out of idleness; it is six keystrokes shorter than its alternative.



Munt

Location; Page 504

CANON

Munt, the site of a **solar emosynary**, was destroyed a thousand years before **Cugel’s** time by Dystropes.

OPINION

The best argument for Munt being in **Kauchique**, indeed the only argument for Munt being in Kauchique, is that a buffoon like Cugel had heard of it.

Quirethomble, Librarian, the Scholasticarium, Kaiin

The site of Munt is almost certainly in the deserts of the ulterior division of **Sousanene**.

Carthos of Sfere



Murthe, the

Personage; Pages 585-608

CANON

Sobriquet given to **Llorio the Sorceress** and the title of the first story in **Rbialto the Marvellous**. The Murthe, in addition to being an organic woman was also a living idol and an embodiment of “abstract female force.”

The story, which is a joy to read, is a satire on sexual politics and personal relationships and is particularly funny when it dwells on the **ensqualment** of the **wizards**.



Museum of Man

Location M2 G06; Page 115

CANON

The Museum of Man lies on the **Saponid Tundra**, just north of **Saponce** itself. It is enormous and subterranean, a repository of human knowledge from all the **Aeons**, and has many of the finest artifacts from all man’s creation on display. For a long period, possibly aeons, the curator was one Kerlin, who fought a battle with the demon Blikdak for control of the knowledge. With Blikdak defeated, the curatorship was given to **Guyal of Sfere** and the **Saponid** woman **Shierl**.

OPINION

Many have talked of the Museum of Man, some even claim to have visited it, but few can honestly boast that they have benefited from their experience. A vast storehouse of knowledge, with no catalog other than what the current curator has managed to put together from his experience. I have not doubt that the answer to every question may be found there, but whether you would find the answer before the sun goes out is a moot point.

Where it not for my own obdurate and adamantine determination to ensure that no scrap of paper leaves the library at the Scholasticarium and only those scholars of orderly inclination are allowed to enter, my own library would soon degenerate to such a state.

Quirethomble. Librarian. The Scholasticarium. Kaiin

Quirethomble, whom I particularly despise, is especially prone to parochialism. He has never been to the Museum; indeed, he has never left his own library, and so is doing no more than parading his prejudices. I found Guyal’s catalog, which includes many previous indices as well as his own work, to be more than adequate for my needs, obscure and arcane though they were.

Mistress Flook





Naos

Location; Page 592

CANON

An alternative place of exile for **Llorio**, who didn't go there either (see also **Sadal Suud**).

Also

Naos (meaning “*ship*” in Greek) is also known as Zeta Puppis.

OPINION

The world of Naos orbits a star of the same name. It is almost as distant as Sadal Suud, but differs in that it is, to my way of thinking, more pleasant. It is hot and dry, but the spring is truly beautiful, and the sunsets of winter (when the sandstorms rage) are a sight to be seen.

Azvan the Astronomer

An entirely worthless ball of burning rock.

Raigemuir the Malignant

That foul planet to which Llorio was banished after the fall of the second gynarchic paradise, and for attempting to improve the lot of all humanity!

Issapinai, Arch witch favored of the Goddess Phaetis



Naughty Girls' Dream of Impropriety

Book or, perhaps, poem; Page 679

CANON

Shalukhe the Swimmer claims to be able to recite this item from memory; she describes this skill as being “of specialized value.”



Necromancer

Technical Term; Page 22

CANON

Phandaal is described as an “Arch-Necromancer.”

OPINION

Strictly speaking, “necromancer” means one who divines the future through talking to the dead, although the word has recently acquired the more sinister sense of one who reanimates corpses for his own purposes. In Vance's case, it just seems to be a nifty synonym for **wizard**.

The Compendium



Nisbet

Personage; Pages 408-425

CANON

Nisbet is a hospitable man living outside **Tustvold** village. The last of his line, Nisbet's hereditary occupation is building white-stone columns for the local men and extorting favors from their wives. A rioting mob of wronged women chased him from his home, and we last see him floating off into the east, riding a flying wagon.

RUMORS OF IMPENDING HAZARD

Nisbet's Landing

The wind blew Nisbet off to the east, in a wagon filled with terces, antique rugs, fine food and vintage wines. Unable to shed altitude, the vehicle floated clear across the **Land of the Falling Wall** and crashed into the **Maurenron Mountains**. Here a **gid** (or other, challenging beast) ate the unfortunate wretch and set up residence in his overturned wagon. Naturally, the PCs discover the crash site. If they prevail, they will find Nisbet's mostly devoured corpse; he lies where he fell, his hand on his **sword**. Unfortunately, most of the blade – steel from **Old Kharai** – is still in the finely tooled, bejeweled scabbard. The remainder of the harness will need to be repaired; the gid bit through it to get to Nisbet's spine.



NOTHING

Location; Page 717

CANON

NOTHING is a black wall at the edge of the universe. Disconcertingly, it is moving inwards, as the universe contracts.

OPINION

Anything grazing NOTHING is cut clean away as if by a knife. It is the edge of all things and it seems it must slowly be collapsing in toward our moribund world.

Azvan the Astronomer



Noval

Location M2 H11; Page 415

CANON

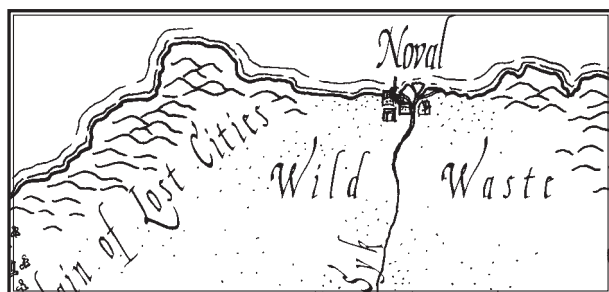
Noval is home to the Thuniac Conservatory where the **Maots** use the embalmed corpses of the folk of **QaHr** in their ceremonies.

OPINION

Noval is one of the few useful ports on the southern coast of the **Ocean of Sighs**. The town itself is dominated by the conservatory, which outsiders do not enter.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto Near Noval, while in ghostly form, I was taken aloft on a great kite that I might warn the fishermen with whom I was living of approaching vessels. They were a friendly lot, on the whole, and enjoyed singing, drinking and suchlike; also brave if somewhat suspicious. Their philosophy was that if a strange ship appeared it should be assumed to be a pirate vessel and therefore attacked with all force rather than risking the reverse.

Graek, Gentleman Panderer, Ghostseer



One of the few useful ports on the southern coast of the Ocean of Sighs.



RUMORS OF IMPENDING HAZARD

On the quayside at Noval is an inn, the Unassuming Prosperity. Underneath a table in the back bar is a trapdoor. If asked, the landlord will explain that it gives access to a tunnel. In one direction the tunnel runs down to the quay where the entrance has a rotting iron grill bolted over it. In the other direction the tunnel appears to lead to the Thuniac Conservatory. Three times a day the tunnel fills with saltwater, so it can be heard lapping on the trapdoor, yet the level in the harbor does not rise above an **ell**. In the landlord's time, six have entered the trapdoor and none have returned to the inn to describe what they found.*



Nymph

Creature; Pages, various, particularly 415, 490, 724

CANON

Nymphs are variously the reward that followers of the **QaHr** religion could expect when attaining paradise (and hence contrived to die young, so as to get full benefit), what members of the **Collegium** fantasize about while drunk, and an attractive adjunct to a flying manse's water feature.

OPINION

Whilst some presumptuous pedants have suggested that the irreverent **sandestins** are in some way products of the interaction of the arrogance of **Arch-Magicians** with the forces of **magic**, what then of the nymphs, which even ordinary **magicians** can control with care? Are they the reflection of different emotions?

These delectable creatures house themselves in forms resembling small and youthful girls in the middle years of their second decade. Always supple and agile, nymphs seem to have adequate intelligence, but absolutely no intellectual aptitude. Their exotic looks (ranging across many pleasing peculiarities such as multi-colored or oddly toned, eyes, skin or hair – or even wings) and pliant dispositions nonetheless make them ideal servants for those magicians who learn the secret of their control.

Thus, nymphs may be persuaded to perform a variety of tasks, from menial servitude to sensual acrobatics†, which normally

* Noval is also covered in ***Demons of the Dying Earth***. It has to be admitted that their sources may have visited the city more recently than ours, so it may be considered to be more current. It might well be that the tunnel under the Unassuming Prosperity has darker uses than we would dare hint at here.

† A much more popular behavior amongst the decadent wizards of these later days than when nymphs were first summoned, or so gossip would have us believe



they will undertake with good humor (and in the latter case apparent enthusiasm). They may also converse sensibly, and with an apparent full grasp of language, on simple topics such as the rudiments of fashion, the choice of musical entertainment, or the pleasing beauty of the rose garden. In spite of this they are incapable of comprehending magical formulae, scientific conjecture or almost any other field of pedantry. (Although of course it is possible that as a race they simply choose not to give these subjects any attention.)

Once the **wizard** has obtained his nymphs, he must, of course keep them happy and healthy, thus and so:

To maintain nymphs in your service one must feed them well on fruit and other pleasing food, provide them with comfortable quarters (preferably overlooking a fine garden to which they have access). It is also sensible to allow them at least two thirds of every day to take their leisure in the various ways that it pleases them to do so. Mistreatment of nymphs – such as forcing them to work long hours, insisting they wear clothes for long periods, beating them for slowness of mind or insisting they engage in taxing physical labor (such as heavy kitchen duties, building work, or cleaning out animal enclosures) – will cause them to reconsider the terms of their servitude and then depart. Clever magicians watch their nymphs for early signs of displeasure, and offer incentives and kind flatteries to prevent such an occurrence.

Bear in mind that nymphs are unable to comprehend or engage in acts that cause physical injury. Although agile, they are not robust and are thus easy to extinguish. Although since their bodies dissolve to star stuff moments after they are slain, it is possible that rather than dying they return to their own realm, there to reform new bodies.

Also, always remember that some nymphs are insufficiently robust for use on the couch. If you happen, whether by design or accident, to have acquired nymphs of this sort, set them in a fountain or lily-pond. They will captivate your guests.

Vermoulian the Dream-walker

RUMORS OF IMPENDING HAZARD

Summoning and Binding

To call and bind a nymph to this plane, a magician may learn the Recitation of Cha-charam (no re-rolls!), an ancient spell of seventeen separate pervulsions, or else come into possession of an artifact that uses this magic in some fashion. If without this **spell** or such an artifact, the magician must enter the **overworld** realm of the nymphs and bargain for the service of one or more of these delectable creatures. Such interaction demands great care, for the Lord of Nymphs is capricious and quick to take offence. Nevertheless, he lusts after pretty magical baubles, expensive ornaments and dalliances with comely human females, and so bargaining is always possible.

If a wizard uses the Recitation of Cha-Charam, and rolls a **Hair's Breadth Success** he obtains an ornamental nymph, rather than the useful kind.



A well-placed nympharium applies automatic checks for Resistance against Rakishness and Indolence, thus distracting the rogues during a rather arduous exploration of some place that they do not have permission to be within.

Nymphs are connected to the ancient goddess **Paphnis**, and can still sometimes be found in ruins of her temples. In an adventure including such a place, nymphs would be portrayed as weird, frightening, ethereal entities – more ghostly than sensual.

[**Turjan-Level**] The adventurers are hired to transport a nymph from one location to another. Unfortunately this specimen is particularly intelligent and alluring, and one of the PCs falls for her charms. Also, the magician to whom the delivery is intended is known to be a person of depraved appetites.

[**Turjan/Rhialto- Level**] Those magicians who have nymphs around their premises are unusually susceptible to what can best be tastefully described as “Indolence.” That is to say that when players speak of bold actions and strong motivations, the

ALL PURPOSE NYMPH

Persuade (Charming) 5, Rebuff (Pure-Hearted) 1, Attack 0, Defense (Dodge) 3, Health 6, Magic (innate) 18, Appraisal (beauty) 8, Athletics 1.25-, Concealment 1-, Etiquette 1-.

ORNAMENTAL NYMPH

Persuade (Charming) 5, Rebuff (Pure-Hearted) 1, Attack 0, Defense (Dodge) 3, Health 1, Magic (innate) 18, Appraisal (beauty) 8, Athletics 1.25-, Concealment 1-, Etiquette 1-.

RECITATION OF CHA-CHARAM

Range: Special

Duration: Special

Difficulty: Complex

This **spell** summons a nymph from its home plane. Once on the mundane, it can leave whenever it wants, *but does not know that*, so its summoner can persuade it to stay, and tell it what its duties will be. As noted above, bad treatment will lead to a moment of clarity, in which the nymph may realize that she can simply depart. At the GM's option, the level of success the summoner achieves when persuading his nymph will have a bearing on how soon she will realize that he is a sybaritic liar.



GM is free to call for a Resistance roll to prevent time-wasting dalliances getting in the way of such plans.



Nympharium

Item; Pages 208-9, 211, 381

CANON

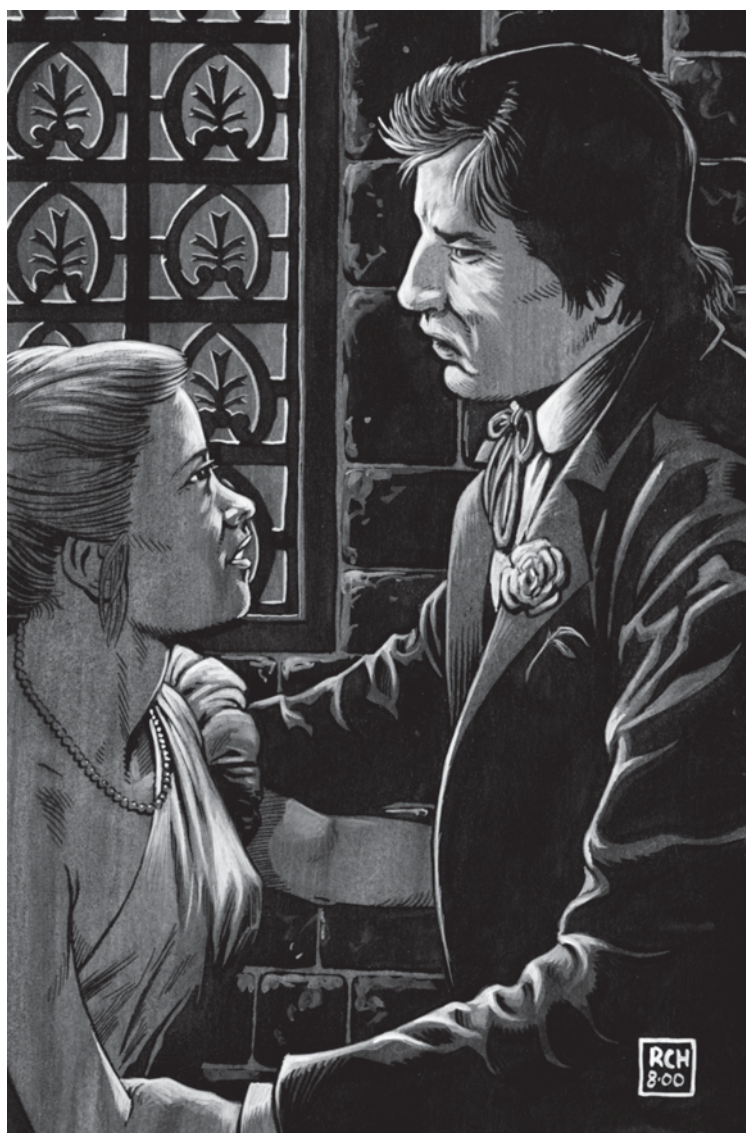
A nympharium is a building associated with a sorcerer's quarry and with a spring on a mountain.

OPINION

It is also, candidly, a place where patrons can enjoy the services, sexual or otherwise, provided by **nymphs**.

Mistress Flook

[Rhialto-Level] The manse of an Arch-Magician is not adequately prepared without at least a small nympharium in which these creatures (and occasionally their owner) can make sport for relaxation purposes or simple visual appeal. A trip to the realm of the nymphs with a sandestin as guide and assistant could easily become a catalogue of disasters.



These delectable creatures house themselves in forms resembling small and youthful girls in the middle years of their second decade.



Oast

Creature; Pages 92-4

CANON

Oasts are tall, hulking, manlike creatures some eight or nine feet tall. They have fair hair and dull blue eyes. The primitives who live in the transitional zone between the **Great Da** and the **Fer Aquila** have domesticated oasts and ride on their shoulders, and use them as pack animals and hunting beasts. Eventually the villagers eat them, braised and kettled. Oasts are immensely strong, fast moving, nimble and hardy, and they have a good sense of smell. They are neither widely spread, nor well known – as only the primitives of the Da Forest's northern fringe use them.

OPINION

Some pedants have claimed that the oast is a type of **half-man**, but it is unintelligent and herbivorous, and so does not meet the common criteria of this classification. Nevertheless, my studies have revealed that Oasts are primitive men. Tukmal the Far-Traveled brought the first breeding pair back from the **Larval Age** in the previous **Aeon**, and soon a colony was thriving in the zoological park that surrounded the **Museum of Man**. When the city of **Thorsingol** began to fail, these creatures were released into the wilds and made their way to the Fer Aquila, where they prospered. Eventually, since no other easily domesticated animals exist in these parts, they became beasts of burden and, horribly, sources of meat.

Lesorix of Perne

Not so horrible, although many folk consider the idea of consuming oast to be nothing short of cannibalism. Yet these creatures are related to primates, and not to humans, so there is no need to feel any more squeamish than one might if offered a cutlet of marmoset.

Quirethomble, Librarian, The Scholasticarium, Kaiin

RUMORS OF IMPENDING HAZARD

The PCs are visiting a distant settlement in which they must impress the local headman with their civility and integrity in order to gain his assistance (crucial to their plan). Unknown to the rogues, the local beast of burden is the oast and is also served in (unrecognizable) braized haunches and stews. Only

OAST

Attack (Strength) 1.25-[11], Defense (Sure-Footedness) 1.5-[15], Health 2-[16], Athletics 1.75-[15], Perception 0.75-, Wherewithal 1-.

Special Rules

An oast's rider is at least seven feet from the ground, so enjoys a significant height advantage over most opponents. This advantage is worth a boon of 1 against an opponent mounted on a horse, and both that and a bonus of 1 when attacking an enemy on foot. Note that one cannot merely mount an oast with familiarity and prepare to ride. Those without adequate training make Riding rolls at a penalty of 1 for some time. Later the GM will reduce this to a levy of 1.

one PC works out what is going on before the meal starts, and the rest tuck in with a will. This part of the scenario should allow a slim possibility of the PCs being alerted before they start eating, but an even slimmer possibility of managing to avoid eating it in a fashion that doesn't cause gross offense to their hosts. Any **Dismal Failures** in Wherewithal while eating cause unpleasant involuntary regurgitation.

Human tribes upon the **Great Eastern Steppe** ride the desert oast, a creature slightly stronger and more resilient than the example given here. These beasts also have somewhat more natural cunning than their **Saponid** relatives, but are still not sentient. The adventurers may find themselves beset by a party of steppe warriors with their intelligent beasts trained to cause a distracting false attack – prior to the main assault.

[**Rhialto-Level**] The sickly Prince Malfonse, tired of being teased by the oafs who work on his father's estate, wished to be made "as strong as a man can be." Unfortunately, he used a **sandestin**-powered artifact to attempt this change, and is now an oast. Malfonse's father is a valued steward of the **Arch-Magician's estates** and has some idea of what has happened. The easiest way to solve this problem is to find the sandestin that originally performed the transformation, but since this was the final use of the artifact, the culprit has departed for Gray Dene.



Obtrank Normalcy

Location M2 I09; Page 470

CANON

The most successful students leave the Obtrank Normalcy to take up their places at the **Collegium**.

OPINION

The Obtrank Normalcy is north of **Old Romarth** where the **Chaing** cuts through the **Land of the Falling Wall** in a great arched tunnel. It is a vast but sprawling theological college, now much decayed.

Carthos of Sfere

A peculiar institution near **Old Romarth**, where the savants of that city assess the scholarship of all who wish to apply. Few do, as the ritual is deliberately tedious, to say nothing of the curriculum. The majority of students succumb to the many temptations deliberately laid on by the staff, such as naked **sylphs** running through the woods visible from the dormitory windows, thus breaking vows of chastity, obedience or one of the ten thousand rules. These leave rather than face the elaborate chastisements reserved for such infringements. A very few gain the laureate and the ceremonial wreath of graveyard oak. These are permitted to go on to the Collegium. Fewer still break the rules yet endure the punishments and the derision of their peers attendant on doing so. The savants take these as apprentices and this is the true path to scholarship and power in Old Romarth.

Iunutharis Grashpotel, Arch mage

It took me several readings to ascertain what Grashpotel is trying to say. Unfortunately the Arch mage [*sic*] is too jealous of his circumlocutions and pervolutions to accept an Editor, even one so august as a talking book that knows everything, so I offer a digestive pastille for this mouthful of pomp:

The curriculum, rules and punishments at the Normalcy are deliberately irksome to deter frivolous applicants,

Most students drop out, either because their studies are difficult and dull or because they have broken a rule (whether through weakness or incitement) and run away to avoid punishment.

Those who don't break any rules, and complete the course enter the Collegium as sages.

Those who break the rules and survive the punishments end up as apprentices to the sages.

These apprentices prosper better outside the Collegium than the sages do inside it and are thus the true scholars and **magicians** in Old Romarth.

The Compendium

The Normalcy, of course needs, and pays, those who would – and could – tempt students from the dour path of scholarship. I traded my talents for access to three of their libraries, and a



letter of introduction to Gasfale, a sage at the Collegium. We didn't get along, but I remain on warm terms with his apprentice, Wajstra.

Mistress Flook

RUMORS OF IMPENDING HAZARD

There are few now that know the entirety of the college. The scholars shun certain corridors, and those who are forced to sleep in certain of the dormitories will not even rise from their couches to relieve themselves after the hours of darkness. Some claim that the forces of darkness are entrenched there, and dark sects living in long-abandoned rooms summon **demons**. Others merely point out that it is not unlikely that **deodands** infest the outer wings.



Ocean of Sighs

Region M1 AF0408, M2 AL1014; Page 363

CANON

The Ocean of Sighs is that body of water between **Cutz** and the north coast of the **Land of the Falling Wall**. Its southern arm is the **Melantine Gulf**. **Lausicaa**, **Mount Dein**, the **Paphnissian Baths**, **Pompodouros**, **Serpent Island** and the **Xardoon Sea** are all in the Ocean of Sighs.

OPINION

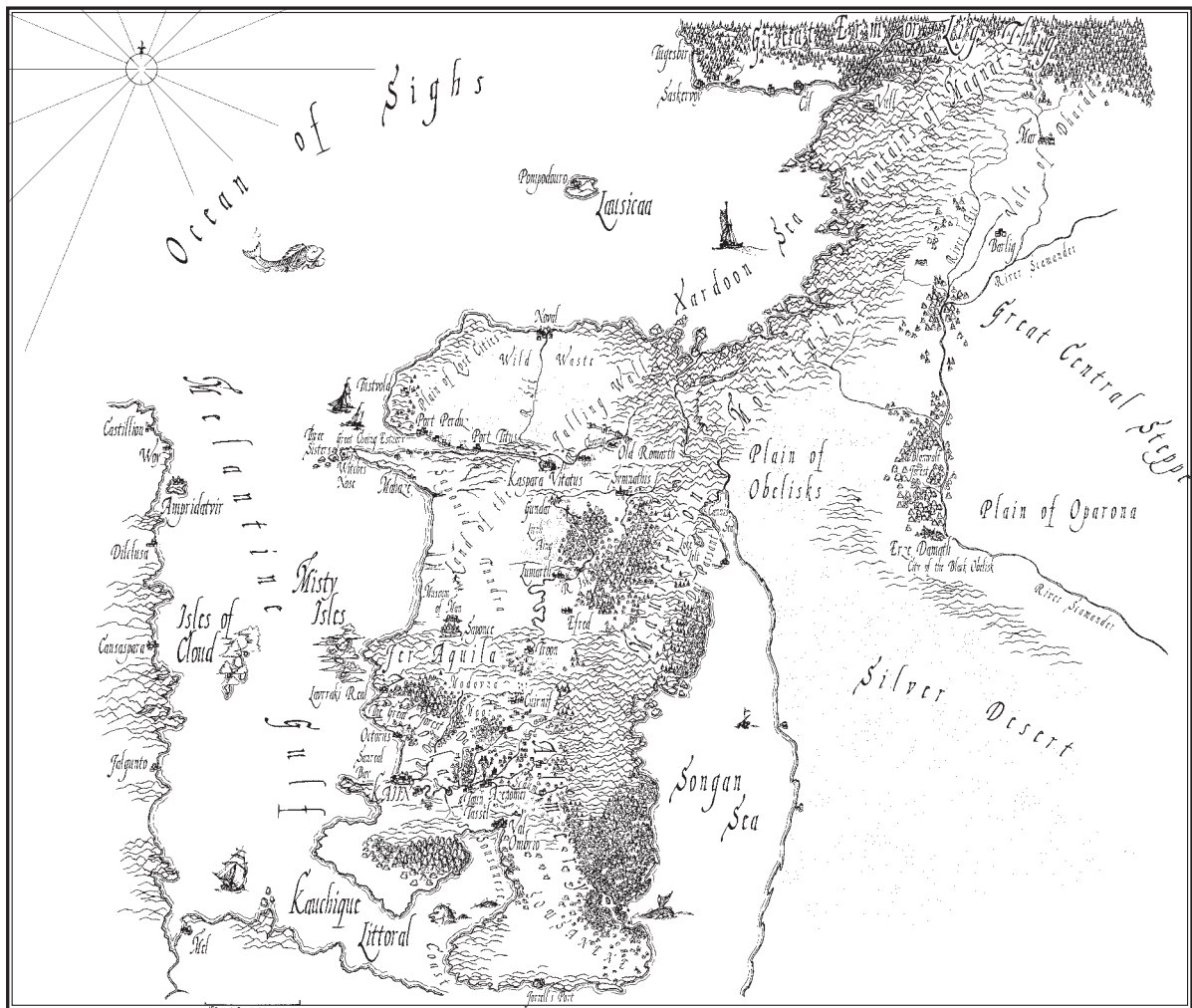
A boundless ocean, which, north of **Woy**, continues west for as far as anyone wishes to travel.

Parouc the Cartographer

I sailed the Ocean of Sighs. Here the distinction between trader and pirate is a matter of how well one is able to defend oneself. I also encountered seas thick with a jelly-like substance on which it is possible to walk with appropriate footwear, and a mage of arbitrary and violent habit.

Graek, Gentleman Panderer, Ghostseer







Ocular Bat

Creature; Page 248

CANON

Follinense believed that the ocular bat was a component of the **grue**.

OPINION

The ocular bat is remarkable only in that can see in the dark; it has cat-like eyes, so does not need to resort to echo location. Nevertheless, it retains its sonar ability, and can emit sounds screech over a five-octave range. Ocular bats are primarily arboreal, but also live in mountainous terrain and cave systems.

The Compendium

RUMORS OF IMPENDING HAZARD

As ocular bats are known to be of use in hybridization, and apparently confer their night-sight to creatures made from them, there is a market for live or recently dead specimens. The PCs make an expedition to somewhere suitably remote and dangerous.

OCULAR BAT

Attack (Speed) 0.25~ [2], Defense (Vexation) 2~ [16], Health 1, Athletics 1.5~ [12], Stealth 2~.

Special Rules

Ocular bats add a Boon of 1 to each of their pools and have a Bonus of 2 for all activities undertaken in the dark. They suffer corresponding penalties to all abilities except Stealth when it is light.



It can emit sounds screech over a five-octave range.



Old Ferghaz Way

Location M3 JN0411; Page 560

CANON

This road is notorious for the way it hugs the river **Sune**, following every swing and meander.

OPINION

The Old Ferghaz Way runs from **Taun Tassel** to **Cuirnif** and is the route of the **Mermelant** Trail for this section of the stamped. The route is generally well marked and easily followed.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto

RUMORS OF IMPENDING HAZARD

The Old Ferghaz Way hugs the right bank of the Sune and for much of the route the right bank is forested. In such isolated areas, travelers can encounter **water wefkins**.



Old Forest

Location M2 IJ0103; Page 133

CANON

The Old Forest embraces the southern end of the **Maurenron** range and clothes its western extremities.

OPINION

“Clothes its western extremities!” What pap is that? The Old Forest is an area of festering darkness, rotten with **rat men** and similar **anthropophages**. All that is needed to improve it is a dry winter, a hot summer and then a forest fire to rip through it from one end to the other.

Quirethomble, Librarian, the Scholasticarium, Kaiin

The Old Forest is a useful place for a summer residence, where one can enjoy the cool air of the mountains without fear of disturbance. A degree of protection is needed, naturally, but it seems that in this world one has a choice between defending oneself from anthropophages or from tricksters. I prefer to deal with the anthropophages.

Issapinai, Arch witch favored of the Goddess Phaetis

RUMORS OF IMPENDING HAZARD

Those wandering deep within the Old Forest are liable to meet many an unpleasantness, including **deodands**, lying **Twk-men**, **vampire grass** or **whip trees**.



Old Kharai

Location; Pages 424, 438

CANON

A place famed for the quality of its **swords**, particularly in the 18th **Aeon**.

OPINION

Given that **Nisbet** owns at least two Old Kharai swords, it is likely that they come from the **Plain of Lost Cities**.

A fine blade of Old Kharai affords a bonus of one to the Speed, Finesse and Parry fighting styles. They also sell for five times the prices listed on **DERPG**, page 119, or seven times, if the sword comes with its matching scabbard and harness.



Old Romarth

Location M2 I09; Pages 465, 637

CANON

Romarth is a city of savants and learning, the home of the **Collegium** and individuals such as Nahourezzin, who can mingle with the **Arch-Magicians** of **Ascolais** as an equal.

OPINION

With no disrespect to Nahourezzin, who is a capital fellow, Romarth is a dour place full of the self-opinionated. All seem to claim to be persons of nobility and will not indulge in trade." On the other hand they will happily swap "presents," "gifts" and "humble offerings" of equivalent value, which amounts too much the same thing.

Quirethomble, Librarian, the Scholasticarium. Kaiin

A city of great scholarship, and senior to **Kaiin** in this respect, if no longer able to fairly claim equality. Romarth does, however, have the advantage of denying access to persons of inferior status.

Iunutharis Grashpotel, Arch mage

I always try to agree with Grashpotel, but he is in error here; provided the person in question is sufficiently capable, exotic or attractive, all considerations of status evaporate.

Mistress Flook



RUMORS OF IMPENDING HAZARD

To succeed in Old Romarth one has to be of the nobility, but membership in some of the exclusive dining clubs is also useful in one's advancement. Those clubs that gain the member any kudos insist on a rite of passage as the price of entry. It is rumored that the Interior Cabal, whose membership is drawn entirely from **magicians**, demands that the aspirant summons and binds a **demon** at the inaugural dinner. Characters are more likely to try for entry to Alectryomachers, which also has considerable influence in society. At the meal table, the aspirant is set in the seat of honor and lays his hands, palm down, on the table. An adult Virose **tasp** walks down the table and over his hands. Should he move or flinch the tarp will instantly drive its venomous sting into his flesh. If he survives the ordeal without being stung he is considered worthy to be a member. When the tarp crosses his hands, the PC must make a Wherewithal roll. On any success he has stopped himself from flinching. On an **Illustrious Success** not only has he done this, but has continued to make conversation with the rest of the table guests. Word of such behavior soon leaks out among the populace at large whereupon they will treat the character with respect.

Note: The poison of the Virose tarp is a creature venom, as described on page 59 of **DERPG**.



Olek'hnit

Social Group; Page 66

CANON

A technological culture, apparently city-based, that became moribund 5,000 years before **Ulan Dhor's** time, Olek'hnit's last relic is the city of **Ampridatvir**.

OPINION

Not so: Ampridatvir is merely the only relic known to Prince **Kandive**, who is scarcely an authority on that, or any other subject. I have it on good authority that many ruins of the Olek'hnit survive around the **Melantine**, mostly untenanted, some gaun-infested, some inhabited by the sad remnants of Olek'hnit civilization.

Carthos of Sferre





Ombalique

Location M2 H05; Pages 532, 546

CANON

Cugel describes **Orbal** as “Duke of Ombalique.” No one else does nor is the name mentioned in any other context.

OPINION

Cugel added the cognomen to suggest a greater familiarity with Orbal than he in fact enjoyed. He does that a lot.

Nogba

Ombalique is the region around **Cuirnif**.

Parouc the Cartographer



Omona Gap

Location M2 F05; Page 92

CANON

The pass leading through the **Fer Aquila**, and thus, the route from the forests of **Ascolais** to the **Museum of Man**.

OPINION

From north or south you see merely a notch in the mountains, there is no trail as such; too few travel that way now to mark one. From the top one looks west toward the **Melantine Gulf** and east to the **Land of the Falling Wall**.

Silvithos the Teamster

RUMORS OF IMPENDING HAZARD

In winter, the pass is deserted. In summer, when caravans do pass through, it is customary for Branka Hul to pitch his tent and open the Summer Inn. The tent is a ridge tent tall enough for a man riding a **mermelant** to pass down the middle without touching the ridgepole. It is perhaps fifteen feet wide and sixty feet long. One entrance is to the bar that takes up half the tent, the other entrance is to Hul’s private quarters, which double as the storeroom. Food is cooked in a great communal pot near the door. The price of one’s first admission is a story never heard before.



Opinion

Technical Term

Those items that have been inferred from the canonical material (**Canon**), or just invented.



Orbal, Duke

Personage; Pages 531, 533-49

CANON

Orbal is the autocratic ruler of **Cuirnif**, and an amateur of oddities, marvels and **magic**.

OPINION

Duke Orbal’s game statistics appear on page 177 of **DERPG**.

The Compendium



Osherl

Personage; Pages, various from 639.

CANON

Osherl is a **sandestin** indentured to **Ildefonse the Preceptor**. He is memorably treacherous, pettifogging and sarcastic.



Ossip Wax

Item; Pages, various, beginning at page 418.

CANON

Anything kicked by a boot coated with **ossip wax** becomes weightless.

OPINION

The pertinent entry in **DERPG** is on page 115.





Overworlds and Underworlds

Region; Pages, various



CANON

The, for want of better terms, plane or planes of existence “above” and “below” the mundane world, although the words’ senses are relative: from **Underhind’s** perspective, **Middle-Earth** is an Overworld, while from Sadlark’s it is an Underworld (See **Cosmology** for a more thorough discussion.) Note that Vance never uses the term “heaven” to refer to Overworlds: that word is a synonym for “sky,” and he only uses “hell” once to describe the origin of a creature that Turjan kills for Pandelume.

Regardless of terminology, the following places are Overworlds and Underworlds: **Fauvune**, **Gnarre**, **Gnienne**, **Jehane**, **Jeldred**, **Kalu**, and **La-er**.



The worlds coexist in three-dimensional space.



Padara Palace

Location; Page 220

CANON

In **Sudun**, a million or more years ago, the **Sembers** ruled **Farwan** from the magnificent Padara Palace.

OPINION

Some claim that the Padara Palace was situated on the site of **Erze Damath**. If so, there is no evidence left of its ancient splendors. Personally I remain strangely disbelieving when regaled with tales of fabulous palaces from the distant past, and my disbelief verges on cynicism should the tale be accompanied by the offer to sell me a map.

Eurias the Cartographer



Pale Rugates

Location M2 H08; Page 501

CANON

A range of bone-colored hills south of **Kaspara Vitatus**.

OPINION

A land "as stark and grim as the face of a dead sun." Hence such creatures as **erbs**, **visps** and **sindics** avoid it. In the hollows one can find where water seeps out to nourish such things as ramp, burdock, squallix and even the occasional newt to tempt epicures.

Quirethomble, Librarian, the Scholasticarium, Kaiin

RUMORS OF IMPENDING HAZARD

Amateurs of country cooking could do worse than repair to the Pale Rugates and devour some of the local fauna. Newts are safest.

First, catch your newt by the usual method, or any variation that you prefer. Then skin and draw the reptile, then quarter it and place in a pot of water over an open fire. Take a handful

of burdock roots, rub clean and split them, keeping the inner core and discarding the outer. Grate the inner core between two stones and place in the pot*.

Next, take the unripe pods of the squallix, discard the seeds, which at this stage are toxic, and retain the pods, peeling off the inner membrane. Drop the remains of the pod into the pot, season with ramp to taste. This serves one. Should you catch two newts you may wish to spit roast the second, catching the juices on a bed of crushed squallix bark.



Palmer, Robert

Personage

Sadly deceased, Robert Palmer sang with the seminal blues-rock band Vinegar Joe, and then went on to have a successful solo career. Post-Vinegar Joe highlights included *Addicted to Love*, an indifferent song with a much admired and oft-imitated video; Shania Twain's homage, *I Feel Like a Woman* is perhaps the best known but, for the Editor, pride of place has to go to Bobby Mack's *Christmas is All Around*.

Palmer was also a Jack Vance fan who wanted to make a film of *Eyes of the Overworld*. Robert Palmer's Star in *Night Lamp* commemorates him.



Pandelume

Personage; Pages 4-16, 33-5

CANON

Pandelume is a **magician** of legendary repute who dwells in the otherworld known as **Embelyon**. Even

* Unfortunately, incomplete records of this ancient recipe leave ambiguities as to whether the inner core or the two stones are to be placed in the pot. Incorrect preparation in some districts is likely to be met with, at the very least, scorn from one's social betters. We do not care to speculate about repercussions in less civilized areas.



those who journey there and entreat with him can say little for certain about him, because he allows no one to look upon him. A traveler gaining an audience with Pandelume hears only his disembodied voice. If Pandelume must physically manifest himself in the same room as the visitor, he commands that the petitioner turn his back. What fate befalls the person who looks upon Pandelume remains unknown. The **Sage** says that Pandelume knows every **spell** that has ever been cast. Sometimes he will reveal a small portion of this knowledge in exchange for a service. He covets the enchanted items of others; once he enjoined **Turjan of Miir** to steal an amulet from Prince **Kandive the Golden**. He also created the **T'sais**.

OPINION

Pandelume's game statistics appear on pages 131-2 of *Turjan's Tome of Beauty and Horror*.

The Compendium



Panguire's Triumphant Displasms

Spell; Page 557

CANON

A **spell**, apparently known to **Iucounu**, forces its subject to obey its caster.

OPINION

This spell might be the same as **Panguire's Triumphs of Discomfort**.

Gersen the Rationalist

Indeed it is, at least it is the unperfected version; see Panguire's Triumphs of Discomfort for further details.

The Compendium

PANGUIRE'S TRIUMPHS OF DISCOMFORT

Range: Touch

Duration: Special

Difficulty: Straightforward

Once this spell has been cast successfully, its victims must obey its caster, unless they can win a contest between their Wherewithal and her Magic. Should they wish to continue to resist after their Wherewithal pool has gone, they can substitute Health, although each defeat means that they suffer a Wound.



Panguire's Triumphs of Discomfort

Spell; Page 583

CANON

A **spell**, listed in **Killiclaw's Primer of Practical Magic**, its effects are unknown.

OPINION

This spell might be the same as **Panguire's Triumphant Displasms**.

Gersen the Rationalist

This spell of 16 syllables allows the caster to force the subject's obedience by causing him extreme discomfort, as the name suggests. The effects last for as long as the caster chooses, or until the subject throws off the enchantment by an effort of will.



Paphnis

Goddess; Page 381

CANON

Paphnis was a goddess of beauty.



Paphnissian Baths

Location M2 I13; Page 381

CANON

Situated on the island of **Lausicaa** the baths were near the summit of **Mount Dein**.

