

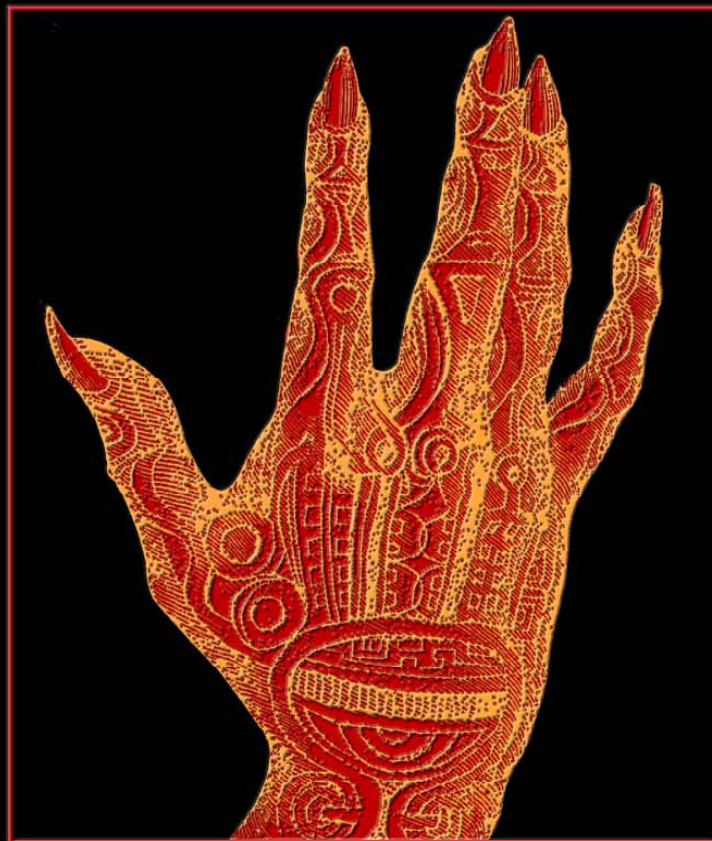
PEL009

The

Dying Earth

Based on the work of Jack Vance

The Primer of Practical Magic



Pelgrane Press



The Primer of Practical Magic

Spells and artifacts from the Dying Earth, made available for use in D20

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Dedication: To my grandmother Leish Morin, who maintained faith for many years that I would one day amount to something, in spite of the overwhelming evidence to the contrary.

On Magic

"Magic is a practical science, or, more properly, a craft, since emphasis is placed primarily upon utility, rather than basic understanding. This is only a general statement, since in a field of such profound scope, every practitioner will have his individual style, and during the glorious times of Grand Motbolam, many of the magician-philosophers tried to grasp the principles which governed the field.

In the end, these investigators, who included the greatest names sorcery, learned only enough to realize that full and comprehensive knowledge was impossible. In the first place, a desired effect might be achieved through any number of modes, any of which represented a life time of study, each deriving its force from a different coercive environment.

The great magicians of Grand Motbolam were sufficiently supple that they perceived the limits of human understanding and spent most of their efforts dealing with practical problems, searching for abstract principles only when all else failed. For this reason, magic retains its distinctly human flavor, even though the activating agents are never human. A casual glance into one of the basic catalogues emphasizes this human orientation; the nomenclature has a quaint and archaic flavor. Looking into (for instance) Chapter Four of Killclaw's *Primer of Practical Magic, Interpersonal Effectuations*, one notices, indented in the bright purple ink, such terminology as:

Xarfaggio's Physical Malepsy
Arnboult's Sequestrous Digitalia
Brassnose's Twelve-fold Bounty
The Spell of Forlorn Encystment
Tinkler's Old-fashioned Froust
Clambard's Rein of the Long Nerves
The Green and Purple Postponement of Joy
Panguire's Trimphys of Discomfort
Lugwilr's Dismal Itch
Kulip's Nasal Enchantment
Radl's Pervasion of the Incorrect Chord

A spell in essence corresponds to a code, or a set of instructions, inserted into the sensorium of an entity which is able and not unwilling to alter the environment in accordance with the message conveyed by the spell. These entities are not necessarily 'intelligent', nor even 'sentient', and their conduct, from the tyro's point of view, is unpredictable, capricious, and dangerous."

... From Rhialto the Marvelous



*The deodand
grinned meaningfully at
Cugel. "You would do well
to halt at once; why wait until
dark? Death comes with less
horror while the light shines."*

*...from The Eyes of the
Overworld*



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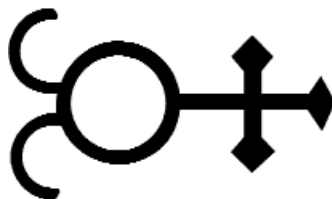
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D = Diabolist's Spell



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Magic in the Dying Earth

'Mazirian made a selection from his books, and with a great effort forced five spells upon his brain: Phandaal's Gyrator, Felojun's Second Hypnotic Spell, The Excellent Prismatic Spray, The Charm of Untiring Nourishment, and the Spell of the Omnipotent Sphere. This accomplished, Mazirian drank wine and retired to his couch.'

...from The Dying Earth

True, potent magic - while hardly uncommon - is not as widespread in the Dying Earth as it is in a typical D20 setting. Cantrips however, are quite pedestrian, as are magic items of the very minor type, which are rarely useful except as curios. Even the least practical magic artifacts remain quite popular and valuable, primarily for their esthetic or ornamental value. Like elves in a D20 campaign, people in the Dying Earth love and cherish all things magical.

Sorcerers are essentially non-existent in the Dying Earth. Clerics are rare and are usually NPCs. Paladins, bards, rangers, and druids are similarly rare, and are also almost always NPCs. Rogues on the other hand, are fairly common, perhaps more so than fighters. While true wizards are uncommon-if not actually rare-dabblers in the arcane arts can be found nearly everywhere.

Though poverty certainly still exists, people as a whole are wealthier in coins, finery and antique artifacts in the Dying Earth than they are in a more typical D20 campaign. The wealth of generations lies moldering in the earth, rotting in ruins and spilling out of crypts, ready for the taking. Cities of vast and ancient grandeur but dwindling populations dot the landscape, in which even the poorest burgher can reside in a mansion if they are willing to make the efforts to maintain one, because there are so many buildings left lying abandoned throughout the outskirts of town.

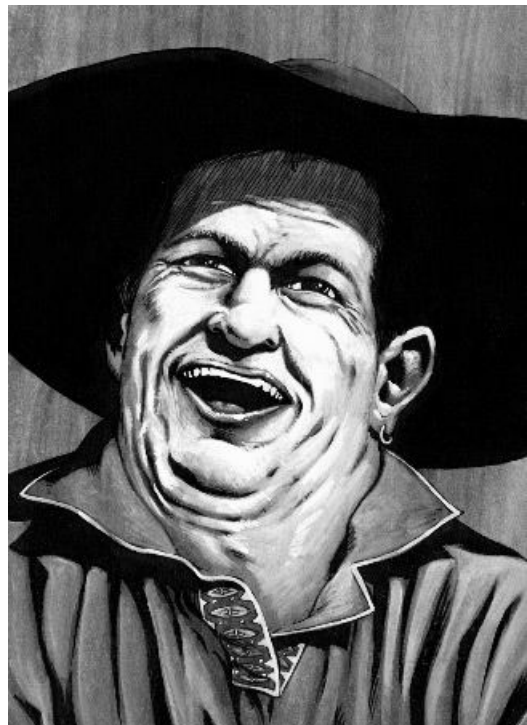
As a result of the inflated (or artifact-saturated) economy and the general cultural proclivity toward the arcane, magic is more valuable than in a typical D20 setting.

The Planes

"As a knowledgeable and traveled man," suggested Ioucounu, "you doubtless recognize this object. No? You are familiar, of course, with the Cutz Wars of the Eighteenth Aeon? No?" Ioucounu hunched up his shoulders in astonishment. "During these ferocious events the demon Unda-Hrada-be is listed as 16-04 Green in Thrump's Almanac-thought to assist his principals, and to this end thrust certain agencies up from the sub-world La-Er. In order that they might perceive, they were tipped with cusps similar to the one you see before you. When events went amiss, the demon snatched himself back to La-Er. The hemispheres were dislodged and broadcast across Cutz. One of these, as you see, I own. You must procure its mate and bring it to me, whereupon your trespass shall be overlooked."

Cugel reflected. "The choice, if it lies between a sortie into the demon-world La-Er and the Spell of Forlorn Encystment, is moot. Frankly, I am at a loss for decision."

...from The Eyes of the Overworld





Some wizards in the Dying Earth have knowledge of the Planes, but a systematic understanding of their true nature is not as widespread as it is among the wizards, clerics and sorcerers of most D20 campaign settings. Only the most powerful individuals fully grasp the true nature of these mysterious outer dimensions. Most who are familiar with the demonic and elemental Planes think of them as so called "subworlds" and "overworlds," from the mistaken belief that they exist in layers directly beneath or above the material, in a kind of stack or dimensional sandwich which is widely believed to be the structural shape of the universe. Similarly, most Outsiders are considered subworld "demons" or more rarely, overworld "demiurges" or "imps" by Dying Earth magicians, and are dealt with as such.

Traffic with demons from the Abyss is nevertheless fairly brisk in the Dying Earth, going both ways. Many magicians are skilled at capturing demons and harnessing their power, while sadly, a vastly larger number of humans of all types are regularly captured and dragged down into the Abyss by the cunning trickery and remorseless will of various demonic agencies. But while the denizens of the Abyss are familiar to the magicians of the Dying Earth, other similar realms -such as the Nine Hells- are relatively unknown to most mages there, as are many of the outer Planes.

Diabolists

In the Dying Earth there are many obscure specialties among wizards -far more than exist in a typical D20 setting. One of the more notable varieties is the so-called diabolist, who is actually a specialist in dealing with demons. Some of the spells listed in this manual are specialist spells invented by these diabolists for use in dealing with outsiders, especially demons.

Diabolist spells in this manual include: *Klopag's Demonic Identifier* (level 2), *Amberlin's Discontinuity Determiner* (level 3), *Thasdrubal's Doughty Resolution* (level 3), *Shabat's Obliging Demon* (level 4), *Thasdrubal's Baneful Notifier* (level 4), *Edan's Thwart of the Unboly* (level 6), *Thasdrubal's Laganetic Transfer* (level 4), *Simbilis' Abhorrent Distraction* (level 5), *Simbilis' Righteous Mantle* (level 6) and *Simbilis' Diabolical Restraint* (level 7).

Diabolists may be experts at summoning and controlling demons, but many spend their lives attempting to control and curtail the activities of the

sundry demons and other Outsiders who run rampant across the Dying Earth. (For more information about diabolists, refer to the diabolist prestige class at the end of this manual.)

Spells as Charms

Spells are often referred to as "charms" in the Dying Earth. This does not have the same specific meaning as it does in D20 -i.e., in the Dying Earth, a "charm" does not necessarily mean some type of enchantment. It could be any kind of spell.

Spell Failure and Success

"Fianostber, your doom is well-merited. For your deceit, avarice and odious mannerisms I now visit upon you the Spell of Forlorn Encystment!"

Fianostber wailed piteously, and collapsed to his knees. Cugel took no heed. Consulting the workbook, he encompassed the spell; then, pointing and naming Fianostber, he spoke the dreadful syllables.

But Fianostber, rather than sinking into the earth, crouched as before. Cugel hastily consulted the workbook and saw that in error he had transposed a pair of pervulsions, thereby reversing the quality of the spell. Indeed, even as he understood the mistake, to all sides there were small sounds, and previous victims across the eons were now erupted from a depth of forty-five miles, and discharged upon the surface. Here they lay, blinking in glazed astonishment; though a few lay rigid, too sluggish to react. Their garments had fallen to dust, though the more recently encysted still wore a rag or two. Presently all but the most dazed and rigid made tentative motions, feeling the air, groping at the sky, marveling at the sun.'

...from The Eyes of the Overworld

In the Dying Earth RPG, not to mention the Dying Earth itself, spells are not automatically successful the way they are in D&D. Magic, involving the manipulation of capricious supernatural forces, is far from a mundane or routine aspect of daily life, at least for most people. Even to experienced practitioners, dabbling with magic can be dangerous, and it is potentially lethal to the tyro. Each casting is therefore a potentially risky endeavor, and can invite the possibility of Dismal Failure, or the boon of Illustrious Success.



There are no rules for spell failure or success in the basic D20 system, other than the target of some spells being allowed a saving throw or, in some cases, spell resistance. If one wants to introduce this effects of Spell Failure or Success into a D20 game, a somewhat simplified version of the DERP approach can be easily simulated by having the caster make a Spellcraft check¹ for each spell cast. The DC for casting a spell should be the same as the DC for resisting it with spell resistance, i.e., 10 + the spell level.

When casting the spell, the caster should make a d20 die roll and add her Spellcraft skill modifier (including Int bonus or penalty, if any). The result may affect the spell outcome, depending on the relationship between the modified die roll and the spell DC.

A failure means the spell failed and nothing unusual happened. A Dismal Failure means the spell failed, and may have actually backfired in some way. There may be an effect that is generally harmful, or even potentially fatal, depending on the spell (these effects are often listed in the spell description under the section Success and Failure).

Conversely, a success means a simple success: the spell was cast normally. In some cases, the specific results of an Illustrious Success are detailed in the spell descriptions below. Otherwise, an Illustrious Success means all variable (randomly determined) effects are maximized as if the spell caster had been using *incense of meditation* (see Dungeon Master's Guide), if and when desired by the caster.

A natural 20 is always a success and a natural 1 is always a failure. These rolls are both "threats" for Dismal Failure or Illustrious Success. Upon rolling a natural 20 that is normally insufficient for an Illustrious Success, roll a second skill check. If you score a second success or a second natural 20, it is automatically an Illustrious Success. Conversely, upon rolling a natural 1 that is not normally low enough for a Dismal Failure, roll a second skill check. A second failure or a second natural 1 indicates a Dismal Failure.

Spell Failure and Success

Die Result

-8 or more below the DC
-1 to -7 below the DC
1 to 11 above the DC
12 or more above the DC

Meaning

Dismal Failure
Failure
Success
Illustrious Success

Spell Failure Rolls and Armor

If using these rules, it is also possible to perhaps more elegantly model the D20 prohibition against casting arcane spells in medium or heavy armor, or while carrying shields. By applying the armor check penalty (Player's Handbook; Chapter 7: Equipment) of the armor or shield worn to the Spellcraft difficulty roll when casting a spell, one can perhaps replace the arcane Spell Failure percentile die check for each spell casting in armor. When using this option, each 5% Spell Failure chance directly corresponds to a -1 penalty to the Spellcraft check-so, for example, full plate armor would produce a -7 die roll adjustment. Arguably, this is a more elegant solution than using the secondary percentile system.

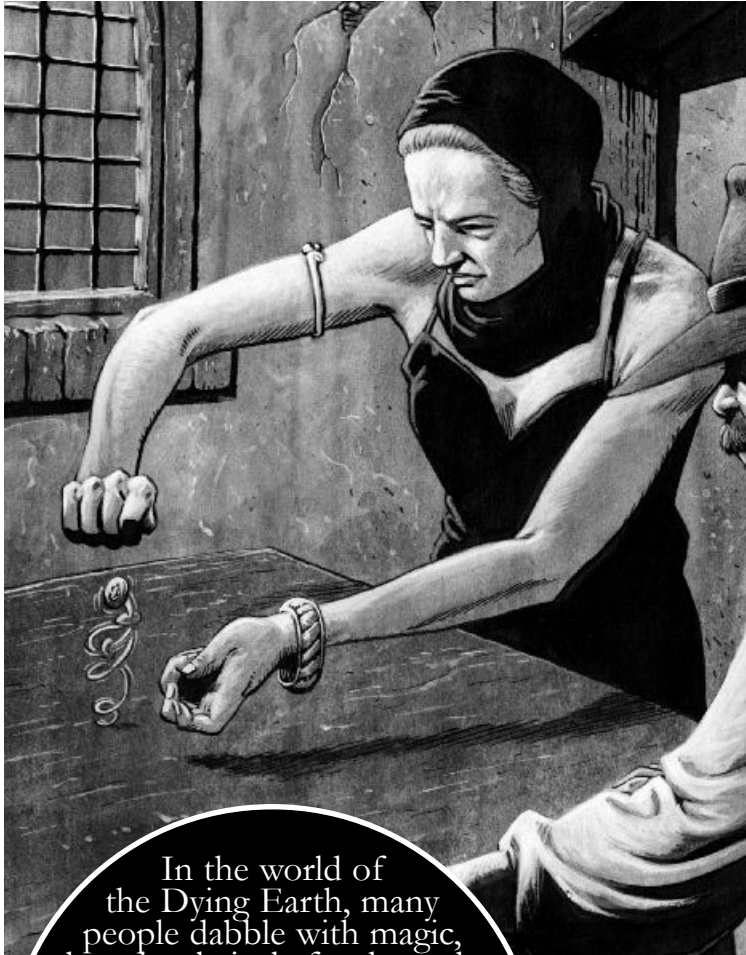


The results of a Dismal Failure when casting a spell need not be fatal, or immediate...

¹ the Spellcraft check would have to be handled differently for Sorcerers, perhaps by allowing a Charisma bonus to be used in place of the Int bonus, or by using a different type of skill check.



Cantrips/Cantraps



In the world of the Dying Earth, many people dabble with magic, though relatively few have the wherewithal, time, or dedication to become true wizards (while sorcerers are virtually unknown). Thus, in a society where dabblers outnumber genuine practitioners by a vast majority, cantrips have a great deal of importance.

Classes and Magic Use

Many rogues may dabble in the arcane arts, even gaining a level or two as a wizard to give themselves a slight edge while plying their dangerous trade. Some warriors and fighters do the same, to secretly bolster their abilities on the battlefield or the dueling square. Aristocrats of any ambition at all are likely to dabble to at least some small degree in the arcane arts, and even common shopkeepers and tradesmen will frequently take the time to learn a trick or two, to keep abreast of their rivals in both business and social activities (or to more easily dupe customers...)

Indeed, while cantrips¹ are quite useful to courtiers, jesters, thieves, midwives, huntsmen and even peasants, they are also valuable to even the most accomplished wizards. Many cantrips can be cast without verbal components, and some can be triggered subtly enough that observers may not even realize that magic has been invoked. All in all, a handful of cantrips in the brain can often gain small but telling advantages in various activities: in the comfort of the home, library or workroom; while traveling the unpredictable roads and byways of the countryside; or even when exploring forbidden crypts or trespassing in fantastic palaces.

Expanding the Repertoire

Acquiring arcane spells of 1st level or higher can be extremely difficult and dangerous, because they are highly valuable and highly sought after. Think of them as "weapons of mass destruction" - those who have them piously abhor their proliferation, and those who deal in them are dangerous pariahs. Simple cantrips, on the other hand, are fairly commonplace and comparatively cheap (though many people do tend to guard their little magical secrets).

Alternately, while the arcane cantrips listed in the Player's HandBook are widely known to all wizards in the typical D20 campaign, the cantrips listed in this volume are not universally known. Most must be sought out in dusty libraries, ancient tombs, or the homes of eccentric hermits and witches.

Once found, learning a new cantrip is comparatively easy. It is possible for a wizard to teach another magic practitioner a given cantrip, or they may be read from scrolls or in books of magical lore. (Actually learning a given cantrip requires a Spellcraft skill check with a DC of 10.)

¹ More commonly referred to as 'cantraps' in the Dying Earth



Advance Softly

Hunter's Cantrip

Transmutation

Level: Druid 0, Ranger 0, Sor/Wiz 0

Components: S

Casting Time: 1 round

Range: Touch

Duration: 1 round/level

Function: Muffles one target's footfalls and incidental noises, adding +2 to Move Silently skill checks for the spell's duration.

Casting: Cover the ears with the hands and shake rapidly from side to side.

Success and Failure

On a Dismal Failure the target of this cantrip becomes more clamorous than usual, suffering a -2 to Move Silently skill checks. On an Illustrious Success, the Move Silently bonus is increased to +3.



Allay Seasickness

Sailor's Cantrip

Abjuration

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 round

Range: Touch

Duration: Instantaneous

This spell can only be cast once per day.

Function: Alleviate the effects of seasickness or any other type of sudden and severe nausea. Heals up to one point of temporary Strength or Constitution damage caused by nausea or poison, and grants an additional saving throw to any ongoing nausea effect.

Casting: Patting the head with one hand while rubbing the stomach with the other, then touching the target with both.

Success and Failure

On a Dismal Failure there is a 1 in 6 chance that the target becomes violently sick to their stomach. The DM must roll a d6. On a 1, the target suffers from immediate projectile vomiting and acute nausea, rendering them incapacitated for 1d6 rounds (cumulative with any current nausea effect), and if they are already suffering from severe nausea of some kind, causing 1 point of temporary Constitution damage. On an Illustrious Success, the target gains a +4 bonus to their saving throw.



Assuage Afflictions

Midwife's Cantrip

Conjuration (Healing)

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 round

Range: Touch

Duration: Instantaneous

Function: Soothes aches, abrasions, or minor sprains suffered by the caster or any compliant target. Cures 1 hit point of damage and can also grant a +2 to any Healing skill check.

Casting: pass one's hands over the site of all impairments, muttering rote-learned phrases of depuration.

Success and Failure

On a Dismal Failure, all target afflictions become notably worse, and the target of the spell actually suffers 1 point of temporary Constitution damage. On an Illustrious Success, the spell heals 2 hit points of damage, and/or allows a new saving throw against any existing non-magical disease.



Auditory Embellishment

Hunter's Cantrip

Divination

Level: Sor/Wiz 0

Components: S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft. /2 levels)

Duration: 1 round/level

Function: Detects noises made by creatures the hunter is following, or that follow him or her, as if the caster had the hearing of the most sensitive beast (+2 to on Listen skill checks for the duration of the spell).

Casting: Somewhat painful tweaking of one's own ears.

Success and Failure

Dismal Failure causes an annoying buzzing to distract the caster, causing a -2 on all Listen skill checks. On an Illustrious Success, the bonus is raised to a +3.





Bring Book to Hand

Librarian's Cantrip

Transmutation

Level: Sor/Wiz 0

Components: S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft. /2 levels)

Duration: Instantaneous

Function: A book or scroll leaps across a gap of several arm lengths. Useful for impressing the gullible during any attempted imposture of a powerful magician (Bluff skill checks under suitable circumstances are at +2).

Casting: One merely reaches out an arm and casually wiggles her fingers in the book's general direction.

Success and Failure

On a Dismal Failure, either nothing occurs, the desired tome falls sullenly to the floor from a shelf, or else it rockets across the room, striking the caster in an embarrassingly painful fashion (DM's choice, or roll 1d3 to determine which result occurs). On an Illustrious Success, the book wafts with unusual elegance and may be caused to perform graceful spirals throughout its trajectory.



Calm Hound

Midwife's Cantrip

Enchantment

Level: Sor/Wiz 0

Components: S, M (see below)

Casting Time: 1 minute or less (see below)

Range: Close (25 ft. + 5 ft. /2 levels)

Duration: Instantaneous

Function: Acrimonious watch-beasts are rendered passive and of good will.

Casting: This spell allows the caster to attempt a single Animal Empathy skill check at +6, whether they have the skill or not. The caster and the animal must be able to study each other, noting each other's body language, vocalizations, and general demeanor. Generally influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time.

This spell can be cast upon animals (such as bears and giant lizards). You can use it without the +6 die roll bonus on beasts (such as owlbears) and magical beasts (such as blink dogs). Retries on the same

animal generally don't work. Tempting the animal with a tasty treat of some kind (this will act as the material component) will grant an additional bonus of from 0 to +2 depending on the DM's assessment of the suitability of the food offered.

Success and Failure

On a Dismal Failure the animal or beast in question immediately attacks the caster, with intent to kill. On an Illustrious Success, the caster gains a +9 on the skill check rather than a +6.



Curdle Waft

Midwife's Cantrip

Transmutation

Level: Sor/Wiz 0

Components: S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Duration: Instantaneous or see below

Function: This cantrip allows a vengeful person to cause petty harm to a farmer, an innkeeper, a baker, a cheese maker, or anyone relying on milk products, wine, or beer. Casting the cantrip on a tub or urn of milk or butter or a tub of wine or grapes causes it to become instantly sour and/or rancid. Casting it on a vine row, an olive tree, or farm animal causes the plant or animal to give bad milk or produce sour fruit for 1 week per caster level.

Casting: Dust made from the dried dung of a black rooster must be blown across the palm toward the intended target.

Success and Failure

On a Dismal Failure, the item in question actually becomes more flavorful and tasty than before. On an Illustrious Success, a ruined item does not appear as such at first glance, but instead reveals its spoiled properties only at the worst possible moment-being served to guests, for example, or after consumption, when it causes bowel problems and gastric distress.



Dancing Coins

Jester's Cantrip

Transmutation

Level: Sor/Wiz 0, Bard 0

Components: S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft. /2 levels)



Duration: 1 round/level

Function: Coins that hover and sweep through the air above a tabletop amuse weary travelers. A coin made to float past a dozing guard and drop noisily to the floor might have other benefits.

Casting: The coins must be stacked and pressed lightly with the palm of the hand. Then, a single coin may be guided while the rest float aimlessly, or all coins may be moved in synchronous languid motion. A pickpocket attempt, whether by the caster or some confederate, can be made at +2 on the die roll upon anyone who is distracted by the coins.

Success and Failure

On a Dismal Failure, the coins spray wildly to all sides, possibly injuring bystanders. On an Illustrious Success, the coins require minimal attention and improvise their own antics for the cantrip's duration.



Disclose Toxins
Courtier's Cantrip
Divination

Level: Sor/Wiz 0

Components: S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft. /2 levels)

Duration: 1 round/level

Unlike the similar cantrip *Detect Poison*, this spell also works on drugs of all kinds, but does not work on poisons unless they are of the ingestible types.

Function: Through enhanced nasal efficiency, the caster discerns poisonous or narcotic substances disguised within food or beverages.

Casting: Repeated tapping of the index finger against the side of the nose. The effect of this spell is to allow the caster to make a single Wisdom check, DC 5-20 depending on the subtlety of the poison or drug, to detect such chemicals in food or drink. If the caster has the Craft (Alchemy) skill, they may also attempt a subsequent Craft (Alchemy) skill check with the same DC.

Success and Failure

On a Dismal Failure, a result is divined that is contrary to reality. On an Illustrious Success (if toxins or drugs were used), the caster additionally becomes aware of any residual taint on the hands or clothing of himself or any person within the spell's range.



Discommoding Dazzle

Jester's Cantrip

Enchantment (Compulsion) [Mind-Affecting]

Level: Druid 0, Sor/Wiz 0

Components: S

Casting Time: Partial action

Range: Close (25 ft. + 5 ft. /2 levels)

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Function: A momentarily blinding flash bursts from the fingertips. The target must make a Will saving throw or will be considered flat-footed for the rest of the melee round.

Casting: Merely fling one hand toward the face of the target.

Success and Failure

On a Dismal Failure, the caster inconveniences his own vision (becoming flat-footed for the rest of the round), while the target is substantially unaffected.

On an Illustrious Success, the target is *stunned* for one round.



Displace Weight

Peasant's Cantrip

Transmutation

Level: Sor/Wiz 0

Components: S

Casting Time: 1 action

Range: Personal

Duration: Instantaneous

Function: A momentary muscular embellishment, useful only for shifting large items of furniture or pushing against a stubborn obstacle, such as a locked door. The spell conveys a +2 bonus to any single Strength skill check.

Casting: Assume a classic "strong man" stance and flex the biceps immodestly.

Success and Failure

On a Dismal Failure, the caster becomes weakened, suffering -1 temporary Strength damage. On an Illustrious Success, the bonus is increased to +3.





Douse Flame
Midwife's Cantrip
Transmutation

Level: Druid 0, Sor/Wiz 0

Components: S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft. /2 levels)

Duration: Instantaneous

Function: Quickly expunge any minor conflagration, such as a torch flame or a pile of burning papers. The spell allows a single attempt to put out a single small, non-magical fire within range of the spell, with a DC from 5 to 25 depending on the fire's size, the amount of combustible material present, the wind, and any other factors that might apply.

Casting: Arcane finger gesticulations.

Success and Failure

On a Dismal Failure, the fire actually expands and spreads to other nearby flammable materials, e.g., a pile of trash, an open book, or other item. If nothing of the sort exists, the flame itself temporarily grows in strength by approximately 50%. On an Illustrious Success, the fire not only goes out instantly, but all smoke and ash in the immediate vicinity is cleared away.



Efficacious Spring
Hunter's Cantrip
Transmutation

Level: Ranger 0, Sor/Wiz 0

Components: S

Casting Time: 1 round

Range: Personal

Duration: Immediate

Function: Grants a +2 to any single Jump skill check. Must be cast as the Jump attempt is made.

Casting: Rapid knee bends.

Success and Failure

On a Dismal Failure the leaper suffers a -1 to the skill check. On an Illustrious Success, the bonus to the skill check is +3.



Enhance Vision
Librarian's Cantrip
Transmutation

Level: Sor/Wiz 0

Components: S

Casting Time: 1 round/level

Range: Personal

Duration: 1 round per level

Function: Enhances normal vision under the dimmest light, lessening penalties for visual perception in gloom. In effect, it grants darkvision with a range of ten feet for the spell's duration. This bonus stacks with any inherent racial darkvision, but not with any similar effects gained from other magical spells or items.

Casting: Push the head forward three times in quick succession, in the manner of ducks on a pond.

Success and Failure

On a Dismal Failure, vision is notably impaired for the duration of the cantrip, imposing a -4 on all Spot and Search checks, and a -2 on attack rolls in combat. On an Illustrious Success, the caster is granted darkvision to a range of 30 feet and the spell's duration is doubled.



Fashionable Attire
Courtier's Cantrip
Illusion

Level: Sor/Wiz 0

Components: S

Casting Time: 1 action

Range: Personal

Duration: Immediate

Function: Corrects the angle of the hat, the stiffness of a mustache, the color and fullness of the lips, the angling on the cut of a jacket, the suppleness of a skirt, and even the subtle tones of garments—all in the twinkling of an eye.

Casting: One merely clicks one's heels briskly several times in rapid succession, while clasping the hands as in prayer.

Success and Failure

On a Dismal Failure, the spell causes the caster's fly to come undone (where appropriate) and/or the seat of their pants, or their bodice to rip open, causing considerable embarrassment and possibly placing the caster in the position of having committed an infraction of local morals or sumptuary law. This



incurs a penalty of -1 to all Diplomacy skill checks against anyone for whom disagreeable appearance is a distraction (or more depending on the nature of the witnesses). On an Illustrious Success, the beneficiary's attire gleams resplendently, granting a boon of +1 to all Diplomacy or Bluff skill checks for the next four hours.



Fiade's Tantalizing Draft
Jester's Cantrip
Enchantment [Mind-Affecting]
Level: Ranger 0, Druid 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft. /2 levels)
Duration: Instantaneous
Saving Throw: Will negates



A judicious use of the Cantarap of Fashionable Attire

Spell Resistance: No

Function: Causes up to 4 creatures in the target area to make a Fortitude save or sneeze loudly, possibly giving away their position.

Casting: Inhale sharply three times while pointing the pinky finger in the direction the spell must be cast.

Success and Failure

On a Dismal Failure, the caster sneezes. On an Illustrious Success, the targets save at -2.



Fortification of Spirits
Courtier's Cantrip
Transmutation
Level: Bard 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft. /2 levels)
Duration: Instantaneous
Saving Throw: Will negates

Spell Resistance: No

Function: Causes a single alcoholic beverage to become five times as potent as a normal beverage of the same type, without changing its flavor. A beer thus becomes as potent as five beers, a single glass of wine as potent as a whole bottle, etc. It is said that this cantrip was created by a long-forgotten miser who sought to enjoy an entire evening's debauchery for the cost of but one, or at the most two, drinks. Subsequently, this spell has become popular with courtiers seeking to get an unsuspecting rival (or someone they hoped to seduce) to get tipsy in spite of moderate drinking.

Casting: Make a fizzing sound with the mouth while rotating the finger in the direction of the target beverage.

Success and Failure

On a Dismal Failure, the beverage is spoiled, so that it now tastes like fermented vinegar or some other undrinkable substance. On an Illustrious Success, the beverage becomes ten times more potent than normal.



The Gastronomic Pang

Courtier's Cantrip

Enchantment [Mind-Affecting]

Level: Bard 0, Sor/Wiz 0

Components: S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft. /2 levels)

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No

Function: Causes the target creature to suddenly become ravenously hungry. If the target fails their save, they will immediately attempt to eat any available food. Save is at -4 if edible food is present, and at +4 in dire or stressful situations such as combat.

Casting: Lick lips and point at the target.

Success and Failure

On a Dismal Failure, the caster becomes violently nauseous and must make a Will save or be stunned for 1-4 rounds. On an Illustrious Success, the target's save is at -2 (cumulative with any situational modifiers).

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Inner Fortitude

Hunter's Cantrip

Transmutation

Level: Ranger 0, Druid 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft. /2 levels)

Duration: 1 round/level

Function: Withstand without discomfort the effects of unseemly chill or withering high temperatures, conveying a Damage Reduction of 2 for heat or cold based attacks or environmental effects. The effect lasts one hour.

Casting: Inhale sharply, then huff and bellow for long moments.

Success and Failure

On a Dismal Failure, the caster becomes unusually vulnerable, suffering +1 damage from heat or cold effects. On an Illustrious Success, the spell's duration is doubled.

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Melodic Tones

Courtier's Cantrip

Illusion

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft. /2 levels)

Duration: 1 round/level

Function: The voice takes on a soft musical purr, most alluring to members of the opposite sex. In peaceful environs this enhances seduction attempts, and it also conveys a bonus of +2 to Diplomacy skill checks toward suitable members of the opposite sex.

Casting: Drumming fingers on the sides of the throat while humming gently.

Success and Failure

On a Dismal Failure, the caster is unfortunately struck dumb for several minutes. On an Illustrious Success, the Diplomacy bonus increases to +4.



Melodic Tones can help pass an otherwise boring evening



Motes of Light and Sound

Courtier's Cantrip

Evocation (Light and Sound)

Level: Sor/Wiz 0, Bard 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft., + 5 ft./2 levels)

Effect: Up to 7 illusory lights within a 5 ft. radius

Duration: 1 round

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Function: Motes of light rise up and burst with clear notes. Under social situations, casting this cantrip will favorably impress onlookers who lack magical ability, and will allow the caster a +2 on any immediately subsequent Diplomacy or Bluff skill checks upon non-spellcasters only.

Casting: The caster alternately closes his hands and flicks his fingers outwards in the direction where each light is to appear.

Success and Failure

On a Dismal Failure, the lights and sounds are irritating and/or embarrassing, causing onlookers to react unfavorably (-2 penalty to any related skill or Charisma checks for the duration). On an Illustrious Success, the lights play out a wondrous tune that doubles the Diplomacy or Bluff checks and also provides a +2 Perform bonus if used simultaneously with a bard's songs.



The Recumbent Form

Thieves' Cantrip

Illusion

Level: Wiz 0

Components: V, S

Casting Time: 1 action

Range: Personal

Duration: 1 round per level

Function: This spell puffs up clothes, bedclothes, linens, curtains and blankets into the very realistic shape of a human figure. It can be used to instantly inflate blankets on a bed so that it looks like someone is resting there, to puff out a set of curtains to make it appear someone is hiding behind them, or to inflate ones discarded clothes into a scarecrow or mannequin to use as a decoy. The illusion is itself invisible, but creates a sort of a bubble of weak force the exact

shape and volume of a person, around which cloth, armor, or other material can be arranged.

Casting: The caster puts his hands behind his head and leans back as if resting.

Success and Failure

On a Dismal Failure, the figure explodes with a flatulent sound, sending clothes or blankets flying in all directions. On an Illustrious Success, the illusion also generates body temperature heat and appears to be breathing softly.



Repel Dirt

Courtier's Cantrip

Transmutation

Level: Sor/Wiz 0

Components: S

Casting Time: 1 round

Range: Personal

Duration: Instantaneous

Function: Produces a brief static charge that repulses mud, mire, grit, aging vegetable matter, and the accumulated filth of the road.

Casting: Repeated flicking of the fingers a hand's width from the body while raising the left and right hands alternately to the side.

Success and Failure

On a Dismal Failure, the target not only remains soiled, but the impacted grime also emits an unpleasant odor. On an Illustrious Success, one's garments positively gleam with cleanliness and add a +1 to Diplomacy skill checks.



Resist Dampness

Hunter's Cantrip

Abjuration

Level: Ranger 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Personal

Duration: 1 round per level

Function: Provides a rainproof magical barrier of sufficient duration to reach nearby shelter or else dries sodden clothes in the blink of an eye.

Casting: Throw one's hands high and wide, and call a multi-syllable designation.



Success and Failure

On a Dismal Failure, the caster becomes utterly soaked. On an Illustrious Success, the caster's skin and clothing gain a water-repellent aura for one hour that provides DR 1 against water, snow, or ice-based attacks. This aura does not interfere with normal imbibing.



Seal Book

Librarian's Cantrip
Abjuration

Level: Sor/Wiz 0

Components: S

Casting Time: 1 action

Range: Touch

Duration: 1 day/level

Function: Holds any book tightly shut, requiring a Str check DC 15 to open. The effect can easily be bypassed by any competent magician, although the cantrip's caster will know of any interference, even if the magic has been reset.

Casting: Tapping the book authoritatively.

Success and Failure

On a Dismal Failure, the book remains sealed and cannot be opened by the caster. On an Illustrious Success, the Str DC is increased to 20.



Seek the Trail

Hunter's Cantrip
Divination

Level: Druid 0, Sor/Wiz 0

Components: S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft. /2 levels)

Duration: 1 round/level

Function: Grants a +2 bonus to any ability checks while attempting to find a trail, or on any single Survival skill check made to avoid getting lost.

Casting: Grasping the nose in the right hand and covering an eye with the left, the caster spins twice on the spot.

Success and Failure

On a Dismal Failure, the caster loses the trail utterly, even using his normal senses. On an Illustrious Success, the spell duration is doubled.



Set Off Snares and Traps

Thieves' Cantrip
Transmutation

Level: Sor/Wiz 0

Components: S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Duration: 1 round/level

This spell can only be cast once per day.

Function: Causes a wave of force to emanate from the caster's hands which has a good chance of triggering any very simple mechanical traps or snares in the immediate vicinity. Normal traps such as pits or falling walls or other types one finds within artificial structures have only a very small (5%) chance of being triggered. Even when successful, triggering traps is not the same as disarming them, and may not always be safe, especially as the spells range is not great. But it can often be the superior alternative to getting caught in them.

When the spell is cast, the DM must roll a d20 for each trap with a Search/Disable Device DC of 20 or less within the area of effect. The wave of force can attempt to 'disarm' each trap with no die roll bonus. If the die roll is equal to or greater than the trap's DC, the device is disarmed, although in some cases the trap may still affect the caster (such as in the case of an alarm trap or gas, for example). Since most traps (as opposed to simple snares) have a Search/Disable Device DC of 20 or more, only the simplest can be affected by this spell and then only by rolling a natural 20.

Casting: The caster must squat and softly clap her hands together three times.

Success and Failure

On a Dismal Failure, the spell malfunctions but creates a very loud wrenching, groaning sound akin to twisting metal that is likely to alert anyone within even distant earshot. On an Illustrious Success, the spell gains a +4 to its attempt to set off any and every trap in the area of effect, including magical traps, with a DC of 24 or less.





Sprightly Stride

Hunter's Cantrip

Transmutation

Level: Sor/Wiz 0

Components: S

Casting Time: 1 round

Range: Personal

Duration: 1 round/level

Function: Allows a temporary increase in speed, by a factor of +10 ft. to the base move rate for one melee round.

Casting: One must first adopt a stationary lunging stride, then windmill the arms in a preposterous exaggeration.

Success and Failure

On a Dismal Failure, the caster's movement rate is reduced by 10 ft. On an Illustrious Success, the higher move rate is retained for a further 1d4 rounds.



String of Sparks

Jester's Cantrip

Evocation [Fire]

Level: Sor/Wiz 0

Components: S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./two levels)

Duration: Instantaneous

Function: From the fingertips emanates a trail of twinkling motes, which proceed in loose file. The sparks are flammable, and can be used to ignite flammable objects. To attempt to ignite something, first roll a ranged touch attack. If the hit is successful, roll a flat D20 with a DC of 5 to 25 depending on the object.

Casting: Clap the hands smartly three times in succession, then lunge forward briskly.

Success and Failure

On a Dismal Failure, the sparks fly wildly and alight upon the casters clothing or other personal items. On an Illustrious Success, the sparks gain a +4 to any fire-starting attempt.



Turn Pages

Librarian's Cantrip

Transmutation

Level: Wiz 0

Components: S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft. /2 levels)

Duration: 1 hour/level

Function: Turns a book's pages as reading progresses. This may impress the gullible in the same manner as *bring book to hand*.

Casting: Hold the tome aloft and rotate it clockwise.

Success and Failure

On a Dismal Failure, the book's pages adhere and cannot be turned at all for an hour. On an Illustrious Success, the book also props itself up in mid-air at the most convenient angle for perusal, even going so far as to rotate as the caster shifts and adjusts position.



Untie Knot

Sailor's Cantrip

Transmutation

Level: Sor/Wiz 0

Components: S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Duration: Instantaneous

Function: The caster can instantly and remotely attempt to unravel one knot within the area of effect. The knot must be selected and the caster may make a single Use Rope skill check against the DC of the knot (5- 30 depending on complexity).

Casting: Hold the thumbs together and flutter the fingers of both hands.

Success and Failure

On a Dismal Failure, the knot becomes twice as hard as it was before. On an Illustrious Success, all knots which the caster desires to be untied within the spell range are instantly untied.



Withstand Insects

Hunter's Cantrip

Abjuration

Level: Sor/Wiz 0

Components: S

Casting Time: 1 round

Range: Personal

Duration: 1 round/level

Function: The caster becomes utterly repellent to small biting insects, and the caster gains a bonus of +2 deflection bonus to AC against any monstrous vermin such as giant spiders or giant centipedes.

Casting: The caster must clap hands and leap from foot to foot.

Success and Failure

On a Dismal Failure, the caster attracts all insects nearby. The effects are the same as the cleric spell Insect Plague-the caster takes 1 HP of damage per round for the spell's duration, and must make a Concentration check at DC 15 to cast any spells. Large or Giant Vermin nearby may attack the caster with a bonus of +1 to hit. On an Illustrious Success, the duration of the spell is doubled.