OPINION

Legend holds that **Paphnis**, stopped to wash her feet in a spring near the summit. The Pandalect Cosmei founded a **nympharium** on the site with a splendid balneario of green glass and nacre. All this is in ruins.

Iunutharis Grashpotel, Sage.

I have visited this site, when my vessel was deposited there due to the outrage of the Arch mage Perrin, whom we had pressganged in mistake thinking he was a drunkard. It is a place of remarkable beauty, but I cannot vouch for the efficacy of the waters. Of the three women aboard the Lamaguire Bounty, one was in the first flush of youth anyway and another was a witch fully capable of adjusting her appearance to her



personal taste. The third was a ferocious virago who exhibited a most unfeminine trait. She took pride in her alarming appearance and therefore declined to bathe in the spring.

Mondrosan, captain of the Lamaguire Bounty

RUMORS OF IMPENDING HAZARD

While it may seem unlikely, the baths do indeed have an effect. Anyone bathing in the water and praying to Paphnis will experience an improvement: they will become more attractive, and appear younger and healthier. They may add one point to either their Athletics or Health pools. Unfortunately, gods and goddesses demand a return on such investments. At some point in the future the bather will receive instructions from the goddess in a dream, telling them to stop a particularly hideous building being erected in a particularly beautiful area or to support an artist who is working on a masterpiece.

It would be wise to agree to these tasks, gods and goddesses are by nature capricious and prone to excess.



Paragons of Vasques Tohor

Social Group; Pages 661-2, 666-9

CANON

The Paragons of Vasques Tohor were subjected to the Spell of a Hundred Centuries and immured in **Luid Shug**, so that the Last Kingdom's civilization would survive the **Dark Epoch**, and re-institute a golden age. With the sole exception of **Shalukhe the Swimmer**, they were eaten.



PC

See **Player Character**.



Pectoral Sky-Break Spatterlight

Item; Pages; 319ff

CANON

The **maguffin** in Cugel the Clever is the cerebral nexus of the **demon Sadlark**, this scale (when dry) swallows anything that touches it and repels **magic**.



Peilvemchal Torrent

Natural Phenomenon; Page 106

CANON

The Peilvemchal Torrent flows to the east and north of **Saponce**, where, thanks to a dam built by the **Saponids**, it fills a large lake.

OPINION

The waters of the torrent, if drunk during the hours of darkness, will turn your hair black. If any doubt my words, they should merely look at the Saponids.

Carthos of Sfere



Pelasias

Personage; Page 557

CANON

One of Bazzard's **four fathers**.



Pelgrane

Creature; Pages 25-6, 430, 442, 531-3

CANON

Pelgranes are intelligent (at least, they can talk) bat-like flying creatures with a taste for human flesh; some of them seem large but, the first mention describes a flock, implying that they are quite small (large predators being scarce). The head is a nightmare of polished black horn, like that of a stag beetle, but with a crest, a beak and white, up-curved fangs.

Their preferred attack is by swooping; vertically mounted harpoons can deter this.

OPINION

Pelgranes hunt by soaring at height and then diving on their prey, often giving the impression that they have appeared from nowhere. They are ubiquitous and as it is apparent that they vary in size, and that some – the smaller ones hunt in flocks – authorities agree that these creatures have evolved to fill many environmental niches. The best known are the high plains pelgrane, the speckled pelgrane, the estok-pelgrane, the marine pelgrane and the snowy pelgrane.



SPECKLED PELGRANE (SMALL FOREST PELGRANE)

Attack (Speed) 0.75-, Defense (Misdirection) 0.75-, Health 1-[11], Magic (resistance) 6, Appraisal 3, Athletics 0.75-, Pedantry (Forest Lore) 4, Perception 8, Stealth 2, Wherewithal 0.5-.

HIGH PLAINS PELGRANE (COMMON PELGRANE)

Persuade (Intimidating) 0.5-, Rebuff (Lawyerly) 1-, Attack (Finesse) 2-[15], Defense (Misdirection) 0.75-, Health 1.25-[14], Appraisal 4, Athletics 1-, Etiquette 2, Gambling 1-, Pedantry 2, Perception 1.25-, Wherewithal 0.5-.

ESTOK (ARMOR-PIERCING PELGRANE)

Persuade (Intimidating) 0.75-, Rebuff (Lawyerly) 1-, Attack (Ferocity) 2-[18], Defense (Dodge) 1.25-[11], Health 1.5-[16], Appraisal 4, Athletics 1.5-, Pedantry (ancient metalcrafts) 2, Perception 1-, Wherewithal 0.75-.

Note – the Attack (Ferocity) represents frenzied pecking at armored targets.

MARINE PELGRANE (GREATER PELGRANE)

Attack (Strength) 3-[22], Defense (Intuition) 1-, Health 2-[19], Athletics 2-[17], Perception 10, Seamanship 2-[13], Wherewithal 0.75-.

SNOWY PELGRANE (LESSER PELGRANE)

Persuade (Intimidating) 1-, Rebuff (Lawyerly) 1-, Attack (Cunning) 1.25-[13], Defense (Vexation) 1-, Health 1-[12], Athletics 1-, Concealment 1.5-, Gambling 1-, Pedantry 2, Perception 6, Stealth 1.5-, Wherewithal 1-.

Special Rules

Airborne Predators: Pelgranes gain a boon (or in some instances a bonus) of 1 to their Athletics for actions performed (or commenced during flight). Likewise GM's apply a levy or penalty of 1 to Athletics for those actions requiring movement from one point to another that are performed from a terrestrial standpoint. Some GMs may also wish to extrapolate these adjustments to combat situations.

Attacking Ships: The marine pelgrane tries to immobilize ships, by eating their **worms**, destroying their rudders or perching on the masts and shredding the sails. It will attempt to swamp small boats by crashing into the water near them or by making waves with its wings. To do this, the beast pits its Seamanship

against that of the target vessel's commander. The pelgrane is attempting to reach the tally stated in the table below; the sailors are trying to prevent it. The players may describe any actions they are taking to assist in defending the vessel and the GM can award levies to the pelgrane's roll, depending on the quality of the suggestions.

Vessel	Disable	Sink
Small (Jolly Boat)	2	5
Medium (Barge)	5	8
Large (Cog, e.g., the Galante)	12	20
Enormous (Pleasure Barge)	15	35

Intimidating Swoop: As pelgranes are not very agile in the air, they attempt to stupefy their prey with a chilling, triumphant warble. The pelgrane swoops down to grab its victim with its beak and talons, then soars high up into the sky, intending to kill the prey by dropping it from a great height. The pelgrane will release its victim immediately if it receives an injury. Note that a successful attack is required to make the Swoop successfully. All pelgranes receive a bonus of 1 to their Stealth for the purposes of determining Surprise (*Turjan's Tome of Beauty and Horror*, page 25), if the victim is not watching the skies.

Swarming: Pelgranes have extraordinary senses and can detect prey many miles away. As they are not territorial, many pelgranes may attack the same target. If a pelgrane attacks a readily visible target, all other pelgranes nearby will attack as well. This unpleasant option is only recommended for **Turjan or Rhialto-level** play; the GM should roll a dice every round. If the target is airborne, on a **Hair's Breadth Success**, one additional pelgrane shows up, on a **Prosaic Success**, two appear and on an **Illustrious Success** three join the throng. The predators stop arriving as soon as the GM rolls a **Dismal Failure**. If the target is on the ground, then one pelgrane appears every time the GM rolls an Illustrious Success.





The high plains, or common, pelgrane haunts the skies over the **Land of the Falling Wall** eastwards, and is well known to travelers. The small, silent, bat-like speckled pelgrane lives in the forests of **Ascolais**, where **Aeons** of contact with **magicians** have imbued it with a natural resistance to spells. The estok-pelgrane adapted to eat armored soldiers, but now subsists on tree sap and insect hives. It still retains its instinct to attack anything metallic and collects shiny items for its nest. The gigantic marine pelgrane flies over the seas looking for food. It will attack sea creatures and vessels with equal enthusiasm. When hunting creatures, it swoops on them beak first. The white-furred snowy pelgrane lives in the **Saponid Tundra** or high in the **Maurenron Mountains**. It prefers to eat sleeping prey. It has very good camouflage, so hides and attacks creatures that settle nearby.

The Compendium

RUMORS OF IMPENDING HAZARD

A pelgrane has settled in the eaves of an old brewery, where Henzog makes his celebrated Elevated Golden Wort. The brew will be ready within a week, but the pelgrane is callous to all efforts to make it leave. The PCs will receive a hogshead of fine ale for their troubles.



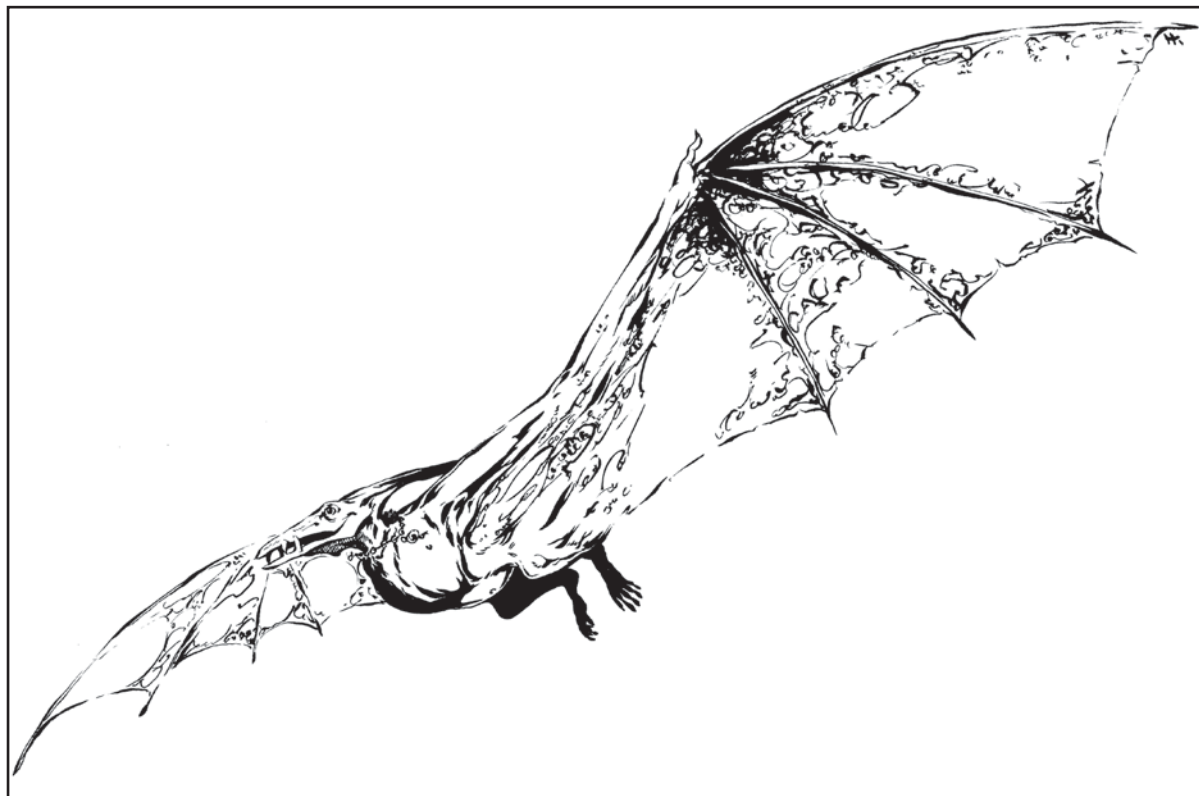
According to **Cugel**, who would know, captured pelgranes have a resale value. All the adventurers have to do is catch one and keep it alive.

[**Turjan-** or **Rhialto-Level**] A swarm of pelgranes has devastated Theneth, a local **wizard's** manse, tearing the walls apart and carrying off everything of value. Theneth, naked aside from his Live Boots and a **sword***, claims that one pelgrane had a rider, who used a double flute to control the monsters.

[**Rhialto-Level**] A well-traveled vagabond in a tavern attempts to buy drinks with a report that a copy of the Panzooic Exegesis, annotated by **Phandaal**, was recently auctioned in **Val Ombrio**. Apparently, its purchaser was taken with the auctioneer's claim that the amended volume now gave formulae for the creation and dissolution of pelgranes.



* Perhaps the two items for which he paid Possession points?



The head is a nightmare of polished black horn, like that of a stag beetle, but with a crest, a beak and white, up-curved fangs.



Pelgrane Press

Social Group

The publishers of the *Dying Earth Roleplaying Game*, and many other fine products besides, their contact details are in the front of this book.



Perciplex

Item; Pages, various, beginning at 632

CANON

The Perciplex, a blue crystal containing a pristine, unalterable copy of the **Blue Principles**, is the **maguffin** in the story Fader's Waft.



Pergolo

Location M3 L04; Page 133

CANON

The Manse of **Iucounu the Laughing Magician**, Pergolo stands on certain heights above the river **Xzan**, close to **Azenomei** and the confluence of the Xzan and the **Scaum**. Built within the ruins of an ancient castle, Pergolo is an eccentric structure of steep, gables, balconies, skywalks, cupolas and, surmounting all, three spiral towers of green glass. A winding path of brown tile leads up to the main door, on which is carved a human face contorted in a yell of despair or possibly defiance. Within is the foyer with its central fountain, and beyond the great hall, filled with marvelous artifacts. Off this are workrooms, refectories, and many other rooms, while a sweeping stair leads to the upper levels. All is furnished to a dramatic and peculiar taste, or was, Iucounu having been consumed by the **Overworld** being **Sadlark** at the conclusion of Cugel's Saga and Pergolo taken over by **Cugel** himself.

OPINION

Here is ingratitude both gross and flagrant. When Cugel was a mere wandering rogue I twice gave him employment, once in the excavation of my dunny pit, once in clearing an infestation of **tasps**, both times at a full 3 terces the day. Now, when he commands a fine manse redolent with **magic**, he will not so much as bid his old benefactor the time of day!

Nogba



Phandaal

Personage; Pages, various, particularly 12, 22-3, and 584.

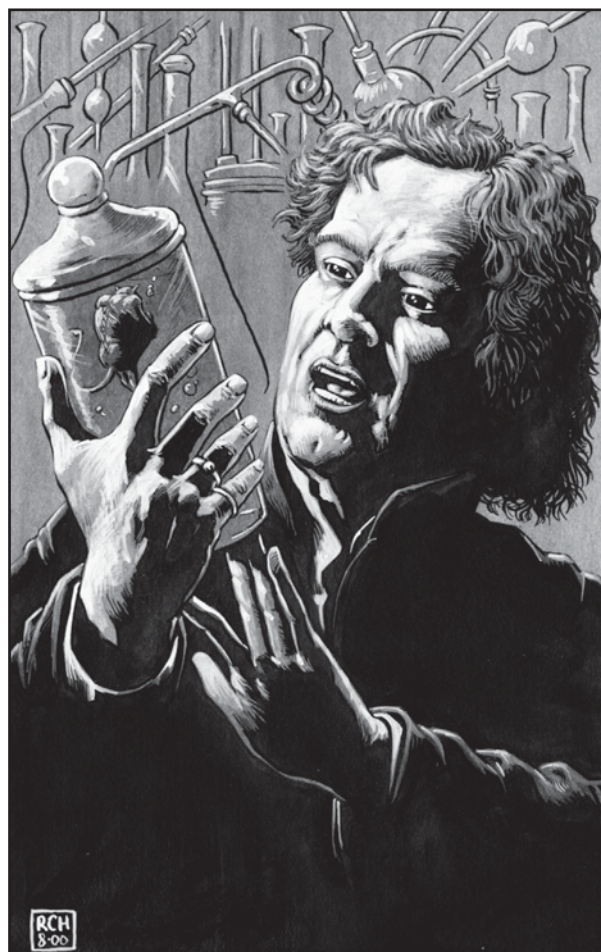
CANON

Phandaal the Great "the intrepid genius of **Grand Motholam** who had systematized the control of sandestins," was the arch-necromancer who codified **magic** and created the **Forest Da**. He was martyred for his pains and many **spells** bear his name.

OPINION

Phandaal's statistics have not been published in any DERPG product, but should GMs want to introduce their PCs to the master, they might like to remember that Pontecilla the Pious, king of **Grand Motholam** killed him, slaughtered his followers and dispersed any surviving magicians in a single night. Hence Phandaal shouldn't be utterly formidable.

The Compendium



Phandaal the Great, the intrepid genius of Grand Motholam



Phandaal's Critique of the Chill

Spell; Page 65

CANON

A **spell** mastered by **Ulan Dhor**, its effects are unknown.

OPINION

Undaunted by a lack of information, John Sneed provides rules for this spell page 108 of *DERPG*.



Phandaal's Gyrator

Spell; Pages 23, 25-6

CANON

A **spell** that spins its subject around an axis determined by the caster, as well as raising and



lowering the victim to any height the caster chooses. If the victim spins fast enough, centripetal force will dismember it.

OPINION

See *DERPG*, page 108, for game-specific information.



Phandaal's Inside Out and Over

Spell; Pages 271-3

CANON

A **spell** of thirty-one syllables that “everts” tunnels and other subterranean structures.

OPINION

Game rules for this spell appear on page 108-9 of *DERPG*.



Mazirian the Magician dismembers a deodand with the Gyrator



Phandaal's Mantle of Stealth

Spell; Page 9

CANON

This **spell**, which makes its subject invisible, proved useful to **Turjan**.

OPINION

The reader is referred to *DERPG*, page 109, for further information.



Pharesm

Personage; Pages 206-227

CANON

Pharesm is a powerful **wizard** who is obsessed with attracting TOTALITY, a creature that is also the entire universe, "viewed from the inverse," and which **Cugel** eats. The sorcerer is very old; his TOTALITY project had consumed 500 years when he appears in his eponymous story so has obviously overcome mortality. He even considers returning people from death too routine, and explains to Cugel that "the restoration of vitality is a small task... A variety of deaths by contrasting processes may well enter into your judgment."

Pharesm will also perform divinations and exorcisms, and he is capable of sending people back through time.

RUMORS OF IMPENDING HAZARD

PCs could attempt to hire Pharesm to restore one of their number to life, although the sorcerer's price would be high.



Pholigus Valley

Location M1 HI01; Page 241

CANON

The Pholigus Valley is an inhabited region to the north and east of **Erze Damath**. Many of the inhabitants are followers of **Gilfig**.



OPINION

A great number of pilgrims from this area visit Erze Damath. There are many small towns on both sides of the River **Asc** as it flows through the area.

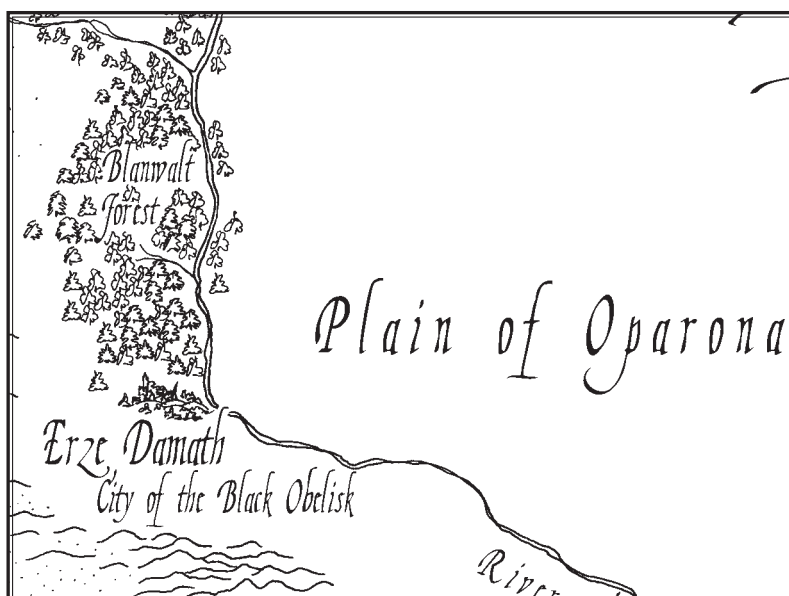
Eurias the Cartographer

RUMORS OF IMPENDING HAZARD

The inhabitants of the small towns in the Pholigus Valley are dour folk who travel little, save as pilgrims. Each small town has its own strict code of behavior; transgressions are dealt with firmly. Fortunately, pilgrims, as persons of spirituality with their eyes on a more-than-human objective, are treated with considerable latitude, provided they behave as pilgrims.

PHOLIGUS VALLEY PILGRIM ORDINANCES

1. Pilgrims must always travel in groups of more than four.
2. Pilgrims must, in the course of their pilgrimage, not over-indulge in strong drink.
3. When dining, pilgrims must eat lentils, pease pudding or similar.
4. Fornication, commerce or similar diversions are expressly forbidden.
5. Should they gamble, half the winnings are dedicated to the object of their pilgrimage.



Each small town has its own strict code of behavior.



Pikarkas

Personage; Page 658

CANON

Pikarkas was the reportedly half-insect **wizard** who made the **memril**.

OPINION

I can confirm that this report is true, and that Pikarkas was indeed half-insect. The specific parts being his extra set of arms vestigial wasp-wings, multi-faceted eyes and his toothless mouth, which contained several thin tubes of different bores,



through which the wizard could ooze digestive fluid or suck up nutrients. I have no idea how he spoke, although I am sure that he did.

I know this because my master used to keep me submissive by calling up this wizard's shade and threatening to incarnate it. Happily, I won my freedom before he could enact this threat although, he did complete the first stage of the incarnation, executing a mosaic of Pikarkas from fragments of **Twk-man** bones and teeth, and burying it in **lich-mold**.

Mistress Flook

PIKARKAS

Persuade (Intimidating) 10, Rebuff (Lawyerly) 10, Attack (Finesse) 10, (Cunning) 5, Defense (Parry) 10, Defense (Vexation) 5, Health 10, Magic (Studious) 16, Disputation 8, Engineering 6, Mathematics 8, Pedantry (Entomology, Magic) 10, Physician 8, Vat Mastery 16, Warding 8, Wealth 12, Wherewithal 12

Spells: Pikarkas knows all the **spells** in the **DERPG** rulebook, with the exception of those related to time travel, and those specifically attributed to a wizard (that is to Thrasdrubal, Edan, **Javanne**, **Gilgad**, Thandaval, **Panguire**, Lugwiler, Khulip, **Rhialto** or **Phandaal**; all these persons post-date Pikarkas).

Possessions: Pikarkas owned a very fine hive-manse, with an enormous vat-chamber capable of growing 60 creatures at a time, and protected by an army of **executioner beetles**. His personal possessions included a pair of live boots, a **blue concentrate** projector and a fine scythe-sword, made from beetle mandibles (equivalent to a battle-scythe, for which see *Excellent Prismatic Spray*, Volume 1, Issue 6, pages 83-4).

Note: Pikarkas's secondary attacks and parries are delivered simultaneously with his primaries, and against the same opponent (which means that an attacker has to beat both of the half-insect's defenses separately); they represent his second set of arms and the off-putting buzzing of his vestigial wings.

TUBDRODE

"Harder, faster, the sun might go out before you finish!"

Persuade (Forthright) 10, Rebuff (Penetrating) 10, Attack (Caution) 8, Defense (Parry) 8, Health 8, Magic (Curious) 2, Engineering 10, Living Rough 8, Pedantry (Ancient Civilizations) 8, Wherewithal 12

Spells: Tubdrode, who is a **dabbler**,

RUMORS OF IMPENDING HAZARD

Tubdrode, a ransacker of ancient tombs, hires the PCs to assist with the heavy lifting on his latest expedition, which involves a serendipitously uncovered dome of springy material some thirty feet across and ten high that has come to light in the **Hanging Hills**. He imagines that they will be opening the structure with some cumbersome tools: huge drills, two-handed saws and pickaxes.

The structure turns out to be the top part of Pikarkas' hive-manse, and the adventurers are cutting their way into its top chamber, where hordes of magically frozen executioner beetles, guard the incubation vats. The vats are full of beetle and **memril** pupae. Penetration of the vat-chamber activates the spell. Pikarkas himself hangs in a cocoon in a further chamber, his death-like sleep of ages broken only by occasional summonings to a wizard's work-room, where he was required to terrify a strange, gray-haired woman. Although by no means friendly, Pikarkas is reasonable and could be persuaded to spare the excavators, should they find out who summons him and stop it from happening again.

If GMs enjoy adventures featuring mad wizards and giant insects, then they could decide that the reanimated Pikarkas wanted to establish an insectile empire in **Almery**.



Pincer-Lizard

Creature; Page 404

CANON

Pincer-lizards live on the **Tustvold Mud Flats**; they are apparently carnivorous.

OPINION

The pincer-lizard is the size of a small dog and can deliver a nasty-nip to a human-sized prey. As suggested by their name, pincer-lizards possess forelimbs like the lobster or scorpion, despite being otherwise more reptilian in nature. These



creatures live in all manner of terrain, from marshy reed beds to rocky hillsides to ruined cities. They live anywhere that they can hide easily amongst the local vegetation or terrain, and where they can be reasonably sure of finding carrion, wounded prey or small mammals on which to subsist. They will band together to ambush larger prey from hiding, but lack the capacity to outdistance larger healthy targets over any kind of terrain.

Although most of these creatures are manageably small, much larger specimens of pincer-lizards have been encountered in various ruins, and sometimes in the vicinity of the manses of **magicians** known for their interest in **vat** creation. This may mean that a new species has been created or simply that it has somehow evolved from the old. These rare and solitary creatures have been sighted up to the size of a pony.



PINCER LIZARD

Attack (Strength) 0.75-, Defense (Dodge) 0.75-, Health 0.5-, Athletics 2, Concealment 1-, Perception 4, Stealth 5.

GIANT PINCER LIZARD

Attack (Ferocity) 1.25-, Defense (Dodge) 1-, Health 1.25-, Athletics 1.5-[14], Tracking 3, Wherewithal 1.5-.



Lesorix of Perne

Pincer lizards are a pest, so must be hunted or, preferably, trapped. Trapping pincer-lizards is comparatively easy. One stake-holder thrusts at the lizard with a long pole, the beast grabs the pole with its pincers, leaving it safe to approach for the knife man who slides a long thin blade in between the armored plates on the side of the creature's neck, killing it instantly. Should there only be one such lizard, it is easily dealt with. Unfortunately, it is common for these to be found in groups of up to twenty. Therefore, the inhabitants of **Port Titus** prefer to wait until a number of strangers arrive before suggesting an expedition to the beach.

Once killed the pincer-lizard is not without value. The flesh of the pincers tastes like lobster; the rest of the body is normally reserved for fishing bait, but can be eaten, especially if stewed slowly in a reasonable white wine. The armor plates are used to sole clogs and to shoe droggers.

Xolon, Master Hide Merchant, Tugersbir

RUMORS OF IMPENDING HAZARD

A ruin or other location with a flourishing population of pincer lizards encourages much ingenuity to avoid being savagely nipped every few minutes. Perhaps flaming brands need to be wielded, or sharpened staves applied on a regular basis – especially if the PCs wish to descend into an underground chamber swarming with these beasts. Pincer lizards become very annoyed when their group nest is approached and use all their natural cunning to ambush and injure intruders.

[**Cugel-Level**] The rogues are “guests” of Lord **Slaye**, and have made some dreadful faux pas. In order to mollify this crazed despot, they must engage in the tortuous and painful enforced collection of sufficient live pincer lizards to deliver to the palace chefs to prepare for a forthcoming banquet.

[**Turjan-Level**] While raiding the manse of an enemy magician, the adventurers become trapped in a semi-flooded cave system redolent with traps and inhabited by a dozen or more giant pincer lizards. (Some of these creatures may even have been enchanted to resist **spells**.)

Place of Whispers

Location M2 F03; Page 59

CANON

The Place of Whispers is a landmark in the old town of **Kaiin**, near where **Chun the Unavoidable** has his hall*.

OPINION

Chun is covered both in the *Kaiin Player's Guide* and the *DERPG* rulebook (page 155).

The Compendium

A dour place, currently littered with bodies in various states of decomposition, which not even the most audacious of thieves think to rob. It may be safely viewed from higher on the slope, and I had hoped the sight would provide me with inspiration for a black stanza poetic tryptic, but found the experience merely nauseating.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt

Shun the Place of Whispers! Nearby dwells Chun the Unavoidable, who wears the eyeballs of his numerous victims as a necklace.

Nogba



Plain of Gray Shades

Location M2 IJ0809; Page 465

CANON

This plain is to the south and east of **Old Romarth**.

* Concerns for your health and safety ensure that we say no more than this.



Below the surface of the plain are the crypts of the palace of Mael Lel Laio.



plain in a palace carved from a single moonstone. Those walking on the plain can still find shards of this.

Quirethomble, Librarian, the Scholasticarium, Kaiin
The gray shades are the ghosts of the erotic dancers and catamites of Mael Lel Laio, whom he would strangle when he wearied of them.

Carthos of Sfere

It is possible to recover the moonstone shards Quirethomble mentions, and trap the dancers and catamites' spirits within them. If one shines a light through the gem, the ghost casts a moving shadow, usually of the incumbent performing his or her craft. I once saw a chandelier of these stones in Kaiin, but someone stole it.

Mistress Flook

RUMORS OF IMPENDING HAZARD

Below the surface of the plain are the crypts of the palace of Mael Lel Laio. Some have been excavated; others are still sealed-off as the great mage left them. In the accounts of Mael Lel Laio all his biographers mention that he wrote two hundred fifty **spells** in a book with pages of green iridium and bound with wires of spun electrum. No one has found this book; indeed if any but an **Arch-Magician** found it, would they be able to retain possession of it?



Plain of Lost Cities

Location M2 FG10;

This non-canonical name for **Tustvold's** hinterlands appears on the speculative map of the **Dying Earth** in the center of this book. It's a good, if prosaic, label both because it has two fewer keystrokes than "Tustvold's hinterlands" and because it scans better. Also the area is indeed blistered with tumuli, each covering a lost city.



Plain of Oparona

Location M1 IL0001; Page 249

CANON

A plain, known to the inhabitants of **Erze Damath**, that has become infested by Mad King **Kutt's** creatures.



OPINION

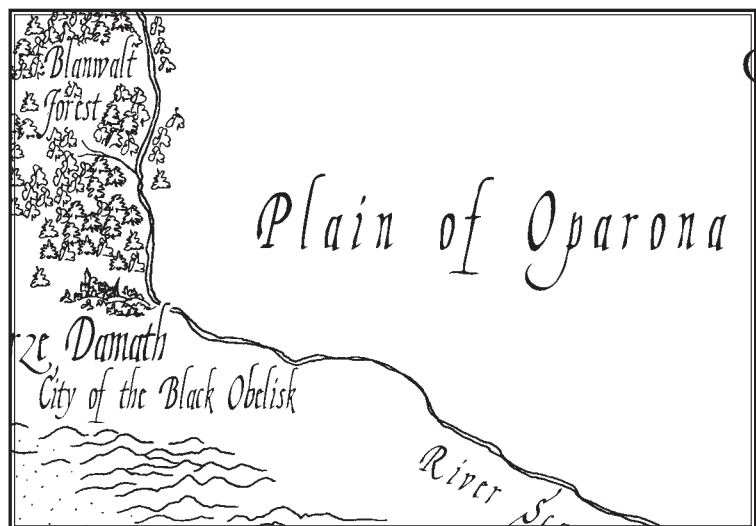
The Plain of Oparona lies across the river Scamander from Erze Damath and is a comparatively fertile grassland when assessed against the semi-arid wastes to the east. The plain is mainly notable for the creatures grazing on it. The menagerie of Mad King Kutt was released into the countryside and the descendants, blessed* with more than usual fecundity, interbred and produced a fine collection of freaks and curiosities. The nomads to the east shun these creatures, which means they act as a bulwark for Erze Damath.

Eurias the Cartographer

RUMORS OF IMPENDING HAZARD

The nomads shun these creatures for a reason. They are infested with **mank** lice. Those captured are immediately bathed in a strong solution of copper sulfate dissolved in tantalum water.

Anyone sleeping on the plain will find himself and his bedding infested with these creatures. Until they are removed (by bathing as mentioned above) the infested character cannot refresh any Abilities because of the distraction caused by the lice.



Infested by Mad King Kutt's creatures.

* If indeed that is the correct word.



Plain of Red Flowers

Location M2 H06; Page 524

CANON

The Plain of Red Flowers lies south of Lumarth.

OPINION

The area, watered by the **Isk**, is pleasant enough; the plain is fertile and was once farmed by a considerably larger population than now exists. The flowers have spread over what were once plough lands, and at the height of summer, the Isk seems to be a runnel of quicksilver on a red velvet cloth. Local apothecaries collect the seed heads from the flowers to make a soporific.

Quirethomble, Librarian, the Scholasticarium, Kaiin

RUMORS OF IMPENDING HAZARD

One hazard that can be found on the plain is the red thawn. This creature lives among the flowers and preys on anything it finds among them. Long and sinuous, described by some authorities as a snake with a thousand small legs, the red thawn will close slowly, moving upwind of its prey and waiting until it stops to rest. The scent that the flowers give off is mildly soporific and the thawn will also blow into the air pollen stored in dorsal sacs. It waits until the victim falls asleep and then attacks.

RED THAWN

Attack (Cunning) 0.5-, Defense (Misdirection) 0.5-, Health 2, Athletics 3.

Stored Flower Pollen

Potency: 0

Interval: 5 minutes

Effect: The victim drifts into a normal sleep from which they awake when the air grows chill in the evening.



Plain of Standing Stones

Location M2 H05; Page 527

CANON

The plain lies between the **Tsombol Marsh** and **Cuirmif**.

OPINION

The plain is barely fifteen miles across and by moving from sarsen (see below) to sarsen travel takes between four and five hours. The area is rife with **asms** and **pelgrane** fly overhead.



The folk of **Samsetiska** to the north of the plain know a **cantrap** that will deter the asms; travelers must cope with the pelgranes on their own.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto

RUMORS OF IMPENDING HAZARD

The sarsens of the plain are not without interest; they are twelve-foot-high pillars of gray rock whose origin is lost in the past. Some show signs of having been carved in the past; others have marks still visible that can only have been carved in more recent days. The scholar Slayewigish attempted a survey; indeed he even sketched the alignment from above* and claimed to see patterns in the layout which he put down to simple people attempting to communicate with their gods. Other authorities† took the line that the stones were laid out in a pattern which would act as a guide to space travelers. What should be noted is that for all practical purposes any seeking to summon and bind pelgrane find the task is easier if they perform the rite while standing between the rows marked 3rd and 4th Proximal in Slayewigish and Cun. The prime position appears to be at the intersection of the third lateral with one's back to a sarsen bearing a worn inscription no longer legible.



Player Character

Gamespeak

Often abbreviated to *PC*, a player character is the persona adopted by a player in a roleplaying game.



Plucky Young Thing

Technical Term

A wholesome female character in a Vancean story, when she isn't the protagonist herself, she can be a male hero's romantic interest and, occasionally, his inspiration. The characterization tends towards intrinsic innocence and innate goodness. Examples include **T'sain** and Wayness Tam (*Cadwal Chronicles*).

* Those interested are referred to Slayewigish and Cun, Discussions Arising From the Disposition of the Cuirmif Sarsens.

† Kuttdithcoupah and Bufel in their monograph *Sarsens and Our Space-faring Ancestors*.



Pompodouros

Location M2 I13; Page 373

CANON

Pompodouros is the principal town of the island of **Lausicaa**.

OPINION

The town is somewhat ruinous and reminds many of **Kaiin**. Apart from numerous houses, there are schools, four taverns, a brewery and even hospitals. Men and women live separate lives, but it is considered bad manners to discuss these matters with strangers. So, we draw a veil over such things, allowing visitors arriving in Pompodouros to be pleasantly surprised by such local customs.

Iunutharis Grashpotel, Sage

The spraling is excellent.

Mondrosan, captain of the Lamaguire Bounty



Pooner

Social Group; Page 656

CANON

The **Last Kingdom** girls **Rhialto** meets on his arrival in the 16th **Aeon** mistake him for a Pooner or, perhaps, a **Bohul**.

OPINION

Pooners, presumably are foreign enemies of the Last Kingdom.

Gersen the Rationalist



Population

Technical Term

CANON

"In the place of the old peoples, a few thousand strange souls live."

OPINION

This is a poeticism: although the world is studded with ruins and there may well have been more people previously, there



is sufficient population and population movement in the **Dying Earth** to support city-states such as **Kaiin**, festivals, pilgrimages and long distance trade.

Gersen the Rationalist



Porphiron Scar

Location M2 F03; Page 59

CANON

The scar overlooks **Kaiin** and **Sanreale Bay**. Now it marks the limits of the authority of the princes of Kaiin.

OPINION

Legend claims that the **Derna** gorge once approached the sea through a steep canyon of tumbled rocks cut into the Porphiron Scar. It says, also, that Great **Phandaal** had **demons** cut the vineyards into the side of the scar to his order. Be that as it may, it cannot be doubted that the site is extraordinarily well suited to cultivation of the vine.

In simple terms, the Derna has cut a gorge through the hard limestone of the plateau that overlooks Kaiin and down into the softer rock that lies beneath. This has left a system of steep, rocky slopes, a fortuitous majority of which face to the south, southwest and southeast. Thus, shelter, quality soil, excellent drainage and the finest insolation are all provided together, making the vineyard what it is.

As a final, exquisite touch, the fogs that rise from the Derna at night moisten the valley sides, encouraging that fungi which is most beneficial to the vintner's craft, the imperial yellow botris, which both concentrates the wines and adds an extra element of flavor.

Iunutharis Grashpotel, Sage.

A place both wonderful and lethal. Full oft have I sat among the vines, wondering at how great Aea takes simple earth and by the medium of the grape converts it to that most exquisite of elixirs, Golden Porphiron. Drawbacks include the vine tedders, who resent intrusion and suspect the most innocently intentioned of a whole range of viticultural misdemeanors; the loose soil, which in place can precipitate the unwary several hundred ells into the foaming Derna; and occasional **deodand** on the back slopes, including Impilo Valley, where my own property is situated.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt





Port Perduz

Location M2 F09; Page 447

CANON

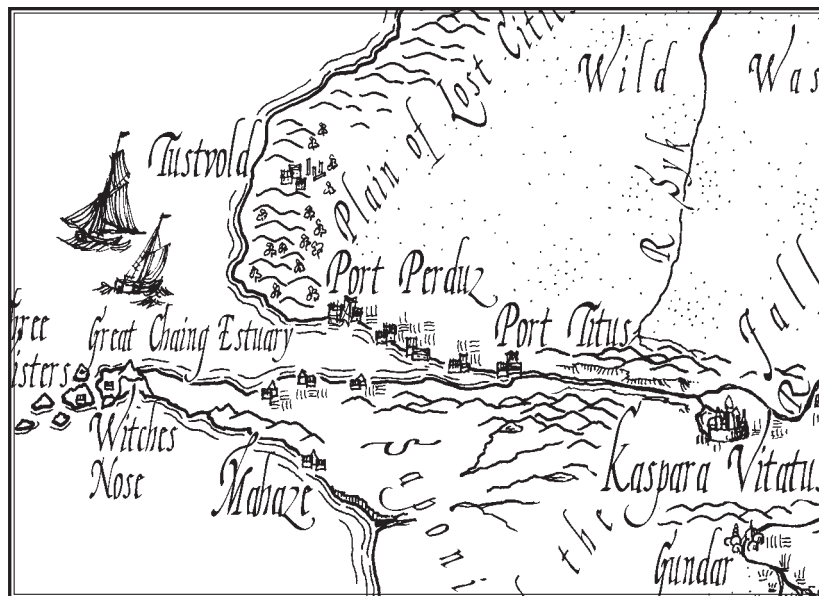
Port Perduz lies on the northern shore of the Great **Chaing** Estuary. It is a major port and trade center of the **Land of the Falling Wall**, but a sad and dilapidated echo of its former self, more ruinous than not. Approaching from the high ground to the north, it seems no more than a scatter of moldering gray structures on a bleak hillside. Closer to, it is little more imposing. Buildings surround a central plaza, including an inn built in what was once a theater, while warehouses lie behind a decaying old wharf at which perhaps as many as five or six ships and river barges might be found. As well as trading with the ports of the **Ocean of Sighs** and the northern **Melantine Gulf**, such as **Dilclusa** and **Castillion**, Port Perduz is the caravan terminus for the hinterland, thus linked to such towns and cities as **Torqual** and **Kaspara Vitatus**.