The Vulgar Interruption

Courtier's Cantrip

Enchantment [Mind-Affecting]

Level: Sor/Wiz 0

Casting Time: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft. /2 levels)

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No

Function: Causes target to immediately and intensely feel the call of nature, which must be answered without delay, if not sooner, and for a prolonged period. The victim is likely to get up from their seat at a dinner table, for example, and be gone at least 5 minutes even if the nearest privy is in the adjacent room.

Casting: Patting the belly while making sub-vocal rumbling sounds.

Success and Failure

On a Dismal Failure the caster must answer the call of nature immediately. On an Illustrious Success, the target must make an additional Will save or suffer from an embarrassing accident.



Cugel suffers a Vulgar Interruption



Arcane Spells

These are the real wizardly spells. Within this chapter are the space warping syllables, esoteric formulae, and complex gestures that invoke arcane power in manners vanishingly subtle or brutally forceful, often to the dismay of anyone who has annoyed the caster in any way. Wizards, though powerful, are a dime a dozen in a D20 setting, but a true magician is nothing to trifle with in the Dying Earth. Many of the spells in this section are "thinking magician's spells," which require perhaps more subtlety of application and cunning in their use than many players might be used to. Some, however, are simply harsh invocations of raw power, and a few may even be more cogent than the mightiest spells in the better known repertoires of D20.

Rangers, druids and bards don't exist as player characters in the Dying Earth, but many of the spells listed here would be suitable for character classes other than wizards in D20, and so they are listed as suitable for use by any of those classes as well as being arcane spells. If you wish to include these spells in your campaign for non-arcane spellcasters, you can either add all of the spells to the normal repertoire, or alternately make all or some of them into special cases which are not normally available to all in the class, but rather must be taught to a given caster by some special mentor or teacher.



"This is the barest minimum. First you are smathed head to foot in the intestines of fresh-killed owls, then immersed in a warm bath containing a number of secret organic substances. I must, of course, char the small toe of your left foot, and dilate your nose sufficiently to admit an explorer beetle, that he may study the conduits leading to and from your sensorial. But let us return to my divinatory, that we may commence the process in good time."

...from The Eyes of the Overworld



The Agonizing Immolation

Evocation [Fire]

Level: Drd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One Creature

Duration: One round/level (caster must maintain concentration)

Saving Throw: Reflex half

Spell Resistance: Yes

This is an offensive spell, both in utility and perception. On activation, this magic causes lines of flame to swirl about the living target, quickly burning through clothing and setting flesh alight. The effect of these flames is as if the target's body was 60% exposed to the flames, but with the first round being the burning of clothes or armor (if applicable).

DMs may permit lively and sensible countermeasures to alleviate some of the potential damage, but the highly mobile flames are almost impossible to utterly douse other than through complete immersion in water. The one sure way to be certain that the flames will go out if the target manages to flee past the spell's (relatively short) range or if the caster's concentration is broken. Once the flames have burned through any clothes (in one round), they continue to damage the target for one round per caster level, causing 1d6 damage per two and a half caster levels each round after the first-i.e., 3d6 per round at 5th level, 4d6 per round at 7th level, and a maximum of 5d6 per round at 9th level or higher.

Clothing, as well as padded or leather armor, is destroyed by this spell in the first round. Magical clothing or armor is entitled to a saving throw. Victims wearing metal armor are affected as by the 2nd level druid spell *heat metal* (Player's Handbook; Chapter 11: Spells) -i.e., they take no damage the 1st round (warm), 1d4 the second (hot), and 2d4 the third (searing) and thereafter.

This spell is believed to have been invented, or at the very least rediscovered, by the infamous red-haired witches of the cobalt mountains, and is in fact one of the more infamous examples of their notorious "fire magic." As such, it is the only known case of their incendiary magic becoming available outside of their secret covens.

The material component for the *agonizing immolation* is a small dollop of tar and a pinch of

sulfur, which must be kneaded together and dried into a powder. The completed dust is flung at the intended victim during casting.

Success and Failure

On a Dismal Failure, there is no effect on the target and the caster is momentarily blinded (for one round) by a puff of acrid sulfuric smoke. On an Illustrious Success, the range is doubled.



The Amatory Bounty

Conjuration (Summoning)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature with erotic appeal

Duration: 12 hours

Saving Throw: None

Spell Resistance: No

This is considered by some to be the erotic companion spell to *bebeoth's bounty*, summoning a beautiful playmate of the appropriate sex. This creature spends the night with the caster (or any of her friends). Each time the spell is cast, the summoned creature is different. Some texts tell the story of a magician who fell in love with one of the creatures he had summoned, and spent his days attempting to summon the creature once more, or create a simulacrum in his vats, leading to his slow decline.

The Amatory Bounty Dismal Failure Chart

Roll D8:

- 1 A vicious half-man (Orc, Hobgoblin, or Gnoll) who is otherwise suitable.
- 2 A scold who spends the night haranguing the summoner about their many failings.
- 3 A person of unsuitable gender, or of no gender.
- 4 A very large or very small paramour.
- 5 A creature whose preferences were at odds with those of the caster.
- 6 A local grandee's catamite or concubine.
- 7 A female Ogre mage in human form who attempts to devour the caster at an importune moment.
- 8 A Succubus or Incubus.



Success and Failure

On an Illustrious Success several appropriate partners arrive. On a Dismal Failure, the caster instead summons a highly unsuitable partner. According to Turgubut's Fatal Statistics, miscasting has had variable results (see box).



Amberlin's Discontinuity Determiner

(Diabolist's Spell)

Divination

Level: Sor/Wiz 3

Components: S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell reveals to the caster the whereabouts of any dimensional instability, such as rifts between dimensions, portals to and between subworlds, and other magical gates. These become visible through an unpleasant blue-green haze that forms around them for the duration of the spell.

Success and Failure

On a Dismal Failure, the spell indicates such a rift where none is present. On an Illustrious Success, the range of the spell is doubled.



Angwantibo's First Chilling Preservation

Transmutation

Level: Sor/Wiz 6

Components: V, S, MF

Casting Time: 1 action

Range: Close (25 ft.+ 5 ft. per 2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: No (see below)

This charm freeze-dries its target, which can be anything up to the size of a Ogre (L) in volume. The spell is only useful against things with some water content. Most Elementals, undead, and non - corporeal creatures are unaffected. Creatures or foodstuffs whose physiology is water-based (like humans) are instantly dehydrated and can be later reconstituted by immersion in warm liquid. The re-

hydrated item is readily distinguishable from its pre-magical self, at least to gourmets.

Living creatures can be kept in a kind of suspended animation through this method almost indefinitely. Foodstuffs and other materials dehydrated by this spell will similarly last for years, especially if kept in a cool, dry place.

Living creatures that have been dehydrated may make a Fortitude save (DC 25) upon rehydration. If they make their save, they recover normally, though they will be in a state of exhaustion (Dungeon Master's Guide; Chapter 3: Running the Game) and will require rest. If they fail, they suffer 2d6 damage if they are Small or smaller, 4d6 if they are Medium sized, or 6d6 damage if they are Large sized.

Rehydration into slightly more than room temperature sea water reduces the Fort save DC by 5 points, and adding one potion of healing to the rehydrating liquid per size category of the creature to be revived reduces the DC by an additional 5 points.

The material focus is an aquamarine rod worth at least 5,000 gp.

Success and Failure

On a Dismal Failure, the spell fails and the material focus shatters. On an Illustrious Success, the target saves at -4.



Archemand's Unlikely Self-Restraint

Abjuration

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Target: One person or creature

Duration: 1 round + 1 round per level

Saving Throw: Reflex negates

Spell Resistance: No

Should you wish to halt, restrain, or embarrass a target that is nearby, it can often be singularly effective to subdue them with their own accouterments. This spell causes the target's own clothes and other appurtenances to tangle them swiftly in the most effective way possible, through the use of a momentary and highly localized whirlwind effect. If the target makes a Reflex saving throw they are assumed to have "shaken off" the effect of the spell-they are not restrained in any way, and neither they nor their clothing suffers any damage.



If the target fails its Reflex saving throw, the individual's clothes turn against him. Trousers or hose are yanked to the ankles by unseen forces. Hats are pulled rudely and forcefully down, obscuring vision (and often ripping the article in question). Jerkins and other items with arms expand and contract abruptly to the greatest extent of their natural elasticity (as well as twisting to the side), trapping the victim's arms. The target is thereafter considered entangled.

Other effects depend on the nature of the target's attire. If the victim is wearing armor, he may suffer damage on the first round of the entanglement only. Anyone affected by the spell while wearing light or medium armor suffers 1 hit point of damage, while anyone wearing heavy armor (such as plate or field plate armor) suffers 1d4 points of damage. After one round, the victim may attempt to break free. Escape requires either a successful Strength (DC 15 for normal clothes, 20 for leather armor, 25 for metal armor) or Escape Artist (DC 15) check.

Note: Circumventing the effects of this spell through a Strength check causes the clothing and/or armor to be damaged (and for the armor to be considered unusable until repaired). Beasts, vermin, animals and creatures not wearing any form of artificial clothing are unaffected by this spell.

Success and Failure

On a Dismal Failure there is no effect. On an Illustrious Success the duration is doubled.



The Arrant Verbal Accomplishment
Enchantment (Compulsion)
[Mind-Affecting, Language Dependent]

Level: Bard 0, Sor/Wiz 1

Components: V

Casting Time: 1 Action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Weakest in the family of spells which include *incontestable pedantry*, *suggestion*, *mass suggestion*, and to a lesser degree, the *impropritious tongue* and others, this subtle but useful spell can be very effective under trying circumstances where a lower level wizard is confronted by obstinate servitors, pushy officials, or nosy inquisitors. A much more subtle spell than the

impropritious tongue, the *verbal accomplishment* aids conversational persuasions with a magical flourish.

The target need never even know that magic was involved, as the caster merely expresses their argument with a debonair and convincing fluency. The spell's result is simply to increase the efficiency of any single Bluff, Intimidate, or Diplomacy attempt by granting a +4 to the caster's die roll.

Success and failure

A Dismal Failure gives your opponent a Sense Motive roll at +4. An Illustrious Success increases the bonus to +6.



Arnhoult's Sequestrous Digitalia
Transmutation [Teleportation]

Level: Sorcerer/Wizard 3

Components: V, S

Casting Time: 1 action

Range: Personal

Effect: 25 ft. area

Target: Your hand

Duration: 1 minute per level

Saving Throw: None

Spell Resistance: No

Favored by avaricious magicians everywhere, this simple but useful spell creates a small warp in space through which the caster can thrust his or her hand. The warp can appear at any location within the spell's range. The caster's hand appears to vanish from the end of her arm and reappear some distance away. The ensorcelled hand remains fully functional, and can be made to rove about the target area in a manner similar to the *mage hand* or *spectral hand* spells, with a distance restriction of 15 feet from the point of the warp.

The warp itself is approximately six inches in diameter, and the caster can pull anything through that can be held in one hand and fits through the hole. Because the warp is invisible, this spell permits subtle thefts (+2 to pickpocket attempts). Other surreptitious activities, such as putting poison or drugs in someone's food or drink, are also possible. For the spell's duration, the caster can also move the warp anywhere within range, though if at any time the hand reaches a distance of more than 25 feet from the caster, the spell is negated, and the caster's hand is harmlessly returned.

Unless the caster does something to draw attention to it, the caster's hand is fairly hard to notice



(Spot checks must be announced and are at -4). If the hand is spotted, it can be attacked, though the caster can retract it through the warp as a free action.

Putting one's hand through the warp drains much of its strength and leverage. As a result, the hand is too weak to wield a weapon, cannot be used to Grapple, and cannot be used to flank a target. For purposes of combat, the hand is AC 12 (tiny object)+the casters Dex bonus if any, and the caster can take a maximum of half of their total hit points in damage to their hand (if their hand receives half or more of their total hit points in damage, it has been destroyed and can only be restored through a *heal* or *restoration* spell, or regeneration effect as from a *ring of regeneration*).

During the duration of this spell, Touch spells can be cast through the hand in exactly the same manner as with the second level arcane spell *spectral hand*. By virtue of the spell's careful design, if it is magically dispelled the warp vanishes and the caster's hand remains unharmed on her wrist.

Success and Failure

On a Dismal Failure, the hand returns to the caster's arm upside down, causing a -4 on all Dexterity related skill checks and attack rolls with any weapon requiring the use of the hand in question, until this condition is corrected with a *dispel magic* or *restoration* spell. On an Illustrious Success, the hand comes through the warp with sufficient strength to attack, making Grappling possible, attack with small weapons such as a dagger, and allowing flanking.



Behemoth's Bounty Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S

Casting Time: 5 minutes

Range: Close (25 ft + 5ft/2 levels)

Effect: Food and water created sufficient to sustain a dozen hungry people for one day

Duration: 24 hours

Saving Throw: None

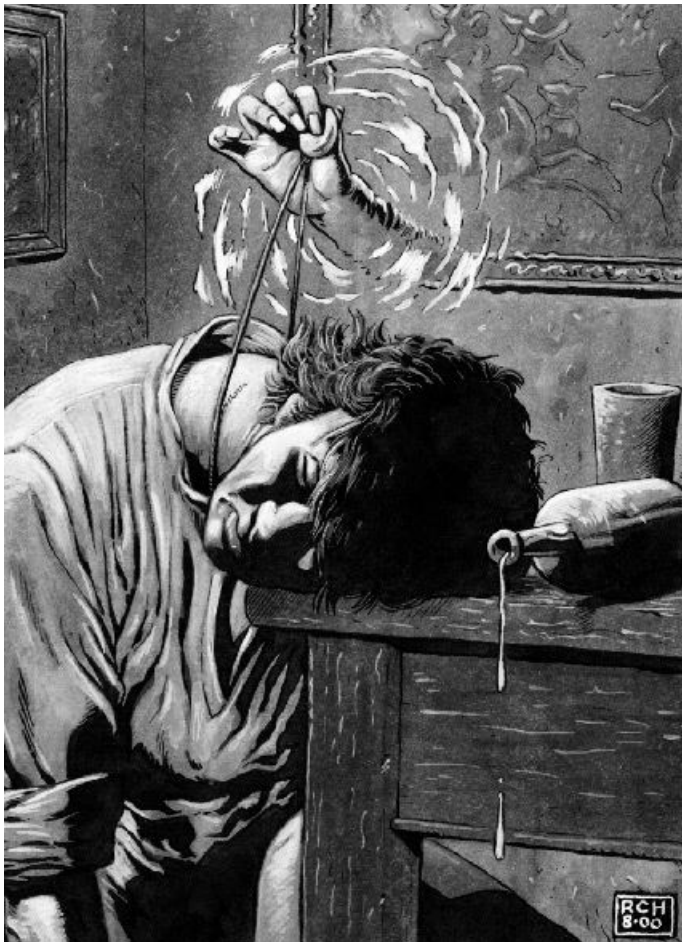
Spell Resistance: No

This is essentially the wizard's equivalent of the 3rd level cleric spell *create food and water*, and is similar in most practical respects, though perhaps somewhat more extravagant as befits the needs and style of the typical wizard or (more rarely) sorcerer. Beloved by gourmands and hungry travelers as well as wizards, *behemoth's bounty* creates an enormous feast. Complete with plates more than two feet across and bowls that hold almost a gallon, the feast created by this spell will easily feed more than a dozen hungry people.

The quality of the food is good but not exceptional. Though the menu is different every time the spell is cast, the results usually consist of simple fare like plates of sliced roast meat, boiled grain, hearty roots or tubers, a prodigious quantity of soup and gravy or sauce, as well as beer, watered wine, cider or fruit juice. For unknown reasons the bounty always appears piled high on platters fit for giants 10 feet tall. Some magicians speculate that this spell was originally created by an extinct subspecies of humanity that achieved gigantic proportions.

Success and Failure

On a Dismal Failure, the food appears and seems normal but is tainted and will cause everyone who eats it to become sick. Anyone who has eaten the food will be considered nauseated (Dungeon Master's Guide; Chapter 3: Running the Game) for 1d6





Eating well of the Behemoth's Bounty

rounds. On an Illustrious Success, the food has a magical healing effect, and can heal 1d8 of damage to anyone who eats it.



Brassnose's Twelfold Bounty

Conjuration (Creation)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 turn

Range: Touch

Target: Unattended nonmagical object or animal of no more than 2" diameter and 2 ounces in weight

Duration: 1 day

Saving Throw: None

Spell Resistance: No

A favorite with paupers and confidence tricksters everywhere, and a general bane to the reputation of honest wizards, this simple and common spell makes eleven copies of any item that can be held comfortably in one hand. Coins, vials of liquid, small exotic pets - the only limitation is that they be of Diminutive size or smaller and that the spell cannot duplicate enchantments on items. It can duplicate their appearance, but none of the created items have magical (or holy) power. This spell cannot duplicate poison or acid.

Unlike *minor* or *major creation*, the *twelfold bounty* cannot duplicate large objects, only those of 2 square

inches or less and weighing 2 ounces or less. The material component is the original item to be copied. For the duration of the spell, the duplicates are substantial, solid, and durable, although they do radiate magic. When the spell wears off, all duplicates vanish.

It is due to this spell that many innkeepers and shopkeepers in larger urban areas, who lack the ability to detect magic, insist on holding any obvious wizard's money or valuables for 24 hours before concluding many business transactions. Any payment or gift made in multiples of 12 is especially suspect.

This spell, also known as *Brassnose's dozen fibs* and *Brassman's twelfold fraud*, is the source of the common epithet "as good as wizard's money."

Success and Failure

On a Dismal Failure, the item to be copied is destroyed (living creatures instead receive 1d8 damage, as well as 1d4 temporary Strength damage for the duration of the spell). On an Illustrious Success, the duration of the spell changes to one week.



Calactus' Instant Dispulsion

Abjuration

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One ongoing spell effect

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An earlier, simpler, and somewhat less potent precursor to the better known arcane spells *dispel magic* and *greater dispel magic*, Calactus' elegant original is still quite useful especially to lower level wizards. Like *dispel magic*, *Calactus' dispulsion* allows the caster to make a dispel check against an ongoing spell at 1d20+1 per caster level against a DC of 11+ the spell's caster level.

Unlike *dispel magic*, the maximum bonus on the dispel check is +5, limiting its effective use to spells cast by lower level casters, and it may only be used against a single spell. *Calactus' dispulsion* cannot be used as an area spell or as a counterspell in the same



manner that *dispel magic* and *greater dispel magic* can. As with *dispel magic*, a dispelled spell ends as if its duration had expired.

Success and Failure

On a Dismal Failure, the spell misfires, creating a loud groaning sound. On an Illustrious Success, the caster gets a +1 bonus to her dispel check.



Calanctus' Substantive Warden

Abjuration

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 minute

Range: Personal

Duration: 1 hour per level, until triggered.

Saving Throw: (see below)

Spell Resistance: No

The magician may cast this spell about himself whenever he sees fit. The effect is similar to *dispel magic* or *greater dispel magic* when cast as a counterspell, except that *Calanctus' substantive warden* can only be cast preventatively, and is triggered automatically. Once cast, the spell remains dormant until the duration expires, or it is activated through the application of undesired (and possibly unobserved) magic upon the magician's person.

Its effect is simple and yet profound, reacting to the first spell to strike at the magician. When anyone casts a spell against a warded magician, the warden is activated, and the caster can instantly make a dispel check against the spell at 1d20+1 per caster level against a DC of 11+ the spell's caster level, to a maximum of +10. The originator of the magic in question always becomes instantly clear to the target magician, unless he is unconscious or otherwise unaware of his surroundings.

The material component is a pearl worth at least 500 gp, which is crushed to powder mixed with wine and imbibed by the caster.

Success and Failure

On a Dismal Failure, the neutralization produces intense heat as well, burning the caster and his clothing. On an Illustrious Success, the neutralization involves the production of a pleasant chime, audible only to the target, which will awaken him if he is asleep.



Call to the Ominous Enthusiast

Conjuration (Summoning)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./ level)

Effect: One summoned creature

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons an irascible extra-planar entity known as the Frovirn, which is then obligated to perform an action for the caster. This activity will be equivalent to a single ability check. The task required of it must be equivalent to one of the skills listed in the Player's HandBook, Chapter 4: Skills, but it will not use any skill requiring conversation or direct interaction with other players, monsters, or NPCs, such as Bluff, Diplomacy, Intimidate or Sense Motive.

Upon being summoned, the Frovirn will grouchyly await orders and then immediately undertake whatever task is demanded of it with crisp alacrity if not good grace. If masterwork tools are provided, it can make use of them to further improve its chances of success, and it can and will take 10 if necessary (and time permits). While it works, the creature will occasionally glare at the caster and make derisive comments about the ease of the task at hand, or grumble darkly about payback to come soon after (they often mention eating liver with fava beans and washing it down with a nice dry Chianti).

After performing its task and announcing the successful completion thereof, or upon the end of the duration of the spell (whichever comes first), the Frovirn immediately attempts to attack the caster and eat his or her liver. It cannot be dissuaded from this attack, though it can be kept at bay by a *magic circle against chaos* spell, and once it has attacked for 6 rounds, or receives 10 hit points or more of damage, it will gate out back to its unknown home of origin.

The Frovirn has ability scores of 18 in all categories (+4 ability mod for all skills) and a rank of 12 in all skills. Total skill bonus for any skill check is 16. For purposes of combat, it fights almost exactly as a Quasit, except that it is larger and has the elevated ability scores. If anyone who is standing nearby is armed when the Frovirn has completed its task, it will attempt to use its pickpocket skill (16) to snatch any available weapon which is sheathed or



Frovirn

Small Outsider (Chaotic Neutral)

Hit Dice: 3d8+12 (25hp)

Initiative: +4 (Dex)

Speed: 20', fly 50' (perfect)

AC: 18 (+1 size, +4 Dex, +3 natural)

Attacks: 2 claws +9 melee (or by weapon +8), bite +4 melee

Damage: 1-4 claws (or by weapon +4), 1-6+4 bite

Special Attacks: Poison (claws) Dex 1-4/Dex 2-8, invisibility 1/day

Special Qualities: Damage reduction 5, SR 5, poison immunity, fire resistance 20, regenerate 2

Saves: Fort +7, Ref +7, Will +7

Abilities: Str 18, Dex 18, Con 18, Int 18, Wis 18, Cha 18

Skills: (All skills @ 12)

Feats: Martial Weapon proficiency

Challenge Rating: 3 (see text)

Alignment: Chaotic Neutral

otherwise not in hand, which it can do as a free action. It is proficient with all martial weapons but prefers daggers, short swords, rapiers, scimitars, and hand axes.

In appearance the Frovirn resembles an oversized Imp with blue skin and a ferocious set of snagged shark's teeth. Unfortunately, due to the nature of the spell, neither the caster nor their companions receive any experience points for slaying or driving off a Frovirn which was summoned by this spell, and none have ever been encountered any other way. They never reveal the location of their home plane under any circumstances.

The material component for casting this spell is a candle made from badger-tallow, dyed sapphire blue (the dye is expensive and the candle costs 15 gp to prepare), which must remain lit for the duration of the spell. Extinguishing the candle after the Frovirn has completed its task does not banish the Frovirn back to its home plane.

Success and Failure

On a Dismal Failure, there is a 1 in 6 chance that a monster Frovirn of 6 HD appears and immediately attacks without performing any task. Even if the monstrous Frovirn does not appear, the one that does will be unusually irascible, racing so hard to complete its task that the success roll is at -2. On an Illustrious Success, the Frovirn departs after only making a few threats, and does not attack.



Cardiner's Directional Confusion

Enchantment [Mind-Affecting]

Level: Druid 0, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 20 ft. diameter circle

Target: 1 creature per level

Duration: Instantaneous

Saving Throw: Will negates (see below)

Spell Resistance: Yes

While roaming about the countryside, the notorious prankster, vagabond and itinerant spell dabbler Cardiner often found himself inconvenienced by pursuit-brigands eager to steal his goods; hysterical mobs of peasants outraged by some prank; overzealous thief takers seeking retribution over the accidental misplacement of some minor item or other; and so on. All were eager to meet up with



Cardiner on the road, while he himself sought merely to put all unpleasant memories and associations behind him, so to speak. When in situations of this sort, Cardiner often found this simple little charm of his own invention to be an elegant alternative to direct confrontation.

When the spell is cast, all creatures in the area of effect must make a Will save at -4 or gradually change direction randomly by 90 degrees over the period of three rounds, without realizing they have done so. Targets with the Track feat may add their Survival skill ranks as a bonus to their saving throw.

Success and Failure

On a Dismal Failure, the targets suddenly become aware of the caster's position. On an Illustrious Success, the targets change direction in one round rather than three.



Cardiner's Persistent Harassment

Conjuration (Summoning)

Level: Wiz 2

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Duration: 1 day per level

Saving Throw: Will negates (see below)

Spell Resistance: Yes

Many people believe that persistence is the key to success in most endeavors, and the petty magician and inveterate prankster Cardiner was a firm believer in this doctrine-in certain circumstances. Specifically, when the goal was to pester an individual to the point of unnerving them or even driving them insane (or nearly so), he believed that persistence was of the most critical importance. Assuming this to be the case, what is more insidiously persistent than a Devil?

The considerable effort required to persecute someone to the very verge of madness is not something which one normally undertakes for mere amusement, no matter how entertaining such events might seem to even as notoriously mischievous an individual as Cardiner. Indeed, the imaginative magician can find numerous practical applications for this spell, which has an ongoing effect of distraction and ultimately debilitation upon the victim.

Each day this spell is in effect, the target suffers the attentions of an Imp, forcing him to make a Will save once per day. Each time the Will save is failed, the target incurs a cumulative -1 distraction penalty

on all Listen, Search, Sense Motive, and Spot checks. If the target goes without sleep through the night, they must incur further penalties.

After the first 24-hour period without at least 8 hours of sleep, the target must make a Fort save (DC 15) each day or become Fatigued, suffering a -2 to Strength and Dexterity. After going 48 hours without sleep, the target automatically becomes Exhausted. Exhausted targets move at half normal speed, and suffer an effective penalty of -6 to Strength and Dexterity. A target may recover from an Exhausted state by sleeping for one hour, at which point they are considered Fatigued. A Fatigued individual may recover after 8 hours of complete, uninterrupted rest. Targets suffering from sleep deprivation also become more and more irascible, paranoid, and jumpy. None of these effects of course pertain to creatures that do not require sleep. See the Dungeon Master's Guide,



A lady under attack by Cardiner's Persistent Harassment



Chapter 3: Running the Game, for the description of the Fatigued and Exhausted conditions.

When casting this spell, the caster must first create a magic circle with powdered silver, and then perform the incantations over a period of 1 hour. An Imp is then summoned within the circle, and bound by the spell. The specific constraints under which the Imp must act are "hard wired" in the spell and cannot be altered or augmented.

Once summoned, the Imp will be under a compulsion to harass and torment the target for a period of one day for each level of the caster, while seeking to prevent its true nature or identity from becoming apparent to the spell's target. The creature will not directly attack the target, and will not fight unless cornered.

To conceal its true nature, the Imp will therefore manifest itself as a raven and/or a large rat, and its harassment of the subject will be as subtle as possible, often merely making some repetitive noise that only the target can hear or appearing within the subject's vision and then vanishing (turning invisible) when the attention of others is called to its existence. The Imp may also nip at, drop dung upon; defile, destroy or steal the food or belongings of; or otherwise actively harass the target according to the DM's discretion.

The obnoxious creature will invariably attempt to prevent the target from sleeping if at all possible. The Imp will not engage the target in combat unless it is cornered, and once injured it will turn invisible and flee. Between its invisibility and damage resistance, it is fairly safe from attack by most low-level mortals. The Imp is very cunning and resourceful and will make full use of its every ability to torment the target to the very brink of madness.

Should an individual become aware that this spell has been cast upon them, the best way to circumvent the curse is to either prepare powerful spells to blast the Imp on sight or to set magical or mechanical traps. The victim should be warned that either approach can be dangerous. If the Imp realizes that it has been "made," so to speak, it will use its *commune* ability to attempt to determine which countermeasures, if any, the victim is intending to use. One of the creature's favorite tricks is to somehow arrange for an innocent to fall victim to retribution that was aimed at the Imp.

The key, therefore, is to feign ignorance of the true nature of the situation while slyly arranging a

lethal trap or magical ambush for the Imp. Though clever, Imps are overly curious and frequently insufficiently cautious, and though very sturdy and immune to many forms of attack, they are small and have relatively few hit points. A very powerful trap or magic attack (especially involving electricity or some other magical force to which they have no immunity) can often destroy them in one fell swoop. If the Imp summoned by this spell is destroyed, a competent wizard can usually determine (Knowledge Arcana DC 15) who the caster of the spell was by conducting an autopsy of the Imp's body.

The material components are one pound of powdered silver (for the magic circle), a clip of hair or toenails or an article of clothing from the intended victim, and a live animal of at least ½ Hit Dice as a (sacrificial) reward for the Imp each night as it arrives to report on the day's activities.

Success and Failure

On a Dismal Failure, there is a 1 in 6 chance that the Imp has escaped and will attack the caster. On an Illustrious Success, the duration of the spell is doubled.



Charm of Untiring Legs

Transmutation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature Touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

"What a thought! Cugel will not care to be visited with a spell customarily reserved for our wherriots! Such a spell does not accord with his dignity." "I give dignity second place to expedience," said Cugel."

...from Cugel's Saga

Also known as the *spell of the tireless legs*, and the *spell of untiring legs*.

As long as the target of this charm continues to run, jump, jog, walk, or swim, he will do so without tiring. The target could theoretically run for days on end, given food and drink. The charm ends as soon as the target stops moving, whereupon he grows as tired as if he had just sprinted a hundred yards.



Effectively, this allows the target to run for up to 8 hours at a time, and/or hustle continuously, with consequent increase in overland movement rates (see Player's Handbook; Chapter 9: Adventuring). As soon as the target stops running or hustling for any reason, the spell ends.

The material component of this spell is a pinch of mule dung.

Success and Failure

On a Dismal Failure, the target instantly becomes exhausted (3.0 DMG p. 84, 3.5 DMG P. 300) and must rest before moving on. On an Illustrious Success, the target gains +10 ft. to their base move rate for the duration of the spell.



Charm of Untiring Nourishment

Abjuration

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature Touched

Duration: 2 hours /level (D)

Saving Throw: None

Spell Resistance: No

"...I could not die with the spell of Untiring Nourishment upon me..."

...from Rbialto the Marvelous

This spell provides for all the target's physical needs for at least the next full day. While under this spell, the target will never know hunger or thirst, nor even need to breathe-anyone subjected to this spell can theoretically exist in a vacuum, deep under the sea, in poisonous gas, or in other deadly environments.

This spell also protects the caster from natural extremes of heat and cold, and from heat stroke, sunburn, and frostbite. However, extraordinarily hot or cold temperatures, such as those created by fires, magical attacks, or molten lava, can still harm the target. Though users can survive in the vacuum of space, they would rapidly freeze solid in the far edges of the solar system, and would roast near the sun. Food or drink consumed while under this spell is utterly tasteless and unappetizing.

The practical effects of this spell include a Damage Reduction of 8 points from any non-magical

elemental source, including cold or heat; the ability to breathe normally (or more specifically, the ability to function normally without breathing) in any environment (as per the 3rd level spell *water breathing*); and the lack of any requirement for nourishment for the full duration of the spell. (Core spell, cast by Mazirian)

Success and Failure

On a Dismal Failure, the caster begins to choke, gagging, and must be rescued by another person (Health skill check, DC 10). On an Illustrious Success, the duration is 1 day/level.



Clambard's Remote Utterance

Enchantment [Mind-Affecting]

Level: Druid 0, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./levels)

Area: 20 ft. diameter circle

Target: 1 creature capable of speech

Duration: 1 round per level

Saving Throw: Will negates (see below)

Spell Resistance: Yes

This spell enables the caster to completely control the vocal cords of any creature physically capable of speech within the spell's range. Should this happen to a PC, then the DM or the player whose character cast the spell should provide the lines for her victim to read out aloud. The victim may cover his mouth, immerse his face in water, or attempt other means to prevent speaking, but even with his lips tightly shut the voice will still come out. Only a *silence* spell or other magic will eliminate the sound.

Note that the victim need not know the caster's language to speak in his voice. Similarly, the caster does not gain the ability to speak in the target's language. All he can do is transfer his own voice to the target's vocal cords.

Success and Failure

This spell does not always work well. The folio that includes the only extant copy has suffered some water damage and, when any kind of Failure is indicated, the spell affects the caster and everyone within fifteen feet. The caster and any close associates will start speaking through each other's mouths. On an Illustrious Success, the spell lasts for one extra round.





Conjuration of the Four Cardinal Guides

Conjuration (Summoning)

Level: Sor/Wiz 1, Druid 1

Components: V, S

Casting Time: 1 full round

Range: (see below)

Target: Four summoned creatures

Duration: 1 day + 1 hour/level

Saving Throw: None

Spell Resistance: No

This is a potent divining spell favored by those exploring unfamiliar lands. When cast, this spell locates four native creatures, each one day away from the caster and in a different compass direction (north, south, east, and west). Each beast will try to move in a straight line toward the spot where the spell was cast. So long as they are not significantly interfered with, each creature will reach the spot and stand in the direction they came from.

Creatures incapable of traveling through terrain in their path will give up their attempt and be freed from the spell after a brief attempt to bypass the barrier. For example, a groundhog might attempt to burrow underneath a large rock wall blocking its journey, but a fish that came upon a mile-wide island would simply end its journey and return home.

If the caster is still present, he may query the animals about their journeys. Each animal will magically be able to speak to the caster and will relate any and all details of their journey. The caster may continue to question the animals about their travels for up to one hour. The caster may then command the creatures to perform a service which can last no longer than to the end of the day, after which the creatures will all disperse quietly. The service cannot involve danger to the creatures, or go against their nature.

Success and Failure

On a Dismal Failure, the spell summons 4 deodands, orcs, or other horrid beasts of 1-4 hit dice that will attack the caster when they arrive at the casting location. On an Illustrious Success, the spell will summon flying creatures who will always reach the casting location and can give a very accurate description of a considerably larger area.

Curse of the Undignified Ancestor

Transmutation

Level: Bard 2, Druid 2, Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: touch

Target: One Creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

This spell can be used as a terrible retribution or attack, regressing the human victim to a purported ancestral state. It is more commonly employed by magicians to transform a sickly or weak retainer or servitor into a more stalwart and robust physical state.

When the spell is cast, the target undergoes an atavistic reversion, becoming more and more hirsute, muscular, stooped, and generally ape-like over several agonizing moments. At this point they are entitled to a second Will saving throw. If they make their second saving throw, they retain the bulk of their previous personality, but still suffer a permanent -4 to Charisma (to a minimum of 3), while gaining a permanent +4 bonus to Strength and a +1 to Dexterity and Constitution. If they fail their second saving throw, they also suffer a -4 to Intelligence and a -2 to Wisdom (to a minimum of 2 in each score).

All the effects remain permanent until the curse is lifted by a *remove curse*, *restoration*, or *dispel magic* spell. The material component of this spell is a paste made of dried dates, a small dollop of which must be applied to the target's head.

Success and Failure

On a Dismal Failure, there is a 1 in 6 chance that the target actually becomes a Dire Ape (Monster Manual, and see below), retaining no vestige of his former personality except for a burning hatred of the caster. The DM must roll a d6; on a 1 the target has become a Dire Ape. This effect will become immediately obvious when the transformation process continues to the point that the target becomes more than eight feet tall and grows to a size of over one thousand pounds. Most mages instantly flee upon any sign of such growth in the spell's target.

On an Illustrious Success, the target undergoes the normal partial transformation as per above, but gains a +6 Strength bonus instead of a +4.





Dire Ape

Large Animal (Neutral)

Hit Dice: 5d8+10 (32hp)

Initiative: +2 (Dex)

Speed: 30', climb 15'

AC: 15 (-1 size, +2 Dex, +4 natural)

Attacks: 2 claws +8 melee, bite +3 melee

Damage: 1-6+6 claws, 1-8+3 bite

Special Attacks: Rend 2d6+12

Special Qualities: Scent

Saves: Fort +6, Ref +6, Will +5

Abilities: Str 22, Dex 15, Con 14, Int 2, Wis 12,
Cha 7

Skills: Climb +14, Move Silently +9, Spot +9

Challenge Rating: 3

Alignment: Neutral

The preferred tactic of most Dire Apes is to grapple and then rend, focusing on one victim at a time (concentrating on the caster first, then proceeding to colleagues or retainers).

Curse of Unwitting Merriment

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Creature Touched

Duration: 1 Hour per level

Saving Throw: Will negates

Spell Resistance: Yes

The more powerful precursor to *Tasha's hideous laughter*, the entirety of this spell's effect is to strike the target with an uncontrollable mirth for a number of hours equal to the spell's duration. The victim is entitled to a new saving throw each hour. Failure means they suffer 1 point of temporary Constitution damage. If the victim reaches 0 Constitution, they have died. All activities conducted while under the influence of the spell, including fighting, casting spells, walking, running, eating, or even speaking normally require a Concentration check at DC 15.

Applications of this effect include the punishing of inattentive retainers, the exacting of revenge upon rivals, and the wreaking of mischief by the unprincipled.

Success and Failure

On a Dismal Failure there is no effect, and there is a 1 in 6 chance that the target becomes enraged toward the caster, gaining a +1 on all attack rolls against him for the next 1d6 rounds. On an Illustrious Success, the save is at -2.



Dibarcas' Wondrous Reduction

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Creature Touched

Duration: Up to 1 hour per level (caster's discretion)

Saving Throw: Will negates (see below)

Spell Resistance: Yes

This spell reduces one creature of up to Large size to between one-32nd and one-144th of its original size and mass (along with all clothing, armor, weapons and personal equipment carried at the time of casting) as specified by the caster at the time of casting. The reduced living costs and ability to perform detailed work make being shrunk an attractive option for many artisans, or at least their employers. The spell is difficult to cast upon creatures that are unwilling to undergo the transformation, and unwilling targets of the spell are entitled to a +4 on their saving throw.

The strength of creatures shrunk to this size is considerably reduced according to the boxed table on the next page.

At minimum, a six-foot Medium-sized creature would be reduced to two and a quarter inches in height. Under the maximum effect of this spell, the same six-foot creature is reduced to one half inch in stature, while a ten-foot creature is shrunk to 0.83 inches.

There are benefits as well as drawbacks to being reduced to this size. Creatures this small gain a +8 die roll modifier for appropriate Craft and Profession skill checks (for carving or painting intricate designs, for example, or working on complex and diminutive clockwork)-however, keep in mind that they will not be able to work on more than one tiny object at a time. Creatures of this size can much more easily hide from normal sized creatures and are much harder to hit (they are considered Fine sized and gain a +8 to AC against normal-size creatures). Certain types of



trap detection, such as finding poison needles in locks, are also infinitely easier (+8 to die roll) to perform.

On the other hand, considerable care must be taken to avoid accidents and exposure to what were ordinarily considered harmless animals. A clumsy Medium-sized man stepping on a half inch creature would cause 15d6 crushing damage (Reflex save DC 15 for half). Similarly, a mouse, a rat, a cat, a house spider, a toad, a lizard, a centipede or a scorpion encountered while reduced to this size could be extremely dangerous indeed. When encountered by individuals who have been shrunk to a half inch in height, such creatures should be treated as Dire animals or Giant to Huge vermin, and when fighting such creatures the Strength reduction of both parties would be ignored.

Success and Failure

On a Dismal Failure, there is a 1 in 6 chance that the caster is reduced instead of the spell's ostensible target. On an Illustrious Success, the duration is measured in days instead of hours.

Previous Strength	Strength After Reduction
21+	5
16-20	4
12-15	3
8-11	2
7 or less	1

Edan's Thaumaturgic Poultice

Conjuration (Healing)

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 hour

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Great mages cannot always be forced to rely on religious colleagues every time they suffer a hangnail, or even a sword wound. Powerful magicians instead use *Edan's thaumaturgic poultice*, a common though formidable arcane charm of healing. Similar in effect

to the 6th level cleric spell *heal*, *Edan's thaumaturgic poultice* instantly repairs damage and injury (up to 60 hit points and 10 ability score points) caused by wounds, poison, and disease, completely cures non-magical diseases, and even restores limbs lost to injury.

Unfortunately, this spell cannot be cast upon underlings, allies, apprentices, or associates-it only affects the caster. It should also be noted that the *poultice* does not cancel fatigue, aging, magical disease, or death, though it will heal anything from a deadly wound to a hangover.

The material component is a specially prepared poultice made up of rare herbal ingredients costing at least 100 gp.

Success and Failure

On a Dismal Failure, the spell causes 1d6 points of damage. On an Illustrious Success, the spell works without using up the expensive poultice.



Edan's Thwart of the Unholy

(Diabolist's Spell)

Abjuration

Level: Magic 6, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or person

Duration: Instantaneous

Saving Throw: Will negates (see below)

Spell Resistance: Yes

Only good-aligned casters may cast this powerful spell. This spell was invented for dealing with evil arcane spellcasters. The caster must target one person as a target, and it is intended that this person be a wizard, cleric, or sorcerer of evil alignment. The spell does not work against any creature with a lawful good, chaotic good, or neutral good alignment. Evil aligned targets save at -1 because the potent nature of the spell, and a further -1 (cumulative) penalty if they are conjurers or necromancers. Neutral targets save at +2.

If the target fails its saving throw, any and all spells currently held in their memory are lost as if they had already cast them. The spell is often used by witch-takers to capture evil spellcasters alive.

Success and Failure

On a Dismal Failure whilst casting, the spell-user simply loses this spell plus another (random) from



their own sensorium. (If no other spells are currently memorized, they lapse into deep confusion for three rounds). On an Illustrious Success, the target loses all spells in their sensorium, and all enchantments about their person are dispelled or temporarily suspended.



Effective Vegetal Death

Transmutation

Level: Drd 3, Rngr 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 Action

Range: 50 ft.

Area: 50 ft. circle around caster

Target: See text

Duration: Instantaneous

Saving Throw: None (see below)

Spell Resistance: No (see below)

This powerful spell causes all the vegetation a stone's toss around the caster to quickly fade and turn into dust. This spell only affects living plants—dead wood, picked flowers, or items made from wood are not destroyed. Sentient plants and plant creatures are entitled to a saving throw; if they fail they take 1d6 damage per caster's level (max 10d6). Daobado trees are strangely immune to the spell. This fact leads to endless scholarly conjecture about the real nature of the Daobado.

Success and Failure

On a Dismal Failure, the spell functions normally but the caster has gained the enmity of any sentient plant - creatures within 10 miles. On an Illustrious Success, the range of the spell is doubled, but can be adjusted to any shorter range as desired by the caster before the effects take hold.