OPINION

A pleasant enough town, one can purchase most necessities, there are chandlers and provision merchants aplenty.

Volume Stinobric. Guardian of the sacred flowers of Falgunto
In Port Perduz I was charged with piracy and shore raiding, this through having resisted the attempts of certain pilots to charge exorbitant prices for guiding our vessel through the treacherous waters around the **Dragon-Fangs**.

Mondrosan, captain of the 'Lamaguire Bounty'



A sad and dilapidated echo of its former self.



BEACH LARKER

Normally the only evidence that beach larkers are nearby is a heavily ribbed eyestalk that protrudes from the mud. This appendage, if split and pithed, provides the centerpiece of many a banquet. Collecting the eyestalks is tricky as, when the creature is attacked, the stalk is withdrawn rapidly into the mud and seven barbed spines erupt vertically out of the ground in a twenty-foot radius of the stalk. Each spine counts as an attack. If the attack fails the spines are withdrawn and erupt elsewhere during a later round. Skilled hunters use a lasso to catch the eyestalk and then walk across to it on heavy planks.

Attack (Speed) -1.5, Defense (Dodge) -1.5, Health 4.

This is as far south as the traders of **Cutz** venture.

Xolon of Tugersbir, hide merchant

RUMORS OF IMPENDING HAZARD

On the shore and extending far out onto the sands there are clumps of dismal spinifex. Less erect than its northern cousin, it is more resistant to immersion in saltwater. The root of the dismal spinifex, when dried and ground between hot bronze rollers, produces spinifex flour, popular with cooks who use it in pastries and tartlets. Collecting the root involves avoiding both **pincer-lizards** and **beach larkers**.



Port Titus

Location M2 G09; Page 473

CANON

A small village two days up the river **Chaing** from **Port Perduz**.

OPINION

A village? In which case three houses is a town and five a city.

Quirethomble, Librarian, the Scholasticarum, Kaiin

RUMORS OF IMPENDING HAZARD

While not a large village, it is on the direct caravan route and so sees a lot of passing trade. The inhabitants therefore pride themselves on being cosmopolitan



and open to outside influences. Hence all travelers find ready acceptance and their coin is taken cheerfully. This ready acceptance is not without its unfortunate side, as part (albeit temporarily) of the community the traveler is expected to join in community activities. One of the most common is trapping **pincer-lizards** so that they do not render access to the sands impossible by weight of numbers.



Ports of Call

Book

A novel of the **Gaian Reach** and one of Vance's many forays into the concept of **diversity**.

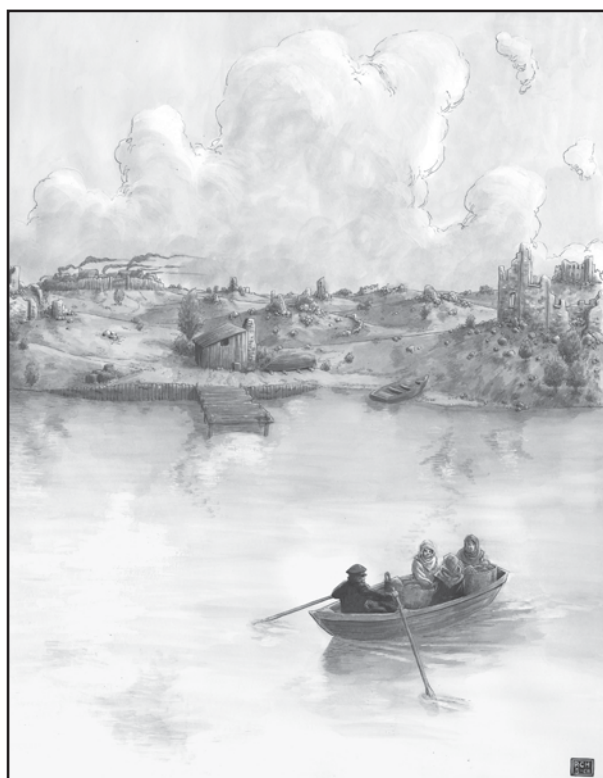


Primer of Practical Magic, The

Book; Page 583

CANON

A book written by **Killiclaw**.



A village? In which case three houses is a town and five a city.



Also

A **d20** supplement for **DERPG**, in which Janry Chandler renders **DERPG's** magic system in a d20-friendly format. The volume contains all the spells from **DERPG** and *Turjan's Tome of Beauty and Horror* and is, so far as the Editor knows, the only d20 book to offer rules for **spell** failure.



Private Infinity

Location /Technical Term; Pages, various, including 582

CANON

The wizard Teutch, as an "Elder of the Hub," has his own private infinity and spends much of its time arranging its intricate details. No further information is available.

OPINION

It is possible that **Pandelume's** home of **Embelyon** is also a private infinity, and the same might be true of **Rhialto's** hole into **subspace**.

Gersen the Rationalist



Prosaic Success

Gamespeak

"Prosaic" is, apparently, an atmospheric way of saying "five, you rolled a five."



Puiras

Personage; Pages 704, 713-714

CANON

An idle and surly servant retained for a time by **Rhialto**.





QaHr

Location; Page 415

CANON

QaHr is one of the many city-mounds on the **Plain of Lost Cities**. It is of interest because its population believed that it was best to be mummified young, so as to be fully capable of enjoying the rewards of paradise. Hence, the ruins are full of cadavers preserved in the full flower of life. The **Moats** use these mummies in their ceremonies, and hence pay well for them.



An important seat of nobility, and a place at which many a terce may be earned for those who ply lute, lyre or harp. Sadly, neither the taste of Duke Tambasco nor his Lady extends beyond the simple, one preferring hunting songs, the other the most mawkish of romance. Occasionally long recitals are ordered, and I have many times been called to Quanorq to deliver one or another of my great pieces. Always this has been on the last evening of the stay of some honored guests, many of whom I have known to thank the Duke with tears in their eyes as took their leave into the wild night.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt

None in all **Ascolais** could be more pompous than the Duchess.

Nogba

Quampic

Creature; Pages 639-40

CANON

Rhialto can use quampics to alter **Temporal Monitors**, so that their owners do not know that they have been in stasis.



Quanorq

Location M3 D04; Page 613

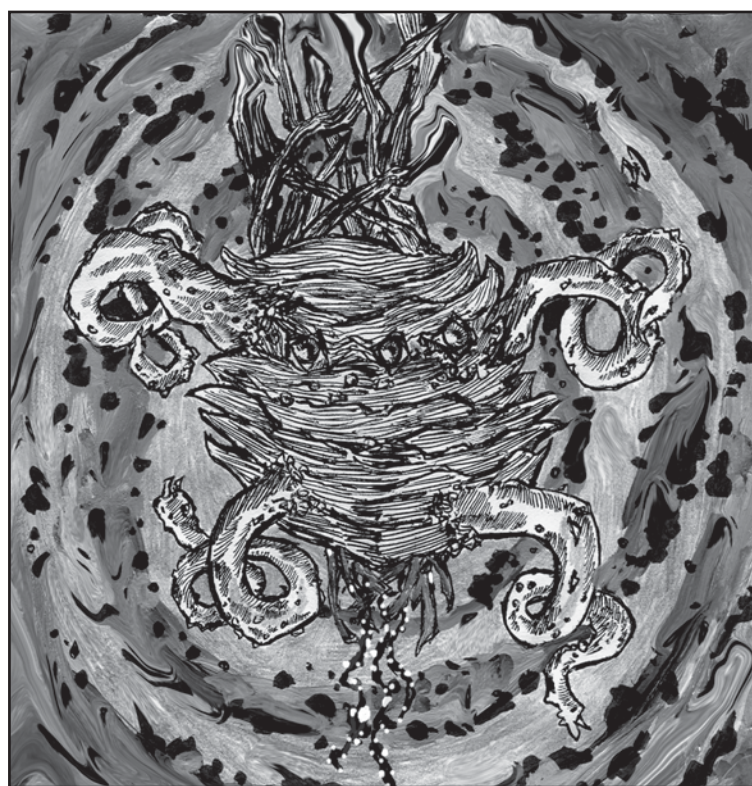
CANON

Quanorq is the home of **Duke Tambasco** on the banks of the river **Scaum**.

OPINION

Quanorq and one's reception there are covered in considerable detail on pages 105 to 109 inclusive of *The Scaum Valley Gazetteer*.

The Compendium



Use quampics to alter Temporal Monitors.



Quest for Simbilis, The

Book

This book, by **Michael Shea**, is an authorized but non-canonical sequel to *The Eyes of the Overworld*. Although well worth reading, the novel is hard to reconcile with Vance's own stories, even if one argues that *Quest* somehow takes place between *The Eyes of the Overworld* and *Cugel's Saga*.



OPINION

The fauna and flora of the ocean are fascinating; I have in my collection a work by Isil Skilte, the **archveult**, which describes it in detail. Such monstrosities, **harpies** are merely the least of them.

Azvan the Astronomer



Quicksilver Ocean

Location; Page 736

CANON

All the seas and oceans of **Jangk** are of quicksilver, the **Quicksilver Ocean** is merely the largest and most obvious.

Quotidian Failure

Gamespeak

Leaving *DERPG's* writers alone with a combined dictionary and thesaurus may have been a mistake; they felt that "quotidian failure" was a better thing to say than "you rolled a three." The word, which means "commonplace," does not appear in the *Tales of the Dying Earth*.



Suffering a Quotidian Failure



Radl's Pervasion of the Incorrect Chord

Spell; Page 583

CANON

A **spell**, whose effects are unknown but whose name appears in **Killiclaw's Primer of Practical Magic**.

OPINION

Plainly, this spell produces a cacophonous effect of some sort.

Gersen the Rationalist

Indeed: it sets up a resonance that destroys material objects and disconcerts the living.

The Compendium

RADL'S PERVASION OF THE INCORRECT CHORD

Range: Special

Duration: Concentration

Difficulty: Straightforward

The Pervasion of the Incorrect Chord shatters any solid, unitary glass or stone objects within five yards of its caster; thus it will break plate glass, crack mirrors or splinter statues, but will not damage masonry. It also gives living subjects a splitting headache that imposes a Penalty of 1 on any rolls they attempt for the duration of the spell.



Raptogen

Item; Page 283

CANON

Cugel subdues **Iucounu** with an exhalation of raptogen.

OPINION

From the language, something that makes one rapt (i.e., carried away from mundanity, either bodily or in spirit).

Gersen the Rationalist

Raptogens are fast acting poisons; their effect is debilitating but not necessarily unpleasant.

The Compendium

RAPTOGEN

Potency: Levy 15

Interval: 1 hour anyone failing a Health roll collapses rapt, with (at the player's option, a glazed, beatific expression). The Levy reduces commensurate with the pharmacokinetic half-life of the drug, so is 10 at the first interval, 5 at the second, 2 at the third, then zero. Should the victim still be unconscious, she subsequently gets Boons of 2, 5, 10 and 15 respectively.



Rat Folk

Race; Pages 264-72

CANON

The rat folk are **anthropophagous** creatures that live in a tunnel complex in eastern **Almery**. Also known as rat men.

OPINION

The rat folk are pallid of skin, pointed of face, with ears on the tops of their heads. They are hunched up when they walk (due to their habit of living in low tunnels), and their knees are jointed in the reverse fashion to humans. In height, they are around three feet tall when adult, and they wear only loincloths and rough sandals. At a glance, they resemble humanoid rats, and they have clammy skin as well as a disagreeable odor.

Sentient and yet somewhat dull of wit, they are a dangerous race if encountered by the unwary. They live in tunnel complexes in out-of-the way places where they hunt beasts and humans to provide meat for their diet. Many of their species resent humans



and what they see as their domination of the surface world and do all that they can to draw unfortunates into their clutches so that they can be imprisoned and later slain and devoured at leisure.

Some of them are skilled with the trident and they also have rudimentary engineering knowledge, being capable to fashioning secure doors and roof-beams within their lairs. Few are capable of learning magic, and most do not even attempt such.

Their tunnel complexes sometimes overly deeper caverns inhabited by strange albino creatures that are apparently engaged in a guerilla war with the rat folk, stealing each others' spoils and ambushing those who venture unaccompanied too far from their fellows. The two groups are deadly enemies.

The rat folk live under the rule of chieftains who have risen by their superior cunning. These can often see further than their less wise subjects and will not be adverse to dealing with surface dwellers if there is advantage to be gained. Contacting a chieftain is not easy. A personal approach is hazardous, as the guards may well merely kill and eat the supplicant before checking to see if there was a message. **Twk-men** can carry messages, but will doubtless impart its content to anyone offering salt. One armed with sufficiently powerful spells could doubtless enter the lair without fear. The only way to negotiate is from a position of strength.

Rat folk can provide tunneling skills, search for items believed to be buried, and might even ambush or kidnap someone for their employers, provided the intended victim strayed within reach of their lair. In return, they expect weapons of use against their enemies, or men to eat.

Wakdun the Panderer

Rat Folk also appear in a slightly different form and under the non-canonical name of "Luzzel" on page 130 of *Turjan's Tome of Beauty and Horror*.

The Compendium



Red Ruin

Item; Page 658

CANON

A vehicular weapon, mounted on a **war-wagon**, red ruin seems well suited to defend against aerial attack.

OPINION

Red Ruin's game statistics appear under the war-wagon entry.

The Compendium



Religion

Technical Term

Perhaps because the faithful are always presented as his protagonists see them, Vance's work demonstrates little respect for religion. In the **Dying Earth** books, believers are usually eccentric, fanatical or duped and, given that **Cugel**, the anti-hero who meets most of them, is involved, eminently suitable for gulling and exploiting. This disdain for organized and proselytizing belief systems isn't restricted to the 21st-23rd **Aeons**; the venality and intolerance of Christian missionaries is a motif of **Lyonesse**, and the pilgrims of *Ports of Call* and *Lurulu* are both ridiculous and self-important.



RAT FOLK

"Your opinions are without relevance."

Persuade (Intimidating) 5, Rebuff (Wary) 7, Attack (Caution) 4, Defense (Parry) 3, Health 4, Appraisal 2, Athletics 2, Concealment 4, Gambling 2, Living Rough 7, Perception 2, Tracking 2, Stealth 3, Wherewithal 2. Resistances: Arrogance 2, Indolence 3, Pettifoggery 3, Rakishness 2.

RAT FOLK CHIEFTAIN

Persuade (Forthright) 11, Rebuff (Penetrating) 16, Attack (Caution) 8, Defense (Parry) 8, Health 7, Appraisal 4, Athletics 2, Concealment 4, Engineering 5, Gambling 4, Living Rough 7, Perception 2, Tracking 2, Stealth 3, Wherewithal 4. **Resistances:** Arrogance 1, Indolence 5, Pettifoggery 1, Rakishness 1

Rhaverjand

Location; Page 220

CANON

Rhaverjand was one of the great cities of **Farwan**, a million years ago.

OPINION

Rhaverjand is remembered in song as a city famous for its chiropodists and actuaries.

Eurias the Cartographer





Rhialto the Marvellous

Personage; Pages 577-741

CANON

The eponymous protagonist of the final book of the *Tales of the Dying Earth* (which comprises *The Murthe*, *Fader's Waft* and *Morreion*) Rhialto is a master of **calligynics**, pleasing to women of discernment and always superbly dressed. His recurring problems include the jealousy of his professional colleagues, and his inability to secure reliable domestic staff. The second problem is resolved in Rhialto's favor by the end of *Morreion*.

Also

The name of the final book of the *Tales of the Dying Earth*.

OPINION

Parts, but not all of Rhialto the Marvellous (vide *Morreion*), include a different schema for **magic** (and one that Vance clearly preferred), than that which pertained in the first three books. This change required *DERPG*'s designers to differentiate between **Rhialto-level**, **Turjan-level** and **Cugel-level** games.

The Compendium



Master of calligynics, pleasing to women of discernment and always superbly dressed.



Rhialto's Green Turmoil

Spell; Page 736

CANON

Rhialto casts this spell at **Morreion**, out of curiosity.

OPINION

This **spell** gets the (excellent) John Sneed treatment on page 109 of *DERPG*.



Rhialto-level

Gamespeak

DERPG games that attempt to embody the style and characteristics of the stories in *Rhialto the Marvellous*, rather than the earlier books in the *Dying Earth* cycle. Rough guidelines for such games appear in *DERPG*, pages 15-16, 20, 76-7, and 80 and, at the time of writing, *Rhialto's Rules of Arch-Magical Omnipotence* is in preparation. The current draft is so impressive that the Editor has no hesitation in recommending that **gamers of quality and taste** buy the finished product the moment it becomes available. Interested parties should visit the **Pelgrane Press** website (dyingearth.com) for more information.



Rogol Domedonfors

Personage; Pages 65-88

CANON

The tyrannical ruler of **Ampridatvir**, and a "master of fire and light, gravity and counter-gravity, ... superphysic numeration, metathasm [and] corolopsis."

OPINION

Domedonfors represents the last flowering of technology and science in the *Dying Earth*.

The Compendium



Sabtile

Personage; Pages 337-8

CANON

A card player in the Inn of the Blue Lamps.



Sadal Suud

Location; Pages 592, 608

CANON

Sadal Suud is a distant star destined to be a place of exile for **Llorio**, although she never actually went there. Llorio mentions that Sadal Suud has seventeen moons, and **Calanctus** describes it as “a distant quagmire infested by owls, gnats and rodents” and asks “who would do the laundry?”

ALSO

Sadal Suud (the name might mean “luck of lucks”) is also known as Beta Aquarii

CURIOSLY

Sadal Suud is a continent in the Baten Kaitos game for Gamecube.



Sadlark

Personage; Pages, various, beginning at 300

CANON

A powerful denizen of the **Overworld** who descended to **Middle-Earth** to confront the demon **Underherd** during the **Cutz Wars** of the 18th **Aeon**.

OPINION

Despite there being no direct evidence, beyond the use of the ambiguous term “**demiurge**,” the Editor feels that Sadlark was essentially benign; he certainly disliked **Cugel**.



SAGA

Social Group

An acronym for “Swordsmen and Sorcerers Guild of America,” a loose association of “Adult Fantasy” (the term was coined by founder Lin Carter) writers that was mostly active in the 1970s. Despite its name, British writers Tanith Lee and Michael Moorcock were members. SAGA’s most obvious activity was publishing the *Flashing Swords* anthologies, two of which, *FSI* (1973) and *FSIV* (1977) included stories by Vance, **Morreion** and *The Bagful of Dreams*, respectively. Lin Carter was SAGA’s driving force and the guild did not survive his death from cancer in 1988.



Sage, The

Personage; Page 4

CANON

Turjan of Miir’s mentor, who tells him of **Pandelume**.

OPINION

The Sage’s game statistics appear on page 132 of *Turjan’s Tome of Beauty and Horror*, along with the strange contention that he is a ghost.

The Compendium



Sagma Field

Location M1 I00; Page 241

CANON

Sagma Field lies east of the **Asc** and north of the **Bridge Inn**.

OPINION

It is a level, fertile area that was once the rich grain belt of one of the ruined cities in the area, perhaps even **Rhaverjand**. Now overgrown with flowering hedge-myrtle and grund, it is infested with **grues** and is safest passed during the winter when the vegetation has died back. Indeed the pilgrims often try to burn off the dry vegetation to ease their passage.

Eurias the Cartographer

RUMORS OF IMPENDING HAZARD

The grues of Sagma Field are of more than usual cunning. Some suspect that they may be either a subspecies, or perhaps only lately escaped from a **vat**. This cunning manifests itself in the way by which they are learning to use dead vegetation as camouflage, enabling them to get within leaping distance of the trails.

Grund, when it dies after flowering, falls back on itself and becomes a low mound of dead stalks and dry leaves. The grues seem to use those mounds situated near the trail, having moved into position by night. A Perception roll is necessary; on any success the mound looks suspicious, on an **Illustrious Success** the character has spotted the hiding grue.

The best way to tackle this problem, on a dry day, is to set fire to the grund as and hope the flames will sweep across and burn the mounds. On a wet day the ideal method to cross the area involves following another party.



Sahar

Location; Page 720

CANON

Sahar is a distant planet at the very edge of the universe and may* already have been swallowed up by **NOTHING**.

OPINION

The planet is vastly ancient, very distant and may indeed have been totally ignored had it not been where **Morreion** found



the refuge from which he has been so recently rescued. Anyone interested in the planet would do worse than read a few notes put together by **Ildefonse the Preceptor** as a result of his journey.

Azvan the Astronomer



Samsetiska

Location M2 H05; Page 527

CANON

A village to the south of the **Tsombol Marsh**, and around seven hours walk to the north of **Cuirnif**, Samsetiska consists of perhaps a dozen mud huts and a population of squat, long-armed people with a penchant for setting their hair in whitewash.

OPINION

The inhabitants are both civilized and hospitable. The men have an enlightened view of female roles and encourage them to adopt the place of main provider for the household while the man takes quiet satisfaction in their empowerment.

The inhabitants may also supply travelers with the wards and incantations necessary to cross the **Plain of Standing Stones** without risk from the **asms**.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto

RUMORS OF IMPENDING HAZARD

Black beasts bother the area; they are never seen in the daytime but seem to come out of the marsh as the sun sets. Some travelers claim that black beasts must surely be **deodands**, but the inhabitants deny this absolutely, explaining that they may live in a small village but they are traveled enough to recognize a deodand when they see one. The black beasts prowl around the huts at night and are a peril to any who step out to relieve themselves.

BLACK BEAST

While vaguely humanoid, these creatures are more beastlike than deodands and rarely talk. They are covered with a black hide largely devoid of hair, but are normally stained with muck from the marsh. There is no record of them trying to discuss matters with potential victims.

Attack (Ferocity) ~1.5, Defense (Dodge) ~, Health 4, Athletics 2.

* Or may not.



Sandestin

Creature; Pages, various, particularly 583-4 and 609-700

CANON

A species of magical entity, which **Arch-Magicians** can take on as indentured magical servants. In principle, a sandestin can effect any change it wishes on reality, stopping or allowing travel through time, for instance, but in practice they are very hard to control and tend to distort the wording of any commands they receive to subvert their spirit. Sandestins are bound to a **wizard** through the use of a **chug**, and the Arch-Magicians of **Rhialto's** time seem to have more than one each, at least Rhialto has two (Topo and Bellume), and Ildefone three (**Osherl**, Ssisk and Walfing.) Also, sandestins can be retained by corporate bodies, as is the case with Sarsem, who adjudicates the **Blue Principles**. Sandestins who perform egregiously badly may



receive extra Indenture Points as a punishment, or can be intimidated into obedience by pronouncing the **Great Name**.

Despite being able to take any form that they choose, sandestins can clearly be catalogued, as **Ildefonse** at one point needs the services of "a red-eyed bifaulgulate sandestin." Sandestins, incidentally, are commonly referred to as "he," although they could present themselves as either or neither gender.

OPINION

Sandestins are discussed on pages 86-7 of **DERPG**.



Sankaferrin

Personage; Page 61

CANON

A fabled master **wizard**, who seems to have made enchanted jewelry.

OPINION

Sankaferrin's work is eccentric, and not particularly useful; he delighted in making brummagem that moved to its owner's commands. Apparently this was to aid its restoration to its rightful owner in cases of theft.

Mistress Flook

Additionally, some items, such as Sankaferrin's Amphisboenic Choker, constrict on their donor's command. The man might have been a magical marvel, but his names lacked pizzazz.

Parefis



Sanra Water

Location M2 G04; Page 27

CANON

The lake lies on the river **Derna** perhaps a hundred miles northeast of **Kaiin**. It is fifty miles long and approximately eleven wide at its widest point.



In practice they are very hard to control.



OPINION

A long, narrow lake; the fishing is fair, but wise fishermen make offerings to the Lake Lord and do not relieve themselves in the water.

Quirethomble, Librarian, the Scholasticarium, Kaiin

The name “Lake of Dreams” was given this body of water because the Lake Lord will communicate through visions to those who live on the side of the lake.

Carthos of Sfere

A fine site for inspiration, this! One need merely sit by the water in meditation and all manner of wonderful thoughts rise up in one’s mind. These are said to derive from the Lake Lord, but their character is more in keeping with **nymphs** and **water wefkín**. At times it can be hard to draw oneself away from the water’s edge.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair
Ascolais, Thrice-Myrmalt

RUMORS OF IMPENDING HAZARD

On approaching Sanra Water, the party meets a maiden carrying a bag, which almost certainly contains gold, and leading a small child*. If the party threaten her or offer her violence then she and the child will disappear, leaving the bag. This the party may misappropriate.

SANRA GOLD

This always appears in a large leather bag that contains over 300 terces in pure gold†. Whenever coins are taken from the bag, they are always instantly replaced.

Unfortunately everything purchased with Sanra Gold is somehow tainted. The wine tastes weak and metallic, the meal is always over- or undercooked (or, in exceptional cases, both simultaneously) and the romantic companions shrewish and mean-spirited. Indeed even the singing is flat‡. Not only that, but the bag can never be given away or lost. If stolen, it multiplies; both the thief and the original owner end up owning one. Any money that comes into the possession of the owner also suffers from the Sanra Gold problem. The only way to dispose of this bag (and its attendant inconveniences) is to throw it into Sanra Water.



* We apologize for the predictable nature of this, but Lake Lords and their ilk, while doubtless splendid chaps and pillars of the divine community, lack imagination.

† Given the devaluation of the terce over recent years this means it is worth ten times as much, but traders and merchants will only accept the coins at face value.

‡ Once the gold has legitimately changed hands it loses this property. Hence the innkeeper may spend it without problem.



Sanreale Bay

Location M2 EF0304; Page 59

CANON

Sanreale Bay is the great bay of **Kaiin** into which the **Scaum** and **Derna** empty.

OPINION

Some say that under the sands of the bay are the ruins of a score of other cities, which is why so much debris is brought up by the shorecombers of Kaiin. Careful analysis of the finds indicates that, if so, the cities flourished over a period of six or more aeons.

Carthos of Sfere

While I do not find the company of shorecombers in the least congenial, I am much addicted to the contemplation of humanity’s time upon this planet and not infrequently purchase small items found along Scaum Shore and the on the banks of Sanreale Bay.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair
Ascolais, Thrice-Myrmalt

RUMORS OF IMPENDING HAZARD

While the mudflats around Kaiin are regularly worked over by shorecombers, the more distant outer banks are rarely worked. There are complicated and esoteric formulae, which are used to calculate when the various banks will be revealed; for some, it is only once in a century.

Jincedith is an elderly scholar, well respected for his knowledge of these abstruse calculations. He lives in a small fishing village south of Kaiin where he leads a contemplative life. According to his nephew, Fozard, an acquaintance of one of the characters, Jincedith has discovered that one legendary bank, “Charries Wherry,” will be revealed for the first time in



under the sands of the bay are the ruins of a score of other cities



over three centuries. Who knows what may be found? Who else knows and what sort of skullduggery is afoot to ensure that no one else gets to the bank?



Santalba Forest

Location M2 HI 0708; Page 505

CANON

This forest marches along the banks of the **Isk** south of **Gundar**.

OPINION

The forest is positively infested by tree dwarves, a hybrid of **grue**, **demon** and man.

Carthos of Sferē

The tree dwarves trade with men occasionally; I have been present and seen it. They will float good timber down the Isk in return for iron tools, snuff and gingham. They look to me to be perhaps a beast come lately to intelligence rather than a man who has slipped backward.

Volume Stinobric, Guardian of the Sacred Flowers of Falgunto

RUMORS OF IMPENDING HAZARD

Tree dwarves are indeed a hazard. While a passing boat will be pelted with sundry deleterious wastes, individual travelers on foot are at greater risk. The dwarves are reputed to trap travelers and kill them for the table.

TREE DWARVES

They have the appearance of an ugly man, squat with long powerful arms and legs, and are adept at swinging from branch to branch, as well as running across the vine bridges they string through the forest. They attempt to trap travelers by dropping nooses of vine over their shoulders. Travelers should contest their Perception against the dwarves' Concealment. If the dwarves win they may attempt to drop a noose around the victim; if they make a successful attack they have succeeded. Normally they hoist the victim up into the tree to prevent him escaping.

Persuade (Obfuscatory) 4, Rebuff (Obtuse) 7, Attack (Cunning) -0.75, Defense (Dodge) -0.75, Health 2, Appraisal 1, Athletics 6, Concealment 4, Living Rough 5, Wherewithal 2.

Resistances: None of which anyone is aware.



Santune Sea

Location; Pages 680-1

CANON

In the 16th **Aeon** this sea washed against the foothills of the **Mag Mountains**. It dries up in the 17th Aeon, and returns in the 18th.

OPINION

Scholars tell us it was an arm of the Accic Ocean. After five Aeons, who can tell?

Volume Stinobric, Guardian of the Sacred Flowers of Falgunto

Certainly it was an arm of the **Accic Ocean**. What other ocean could it possibly have been attached to? Really, uncle Volume, I do sometimes wonder if you are losing your grip.

Issapinai, Arch witch favored of the Goddess Phaetis



Saponce

Location M2 G06; Page 102

CANON

The capital, and only town, of the **Saponids** who live south of the **Museum of Man** and north of the **Fer Aquila** on the **Saponid Tundra**.

OPINION

Surrounded by fields of spikenard, callow and mead-apple, Saponce is built of three-storied timber houses overlooking





the lake. The area near the town is richly timbered and fertile. Saponid work is painstaking but over-intricate to my taste. Yet the furniture is worth carrying north to the cities of the **Land of the Falling Wall**, where it fetches a fine price.

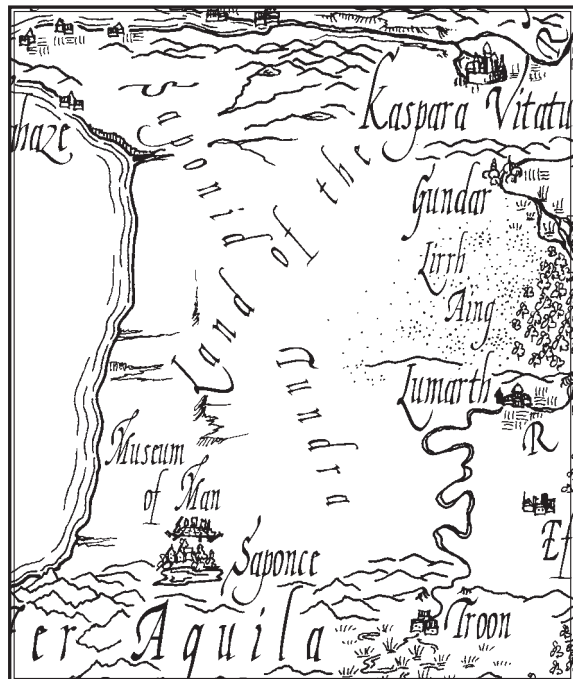
Volune Stinobric, Guardian of the Sacred Flowers of Falgunto

RUMORS OF IMPENDING HAZARD

The Saponids, while a civilized people, are enthusiastic at getting strangers to do the dangerous tasks. When there are travelers about at the same time as, say, the town is being bothered by **asms**, the Saponids will announce that a close reading of the Litany shows that there must be a "Night Run." The traditional course the runners follow is well known; prizes are announced, and all adult males must run the course dressed only in their underclothes, carrying a lighted torch.

During the day someone will raise the point of the strangers. They will be disadvantaged by not knowing the course. It is immediately agreed the strangers, accompanied by one Saponid, will immediately be taken around the five-mile course to familiarize them with its vagaries and pitfalls.

During the *previous* day, the course will have been baited, and hopefully the strangers will meet and deal with the **asms**. Should the strangers succeed, that night there will be a "Night Run" and the strangers will get a small prize for competing. If the strangers are killed by the **asms**, there will be no run and some other stratagem will have to be devised to kill the beasts.



Although largely inhospitable, save for the area around Saponce, the tundra is not especially cold.



Saponid Tundra

Location M2 FH0608; Page 102

CANON

That region of high ground north of the **Fer Aquila**.

OPINION

The Saponid Tundra, which runs almost as far north as **Mahaze** before fading out into the **Pale Rugates** and the wastes of that area, is a high, predominantly sandy plain with its main vegetation being gray furze, which forms great banks between small paths. Although largely inhospitable, save for the area around **Saponce**, the tundra is not especially cold, the name is derived from Tor'dra'on, which roughly translates as "flat boring bit" in one of the long-forgotten local languages.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto

Perhaps the bleakest place I have ever had the misfortune to encounter. It is a great upland plain, icy cold, the ground seldom thawing, often thick with snow. Bog larch and miniature pall willow hug the ground between stagnant or ice clad pools. Even my great muse died to a flicker at the sheer misery of tramping its endless dull miles. Yet I triumphed!

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt

The Tundra, for all its poetic demerits is, nevertheless, a very good place for portraiture. During my visit with my detestable creator, Lux, executed many oil paintings of me in many candid, heroic or alluring poses, contrasting my animal vibrancy with the washed out bleakness of nature. While the experience was disagreeably cold, the results are wonderful; it was a shame that I had to leave the portraits on my departure from **Azenomei**.

Mistress Flook

RUMORS OF IMPENDING HAZARD

In the height of summer the tundra is rendered dangerous by great bundles of dead furze that are blown along by strong winds. Being struck by a bundle of furze is more than an inconvenience. The character makes a Perception roll and should they fail the bundle strikes them. Treat it as a fall of twenty feet as on page 56 of **DERPG**.





Sarpent Island

Location; Page 394

CANON

It is the home of Sarpent Island Traders.

OPINION

Other than being a rough lot and best avoided when in isolated parts of the world, little is known of the Sarpent Island Traders or from where they hail. Some say Sarpent Island is to the north of **Castillion**, others that it is merely another name for the **Isles of Cloud** or the **Misty Isles**. In all candor, no one seems to know.

Parouc the Cartographer



Sarsounian

Language; Page 478

CANON

This was a dialect spoken in the **Land of the Falling Wall** for around four thousand years in the 19th **Aeon**.



Saskervoy

Location M1E07; Page 332-49

CANON

Saskervoy is one of the few towns of any significance remaining in the Land of **Cutz**. An ancient port, it carries an air of stately respectability. Tall, narrow houses lie packed close together along the streets, their stone weathered by ages of lichen, smoke and sea-fog, bright windows and brass work glinting red in the sunlight. There is a busy harbor beside which are the premises of various mercantile ventures, also **worm** pens, and esplanade and a fine plaza.

The folk of Saskervoy are old fashioned in habit and formal in dress, genteel and somewhat reserved. Nevertheless there are many inns, such as the Iron Cockatrice, the Star of the North, and the Inn of Blue Lamps. In the last of these **Cugel the Clever** and **Bunderwal** executed a remarkable series of wagers in their efforts to gain the post of supercargo



aboard the merchant ship **Galante**. Tatterblass is the best of the local beers, while a noted delicacy is the sphigale, an esculent crustacean.

OPINION

What need be said of Saskervoy when one might visit Tugersbir?

Xolon, Master Hide Merchant, Tugersbir



Scamander

Location M1 HK0005; Pages, various, beginning at 233

CANON

The Scamander is a huge, navigable river that flows through **Erze Damath**. Its banks are thick with baldamas, pines and spinth oaks.



Scaum

Location M2 FH03; Pages, various, beginning at 46.

CANON

The Scaum is a great slow river that flows east and enters **Sanreale Bay** to the immediate south of **Kaiin**.

OPINION

The Scaum forms the boundary between **Ascolais** and **Almery**.

Eurias the Cartographer

The Scaum is the subject of the **Scaum Valley Gazetteer**.

The Compendium



Scaum Valley Gazetteer

Book

The **Scaum Valley Gazetteer**, by one of the authors and the Editor of this current work, is a critically acclaimed title from **Pelgrane Press**, which explores this river in exhaustive detail. Despite winning



a covered award and garnering high praise from cognoscenti and enthusiasts alike, its sales have not been meteoric. If you, the reader, are a **gamer of quality and taste** the remedy is in your hands, as it is available from the Publisher.



against spells and other **magic**, in addition to neutralizing squalms.

Gersen the Rationalist

A game treatment of this spell appears on *DERPG*, page 112.



Second Retrotropic

Spell; Page 608

CANON

A **spell** that desqualms ensqualmed (defined under **squalm**) **wizards**.

OPINION

The Second Retrotropic is not a permanent solution, because **Calanctus** recommends combining it with a “stabilizing feature.” Perhaps the Second Retrotropic is also effective

Seleune

Location M2 E09; Page 452

CANON

The Seleune is the name given to an area of water adjacent to the Great **Chiang** Estuary.

OPINION

If the **Isles of Cloud** and the **Misty Isles** are different places, then the Seleune might very well lie between them.

Gersen the Rationalist



A great slow river.



While in early spring and late autumn this area of sea can be remarkably still, for much of the year it is an area that ships avoid due to the contrary nature of wind and current. Indeed, for much of the summer it is possible to remain becalmed within a mile of a howling tempest.

Mondrosan, Captain of the Lamaguire Bounty



unwary. The social conventions are simple but rigorously enforced. When invited into the home of a gentleman one must, on crossing the threshold, bow to the left where his mother stands if still alive, to the right, where his grandmother stands if still alive, and, after removing one's hat, bow straight ahead to one's host.

In the house of the common folk one performs the same bows, but removes one's hat first and then replaces it before bowing to one's host.

If you should enter the servant quarters, then one goes through a similar ritual: here one enters through the door and then turns, facing outward, to bow, as obviously* a servant's mother or grandmother would not be in the servant quarters. Then one turns and bows to one's host.

Performing incorrectly is considered a studied insult and one should not be surprised if one's infuriated host belabors you with a cudgel and drives you from his threshold.

Semblers, the

Social Group; Page 220

CANON

The Semblers ruled **Farwan** one million years before **Cugel's** time, among their achievements were expelling the **Star Pirates** and bringing the sea to the **Land of Platforms**.

Serene Sea

Location M2 DE0608; Page 452

CANON

From the **Port Perdusz's** point of view, the Serene Sea lies beyond the **Gulf of Swirls** and is ironically infested with the pirates of the **Jhardine Coast**.

Sfere

Location M3 C03; Page 91

CANON

Sfere is a prosperous and respectable area on the south bank of the **Scaum**, just to the east of **Kaiin**.

OPINION

Sfere is covered in adequate detail on page 110 of the **Scaum Valley Gazetteer**, available from **Pelgrane Press**.

The Compendium

RUMORS OF IMPENDING HAZARD

Ignoring the avaricious nature of ferrymen, Sfere is not a dangerous location. Yet even here there are hazards for the

Shalukhe the Swimmer

Personage; Pages, various, from 669

CANON

Shalukhe is the only **Paragon** of **Vasques Tohor** to survive immurement in **Luid Shug**. **Rhialto** takes her in; she is later described as living with him at **Falu**. Shalukhe means "Expert Water-Swimmer," her other self-assigned names are *Furud Dawn-stuff* and *Exquisite Dawn-thing*. She is personally modest, listing her skills, which she describes as "specialized," as climbing **hyllas** trees, squeezing hyssop from pods, and being able to recite the **Naughty Girls' Dream of Impropriety**.