Enchantment of the Stilled Tongue

Enchantment (Compulsion)

[Mind Affecting, Language-Dependent]

Level: Bard 2, Sor/Wiz 3

Components: V, M

Casting Time: 1 minute

Range: Touch

Target: One living creature

Duration: Permanent (until dispelled by caster)

Saving Throw: Will negates

Spell Resistance: Yes

It is often the case that secrets must be entrusted to individuals who are less than trustworthy. The *enchantment of the stilled tongue* helps to correct this situation. When placed upon a minion, enemy, or servitor, it prevents them from conveying any information, in any way, on a specific topic described by the caster. Attempting to do so will result in extreme pain of various sorts, the exact effect being selected by the caster according to his whims, e.g., "*carbuncles shall erupt from beneath your skin*" or "*ribbons of purple fire will race down you bones.*"

The spell is not concerned about the means of communication; it penalizes the conveying of the information. Whatever form the torment takes, it always causes 1d4 of temporary Constitution damage each time the victim attempts to reveal the secret information. The victim must make a Will saving throw for each attempt to utter three words or the equivalent, and each failure causes a additional 1d4 of temporary Constitution damage.

The spell causes a permanent physical change in the target's sensorium. This change can be undone by the application of the reverse of the spell, but only by the caster. At times, this spell (minus the penalizing quatrains) may be cast by the mage on himself. This is often done so as to be sure he does not blurt out a secret under torture, or just the influence of drink.

A mage might do this to prevent himself from accidentally revealing the location of a hidden ally, for example, or unwittingly speaking the pass-phrase to his manse after imbibing too much adelreen. The material component is a small silver pin that is driven into the flesh of the mouth of the spell target, just under their tongue. A very observant wizard conversant with this spell may notice this pin when the subject is speaking, and take appropriate countermeasures should they wish to find out more information from them.

Success and Failure

On a Dismal Failure, the target of the spell discovers after an hour or so that they feel so much better when conveying the information that they tell everyone they meet. On an Illustrious Success, the painful effects of trying to reveal the secret are doubled.



The Elegant Combatant

Transmutation

Level: Sor/Wiz 4**Components:** V, S, M**Casting Time:** 1 action**Range:** Personal**Target:** You**Duration:** 1 round/level

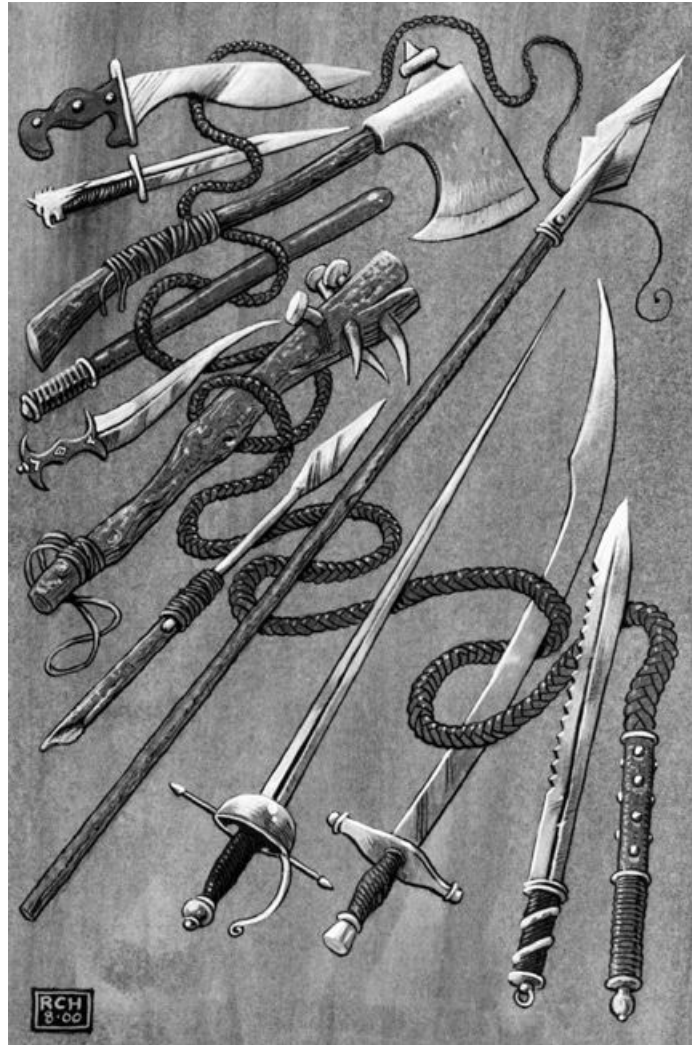
With this spell, those magicians not content with a passing skill in a personal weapon can have absolute fluency in any combat item they pick up. Of course, the nature of magic means that this above-average competency does not last long, but the spell's duration is usually long enough to dispatch that annoying enemy. Even the most ponderous or bumbling magician can grasp any fighting tool (even those rarely recognized as such - for instance, a simple garden hoe or iron fire poker) and exercise confident mastery of its every nuance. This mastery is so obvious that many lesser opponents will quickly look for the opportunity to flee.

In game terms, the change in demeanor automatically grants the caster a +2 on any Intimidate skill checks. The spell then grants temporary feats of Weapon Proficiency, Weapon Focus, and Weapon Specialization with any chosen weapon or item capable of being used as a weapon; and furthermore, if the caster wields a finesse weapon (dagger, short sword, rapier, etc.) and has a higher Dexterity than Strength, it also conveys the Feat Weapon Finesse for the duration of the spell. Effectively, the caster receives a +1 To Hit and +2 Damage with any weapon, plus any possible Dexterity or Strength bonus To Hit, regardless of whether the caster normally has the ability to use the weapon in question.

The spell works with any weapon, and always ends when the first opponent has been slain in melee combat. The material component is a potion of Heroism, which the caster must quaff during the casting of the spell. This spell is especially effective when cast in concert with the 6th level arcane spell *Tenser's transformation*.

Success and Failure

On a Dismal Failure, the caster believes he is proficient with the weapon in question, but actually is not. On an Illustrious Success, the spell duration is doubled, and it does not end upon the death of the first of the caster's opponents.



The Elegant Combatant gives a choice of weapons...

Enchantment of Youth Renewed

Necromancy

Level: Wiz 9**Components:** V, S, M, MF**Casting Time:** 1 day**Range:** Personal**Target:** You**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

This useful but difficult ritual is the most widely known means to accomplish magical longevity. Because the secrets of life rank among the most complex mysteries, this spell cannot actually create youthfulness. Instead, it transfers youth to the caster



from a living being of mass equal to or greater than the caster's own. This revitalizes the caster, leaving the other creature a dead and withered husk. Though animals and monstrous humanoids work well as "donors," some amoral magicians use youths or even children. These magicians claim human life grants zest as well as youth, whereas an excess of (say) gnoll or bugbear infusion leads to a mordant temperament.

The *enchantment of youth renewed* effectively halves the age of the caster with each casting, with regard to aging effects (Player's Handbook, Chapter 6: Description). The material component is a giant, perfect black pearl of at least 1/2 inch diameter, worth at least 10,000 gold pieces, which is crushed and mixed into a paste to be spread over the (shaved) scalps of both the victim and the caster in the process of casting the spell. The material focus is a masterwork alchemical lab.

Success and Failure

On a Dismal Failure, the spell fails and the caster ages by 1d10 years. On an Illustrious Success, the caster's youth is restored back to whatever he or she considers the optimal age.



Casting the enchantment of youth too many times is dangerous

Evocation of Blue Havoc

Evocation [Force]

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft., + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

This magic calls forth a handful of glittering blue shards that are thrown towards the target, and guide themselves at the caster's volition to the limit of the spell's range. On contact with a living target, these shards cause 1d6 points of piercing damage (Reflex save for half), ripping holes in unprotected flesh and leathery hide alike. From 7 to 12 shards are generated (6 + 1d6) each time the spell is cast, and each shard attacks as a missile weapon with +4 To Hit, and counts as a +4 weapon for purposes of damage reduction.

All the shards must be thrown at the same target the instant the spell is cast (in a similar manner to the shuriken, see Player's Handbook, Chapter 7: Equipment). They will dissipate if held longer than one round. The shards generated by this spell have the advantage of being semi-solid, semi-magical projectiles, and thus magical protections (such as the spells *shield* and *protection from missiles*) do not resist them.

Success and Failure

On a Dismal Failure, the spell misfires and the caster is shrouded in an eerie blue light, similar in effect to the spell *faerie fire*—all opponents are granted a +1 to hit for one melee round. On an Illustrious Success, the shards cause double damage (2d6).



The Excellent Prismatic Spray

Evocation

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft., + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Unlike the much better known, traditional spell *prismatic spray*, which causes various types of magical damage, the far more rare and sought after *excellent prismatic spray* causes purely physical damage.

Alternating rays of hard prismatic light converge upon the target, piercing, slashing, and crushing with each impact. Few creatures can survive the effects of this spell. The *excellent prismatic spray* creates six fiery rays: two piercing, two cutting (slashing), and two bludgeoning. Each ray attacks as a ranged touch attack as if it were a +5 weapon, with an overall



bonus of +10 to hit, and causes 30 points of damage if it hits (Reflex save for half damage).

This rare, extremely powerful spell is greatly feared by demons, devils, celestials, and other magical creatures which have damage reduction, regeneration, and a great deal of resistance to poison, fire, cold, electricity and acid, and are therefore nearly immune to most other forms of magical attack (including the more common version of *prismatic spray* which causes magical damage). Wizards in possession of this spell jealously guard it from others. Sorcerers capable of casting this spell are rare indeed, and greatly feared by all.

Success and Failure

On a Dismal Failure, the spell fails and the caster is dazzled (Dungeon Master's Guide, Chapter 3: Running the Game) for 1d4 rounds by multi-hued lights. On an Illustrious Success, the targets must save at -2.



Felojun's Second Hypnotic Spell
Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Close (25ft. + 5 ft./2 levels)

Target: All creatures within target area

Duration: 5 rounds plus 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

"So Mazirian chanted his last spell, the incantation of paralysis, and the vampire grass grew lax and slid limply to the earth."

...from The Dying Earth

A more powerful and complete derivation of *bold person*.

This potent charm (also known as *Felojun's first hypnotic* spell) will instantly paralyze all living targets within range of the caster unless they make their saving throw. Anyone under the effect of the spell cannot move except to breathe. The caster can tie up, kill, carry off, or strip-search their bodies without spoiling his concentration, if he moves without undue haste.

Success and Failure

On a Dismal Failure, the spell simply fails. On an Illustrious Success, the targets must save at -2.

Fey Pregnancy

Conjuration/Summoning

Level: Druid 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 action (see below)

Range: Close (25 ft. + 5 ft. /2 levels)

Target: 1 female creature of less than 2HD and Less than 12 Int

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Causes any female creature of less than 2 HD and less than 12 Intelligence to become impregnated by a capricious madling, if she can be induced to ingest a rare, specially prepared soup. The madling is bound by the spell to cause the targeted creature to become impregnated in such a way that will not kill it, but is under virtually no other constraint, and therefore makes its choices based on its own whimsical temperament. Thus, while the pregnancy alone can cause great distress in certain cases, the unusual nature of the birth is likely to generate hysteria or worse.

The impregnated creature will undergo gestation at 20 times the normal rate. Human women will give birth in a little more than ten days, and will be noticeably pregnant in two or three. Farm animals gestate even faster. The type of offspring has generally no relation to the race or even species of the mother. The DM can roll a D12 and consult the table below for specific type of offspring that will appear upon delivery, or make up his own choices:

D12	Result
1	Dozen Adult Rats
2	Three little piglets
3	Wolf cub or Lynx cub
4	Goblin bantling
5	Kobold bantling
6	Giant Rat pup
7	Adult (full grown) Goose
8	Dozen live Eels
9	Baby Human/Tiefling
10	Adult Sprite (Pixie or Nixie)
11	Baby Satyr or Nymph
12	Baby Centaur

There is only a 1 in 6 chance that any of these creatures will survive the first week of life. Unless otherwise stated, all offspring are juvenile (though



larger and more developed than a typical infants) and will have a strong affection for their "mother," whatever it may be, whom they will never harm or attack. Their natures will otherwise conform to the norm for their type, however, and they may not be friendly to others of their mother's species. It is in fact likely that they may be hostile toward others of the mother's species, including the caster if applicable. The creatures will grow to adulthood at the same 20/1 rate (human tieflings will reach adulthood in less than a year; kobolds, satyrs, nymphs or goblins in three months) and are of abnormal mental and physical capacity (+2 on all ability score die rolls where applicable).

Casting: This unusual spell requires finding a mandrake root growing under the body of a hanged criminal, using said root to create a soup, and feeding the soup (or some tiny portion—a drop will do) by some surreptitious means to the intended victim. Each time the caster digs in such a spot, there is a 1 in 6 chance of finding mandrake roots. Only mandrakes found in this manner will cause this spell to work—roots purchased from a dealer in spell components or secured in some other manner will never work. If a caster digs at the site of a hanging and mandrake roots are indicated, roll 1d4 to determine the number found. Each mandrake can be used to create one batch of soup, and each soup can affect one (and only one) creature.

Any female living creature of under 12 Intelligence smelling the soup must make a Will save or find it irresistibly delicious (creatures of 12 Intelligence or higher find the soup cloyingly sweet). Once a victim has consumed any portion of the soup, the broth loses its ability to magically impregnate—i.e., each preparation of soup can normally only affect one creature. In effect, the madling is actually waiting in liquid form in the soup and will reform within the body of the victim after being swallowed.

This spell cannot affect males or creatures that do not reproduce in the traditional "human" fashion, such as by seedlings, spores, mitosis, fission, body takeover, or not at all (e.g., undead). Any such creature consuming some of the soup automatically destroys its magic. If a female who is already pregnant (whether they know it or not) ingests the broth, the fey pregnancy fails and the soup is ruined.

Success and Failure

On a Dismal Failure, there is a 1 in 6 chance that the caster him- or herself has become impregnated

merely through contact, or perhaps through inadvertently tasting their recipe. The DM secretly rolls 1d6 and if the result is a 1, the caster is pregnant and the broth is otherwise useless. If the caster is male, this means imminent death within less than 10 days unless the pregnancy can be nullified with a *restoration* spell or other similar means. On an Illustrious Success, the impregnated creature has 2d4 of whatever type of offspring was indicated, or alternately the DM may pick still stranger creatures or even inanimate objects as offspring.



Fiade's Charming Distraction

Illusion [Mind-Affecting]

Level: Druid 0, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25ft. + 5 ft./2 levels)

Target: Three live animals

Duration: 5 rounds plus 1 round/level (D)

Saving Throw: Will negates (see below)

Spell Resistance: Yes

This spell creates an illusion that can cause a temporary distraction, particularly to human and humanoid males. To cast the spell, the caster must find three tiny living animals, each the size of a mouse or a frog (i.e., of the Diminutive size category). When the spell is cast, the three animals instantly take the apparent form of three stunningly beautiful females (the race is determined by the caster, but any human or humanoid, including monstrous humanoids, of Medium to Small size are allowable). The creatures now appear to be scantily clad females dressed in diaphanous veils and fine jewelry barely sufficient to conceal their supple yet voluptuous bodies.

Compelled by the spell, the three "Nymphs" will stand their ground, and smile and gesture alluringly, but they will not speak. If struck in combat, kissed or embraced (though not if they are merely touched), they will instantly revert to their original animal form and size. Until that point, the appearance of the nymphs has the potential of temporarily distracting anyone confronted by them. Any humanoid viewing the three "Nymphs" from within 25 feet must make a Will save or find him- or herself distracted for 1d4 rounds. They will feel compelled to ask the "Nymphs" questions, to gaze at their beautiful bodies



and marvel at their jewels. Females are less affected by the spell and save at +4.

If the "Nymphs" are kissed or embraced, the individual doing so must make a second will save or be overcome by illusory bliss and Stunned for an additional 1d4 rounds, not noticing that the "Nymph" has reverted to its true form. The three "Nymphs" will remain in their illusory forms for the duration of the spell or until they are struck in combat, or kissed or embraced.

Success and Failure

On a Dismal Failure, the spell fails, and there is a 1 in 6 chance that the creatures will retain their original form, but grow to enormous ("monstrous") size and attack the caster or anyone standing nearby. On an Illustrious Success, the nymphs are doubly alluring and all those who see them must make their saves at -4.



Fiade's Disturbing Aura
Illusion [Mind-Affecting]

Level: Druid 0, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./levels)

Target: 1 creature

Duration: 1 turn/level

Saving Throw: Fort negates

Spell Resistance: Yes

When this spell is cast, it causes the target to emanate a subtle aura that enrages or terrifies all animals that come within 25 feet. Animals with Intelligence 3 or less (including dire animals) must make a Will save or react negatively according to their nature (up to the DM's discretion). Predators and male herd animals may attack the target, while more docile animals will flee from the target's vicinity. While under the influence of the spell, the target will not be able to ride or even approach a horse, and dogs, cats, bulls, billygoats, rams and similar animals will be extremely hostile and may attack. The spell does not affect familiars or animal companions.

Success and Failure

On a Dismal Failure, the aura affects the caster. On an Illustrious Success, the duration is doubled.



Formulary of Expedient Ambiguity
Enchantment (Compulsion) [Mind-Affecting,
Language Dependent]

Level: Bard 1, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Duration: Concentration + 2 rounds

Saving Throw: Will negates

Spell Resistance: Yes

While the magician maintains concentration, a single specific fact that has either occurred within the last ten minutes or been discussed in verbal conversation within the last ten minutes remains elusive to all within his sight. People who knew the fact before the spell was cast now forget it. Those who did not know it cannot discover it. Anyone who reads the fact on a page will skip the relevant passage, without noting the omission. If the spell takes effect, no one is even aware that anything is amiss. When the spell ends, it will become obvious to those who temporarily forgot the fact that they were ensorcelled.

The nature of the fact that will be forgotten must be simple and specific and not general or highly complex. To cause people to forget a single event that occurred within the 10-minute time frame, the event itself it must be clearly definable and must have occurred over a short period (normally no more than one round, under exceptional circumstances up to one turn, at the DM's discretion). Similarly, for this spell to cause a long-established fact to be forgotten, it must be a simple fact which could be described in one average-length sentence, neither vastly subtle and detailed nor broadly generalized. Again, interpretation of what constitutes a legal fact is always ultimately up to the DM's discretion.

Examples: The caster could not cause people to forget that they were mortal enemies, or forget how to breathe. One *could* cause a group of people who had witnessed a failed pickpocket attempt to temporarily overlook the event, or to disregard the fact that they saw the caster hand a handcuff key to a shackled inmate, or forget to notice just precisely who had just lit the drapes on fire, or even temporarily forget a single botched murder attempt with a crossbow or a quick spell. An hour-long argument would not be forgotten, but for example, a single quick bribery attempt could be, if the victim(s) failed their saves.



Success and Failure

If the caster rolls an Illustrious Success, the spell lasts for an hour with no concentration on the caster's part. On a Dismal Failure, the sole result is that the caster cannot remember the fact they wanted everyone else to forget.



Gochnor's Bootlip

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One person

Duration: 1 round/level

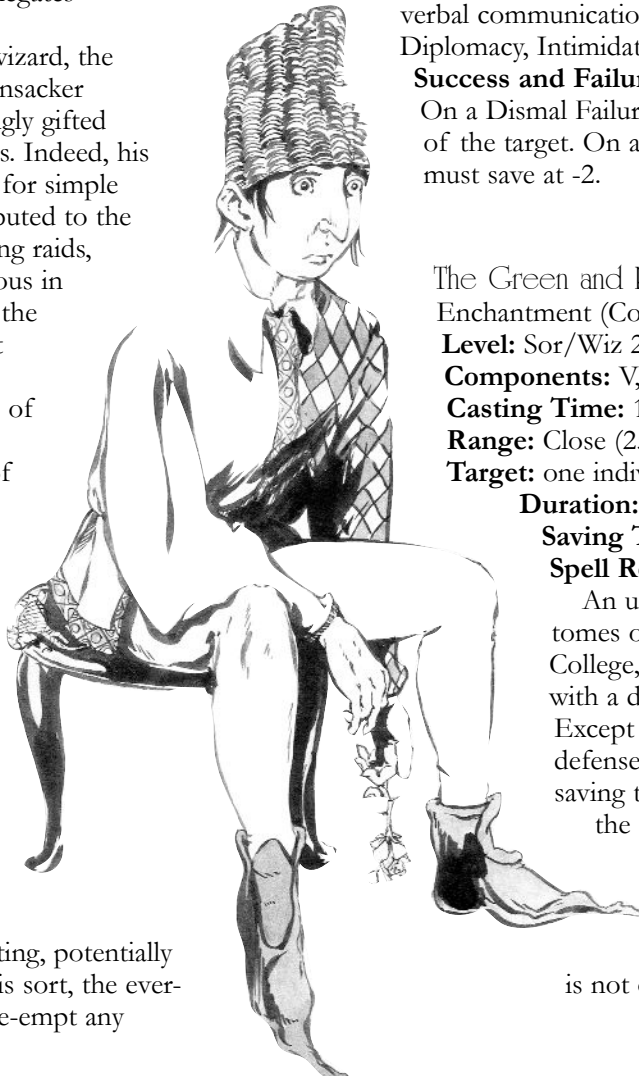
Saving Throw: Reflex negates

Spell Resistance: Yes

Though not a true wizard, the notorious burglar and ransacker Gochnor was a surprisingly gifted dabbler in the arcane arts. Indeed, his own considerable knack for simple magic expedients contributed to the great success of his daring raids, which made him as famous in his own day as many of the Arch Mages whose great manses he raided.

Like many explorers of similar ilk, Gochnor deplored interruptions of his clandestine activities by powerful wizards. The sudden appearance of some Mage, as often as not irate over a minor issue of trespass or a misplaced knick-knack or two, could easily cause a distressing interference to his work.

To prevent a distracting, potentially tragic interruption of this sort, the ever-wary Gochnor would pre-empt any hostile action by the



immediate application of his own simple charm, known to this day as *Gochnor's bootlip*. Then, while the outraged victim struggled with the effects of sudden physical distortion, Gochnor could make good a swift escape, in many cases with a sack full of valuables.

Once cast (with a simple gesture and the utterance of but three syllables), this crude but effective spell causes the lower lip of the victim to painfully swell to up to four inches wide, this interfering severely with their ability to correctly voice the magic syllables of any spell requiring Verbal components. Specifically, while under the effects of this charm, the target must make a Concentration check with a DC of 30 to cast any spell requiring verbal components. In addition to this, the caster is extremely difficult to understand when speaking, producing a -4 penalty to any skill checks that require verbal communication (e.g., certain applications of Diplomacy, Intimidate, and similar skills).

Success and Failure

On a Dismal Failure, the caster is affected instead of the target. On an Illustrious Success, the target must save at -2.



The Green and Purple Postponement of Joy Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Target: one individual

Duration: 1 minute per level

Saving Throw: Will negates

Spell Resistance: Yes

An unpleasant product from the tomes of the Green and Purple College, this magic afflicts its target with a deep sense of melancholy. Except for direct actions of self-defense, the victim suffers a -1 on all saving throws and skill checks during the duration of the spell. This spell is similar to the 4th level arcane spell *emotion* (Despair) except that it only affects one person and is not quite as potent.

A cruel jape - casting the Green and Purple Postponement of Joy on a jester.

Success and Failure

On a Dismal Failure, the caster bursts into tears and cannot be consoled by anyone other than their biological mother for the next quarter of an hour. On an Illustrious Success, the target's melancholy is so pronounced that his skill checks suffer a -2 penalty instead of -1, and convincing him to actually do anything can be rather difficult.



Haghut's Extemporized Whirlaway
Transmutation

Level: Druid 4, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One object suitable for use as transportation

Duration: 1 day + 1 day/level

Saving Throw: None

Spell Resistance: No

This spell is normally cast on an item no larger than a small rowing boat. If cast upon a rug, blanket, or carpet, the *whirlaway* causes said item to assume a temporary rigidity similar to a thick plank of stout wood. The spell allows the target item to float at a height above the ground determined by the caster (up to a maximum of 5 ft. per level). The now enchanted object can carry one person and their weight in luggage.

The target object flies up to 40 miles per hour (base move rate 100 ft., maneuverability poor) in the direction determined by the caster and is not noticeably affected by the wind. The item is powered by the sun's rays, and sinks to the ground when the sun sets. In this case the spell fails gradually over minutes, giving the caster a chance to alight in comfort. Druids cast this spell upon a sort of nest or bower, which they construct out of interwoven branches.

Success and Failure

On a Dismal Failure, the *whirlaway* becomes uncontrollable and crashes, causing the occupants 6d6 damage. On an Illustrious Success, the *whirlaway* flies at a base move rate of up to 80 miles per hour (base move rate 200 ft.).



Houlart's Blue Extractive

Transmutation

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 100 square feet + 25 square feet per level

Target or Targets: See text

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

When this spell is cast, wefts of blue force circulate around the area of effect, quickly circumnavigating a room, chamber, forest thicket, cavern, or house (up to the size of the area of effect), opening cabinets, cupboards and doors, sweeping through cracks and crevasses, seeking out any living creatures hidden anywhere within the area.

Once located, the creatures are deposited in order of size in the center of the room and *held* for the duration of the spell, as by the arcane spells *hold person* or *Feljoun's hypnotic spells*. Up to 1 large, 3 medium-sized, 6 small, and 9 tiny creatures may be captured by this spell simultaneously, as well as an unlimited number of smaller vermin. The caster may specify that creatures of a certain size or smaller are not collected, simply to avoid the resulting pile of worms and bugs that could result in an particularly infested location.

Success and Failure

On a Dismal Failure, the spell fizzles noisily. On an Illustrious Success, the targets save at -2.



Houlart's Visceral Dang

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target: 1 creature

Duration: Concentration

Saving Throw: Will negates (see below)

Spell Resistance: Yes

This magic disables the target with agonizing internal excruciations. The spell does not effect Undead creatures or creatures which do not have a corporeal body. The effect is to cause the target such excruciating pain that they must make a Will save at



-4 to perform any action other than holding their belly in agony. This cruel spell is often used by wizards to subdue without killing.

Success and Failure

On a Dismal Failure, the spell fails and there is a 1 in 6 chance of a further catastrophe. If the caster rolls a 1, there is a 50/50 chance that the spell either affects the caster for 1d4 rounds, or causes the unfortunate victim to instantly expel their innards violently (Will save at +4 negates) through each and every orifice (Fort save or die). On an Illustrious Success, the target's Will save to perform any action is at a -5 penalty.



The Illusion of Vile Arthropods
Illusion

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 Action

Range: Medium (100 ft. + 10 ft./level)

Target: special

Duration: 1 round per level (D)

Saving Throw: Will negates

Spell Resistance: Yes

"Take care, a plague of tasp is upon us!"

This useful bit of magic lets the caster conjure a realistic illusion of nonhuman monsters, with a number varying on the size of the illusory creatures summoned. Up to three medium-sized beasts, a large group of (3d4) small sized creatures (the size of dogs), or a large swarm (6d6) of tiny creatures can be summoned. Creatures are typically any crawling or flying vermin: tasp, giant wasps, sphigales, giant scorpions, giant ants, minuscule bazils, giant centipedes, large spiders, and other such creatures.

The creatures look, sound, and smell just like the real thing, but have no substance and cannot affect the physical world. Successful attacks pass harmlessly through them, instantly revealing their insubstantial nature. The caster may control the creature's actions by concentrating. Though this spell cannot create believable humans, it is not limited to arthropods. Any creature liable to provoke disgust and fear is permitted, though the common denominator is that any such creatures are venomous.

The spell has three practical effects. First, any sentient (non-undead) creatures with at least 2

intelligence who fail their initial Will saves must make a second Will saving throw or flee in terror for 1d4 rounds. Second, the Illusory creatures will "attack" victims, attack technique depends on creature size (see box).

Any hit on a vermin creature "kills" the creature. All damage caused by a creature is subdual damage. Finally, any successful hit includes "poison," the victim must make a third Will saving throw or sleep for 2d4 rounds. The material components for this spell are a dozen dried scorpion tails, which must be flung toward the targets.

Success and Failure

On a Dismal Failure, the spell fizzles noisily. On an Illustrious Success, the duration is doubled.

The Illusion of Vile Arthropods Creature Table

Creature size	To Hit	Subdual Damage	"Poison" DC	AC
Medium	+8	D8	14	20
Small	+6	D6	12	18
Tiny	+4	D4	10	16

The Implacable Decay
Transmutation

Level: Drd 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft.+ 5 ft. per 2 levels)

Area: 20 ft. radius

Duration: 1 round per level, max 10 rounds.

Saving Throw: None (see below)

Spell Resistance: No (see below)

This powerful spell is anathema to obstacles, or objects of the caster's displeasure, provided they are made of wood. At the casting of the spell, green spores fly toward the target, which swiftly becomes covered with a furred mold. The mold will attack all wooden objects within the area of effect (including those of the caster or her allies if they are not safely beyond this area).

All inanimate wooden objects and artifacts within the area suffer 5d6 damage per round, with no damage reduction for hardness, until they are destroyed. Thus, a strong two-inch-thick wooden door with 20 Hit Points would probably crumble in 1



to 3 rounds, a six-inch-thick wooden wall with 60 Hit Points in 3 to 6 rounds, a treasure chest or a wooden shield with 15 hit points in 1 to 2 rounds, and a spear or a bow probably in 1 round. The spell will end automatically after a maximum of 10 rounds.

Against animate creatures made of wood, such as Treants or magical wooden objects, the spell is subject to both spell resistance and a Fortitude save, but if the target fails it also receives 5d6 damage each round the spell is in effect. The material component for this spell is a small green toadstool.

Success and Failure

On an Illustrious Success, the effect causes double damage to all targets (5d12 per round). On a Dismal Failure, the spores attack the caster and destroy not merely wood but all fabrics of vegetable nature (cotton and flax are destroyed, but silk wool and leather are spared).



The Impropratorious Tongue
Enchantment (Compulsion)
[Mind -Affecting, Language Dependent]

Level: Bard 2, Sor/Wiz 3

Components: V

Casting Time: 1 Action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Sometimes those you encounter upon your travels prove reluctant to respond with sufficient honesty and alacrity. The solution to such tardiness is an application of the *impropratorious tongue*. Upon activation of the spell, the target will immediately, volubly, and clearly (as plainly as they are able) blurt out the full truth (as they understand it) in regard to any line of inquiry that the caster and companions have just been pressing. The target is fully aware of what they are doing, but unable to resist. They may of course harbor resentment afterward.

Success and Failure

If the caster rolls a Dismal Failure, the target forgets entirely the information you wanted from them. On an Illustrious Success, the target is unaware that they have just revealed their hidden secret, and in fact believes they have bluffed the interrogators into believing the victim knows nothing at all about what they were asked.

Incontestable Pedantry

Enchantment (Compulsion) [Mind -Affecting, Language Dependent]

Level: Bard 1, Sor/Wiz 2

Components: V

Casting Time: 1 Action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to four living creatures

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

There is more than one way to win an argument, and the *incontestable pedantry* supplies one of the more effective methods. Finding oneself in a situation where circumstances demand that an argument must end in one's own favor (and yet the possibility of such an outcome seems to be slipping away), the sensible magician activates this spell. Its well-honed application adds an almost irrefutable sense of authority to the caster's words, sufficient even to convince beings possessed of more than human intelligence.

Casting this spell lends a temporary +8 to any Bluff, Intimidate, Diplomacy, or Sense Motive check from a verbal discussion, and it can affect up to 4 creatures with whom the caster may be engaged in an argument. Of course, the caster must still decide what to say, and beings of extremely high intelligence may simply know that the facts quoted by the caster are wrong. Yet even if the slightest element of doubt exists, they are likely to capitulate (even if reluctantly).

Success and Failure

On an Illustrious Success, the target automatically accepts the caster's statements. On a Dismal Failure, the caster loses confidence in their own argument and accepts the target's point of view.



The Interminable Interim
Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: One day (D)

Saving Throw: Reflex negates

Spell Resistance: Yes



Similar though less formidable than the 9th level arcane spell *temporal stasis*, this pacifistic spell places the target in temporal stasis for the next full day. For the target, this day passes in an instant. While frozen, the target and all items, garments, and equipment carried cannot be taken, affected, or damaged by any means, nor can he or she take any action. They have, essentially, been lifted out of the flow of time until the spell's duration ends.

Success and Failure

On a Dismal Failure, the spell fails and there is a 1 in 6 chance that the caster is affected instead of the target. On an Illustrious Success, the target must save at -2.



Inviolable Attire

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This useful effect causes the caster's clothes and personal equipment to repulse dust, dirt, water, grime, blood, mud, oil, ordure, ectoplasm and every other type of muck one is likely to encounter on the trail or in a standard workroom. More daring magicians find a side effect of the spell more important - it provides a strong resistance to the effects of fire (+4 on saving throws, DR 5). All such substances will be repulsed from the magician's clothes as if by a powerful static charge, giving a little fizz as this occurs. The spell also ensures that their exposed skin stays as pristine as their garments.

This spell has the additional bonus of keeping one's garments crisply pressed and jauntily presented about one's person, despite any rigors of the day.

Success and Failure

On a Dismal Failure the garments become ingrained with dirt and are impossible to clean, having to be discarded, and become highly volatile (-4 on saves, +5 damage from fire). On an Illustrious Success, the spell lasts all day.



Issuance of the Primordial Whisper

Conjuration

Level: Sor/Wiz 1

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: All within hearing

Target: All creatures within earshot

Duration: Concentration

Saving Throw: See below

Spell Resistance: No

To cast this spell, the magician throws his head back and speaks in the low rumbling voice of the primordial ooze from which all life began. The barely audible sound penetrates the bodies of all people and creatures that stand within range of the caster, provided that they are native to the Material Plane. Most find this primeval reverberation simultaneously reassuring and distressing.

The unsettling feelings aroused by this spell immediately end all spells currently being maintained by the listeners' concentration. Furthermore, all who hear the sound and do not make a Will save (DC 11 + caster's Ability score bonus) suffer a -1 on all To Hit rolls and saves, and must make concentration checks (as if overcoming spell resistance) to cast spells, at DC 15.

Success and Failure

On a Dismal Failure, the caster merely begins to shriek insanely, drawing attention of anyone in earshot, for 1d4 rounds. On an Illustrious Success, the target(s) save at -2.



Javanne's Enervation of Will

Enchantment (Compulsion)

[Mind-Affecting, Language Dependent]

Level: Sor/Wiz 4

Components: V

Casting Time: Partial action

Range: Close (25ft. + 5ft./level)

Target: One creature

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

"Careful, Etarr, lest I mischief you with magic. You may go limping, hopping hence with a body to suit your face. And your beautiful dark haired child shall be play for demons."



Etarr recovered himself and stood back, eyes smoldering. "I have magic as well, and even without I would smite you silent with my fist ere you worded the first frame of your spell."

"Ha, that we shall see," cried Javanne, skipping away. "For I have a charm of wonderful brevity." As Etarr lunged at her she spoke a charm. Etarr stopped in mid-stride, his arms fell listless to his side, and he became a creature without volition, all his will drained by the leaching magic.'

...from The Dying Earth

This "charm of wonderful brevity" completely removes the target's conscious volition. The spell affects a single target within easy speaking distance of the caster. The target will perform any action desired by the caster, fight and even die for the caster, and reveal secrets when asked; however, the target still retains memory and desire. Though victims of this spell cannot act except in the manner ordered, they remain free to interpret any unclear or ambiguous orders.

For example, if the caster orders the target to free her from a trap, the target is under no obligation to prevent harm to the caster while doing so, unless specified. Hence, most casters command that the target must act to avoid harm to the caster. The Enervation ends instantly if the caster orders the target to think for him- or herself.

Success and Failure

On a Dismal Failure, the spell succeeds but the caster is affected as well as the target, so that they will each obey the orders of anyone else who speaks to them.

On an Illustrious Success, the target saves at -2.



Khulip's Nasal Enhancement
Transmutation

Level: Druid 0, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

This spell essentially grants the caster the ability of Scent (Monster Manual, Introduction) as if he or she were a predatory animal that hunts by smell. The spell allows the caster to detect approaching enemies,

sniff out hidden foes, and track by sense of smell. While under the influence of the spell, it is possible to identify familiar odors just as one ordinarily recognizes familiar sights.

The caster can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When the caster detects a scent, the exact location is not revealed - only its presence somewhere within range. The caster can take a partial action to note the direction of the scent. If the caster moves within 5 feet of the source, he can pinpoint the source.

A mage under the effects of this spell can also track by smell as if he had the Track feat, making a Wisdom (or Survival) check to find or find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour the trail is cold, the DC increases by 2. The spell otherwise follows the rules of the Track feat (Player's Handbook, Chapter 5: Feats). Anyone tracking by scent can ignore the effects of surface conditions and poor visibility.

While under the influence of this spell, the caster's nose is extremely vulnerable to powerful scents and odors designed to damage the olfactory nerves. Any attacks, magical or otherwise, that rely on scent have their effects or durations doubled as applicable, and saving throws against these effects are at a -4 penalty.

Success and Failure

On a Dismal Failure, the caster loses their sense of smell for 1d4 weeks. On an Illustrious Success, the spell's duration is doubled.



Klopag's Demonic Identifier
(Diabolist's spell)
Divination

Level: Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch



Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The caster must make skin-to-substance contact with something believed to be from a subworld, or from any Plane other than the prime material. If it is indeed of extra-Planar origin, the caster will instantly be aware of the name of the Plane, the length of time the object has been in its current dimension of existence, and (if it was once part of another being) the object's physical origin.

Success and Failure

On a Dismal Failure, the caster is affected by the evil essence of the subworld object and becomes fretful and confused for 1d6 minutes, suffering a -4 to Concentration and Spellcraft skill checks. On an Illustrious Success, the spell can be used on a second object provided the caster can reach it within one round.



Liberation of Warp

Abjuration

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: 30-ft. radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

'Kandive uttered a powerful charm with loosened space free of all warp. So Turjan's spell was void and he became visible.'

...from The Dying Earth

By a sudden etheric shock, the *liberation of warp* instantly dispels all magic within 10 yards of the caster. Unlike *dispel magic* or *greater dispel magic*, *liberation of warp* attempts to dispel *all* active spells operating in the area of effect, including those cast by the caster. A dispel attempt must be made against each spell at 1d20+1 per caster level, to a maximum of +15, against a DC of 11+1 per level.

Permanent magical changes or other effects of past spells are unaffected, but any spell currently operating can be permanently negated, as is any effect produced by an enchanted item (though not the item itself). This spell may only be cast as an area effect spell.

After the spell has ended, new spells may be cast without penalty and the effects of permanently enchanted items return.

Success and Failure

On a Dismal Failure, the spell rebounds loudly, attracting the attention of all within earshot. On an Illustrious Success, dispel checks are made at +2.



Llorio's Spell Stealer

Enchantment

Level: Wiz 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft + 5 ft./level)

Target: 1 arcane spellcaster

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

With this spell the caster may pull spells directly from the mind of his target, and take them as their own. The caster may steal a number of spell levels equal to their own level as an arcane spellcaster. For example, a 9th level wizard could steal 2 first level, 2 second level and 1 third level spell (2 levels + 4 levels + 3 levels=9 levels). The DM lists the number of available spells at each level, and the type of each spell (enchantment, transmutation, evocation etc.), but not the name. The caster must choose from this list. Cantrips cannot be stolen by this spell.

Success and Failure

On a Dismal Failure, the caster loses all spells stored within their own sensorium. On an Illustrious Success, the caster may steal twice as many spells as they have levels.



Llorio's Superior Restraint

Conjuration (Summoning)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 Action¹

Range: Medium (100 ft. + 10 ft./level)

Area of Effect: 10 ft. cube

Target: Any creatures in area of effect, and see below

Duration: 10 minutes/level

Saving Throw: Reflex negates

Spell Resistance: No

¹ Material component requires advanced preparation, see text.



This spell may be carried in the mind in the common fashion, or cast at a particular spot to be triggered in the manner of a *magic mouth* spell. The spell creates a perfect cube of translucent jelly approximately four yards long at each edge, similar to a Gelatinous Cube (Monster Manual), except that it is not corrosive nor does it cause paralysis. The magically created substance is of sufficient rigidity to hold any mobile objects or persons securely within its embrace. Anyone within the area of effect when the spell is triggered who fails to make a Reflex saving throw is considered Engulfed.

Engulf (Ex) An Engulfed creature is treated as grappled, and trapped within the *restraint*. Engulfed creatures cannot free themselves but may be assisted by others outside of the area of effect. Successfully assisting an engulfed creature requires a Strength check (DC 10) and a second Reflex save at +4. Failure of the save means becoming engulfed as well.

Transparent (Ex) The *superior restraint* is hard to see, even under ideal conditions, and it takes a successful Spot check (DC 15) to notice one. Creatures who fail to notice the *restraint* and walk into it are automatically engulfed.

The material component for this spell is a special square shaped blob of gelatin, the making of which requires the use of a masterwork alchemical lab in a secret process taking at least 4 hours, with ingredients which cost 10 gp per use. A batch of up to 24 can be made in the lab each time.

Success and Failure

On a Dismal Failure, the *restraint* instantly appears at the caster's own location, automatically engulfing the caster. On an Illustrious Success, the restraint lasts for 1 hour per level instead of 10 minutes per level.



Lorgan's Dust Devil

Conjuration (Summoning)

Level: Druid 0, Sor/Wiz 1

Components: S, M

Casting Time: 1 Round

Range: Medium (100 ft. + 10 ft./level)

Duration: 1 round/level (concentration)

Saving Throw: None

Spell Resistance: No

This potentially dangerous spell must be cast in an area where there is some wind or at least the potential of wind, preferably outdoors or if indoors, at least in a drafty building with open windows. From

the smallest breeze, an apparently semi-intelligent miniature tornado emerges, actually a very small (tiny) air elemental, and runs willy-nilly around the nearby area, whipping up dust, upsetting small objects, scattering papers, and fanning large fires while extinguishing candles and other small unprotected flames.

If the caster keeps it in sight, he may direct the progress of the Dust Devil and send it toward specific targets. The mini-tornado does no damage but can cause the equivalent of a very localized *obscuring mist* (in one 5' space only) if cast in a dusty area. Creatures partially hidden in or behind this cloud are considered half concealed.

To cast this spell one must tie a special complicated triple knot in a piece of straw and throw it into the air. This serves as the material component. **Success and Failure:** On a Dismal Failure, the spell fails and there is a 1 in 6 chance that the caster has accidentally summoned an Invisible Stalker (Monster Manual). If the DM rolls a 1 on a d6, the Stalker is summoned. It will remain on the material Plane for up to 6 hours and will attack the caster at the most opportune possible moment (it will wait for any precaution such as a *magic circle* or other similar spells to expire, and will attempt to catch the caster when alone). On an Illustrious Success, the caster has summoned a small Air Elemental (Monster Manual), which is under the caster's total control for the duration of the spell. Higher level casters routinely use this potentially dangerous charm to achieve the latter effect.