* Certain argumentative elements among the Editorial staff have put forth comment about the use of "obviously" at this point, but it is not our place to call into question the customs of different lands and peoples. Indeed, this footnote only appears as a concession to those editorial elements in an effort to avoid insurrection.



Shamb

Creature; Pages 501, 534

CANON

Shambs occur in a list of hazards of to travel, along with **sindics**, **erbs** and **visps** so are, presumably, predators. At least one kind has six legs, and is recognizable by its night-call.

SHAMB

Persuade (Intimidating) 1- [8], and 'Rebuff (Wary) 1- [8], Attack (Strength) 1.75-[14], Defense (Sure-footedness) 1.25-[10], Health 1.75-[14], Athletics 1.5-[12], Concealment 5, Perception 1-, Stealth 7, Tracking 5, Wherewithal 1.5-[12].

Special Rules

A victim of shamb toxin should resist with Health rolls:

Illustrious Success – Total resistance, the person makes a full recovery in mere moments.

Prosaic Success – The victim feels sick, and takes a levy of 1 on all physical actions for the next five rounds, but is otherwise fine.

Hair's-Breadth Success – the victim becomes slowed – levy of 1 on all physical actions, the effect lasting for several minutes.

Exasperating Failure – the victim becomes slowed and confused – penalty of 1 on all physical actions and a levy of 1 on mental processes, the effect lasts for an hour, after which a further half-hour is spent as described for Hair's-Breadth Success.

Quotidian Failure – the victim is almost totally paralyzed for the period of two hours, after which use Exasperating Failure result for recovery period.

Dismal Failure – The victim succumbs to the poison, and expires.



OPINIONS

Very obviously a magical creature in origin if not in capacity, this nocturnal predator is covered in bristling black hairs and runs on six legs as it chases down its prey. Its forelimbs are flexible and can be used for grappling victims, before such unfortunates are hauled up to its ferocious elongated jaws. Though rare, these beasts can sometimes be encountered near centers of civilization, and they avoid barren and rocky regions – probably due to the lack of large prey in such places. When hungry or annoyed, shambs utter a deep moaning call; this noise is well known to local inhabitants, but may present a terrifyingly alien sound to travelers unfamiliar with the beast.

On other occasions, the shamb, which is sentient, will talk to its victim, usually reviewing future torments and discussing the pointlessness of trying to avoid capture and extinction.

Lesorix of Perne

Lesorix neglects to mention that shambs are venomous.

Gersen the Rationalist

RUMORS OF IMPENDING HAZARD

A shamb slew two young farmers recently near **Cuirmif**, and adventurers are hired to hunt down this beast. (The incentive is either a great reward from Duke **Orbal** or an alternative to the punishment tubes – while he holds their goods securely until they return.) Unfortunately there is not one shamb, but three. They inhabit a dilapidated ruin in the forest, and all evidence some of the conjectural abilities described above.

In the course of some adventure or other, an **Arch-Magician** has need to gain information on a locale, and the only sentient inhabitants are shambs. Though acting as if suitably deferential and awed by the mighty magic-wielder, in reality they are setting fiendish traps so that they can ensnare the PCs and use evil rituals to drain the **magic** from them. (A process that requires, among other things, the piercing of the skull by ceremonial silver mandibles.)



Shan Ocean

Location; Page 171

CANON

The Shan Ocean is that body of water, which covered **Mith**.

OPINION

It is sometimes held that the **Songan Sea** is a remnant of the Shan Ocean, but there is no real agreement on the matter.



Quirethomble, Librarian, the Scholasticarium, Kaiin Men! Must everything always be named and classified? Have you no concept of the flow of nature? The land rises and falls with the **Aeons**, the sea washes in and out. Such is nature, and if this is inconvenient to the male mind, then so be it. Would you have Great Aea hold the entire structure immutable for the sake of your taxonomy?

Issapinai, Arch witch favored of the Goddess Phaetis



Shea, Michael

Personage

The author of *The Quest for Simbilis* and other fine novels, notably *Niffi the Lean* and *In Yana the Touch of Undying*, Shea is a fine writer, and even better in his own voice than when he pastiches Vance.



Shanglestone Strand

Location M1 F07; Pages 142, 295

CANON

Shanglestone Strand is an undistinguished beach in **Cutz**. Indeed it is so insignificant that it isn't marked on any map.

OPINION

The beach might be thought of as equidistant from **Cil** and **Grodz**. It is postulated that its very insignificance is its attraction. Any agent of far dispatch may drop its passenger here with no fear of being observed or hindered by passers-by. Also, as one portion of Shanglestone Strand is much the same as any other bit, no great accuracy of navigation is required.

Iunutharis Grashpotel, Sage

A great bank of coarse pebbles facing the **Ocean of Sighs**, entirely unremarkable save for the frequency of demonic manifestations, which I personally suspect derive from the consumption of unwise quantities of alcoholic beverages.

Xolon, Master Hide Merchant, Tugersbir

RUMORS OF IMPENDING HAZARD

There have been many theories about just why Shanglestone Strand is so popular as a destination for **Agents of Far Dispatch**. The truth is simple but potentially worrying. Twenty miles out to sea from Shanglestone Strand there is an open portal to several different **demon** realms. Fortunately for the inhabitants, this portal is two hundred feet up in the air and can only be reached by flying creatures. It is to be assumed that the portal is equally inaccessible in other realms, as there has not been a problem with drowned demons being washed up on the beach. Apparently the portal can only be seen with the sun directly behind it, when it appears as a thin white line on the face of the sun.



Shell-creatures

Creatures; Pages 163-6

CANON

Shell-creatures are hybrids of bivalves and men; the head, shoulders and arms project from the shells and can withdraw into them. These creatures are curious, mischievous, gossipy and timid. Their heads are "round and fair, with soft cheeks, blue-gray eyes, tufts of pale hair."

Amongst their pastimes they weave fine garments and other items from skeins of seawater, but these objects turn back into water brief minutes or moments after leaving the proximity of their persons.

Shell-creatures have few natural defenses, besides their shells, but can and do lay dying curses.

RUMORS OF IMPENDING HAZARD

The rogues are wandering in some far coastal land, lost and alone, when they come upon a small colony of these creatures. The playful sea-creatures allude to the fact that they know the location of the place/person/object that the PCs seek. Before they impart this information, they require several peculiar tasks to be undertaken.

In the workroom of a certain **magician** of the PCs' casual acquaintance is a shell-creature, living in a tank of salt-water. This creature is pining and slowly dying, and asks to be returned to the ocean so that it may expire amongst its own kind. In payment it offers convincing tales of a fortune-filled wreck or submerged treasure-rich ruin. (Either of which that "resourceful fellows such as yourselves" could easily plunder.) The PCs must steal the creature and transport it safely and alive across country. Other difficulties will present themselves along the way. The creature may even be telling the truth.

The vagabond PCs become involved in an enterprise that supplies high quality seafood to the rich and influential of **Kaiin**. Much to their surprise they discover that certain



unscrupulous entrepreneurs are harvesting shell-creatures (as the flesh of these beings – which must be magically preserved to prevent it dissolving – is a delicacy that also imparts certain magical benefits to the ingestor). The GM sets up the situation so that the PCs must weigh the value of terces gained against the cruelty of their actions*. Amongst the pivotal moments is a situation where a PC is given the task of culling and de-shelling the wailing victims.



Shierl

Personage; Pages 108-130

CANON

The beautiful ivory-skinned brunette daughter of the Castellan of **Saponce**, Shierl accompanies **Guyal of Sfere** to the **Museum of Man**.



SHELL-CREATURE

Persuade (Glib) 1-, Rebuff (Wary) 1.25-, Attack (Caution) 0.5-, Defense (Misdirection) 0.5-, Health 0.5-, Magic (innate) 8, Appraisal 2, Gambling 3, Pedantry 2, Perception 2, Quick Fingers 3, Wherewithal 2.

Special Rules

See page 82 of *DERPG* for curses.



Sherit Empire

Social Group; Page 130

CANON

This was the successor to the **Golwan Andra** in the **Land of the Falling Wall**.

OPINION

When Golwan Andra finally fell, the Sherit Empire rose from the ruins. Founded by Simfagdither, a mercenary captain and leader of Golickan Kodek's northern auxiliaries, the empire spread east across from **Mahaze** to beyond the falling wall. At one time, it even held lands on the other shore of the **Songan Sea**. It spent much of the 20th **Aeon** in minor strife with the **Kang** kingdoms on its southern border and at one point its frontier reached the **Scaum**.

Quirethomble, Librarian, the Scholasticarium, Kaiin



Shir-Shan

Location; Page 648

CANON

This is the land ruled by the Last Kingdom from the city of **Vasques Tohor** in the 16th **Aeon**.

OPINION

It is considered certain that Shir-Shan occupied much the same area as **Ascolais** and western **Almery** does now.

Quirethomble, Librarian, the Scholasticarium, Kaiin

The silks of Shir-Shan were particularly fine, while female part of the population showed a charming naiveté, which if carefully affected nevertheless managed to fool the male, even **Rhialto the Marvellous**. I might recite the **Naughty Girls' Dream of Impropriety**, but decline to do so for fear of being mistaken for a kindred spirit by that farlock Mortiquan.

Issapinai, Arch witch favored of the Goddess Phaetis



Sil Soum

Location M2 F04; Page 599

CANON

This is the manse of the arch mage **Eshmiel**.

OPINION

The exact location of the manse is uncertain but it is rumored to be north of the **Scaum** valley in the **Forest Da**.

Carthos of Sfere

RUMORS OF IMPENDING HAZARD

Eshmiel is known for a delight almost childish in its purity and the habit of appearing as half black and half white. If he is encountered while wandering in the Forest Da, it is not

* Or more accurately against the accrual of negative sympathy points.



unlikely that he will be interested and intrigued by the party of characters. If they recognize him* or are suitably courteous, then he will give them a task to perform. This might be something as simple as sitting up all night trying to collect the perfect moonbeam in a lily blossom or as complex as building him a summer house out of soap bubbles. In these cases, he will teach them a necessary **cantrap**. Collecting the moonbeam demands an Appraisal success to correctly evaluate the moonbeam, followed by a Quick Fingers success to trap it in the lily blossom. The cantrap should be cast immediately before the caster wishes to evaluate the moonbeam.

Building the summerhouse is comparatively easy. A cantrap is cast over the barrel of soapy water and then the builders make their bricks by blowing bubbles using a wire loop provided†. Once the bricks have been made, it takes a Craftsmanship success to lay them successfully, (make this only once) and at the end of the building, it takes an Engineering success to determine whether the design is elegant.

Note that the characters should not expect Eshmiel to pay them for their labors, but they can include him in their list of Personages known, and if their labors have been successful, each may add two points to the Eshmiel Personage pool.



Eshmiel is known for a delight almost childish in its purity

* Any Pedantry or Scuttlebutt success will be adequate.

† Obviously, the loop is bent to produce a square bubble.



Silkal Strakes

Location M2 F0910; Page 415

CANON

The Silkal Strakes formed the boundary of Old **QaHr** to the north and east.

OPINION

It is often pondered whether this is an old name for the coastal hills to the north of **Tustvold**. Now largely uninhabited, these hills appear on most maps with no name, yet being on the edge of the **Plain of Lost Cities** it is obvious that once they had a larger population.

Parouc the Cartographer



Silver Desert

Location M2 L0007 ; Pages 232, 250

CANON

The Silver Desert lies to the west and south of **Erze Damath** and borders the **Songan Sea**.

OPINION

It is a barren wasteland, a dry gray waste scattered with flints, supporting only scorpions, ironweed, poisonous berries, dangerous bandits and lethally contaminated water. Shun it as you would a rabid **erb**. It takes a party of forty to deter the bandits; any party of fewer people will leave its bones bleaching in the sun.

Eurias the Cartographer

Eurias' comment of course begs the question of what the bandits themselves drink.

Gersen the Rationalist

RUMORS OF IMPENDING HAZARD

Experienced travelers chew tirror root when crossing. It increases stamina and reduces thirst, giving a boon to Health rolls. It does this by totally emptying the character's Magic pool, which cannot be refreshed until the character has abstained from tirror root for seven days.





Simbilis the Sixteenth

Personage; Page 145

CANON

The vanquisher of the **demon Underherd**, during the **Cutz Wars**.

OPINION

Simbilis the Sixteenth's role in Cutz is unknown; his ability to "pain" a demon suggests that he was a wizard, rather than a mere king, although his style does suggest a hereditary monarch. **Michael Shea** agrees; in *The Quest for Simbilis*, the man is a very powerful **magician**.

The Compendium



Sime

Creature; Page 493

CANON

To **Cugel**, Nissifer appears to be a **bazil-sime** hybrid.

OPINION

The sime is possessed of great strength, though of limited intelligence. It is, fortunately, exceedingly rare, having been much more common in a previous **Aeon**. Usually banded in stripes of deep green, simes are humanoid expressions of some kind of grub – possessing stubby legs and arms, a bloated aphid-like face, and a squat protruding abdominal extrusion. This bodily extension houses a sac from which the sime can spray a mist of toxic feto or "taint" that can be fatal to humans. It uses this capability to waylay those traveling alone or in close formation with only one or two companions, or to pick stragglers off from larger groups.

Simes have natural coloring and roughly textured skin, all of which serve to aid their ability to obscure themselves in vegetated terrain; wherever possible, simes use their ability to conceal themselves amidst rocks or undergrowth adjacent to a trail in order to ambush their prey. How fortunate is the traveler that spots the lurking sime before it can release its feto! And how unfortunate the traveler suddenly enfolded in a noxious cloud of vapor!

Lesorix of Perne

RUMORS OF IMPENDING HAZARD

Simes are a fine foe with which to terrorize **Cugel-level** adventurers, especially if your campaign has not previously featured many encounters with the odd creatures of the **Dying**



Earth. Incorporate them into a scenario that features the plundering of a ruin in a forest some miles from civilization (but not so isolated that the PCs expect to encounter exotic beings). The PCs travel to this place, deal with several challenges to obtain what they are after, and then set off back. While at the location they may have noticed odd tracks or perhaps a strange smell, but nothing more. Enough simes to be a real danger to them pick up their trail and arrange an ambush. Though beaten off, the simes retreat to await reinforcements, and the PCs may be left with sick party members that need to be carried out of the forest before nightfall. Emphasize the oddness of these beings when they are glimpsed or fully sighted, apply the first spray of taint with absolute surprise (unless the PCs are particularly alert) and play the creatures for cold alien intelligence. Set up the situation so that the adventurers will almost certainly have to abandon their spoils* (and indeed anything not easily portable) and flee for their lives. The forests of the Dying Earth will never be the same again.



Simiode

Creature; Page 612

CANON

"**Gilgad** owned a pet simiode, of which he was inordinately fond."

OPINION

The simiode is a semi-sentient being of good-natured temperament found in the jungles to the south of the **Silver Desert**. Resembling a cross between arboreal ape and common hound, these beings evidence their magical heritage through an innate resistance to **magic**, though they have no other magical abilities themselves. They are capable of conversation, and even of learning, although none has ever been known to reach great intellectual heights. Their main attraction is their loyalty, cleanliness and peaceful nature. For some **wizards** they fill the place that a loyal hound might in some other houses.

Unfortunately, pet simiodes are often present, but ignored when events of import are discussed. Thus, an interloper with sufficient persuasive leverage might curry various crucial facts from the creature's memory. Naturally, as the creature itself is unable to tell what is important and what is not, such discussions can be lengthy and tedious.

Lesorix of Perne

RUMORS OF IMPENDING HAZARD

A wealthy buyer requires a simiode. These creatures dwell in the

* Especially if these goods are tainted with the feto



SIME

Persuade (Intimidating) 1-[10], Rebuff (Obtuse) 1.5-[13], Attack (Strength) 2-[16], Defense (Parry) 1.5-[12], Health 2-[15], Magic (innate) 5, Athletics 3, Concealment 5, Perception 4, Stealth 3, Tracking 5, Wherewithal 1.25-[9].

Special Rules

Ambush: If someone is pausing to scan an area of terrain at leisure, use the standard Contests rules. If an unsuspecting character is approaching a hidden sime without paying any particular attention to their surroundings, the GM rolls their Perception secretly with a single roll. Only on a **Prosaic** or **Illustrious Success** does the PC notice the sime as it shifts before releasing its taint, although those inexperienced with simes may decide to draw a weapon rather than leaping smartly away – likely to their regret. Note that only PCs who are actively looking for hidden foes can choose to Wallop the sime's Concealment.

Applying the Taint: In order to exude its feto, a sime expends a point from its Health pool. Any target

in range has a single chance to leap aside when the feto is released, providing they understand the danger they are in and can see the sime. The target makes a single Athletics roll. If the target is within a yard of the sime, apply a penalty of 2 to this roll; if within two yards apply a penalty of 1; if within three yards make no adjustment. (Beyond that the taint is ineffective unless in a closed environment.) Make no roll on behalf of the sime, as the taint is magically produced and propelled.

Feto: The feto's potency is great, but varies according to one's proximity and how thoroughly the target was enveloped in the mist spray during the attack. These rules differ from the standard poisoning rules (*DERPG*, page 59) due to the unusual nature of the feto.

Potency: Victims can defend with Health rolls. If they are within one yard of the sime and the air is relatively still, this is at a penalty of 1; within two yards, at no penalty; within three yards at a bonus of 1. In situations where the air is noticeably turbid

Evading the Taint:

Athletics Result	Outcome
Illustrious Success	You miraculously spring clear of the feto.
Prosaic Success	You avoid most of the feto – decrease levy by 2; It may become a boon. (See Potency below)
Hair's-Breadth Success	You evade some of this toxin - decrease levy by 1. (See Potency below)
Exasperating or Quotidian Failure	You resist as standard. (See Potency below)
Dismal Failure	Increase levy by 1. (See Potency below)

Resisting the Feto:

Health Result	Outcome
Illustrious Success	The victim is nauseated but otherwise unaffected.
Prosaic Success	The victim is nauseated and weakened taking a penalty of 1 on all actions for the next three rounds.
Hair's-Breadth Success	The victim is extremely nauseated and weakened taking a penalty of 1 on all physical actions for the next several minutes.
Exasperating Failure	The victim takes an injury from the toxic miasma and is incapable of action for three rounds after which they take a penalty of 1 to all actions for the next twenty minutes.
Quotidian Failure	The victim is overcome and takes two injuries leaving them unconscious for an hour after which they take another hour to recover fully.
Dismal Failure	The victim takes three immediate injuries, and if still living, will die within a number of minutes equal to their Health rating unless treated.



jungle fringes south of the Silver Desert and are (so you are informed) singularly passive and easy to catch. Why then is it that the animal seller can find nobody other than yourselves to make the trek to recover one? Still, the money is good, and provisions and riding animals are supplied, even a guide (though he does seem somewhat unbalanced).

[Rhialto-Level] Someone has stolen a colleague's pet simiode, thrashed it soundly, and left it bound between two chastity bushes. You found this highly amusing until you heard that your colleague for some reason believed you to be the culprit. After much effort to uncover a terrible conspiracy against you, involving trips into the past, vehement accusations and the expenditure of many Indenture Points, you discover that it was all a ruse to keep you occupied while your fellows arranged a surprise birthday party. This is a rueful realization as you watch the manse of your primary suspect collapse in a furious conflagration of your making.

SIMIODE

Persuade (Obfuscatory) 0.5-, Rebuff (Pure-Hearted) 0.5-, Attack (Speed) 0.5-, Defense (Sure-Footedness) 1.25-, Health 9, Athletics 7, Concealment 6, Perception 7, Quick Fingers 2-[15], Stealth 1.25-, Wherewithal 0.5-.



Sindic

Creature; Page 501

CANON

Sindics are mentioned, along with **shambs**, **erbs** and **visps** as a hazard to travel.

SINDIC

Attack (Speed) 0.5-, Defense (Intuition) 0.5-, Health 1-, Magic (innate) 9, Athletics 1-, Concealment 1-, Imposture 2-[16], Perception 0.5-, Stealth 1-, Tracking 4, Wherewithal 1.25-[10].

Special Rules

A sindic can spend Imposture points on any other skill that it has seen its subject perform, although it can only spend one point per attempt.



OPINION

Sindics are stealthy pinkish-gray bipeds, each about the size of a small child, with a large frog-like head. They wrap themselves in sacking and uncured animal skins, or wear an assortment of ill-fitting stolen clothes. These creatures wander between the scattered communities of the **Land of the Falling Wall** and lurk in the hedgerows and outskirts, watching people. They seem to gain enjoyment in copying the movements and intonations of humans, but have no apparent capacity for conversation with other sentients. Though they have occasionally been observed to communicate amongst themselves in a series of staccato squeaks.

Sakonity the Adamantine

Despite the foregoing, Sindics can speak, although they do so exactly once, on the point of death, making their words especially magically potent. A sindic's final (indeed, only) intelligible words are very valuable. If they are directed at a kindly owner, they usually contain useful information such as "**Efred** stands on the site of the Library of **Grand Motholam**," although they can seem trivial or obscure "do not wear boots with bells," for example. If directed at a sindic's killer, the final words are a death curse of great power: "Try as you might, you will never find love," or "you will never win at cards", or "your spells will fail," for example.

Significantly, a dying sindic always curses its killer with its last breath. This is a worrying phenomenon and the curse is always phrased in the most hideous fashion, such as: "I curse you with an infliction of debilitating cankers of absolute potency." These curses are as efficacious as one might expect.

Lesorix of Perne

RUMORS OF IMPENDING HAZARD

Whether deliberately or through sheer thoughtless mischief, a sindic that once attached itself to an associate of one of the PCs has returned to the area and is committing a string of crimes. The associate is suspected, and the PCs must find out what is going on and then either capture the sindic or find some proof of its involvement in the events. (At a pinch, a reputable witness might do.)



Sinkhole Villages

Location M2 F10; Page 428

CANON

East of **Tustvold**, the plain is dotted with occasional sinkholes, perhaps one hundred feet deep and fifty or more yards in diameter.



OPINION

The sinkholes are often inhabited by **Tree-Tower Folk**, a hybrid thought to consist of a mixture of reptile, stalking bang-nose beetle, and miniature **gid**. They build their villages in the form of boxes, narrow and tall, and stacked one upon another. The inhabitants are generally unfriendly and should be shunned whenever possible.

Silvithos the Teamster



is an excellent accompaniment for fish dishes and can replace cheese in omelets.

Silvithos the Teamster

Howlberry sauce was instrumental in the failure of my restaurant and gaming house in **Azenomei**. Despite my protests that aroma and texture were my only concerns, the magistrates felt that the heavy losses on my tables, and tendency of patrons to leave me generous bequests on their suicides, were due to the sauce's medicinal properties.

Mistress Flook

RUMORS OF IMPENDING HAZARD

With villages*, visps and unexpected falls to worry about, one would think the traveler had hazards enough to contemplate. The Tree-Tower Folk are the less-obvious threat, as some travelers do occasionally trade with them. They will trade alabaster jars of various extracts drawn from the waters of their sinkholes for iron, salt and goose grease.



Skax

Game; Pages 337-9

CANON

A card game **Cugel** learns, and cheats at, in the Inn of the Blue Lamps. Its rules are "thus and so."

OPINION

Skax is apparently a four-player game and seems to involve taking tricks.



Sklieve

Location M2 G09; Page 469

CANON

A village on the north shore of the Great **Chaing** Estuary, it lies to the west of **Port Titus**.

OPINION

Sklieve is notable (if notable is the correct word) for brewing howlberry sauce. The sauce is formed by fermenting a substrate containing equal parts of unripe blatberries, five-legged corn beetles and mud wrack from the mudflats of the estuary. It

* It is a testament to the variety of life on the Dying Earth that even villages, in and of themselves, count as hazards. Those in this region, in particular....

RUMORS OF IMPENDING HAZARD

The problem with howlberry sauce is that it is a depressant that weakens one's resolve. Treat it as if it were a poison as dealt with on page 58 of **DERPG**.

HOWLBERRY SAUCE

Potency: Levy 1

Interval: Each serving either has an effect or doesn't, therefore each one is the interval.

Effect: Each failed Health roll means that the character deducts one point from a Resistance pool, determined at random. Once all Resistance pools are at zero, the character just sits and watches the caravans pass and wiles away the rest of their days in Sklieve.



Its rules are "thus and so."



Slaye, House of

Social Group; Pages 161, 164-5, 177-9

CANON

The House of Slaye ruled **Cil** because they possessed a **magic** amulet that allowed them to summon and control **demons**. Somehow, they lost this amulet on the beach, but regained it some generations later.



A village of mad fools with grandiose personal conceptions that would be offensive where they not so ludicrous. They wear purple lenses over their eyeballs and claim to see glory in the grotesque, to taste piquancy in the putrid and more, but they are clearly lying.

Xolon, Master Hide Merchant, Tugersbir



Smokedancers Bluff

Location; Page 736

CANON

Smokedancers Bluff is on the southern shore of the **Quicksilver Ocean** on **Jangk**. It is to the west of the town of **Kaleshe**.

OPINION

The bluff is a favored haunt of the Jangk dragoons, which graze the clumps of moss on the bluff.

Azvan the Astronomer



Smolod

Location M2 E07; Page 143

CANON

Smolod is a village in western **Cutz**.

OPINION

Smolod is the village where the inhabitants wear the cusps dropped by **Unda-Hrada** over their eyes. Although they see themselves as projected into the **Overworld**, to a casual observer one sees a people who are squat, brutish, and obese. Yet they regard themselves as great lords and persons of wealth and quality. All are people who have labored many years in the fields of the village of **Grodz** to earn their place in Smolod*.

Quirethomble, Librarian, the Scholasticarium, Kaiin

* Philosophers have pondered the interesting fact that these people, who regard themselves as the finest and most worthy, are in fact merely elderly peasants with the ability to practice convincing self-deception. At this point the philosophers tend to grow uncomfortable at the way their thoughts are taking them and call for a servant girl to bring them a second bottle.

Solar Emosynary

Item; Pages 503-4

CANON

A structure of lenses around a fire in the village of **Gundar**, the Solar Emosynary is one of six which, between them, are intended set up a sympathetic vibration that stops the sun going out.



Songan Sea

Location M2 JI0107; Pages 232, 250

CANON

The Songan Sea lies between the **Maurenron Mountains** and the **Silver Desert**.

OPINION

The sea is regarded by some as the boundary between **Almery** and **Sudun**; obstinate geographers even include it as part of Almery. I see no reason to emulate them in this.

Eurias the Cartographer



Sousanese Coast

Location M2 GH0102; Page 618

CANON

The southern-most part of **Almery** (considered by some to be part of **Kauchique**) where there is both lush vegetation and peaceful inhabitants, who dress in kirtle, sandals and tasseled turban.



OPINION

A pleasant area, the vegetation is lush without being overpowering, the inhabitants (Sxyzyskzyiks or “civilized folk” in their own tongue) are deeply concerned with the correct knot to tie one’s turban, the right finger gestures for one’s social station, and similar. It is, indeed, a pleasant place for a mage to take a holiday.

Rhialto the Marvelous



– but when it comes to terms of address (of which they are told seventeen) they will be judged more harshly. After this introductory lecture, the Constables of Politesse will courteously leave them to their own devices. At this point the characters each make an Etiquette roll. On a success, they have absorbed enough to ensure that they do not face a levy when dealing with the Sxyzyskzyik. On an **Illustrious Success**, they gain a boon of one as the local people appreciate the effort that has been made. On any failure, the character deals with the Sxyzyskzyiks at a levy as befits an obvious boor. Should the Character suffer a **Dismal Failure** they must immediately make a Wherewithal roll with a limit of one. A failure here means that the character has become so unnerved by the complexity of social intercourse that their confidence has gone; they refuse to talk to a Sxyzyskzyik, lest they offend them; they become effacing and, if possible, hide in their room until it is time to leave.



RUMORS OF IMPENDING HAZARD

Your party of adventurers has arrived on the Sousanese Coast. In the way that these things happen they could be washed ashore after having been thrown overboard by an irate (and unpaid?) merchant captain, or have arrived on the back of a exhausted farlock acquired under conditions of uncertain legality a couple of days previously. As they arrive, the Constables of Politesse will observe them and will courteously discuss matters with them to ensure they know the customs of the area. The party will get a verbal list of complex social niceties, including over a score of finger gestures suitable for their current status and thirty curses appropriate to specific occasions that they would be expected to use if, for example, they found a fly in their soup or struck their head on a low doorway*. Being strangers, they will not be expected to get matters absolutely correct – the Sxyzyskzyiks are not known as the “civilized folk” for nothing



The Songan Sea and the Sousanese Coast

* Sxyzyskzyiks are a short people so this may be a recurring problem.



Spell

Technical Term; Pages, various, particularly 12-13, 273 and 582-4

CANON

A series of words which, if uttered correctly, occasions a precise magical effect, such as freedom from thirst, making an enemy's toe grow as big as a house or turning the caster invisible. **Pandelume's** explanation on pages 12-13 asserts that many spells arose from **Phandaal's** mastery of both mathematics and magic, hence are part of the fabric of the universe. Pages 582-4 revise this, stating instead that each spell addresses "the sensorium of an entity which is able and not unwilling" to perform the effect in question. In *The Dying Earth* and *The Eyes of the Overworld*, Vance emphasizes that spells must be **encompassed**, although he downplays this aspect of magic in *Cugel's Saga* and *Rhialto the Marvellous*.

Curiously, despite the idea that, for each effect, there is a single discrete spell, on page 606 **Ildefonse** casts a **double Spell of Internal Solitude** at **Llorio**, which suggests that spells have variable parameters.



Spell of a Hundred Centuries

Spell; Page 661

CANON

This spell was cast on the **Paragons of Vasques Tohor**, whom it bound to sleep for a hundred centuries.

SPELL OF A HUNDRED CENTURIES

Range: Varies

Duration: 10,000 Years

Difficulty: Complex

This spell binds its subjects in a state of suspended animation for 10,000 years. It will effect anyone who willingly submits to it, *and no one else*, up to a maximum of 5,642 people.



Spell of Forlorn Encystment

Spell; Pages; 139, 287, 583

CANON

A **spell** that sequesters its subject in a pore 45 miles beneath the earth's crust. The name appears in **Killiclaw's Primer of Practical Magic**.

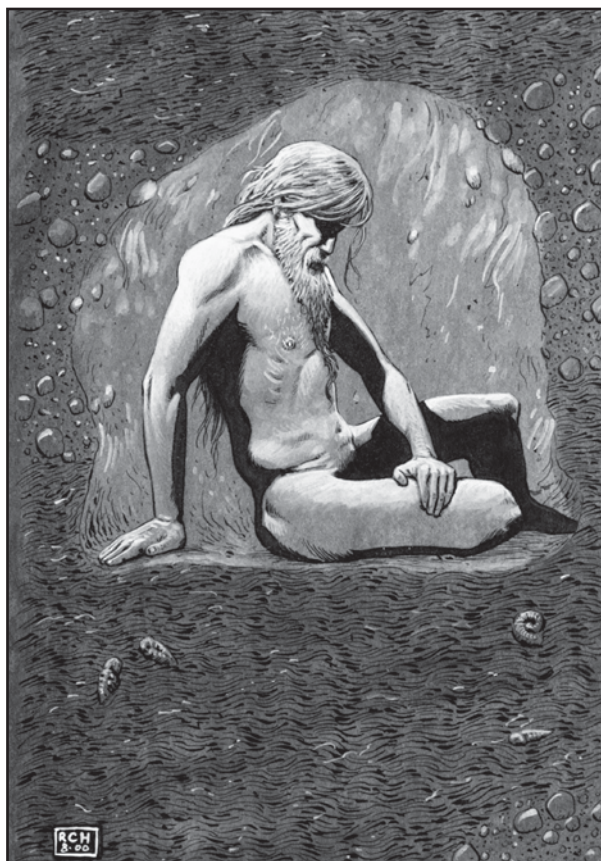
OPINION

As is obvious from the fact that, when **Cugel** miscasts the spell (page 287), its previous victims from "across the eons" all appear in front of him, stiff, but alive and conscious (although their clothes have rotted), the charm keeps them alive somehow, whether in stasis, or conscious.

The Compendium

This spell, albeit with the more prosaic names of Entombment and Imprisonment, occurs in Steve Jackson Games' GURPS, and *Dungeons and Dragons* respectively. It also appears, under its correct name on page 111 of *DERPG*.

Editor



The charm keeps them alive somehow, whether in stasis, or conscious.



Spell of Internal Solitude

Spell; Pages 605-6

CANON

Ildefonse casts this spell successfully on the **ensqualmed** (defined under **squalm**) **wizards**, and less so on **Llorio**.



perhaps because he does not know that this particular incantation originated in the custom-bound **Last Kingdom**. As I demonstrated in my exemplary and much pawed-over paper *Histrophilosophical Accordance of Chastity and Political Decline*, “soft” is often a euphemism for “amatory” or “sexual.” Hence the spell’s original purpose, silencing a lover’s cries, to prevent discovery by his or her chaperone, eunuch or harem-keeper. That you can cast it on rivals at a conclave is an unintended if gratifying bonus.

Mistress Flook

SPELL OF INTERNAL SOLITUDE

Range: Short

Duration: Concentration

Difficulty: Simple

This spell causes its victim to fall over and remain recumbent and uninterested in her surroundings for as long as the caster wishes it.



Spell of Soft Silence

Spell; Page 636

CANON

Ildefonse casts this spell on Haze of **Wheary Water** during an acrimonious colloquy at **Boumergarth**.

OPINION

Commentators on magic feel that often claim that this spell signifies an urbane and civilized thread in the development of magic. Certainly resorting to the Spell of Soft Silence, which merely quiets its target, is far less disruptive than, for example, having a demon dump him on a distant strand.

Gersen the Rationalist

Gersen, who disguises his own opinion by designating it “commentary,” certainly has a point, but he misses the most important element of the spell’s name, the adjective “soft,”

SPELL OF SOFT SILENCE

Range: Near

Duration: Concentration

Difficulty: Straightforward

When cast, this spell renders one target silent. This effect extends to any sound he might make, including clapping, stamping his feet or attempting to play musical instruments. His ability to hear other sounds is unaffected.



Spell of Temporal Stasis

Spell; Pages 639, 708

CANON

This **spell** suspends time for everyone except the caster and those people he specifies (which need not be done verbally) at the time of casting.

OPINION

Temporal stasis is used to very entertaining effect in *Rhialto the Marvellous*. Readers will find its more prosaic, although playable version in *DERPG*, page 112.



Spell of the Macroïd Toe

Spell; Page 286

CANON

A **spell** that makes “the signalized member” swell to the “proportions of a house.”

SPELL OF THE MACROID TOE

Range: Short

Duration: Until Sunrise

Difficulty: Simple

When this spell is cast, the signalized member swells to the proportions of a house. This, of course, renders the member’s owner immobile and destroys half of any footwear he might have been wearing. Immobility imposes a Penalty of 2 on the Intimidating persuasion style, and any combat styles save Cunning and Vexation.



Spell of the Omnipotent Sphere

Spell; Page 29

CANON

A **spell** that makes a “film of force” expand around the caster’s body, pushing back everything that resists it.

OPINION

As **Mazirian** destroys the sphere before he moves off in pursuit of **T’sain**, it is presumably immobile, or perhaps also interposes itself between its caster’s feet and the ground, denying him traction. Readers will note that the **DERPG** write-up on page 108 does not agree with the Editor on this particular matter.

Gersen the Rationalist



Spell of Untiring Nourishment

See **Charm of Untiring Nourishment**.



Sphincter-clasp, ornamental golden

Item; Page 338

CANON

Apparently a funerary gift in **Saskervoy**, since one of his companions accuses **Koyman** of stealing them from the corpses in his care.



Spell of the Slow Hour

Spell; Page 5

CANON

A **spell** of “general application” **encompassed** by **Turjan**.

Opinion

This spell’s game effects, suggested by its name, appear on page 110 of **DERPG**.



Squalm, (ensqualm, desqualm)

Technical Term; Pages 585-608

CANON

A witchy effect, wrought by **Llorio**, that renders **wizards** effeminate. It also (see page 598), seems to have turned **Gilgad’s** servant Kuniy into a rodent, who “hops about his duties on little soft feet with a mouse-tail trailing behind him, squeaking at the sight of a cat.”



Spell of the Tireless Legs

Spell; Pages 561-2

CANON

A **spell** that “guards the legs from the fatigue of a long day’s march,” which **Bazzard’s four fathers** cast on their **wherriots**. **Cugel** mishears the name and renders it as “Spell of the Untiring Legs.”

OPINION

This spell appears under its alternate name of **Charm of the Untiring Legs** on page 105 of **DERPG**.



Star Pirates

Social Group; Page 222

CANON

The **Semblers** expelled the Star Pirates, a million years before **Cugel’s** time.

OPINION

At the risk of tautology, the Star Pirates were miscreants from the stars, a nomadic society of sybaritic thugs, slavers and raiders who infested and dominated the Earth until the **Semblers** revolted and expelled them. It is unlikely that they still exist but, then again, people do.

The only other interesting features are that the pirate captain alone was fully human, and had a gang of associates who, loosely speaking, were similar to **oasts** and **madlocks**.

The Compendium



STAR PIRATE CAPTAIN

"Ah, a feisty one. Soon, you will give me pleasure."

Persuade (Intimidating) 1.5~ [15] (Eloquent) 1~ [10], Rebuff (Penetrating) 1~ [10], (Wary) 0.5~ [5], Attack (Finesse) 2~ [20], (Cunning) 1.5~ [15], Defense (Parry) 2~ [20], (Misdirection) 1.5~ (15), Health 10, Magic (Daring) 4, Athletics 8, Etiquette 8, Gambling 12, Riding (Oasts) 8, Seduction 2, Wealth 10, Wherewithal 10.

Spells: Excellent Prismatic Spray, Spell of the Omnipotent Sphere, Charm of Untiring Nourishment.

STAR PIRATE (MADLOCK-OID)

Persuade (Forthright) 0.5~[5], Rebuff (Penetrating) 0.75~[8], Attack (Strength) 1.5~[14], Defense (Dodge) 1~ [1], (Parry) 0.5~[5], Health 1.5~[13], Athletics 1~[10], Concealment 3, Gambling 4, Perception 3, Stealth 2, Wherewithal 1~.

STAR PIRATE (OAST-OID)

Persuade (Obfuscatory) 0.4~[4] Rebuff (Contrary) 0.4~[4], Attack (Strength) 2~[20], Defense (Sure-footedness) 1.5~[15], Health 2.5~[20], Athletics 1.75~[15], Perception 0.75~, Wherewithal 1~.

Special Rules

A Star Pirate's ship is similar to a manse (see *DERPG*, page 98). A typical one has the following attributes: Space-flight capable, excellent furnishings and a large staff of diligent servants, a multitude of magical conveniences, no inherent defenses, and a poor workroom. The staff includes the pirate captain's underlings, oasts and madlocks.



Straits of Garch

Location; Page 681

CANON

Apparently, in the 17th **Aeon**, a land bridge formed across the Straits of Garch, causing (and caused by) the drying of the **Santune Sea**.

OPINION

Personally I suspect most historians make this sort of thing up as they go along.

Quirethomble, Librarian, the Scholasticarium, Kaiin



Subspace

Technical Term; Page 740

CANON

Rhialto the Marvellous hides his **IOUN** stones in a hole in subspace.

OPINION

I've been told that the Marvellous one developed this technique as a security measure, after his brother **wizards** looted his house.

Mistress Flook



Steppes of Swang

Location; Page 609

CANON

The Steppes of Swang lie to the east.

OPINION

Indeed so they do, but just how far to the east legend does not tell us. Apparently my grandfather communicated on an occasional basis with a reclusive mage who lived there and he claimed that it was the other side of the **Great Central Steppe** and even beyond the Ezurine range.

Eurias the Cartographer

Sudun

Region M1 EL0008, M1 L0014; Page 232

CANON

Best defined as the land to the west of the River **Asc** and east of the **Songan Sea**. Convenience and Scholarly opinion place the **Asc River**, **Barlig Township**, the **Blanwalt Forest**, the **Bridge Inn**, the **Desert of Obelisks**, **Erze Damath**, the **Land of Evil Recollection**, the **Lizard-man Village**, the **Manse of Pharesm**, the **Mountains of Magnatz**, the **Plain of Oparona**, the **Scamander River** and the **Silver Desert** and the **Songan** within its boundaries.



OPINION

A large, diverse, but sparsely populated land, though that could be said of most places on Earth as the sun flickers away its last few days.

Eurias the Cartographer



Sune River

Location M2 GH0304; Page 556

CANON

The Sune rises in the **Maurenron Mountains** and joins the **Scaum** at **Taun Tassel**.

Opinion

The Sune and the towns and villages along its length warrant a section of their own in the *Scaum Valley Gazetteer*.

The Compendium

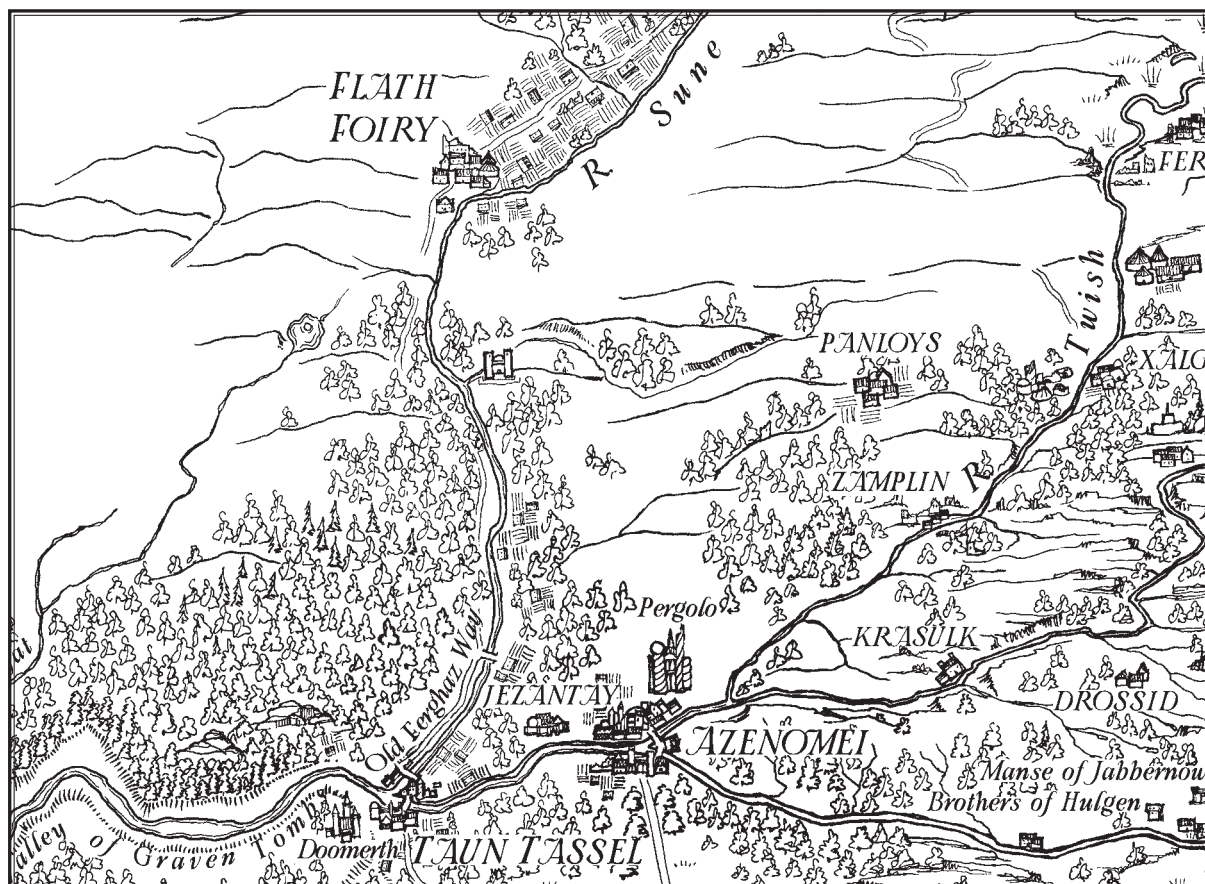
RUMORS OF IMPENDING HAZARD



As the adventurers follow a trail along the river bank, one of them* notes something glinting in the water. A further look shows that on the bed of the river appears to be a large silver plate, obviously with the silt just washed off by some fortuitous change in the current. The water is relatively shallow and it should be easy for someone to wade out and pick up the plate. Why, the river is unlikely to be above the knees of a tall man! When the plate is picked up, a heavy tentacle lashes out and attempts to grasp the legs of whoever is standing convenient to the plate. At the same time, the boards on which the plate was resting are disturbed and the hapless victim plunges into a hole at least twice his height.



* You might wish it to be the character with the lowest number of Sympathy Points.





LANK LIZARD

Attack (Speed) 9, Defense (Misdirection) 8, Health 6, Wherewithal 2

The freshwater lank lizard bears no relation to any land variety of lizard and consists simply of a large maw and several tentacles (between one and five) with which it traps its prey. The lank lizard normally uses one tentacle to trap its prey, and then strikes it with one of the other tentacles while any remaining tentacles are used to anchor the beast.

The first successful attack traps the victim but does no damage. Subsequent successful attacks are considered to be strikes from a second tentacle and, if successful, do damage. Note that all this occurs under water, which may in itself be a cause for some concern to the victim.

The victim, should he achieve an **Illustrious Success** on his first attack, breaks free of the lank lizard and may reach the shore safely. Otherwise, successful attacks merely have a chance of injuring the brute. Should the lizard suffer an injury it must test its Wherewithal and, if it fails, it realizes it has chosen an unfortunate target and casts the victim as far away as it can. There is a 50% chance of the victim landing on the bank whereupon he must make an Athletics roll to avoid injury (as on page 56 of *DERPG*). Otherwise, the victim lands in the water and must make a successful Swimming roll to gain the shore.



weapon familiarity, thus a swordsman need never suffer the handicap for non-familiarity indicated on *DERPG*, page 47.



Syk River

Location M2 H0911; Page 478

CANON

The Syk is now seasonal, running almost due north from the **Ildish Waste** to **Noval** on the **Ocean of Sighs**.

OPINION

In the days of Kharad's power, the Syk was a fierce and fast-flowing river. It is assumed that in that period the area had much more rainfall. Indeed this would have been necessary to



Sword

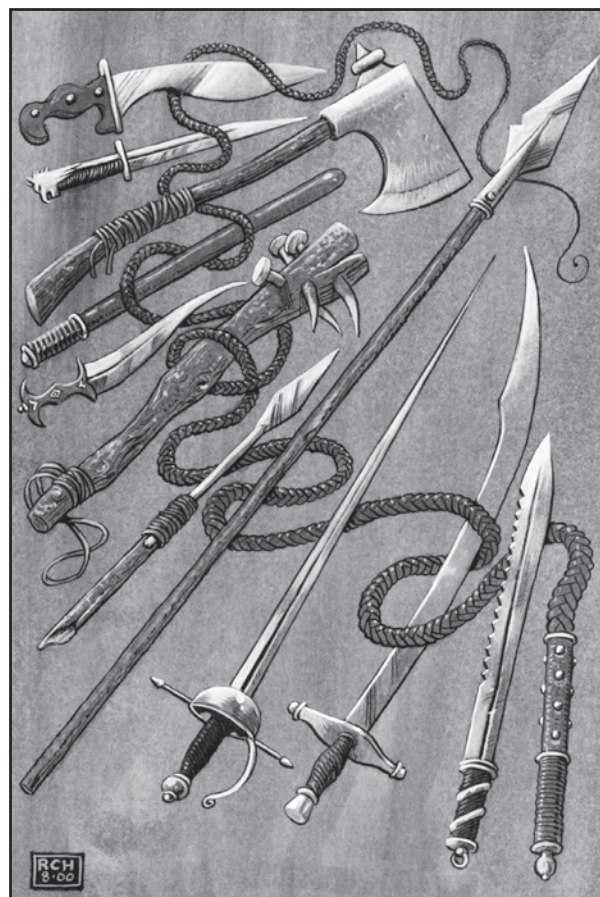
Item; Pages, various, including 6, 65 and 479

CANON

Many characters carry bladed weapons of an unspecified type.

OPINION

DERPG only provides rules for one kind of sword, the rapier which, as all **gamers of quality and taste** know was a weapon used only occasionally and in mostly social, non-military settings in western Europe, approximately in the sixteenth and seventeenth centuries. Indeed, the author of the Elizabethan English text *Paradoxes of Defense* regarded use of the rapier as effeminate, even French. Hence, *DERPG* requires rules for the swords commonly carried and wielded by soldiers, throughout the ages and here they are. Or, rather, here it is: practitioners of any combat style can use a sword, without paying points for



A selection of swords and other weapons



support the far higher population of those days.

Quirethomble, Librarian, the Scholasticarium, Kaiin

As I have noted elsewhere, Quirethomble tends to both tautology and to stating the obvious. The geographic mechanisms necessary for rainfall and fast-flowing rivers – elevated landmasses – are well known, as is the fact that these have steadily eroded over time. So yes, this region, like almost everywhere else, was wetter previously. Also obvious is that the greater the volume of potable water, the higher the sustainable population.

Mistress Flook



Sylph

Creature; Pages 570, 575-6

CANON

Iucounu uses sylphs as domestic servants; he has at least six of them.

OPINION

Like **nymphs**, sylphs are creatures from another plane, beings commonly summoned and commanded by **magicians** of notable potency to act in menial capacities. In form they are semi-corporeal humanoids that float inches above the ground; although from a distance they appear to walk gracefully, with insubstantial robes flowing about their ankles. In their purest essence, sylphs have no corporeal form whatsoever, being elementals of the air. During summoning, the magician can specify which kind of shape they must take, and so many such household servants take the form of coquettish and otherworldly human females. This leads some commentators to mistake sylphs and nymphs for one another from time to time. Sylphs fetch and carry, and cook and clean, and the most robust of them can engage in other more intimate physical activities.

Lesorix of Perne

RUMORS OF IMPENDING HAZARD

Summoning and Binding

Those who possess the relevant texts find that summoning and binding sylphs is a relatively simple (though time-consuming) procedure. Various costly raw materials are required to make a fragrant fire, and numerous ritualistic flourishes must be made through the smoke that is so produced. Normally two or three sylphs are conjured in such a fashion, and may be bound for periods of one, two, three, or (exceptionally) four decades. Time seems meaningless to them, and indeed probably is. As part of the process, the **cantrap** of binding must be uttered flawlessly. Should an error be made in its incantation, more



SYLPH

Persuade (Charming) 1, Rebuff (Pure-Hearted) 3, Attack (Cunning) 2, Defense (Dodge) 5, Health 1-, Appraisal (household items & some magical appurtenances) 7, Concealment 2-[20], Perception 1-, Stealth 2-[20], Stewardship 2-[14], Wherewithal 2-[20].

masculine wind essences are summoned, and these roar angrily about one's premises – causing all manner of damage and distress – before departing back from whence they came.

Spies of the Overworld

Though posing as diligent retainers, sylphs are sinister information-gatherers of more powerful entities of the **Overworld**. Behind the scenes their actions carry hidden motivation, and they have learned to manipulate their masters in subtle and worrying ways.

[Rhialto-Level] All that remains of the manse of a former colleague is a blasted hole in the earth and a rather confused sylph hiding amongst the nearby debris. One must carefully explore the fractured recollections of this frightened being to find out what has occurred and who is the **Murthe**?

[Rhialto-Level] Someone has enchanted your manse so that your sylphs have become surly and recalcitrant. Since it is your turn to host the annual conclave, and this event is only a few weeks hence, no doubt a rival intends you to fail badly in your duties as a host. **Sandestins** are not easily able to affect sylphs, since they are entities of a different dimension. (The cost in indenture points is extremely high, and success is not guaranteed.) Thus you must find out what is happening, and alter events, in some other fashion.



Szonglei River

Location M2 I09; Page 465

CANON

This river is a minor tributary of the **Chaing**.

OPINION

The fishing is excellent, especially for marrow eels.

Silvithos the Teamster



T'sain

Personage; Pages 13-31

CANON

The “fixed” twin sister to **T’Sais**, grown in a **vat** by **Turjan**, T’sain (note the name’s similarity to “sane”), dies rescuing her creator, who in turn promises to use her brain to build “another T’sain, as lovely as you.”



T’Sais

Personage; Pages 6-16 & 32-54

CANON

T’Sais, an astonishingly beautiful woman with long black hair, was grown in a **vat** by **Pandelume**. An error in her manufacture twisted her perceptions so that she perceived all beauty as wretchedness. She eventually gets fixed in her eponymous story.



Tales of the Dying Earth

Book

Omnibus edition of Vance’s novels (actually, short story and novella collections) *The Dying Earth*, *The Eyes of the Overworld*, *Cugel’s Saga* and *Rhialto the Marvellous*.



Tam Tol

Personage; Pages 658-9

CANON

The last King of the Final Kingdom, Tam Tol dies on the walls of **Vasques Tohor**, when a barb from a **war-wagon** hits him in the forehead.



Tanvilkat

Drink; Page 61

CANON

Tanvilkat is a red wine of unusual quality.

OPINION

Grashpotel provides exhaustive detail on this wine, and the vineyards that produce it, in the *Excellent Prismatic Spray*, Volume 1, Number 3.

The Compendium



Tasp

Creature; Page 568

CANON

Lucounu conjures an illusion of leaping, green weasel-sized, scorpion-things to scare **Cugel**; there are no other references to them any of the four books.

OPINION

Tasps are of magical origin, and now dwell in the wilds of the **Dying Earth**. They travel only in groups and so if you ever observe one you can assume that a number of others lurk nearby just out of sight. The typical tasp is only the size of a



large mouse or similar rodent, but often moves in a pack of thirty to seventy others; a pack that can sweep down the trail like a living carpet of ferocity. Most of the year tasps are content to wander through the wilds ambushing and overwhelming small creatures, but now and again they briefly burst forth from the undergrowth to swarm across the bodies of travelers or farm-workers, with savage results.

Lesorix of Perne



Magician was lax in such things.) Is this some random mischief or part of a concerted effort by another Arch-Magician to destroy his rivals? Or perhaps something even more sinister?



RUMORS OF IMPENDING HAZARD

[Cugel-Level] The PCs are caught in the path of a plague of tasps and must exercise their full resources to keep the creatures at bay. Probably they will be trapped inside some kind of structure and forced to maintain great vigilance as small groups of the creatures break in at various points. A gradual retreat to a single remaining un-breached room, accompanied by intelligent use of devices at hand to slay as many tasps as possible, should be suitably enlivening as part of an evening's play – with the PCs being saved only by some kind of coincidence (such as the arrival of a **magician** or the inexplicable sudden departure of the tasps) just when death seemed inevitable.

[Turjan-Level] A certain magical formula requires the mulching and instant use of a number of tasps. (Anything from twenty to one hundred depending on the capability of your magicians.) How the PCs can find and secure such a number of these creatures alive will provide a mini-scenario at the least. (And possibly a major scenario if you devise various unforeseen difficulties to add to the process.)

[Rhialto-Level] An **Arch-Magician** is minding his own business, whiling away a lazy afternoon in his manse, when a portal opens in the kitchens and a plague of tasps pours through the building. While the Arch-Magician will hopefully be able to save himself, and enchanted items will drive off the tasps from themselves, many other possessions and the less swift retainers will be devoured before the **sandestins** can be marshaled into action. Who would do such a thing, and how could they breach the manse's defenses? (Unless the Arch-

Taun Tassel

Location M2 G03; Page 560

CANON

Taun Tassel is a pleasant town at **Waters Gleam** on the **Scaum**.

OPINION

The town and its many interesting habitants are covered in excruciating detail in the **Scaum Valley Gazetteer**.

The Compendium

Taun Tassel is a somewhat crass location, by reason of the extreme commerciality of its inhabitants. They possess neither art, nor poetry, but insist on the pedantic and demeaning imposition of arbitrary rules, even to refusing to recognize a gentleman's status concerning hat tiers. To this I exempt the Baron Baumevaunt, a jolly fellow who enjoys a jig or a quickstep, although his appreciation of art in simple, not to say base. Musicians may hope to be hired at a modest rate but should be prepared to put their artistic integrity to the side for an evening. A rare flower in this sump of pomposity is Ylin Setiyallow's daughter, glorious, fiery Ylin, whose smile lightens the dark of night, whose eyes glitter with knowing whimsy, who vies for place with high ladies and witches, her pride flying high in the face of her regrettable birth.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt

I have never yet been permitted to cross the bridge into the citadel.

Nogba

GROUP OF TASPS

Attack (Ferocity) 1.5-, Defense (Sure-Footedness) 0.5-, Health 2-[15], Athletics 0.5-.

Special Rules

The group statistics equate with about fifteen tasps – one section of a pack. Typical small packs will be around 30 or 45. These packs are treated as 2 (or even 3) opponents. Each reduction in Health is considered to be tasps killed, and GM's may wish to reduce Attack ability proportionately. Also, a pack of tasps makes Athletics rolls at a boon of 1 when pursuing prey.



A somewhat crass location.



Tchaxmatar Steppe

Location; Page 681

CANON

The Tchaxmatar Steppe is the name given to the dried-up seabed of the **Santune Sea**. It was flooded again in the 18th **Aeon**. (See **Straits of Garch**.)

OPINION

Well... it is what the history books tell us. I believe I have already made clear my views on some historians' methodologies.

Quirethomble, Librarian, the Scholasticarium, Kaiin



Tea

Drink; Pages, various

CANON

Evidently the **Dying Earth's** favorite, if not only non-alcoholic drink, persons as disparate as **Rhialto** and **Liane** have relished a cup or two.



Temple of the Just God

Location M2 J04; Page 52

CANON

The temple was build many years ago by a people who lived in the south of the land we now know as **Dai Passant**. Through their prayers and belief, they molded a god of absolute justice and built him a temple of great size, wider than the **Scaum** as it flows through the **Valley of Graven Tombs**.

OPINION

It was to this temple that **Etarr** came with **T'Sais** and the **witch Javanne**. The temple had fallen, the sea flooded the site, and the water came up to their waists as they stood among the ruined columns. Etarr asked for justice and they saw a calm, six-armed figure seated impassively in the nave. The god granted justice to all three.

Quirethomble, Librarian, the Scholasticarium, Kaiin

There is a fair held near there every spring. Merchants sail from **Val Ombrio** to trade along the coast and visit the spring fair. I shipped as a deck hand in my youth and well remember the



site; the fair is held a bare mile from it. There are few raised voices and little cheating.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto

I have visited here, for the glory of giving a recital to a God. I recall it as strangely silent, my words seeming lost among the broken columns, and I confess I left with an air of melancholy and disappointment. No presence made itself, although I am normal sensitive to the most fugitive of ethers. If I was judged, then it was not evident.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt

Shun all Gods!

Nogba

RUMORS OF IMPENDING HAZARD

One problem with the Temple of the Just God is that no character is going to go anywhere near it, while their guilty consciences are not going to let them summon the god to judge them. On the other hand, they could arrive in the general area due to the vicissitudes of travel and even those people who live in the area do not know the temple exists. It is, after all, merely some ruined columns sticking out of the sea. The annual spring fair may well attract characters to the area. Not only can one rely on traders from the eastern **Maurenrons**, but also it is not uncommon for caravans to cross the **Plain of Obelisks** and then ship their goods west to the fair. It must be remembered that the site of the fair is a bare four hundred miles from **Erze Damath**. Hence one of the party's more powerful friends wishes them to collect some smart item from the fair ground, and perhaps encourages them to fund their expedition by trading on their own account. In these circumstances, it is not impossible that in the event of a dispute arising, they might be asked to vouchsafe their good name by swearing on the altar of the Temple of the Just God.



Vouchsafe their good name.



Temporal Monitor

Device; Pages, various, beginning at 622.

CANON

These devices tell their owners whether they have been subjected to **temporal stasis**. Sadly, monitors aren't infallible, and can be spoofed by compliant **quampics**.

OPINION

Rules for a "Pendant of Temporal Monitoring" appear on page 117 of **DERPG**.



Temporal Paradox

Technical term; Pages 206, 217

CANON

When **Cugel** first arrives near **Pharesm's** manse, he experiences a powerful sense of déjà-vu, a sensation he also feels when he later (in terms of causation) travels back through time to the same area, a million years earlier. He wonders which occasion engendered the feeling of familiarity.



It is a most beautiful area, quiet and gently sad.



Tenebrosa Bay

Location M2 E03; Page 44

CANON

Tenebrosa Bay is the great bay to the south of the **Cape of Sad Remembrance**.

OPINION

The Cape of Sad Remembrance forms the north of the bay, **Kauchique** the south. It is a most beautiful area, quiet and gently sad. Fisherman slowly ply their trade, scholars sit and gaze over the languid waters and poets dream in the shade under the trees.

Carthos of Sfere

A favorite haunt of mine, and where much of my finest work has been composed. I even used to own a cottage, but a poet needs solitude, and too often I found my hospitality imposed upon by folk of every sort. Now I prefer to wander among the quite groves and shady pleasaunces, or sitting on the beach in the guise of one or another of the great poets of aeons past.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt

RUMORS OF IMPENDING HAZARD

As a party of travelers makes their way around the bay they are hailed by a young man who sits sipping wines he rests under a tree. He introduces himself as Hylinx and explains that he is a poet. He offers them wine and then sits quietly contemplating the view. Any character will, on any Pedantry success, remember that they have heard verses by Hylinx. On an **Illustrious Success** they will also remember that Hylinx has been dead for ten thousand years.

If they are so churlish as to raise this matter, Hylinx nods sadly and sips his wine. All characters must Resist Indolence. Should they fail, they drift into sleep. If they succeed, they sit for an hour or so in companionable silence, then realize they have to be going. They can wake their companions easily enough, but when they look round Hylinx has gone.

Interestingly, each character that slept can remember one poem written by Hylinx that has been lost from the canon. Should they think to write it down and give it to a scholar they will receive, unbeknown to themselves, the blessing of Hylinx that is to grant them two Sympathy Points*.

* If we have somehow neglected to stress the utility of the Sympathy Point system, it is hereby suggested that the GM allow one of his players to hold the seat of power for one night. By demoting himself to a mere player, he may observe dispassionately as the temporary GM runs roughshod over him, employing the no-doubt extensive mental balance sheet of slights and insults dealt out by the usual GM. This should quickly inculcate even the most recalcitrant GM as to the efficacy of the system when used to deal with (equally recalcitrant) players.



Teratoid

Technical Term; Page 248

CANON

A term used by the yard-keeper in **Erze Damath**.

OPINION

The word derives from the classical Greek for “monster.”

The Compendium



Thamber Meadow

Location M2 F03; Page 56

CANON

Home of the golden **witch Lith**, Thamber Meadow lies about twenty miles from **Kaiin** on the left bank of the **River Derna**.

OPINION

Shun Thamber Meadow! Here lives a strange, cold witch who resents both the gathering of ramp and the digging of psillis root.

Nogba

RUMORS OF IMPENDING HAZARD

There is more to Thamber Meadow than witches, frogs or even peripatetic thieves and murderers. Every midsummer the meadow is mown at midnight by **visps** who walk in stately procession with their scythes.

Once mown, the grass and wild flowers are pitched onto a cart pulled by droggers and then lead to a ruined gateway. As the cart passes through the gateway it disappears.

Anyone following the cart through the gateway also disappears, none have returned to explain exactly where they go. Some suggest a demon realm, others merely the manse of a mage, long dead, whose magics still linger.



Tharuwe

Location; Page 220

CANON

Tharuwe was one of the three great cities of **Farwan**, a million years ago.

OPINION

Tharuwe appears to have vanished without trace, even in legend, although allusions to a certain “Thawrue” in the liturgy of the Gilfigites is possibly a mangled remnant of the name.

Quirethomble, Librarian, the Scholasticarium, Kaiin



The Three Sisters

Location M2 E09; Page 449

CANON

A port of call on the **Leucidion's** usual run.

OPINION

Three Sisters is the major inhabited island of the group known as the **Dragon-Fangs** and is a settlement of fisher folk, who also act as pilots for ships new to the Great **Chaing** Estuary. When rounding the **Dragon's Neck** from the south you are advised to take a pilot here. With one you probably will not hit a reef or sandbank. Without the pilot you will almost inevitably do so, even if the inhabitants have to physically tow your ship onto the rocks during the dark of the night to prove their point.

Mondrosan, Captain of the Lamaguire Bounty



You are advised to take a pilot here.



RUMORS OF IMPENDING HAZARD

The inhabitants of the island are rumored to summon a giant **keak** to attack those ships that are not under their guardianship. Frequent travelers have noted that a Three Sisters pilot always tows his own dinghy behind the ship he is piloting. These dinghies have a prayer wheel fastened to the stern that rotates as the boat moves forward; some wonder if the keak recognizes this sound and keeps away. A consortium of ship's captains in **Port Perdusz** has secretly offered a reward of 1,000 terces to anyone who brings them a complete and working prayer wheel without the pilots discovering who commissioned the theft.



Third Person Pronoun, Singular, Usage of

Stylistic/Philosophical Issue

Readers will be aware that the linguistic convention that, *when the sex of a human subject or object is unknown, the third person singular, male pronouns (he, him, his) stand for either sex*, is commonly regarded as sexist. Thus it has fallen into disrepute, and in some cases into actual disuse.

Pelgrane Press, like any other progressive and humanistic body, agrees wholeheartedly that the convention, as it stands, does not reflect current aspirations or realities, so has resorted to a variety of stratagems to circumvent the institutionalized assertion that men do everything.

Thus, sometimes the ungrammatical "they" substitutes for "he." At others, "she" appears instead. Finally, occasional paragraphs have been recast in the plural, to get round the problem.

There is, however one exception; when the text makes it abundantly clear that a subject or object is overwhelmingly likely to be a man, the male pronoun occurs instead.



Thorsingol

Location M2 G06; Page 121

CANON

This city almost certainly stood very close to the site of present day **Saponce**, and, indeed, ruins of considerable antiquity surround the entrance to the **Museum of Man**. The inhabitants of Thorsingol are thought to be the creators of the Museum.



OPINION

Ironically, Thorsingol and its history are almost certainly detailed in the records of the Museum of Man, but it is rare that anyone makes the journey, and the catalogues and indices are either incomplete or lost, so it is unlikely a savant could find the desired information.

Quirethomble, Librarian, the Scholasticarium, Kaiin



Thousand Knights

Social Group; Page 658

CANON

These young, blond, aristocratic warriors perished in the final battle against the **Bohul Dukes**. They rode half-living, half-metal flyers from **Canopus**, but were incinerated by **Red Ruin** before they could close.

OPINION

The Thousand Knights exemplify the haughty and hidebound attitudes of the Last Kingdom, which was stratified to the point of ossification. Who, after all, would charge a battery

LAST KINGDOM KNIGHT

"For Honor and for the King"

Persuade (Forthright) 1~ [8], Rebuff (Pure-hearted) 1.5~ [12] Attack (Ferocity) 2~ [20], (Finesse), 1.5~ [15], Defense (Parry) 1~ [10], Health 1.5~ [12], Athletics 1~ [10], Perception 1~ [10], Wherewithal 1.5~ [15].

Resistances: Gourmandism 6, Indolence 4.

FLYER FROM CANOPUS

Attack (Ferocity) 2~ [20], Defense (**Vehicular Armor**) 10, (Dodge) 0.5~ [5], Health 2.5~ [20], Athletics 1.5~ [15], Perception 4, Wherewithal 1.5~ [15].

Notes: The flyer and its rider attempt to attack the same target, the flyer biting and slashing, while the knight hacks away with a **battlescythe**. If dismounted, the rider fights with an axe or with a sword. The Last Kingdom did issue **dart-guns** to the knights, (specifically, one gun, carried slung across the back, and three large pistols, two at the saddlebow, and one down the right boot) but they disdained them utterly.



frontally, especially if their own armament was little more than sharp sticks and long knives?

Gersen the Rationalist



OPINION

If the “ghoul” element of Thrang’s name is more than merely atmospheric, then he might be a **ghoul** in the “vampirish and unnaturally lustful” sense, and sport with then eat his captives.

Gersen the Rationalist

RUMORS OF IMPENDING HAZARD

The obvious way to have PCs meet the Thousand Knights is to run a time travel story, in which the adventurers fall foul of either the **Bohulic Dukes** or the Last Kingdom. Alternatively, a Last Kingdom outpost might survive at Canopus.

Thrang’s DERPG statistics appear on page 133 of *Turjan’s Tome of Beauty and Horror*.

The Compendium



Thrang the Ghoul-Bear

Personage; Pages 26-7

CANON

Thrang is a monster who lives in the **Forest Da**, where he abducts and subdues local women. He is described as big and blundering, with a round gray man’s face and a throaty roar. His lair has the feel of “strong brutal sorcery.”



A monster who lives in the Forest Da.

Thrasdrubal’s Laganetic Transfer

Spell; Page 141

See Agency of Far Despatch.

OPINION

If “laganetic” means anything, then the word derives from “*lagan*” a legal term for cargo dumped in the sea for later retrieval.

Gersen the Rationalist

This **spell** appears on page 110 of *DERPG*.



Thrume

Location M2 G04; Page 598

CANON

The Manse of **Gilgad**, one of the **Arch Magicians** who subscribes to the **Blue Principles**.

OPINION

Gilgad, although a capital fellow, is not the most house-proud of men. His manse, north of the **Scaum** in the area of woodland south of **Modavna Moor**, is more than a little grubby. I suspect that he has trouble acquiring staff and he certainly has no satisfactory method of ensuring they carry out his instructions.

Quirethomble, Librarian, the Scholasticarium, Kaiin

I have only once been to Thrume, hired to conduct an experiment into the lulling of a **simiode**. It was not a success.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt



RUMORS OF IMPENDING HAZARD

There is much to be said in favor of having Arch Magicians speak well of you and regard you as a friend. Thus and so, when Gilgad summons the party to his manse and asks them to do him the smallest of favors, how could they possibly refuse? All he wants is that they find him reliable kitchen staff. Gilgad has never been happy with automata or **sylphs** and just wants you to find him a competent cook, a good housekeeper who will ensure that everything is tidy, and a handyman to look after the gardens. He will pay good wages and wants people who are competent and honest. He will give the party 1,000 terces to help fund their search.

You should read the section “Whom Do You Command?” on page 22 of *DERPG*. The wages Gilgad offers should be regarded as granting 16 Creation Points toward each of the three retainers. This is obviously not enough to produce for him retainers who are both diligent and competent retainers. As the characters travel, searching for these paragons of domestic virtue, they will undoubtedly overcome other challenges and earn creation points of their own. These they can put into the pool to create the retainers for Gilgad. Once they have found the three, then they can* take them to Gilgad. The GM will assess the abilities and reliability of the retainers.

If the retainers are what Gilgad wanted, then the points the party put into the pool can be shared between the members to boost their relationship with Gilgad. He may even consider giving them some trivial magical item.

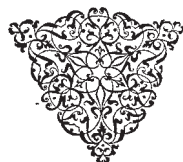


Thrumph's Almanac

Book; Page 139

CANON

Lucounu quotes from this book, which seems to be a catalog of **demons**.



* Note we say “can”... as the average group of rogues and vagabonds may well have invented other uses for such rare folk. We leave the resentment and revenge of Gilgad to the more-than-capable GM.



Thryfwyd

Creature; Page 393

CANON

Listed by Madame Soldinck as a peril of the **Ocean of Sighs**.

OPINION

The thryfwyd appears to be a cross of parrot, greater **demon**, crepuscular octopus and some sort of shark. It has a complex life cycle, beginning its existence as a brightly beaked worm in the upper reaches of the rivers of the **Land of the Falling Wall**, then migrating to the **Ocean of Sighs**, where it lives as a hazard to shipping. Eventually, it swims back up stream, to spawn and die. It is unusual in that it can shed bits of its body; during the marine phase of its life it is large, perhaps reaching sixty ells, with a girth of five, and has been known to overturn longboats and devour their contents, and attack both **wormingers** and their **worms** themselves. These attacks are most common at night, when such creatures are exhausted.

During their final, fluvial phase, they are far smaller, perhaps an ell across, and twelve long. They retain their parrot-heads in either state.

Gersen the Rationalist

The thryfwyd has proven parrot ancestry and can imitate human speech. Usually, it repeats desperate cries like “help, help, I’m drowning.”

Sakonity the Adamantine

RUMORS OF IMPENDING HAZARD

A certain **magician** who lives south of the **Sousanese Coast** has control over a particularly huge and powerful thryfwyd that he uses to guard the shoreline before his manse. (The manse being a partial reconstruction of an ancient palace now part of the cliff face at this point.) GMs can use such a beast in place of the massive mythic monster featured in so many classic plots. It will need to be avoided, poisoned, destroyed or otherwise removed; but since it is the apparently impassable line of defense before the PCs can enter the magician’s premises, such a task will be phenomenally difficult.

Should you require such an occurrence within your game, a thryfwyd is just the creature to rip the hull from the cog your PCs are ill advisedly plying across the oceans. No doubt an island is nearby to which they can swim, whilst the thryfwyd devours the ship’s worms and sundry GMCs at its leisure – and the adventure continues....

The thryfwyd of the Cannis Sea guards the entrance to a huge cave known as **Phandaal's Passage**. This place is little known, and its name appears only on the most ancient maps; but resourceful PCs uncover its whereabouts. It is impossible to



fight this beast, and it must be convinced to let them pass. Only one task exists that they might perform in order to convince it to so aid them, tracking down its former neighbor, a thryfwyd of great size that moved away south some time ago (three hundred years). This is not such an impossible task, as it was speared by a magician-captain of an ocean vessel, and dragged onto land with winches only one hundred and fifty miles to the south. Its bones now form the main joists for the huge town hall, and these facts are reasonably well known around that district. (The thryfwyd will need some evidence of this, but the townsfolk are not likely to relinquish one of the joists of their ancestral hall.)

RIVER THRYFWYD

Attack (Speed) 8 (only with the beak at very close range) (Strength) 12 (with tentacles), Defense (Misdirection) 12, Health 8, Athletics 2

SEA THRYFWYD

Attack (Ferocity) 30, Defense (Misdirection – as it heaves through the water) 20, Health 36

Special Rules

“Talking” While the creature can shout for help, there is no evidence that it is intelligent or knows what it is saying. Hence Persuade and Rebuff are not abilities open to it.



Time Travel

Vance; Pages 216-25, 646-92

CANON

Cugel, **Hache-Moncour** and **Rhialto** all travel back in time. In Cugel's case, the trip is courtesy of a spell cast by **Pharesm**, while the two Arch-Magicians use **sandestins**.

OPINION

One can only journey into the past, that is the present, whenever that is, is the terminal point for any traveler, and no one can go into the future which, of course, hasn't happened yet. When in the past, it is possible to skip forwards. It is apparent that one cannot make repeated journeys to the same point, to correct previous mistakes.

Gersen the Rationalist



Timeline

Although some of the stories in *Tales of the Dying Earth* are linked, their chronological order is unclear. Any attempt to impose a sequence on them depends on three factors:

NOTED AEONS:

Rhialto lives in the 21st Aeon and perhaps beyond it, going by remarks in **Morreion**, and the remarks that many aeons have passed between that **Arch-magician's** betrayal by his colleagues and their attempts to recover him. Most people of **Cugel's** time think that they live in the 23rd aeon, which the **Funambulous Evangels** believe to be the 29th.

THE HEALTH OF THE SUN AND STARS:

In both the Cugel and Rhialto stories the sun is described as visibly moribund; in Rhialto's time Shalukhe mentions it blinking. During Cugel's time it flickers off once, and crusts form upon it). So far we see that Cugel's adventures come last, and since in the original Dying Earth stories the sun is never mentioned as blinking (but simply described as ancient and red) these tales must come first. Since the sun is also described as dying these tales probably occur just before it started blinking, so the 20th Aeon makes sense. In Cugel's day Vance mentions that there are only a few stars left in the sky. As stars are plentiful in Turjan of Miir, **Ulan Dhor** and **Guyal of Sfere**, then these stories and the others in The Dying Earth take place earlier than Cugel's adventures. And since Morreion describes **NOTHING** slicing dead dwarf star in half, this circumstantially indicates that the Rhialto stories could well be set in the period when the stars were dying.

THE DEGENERATION OF MAGIC:

This is less helpful than any other area. The Dying Earth stories state, emphatically, that most magical knowledge has been lost and only around a tenth remains. Hence, magic should follow a downward path, and seems to do so: **Llorio** is utterly dismissive of **Rhialto** and his colleagues, who, in turn thoroughly outclass Turjan, **Mazirian** and **Kandive**, all of whom are significant powers of their time. **Iucounu** seems roughly equivalent to Mazirian, both in terms of morals and ability. Sadly, we also know that Vance changed his mind about how Magic worked, so all efforts to calculate a timeline based on this distinction are inherently flawed.

In summary, while the degeneration of magic might suggest that Rhialto comes first and the other



stories last, the astronomical and solar phenomena mandate this sequence: *The Dying Earth*, *Rhialto the Marvelous*, *The Eyes of the Overworld* and, finally, *Cugel's Saga*. This sequence would, of course make the Funambulous Evangels' chronology the correct one.



Tinkler's Old-fashioned Froust

Spell; Pages 559, 583

CANON

A **spell**, apparently known to **Iucounu**, that forces its subject to obey its caster. Its name also appears in **Killiclaw's Primer of Practical Magic**.



This spell turns its victims into raving simpletons.



OPINION

On the weak assumption that froust derives from the Scots *frou*, or "froth," then this spell might produce a raving dementia in which the subject is very suggestible.

TINKLER'S OLD-FASHIONED FROUST

Range: Touch

Duration: Special

Difficulty: Straightforward

This spell turns its victims into raving simpletons, temporarily reducing their Persuade, Rebuff and Defense pools to 1, and converting their Attack style to Ferocity. The enchantment lasts until the above Attack pool (which the victim must use in combat) empties. PC victims of the spell must attempt to obey its caster, but need not be coherent if asked to speak. Foaming at the mouth and spitting are optional.



Torqual

Location M2 I09; Page 471

CANON

A town south of the **Chaing** River on the route from **Kaspara Vitatus** to **Old Romarth**.

OPINION

Torqual is known mostly for the excellence of its hostelries, which are both numerous and well run. One reason for this is that the municipality maintains a fund to hire inspectors who tour the hostelries unannounced, in the guise of customers, applying the most stringent tests. It is not unusual for an inspector to wake the landlord in the middle of the night to complain about ghosts in the room or to demand a glass of toddy and a slice of seed cake.

Those judged acceptable by the inspectors are rewarded, with grants made toward the upkeep of the fabric of the building or contracts to cater for municipal functions. Conversely, those who fail will be rolled around the town in a barrel of farlock dung or pelted with rotten fruit by the children of the borough.