Lorgan's Leaping Flame

Conjuration (Summoning)

Level: Druid 2, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 Round

Range: Medium (100 ft. + 10 ft./level)

Duration: 5 rounds + 1 round/level (or until elemental is destroyed)

Saving Throw: None

Spell Resistance: No

This spell must be cast upon a source of flames at least equal in volume to a strong blazing hearth or campfire. From the source of the flames an apparently semi-intelligent being emerges, actually a small fire elemental, and runs willy-nilly around the



Air Elemental, Small

Small Elemental (Air)

Hit Dice: 2d8 (9 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: Fly 100 ft. (Perfect)

AC: 17 (+1 size, +3 Dex, +3 natural)

Attacks: Slam +5 melee

Damage: Slam 1d4

Special Attacks: Air Mastery, Whirlwind

Special Qualities: Elemental

Saves: Fort +0, Ref +6, Will +0

Abilities: Str 10, Dex 17, Con 10, Int 4, Wis 11, Cha 11

Skills: Listen +5, Spot +5

Feats: Flyby Attack, Improved Initiative, Weapon Finesse (Slam)

Air Mastery: Airborne Creatures suffer a -1 penalty to attack and Damage rolls against an Air Elemental.

Whirlwind: The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for 1 round. In this form the elemental can move through the air or along the surface in its fly speed. The whirlwind is 5 feet wide at the base, 10 feet wide at the top, and 30 feet tall. Tiny or smaller creatures can be caught in the whirlwind (Ref save to avoid) in which they take 1d4 damage and can be carried up to 100 ft. If the whirlwind's base touches the ground it creates a whirling cloud of debris. This cloud is centered on the elemental and has a diameter of 15 feet. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have one half concealment, while those farther away have total concealment. Those caught in the cloud must make a Concentration check (DC 12) to cast a spell.

Elemental: Immune to poison, sleep, paralysis, and stunning; not subject to critical hits or flanking.

nearby area, apparently delighting in setting all flammable objects alight. If the caster keeps it in sight, he may direct the progress of the fire elemental and send it against specific targets. Unlike the *trifling typhoon*, the *leaping flame* can fairly easily cause both serious property damage and grievous harm to human targets that suffer prolonged exposure to its embrace.

The material component for this spell is a special flash powder made of phosphor and brimstone, which costs 50 gp to make.

Invisible Stalker

Large Elemental (Air)

Hit Dice: 8d8+16 (52 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 30 ft., Fly 30 ft. (Perfect)

AC: 17 (-1 size, +4 Dex, +3 natural)

Attacks: Slam +10/ +5 melee

Damage: Slam 2d6+6

Special Qualities: Elemental, natural invisibility, improved tracking

Saves: Fort +4, Ref +10, Will +4

Abilities: Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11

Skills: Listen +11, Move Silently +15, Search +11, Spot +13

Feats: Combat Reflexes, Improved Initiative, Weapon Focus (Slam)

Invisible Stalkers are naturally invisible and remain so even when attacking. Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Fire Elemental, Small

Small Elemental (Fire)

Hit Dice: 2d8 (9 hp)

Initiative: +5 (+1 Dex, Improved Initiative)

Speed: 50 ft.

AC: 15 (+1 size, +1 Dex, +3 natural)

Attacks: Slam +3 melee

Damage: Slam 1d4 and 1d4 fire

Special Attacks: Burn

Special Qualities: take double damage from cold based attacks

Saves: Fort +0, Ref +4, Will +0

Abilities: Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11

Skills: Listen +5, Spot +5

Feats: Improved Initiative, Weapon Finesse (Slam)

Burn: Those hit by a fire elemental's slam attack must succeed at a Reflex save or catch fire. The flame burns for 1d4 rounds (see catching fire, *Dungeon Master's Guide*, Chapter 3: Running the Game). The save is DC 15. A burning creature can take a move equivalent action to put out the flames. Creatures hitting a fire elemental with natural weapons or unarmed attacks take damage as though hit by the elemental, and also catch fire unless they succeed at a Reflex save.

Elemental: Immune to poison, sleep, paralysis, and stunning; not subject to critical hits or flanking.



Success and Failure

On a Dismal Failure, the elemental is uncontrollable and there is a 1 in 6 chance that the elemental will attack the caster. On an Illustrious Success, the elemental is larger than normal, with max hit points per die (18 hp).

Lorgan's Trifling Typhoon
Conjuration (Summoning)

Level: Druid 1, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 Round

Range: Medium (100 ft. + 10 ft./level)

Duration: 5 rounds + 1 round/level (or until elemental is destroyed)

Saving Throw: None

Spell Resistance: No

This spell has few specific applications, yet nonetheless has been retained across the aeons. To work effectively the spell must be cast at a body of water at least the capacity of a rain barrel. From this

water source a living waterspout leaps, and will either rampage about the surrounding area with no apparent sentient direction, or can be directed by the caster so long as it remains in sight. Whilst the spell can cause only slight damage to property and is not nearly as dangerous to individuals as *Lorgan's leaping flame*, it has survived chiefly because of its usefulness in putting out fires.

The elemental summoned by the *trifling typhoon* also causes 3d6 damage per round to fire based creatures, suffering 2 damage/round in the process.

Success and Failure

On a Dismal Failure, the elemental is uncontrollable and there is a 1 in 6 chance that the elemental will attack the caster. On an Illustrious Success, the elemental is larger than normal, with max hit points per die (18 hp).



Lugwiler's Dismal Itch

Enchantment [Mind-Affecting]

Water Elemental, Small

Small Elemental (Water)

Hit Dice: 2d8+2 (11 hp)

Initiative: +0

Speed: 20 ft., swim 90 ft.

AC: 17 (+1 size, +0 Dex, +6 natural)

Attacks: Slam +5 melee (+0 melee on dry land)

Damage: Slam 1d6+4 (1d6-1 on dry land)

Special Attacks: Water mastery, drench, vortex

Special Qualities: Elemental

Saves: Fort +4, Ref +0, Will +0

Abilities: Str 14, Dex 10, Con 13, Int 4, Wis 11, Cha 11

Skills: Listen +5, Spot +5

Feats: Power Attack

CR: 1

Alignment: Neutral

Water Mastery (Ex): A water elemental gains a +1 attack and damage bonus if both it and its opponent touch water. If the opponent or elemental is land-bound, the elemental suffers a -4 penalty to attack and damage. (These modifiers are included in the statistics block above, in parenthesis.)

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns and other open flames of nonmagical origin if these are of large size or smaller. When summoned by *Lorgan's trifling typhoon*, the

elemental also has the ability to put out fires in the manner of the 4th level Druid spell *quench* (Player's HandBook, Chapter 11: Spells). It "dispels" fires, rolling a d20 at +3 to dispel. The DC for fires is 5 for a small fire, 10 for a medium, 15 for a large and 20 for a conflagration, or 11+ caster level for magical fires. It may try to dispel a fire over and over again, once per round.

Vortex (Su): Once every 10 minutes, transform into whirlpool for 1 round if underwater; 5 foot base, up to 30 foot top, 10-20 feet tall. Move at swim speed. Tiny or smaller creatures must succeed at a Ref save (DC 11) or take 1d4 points of damage, and at a second Ref save (DC 11) or be picked up and held. Swimming creatures can attempt a Ref save to escape (though they still take damage). The elemental can eject carried creatures at any time.

If the base touches the bottom, it creates a swirling cloud of debris centered on the elemental, diameter half the whirlpool's height, obscures all vision (including darkvision) beyond 5 feet. Creatures 5 feet away have 50% concealment, while those farther away have total concealment (see Concealment, Player's HandBook, Chapter 8: Combat). Those caught in the cloud must succeed at a Concentration check (DC 11) to cast a spell.

Elemental: Immune to poison, sleep, paralysis, and stunning; not subject to critical hits or flanking.



Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./level)
Target: 1 creature
Duration: 1 turn/level
Saving Throw: Will negates
Spell Resistance: Yes

This tormenting spell causes the target to itch fiercely all over their body. The target becomes a miserable wreck, completely unable to function. At best, victims of the *dismal itch* can ride or walk slowly, scratch frequently, and complain incessantly about their sad plight. As long as the spell remains in effect, the target suffers a -2 penalty on to hit rolls, and on all skill checks and saving throws. In addition, for each full turn under the effects of this spell, the target suffers 1 point of temporary Wisdom damage (to a maximum of 5 points of damage), thus rendering them more vulnerable to failing Will saves. The *dismal itch* is therefore often used for interrogation.

Success and Failure

On a Dismal Failure, there is a 1 in 6 chance that the caster is affected. On an Illustrious Success, the target saves at -2.



Malakan's Silver Skin

Abjuration
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

This protective measure turns the skin of the caster to a flexible shining metallic substance. This metal is extremely resistant to physical attacks, and can bend and blunt swords, whilst simply deflecting missiles as if they did not exist. An attack of sufficient force will still knock the caster over, but is unlikely to cause actual harm.

As with the spells *stoneskin* and *barkskin*, this spell conveys damage reduction against blows, cuts, stabs, and slashes for the warded creature, in this case always the spellcaster. The damage reduction is 15/+2, and the *silver skin* can absorb an unlimited amount of damage until the duration of the spell has

expired. Non-magical weapons striking a caster under the effects of this spell have a 1 in 6 chance of breaking or bending (magic weapons are also entitled to a saving throw).

Unlike other protective spells of this family, (but more in the fashion of the considerably more powerful 8th level Wizard spell *iron body*), *Malakan's silver skin* actually temporarily changes the caster's skin (though not his or her whole body, as with *iron body*), in this case to an alloy of mythril. Because of this change, the caster's movements become jerky and stiff. Though no speed is lost, the caster suffers an armor check penalty of -4 while performing all tasks or skill checks requiring physical dexterity, exactly as if wearing plate armor, and must make a Concentration check at -6 to cast any spells requiring somatic components. The material component for this spell is an ounce of mythril powder (value 50 gp) that the caster must sprinkle onto his bare skin while casting.

Success and Failure

On a Dismal Failure, the caster has put too much powder on his skin and it becomes so stiff that the caster cannot move for the duration of the spell. On an Illustrious Success, the *silver skin* is abnormally supple and the caster suffers no armor check penalty.



Mazirian's Irrational Hatred

Enchantment (Compulsion) [Mind-Affecting]
Level: Bard 3, Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft., + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

This is a wonderful spell for upsetting enemies and allies alike. The unfortunate victim of this magic is driven into a frenzy of rage, and will attack the person nearest to the victim as soon as it takes hold. The target will also attack anyone who tries to interfere with the violent outburst. When cast upon a burly retainer, perhaps one who is carving the evening roast at his master's side, the outcome can be devastating.

The spell has few syllables and no extravagant gestures, so it is easy to cast surreptitiously. The obvious advantage of this spell is that the true culprit (if sufficiently cunning) will likely never be identified,

and the mystery of the (now probably deceased) servant's murderous insanity never explained.

Success and Failure

On an Illustrious Success, the caster can mentally direct the target's attacks. On a Dismal Failure, the target attacks the caster.



The Morbid Recollections of Faddar Jalgash

Necromancy

Level: Wiz 2

Components: V, S, M, MF

Casting Time: 8 hours (see below)

Range: 0 ft.

Effect: One clone

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell enables the magician to access the last day's memories of a specific dead creature. The caster takes a freshly severed head, and trepans it. He then pounds narcotic herbs into the brain, adds alcohol and stirs it into a thick posset, while uttering the right incantations. The caster then drinks the liquid and experiences the victim's last day's worth of thoughts and memories. The cup will provide similar memories every time its manufacturer drinks wine from it, but these will attenuate to a slight impression, perhaps of bitterness, surprise or of regret.

Many murders were solved through the means of this simple expedient, so long as the victim had some inkling of who did them in. This has led to the unfortunate habit of decapitation of many murder victims in urban areas where magic is better understood.

Success and Failure

On a Dismal Failure, there is a 1 in 6 chance that the caster will re-experience the death - pang of the victim, and suffer 1d6 of damage. On an Illustrious Success, the memories extend up to 5 days before the victim's death.



Mupouchar's Reliable Proscription

Abjuration

Level: Magic 6, Sor/Wiz 6

Components: V, S, MF

Casting Time: 1 minute

Range: Personal

Target: You

Duration: Until expended or 10 minutes/level

Saving Throw: No

Spell Resistance: Yes

When casting this spell, the wizard specifies any other spell whose existence is known to him by name. Should anyone (or any thing) cast the specified spell within the caster's range of vision during the duration of *Mupouchar's reliable proscription*, that caster must make a saving throw or suffer electrical damage as if touched by a *shocking grasp* spell cast by the *proscription's* caster (i.e. 1d8 +1 per caster level). If the victim suffered any damage, they must immediately make a Concentration check or their spell fails, and they cannot cast any other spells for 1 round.

Regrettably, the *proscription* also works against the caster, should he or she attempt the specified spell. If two magicians with a *proscription* spell in force come within sight of each other, both castings are immediately dispelled. The (reusable) material focus is a small silver mirror with the name of the proscribed spell written onto it with a grease pencil, and worn on a silver chain down the caster's back.

Success and Failure

On a Dismal Failure, the spell appears to have worked but fails when tested. On an Illustrious Success, the spell causes +2 damage per caster level instead of +1 per level.



Obstructive Ether

Conjuration (Summoning)

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./ level)

Area: Up to one 10-ft. cube/2 levels (S), max 60 ft.

Duration: 1 round/level

Saving Throw: None (see text)

Spell Resistance: No

This spell creates a cube of air up to 60 feet across which opposes the movement of any trapped in it. Essentially, it creates an area of null gravity (as opposed to reverse gravity, as per the 7th level arcane spell of the that name). Objects in the area float more or less where they were to begin with, but are no longer subject to gravity. Unless there is something to



grab on to, those trapped within the area of effect must make consecutive Reflex saving throws for each 10 feet traveled. Once a Reflex save is failed, they cannot move any further that round.

Success and Failure

On a Dismal Failure, the spell works but has taken effect in the immediate vicinity of the caster. On an Illustrious Success, the duration is doubled.



Olfactory Confusion

Enchantment (Compulsion)

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: Up to a 20 ft. diameter circle

Target: Up to six creatures within the area of effect

Duration: 1 round/level

Saving Throw: Will negates

Magic Resistance: Yes

This spell, a development of what was originally a simple hunter's cantrip, has a number of uses, albeit for the most part subtle and indirect ones. Upon casting this spell, up to six creatures can be caused to smell imaginary scents of a wide variety, and from any source or direction within the area of effect.

Originally used by hunters to create scents which could cause animals to approach (musk, good food, etc.) or flee (the smell of a dangerous predator, or the whiff of a forest fire), this flexible spell has been adapted for a variety of uses as subtle as causing a detractor's breath to reek strongly of wine while they whisper disparagements into a superior's ear, or as crude as causing one's romantic rival to suddenly take on an odor as if they have had an embarrassing personal accident.

The spell can be used to temporarily throw off the scent ability of a pursuing predatory animal, or in various situations to effect certain Bluff, Sense Motive, Intimidate, or Diplomacy attempts, by the caster or others, by as much as +4 or -4, depending on the circumstances and the judgment of the DM.

Success and Failure

On a Dismal Failure, the caster begins to emit horrid odors. On an Illustrious Success, the duration is doubled.



The Omnipotent Sphere

Evocation [Force]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Force field of personal protection, expandable to a 1 ft. diameter/level sphere centered around caster (max 12 ft. diameter)

Target: Personal

Duration: 1 minute/level

'A film of force formed around his body, expanding to push aside all that resisted.'

...from The Dying Earth

The ultimate in personal protection, the *sphere* produces a skin-tight bubble of impenetrable force around the caster and all worn or carried possessions. Under normal circumstances, the caster can move and fight normally while under the protection of the sphere, which conforms to the caster's body shape, though they cannot cast spells while under its protection.

Alternately, the caster can expand the bubble into a sphere up to four yards in diameter, in which case it becomes identical to *resilient sphere* until it is collapsed back onto the caster's body. The expanding sphere will push objects away from the caster or (in the case of immobile objects) vice versa, as if with a Strength of 25.

The *omnipotent sphere* protects the caster from all physical damage, spells, cantrips, sudden temporary changes in temperature, enchanted items, and direct and indirect attacks. The sphere can be destroyed by a targeted *dispel magic* (or *dispulsion*), a *rod of cancellation*, a *wand of negation*, or *disintegrate*. The material component is a blue topaz sphere worth at least 100 gp, which disintegrates when the spell is cast.

Success and Failure

On a Dismal Failure, the spell appears to work but fails as soon as it is tested. On an Illustrious Success, the duration is doubled.

Orthu's Wave of Destruction
Conjuration



Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./level)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This bizarre spell knocks over every wall, fence, tree, hedgerow, coat rack, screen, statue, pole, obelisk, and column within 30 feet of the caster. It does not knock down items which are more than 30 ft. in height. Interior walls that are part of a lesser structure will be knocked down unless they extend upwards for more than 30 ft. without being interrupted by a floor or a ceiling. The Wave of Destruction does not topple items that cannot perceptibly be knocked over onto their sides, such as a statue in the shape of a globe.

Items which cannot reasonably be defined as walls, fences, trees, hedgerows, coat racks, screens, statues, poles, obelisks, or columns remain upright unless they are sitting on, or otherwise supported by, an affected item. Sentient beings are immune to the spell, even when they also happen to be walls, fences, trees, hedgerows, coat racks, screens, statues, poles, obelisks and/or columns.

If cast inside a structure or underground, the spell makes no provision to ensure that support walls remain in place. The magician is thereby advised against collapsing the building or labyrinth down upon him or herself and her companions!

Success and Failure

On a Dismal Failure, the spell works but the caster is knocked prone. On an Illustrious Success, the spell merely succeeds as normal.



Danguine's Loyal Porter

Evocation [Force]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

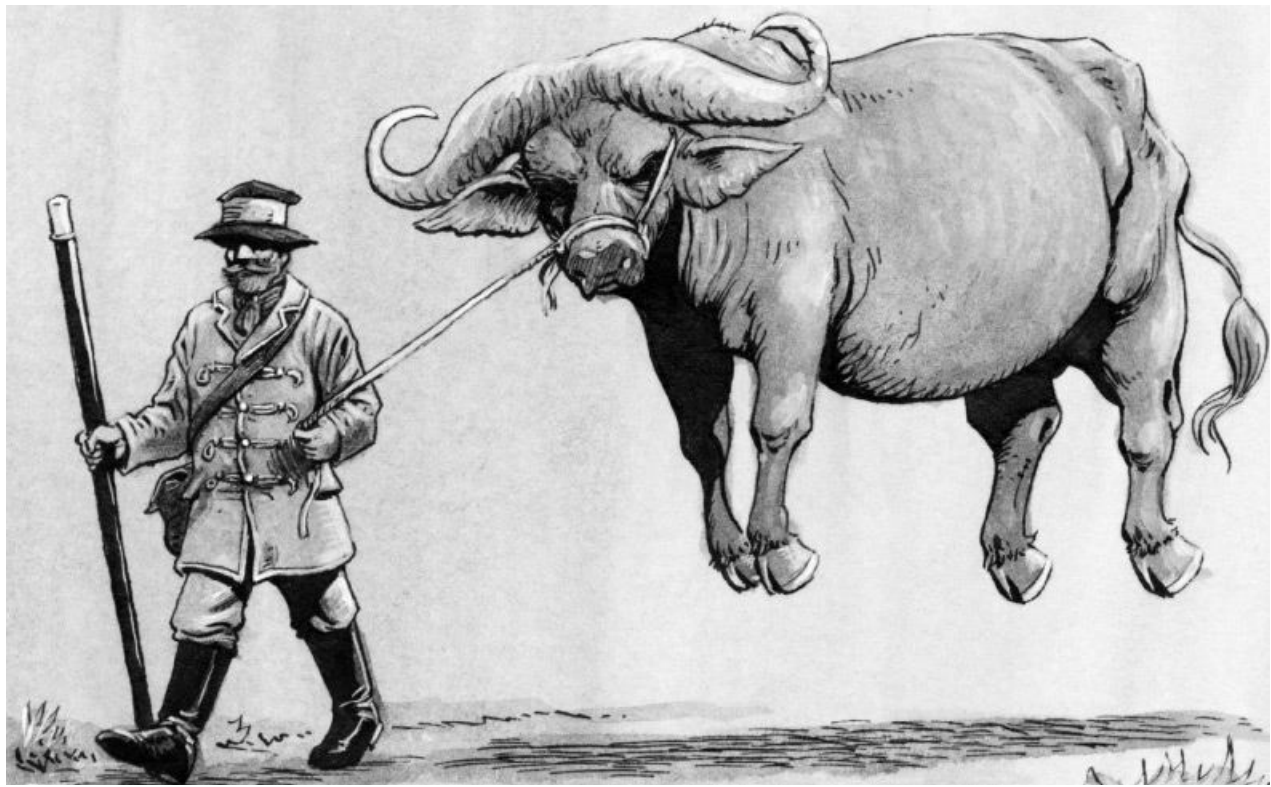
Effect: 3 ft. diameter disk of force

Saving Throw: None

Duration: 1 hour/level

Spell Resistance: No

A more powerful precursor to Tenser's better known *floating disk* spell, this useful evocation summons an entity, visible only as a faint shimmer, which can carry any load up to one ton that can be stacked in a space no more than two yards on a side,





including up to three people or medium sized creatures, if necessary. The caster can sit on the porter, and raise it up or down to 30 feet high, but it will not move on the horizontal plane except to follow the caster. When the caster is moving, the *loyal porter* follows the magician, keeping a specified distance (up to 300 feet) and altitude (up to 30 feet) over any terrain. It cannot move at a rate of more than 60 feet per round. At the end of the spell, or the magician's orders, the porter gently lays down the load and vanishes.