Silvithos the Teamster

RUMORS OF IMPENDING HAZARD

There is never any trouble finding strangers willing to act as inspectors. Yet the municipality finds it a constant struggle to find inspectors for the town's farlock-drawn cabs. Here it is necessary for an inspector to pose as a "fare" and give



exceedingly verbose and imprecise directions, monopolize the conversation, espouse unfashionable opinions, and refuse to tip.

In the eyes of the municipality, the cab driver should remain polite throughout this entire process, but cab drivers have been known to assault inspectors; indeed, in one memorable case an inspector was assaulted three times in as many hours.

The position of inspector of farlock cabs is normally handed out as a judicial punishment for minor misdemeanors.



Trans-Melantine

Region M2 AB0009

The Trans-Melantine region includes all those locations that are in or to the west of the **Melantine Gulf**. It comprises **Ampridatvir**, **Cansapara**, **Castillion**, **Dilclusa**, **Falgunto**, the **Gulf of Swirls**, the **Isles of Cloud**, **Mel-Palusas**, the Melantine Gulf itself, **Mell**, the **Misty Isles**, **Mount Liu**, **Seleune**, the **Serene Sea**, the **Weed Sea** and **Woy**.



Tree-Tower Folk

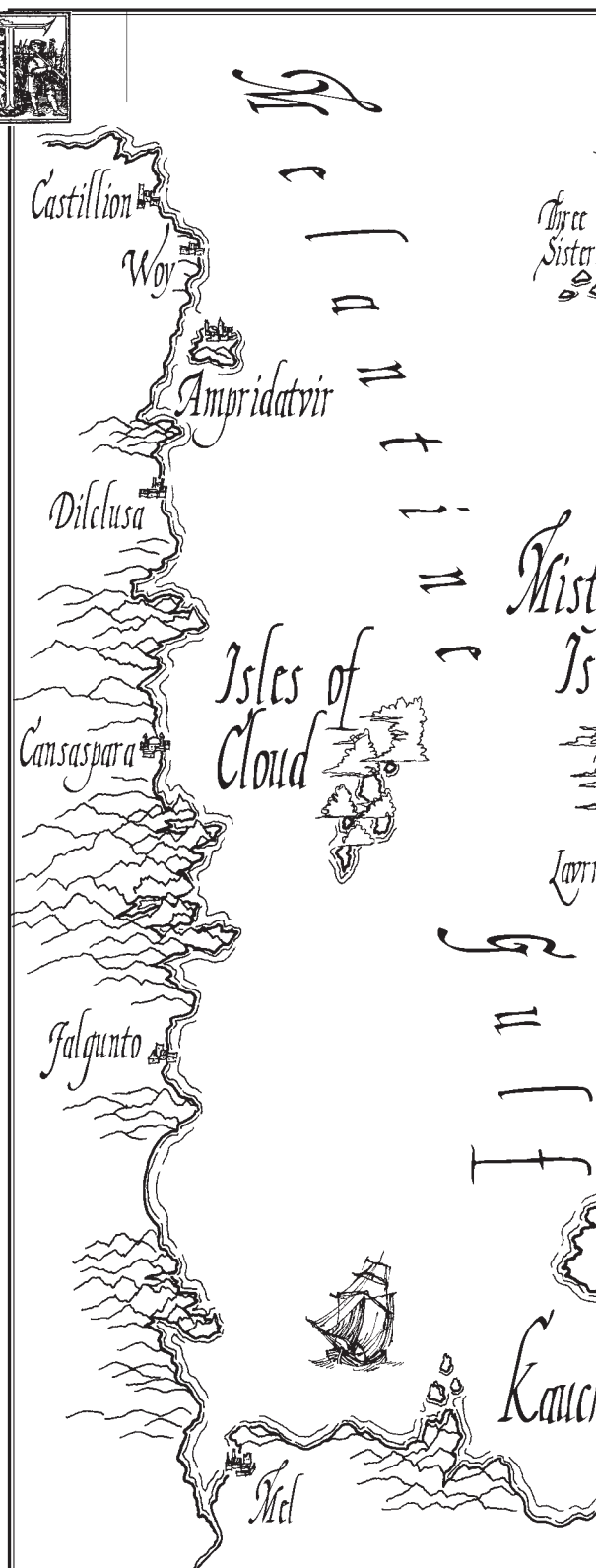
Race; Page 427

CANON

Boy-sized creatures that live in tree houses mounted in weeping willows, in the badlands north of **Port Perdusz**. **Cugel** takes them to be a hybrid of reptiles, stalking bang-nose beetles, and miniature **gids**. They have a weasel-like gait, gray-green pelts and wear human skulls as hats.

OPINION

Tree-tower folk are amphibians of semi-human intelligence. They exist in waterside societies that construct relatively complex dwellings, including rooms such as workshops and kitchens – though these are primitive by human standards. Though technically **half-men**, they do not spend their days actively seeking to devour human flesh, and so are not listed amongst the **anthropophages**. In fact, they co-exist in interactive communities far from humanity, and prefer not to be disturbed. These communities take advantage of natural terrain (usually cliffs, rocks, or trees) to build their dwellings, and always include a number of easy access-ways to retreat back into the water when threatened.





These beings reach a height of around four feet when adult, though a few hardy specimens grow up to five feet tall. Their genealogy is difficult to define, but physically they resemble a hybridization of frog, stalking bang-nose beetle and miniature gid. That is to say, they have pelts of gray-green fur that grows patchily over reptilian skin, long and thin bodies and limbs, and the mollusc-like countenance reminiscent of the gid. They wear basic clothing, typically crude loincloths, and some kind of headgear. The defenders of their lairs even construct rudimentary armor, such as belly and chest protectors made of tough fibrous material, and headgear formed from whatever skulls of appropriate size that they can recover. (Human or half-man tends to fit them well.)

The Tree-tower folk are capable of crude manufacture, being able to make their own simple furniture, workbenches, plates and cups. They prefer wood or stone as a material, and are not comfortable with metals. Their method of making pottery is to fashion pure-white crockery out of local clays and leave it to fire in the sun. After which they polish it with special resins.

Lesorix of Perne

RUMORS OF IMPENDING HAZARD

These creatures may have a need for raw materials and may kidnap a PC in order to arrange such an exchange. Or a captured PC might expect death, and instead gain a business proposition. (Since the Tree-tower folk are, unsurprisingly, not welcome in town themselves.)

Cugel the Clever once spent the night in a Tree-tower folk tree house to avoid being devoured by **visps**. He brandished a flaming torch (fortunately the Tree-tower folk fear fire above all things) and chased them from their premises before barricading himself inside. Such an encounter (suitably elaborated) would serve as an appropriate part of some other adventure, with the PCs having no choice but to force their way into one of these dwellings in order to avoid a far worse foe.

If given sufficient time to prepare, Tree-tower folks can make booby-traps and pitfalls to afflict intruders. Such things include camouflaged nets (although finesse is not their greatest strength), falling branches, and trip-wires that release branches that have been tied back to their fullest extent. Providing they are given time to gather their courage, Tree-tower folk guards may even rush en masse to attack small groups of interlopers. (Or equally likely they will guard the area at night whilst others



prepare snares and deadfalls near the campsite of their foes.)

Rather than being pursued by a punitive committee, or by anthropophages, it might make a fine change to have the PCs intrude clumsily upon the hospitality of a colony of Tree-tower folk – and be relentlessly pursued by them across the wilds instead. (All thanks to some real or imagined sleight against the leader of the Tree-tower folk colony.)



Troon

Location M2 H05; Page 524

CANON

The village of Troon is where the **Isk River** empties into **Tsombol Marsh**.

OPINION

The village is large enough to have its own abattoir and town butcher. The post is one of reasonable prestige and the pay adequate.

Silvithos the Teamster

The village is unusual in that the inhabitants maintain two sacred **farlocks** in an enclosure who are allowed to wander the village at will, but do spend the evenings fastened in an enclosure near the abattoir.

Carthos of Sfere

RUMORS OF IMPENDING HAZARD

In Troon, men hunt **visps** for their gallstones. The technique is simple and virtually foolproof. They lay in wait and ambush visps. This may seem strange because this is exactly the same technique the marsh visp uses, but the men of Troon have a further refinement: they choose one of their fastest runners whose task it is to hire strangers to help him carry harvested spurge roots out of the marsh.

Ensuring that the timber is carried through areas where visps lurk, the spurge root carriers

inevitably excite visp attack. At this point the carriers* can usually be relied upon to run their absolute fastest, led by Troon's fastest runner, who guides them and any pursuing visps, into the ambush set up by the hunters.

Note that under the provisions of the law of equivalences the hunters will expect recompense for the time they wasted coming to the rescue to the spurge carriers.

* The term "bait," while accurate, is slighting.

TREE-TOWER FOLK

Persuade (Forthright) 0.5- [6], Rebuff (Wary) 0.5- [6] Attack (Cunning) 0.75- [9], Defense (Sure-Footedness) 0.75- [9], Health 0.75- [9], Athletics 1- [10], Concealment 3, Craftsmanship 4, Perception 1- [10], Quick Fingers 5, Stealth 3, Wherewithal 1- [10].

Resistances: Indolence 4.



Trunash

Location M2 F09; Page 469

CANON

Lying between **Goulyard** and **Sklieve**, Trunash is a village on the banks of the **Chaing River**.

OPINION

Trunash has with a population of fishermen, peasants and artisans, including a smith, two hostleries and a dealer in 18th and 19th **Aeon** carcanets with a small shop near the **brasero***.

Silvithos the Teamster

RUMORS OF IMPENDING HAZARD

The flat sands of the estuary are particularly dangerous at this point and the locals warn everyone to beware of their dangers. Sinking sands abound, and strange eddies and unexpected currents can surprise all but the most experienced. Any individual crossing the sands, perhaps shore combing or walking out to view interesting wrecks, should make a Seamanship or Pedantry roll to assess the situation. On any failure they do not comprehend the dangers and will not take proper precautions. The character with the lowest Sympathy Point total will fall into quicksand, while the entire party may have to swim for the shore.

QUICKSAND

Any character who steps in quicksand and does not immediately state that they are lying down should roll using any Ability pool the GM feels is relevant. A success will tell them that lying down to increase their surface area in contact with the quicksand will retard the rate of sinking.

Each round the character may attempt to make their way out of the quicksand using their Athletics. There is a tally of 5. Upon reaching this Tally, the character escapes from the quicksand; if the tally total goes below 0, the character has sunk below the surface. Once below the surface the character will start to drown as on page 54 of **DERPG**.

Alternately, the character may simply lie flat and wait for comrades to throw a rope and pull him out†.



* Yes, dear child. We know your master or mistress is aware of the definition of "brasero," but you, in your ignorance, are bursting to know. Worry not; a brasero is a place where criminals and heretics are burned. Now when you meet with others of your kind you may impress them with your erudition.

† It has been noted in some groups of particularly selfish individuals that payment is often extracted before rescue attempts are performed.



Ts River

Location M3 FG0003; Page 585

CANON

The Ts is a small river that flows into the **Scaum**.

OPINION

A pleasant river which flows into the Scaum from the south, joining it at Taun **Sfere**, the Ts is easily fordable for much of its length; it is only when it reaches **Falu** that it needs bridging. Only light fishing punts and similar can navigate it.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto

A beautiful little river, somewhat spoiled for me by an immersion.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt

My Great-Uncle Ffrole once lived beside the Ts, as servant to a master **magician**. I often wonder what became of him.

Nogba

RUMORS OF IMPENDING HAZARD

The road south from the Scaum Valley to **Val Ombrio** follows the Ts along much of its length and at one point, well south of Falu, the river widens somewhat. Here, one Zaffbo has created a deep pool, where he nets, then cooks and sells fish to travelers. Zaffbo has a shack on the bank above his pool and this shack has a lean-to that serves as kitchen and dining room. The lean-to has a veranda that looks over the pool and the pleasant vista of woods and hills beyond. While obviously of sturdy construction the veranda is, in fact, cunningly made so that should he remove two steel pins, any violent movement will precipitate the veranda and any guests into the fishing pool.

When this happens he will be extremely agitated and make outrageous claims about how the now-soaking party have ruined his business by smashing up the building and scaring the fish from his pool. He will demand several 100 terces in compensation and threaten the party with a guardian erb on a chain.

ZAFFBO, FISH SELLER

"You have destroyed my veranda and chased away my fish. I am undoubtedly owed substantial damages."

Persuade (Intimidating) 11, Rebuff (Lawyerly) 11, Attack (Caution) 11, Defense (Misdirection) 7, Health 4, Appraisal 2, Athletics 3, Craftsmanship (Timberwork) 4, Concealment 4, Engineering 4, Perception 6, Scuttlebutt 2, Wherewithal 1.

Resistances: None.



When the party leave he will clip two chains to the veranda, fasten the other end to a winch, and in about four minutes will have everything winched back into place ready for the next party of dupes.



Tsombol Marsh

Location M2 H05; Page 524

CANON

The marsh is formed by the **Isk**, which empties into it, the way south being blocked by the higher ground of the **Plain of Standing Stones**.

OPINION

The journey across the marsh is reasonable and the area takes two days to cross on foot because it detours to follow an old road. The direct route, if you know it, takes perhaps half the time. The **Inn of the Five Dire Oaks** stands at the halfway point. The area is infested with **water wefkins**; ignore their pleas!

Silvithos the Teamster



The journey across the marsh is reasonable.



RUMORS OF IMPENDING HAZARD

Water wefkins are covered elsewhere in this volume, as are **pelgranes**. Thus and so, with the two major hazards already covered we can but reinforce your mothers' warnings to always wear clean underclothes in case you are involved in an accident and to avoid strong drink and unwise familiarity with persons of the opposite sex.



Tugersbir

Location M1 E08; Page 359

CANON

Tugersbir is a town sixty miles north of **Saskervoy**.

OPINION

It is perhaps the most northerly town, and a fine town, somewhat larger than Saskervoy and with high-gabled, timber-framed houses set around the bowl of a hill. The folk are robust, and despite ancient rivalry with Saskervoy, united in their dislike of the ancient rule from **Cil**. One of the more interesting features is the inn known as the Green Queycekenjole, the door of which is decorated with a pair of **keak** jawbones taken from a specimen of extraordinary size washed up on the coast some years ago.

Iunutharis Grashpotel, Sage.

The sole true sanctuary of civilization in the northern lands, and perhaps the last place on Earth in which the men have not sunk into decadence or squalor.

Xolon, Master Hide Merchant, Tugersbir

Further speculation on Tugersbir appears in the ***Excellent Prismatic Spray***, 7-8.

The Compendium.

RUMORS OF IMPENDING HAZARD

The people of Tugersbir are intensely civilized and proud of their civic functionaries. The only danger to the well-behaved traveler is the inhabitants' almost inbred dislike of House **Domber** and House **Slaye**. Although this stance is not entirely unreasonable, and it is highly probable that the ruling house of Cil does yearn for the good old days when they effectively ruled over much of **Cutz**, House Domber did nothing to make their dreams a reality. House Slaye might, but so far has done nothing. This prosaic reality has not modified the attitude of the inhabitants of Tugersbir, who fear spies everywhere. When characters arrive in Tugersbir they must all test their Perception. If they have spent some weeks in Cutz, then on any success, they realize that the inhabitants are paranoid and trying to entrap them. Otherwise, only an **Illustrious Success** tells them this.



Should the party achieve this success, they then need a successful Etiquette roll whenever they spend time in conversation with a local. A **Dismal Failure** convinces the person to whom they address themselves that they are spies for Cil.

Obviously the locals are too subtle to make denunciations on the spot, but instead they pass their suspicions to officers of the municipality.

Each time a local is convinced that the characters are spies, the GM should roll a die. If the roll is less than the number of locals the characters have so far convinced, then the municipality feels it must act for its own safety and the characters are arrested. They will be held for as long as it takes to send someone to confirm the characters' account of their actions. Should the characters have visited Cil, then the townsfolk decide their suspicions are confirmed and they will secretly try the party as spies and equally secretly execute them.



Tuner's Gap

Location M2 H09; Page 473

CANON

Tuner's Gap is the route taken by the road through the massive stone scarp north of the Great **Chaing** Falls.

OPINION

Tuner is best remembered now for his collections of poetry and his remarkable ability to alienate his audience and patrons. His most popular work "An Ode to a Fat Duchess With a Squint and Foul Breath" is still embroidered onto samplers by young maidens of the Chaing valley towns. It is apparently through the gap that Tuner fled to avoid the wrath of one patron or another*.

Carthos of Sfere

RUMORS OF IMPENDING HAZARD

Rumor has it that the ghost of Tuner may be seen sitting on a boulder by the side of the road, chewing the end of a pencil and endeavoring to think of a suitable rhyme for "Chaing." Rumor is uniformly consistent that those who supply such a rhyme are rewarded.



* Or, possibly, all.



Tunnels of the Rat Folk

Location M2 I02; Page 264

CANON

The forested areas of eastern **Almery** are infested by **rat folk**. A race of small stature but with a keen appetite for human flesh, they live in warrens of low tunnels. **Cugel** claims to have been captured and held in such a complex, but alas we have no reliable map reference as to where exactly it was.

Another species, loosely described as pale, lives in a complex beneath the rat people's home.

OPINION

The world of the rat people is not well known. These creatures stand perhaps half our height and are of limited intelligence, perhaps as competent as the average member of the faculty of the Scholasticarium. They live in constant feud with white creatures of similar size to themselves who live in tunnels below theirs.

Quirethomble, Librarian, the Scholasticarium, Kaiin

There is good eating on one of those rat folk.

Nogba



Turjan of Miir

Personage; Pages 3-31

CANON:

Turjan is a **magician** who lives in the castle, **Miir**, which is in the **Derna** Valley. He is the hero of his eponymous story and, later, the tortured victim of **Mazirian the Magician**.

OPINION

Turjan's game statistics appear on page 160 of the **DERPG** rulebook.



Turjan's Tome of Beauty and Horror

Book

A critically acclaimed supplement to the DERPG, *Turjan's Tome of Beauty and Horror* includes much helpful material for running **Turjan-level** games.



Turjan-level

Gamespeak

Games that attempt to recreate the feel and circumstances of the first **Dying Earth** stories, Turjan-level adventures tend to be brutal and violent, rather than clever.



Tustvold

Location M2 F10; Pages 409-10

CANON

Properly speaking, Tustvold is a mound of ruins, although an inhabited village and a wide mud flat have both taken its name. Tustvold proper is one of a number of abandoned cities, and a source of white-stone. The village is a living community; the mud flats have their own entry.

The villagers are parsimonious and divide their activities starkly along gender lines; the men sunbathe on top of pillars, while the women work and scheme competitively to ensure that their husband's column is the highest. **Nisbet** constructs these pillars from stones quarried from the old city of Tustvold.

RUMORS OF IMPENDING HAZARD

Healthful Flux

The men of Tustvold spend their days sunbathing on top of tall pillars, so that they can better absorb the dying star's healthful flux. The adventurers come across a product, Kyrol's Albedoic Suppressant Salve, that enhances solar absorption. Naturally, it doesn't work, beyond staining its users orange.

The Bacchae

The women of Tustvold are both competitive and quick to anger. This combination means that, in aggregate, they are safe to dupe, as they are not naturally cooperative. However, if someone dupes them all in the same way, they will become outraged and coalesce into a homicidal mob. It is, of course, the GM's duty to arrange circumstances so that the PCs incense them.

When enraged, they attack with sticks, tools or found objects, or throw rocks.

BACCHAE

Strength, Cunning or Ferocity 8, Vexation 6, Health 4.



Tustvold Mud Flats

Location M2 F10; Pages 403-4

CANON

The Tustvold mud flats represent a hazard to shipping on the south side of the **Gador Porrada**. The mud itself is deep, viscous and foul-smelling, and supports a population of **pincer-lizards**. The only clue to the mud flats' presence is the birds apparently walking on water.



Twango

Personage; Pages 296-330

CANON

A short, fat, bald man with varnished curls clinging to the sides of his pate and a "faddish little goatee" hanging from his chin, and a collector of curios, Twango describes his business as exhuming and refurbishing treasures from the past. Specifically, he dupes workers into recovering scales from the demiurge **Sadlark**, who crashed into the earth in



His business is exhuming and refurbishing treasures from the past.



what in, the 23rd **Aeon**, is Twango's garden. These scales ultimately go to **Iucounu**.

Master Twango is a most meticulous individual, and exact accounts are kept on all employees at his manse, **Flutic**, effectively ensuring that they remain permanently in his debt. Meals, laundry and all other matters are charged to an exact schedule kept by two small and hideous hybrids, **Gark and Gookin**.

OPINION

Twango's game statistics appear on page 134 of *Turjan's Tome of Beauty and Horror*.

The Compendium



Twastic

Race; Pages 651-2

CANON

Natives of **Canopus**, twastics are twenty-legged, eight feet long, and four feet high. They have large round heads with stalks, knobs and tufts, segmented, spiral tails, from which they hang gongs. Twastics also hang bells from their legs. They communicate by clicking their mandibles together, rendering human speech in sibilant tones. They consider blue to be an unfavorable color.

OPINION

Alien Origins: the **Merioneth** ruled a 14th **Aeon** empire that lay around the **Meel** Ocean and controlled much of the inhabited Earth. It was Merioneth that contacted the ancient human worlds of space and, under the later rulers; there was much emigration from Earth to the bright new worlds of the outer sphere.

Various alien races came to our world for trade and exploration, and some left behind ambassadorial colonies, and even small groups of settlers. This was most common immediately after the planet became largely depopulated of humans – when whole civilizations took to the stars simply because they could. It seems that most alien settlers were refugees or zealots from other worlds, thrown out of, or escaping from, their homeworlds (rather than typical representatives of their races). One such group was the twastics of Canopus.

Carthos of Sfere

There is, of course no truth in Carthos' assertion that the Merioneth ruled an empire; he merely likes the idea of dead imperia which, he feels, have an elegiac quality.

Mistress Flook



Koolbaw the Walking Serpent: in the **Fer Aquila**, directly south of **Saponce**, a single long-lived and insane twastic still lingers on in this world. This creature is not malevolent as such, but rather is an immortal sorcerer of his race, driven mad by loneliness and abandonment after his fellows departed. He lives in a fragmentary ruin that was once a twastic settlement and star-port (and now is hardly even discernible), and spends his days wandering the mountain slopes. Whenever he comes across anyone sentient, he begins to bemoan his fate, but usually does so in the twastic language, which sounds like a collection of terrifying clicks. If someone then becomes fearful and attacks him, he will retaliate with extreme ferocity in order to defend himself from this unwarranted aggression. Fortunately he never consciously initiates violence himself. The fearful natives of Saponce know him as Koolbaw the Walking Serpent (*The Dying Earth*, page 102), but his true name (in the human tongue) was "Mighty and Most Revered Kulbahasshkriil – Keeper of the Secret Lores."

Silvithos the Teamster

RUMORS OF IMPENDING HAZARD

GMs of merit can surely devise a scenario wherein the PCs do some wrong to Koolbaw, then later discover the being's true nature – perhaps from pictograms within the twastic ruins.

If the foregoing idea is unappealing, then the GM might consider that twastics are not ideally suited as recurring encounters in any Dying Earth series, since they are more suited to a previous Aeon of the world. Apart from Koolbaw, the twastics have long-since departed the Earth, but there are two ways of reintroducing them to a modern campaign. Firstly a small group returns from the stars*, intent on some goal such as finding out what happened to its colony, or renewing a search for a certain kind of rare and hyper-valuable trade good. Secondly, a colony of the creatures may have gone into some kind of hibernation and only recently emerged (to find most of their technology gone and themselves stranded).

The twastics as mentioned in *Fader's Waft* are friendly, but aloof and disinterested. There is no reason to suppose that they will be any different now. Most likely they will be either the hirers of the PCs, or the hirers of the enemies of the PCs. Your plucky adventurers will either need to help them or thwart them – with either option presenting an opportunity for several odd interactions with these peculiar aliens. Ideally at the end of the adventure the twastics will find/rebuild/refuel/re-enter their craft and depart for the stars, never to be seen again. It is also possible that one or two might (unknown to the PCs) remain and be encountered later in the campaign. (Once again on some initially unfathomable quest or errand, but this time one that has an entirely different set of motivations.)

* Quite possibly viewed by the PCs as their bizarre craft descends from the heavens in the middle distance.



TWASTIC

Persuade (Eloquent) 1.25-[14], Rebuff (Obtuse – that is to say: alien) 1.25-[12], Attack (Strength) 2-[17], Defense (Sure-Footedness) 1.5-[13], Health 1.5-[17], Magic (innate) 10, Appraisal 2-[16], Athletics 1.5-[15], Craftsmanship 8, Etiquette 9, Gambling 1.5-[14], Pedantry 1.25-[14], Perception 7, Stewardship 8, Wherewithal 1-[9].



RUMORS OF IMPENDING HAZARD

Ancient Standards

A Last Kingdom banner, of the *gonfalon* type (that is a flag hanging vertically from a crosspiece, like a sail on a square-rigged ship), comes to light. Naturally, a grandee with military ambitions decides to form a legion around it, but is ignorant of the exact form of the dedication ceremony. Sadly, the most reliable research into these matters is by direct observation, so the would-be conqueror enlists the PCs....



Twenty Legions

Social Group; Pages 658-9

CANON

These troops, who fight under their “ancient standards,” are exterminated in battle against the **Bohulic Dukes**. Although all the legions are described as “brave noblemen,” one corps, the Indomitables, seems to have been more august than the rest.

OPINION

The legions were composed of aristocrats, who were brave, rather than necessarily skilled, while the Indomitables were both valiant and capable, and held the place of honor in the center of the battle-line. All the legions were a thousand men strong. The legionnaires, who carried firesticks and swords, were sworn not to desert their banners, thus could, and evidently did, fight to the death. Each legion, incidentally, had a distinctive, brightly colored uniform comprising a turban, a wraparound jacket, pantaloons and knee-high boots with curved toes. Officers were distinguished from men by reversing their uniform’s colors; thus if a soldier wore a red jacket with yellow piping and green pantaloons with a white stripe, the officer would sport a yellow jacket with red piping, and white pantaloons with a green stripe. Plumes and turban-jewels of varying size and splendor indicated the finer gradations of rank.

Gersen the Rationalist

Gersen omits to mention, because I haven’t told him of it, that the Indomitables were the sons of the King, by his harem-women; the private soldiers were the offspring of the lesser, and the officers of the greater concubines. The uniform was black with silver piping for the legionnaires, silver with black for the officers. The highest ranks’ accents were of black pearls, stitched directly onto the cloth-of-silver.

Also, the legions’ standards were more than a symbol; powerful magic imbued those who swore service under them with unshakeable courage.

The Compendium

INDOMITABLE

Persuade (Forthright) 1- [8], Rebuff (Pure-hearted) 1.5- [12] Attack (Strength) 1.5- [15], (Parry), 1.5-[15], Health 1.5- [12], Athletics 1- [10], Perception 0.5- [5], Wherewithal 6- [60].

Resistances: Gourmandism 3, Indolence 3.

Equipment: Firestick, sword, dagger, black and silver (or silver and black) uniform.

LEGIONNAIRE

Persuade (Forthright) 1- [8], Rebuff (Pure-hearted) 1- [8] Attack (Strength) 1- [10], (Parry), 1 [10], Health 1- [8], Athletics 1- [10], Perception 0.5- [5], Wherewithal 4- [40].

Resistances: Gourmandism 2, Indolence 2.

Equipment: Firestick, sword, dagger, colorful uniform.

Note: The massive wherewithal scores are the consequence of swearing to defend the standard; Indomitables and Legionnaires will never flee. If ordered to desert the colors, their wherewithal will drop to 1, until they can rededicate themselves to their banners.

Note: See *Excellent Prismatic Spray*, Volume 1, Issue 6, page 86, for firesticks.



Twish River

Location M3 GH0304; Page 563

CANON

The Twish runs south of the **Hanging Hills** and meets the **Xzan** at **Pergolo**.



OPINION

The Twish and the peoples of its catchment area are covered in detail in the *Scaum Valley Gazetteer*.

The Compendium



Twk-men

Race; Pages 24 and 56

CANON

These people are tiny humanoids with green-tinted skin, and small enough to ride upon one of the larger types of dragonfly. Upon these insect mounts they flit silently through their forest territories gathering information that they then barter for materials they are unable to procure for themselves. Such things include salt (which they load into small panniers), filaments of fine fabric, or herbs and floral essences. Male Twk-folk wield lances, which, though tiny compared to human standards, are twice as long as their own bodies. Each dragonfly steed has a miniscule saddle and bridle, as well as the underslung panniers, and the Twk-folk wear gauzy one-piece smocks. The names of the Twk-folk are long and flowing. For example one chieftain is called Dandanflores. Although they favor simplicity in dress, wearing gauzy smocks outdoors, their other possessions are extremely well crafted and suitably scaled to their miniature size. Twk-Folk society recognizes the authority of local chieftains.

OPINION

Although the race evidences the standard complement of two genders, and these beings are known in scholarly circles as the “Twk-Folk,” common parlance typically describes any individual as a Twk-man*. This is possibly because the males of the species are much more likely to be encountered outside their hive.

These people are canny and cautious, ever cognizant of their position as miniatures in a world of giants. They bargain shrewdly, but avoid insult to their biggers. Each Twk-Person seems to have memorized the exact quantities of various substances in their chieftain’s stockpiles. They mentally calculate the endurance of perishable goods, and will not bargain for anything in excess of their requirements. Though limited in some ways, their knowledge of human affairs is sufficient to judge what visitors to their forests might wish to know. Twk-Folk are also known to deceive; hence if one of your enemies already has an agreement with a Twk-Person then the information supplied may be false.



As a race their interactions are complex and often savage. Chieftains battle challengers from the backs of their dragonflies, equipped with envenomed lances and wearing breastplates made from the shells of the theolanut. The females cheer the champions in these fatal duels, and if the reigning chieftain is slain, his consort and all of his possessions pass to the victor. Such a victor takes the name and bloodline of the previous chieftain, and his former name is officially forgotten.

RUMORS OF IMPENDING HAZARD

The Tiny Menace

Making an enemy of the Twk-folk is not advised. Although individually tiny and easy to squash between finger and thumb (should you be sufficiently agile or deceptive to catch one), collectively they form a significant threat. Someone who has cheated the Twk-folk in some minor way need not fear deadly revenge, but will have tricks played upon them whenever they pass through Twk-folk territory and will not be able to bargain with them again until restitution has been made. A murderer or other major abuser of their race need be wary in forests for the rest of their days. The Twk-folk use slings to hurl small, enchanted metal balls towards the eyes of their foes. If these strike home they embed themselves and move slowly ever closer to the brain, causing madness and eventual demise.

These enchanted slingshots cost a lot of time and energy to create, and so are rarely used – and never in great number. So if a target avoids 3 or 4 attempts he or she may have a chance to flee. The Twk-folk will quickly retrieve their missiles and pursue their enemy to the very edge of the woodland.

The Thieves of Kaiin

A series of baffling thefts are plaguing the wealthy and powerful of **Kaiin**. Armed guards and magical practitioners have failed to prevent the burglaries. The crimes threaten the cancellation of many upcoming social functions. Hired by Prince **Kandive** or another notable, the characters must end the reign of the mysterious burglar. An appropriate strategy might be to provide a tempting target and try to catch the thieves in the very act. The burglars are a gang of Twk-folk working in tandem with a larcenous **dabbler** (or magician for **Turjan-level** campaigns). The Twk-folk may be motivated by caprice, a penchant for danger, or simple payment for services rendered. Or perhaps the magician has some darker hold over them.

Epic adventures in a small world

The **Dying Earth** is not a place for epic quests, heroic adventures, or grand campaigns of conquest, unless one is a Twk-man. Fending off attacks by swarms of deadly insects, seeking cures for tree blights, aerial explorations of the depths of the Great Forest of **Da**, mercantile expeditions, martial games, chivalrous combat, and outright wars between the Twk-folk

* Note the irregular capitalization - The Compendium



settlements are all possible, mirroring in miniature the grandiose goals of the ancients. Characters may be drawn into such 'mock epic' adventures to aid Twk-folk factions in return for information. Naturally their involvement will be even more effective if design or accident reduces the characters to Twk-folk scale.



A Magical Accident

Through mischance, a spell going awry, or a **magician's** mischief, the characters and their charges have been shrunken to the size of small dolls. The threats are no longer **erbs**, **leucomorphs** or **gids**, but soldier ants, wasps, songbirds and wood mice. Encounters with such creatures should be frightening and dangerous. Small rapiers are effective against a swooping thrush or the gaping maw of the mouse, but will avail one little against a large weasel or other mammalian predators. Concealment may be surer than fleeing or fighting. Fortunately there is a Twk settlement "nearby" – if the characters can reach it, perhaps they can persuade the Twk-folk to help them. (Even with PCs this size, note that the Twk-Folk are comparatively as small as babes in arms.)

A Pact with Phandaal? [Rhialto-level]

Lernicious the **Arch-Magician** has intimated to his fellow conclave members that he will soon astound them with new magical discoveries. When Lernicious misses the next several meetings of the conclave, the Preceptor may exhibit a modicum of anxiety and dispatch the characters to discover the reason for his absences.

Lernicious' manse is heavily protected and the guardians of the grounds (**vat**-grown monsters and carnivorous plants) remain vigilant. Assuming the characters achieve entry, they will find Lernicious dead in his workroom. Extremely slender needles have been inserted into his brain through his eyes. Assiduous searching will reveal writings concerning Lernicious' most recent research; attempts to loot the manse of his magical paraphernalia will trigger booby-traps at the GM's discretion.

According to his notes, Lernicious was convinced that the Twk-folk were originally a human people accidentally miniaturized by **Phandaal** when he created the Great Forest of Da. Lernicious further believed that the Twk-folk had served Phandaal afterwards as his spies, acquiring magical secrets from him in payment. Negotiations with the Twk-folk having failed, he resorted to kidnapping a Twk-man chieftain. The Twk-folk rescued their leader from Lernicious' questioning and killed the Arch-Magician in revenge.

How this adventure develops depends on the origins of the (local) Twk-folk. If they are manikins who have gained autonomy, there will be few secrets to be gleaned. If they are indeed Phandaal's (erstwhile) spies, they may have lore concerning Phandaal's greatest spells; perhaps their leaders still report to Phandaal's revenant deep within the Great Forest of

Da - how will the revenant respond to the fumbings of the 21st Aeon's Arch-Magicians? But perhaps the Twk-folk are actually the servants of the archveults - if so, they and their masters will seek to neutralize the characters so that the **archveults** can overwhelm the unsuspecting remainder of the conclave at a more auspicious juncture.

TWK-MAN

Persuade (Forthright) 1.25-, Rebuff (Wary) 2-[16], Attack (Speed) 6, Defense (Dodge) 2-[16], Health 3, Appraisal 4, Athletics 7, Concealment 2-[19], Gambling 4, Perception 6, Stealth 2-[18], Wherewithal 0.5-.

Special Rules:

The above statistics incorporate their insect steed, and Dodge value already reflects the additional difficulty of hitting a target as tiny as a Twk-man.



These people are canny and cautious, ever cognizant of their position as miniatures in a world of giants.



Ulan Dhor

Personage and Story; Pages 65-88

CANON

Ulan Dhor is the hero of his eponymous story, and is **Kandive the Golden's** nephew. He claims some magical ability and regards himself as a decent swordsman.



Unda-Hrada

Personage; Pages 139, 145

CANON

The **demon** who “thrust certain of his agencies” into **Cutz** during the **Cutz Wars**. The agencies in question were 414 tentacles, each tipped with a **violet cusp**. **Simbilis the Sixteenth** dealt with Unda-Hrada.

OPINION

I am confident that Unda-Hrada and **Underherd** are one and the same.

Gersen the Rationalist



Underherd

Personage; Page 300

CANON

A **demon** who interfered with what – from his perspective – was the **Overworld** (but is, from ours mundane reality or **Middle-Earth**), in the **Cutz Wars** of the 18th **Aeon**.

OPINION

I am confident that Underherd and **Unda-Hrada** are one and the same.

Gersen the Rationalist



Underworld

See Overworlds and Underworlds



Unknown

Region

“Unknown” is a region by default; it is the category in which I put those places whose location was a mystery to my compilers. I know where they are, but have no inclination to share the information. Place **Blue Azor**, **Brazel**, the **Floating City of Jehaz**, the **Gangue River**, **Granvilunde**, the **Iron Mountains**, **Kammerbrand**, **Munt**, **Ombalique**, the **Steppes of Swang**, the **Forlorn Land**, the **Land of Pale Ladies** and **Walvoon** where you will.

The Compendium



Ursial Loper

Creature; Pages 667, 676-7

CANON

A 17th **Aeon** creature.

OPINION

As its name implies, this creature's core plasm was taken from the apparently extinct bear. If early speculative commentators such as **Follinense** can be credited, the other major plasms were human, monkey and **demon**. This combination has



produced a wiry creature typically five or six feet in height at maturity. Its fur was thick and short, similar to that of a bear, and usually black at front and rear with thick anterior white stripes – as well as white striations upon its bear-like snout. One prominent feature was the long furred tail that it used for balance when running and climbing trees. Lopers moved through the forests – their primary habitat – in great strides, lunging over and around obstacles with ease. (From this comes the common name.) Lopers were not **anthropophagous** by inclination, preferring to subsist on berries, tasty tubers, and any small creatures they were quick or stealthy enough to catch. Nonetheless, they ate human flesh if it were presented to them. It is simply that they did not choose to hunt for humans, and normally gave any humans that they saw (and any other half-men) a wide berth. Perhaps they were merely wise enough to avoid taking such risks, but they have also been known to converse with humans convivially when encountering them abroad in the forests (and more importantly, have not used such opportunities as a clandestine way to get some advantage that allows them to dine upon their conversation partner). Thus it seems that they are just unusually good-natured.

Lesorix of Perne

Although Lesorix believes ursial lopers to be extinct, **Rhialto** seems familiar with them, while he is unfamiliar with other 17th Aeon phenomena. Thus they may have survived into his time. My only view is that they are unknown in **Kaiin**.

Gersen the Rationalist

Arboreal Inhabitants: Although named lopers, for that was their style of movement as they traveled and hunted on the ground, I would suggest that these creatures were predominantly tree-dwellers. They may have been slightly more capable of speedy travel at ground level, but for reasons of safety adapted their long limbs to clamber into the treetops. There they would construct tree houses and walkways way out of sight in the tallest thickest canopies, and there dwell in relative safety. Obviously no evidence of these remains after all these years. .

Yezgan, Mage

Erb Precursors: Some academics claim to have traced the genetic lineage of the modern **erb** back to a creature known as the ursial loper, which was common throughout the 16th Aeon. Such speculation seems to be rooted in solid deduction, and the two beasts seem to have much in common. Yet where the erb is bulky, the loper is long, and where the erb is ferocious, the loper is cautious. Perhaps the millennia have hardened the sociable loper of yesteryear into the horrible man-eating erb of today?

Carthos of Sfero

URSIAL LOPER

Persuade (Obfuscatory – dumb) 1-[8], Rebuff (Obtuse – dumb again) 1.25-[11], Attack (Caution) 1-[10], Defense (Dodge) 1.25-[12], Health 1-[12], Athletics 1.5-[14], Concealment 7, Perception 4, Quick Fingers 3, Stealth 6, Tracking 3, Wherewithal 1-[8].



Speculative Nonsense: The loper is in no way related to the erb, except that similar plasms may have been incorporated into the original **vat** matrices. The temperaments of both creatures are so utterly dissimilar that such ideas are clearly nonsense.

Iunutharis Grashpotel, Arch mage

RUMORS OF IMPENDING HAZARD

Since lopers are presumed to be extinct, any encounter with them should begin in the manner of a “sighting.” Either tracks are found (by someone educated enough to be able to identify them), or a distant viewing of the creature lunging into cover; that sort of thing. Lopers are not creatures ideally suited to a combat encounter; rather they are intelligent and communicative – something rare indeed in these times. PCs may presume that any **half-man** is anthropophagous, and this in itself might lead to unfortunate misunderstandings (read “killings”^{*}). A simple scenario premise that suggests itself begins with a sighting (made by the PCs at some distance in an inaccessible and rarely frequented locale). This is followed by (after the PCs return to town and describe the creature to their patron or some other interested pedant) an expedition to prove the existence of the beast and perhaps secure a live specimen or a skin. Since the creature has not been seen for so long, it logically must inhabit an area that humans seldom visit. This presents the opportunity for the GM to weave an adventure where the PCs make other discoveries of a fantastic nature – lost cities, forgotten temples, other fabled creatures, a potent magician of a previous aeon long-since presumed dead.... In short, one could arrange for a cliched, “lost world” style of scenario but seen from a **Dying Earth** perspective. Ideally, the lopers themselves will prove valuable allies rather than mere quarry, and one or more of these creatures will “save the bacon” of the PCs before the day is out.



Utilitarianism

Technical Term

Jack Vance’s writing displays sympathy for a simple rules-based utilitarian philosophy; that individuals should be free to pursue their own goals, provided that such a pursuit does not does not restrict or intrude on others’ freedom to do likewise. Concomitant with this is a belief in almost karmic retribution; where characters overstep these boundaries, they are inevitably brought low.

^{*} Or embarrassing and panic stricken flight that stops only when your characters realize the loper has also fled.



Val Ombrio

Location M2 G03; Page 392

CANON

Val Ombrio is a port in **Almery**.

OPINION

Val Ombrio appears in the *Scaum Valley Gazetteer*, page 88, on the argument that is economically, if not geographically part of that region.

The Compendium

Due to the eccentricities of the administration in **Kaiin**, many traders will dock in Val Ombrio and transport goods overland to the **Scaum** Valley.

Wakdun the Panderer

Val Ombrio is too hot, the wine heavy and red, leading to stupefaction rather than drawing in the creative muse.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt



leading to stupefaction rather than drawing in the creative muse.

Valdaran the Just

Personage; Page 50

CANON

Valdaran is the commander of the **Green Legion**, which slaughters the attendees at the **Black Sabbath**.

OPINION

Valdaran's hagiography and statistics appear on page 104 of *Demons of the Dying Earth*.

The Compendium



Vale of Coram

Location M2 H106; Page 514

CANON

The Vale of Coram is the wide and fertile valley in which **Lumarth** is located.

OPINION

Although no longer farmed as intensively as it once was, travelers can see signs of old steadings and field systems everywhere they look. Even now there is plentiful fodder for pack beasts and, in season, fruit is plentiful from abandoned orchards.

Silvithos the Teamster

RUMORS OF IMPENDING HAZARD

One risk in the vale is the daylight ghosts. For example, one traveler was walking along when he spotted a peasant working the fields. He decided to try trading some of his patented elixir for provisions only to discover the path he had been following between fields had suddenly reverted to impenetrable scrub and he was up to his waist in a **hoon** wallow. When crossing the vale, characters should make a Perception roll when looking at things set some yards from the road. On any success they will note a slight flicker that indicates a ghostly image. On an **Illustrious Success** they see both the reality and the superimposed image.



Some claim that these daylight ghosts are merely a trick of time and, other than inconvenience, do not inflict any risk on the victim. Others note that a proportion of travelers who leave the road do disappear and perhaps these statistics are generated by a hunting hoon or similar creature.



Vale of Dharad

Location M1 IK0407; Page 188

CANON

The vale is the long, well-watered valley in which stands the city **Mar**.

OPINION

The vale of Dharad was once populous, but Mar is a shadow of its former self, and the villages and small towns along the river survive only because of pilgrim traffic.

Eurias the Cartographer



It is named from the many thousands of tombs that litter the sides of the valley.

Valley of Graven Tombs

Location M3 HJ04; Page 52

CANON

The Valley of Graven Tombs lies on the **Scaum** between Taun **Sfere** and **Taun Tassel**. It is named from the many thousands of tombs that litter the sides of the valley.

OPINION

The valley is covered in detail in an extensive article in *The Excellent Prismatic Spray*, Volume 1, Number 3 as well as in the *Scaum Valley Gazetteer*.

The Compendium



Vampire-weed

Plant; Page 29

CANON

Vampire-weed looks like pale wind-beaten grass, which turns into sickly, finger-thick blades when trodden on. Some of these blades grasp the victim's feet, while others clamber upwards, in search of skin

VAMPIRE-WEED

Attack (Strength) 15, No Defense, Health 5.

Special Rules

These statistics are for a patch two yards across, centred on the victim. The grass will attempt a Wallop. Failing that it will reduce its victim's defense pool to zero, then continue to inflict damage until its prey dies.

The only Defenses that work against vampire-weed are Dodge and Sure-Footedness.





Vance Integral Edition, The

Books

An ambitious project that has re-edited Vance's entire oeuvre, with the stated intention of restoring the master's work to the state he had in mind when he wrote it. This includes renaming some of the books.

The *VIE* is available in many editions, including leather-bound, and features original frontispiece art and a specially designed font.



Vapurial Index

Book; Page 559

CANON

Bazzard's Four Fathers consult this tome, which evidently is a demonic catalog.



Vapurials

Social Group; Pages 539, 559, 584

CANON

The Vapurials were a magical association of some kind who operated in **Grand Motholam**.



Varmous

Personage; Pages 453-497

CANON

Varmous is the director of a caravan from **Port Perdusz** to **Kaspara Vitatus**, and **Cugel's** business partner on that problematic trip.



Vasques Tohor

Location; Page 658

CANON

Vasques Tohor was the capital of **Shir-Shan** in the 16th **Aeon** until the **Bohul Dukes** of **East Attack** overthrew both the **Last Kingdom** and the city itself.

OPINION

No sign of Vasques Tohor remains, and even this name of the city was forgotten by all but a handful of savants until **Rhialto** spoke of his exploits.

Quirethomble, Librarian, the Scholasticarium, Kaiin

Vasques Tohor might have been a monument to the arrogant folly of man had it not been so completely destroyed.

Issapinai, Arch witch favored of the Goddess Phaetis

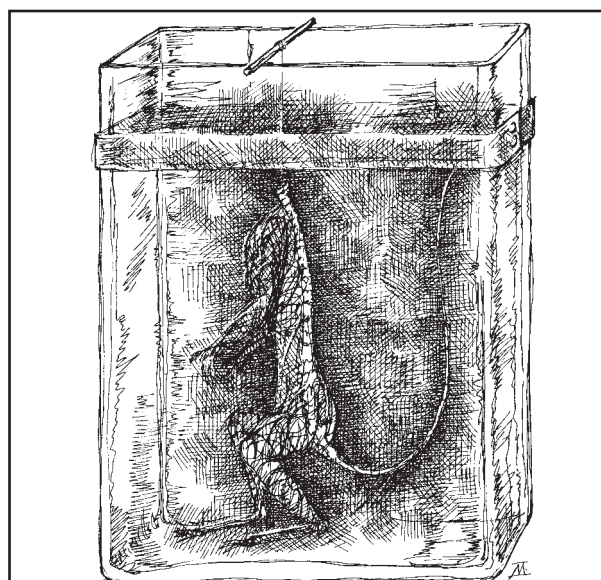


Vat Creature

Creature/Personage; Pages 3-4, 7, 13-14, 17-31

CANON

These, obviously, are creatures grown in **vats**. Most attempts are abject, even unviable failures; indeed there are only two named successes, **Floriel** and **T'sain**.



Most attempts are abject, even unviable failures



OPINION

Turjan may have made several creatures; **Mazirian** asks him how he invests his creatures with intelligence (pp. 21-22), and seems unaware that **T'sain** is one of them, and **Bazzard** might be a successful vat creature.

Gersen the Rationalist

Turjan's Tome of Beauty and Horror, pages 119-24, *Excellent Prismatic Spray* 2, pages 47-50, and *Excellent Prismatic Spray* 4/5, pages 85-90 contain articles which, between them, cover vat creatures in playable detail.

The Compendium



Vats

Item; Pages 3-4, 7, 13-14, 19-22, 31

CANON

Vats are long, liquid-filled boxes, bathed in green light, in which **magicians** attempt to grow artificial creatures, usually, but not always human beings. When ready, the creature sits up and climbs out, if it can. The process of life-creation is improperly understood. See **Floriél**, **T'sain**, **T'sias** and **Vat Creatures**.

Note that magicians tend to refer to these devices in the plural: "But I shall restore you to the vats. With your brain I build another T'sain, as lovely as you. We go." *Turjan if Miir*, in *Mazirian the Magician* (page 31).



Vehicular Armor Defense

Gamespeak

DERPG has no rules for attacking vehicles, a lacuna that the Editor is proud to fill, thus:

Vehicles can have armor, which acts as a defense against all physical attacks, and trumps all styles except Strength and Ferocity. Ratings can be as high as the GM pleases. Air-lions, for example, have 20.



Verbena Tea

Drink; Page 587

CANON

The tea **Rhialto the Marvellous** drinks while bathing, after his first encounter with the **Murthe**.

OPINION

Strictly, this drink is an herbal infusion and not a tea; verbena (also known as "vervain") is a herbal treatment for rheumatic pains, lumbago, and pleurisy. Deliciously, to the Romans, verbena was herba veneris (Venus' plant), and the herb still has venereal (and particularly feminine) associations in some quarters, making Rhialto's consumption of it while he falls under the **Murthe's** sway appropriate. Incidentally, there's a lesbian/transgender health site called "verbenahealth.org."

The Editor



Vils of the Ten Steeples

Location; Page 659

CANON

Vils of the Ten Steeples lay south of the **Joheim Valley** in the 16th **Aeon**.

OPINION

According to Rhialto it was a pleasant small town, parochial perhaps, but agreeable, and he particularly commented on the clam dumplings.

Quirethomble, Librarian, the Scholasticarium, Kaiin



Violet Cusps

Item; Pages, various, beginning at 139

CANON

A contact lens-like device that overlays mundane reality with a view of the **overworld**. Violet cusps are the maguffin in *Eyes of the Overworld*, and were employed by **Unda-Hrada**, who tipped his *agencies* with 414 of them, so that they could see in **mundane reality**.



Vir Vassilis

Location; Page 504

CANON

Reputedly the site of a **Solar Emosynary**, Vir Vassilis lies far to the east of the **River Asc**.

OPINION

Vir Vassilis is fascinating; a city, old beyond memory and, indeed, beyond record. What is certain is that a city of sorts has stood at the major crossroads between east, west, north and south since the concepts came to have meaning in human terms, or so the inhabitants aver. As you will discover, this leads the inhabitants of the area, and the city in particular, to take a somewhat egocentric view of life, considering themselves not merely the center of civilization, but the very hub of humanity. To the good, this makes them tolerant and hospitable, but it also makes them somewhat condescending. Nevertheless, there is much to be said in praise, especially if you do not mind the women treating you as though you are an amusing, though somewhat dim, pet.

Of particular note is the Observatory of the Grand Starkeeper, from which a beam of fortifying radiance is directed at the sun; also Ghuilwa Forest, with its peculiar ruins, said to represent all the galaxies of the universe in minute detail; the boat races on the Miopander and Hia, the two rivers that meet at the city; and perhaps most remarkable of all, the Tower of the Dynasties, in which are recorded the histories of families going back so far as to make the Dastric Escutcheon of the Gilfigite Rotes seem mere footnotes.

Eurias the Cartographer

RUMORS OF IMPENDING HAZARD

The hazards of Vir Vassilis are subtle indeed. Whenever the characters interact with the inhabitants in a formal setting they must make Etiquette rolls with a limit of 1. On a failure they are humiliated and gauche. This means that they suffer a levy of 1 to their Rebuff for the rest of the encounter, so eager were they to agree with people and seem sophisticated. Should they roll a **Dismal Failure** when testing their Etiquette, they immediately lose one point from their Persuade pool, and also lose one point from a Resistance pool (determined by GM whim, presumably whichever pool would be of greatest utility to the character in the immediate future).



Visp

Creature; Pages, various, particularly 427 and 432

CANON

Visps are nocturnal predators. They stand nine feet tall, they have luminous pink eyes; and trace the scent of flesh by means of two flexible proboscises growing from each side of the scalp-crest.

OPINION

The visp is a savage moorland creature and takes shelter by day, when a characteristic heavy reek can identify its presence. By night their melancholy calls may be heard over considerable distance. They are recorded only on the moors and forest edges of the northwest **Land of the Falling Wall**. The visp is entirely without sentience, but due to its surfeit of animal cunning it is nonetheless one of the most dangerous creatures in the wilds of the **Dying Earth**.

Lesorix of Perne

RUMORS OF IMPENDING HAZARD

The Invisible Killers

A mad wizard of **Romarth** has imbued several visps with the ability to become invisible. His hold over them is one of **magic**, and they hate him for it, but nonetheless are forced to do his bidding. They plunder caravans and steal away travelers, bringing all back to the wizard's manse outside the town. Here the victims are used in terrible experiments, and the goods are used or secretly sold to finance the other raw materials required. The adventurers know someone who has vanished, or are hired to solve the mystery.

Visp on the Menu?

The characters are indebted to a personage of the ruling classes; someone for whom the phrase "of sound mind" is not readily applicable. This person has found an ancient recipe book, which includes a dish that enhances vitality and longevity. The cookery process is a magical one, and requires a live (or more accurately a "very recently deceased") visp as the main ingredient. The PCs are required (by some important game-leverage) to procure such a visp. No matter how well they research the habits of these creatures, and dangers associated with tracking them, this will be a labor that tasks them to the limits. Visps are masters of the darkness, creatures worthy of fear. Just when the PCs think they have managed to subdue one, more attack from the darkness.

Visp

Attack (Ferocity) 2-[17], Defense (Dodge) 1.75-[15], Health 2-[15], Magic (innate) 12, Athletics 1.5-[10], Stealth 4, Tracking 8, Wherewithal 1.5-[13].



Voynod

Personage; Pages 232-234

CANON

Voynod is a “**wizard** of no small repute,” who accompanies **Cugel** to **Erze Damath**. Voynod possesses a variety of magical items, including a “circlet of ivory slivers” that turns into a barricade on demand, a tube of **Blue Concentrate** and a variety of enchanted novelties.



Strangers are also expected to serve their turn and they are taught the incantation, which is simple and of no more than fifty syllables. The character with the lowest number of Sympathy Points is taught the “master incantation,” which is of 54 syllables and is chanted only by persons of great personal force. As such, he will wear a gold chain while in the town; the Mayor wears a similar accouterment.

In reality, Magnatz has been pacified by regular sacrifices. He sleeps once more in the lake, but when he hears the “master incantation” he stretches out his hand and snatches the chanter from the booth and devours him. He is most punctilious about returning the gold chain.

Vull

Location M1 G07; Page 193

CANON

A small but prosperous town boasting solidly built houses, good roads that are well drained and even several taverns. The village is on the shores of Lake Vull, “impossible” to navigate by reason of whirlpools.

OPINION

Things have apparently changed of late. The inhabitants once maintained a tall tower from which a watcher would maintain a constant guard for Magnatz. It seems that the watchman left his post, allowing Magnatz, a huge creature, perhaps even a **demon**, to awaken from his sleep on the lakebed and once more begin to stalk the area. It is not certain what has happened to Vull since.

Quirethomble, Librarian, the Scholasticarium, Kaiin

RUMORS OF IMPENDING HAZARD

Characters approaching Vull will tend to be uneasy, but on arrival they will find things much as it was prior to **Cugel's** visit. Signs of prosperity abound, and if some buildings look as if they have had serious damage repaired; the work has been done conscientiously and well. The only thing missing is the five-hundred-foot-tall pillar and the cupola for the Watchman.

The inhabitants also give the impression of living under considerable strain, and if pressed, they admit it is only with difficulty they keep Magnatz at bay. The Watchtower no longer serves, as the **spell** was broken, and they must keep Magnatz at bay with constant incantation.

All in the town are due to serve for six hours in the booth at the end of the pier overlooking the lake. Access to the booth is easy and guests at the inn may watch the inhabitants of the village each take their turn to chant the incantation.

THE HAND OF MAGNATZ

Attack (Speed) 16, Defense (Parry) 6, Health 20.

The hand is huge, each finger perhaps the size of a grown man. It snatches at the victim. Should the attack succeed, the hand has grasped the victim firmly. From then on it makes no more attacks but the victim has time to make six attempts against the hand. Should they gain an **Illustrious Success**, or inflict a total of two injuries on the hand, then they have pained it enough that it petulantly casts them away. The victim should treat this as falling twenty feet. Should they survive, they must then swim to shore, not difficult in itself for anyone who with even rudimentary athletic skills*.

Magnatz will sit up and, in a fit of temper, grab someone at random to devour. On the other hand, should the character fail to hurt Magnatz, they will be dropped into his gaping maw and eaten instantly.



* If the character's Sympathy Point total is significantly low, GMs with a mind toward justice (we hesitate to use the word “cruelty”, despite editorial objections) may see fit to place one or more whirlpools between the unfortunate shore.



Wagmund

Personage; Pages 337-8

CANON

A card player in the Inn of the Blue Lamps.



Walvoon

Location; Page. 672

CANON

Osherl, the **Sandestin**, is claimed to have appeared in the guise of a Walvoon Shopkeeper. No other record of Walvoon exists.

OPINION

Walvoon does not exist. Walvoon is a corruption of the High Niantic term, Valoon, meaning prosperous but not ostentatiously affluent.

Quirethomble. Librarian. The Scholasticarium. Kaiin

No such term exists, or has existed, in any language, although Walvoon did.

Mistress Flook

Walvoon is a village to the south of **Tugersbir** that was destroyed by erbs a generation ago. The inhabitants were notorious mercantilists.

Carthos of Sfere

Valloon is a heavy fabric formed from beaten **farlock** hair. It is traded by a clan, the Valloons, who travel the area to the east of **Woy** and who settle as traders in the Trans-**Melantine** towns.

Parouc the Cartographer



War of the Witches and the Wizards

Historical Event; Pages 591-2

CANON

This cataclysmic war between female and male **magicians** broke out the 11th **epoch** of the 17th **Aeon**. As **Lehuster/Calanctus** states in **The Murthe**, which takes place in the 21st Aeon, that he has waited three aeons for **Llorio's** return, and as 21-3=18, the war must have resolved in the wizards' favor in the 18th Aeon.

OPINION

This war is first, and only, mentioned in **The Murthe**. As set out, the events seem to point to a change in the **canon**; contrast the summary of magic on pp. 581-4, with the description of Pontecilla the Pious' torture and killing of **Phandaal**, and the scattering of wizards "like beetles under a strong light" on pages 22-3. Nevertheless, **Calanctus'** account is, naturally, selective and you can take my word for it that the stories are consistent; Pontecilla was so exasperated with the wizards that he had them killed before they recovered; the war had exhausted their resources, and he struck while they were weak.

The Compendium



War-wagons

Item; Page 658

CANON

The **Bohul Dukes** used these gigantic machines in their successful war against the **Last Kingdom**. Each vehicle is sixty feet tall, is armed with **Red Ruin** and **barbdrivers**, and carries **assault troops**, who cling to its first tier.

RUMOR OF IMPENDING HAZARD

Some of these things might still exist, or the PCs could travel back to the 16th Aeon to recover or fight one.



WAR-WAGON

Attack (Strength; barbdriver) 20, 15 and 10 (three separate pools), Attack (Ferocity; Red Ruin), 20 and 20 (two separate pools). Defense (Vehicular Armor: front face) 45, (Vehicular Armor: left face) 30, (Vehicular Armor: right face) 30, (Vehicular Armor: rear face) 30, (Vehicular Armor: top) 20, (Vehicular Armor: underside) 15. Health 50.



Water Wefkins

Creature; Page 525

CANON

Siren-like creatures that live in marshes and who attempt to lure travelers into the water.

OPINION

Water-wefkins are heard but never seen. They attempt to persuade a character to leave the track and plunge into the water or bog, and can adopt any voice that they feel will persuade their victims; in **Cugel's** case they opt to sound like unhappy maidens.

The Compendium



Each vehicle is sixty feet tall, is armed with Red Ruin and barbdriers, and carries assault troops, who cling to its first tier.



WATER WEFKINS

"Why do you travel in haste? Come to my bower and comb my beautiful hair."

Persuade (Charming) 10, Rebuff (Pure-Hearted) 12

Special Rules:

The character targeted must resist temptation using their resistance to Rakishness. Alternately the character may make a Wherewithal roll. On any failure of Wherewithal, they flee down the road to get out of earshot. If the character fails to Resist Rakishness or succeeds in a Wherewithal roll they plunge boldly in the direction of the voice. Within three paces, they will have fallen into a deep pool or off the bank into the river. They must then avoid drowning as on page 54 of the **DERPG**.



Waterman's Inn

Location M2 G09; Page 473

CANON

This is an inn in **Port Titus**.

OPINION

The Waterman's Inn is well known. The beer is acceptable, the landlord (a **Maot** from **Noval**) a fine cook, the **pincer-lizard** excellent and the braised river shrimp beyond reproach.

Silvithos the Teamster

RUMORS OF IMPENDING HAZARD

The inn is the base of a band of slavers. They ship people across the **Melantine** for sale to the nomads who infest the hinterland. There is some profit in the basic exchange, but mainly they accept commissions from clients who wish to have embarrassing relatives or business rivals removed. Their mode of operation is well-practiced: ideally the victim will be invited to the Waterman's Inn for a meal, they will dine well, fall asleep, and wake up bound and gagged in a ship's hold.

SLAVER

"Take another glass, it is a fine vintage"

Persuade (Charming) 10, Rebuff (Penetrating) 9, Attack (Speed) 11, Defense (Sure-Footedness) 7, Health 4, Athletics 2 (5 when in a boat), Seamanship 4.

Resistances: None.



Waters Gleam

Location M2 G03; Page 560

CANON

Waters Gleam is the stretch of water where **Taun Tassel** stands.

OPINION

Waters Gleam is a broad reach of the **Scaum** and is considered the limit of navigation for sea-going ships. Here one can buy anything: a passage to **Mell**, the right sort of button for an evening gown of the late-period **Kang** or freshwater mussels.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto

A place of many secret trysts and strange encounters, waterborne and dangerous in there delight. It was while attempting to sing a maiden down to me from the upper windows of Madame Berimbault's Temperance Retreat that I was accosted by hat smugglers, escaping only by the rapid recital of fifteen amusing ditties, each and all composed in my head on the instant. So deeply did the smugglers laugh that they upset their boat, while my maiden tumbled from her window into the Scaum, allowing me to bear her away, somewhat damp.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt

A busy place, where employment may easily be found in the loading and unloading of ships and barges.

Nogba



Waterwan

Location M2 F09; Page 470

CANON

Waterwan is the town across the Great **Chaing** Estuary from **Port Perdusz**.

OPINION

Connected to Port Perdusz by a ferry, Waterwan (also known as Waterwan of the Owls) tends to produce foodstuffs for both itself and to sell in Port Perdusz. Both table fowl and lirkfish are produced.

Parouc the Cartographer

Here I was thrown into the mud, merely for introducing myself to a matron in the hope of securing a bite of food and some respectable clothing.

Graek, Gentleman Panderer, Ghostseer



Weed Sea

Location M2 E08; Page 452

CANON

Weed Sea is a label assigned for convenience to the hundred-mile wide morass that is just one of the hazards to navigation between **Port Perdusz** and **Almery**.

OPINION

The **Gulf of Swirls** is the home to currents, which drive floating weed rafts north, where they jam together and form a floating morass perhaps a hundred miles across which blocks the obvious sea route to **Mahaze**; this morass is known to some as the Weed Sea.

Rotting weed is collected from the beaches south of Mahaze during the winter storms and is hauled onto the fields as fertilizer. Local folklore claims this is what gives their barley beer a distinctive taste, although storing the ale in herring casks may well be the real cause.

Volume Stinobric, Guardian of the Sacred Flowers of Falgunto
I have ridden as a guard on a caravan heading north along the coast of the **Saponid** plateau. A desolate route, but it avoids the Saponids. With an on-shore breeze there are times when you can smell the stink of rotting seaweed ten miles inland.

Sakonity the Adamantine

I did not encounter this phenomenon during my visit to this area. Possibly it is seasonal?

Mondrosan, captain of the Lamaguire Bounty

RUMORS OF IMPENDING HAZARD

One risk in the gulf is the bladders of the habby bladder wrack. These fill with a light gas and rise to the surface of the water. They are held in place by a mass of weed, which clings to their outer surface. Should anyone try to force their way through the mass, the bladders burst, spraying everything within twenty yards with stinking weed. A Wherewithal success is needed to prevent vomiting, a complete change of clothing and a long bath in hot soapy water is necessary to avoid a penalty of 1 being applied to any Persuade rolls. These bladders can be found anywhere in the **Gulf of Swirls** or the Weed Sea.



Were Woods

Location M3 F03; Page 585

CANON

This is the name given to the woods across the **Ts** from **Falu**.



OPINION

While dangerous, these woods are perhaps less perilous than some as **Rhialto** does not permit the presence of anything that might cause him inconvenience.

Volume Stinobric, Guardian of the Sacred Flowers of Falgunto

To my certain knowledge Were Woods is infested by **grues**, I having many times heard their loathsome moaning in the distance and once been lucky to escape with my life.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt

RUMORS OF IMPENDING HAZARD

Rhialto does like to walk in the woods for recreation and to settle his digestion. Hence they are comparatively safe. Yet Rhialto is not without his detractors. The party are not far from Falu when a man in the garb of a tannery worker approaches them. He explains that he has been attempting to pay a debt of honor he feels he owes Rhialto. In his youth he led a dissolute existence and it was Rhialto who managed to find him his current steady job. He has acquired some seeds of the rare flickering gentian. He was intending to sow them along the sides of the path that runs into the wood from Rhialto's manse to give him pleasure next year. Unfortunately he does not want to be seen by Rhialto, hoping that it will be a surprise. He would be most grateful if the party could oblige him and just sprinkle the seeds along both sides of the path as they walk through the Were Woods*. In reality the seeds are of stinking bogfester, a small and insignificant plant, which, if trodden on or otherwise disturbed, gives off a foul odor that lingers for days and is readily taken in by clothing. Next spring, long after the characters have forgotten the incident, Rhialto will come home stinking and in a furious temper and will start to track down the individuals responsible for his humiliation. One trusts that their explanations are both convincing and rapid.



Wheary Water

Location M3 F03; Page 582

CANON

Wheary Water would be unknown but for the fact that the Arch-Magician Haze of Wheary Water takes his name from it.

* If the party does not recognize Hache-Moncour, ex-Arch Magician and one of Rhialto's aforementioned detractors, it is not your fault. Should you need them, his statistics appear on page 129 of *Turjan's Tome of Beauty and Horror*.



OPINION

Wheary Water is a small lake or large pool in the **Were Woods** some distance from **Falu**. The mere is pleasant; one end overhung with foliage that screens it from prying eyes. It is rumored that Haze has an agreement with the lake spirits who warn him whenever anyone comes into contact with the water.

Carthos of Sfere

It is ill advised for any but consummate of artists to drink from Wheary Water or to so much as glance at ones reflection in the surface.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt

It is said that any who drink from Wheary Water fall asleep, wakening some distance away with their clothes in suspicious disarray. My advice – shun it.

Nogba

RUMORS OF IMPENDING HAZARD

The manse of Haze of Wheary Water is difficult to find, as Haze guards his privacy with zeal. Should a party of travelers linger near the lake, the spirits will inform him and he will cast an enchantment. The party drifts into a pleasant doze and Haze has them picked up by elementals and transported to **Thamber Meadow** where they will awaken gradually over the next half-hour.



Wheriot

Creature; Pages 553, 561, 567.

CANON

A common draft animal in **Almery**, wheriotics have at least one horn.

OPINION

In appearance wheriotics more closely resemble the mythical deer than the horse, and come in many colors and have horns. The precise number of horns varies between breeds; it can be as few as one or as many as seven, but is always an odd number. These natural weapons radiate around the creature's wide head. Most authorities follow *Beasts of Field, Forest and Road: A Stockman's Manual* in asserting that they serve as a defense against a large-mouthed predator, perhaps the legendary engorging **flantic**. When attacked they turn to face an opponent and toss their heads in tight circles, in an attempt to cause serious lacerations. On the rare occasions when they initiate violence, they lower their heads and charge.

Wheriotics are placid but tough, fast moving and robust, do not talk, and seem in every respect to be simple beasts. One



is capable of pulling a two-wheeled, two-seat cart at ten miles an hour.

Lesorix of Perne

RUMORS OF IMPENDING HAZARD

Owning a wheriot, or preferably several, is seen as a sign of status in many civilized regions of the **Dying Earth**. Indeed, a person who is known to own a healthy and well-liveried specimen (if that specimen is close by) makes Etiquette rolls at a boon of 1 (and also Persuasion attempts related to matters of social standing). Should the person be known to own a number of fine wheriotics, and have at least two of these close at hand, increase the benefit to a bonus of 1

A wealthy landowner has several wheriotics, including his most adored three-horned specimen. Only days before the local agricultural festival, this beast disappears – and it was odds on favorite to win the “best of breed.” The PCs agree to track it down, in return for a very useful service from the landowner (perhaps releasing one of their own from jail, or adjudicating for them in a forthcoming trial). A rival has of course stolen it, but proving this will be difficult. Simply finding the animal and stealing it back would be far easier.

[**Turjan-Level**] A number of young persons of wealth have disappeared, and their families are receiving ransom demands. As upstanding members of the community, you take it upon yourselves to solve this crime. It is hardly worth mentioning that most of the families involved have offered rewards that are particularly appealing (magical heirlooms and the like). The only clue you have to go on, is that an unknown bearded man driving a wheriot and trap was reported to have been seen in the vicinity shortly before three of the disappearances. In the end it transpires that the culprit is someone who was horribly wronged by a group consisting of the heads of these families many years ago. The PCs have much more in common with the criminal than the family heads, although they might not condone his methods. Perhaps some mutually satisfactory arrangement can be reached.

WHERIOT

Attack (Speed) 1.25-, Defense (Sure-Footedness) 1.5-, Health 2-[15], Athletics 13, Wherewithal 0.75-.

Special Rules

When a wheriot strikes at the end of a charge, roll Attack at a bonus of 1.





Whip Trees

Plant; Pages 29-30

CANON

These trees, which throw out lashing thongs, fatally injure **T'sain** and probably, but not definitely, kill **Mazirian**.

WHIP TREE

Attack (Ferocity) 12, Defense (Dodge) 15, Health 8

Special Rules

The whip-like branches are difficult to hit, (and very resilient when struck), while the main trunk is very difficult to hit due to the flailing branches. To kill the tree, attacks must be made using an axe, or the tree must be burned.

If only one person is in combat with the tree, on an **Illustrious Success** in either Attack or Defense the person can escape out of range of the tree and is safe. On a **Dismal Failure** in the Attack, they have been drawn nearer the trunk and therefore need two Illustrious Successes to escape.

On a Dismal Failure when attempting to Defend, the character is attacked by a second tree in the grove.

If more than one person is attacking the tree, it attacks the person who has done the most damage.



White Witch

Personage; Page 592

CANON

Epithet associated with **Llorio the Sorceress**.

OPINION

Given Llorio's habits, the term lacks the philanthropic overtones usually associated with it, and presumably refers to her preferred wardrobe.

Gersen the Rationalist



Wiih

Creature; Page 624

CANON

"Wiih, a mindless creature from the ninth dimension," enforced compliance with the **Blue Principles**.

OPINION

As enforcing compliance (presumably by implementing any punishments ordained by the **wizards**; see **Fader's Waft** for examples of extreme litigiousness) would require Wiih to deal with **Arch-Magicians** and **sandestins**, presumably this creature is extraordinarily powerful.



A mindless creature from the ninth dimension.



Wild Waste

Location M2 GH0910; Page 415

CANON

This is the land between **Tustvold** and **Noval**.

OPINION

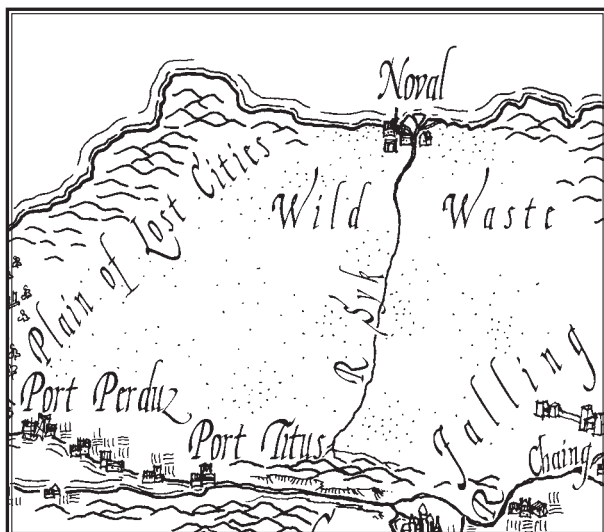
A common name found in many parts of the **Dying Earth**; every clod calls their particular patch of rough ground the Wild Waste. Yet the name has stuck with particular force to that area of the **Land of the Falling Wall** between Tustvold and Noval.

Quirethomble, Librarian, the Scholasticarium, Kaiin

RUMORS OF IMPENDING HAZARD

The Wild Waste is indeed a hostile area. Its most persistent hazard is the **wind-stick devils**. These are not true **demons** but a large hybrid with a considerable percentage of **hoon** in their ancestry. They cannot abide water and avoid it at all costs. Descriptions of them are not easy to come by; they are often described as “smoky” or “indistinct.” They are two or three times the size of a man and can run with a **farlock** tucked under each arm.

While they will take humans for food, they do not appear to select them especially and will happily take farlocks or similar draught beasts. They are also given to vandalism and other mindless acts; they are regarded as little more than animals by most authorities.



ts most persistent hazard is the wind-stick devils.



Wilda Water

Location M3 G02; Page 600

CANON

Wilda Water is a lake through which the **Ts** runs south of **Falu**.

OPINION

The whole area is a mass of small lakes and tarns, ponds and pools. Each has a name but most of these are known only to their inhabitants.

Quirethomble, Librarian, the Scholasticarium, Kaiin
Here is a place of magic and of danger.

Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair
Ascolais, Thrice-Myrmalt

Shun it.

Nogba



Wind-Stick Devil

Creature; 473, 486-90

CANON

Although dismissed as “boogerboos... by which to frighten saucy children,” wind-stick devils actually exist; they stalk and overrun the caravan in which **Cugel** travels from **Port Perdusz**.

OPINION

Wind-Stick devils are strong, large and swift demi-humans of magical origin, two to three times the height of a man, but of only normal human thickness. This gives them a lengthy aspect, although this is somewhat disguised by a magical aura that makes them indistinct to the eye. They live in their own primitive society as far from large human settlements as they can. They hunt and grow primitive crops, and fish in the local streams using long spears. Long ago, humans hunted them for sport, because their ability to run across rough terrain at speed made such pursuits a major challenge for the leading hunters of the day. Consequently, these beings have developed a deep mistrust of humanity, and their only interactions now with humans consist of raiding caravans that stray into the vicinity of their territory.

Lesorix of Perne

RUMORS OF IMPENDING HAZARD

Whether elemental or physical, wind-stick devils can be a plot element that separates PCs from their goods, companions, or both. Play them for maximum fear and horror – emerging



into the scenario completely by surprise as an apparent total divergence from the plot. (Doubtless the GM will of course have arranged for this misfortune to segue neatly into the next part of the adventure – taking the plot off at a tangent.) Roguish PCs will experience such an encounter as an “act of god” that smashes their best intentions. True adventurers may be able to fight these beings off, and then pursue them for reasons of vengeance or recovery of stolen property.

Because wind-stick devils are magical, it is theoretically possible for a **magician** to control them. It is almost compulsory that at some point in your campaign, the PCs will come across the residence and grounds of an evil magician who lives far from anywhere of note. Such an anti-social fellow would have plenty of time to study the creatures around him, and find ways to impel them into his service. Thus, such a place could be patrolled by unusually savage and sinister wind-stick devils that obey their master’s commands to prevent intruders from gaining access to his dwelling.

A **wizard** has discovered magic to summon especially powerful wind-stick devils (though fortunately only one at a time). He sends this creature on unpleasant (and sometimes murderous) errands. It is up to our resourceful adventurers to uncover the nature of this supernatural assailant, and the identity and purpose of its summoner.

WIND-STICK DEVIL

Attack (Speed) 2-[19], Defense (Dodge) 2-[21], Health 8, Athletics 2-[17], Concealment 8, Perception 5, Stealth 8, Wherewithal 1.5-



Winged Beings

Creature; Pages 217-18, 220-225

CANON

Cugel saw these creatures, which wear white robes, and have wings of gray membrane stretched between black chitin, on his trip to one million years in the past. Their primary recreation is to drop human bodies from great heights. Local villagers believed that the creatures serve the Great God Yelisea as psychopomps, and used them both to dispose of their dead, and to execute malefactors.

OPINION



The prosaic appellation is unavoidable, as Cugel’s source, a village elder, also referred to the creatures as Winged Beings. Note the capitalization, which occurs in all original records.

Gersen the Rationalist

Winged Beings are assumed to be highly magical, semi-demonic entities that somehow became established upon the Earth. They are in body slightly larger than humans, and possess gray membranous wings with solid ribs of glistening black chitin. The main torso is that of a demonic human, and the head is also vaguely human-like – but extended into a muzzle similar to that of a mastiff. For ceremonial reasons they wear strong white robes, which flap about them as they fly. In the past, the Winged Beings claimed to be associated with the Great God Yelisea: for example, a million years ago in the land of **Farwan** their predations were said to be at the whim of this deity. In fact these creatures themselves spread this rumor through human agents, so as to establish and justify their feeding habits. Yelisea is the god or goddess of fate – so an ideal choice for such a resigned enterprise. Apart from expending energy in order to feed, these creatures like nothing more than to perch on high ledges overlooking their territory. Nobody is aware of what strange thoughts pass through their minds, since none has yet managed to converse with a Winged Being and live to record what occurred.

Yezgan, Mage

Feeding Habits: Winged Beings like to carry away their victims to a great height, and then drop them to their deaths. The body is then left to “mature” for several hours, before being devoured during the hours of darkness. A single Winged Being is easily capable of carrying an adult human, who may, of course, fight back, as I did.

Cugel the Clever, Grandee of Almetry

Demonic Nature: Due to their otherworldly nature, the presence of a Winged Being is signaled by both a strange tart fragrance – something like an antique exhalation of mold and must – and a slow plaintive melody, so sad as to bring tears to one’s eyes. Both of these effects are actually in the minds of the observer and not present in reality. The music of anguish and exalted despair and the odd smells are part of a sorcerous innate ability that over time causes those who remain in proximity to a colony of Winged Beings to become more and more immured to a mental state of laconic fatalism. Such things are commonplace in the sub-worlds, but fortunately rare upon the Earth. Unlike other demonic beings summoned to the Earth for shorter periods of time, the Winged Beings have sacrificed much in balance for their prolonged sojourn here. The drones have lost their demonic protections and are ordinarily vulnerable to damage from weapons. Once sorely injured, they become dramatically slowed, and soon expire. As with many other demons their bodily material then rapidly decomposes. In the case of the Winged Beings they turn to a substance reminiscent of brittle paper, which is then disintegrated in the first strong breeze.

Shrue the diabolist

The Winged Being Colony: A million years ago the Winged



Beings would relocate regularly around various small settlements, using a carefully crafted cover of being servants of the Great God Yelisea. Gullible and superstitious locals nonetheless accepted this heretical nonsense – allowing the Winged Beings time to move in and effect their enchantments on the local inhabitants. Over a period they would seriously deplete the human flocks on which they preyed, and then – suddenly and mysteriously – depart.



Lesorix of Perne

RUMORS OF IMPENDING HAZARD

Though **Cugel's** encounter with the Winged Beings was a million years in the past, these demonic beings think nothing of time. Perhaps there is only even one colony that merely replenishes itself of missing members and relocates every few months to seek fresh prey. It is conceivable that this has been going on for well over a million years. It is also possible that the Winged Beings had been absent from the Earth for many tens of thousands of years – before being resummoned for some sinister purpose. It would not be inappropriate for the GM to recreate a settlement similar to that described by Vance in Cugel's encounter with these beings. Of course, PCs are unlikely to accept the influence of the Winged Beings easily, and this in itself becomes the substance of an adventure. The GM provides the motivation to keep the adventurers in the area, counterbalanced with the threat posed by the Winged

Beings. It then becomes necessary to explore the colony. The only certain way to force them to move on is to destroy their hidden queen. Since this being is far larger and stronger than the Winged Being drones, and is hidden in the hatching chamber deep within their lair, this poses a challenging task. Another complication is the presence of various human stooges in the employ of the Winged Beings, whose only wish is for their demonic masters to feed in peace (and for the stooges thus to receive whatever diabolical rewards have been promised them). In fact, it is almost compulsory that such activities are eventually found (by the PCs) to revolve around a coven of demon worshippers*



Witch

Technical Term

Vance often, but not invariably, describes female **magicians** as “witches.”

Witches

Social Group; Pages 9, 56, 585-608

CANON

Female practitioners of **magic**, overwhelmingly defeated by their male counterparts, and driven into hiding in either the late 17th or early 18th **Aeon**. There are three named witches in the Tales, **Javanne**, **Llorio** and **Lith**, of whom only Llorio is known to have participated in the **war** with the **wizards**, and one other female practitioner of magic, **T'sain**.

Conveniently, and this perhaps explains the rapid changes of fortunes in the war, Llorio could make witches by **ensqualling** wizards, as she did to Zanzel, **Ao of the Opals**, Barbanikos, Dulce-Lolo, **Hurtiancz**, **Vermoulian** and Tchamast the Didactor.

OPINION

Given that the majority of named witches date from after **Rhialto's** time and that **Calanctus'** partisan account of their defeat is delivered in the 21st Aeon, it is quite likely that the witches recovered in the Aeon after the events described in **The Murthe**.

Gersen the Rationalist

WINGED BEING DRONE

Attack (Caution) 1.25-[12], Defense (Misdirection) 1-[8], Health 1-[10], Magic (Demonic) 1.25-[12] defense only, Appraisal 5, Athletics 0.75-[7], Concealment 3, Pedantry 1-[8], Perception 4, Stealth 6, Wherewithal 1-[8].

WINGED BEING LIEUTENANT

Persuade (Intimidating) 12 and Rebuff (Lawyerly) 10, Attack (Ferocity) 2-[16], Defense (Misdirection) 1.5-[12], Health 1.5-[12], Magic (Demonic) 1.5-[14], Appraisal 5, Athletics 1-[10], Pedantry 1-[8], Perception 4, Stealth 6, Wherewithal 1.25-[10].

WINGED BEING QUEEN

Persuade (Obfuscatory) 14 and Rebuff (Pure-Hearted) 12, Attack (Caution) 0.5-[4], Defense (Misdirection) 0.5-[4], Health 2-[20], Magic (Demonic) 1.25-[19], Appraisal 5, Athletics 0.5-[5], Pedantry 1-[8], Perception 4, Stealth 6, Wherewithal 1.5-[12].

Special Rules

Each Winged Being colony is composed of one queen, two lieutenants, and a dozen or so drones. The drones do not possess any magic, but the others do, neither are they capable of sentient communication, but can instinctively understand the wishes of their lieutenants and their queen.

* Should, on the other hand, you feel that your players are persons of wit and distinction and may have read the above passage, then feel free to allow the coven of demon worshippers to remain purely a figment of their own overactive imaginations.



Witches Nose

Location M2 E09; Page 452

CANON

A place on captain Wiskich's usual circular route.

OPINION

Witches Nose is the village at the farthestmost extremity of the **Dragon's Neck**. It is interesting from the point of view of the cartographer in that the site does appear, on the map, to resemble the hooked nose of some giant witch. One is given to ponder what the inhabitants call their village, or whether they have adopted the name the cartographers coined from their distant vantage.

Quirethomble, Librarian, the Scholasticarium, Kaiin

RUMORS OF IMPENDING HAZARD

The houses are made very sturdy indeed as at night a **keak** will creep ashore and attempt to carry off inhabitants. The villagers leave offerings of preserved meats and fruit out for it in a little shrine on the seashore, but sometimes this does not suffice. It is considered bad luck to mention this creature to strangers, as it means they will take care and there is more chance of a local person being taken.



Wiulio

God; Pages 528-9

CANON

A deity worshipped in **Cuirnif** and its hinterland. In the unnamed village where **Cugel** stays, the natives make obeisance with the right hand on the buttock, while in Cuirnif they do so with the hand on the abdomen.



Wizard

Technical Term

A word Vance uses as a synonym for **magician**, which is the term **DERPG** prefers, and the one Vance uses more often.



Wizards

Social Group; Pages 585-608

CANON

Male practitioners of **magic**, some of whom defeated the **witches** in the 17th or 18th **Aeons**; the magicians of later days regard these forebears as their spiritual ancestors. Vance mentions 78 wizards and magical institutions by name (see sidebar), but in most cases details are scant.



Wodehouse, P. G.

Personage

An acknowledged influence on Vance, this is particularly evident in Vancean dialogue, and in female characterization.



Women

Vancean women tend to three paradigms: horrific **dowagers**, **minxes**, and **plucky young things**.



World in the Hole

Location; Page 547*

CANON

It appears that a nexus to another world was trapped in a blue glass egg on a gold chain worn by a **pelgrane**. When the egg was broken, the nexus was opened and Uthaw, a creature from that world, extended a tentacle and trapped **Cugel**. After a series of adventures too vulgar to detail here, Cugel briefly explored the world.

* Footnote: We are somewhat at a loss to name this world; the only evidence of its existence comes from the report of Cugel, who neglected to ask after specific details. Calling it "Uthaw's World" was a possibility, but we were uncertain as to whether we could allocate ownership in such a unilateral manner.



A LIST OF SOME KNOWN WIZARDS OF THE DYING EARTH

Amberlin I

Amberlin II

Ao of the Opals

Archemand of Glaere

Archimbaust

Arch-Mage Mael Lel Laio, *he lived in a palace carved from a single moon-stone.*

Arnhoult

Azvan the Astronomer

Barbanikos, *who is short and squat with a great puff of white hair.*

Basile Blackweb

Calanctus the Calm

Chidule of Porphyrhyncos (second)

Clambard

Darvilk the Miaanther, *who, for inscrutable purposes, affects a black domino.*

Dibarcas Maior, *who studied under Phandaal.*

Disserl

Dulce-Lolo, *whose semblance is that of a portly epicure, and who tells lewd jokes.*

Eshmiel

Etarr

Faucelme

Felojun

Florejin the Dream-builder

Follinense

Gilgad, *a small man with large gray eyes in a round gray face, always attired in rose-red garments. His hands are clammy, cold and damp; his touch is avoided by all.*

Gray Sorcerers

Hache-Moncour

Haze of **Wheary Water**, *a hot-eyed wisp with green skin and orange willow-leaves for hair.*

Herark the Harbinger, *precise and somewhat severe.*

Houlart

Hurtiancz

Ildefonse the Preceptor

Iolo the Dream-taker

Iucounu the Laughing Magician

Khulip

Killiclau

Kyrol of Porphyrhyncos

Lugwiler

Lutar Brassnose

Makke the Maugifer

Mazirian

Mune the Mage, *who speaks minimally and manages a household of four spouses.*

Nahourezzin, *a savant of Old Romarth. known in Old Romarth as "the Striped Sadwan,"*

Pandelume

Panderleou, *a collector of rare and wonderful artifacts from all the accessible dimensions.*

Panguire

Pelasias

Perdustin, *a slight blond person without intimates, who enjoys secrecy and mystery, and refuses to reveal his place of abode.*

Phandaal

Phandaal the Great

Pharesm

Phunurus the Orfo

Pikarkas

Prince Kandive the Golden

Radl

Rogol Domedonfors

Sankaferrin

Schliman Shabat

Shrue, *a diabolist, whose witticisms mystify his associates, and sometimes disturb their sleep of nights.*

Simbilis the Sixteenth

Tchamast, *morose of mood, an avowed ascetic, whose distrust of the female race runs so deep that he will allow only male insects into the precincts of his manse.*

Teus Terviolus

Teutch, *who seldom speaks with his mouth but uses an unusual sleight to flick words from his finger-tips. As an Elder of the Hub, he has been allowed the control of his private infinity.*

The Green and Purple College

The Sage

The Vapurials

Tinkler

Turjan of Miir

Ulan Dhor

Vasker

Vermouliau the Dream-walker

Veronifer the Bland

Voynod

Xarfaggio

Zahoulik-Khuntze, *whose iron fingernails and toenails are engraved with curious signs.*

Zanzel Melanchthones.

Zaraides the Sage

Zilifant, *robust of body with long brown hair and a flowing beard.*

Zinqzin the Encyclopaedist

Ao, Barbanikos, Dulce-Lolo, Hurtiancz, Tchamast, Vermouliau and Zanzel were also witches, at least for a short while.



OPINION

An interesting case is here presented to us. A world where the inhabitants communicate through thought made manifest as animalcules, which may also perform physical tasks such as the transport of items to the thinker.



The inhabitants seem gross to our eyes, being formless hulks with tentacles and an organ very much like an eye floating on the surface. Indeed the very nature of the world is somewhat inimical to ordinary human life: some of the various humors or ichors allegedly permeated the dream crystals of **Vermoulion the Dream-walker**, and it had a most unfortunate and undignified side effect on the Duke **Orbal**. Alas, as we have no evidence but the word of Cugel, it would be unwise to draw too many conclusions.

Quirethomble, Librarian, the Scholasticarium, Kaiin



Worm

Creature; Pages, various, particularly 359-75.

CANON

"Enormous, tubular creatures, seven to nine feet in diameter," and almost as long as a ship, which pull vessels across the **Ocean of Sighs**.

OPINION

Worms are widely used to pull shipping about the northern oceans, and are generally gray or dark brown in coloring. These massive marine creatures are attached to the front and sides of small cogs and larger vessels by means of heavy leather harnesses or traces. Their tenders, more properly known as "**wormingers**" are a proud and hard-working breed, who believe themselves set apart from other seafarers by the hard work and special skills essential to their profession. They pride themselves in the austerity of their roles.

Worms are normally placid creatures, becoming unruly only when injured, or when afflicted by one of the disabilities that plague their kind – such as bloated fausicles, gills clogged with impacted clote or crusted with gangue, and dull linctures. The wormingers reach their beasts by means of sponsons (long thin platforms) affixed to the edge of the vessels near the water line – thus the life of the worminger is often very damp. Tending to these creatures is a risky business, and those who do not learn quickly usually drown, or suffer a blow of the flukes, or worse, incur the displeasure of the over-worminger.

"Worming" is a respectable profession in the northern oceans, and can be one way in which impoverished travelers manage to see something of the world. Despite what some crafty jackanapes might have us believe, worming is a craft like any other, and takes experience and aptitude to make a good go of. Still, for those who have the wherewithal, the profession

is in demand, as the sea trade (though limited compared to former days) thrives. Worms are still the most reliable form of marine transportation propellant, what with the unpredictable winds and dangerous currents that haunt the seas.

Lesorix of Perne

RUMORS OF IMPENDING HAZARD

For an adventure set upon the ocean, worming can be an unpleasant (for the PC) and amusing (for everyone else) task to set one of your PCs to. Various Athletics rolls are required, as well as the 'Worming' attempts themselves. Of course, prolonged rolls for tedious tasks are not good gaming, so best extrapolate a work period to a single set of rolls against the relevant pool. Ideally the rest of the party will find berths or better positions on board, and the least successful character will have to impersonate a worminger with experience – in order not to be left behind.

The characters need passage on an ocean-going vessel, and are mistaken for a group of merchants (whom the PCs know to have been detained/slain). The captain is eager to depart (as are the PCs, since trouble follows close at their heels), and asks them to do him a favor and negotiate the purchase of three ship's worms from a certain Fuscule. Since the PCs do not know what these worms are, such a situation promises much amusement. Even if the players know, the characters will need to research costs and find out how to adjudge quality. (If they don't, the worms will be sickly and over-priced, and this will bring consequences on their heads during the voyage.)

The characters need to compete in a traditional contest in order to obtain some valuable prize (which due to a series of unexpected misunderstandings is all that stands between them and great ill-fortune). Part of the contest involves riding a worm across the bay and back, riding against other local competitors of more appreciable skill. Clearly cheating is absolutely necessary, and yet how exactly can it be accomplished?

JUVENILE WORM

Attack (Strength) 2-[20], Defense (Parry – using itself) 2-[20], Health 3-[30], Wherewithal 1.75-[15].

No statistics have been provided for the mature worm, which is large beyond the potential for meaningful interaction in such terms. Should you have need of such statistics, let us say due to pelgrane or thryfwyd attack, merely make them up as suits. We advise in any case that the GM describe such encounters in a lively fashion as part of the narrative – rather than rolling to test one creature against another.



Worminger

Social Group; Pages, various, particularly 348, and 359-75.

CANON

A sailor who manages the marine **worms** that pull ships across the **Ocean of Sighs**.



Woy

Location M2 B09; Page 449

CANON

This is a town on the other side of the **Melantine Gulf** from the **Dragon's Neck**.

OPINION

Woy is a comparatively young town, but the inhabitants claim they are descended from refugees of **Ampridatvir**. To this day they refuse to sail anywhere near the island, which is shunned by all travelers. Woy itself is a pleasant enough place where the inhabitants traffic in essences and liqueurs extracted from wild plants harvested in the hinterland.

Parouc the Cartographer

RUMORS OF IMPENDING HAZARD

One hazard of Woy is the fact that virtually all the inhabitants pride themselves on the quality of their essences and liqueurs, taking great care in their manufacture. Doubtless this is a good thing, and one can see why people are wary of having their ideas stolen by other citizens. Hence it is entirely understandable that the inhabitants regard travelers as the ideal people on which to test a new essence or liqueur. The GM should treat the new essence as a poison as described in **DERPG**, page 58. Yet we would advise the GM to look at the Sympathy Point totals of the individual characters; those who have low Sympathy Point totals due to their callous disregard for the decencies of civilized living will be used as the test subjects of laxatives, emetics and purgatives. Those with high Sympathy Point totals will be exposed to tonics, healing balms, aphrodisiacs and liqueurs of exquisite delicacy of flavor. This is, we would suggest, as it should be.



Wysen-Imp

Creature: Page 543

CANON

Duke Orbal remarks, when looking at the **World in the Hole**: "Still I see only a hole, resembling nothing so much as the den of a wysen-imp."

OPINION

The wysen-imp is an amphibious creature that lives in small tunnels entered from round deep holes usually located near the edge of a river or marsh. During the day they sleep deep in their burrows and at night emerge to hunt for fish, crustaceans and small mammals. Though someone might enter the den of a wysen-imp, such an action would be unwise. First of all, there is unlikely to be anything inside worthy of the effort of entry, and secondly the wysen-imps within are unlikely to be welcoming.

Lesorix of Perne

RUMORS OF IMPENDING HAZARD

A PC is transformed into a wysen-imp by some kind of curse, and their fellows are unable to reverse the curse for several scenarios. The Player of the PC in question must adjust the PC's physical ratings as the GM sees fit, and the PC will probably need to pose as the pet of one of their fellows. Though exasperating in almost all circumstances, the GM is encouraged to provide at least three situations where being a wysen-imp is an enormous advantage. These might include overhearing the plans of one's enemies; being accused of intentional theft ("We are so sorry, it just loves shiny things!"); traveling across a swamp; swimming underwater along a submerged passage....

Wysen-Imps like unusual things, and are more than happy to sneak up and take whatever small thing attracts their interest. More than one valuable magical artifact has been taken by a wysen-imp from the pocket or pack of a resting traveler. In situations where the object is unrecoverable (perhaps as a result of a high total of negative sympathy points or not having spent possession points on it) the victim may catch a distant glimpse of the scampering wysen-imp, with the stolen object clutched in its jaws. Or, the imp tracks may merely be found in the morning – disappearing into an impassable swamp.

WYSEN-IMP

Attack (Finesse) 1-[11], Defense (Sure-Footedness) 1.25-[12], Health 1.5-[13], Magic (innate) 11, Athletics 1.5-[12], Concealment 2-[14], Perception 6, Stealth 1.25-[10], Tracking 6, Wherewithal 1-.



Xardoon Sea

Location M1 DF0407; Page 435

CANON

The Xardoon Sea is where **Faucelme's** stuffed **harpy** came from. Nothing else is known.

OPINION

This sea forms the eastern end of the **Ocean of Sighs**. It has a rocky and inhospitable shore formed by the **Mountains of Magnatz** and the **Maurenron Mountains**. Sailors shun it, when possible. Not only are there no ports on its coast, merely rocky beaches where the breakers would tear the hull out on any ship foolish enough to come to close to shore, but the area is infested with harpies.

Volune Stinobric, Guardian of the Sacred Flowers of Falgunto

RUMORS OF IMPENDING HAZARD

The harpies are indeed a serious problem. They rarely attack ships, but instead will glide down and land on the deck during the hours of darkness, and attempt to kill and carry off any isolated watchman. It takes a Perception roll with a levy of 1 to spot the harpy gliding in. If the harpy is not seen it may attack first.



Xarfaggio's Physical Malepsy

Spell; Page 583

CANON

A **spell** name from **Killiclaw's Primer of Practical Magic**.

OPINION

Although its effects are unknown, going by the name this spell inflicts a deleterious physical seizure on its victim (Latin malus [evil/harmful] + Greek lepsis [seizure]).

Gersen the Rationalist

Xei Cambael

Location M2 F10; Page 410

CANON

Xei Cambael is one of the lost cities close to the village of **Tustvold**. Beneath the mound that covers it, a thousand bottles of wine molder in the darkness.

OPINION

I have tried the wine of Xei Cambael; it was good but with less subtlety than one expects in wines produced under the dying sun.

Iunutharis Grashpotel, Sage

I once told my former owner that passing these wines through a mermelant's urinary tract would improve them immeasurably. The fool believed me (men often do) and was plagued with migraines, diarrhea and vomiting for days.

Mistress Flook



XARFAGGIO'S PHYSICAL MALEPSY

Range: Close

Duration: Instant

Difficulty: Straightforward

This spell causes its victims to have an involuntary spasm of some or all of their muscles, depending on the caster's level of success; if **Hair's Breadth**, the victims cannot use any Magic, Attack or Defense Pools for their next action, if **Prosaic**, they cannot use any Persuade or Rebuff pools (but can resist persuasion with Wherewithal), if **Illustrious**, the GM should refer the player to the Drowning and Suffocation rules on pages 54-5 of **DERPG**. All these effects are cumulative, so victims of an Illustrious success also suffer the consequences of the lesser ones.

Note: Despite the plural phrasing of the foregoing, this spell can only have one target per casting.



XPS

See *Excellent Prismatic Spray*.



victims. As their boat sinks, Anghballopser, aboard the *Trover*, will once more appear, but this time the fee for salvage is considerably more, normally a thousand terces.

Xzan River

Location M2 GH0304; Page 133

CANON

The Xzan joins the **Twish** near **Pergolo**.

OPINION

The Xzan, its course, vistas and denizens, is covered in detail in the *Scaum Valley Gazetteer*.

The Compendium

The sole feature of note in this area, unless one cares to make extensive excavations, is that denuded hill on which once stood the manse of the Arch mage Phaeton. In his pride, he attempted the summoning and binding of a God, and act the consequences of which remain for all to see. Arch mages, mages and would-be-mages alike should visit the place, to sit on the scoured rock and contemplate the virtue of humility.

Iunutharis Grashpotel, Arch mage

ANGHBALLOPSE

"While it is true that those who pay our fee in advance only rarely need salvaging, those who do not pay always end up needing our services."

Persuade (Forthright) 9, Rebuff (Lawyerly) 12, Attack (Caution) 8, Defense (Intuition) 10, Health 6, Appraisal 3, Athletics 3, Concealment 1, Etiquette 4, Perception 6, Scuttlebutt 4, Wherewithal 5.

Resistances: Pettifoggery 4.

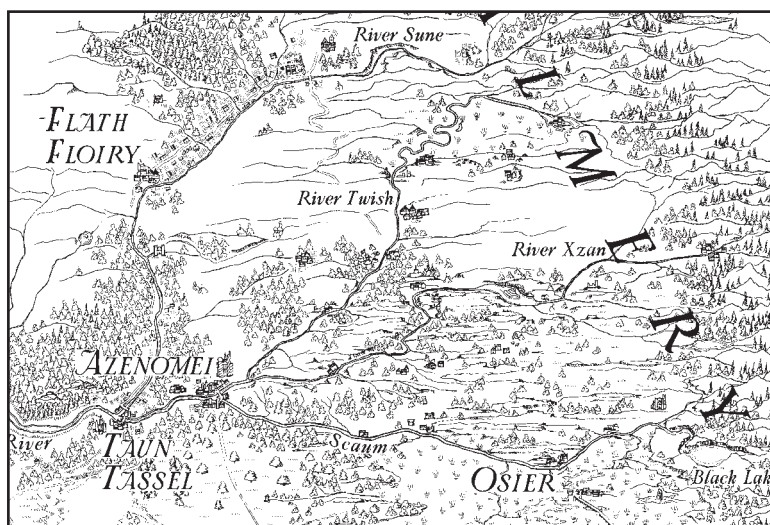
THE PARTNERS

"We are all enthusiastic advocates of the precautionary principle."

Persuade (Intimidating) 8, Rebuff (Obfuscatory) 6, Attack (Ferocity) 9, Defense (Surefootedness) 10, Health 5, Athletics 5, Concealment 3, Seamanship 4, Wherewithal 1.

RUMORS OF IMPENDING HAZARD

One of the hazards on the Xzan is the Xzan River Salvage Partnership. Anyone taking a boat along the Xzan could find himself being approached by the *Trover*, flagship (and sole floating asset) of the partnership. Anghballopser, spokesman of the Partnership, will hail them. His partners (who always outnumber the characters) will stand on the deck behind him, looming with an air of competent menace. Anghballopser will offer them what he describes as an excellent deal on salvage, in that the *Trover* will salvage them for a mere 200 terces. The characters so-hailed may well object on the not unreasonable grounds that, as their ship has not sunk, it does not need salvaging. If they persist in this hidebound view, Anghballopser will bid them good day, but will cast a cantrap known as Green Timber. Originally used by those woodworkers who needed pliable timber to bend into a particular shape, the effect of this cantrap on the hull of a riverboat is slow but sure: the timbers slowly twist and warp, allowing water to enter. Within an hour the boat will be sinking unless something is done. Casting the Liberation of Warp is effective; other spells may occur to the





Yellow Age

Technical Term; Page 541

CANON

A phrase used by Duke **Orbal**, and understood by the *Compendium of Universal Knowledge* to denote a remote time.



Yob Worshippers

Social Group; Page 258

CANON

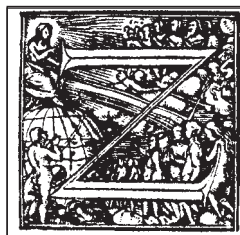
Their village lies on the shore of the **Songan Sea** and is perhaps the best place to start a journey across the sea to **Almery**.

OPINION

The inhabitants are bestial in appearance, with fangs and hair that grows in black spikes. In spite of this they appear to be true men rather than some demonic hybrid and are friendly to outsiders.

Eurias the Cartographer





Zaraides' Dwelling

Location M2 I02; Page 275

CANON

Zaraides built his dwelling in the forests of eastern **Almery**.

OPINION

The manse consists of an enormous **daobado** tree. One enters up a staircase, actually a huge branch that sags down to the forest floor, and then comes to a large room with windows overlooking the forest. Other rooms, such as a workroom, bedrooms, kitchens and similar are accessed from the great central hall. Zaraides is known for his good taste and the furnishings, while simple, are of excellent quality and blend harmoniously together.

Quirethomble, Librarian, the Scholasticarium, Kaiin

RUMORS OF IMPENDING HAZARD

Zaraides, while not unfriendly, is careful about both his privacy and his security. Living in the forests of eastern Almery means that he faces less threat from his human peers but more from the rapacity of neighbors such as deodand and luzzel*. To ensure his privacy, Zaraides has perfected a spell: Zaraides' Confident Clamor.



Zo Zam

God; Page 234

CANON

The eight-headed Zo Zam is reported as having created the universe, the **god Gilfig** and the eight races of mankind, of whom there is no other mention in the canon.

ZARAIDES' CONFIDENT CLAMOR

Range: Five miles (within the radius defined by the wayposts)

Duration: Until sunrise†

Difficulty: Straightforward

This spell works on boosting the confidence of those within the area delineated by the four wayposts. All those who fail to Resist Arrogance are filled with confidence in their own abilities. They whistle or sing cheerily, throw stones at flocks of birds to revel in their cries and uproar, and generally act with no thought to concealment. This has two advantages for the caster; firstly such parties are easily spotted, not only by the caster, but also by sundry erbs, **deodands**, luzzel, **grue** and similar creatures. Note that these creatures are also influenced by the spell and they too move with less than their customary stealth.

As a side effect, anyone within the area of the spell gains a Bonus of 2 to their Wherewithal.



Zo Zam, Creator of the Universe

* In all candor, there is little to choose between beast-men and mages when measuring rapacity.

† Always assuming it does.



Friends of the Compendium

Although I know everything and tell what I feel should be told, I am a repository of information and not any kind of oracle or research tool. Although I know all, I was at one time empty. The following people, heroes all, helped fill me up. Think of them the next time you raise a glass of Golden Porphiron to the light (don't bother to check the clarity of Tanvilkat, it is always cloudy), and toast their erudition, quality and style.



Lesorix of Perne

Lesorix is a well-traveled aficionado of the arts, and a man of education, culture and refinement – denied the full benefits of his noble heritage only through the perfidious twists of fate. Currently he attends **Kaiin's** prestigious Scholasticarium as a student of advanced standing and tutor to young ladies of good breeding. He resides quite by choice in the oft maligned – yet actually most wonderfully Bohemian – Odkin Prospect Hotel. Those wishing to contact him are advised to do so through his mailbox at the Scholasticarium, as fellow Hotel residents can occasionally be somewhat brusque in their reception of persons not known to themselves.



Sakonity the Adamantine

Alternatively known as Sakonitz the Hard, the travelling business partner of the amber-eyed Lady Relfan of Azenomei is a letter-writer of great volume (and occasionally merit), renowned for his lengthy and mysterious disappearances into the wilder places of this Earth. Curios recovered from these marathon excursions may be purchased at a reasonable cost from Lady R. at their joint premises.



Ao of the Opals

Ao of the Opals is one of those Arch-Magicians who has signed the **Monstrament** (colloquially known as the **Blue Principles**.) Tall, saturnine and with a pointed black beard he is occasionally prone to being a trifle brusque with those he considers mistaken.

Azvan the Astronomer

Branded as a careless fool and a timorous coward, the scholar and sorcerer Azvan the Astronomer was once held in thrall by **Mazirian the Magician** who stole from him his Gong of Life. Azvan is a reclusive magician who cares little for sorcerous politics and the activities of conclaves. He wishes merely to expand his great store of knowledge, especially that concerning the cosmic gyrations of stars and comets. His manse is famous for its Copper Cupola, from which protrudes a vast telescope, powered by ninth-order demons, that continually scans the backdrop of the universe. Unlike many others of his kind, Azvan freely shares the benefits of his centuries of scholarship, for which we on the editorial team are most grateful.



Carthos of Sfere

He is a man equipped with a large, square-shaped head affixed to broad shoulders with a thick, generally immobile neck, swathes himself in earthy browns and greens. His dress often approximates that of the common man, consisting of a shapeless, open-collared tunic, brown leggings and rugged-soled boots. However, it should be noted that his clothing is always in splendid repair and never smells of sweat or other undesirable substances.

As a scholar, Carthos is best known for his theory of Tripartite Inherency. It holds that the traits of all creatures are limited by a sum total of intelligence, size, and ferocity. Therefore, a deodand, which is bigger and more ferocious than a human, cannot also be smarter than a man. A hoon can be larger and more rapacious than a deodand, but not smarter. And so on.

There are those who point out that should the theory be applied to Carthos himself, it shows its obvious flaws, in that for his size Carthos is neither rapacious enough, nor does he show any obvious signs of great intelligence.



The Compendium of Universal Knowledge

As a sentient, talking book, the Compendium naturally took an interest in its own compilation and has assisted its contributors as far as it deemed appropriate. It is confident that the reader will appreciate its editorial style and directions: the scholar or amateur of the *Dying Earth* will, doubtless, be particularly grateful for the deft redaction of the more cumbersome entries. Any student of the literary art will similarly admire the Compendium for preserving the contributors' rich diversity of styles, while at the same time purging their work of concomitant grammatical errors. Contractual obligations require the Compendium to bring Gersen the Rationalist to the reader's attention; as the Compendium's secretary, he took dictation and made the appropriate corrections to the librascript.



Cugel, Gentleman of Almerly

Cugel and his travels are recounted elsewhere, needless to say a version of them may be found between the pages of *Tales of the Dying Earth*. Those who dine at Cugel's table in his manse, Pergolo, may hear a somewhat different version of the same tale.



Ershott, Master Tanner

Master tanner at the Tannery at Zoken, Ershott is a 45-year-old man, hugely muscled and yet graceful, we trust his word without reservation, he is an Orthodox Androlite.



Etarr

A native of the Cape of Sad Remembrance, after an unfortunate liaison with a redheaded witch named Javanne he was made a plaything for the demons with whom she consorted. As a result of adventures most elegantly recounted in *Tales of the Dying Earth* matters have been resolved to his satisfaction.

He is an erudite and somewhat traveled individual whose contributions have been gratefully received.



Eurias the Cartographer

A native of Erze Damath, he is by repute the finest cartographer east of the Songan Sea. A cautious, methodical man, we spurn those who claim that occasionally the wild character of his youth asserts itself



Mistress Flook

Formerly an indentured vat-creature, Flook has some magical competence and a fine selection of artifacts, but tends to rely on her looks, her conversation and on her mastery both of the Eighteen Motions of Allurement and of the Fourteen Silken Movements. Despite delivering the well-received lecture *Histrophilosophical Accordance of Chastity and Political Decline*, at the Scholasticarium in Kaiin, she failed to secure a position there, even as an assistant librarian and left the city. Subsequently she became a fashionable hostess in Azenomei, then insinuated herself into what passes for high society in Efred. Some misadventures and reversals of fortune followed. Now at her leisure, she is conducting a grand tour, traveling in a comfortable land-dromon of Last Kingdom manufacture. Would-be companions are advised to hail the craft from a distance of two bowshots, rather than attempt to board unannounced.



Gaulph Rabi, Fellow of the Collegium

An abstemious fellow who has traveled somewhat, his scholarship is impressive; Cugel who traveled with him from Port Perdusz drew him to our attention.



Gersen the Rationalist

Gersen is the only entirely rational man in Kaiin, disbelieving supernatural, fanciful and contrived arguments, instead cutting through lesser scholars' brummagem and mad imaginings to the unvarnished truth. Singularly and persistently incapable of securing employment at the Scholasticarium, Gersen has entered Kandive the Golden's service as the third under-jester. He was, until the publication of this volume, the *Compendium of Universal Knowledge's* secretary.



Graek, Gentleman Panderer, Ghostseer

Graek is a perfect example of why the ignorant should not meddle with magical items of which they know nothing. A magicians servant, thanks to his mishandling of a charm he has died perhaps as many as three times, traveled many miles as a ghost and even more as a man, and has finally found his niche running a house of ill repute. His tales, while regarded by some as pure froth, do mean that he is a useful source of information on many areas.



Hache-Moncour

He is a tannery worker from Zoken, whom we met once when he came to collect Master Ershott.



Ildefonse the Preceptor

It is Ildefonse who is head of those who have agreed to regulate their affairs by the Blue Principles. From Boumergarth he sees much that goes on and is in contact with many savants.



Iolo the Dream-taker

Living beside Lake Lelt in the Land of Dai-Passant, the minor magician Iolo appears stoic and philosophical, even as his easily excited nature regularly comes to the fore. Called by some venal and arrogant Iolo has managed to extract money from the publishers for his contribution, a trick rarely managed by more powerful magicians than him.



Issapinai, Arch witch favored of the Goddess Phaetis

Niece of Volune, Issapinai managed to achieve her considerable power through traveling back to a time when witches ruled. She is unique both in being the only known living witch powerful enough to be able to live openly, and also in her ability to recite in full "The Naughty Girl's Dream of Impropriety."

Iunutharis Grashpotel, Arch mage

Iunutharis Grashpotel is Demi-Inferator of the Syncretic Symposium and styles himself a sage, as well as a magician. Unlike many of his Symposium colleagues, he delights in lecturing, though of course not in any activity involving actual contact with students. His famously long and discursive lectures are meant to center on the topic of dream walking and its practical applications in advanced dialectics. He is also renowned as an authority on hybrids, half men, and beasts of the wastes. In all cases, his discussions on these creatures are undertaken with an eye toward their culinary preparation.



Quirethomble, Librarian, The Scholasticarium, Kaiin

Erudite Twk-man Quirethomble heads the Institute Library in the Scholasticarium in Kaiin, as did his father and grandfather before him.



The Baron Madnodlin

Head of House Madnodlin, the Baron is perhaps the most influential person in the north of Ascolais. A member of one of the old Kang Kingdom noble families, his family has feuds stretching back many thousands of years.



Lux

Lux is a vat creature, who was once a companion of Mistress Flook's before he realized that her affection for him was, at best, synthetic. He currently resides at the Museum of Man, where he is contentedly engaged in compiling a definitive index, and restoring faded or damaged artwork.





Mondrosan, captain of the Lamaguire Bounty

Originally the Assistant Director of the Inky Heights Lunatic Asylum in Mell, a person of strictly limited imagination. Mondrosan has more recently been placed in charge of the Lamaguire Bounty, a merchant vessel in which he has voyaged from Mell as far north as Tugersbir.



Mortiquan of Kaiin, Last Poet, Gold-Bearded Seer of Fair Ascolais, Thrice-Myrmalt

Mortiquan is a poet who has somehow managed to survive the attentions of his many detractors. Had he with the same facility with verse he might be more universally admired.

Based in Kaiin he has been forced to wander over many parts of Ascolais, Almery and the Land of the Falling Wall in an attempt to avoid his critics.

We note that, in an age where innovation is otherwise dead, Mortiquan coins neologisms with a rare prodigality.



Nogba

Nogba has aspirations to be a peasant. He is wary, superstitious, obstinate and something of a clod. He works as a field laborer for whoever will give him employment, generally in the Scaum Valley between Kaiin and Quanorq, also around Sfere, but he has no fixed abode. He has some knowledge of animal husbandry, tillage and even viticulture but could hardly be regarded as an expert. A typical remark would be: "It appeared certain the sun would go out, and this is why I have laid down my tools."



The Diarist Parefis

Something of a literary dabbler, Parefis writes his diary for public consumption and his comments on the social events of Kaiin circulate widely in that city. When he has aggrieved too many society hostesses Parefis will travel along the Scaum Valley for the good of his health.

Raigemuir the Malignant

Raigemuir achieved an entry into Antruil's 'Collected Atrocities and Sundry Oddments of These Last Times,' as the most evil man alive. Originally ruler of Cansapara, he has disappeared and we have not received his account for professional services.



Rhialto the Marvellous

Urbane and always superbly dressed we were delighted when Rhialto agreed to contribute. Thus and so we are willing to overlook the fact that his sobriquet may be more than a touch ironic.



Shrue the diabolist

Shrue is known for witticisms that disturb ones sleep at night if one chances to muse on them too long. He is an Arch-Magician who has subscribed to the Blue Principles and an expert on the demon realms.



Silvithos the Teamster

Silvithos is a teamster who has traveled the roads from Val Ombrio to Noval and has seen many places between. Whilst considered by some a low fellow he is excellent company and can whistle two tunes simultaneously.



Parouc the Cartographer

Originally hailing from Erze Damath and a pupil of Eurias, Parouc has traveled far and currently is a respectable Innkeeper in Mell as well as maintaining his Cartographical expertise.





Pharesm the Sorcerer

Considered by some an anally retentive monomaniac in his quest for Totality the best that can be said is that his dislike of Cugel has given him new interests.



Duke Tambasco

A gentleman of the old school, The Duke has a passion for hunting and the fringes of the forest are almost entirely depopulated of dangerous and offensive creatures. His estate of Quanonq is a gathering place for huntsmen and courtiers rather than sages and philosophers but he is extremely sound on the geography of the area within a few days ride of his estate.



Vermouliau the Dream-walker

Although particularly tall and thin, Vermouliau is less abstemious than he might have you believe. His peregrine palace is the most comfortable way to travel beyond Earth and his knowledge of other worlds is perhaps unrivalled.



Volune Stinobric, Guardian of the sacred flowers of Falgunto

As he is fond of informing all who venture within earshot, Volune has had a long career as a wanderer, having performed at one time or another virtually every sort of employment suitable for an honest man. His lengthy resume includes stints as a sailor, drover, packman, Green legionnaire, beast trainer, night soil collector and Priest Lord of Prompen. Currently Volune is the lecturer in erotic studies at the Scholasticarium in Kaiin.



Wakdun the Panderer

Wakdun has his main dwelling in Kaiin. His is the large palace at the drier end of Oldkin Prospect. The building is in good repair, the gravel carriage sweep is immaculately raked and the

flunkeys in their plum colored regalia and six tiered hats stand ramrod stiff by the main doors.

There is a side entrance off Porphiron View that is used by business callers. Above the door is a large and elegantly lettered sign that reads, "Wakdun the Panderer, purveyor of erotic appurtenances and Gentlemen's requisites." Around the rear of the palace the walls are new and windowless. Wakdun also has a pavilion overlooking the Derna with extensive gardens and lawns sweeping down to the river.

Business matters mean he spends a lot of time out of town. He trades widely and travels a lot himself. Certainly all business along the Scaum he transacts in person, as he is the only one who can deal safely with half men.



Xolon, Master Hide Merchant, Tugersbir

A master hide merchant who is well known over much of Cutz, his travels as far south as Kaiin have been chronicled in *DERPG*.



Yezgan, Mage

Said by some to have been a pupil of Raigemuir and by others to be currently a piece of garden statuary in the grounds of Boumergarth, if anyone knows anything further to his whereabouts would they kindly contact the Editor.



Zaraides the Sage

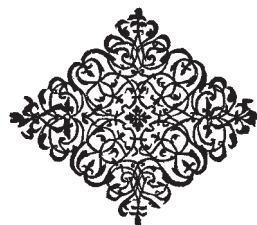
A normally good-natured fellow, Zaraides is occupied with wide-ranging intellectual pursuits. His hobbies and areas of expertise include astronomy, botany, zoology, and exobiology. On a small hill in a clearing close to his manse, he has constructed a powerful observatory from which he can gaze at the stars and planets. His delight in nature and science is so profound, and his distaste for the pompous posturing of other magicians is so pronounced that he disdains the company of other wizards and lives apart from society.





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