Success and Failure

On a Dismal Failure, the spell suddenly fails as soon as any substantial amount of weight is placed on it - it rises to thirty feet and then disappears, causing 3d6 damage to anyone riding on it and possibly breaking any fragile items carried. On an Illustrious Success, the duration is doubled.



Dasko's Deducible Placenta

Necromancy

Level: Wiz 3

Components: V, S, M, MF

Casting Time: 8 hours (see below)

Range: 0 ft.

Effect: One clone

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Through elaborate means, this spell allows the caster to identify a mysterious person and to determine his or her motives. It may be cast on any physical remnant of an unknown person's recent travels, such as a footprint in the mud, a hand print on a piece of glass, a hair left behind on a piece of furniture, the well-chewed remains of a piece of fruit, or a discarded fingernail clipping. It does not work when the identity of the person is already known to the caster, or could easily be discovered through simple investigation, such as the questioning of nearby witnesses.

In a complex process requiring a Craft (Alchemy) skill check at DC 15 and draining one point of temporary Constitution, the magician extrudes a quantity of ectoplasm—a formless, proto-biological material—through the pores of his face and hands. He rolls it flat, like pie pastry, and then lays it up against the piece of evidence: the footprint, the hair, or whatever. Then he places it in a sack, of sufficient

size to hold a large person, and leaves the sack in a cool, dark place for several hours (the effect takes longer to gestate if the sack cannot be protected from light and heat.)

At the end of this waiting period, an animated, life-sized, fleshy copy of the target lies wriggling inside the bag. After the bag is torn open, the naked, ill-formed simulacrum can be studied and questioned. It shares the target's knowledge as of the moment the clue was left behind. Using that knowledge, it will honestly answer one simple question per caster level. It will answer in concise, even curt terms.

The simulacrum can provide simple information, including answers about the target's intentions and state of mind, but cannot make judgments, evaluate probabilities, or provide interpretations requiring knowledge of life outside its own extremely limited experience. So, for example, it can supply the target's name, tell you where he was headed at the time, and list the magical implements on his person, but cannot tell you whether the target is good or evil, advise you on the wisdom of pursuit, or guess whether he will be betrayed by allies.

The material Focus is special laboratory equipment worth at least 500 gp. The caster will regain the lost point of Constitution after one week of light activity and plenty of rest.

Success and Failure

On a Dismal Failure, there is a 1 in 6 chance that the placenta will become possessed by a hostile spirit, and attack as if it were a Zombie of the same hit dice as the original person or creature who was being investigated. On an Illustrious Success, the caster does not lose the one point of temporary Constitution.



Petratur's Monitory Atheism

Enchantment

Level: Sor/Wiz 6

Components: V

Casting Time: 1 round

Range: Medium (100ft. + 10 ft./level)

Area of **Effect:** 30 ft. diameter circle

Duration: 1 round per level while concentration is maintained

Saving Throw: Will negates

Spell Resistance: No

This curious enchantment was handed down to us by the sorcerer and theorist who devised a mathematical equation that purported to disprove the



existence of all gods and similar religious beliefs. The spell allows the caster to momentarily induce an understanding of this theorem in all sentient minds within range. While the caster maintains concentration, all affected individuals intellectually and emotionally know that none of the divine beings they pray to, or merely recognize in their mythologies, actually exist as described. They acknowledge any miracles or other seeming supernatural acts attributed to these deities as delusions, deceptions, or historical errors. At best, they consider that such sendings emanate from various extra-dimensional entities intent on hoaxing believers out of sacrifices and emotional energy. The spell may or may not encourage individuals to act in a manner contrary to their alignment, depending on each individual's attitude toward them.

Perhaps the most important practical effect of this spell is that, for those who have failed their saving throws, it is impossible to cast clerical or Divine spells of any type (including Druid and Ranger spells) while the spell is still in effect.

People who accept the inherent validity of a religion's moral code will continue to obey it, even after their belief in its supernatural underpinning is dispelled. Some may hypocritically continue to espouse beliefs they no longer hold, because the status quo benefits them in some other way: a richly robed cleric overseeing a lucrative temple may keep his crisis of faith to himself, rather than abandon his profitable and prestigious position.

On the other hand, those who follow church edicts only out of fear of hellfire or other divine retribution will suddenly feel themselves free to commit all the sins and infractions they've secretly yearned for during their years of religious subjugation. The spell does not induce temptations that didn't exist in the first place; a target may suddenly decide that murder isn't wrong without wanting to embark on an immediate killing spree.

When the caster allows concentration to lapse, all affected persons recover their original beliefs. They remember their time spent as atheists, but explain away the strange thoughts and actions that took hold during this period. These rationalizations employ the most relevant precepts of a target's faith. A person who believes that enemy demons can affect one's reason will decide that this has happened to him, while an adherent who holds that people can fall

inexplicably from grace with the deity will regard his errant thoughts through that framework.

This brings up the most important secondary effect of this spell. After the spell has ceased functioning, anyone who failed his or her saving throw must make a second Will save at +4 on their die roll. Those who fail must change alignment randomly. Roll a D10 and Consult the table below:

<i>D10</i>	<i>Result</i>
1	Lawful Good
2	Chaotic Good
3	Neutral Good
4	Lawful Neutral
5	Chaotic Neutral
6	Chaotic Neutral
7	Neutral
8	Neutral Evil
9	Chaotic Evil
10	Lawful Evil

If a player changes to their original alignment, there is no effect. Otherwise, the usual consequences can ensue, particularly to clerics, paladins, druids, rangers, and the like.

No one has yet disproved Petritaur's theorem, but detractors note that he was killed by a freak lightning blast on a cloudless day.

Success and Failure

On a Dismal Failure, the spell fails and there is a 1 in 6 chance that the caster may change alignment as per above. On an Illustrious Success, all target(s) save at -1.



Phalajun's Perfection of Manners

Conjuration (Summoning)

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./ level)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This ancient spell assists magicians in behaving properly. It allows one unfamiliar with polite customs to perform a single service with the nicest precision. Examples include removing the correct end of an egg, with a neat incision; decanting a bottle of old



wine without spillage; or proffering the correct fork for the fish course. All known accounts agree that it leaves a lasting impression.

This spell was never satisfactorily differentiated from *Phalajun's imposing demonstration*. Like it, this spell summons up a greater Demon of an unknown subtype. Unlike it, the enchantment of *perfection of manners* enjoins the demon not to attack anyone. The creature must take the most direct route to the caster's side, regardless of furniture or architecture. When there it performs the demonstration of correct manners, glowers, and then departs into a vent in the floor, leaving behind it a persistent cloud of actinic green droplets. The exact agency is not apparent until the spell is cast.

An indirect use for this spell is that it often misleads those unfamiliar with it to the extent that they believe the caster can command powerful Demons to perform trivial tasks for them on a whim. This can help enormously with convincing people to treat you respectfully, perhaps even more so than the demonstration of perfect manners.

Success and Failure

On a Dismal Failure, the summoned Demon merely emits a loud flatulence and departs as above, without performing any demonstration. On an Illustrious Success, it will remain for several minutes, performing tasks such as serving wine or cutting one's steak.



Phandaal's Gyrator

Transmutation

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target: One creature of Large size or smaller

Duration: Concentration (up to 1 round/level)

Saving Throw: Reflex negates

Spell Resistance: Yes

"The Deodand's lips curled mockingly. "Blind magician! She has not left the glade." He pointed, and Mazirian followed the direction of the dead black arm. But he jumped back as the Deodand sprang. From his mouth

gushed the syllables of Phandaal's Gyrator Spell. The Deodand was jerked off his feet and flung high in the air, where he hung whirling, high and low, faster and slower, up to the treetops, low to the ground. Mazirian watched with a half-smile.'

...from The Dying Earth

Through the application of spinning warps of magical force, the Gyrator lifts a single target into the air and spins it rapidly around. As long as the caster concentrates on the target, he can cause it to spin at any rate ranging from a few slow revolutions a minute to a speed great enough to rip limb from limb. At the maximum rate, the target suffers 4D6 Hit Points of damage per round until it reaches 0 hit points (at which point it is dismembered and dies), the spell duration ends, or the caster is interrupted. Because internal centrifugal and shearing forces cause this damage, it ignores all DR of any kind. In addition, if sufficient materials are available, the unfortunate victim can be made to slam into tree branches, bounce off high parapets or walls, crash against the ceiling, or otherwise strike high-placed objects in such a way as to cause up to an additional 2d6 bludgeoning damage (treated separately for purposes of damage resistance). Impact against certain more dangerous objects, such as sharp stakes mounted along a wall or the spines of a tall cactus, might score even more damage at the DM's option.

When rotating at half speed or better, it is nearly impossible for the target creature to cast any spell. Spells with verbal components only can be attempted if the target creature makes a Concentration skill check at DC 30. Otherwise, no spells can be cast. If the target is capable of flight, it may move up to half its normal rate if spinning at half speed or less. Otherwise, it may not move under its own volition, as it is spinning too quickly to orient itself.

The caster can also move the target through the air anywhere within the spell's range. This spell will work on any living being or object up to the size of a draft horse (size L). If the caster is distracted, the spell ends, whereupon the target ceases spinning and falls to earth, suffering normal damage for a fall. At any given time the target may be from 10 to 80 ft. high in the air above the caster, although it could also be flung off a cliff or other precipice if such is available.



Should the victim survive this spell, it is automatically nauseated (Dungeon Master's Guide, Chapter 3: Running the Game), assuming it is a creature capable of suffering this condition (i.e., undead, plants, and creatures without stomachs would ignore this result). The victim may make a Fortitude save (DC 20) each round to recover from this condition, at a +1 cumulative bonus for each round that passes after the spinning concludes.

Success and Failure

On a Dismal Failure, the spell fails and the caster is buffeted by a weft of force and knocked prone. On an Illustrious Success, the target saves at -2.



Phandaal's Inside Out and Over
Transmutation

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 Action

Range: Long (400 ft. + 40 ft./ level)

Area: Up to 360 ft. square feet of tunnels and underground chambers

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

'THE SPELL known as the Inside Out and Over was of derivation so remote as to be forgotten. An unknown Cloud-rider of the Twenty-first Eon had construed an archaic version; the half-legendary Basile Blackweb had refined its contours, a process continued by Veronifer the Bland, who had added a reinforcing resonance. Archemond of Glaere had annotated fourteen of its pervulsions: Phandaal had listed it in the 'A,' or 'Perfected', category of his monumental catalogue. In this fashion it had reached the workbook of Zaraides the Sage, where Cugel, immured under a hillock, had found it and spoken it forth.'

...from The Eyes of the Overworld

Designed for relic-hunters and those trapped underground by cave-ins, this very powerful spell inverts tunnels, basements, caverns, buried rivers, and other hollows. Objects and beings in these tunnels are brought to the surface with the force of a firm shove.

To cast *inside out and over*, the magician must be present in the subterranean space she desires to evert. Provided the surface is within the range of the spell,

the spell brings to the surface this space and all spaces directly connected to it (usually the equivalent to one or two medium sized rooms) up to 50 square feet per level, to a maximum of 1,000 square feet. The spell cannot be cast twice on the same adjacent or connected area. Unconnected spaces are always unaffected.

Success and Failure

On a Dismal Failure, the spell fails and rebounds loudly, creating a groaning sound which can be heard for a great distance. On an Illustrious Success, an additional 200 square feet are affected by the spell.



Phandaal's Observational Confinement

Evocation [Force]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 creature

Duration: 1 hour/level

Saving Throw: Reflex negates

Spell Resistance: No

This is a most aggravating spell if you have no means to counter it. When *Phandaal's observational confinement* is cast, a large glass container appears from the ground around the target, forming itself as it appears, and closing over the target's head in a flash. Spell resistance cannot counter this spell, but the potential victim can dive out of the way with a successful Reflex saving throw before being captured. Once the confinement is complete, however, escape is nigh impossible.

Whilst air passes freely in and out of the container, and there is plenty of room for sitting down and for such actions as hammering one's fists helplessly upon the magical glass, confinement is secure. *Teleportation* and Astral or Ethereal travel will allow egress, but other than that, only a *dispel magic*, *disintegrate*, *Rod of Cancellation*, or similar effect can damage the container and only the caster can pass objects through to the person trapped within. No magic can pass out of the container or affect it from inside.

The material component is 500 gp worth of sapphire dust which must be tossed into the air when the spell is cast.



Success and Failure

On a Dismal Failure, the spell fails and there is a 1 in 6 chance that it affects the caster instead of the target. On an Illustrious Success, the target saves at -2.



Phandaal's Repudiation of Curses

Abjuration

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous (retroactive)

Saving Throw: No

Spell Resistance: No (see below)

In far too many instances, base beings take offense at the actions of a magician about her business, often seeking to hinder or harm her with dying curses. Phandaal was no stranger to such happenings and created the spell to counter these acts. When this spell is triggered, the caster gains a spell resistance of 10 + caster level against any *quests*, *geases*, or *curses* which may have been placed on the caster within the previous hour. The curse or other spell must immediately defeat the resulting spell resistance or it is considered nullified.

Success and Failure

On a Dismal Failure, the spell seems to work but the spell fails as soon as it is tested. On an Illustrious Success, the caster gains an additional +2 spell resistance.



Phandaal's Sheltering Radiance

Evocation [Force]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 Action

Range: 20 ft.

Target: Mobile 20 ft. radius sphere centered on caster's location

Duration: 4 hours/level (D)

Saving Throw: None

Spell Resistance: No

Even the most competent magician may from time to time find it necessary to travel under the open air, and there are many dabblers who lack sufficient

mastery of the magical arts to do otherwise. The great Phandaal created his *sheltering radiance* - whilst still practicing the first principles of his craft - in order to make his experiences wandering abroad more comfortable.

It is well known in academic circles that the wizard who developed tiny hut was an antiquarian very familiar with the mages of the Dying Earth, and was in particular an admirer of the Great Phandaal. It perhaps comes as no surprise therefore that this spell of Phandaal's is similar though superior to the better known Evocation *tiny hut*, which was actually a rather simple copy of this original. Like the *tiny hut* (the wizard later perfected his goal of creating a spell which invokes an actual magical hut with his popular *tiny shelter*), this spell merely creates a Force barrier against water, wind, and wind blown debris close around the caster or target, whilst simultaneously keeping the temperature within its area of effect at a comfortable level.

Unlike *Tiny hut*, however, the *sheltering radiance* moves with the caster as they make their way about the world. It is not without limitations, however, and cannot be used to walk through flames with impunity, nor across a freezing wasteland. It would suffice to protect someone leaping through a blazing doorway, though. For practical purposes, the spell conveys resistance of 4 to fire- and cold-based attacks, restores temperature to 70 degrees as long as the outside temperature is between 0 and 100 degrees, and will withstand wind up to Hurricane Force (70 mph), though greater wind will destroy the *sheltering radiance*.

Success and Failure

On a Dismal Failure, this harmless spell merely fails. On an Illustrious Success, the duration is doubled.



Phunurus' Outstanding Replicator

Transmutation

Level: Wiz 1

Components: V, S

Casting Time: 10 Minutes

Range: Personal

Target: You

Duration: Instantaneous (one skill check)

Far from home, the magician comes across a particular problem that could be solved through exacting application of a particular branch of knowledge. Sadly, neither she nor her companions has



the required knowledge, and yet in her vast experience she knows that she must, on at least a small number of instances, have read information of use.

The *outstanding replicator* plumbs the depths of the magician's forgotten memories, allowing her to swiftly write down (or recite if no writing materials are available) a number of facts that seem to bear particular relevance to the situation at hand. Practically, the effect is to allow a +4 to any knowledge skill check.

Success and Failure

On a Dismal Failure, the spell fails and the caster suffers a -4 to any knowledge skill check attempted for the rest of the day. On an Illustrious Success, the caster gains a +6 to their skill check instead of +4.



The Predatory Lament

Evocation [Sonic]

Level: Bard 0, Druid 0, Sor/Wiz 1

Components: V

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: Cone

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Using this magic, the caster may let out a bestial roar of significant volume, which will terrify all herbivores and small carnivores, and will cause larger carnivores to soberly rethink their options. Even monstrous humanoids and half-men will be taken in by this terrible bellowing, assuming that some fearsome and previously unknown creature lurks nearby. Any predatory or aggressive creature that hears the *lament* must make a successful Will save or flee the area. Any sentient creature (Int 4 or greater) must make a second successful Will throw before approaching the area where the caster cast the spell.

Nonetheless, this spell's applications are relatively few, and it is seldom collected by magicians of the current age. Its best effect would surely seem to be in combination with a convincing visual deception.

Success and Failure

On a Dismal Failure, the caster emits the pathetic bleating sound of a wounded baby lamb in distress, which attracts all predatory beasts within earshot. On an Illustrious Success, the roar is so terrifying that any creature within earshot must make their Will save at -2.

Radl's Pervasion of the Incorrect Chord

Enchantment

Level: Sor/Wiz 2

Components: V

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: 1 active spellcaster

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Another spell preferred by dabblers such as rogues who must often seek to forestall the actions of powerful magicians, this potentially disastrous (for the target) magic inserts a disharmonious tone into an opposing spell cast. The caster of the *pervasion* typically responds to an opposing magician by shouting out the tone and activating this spell. The casters and the target must make rival Initiative rolls, and the winner is deemed to have cast their spell first. Should the winner be the caster of the *pervasion of the incorrect chords*, the target's spell fails. They suffer an automatic Dismal Failure to their own cast if Spell Failure is being used. If the *pervasion's* caster loses the Initiative check, they lose their spell, and it has no effect upon the other caster.

Success and Failure

On a Dismal Failure, the caster fails the shout the chord and instead becomes confused and does nothing for one round. On an Illustrious Success, the caster's initiative roll is at +2.



Read Shadows of Time

Divination

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: See text

Effect: Magical sensor

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

The caster concentrates on a particular place or object. Although the effect of the spell is to create a single swift flash of sequential messages in the caster's mind, it takes several long moments to attune to the place or object before the magic can be attempted. The spell reveals to the caster's conscious mind a rapid burst of images and sounds covering



any emotionally charged activities that have occurred in the vicinity of the place or object.

These images start with the most recent and stretch back through history, and are rarely crystal clear, except perhaps for those that have happened within the last few hours or days. Exceptionally powerful echoes, even from long ago, might leap clearly to mind, and likewise images related to a place or object that has been rarely disturbed over the previous aeons will be more precise. The spell does not give the caster any way to comprehend unfamiliar languages, but it does reveal strong emotions that might have been hidden to some of the participants of the events in question.

Success and Failure

On a Dismal Failure, the caster is haunted by the passions they experienced while surveying long-forgotten tragedy, and cannot concentrate enough to cast spells for a full day. On an Illustrious Success, the caster gains the ability to *comprehend languages* for one day.



Rhialto's Green Turmoil

Necromancy

Level: Druid 4, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Close 25 ft. + 5 ft./2 levels)

Target: Up to four creatures within spell range

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

By creating a severe imbalance in the target's humors, the Turmoil produces an illness that always lasts at least three days and can linger for a week. The



target(s), wracked by nausea, immediately suffer 2d4 temporary Constitution damage, and if not slain, can only hobble about or lie in bed. Each day after the third, the target may a new saving throw at +1 per day (cumulative), to recover completely. This spell does not of course work against undead or non-corporeal creatures, or anything else that cannot be diseased (e.g., elementals, paladins, etc.).

Success and Failure

On a Dismal Failure, the caster becomes nauseated (*Dungeon Master's Guide*, Chapter 3: Running the Game) for 1d6 rounds. On an Illustrious Success, the target saves at -2.



Safe Trail Charm

Enchantment (Compulsion) [Mind-Affecting]

Level: Druid 3/Wiz 4

Components: V, S, M

Casting Time: 1 day (see below)

Range: Medium (100 ft. + 10 ft. /level)

Target: One living creature

Duration: Permanent until broken (D)

Saving Throw: None

Spell Resistance: No

While under the influence of this powerful spell, the target is blessed with a +8 luck bonus to all saving throws, and Damage Reduction of 10/+1. The target also gains a +4 on all Diplomacy and Sense Motive skill checks, and a +4 to Spot and Listen skill checks while the spell remains in effect.

This mighty charm requires advance preparation by the caster. First, on the night of a full moon, 40 gold and 200 silver coins must be melted down in a crucible. Next, two pints of the casters own blood must be drained, and the caster permanently loses 1 point of Constitution due to loss of spiritual essence. The caster must then sacrifice a bull, whose blood must be gathered and mixed with the caster's own blood in a large gourd. All the blood must then be poured into the crucible with the still-liquid metal, along with 500 gp worth of ruby dust. The metals, ruby dust and blood residue are then smelted together, and finally cast into a special type of electrum amulet.

The mold for the amulet must be made by an expert metalsmith using masterwork tools, and costs 500 gp to create. The electrum amulet is then trimmed, filed, and polished, and embedded with five green malachite stones worth 80 gp each and inlayed



with a quantity of lapis lazuli worth 100 gp. Total cost to make the amulet is 1,550 gold pieces, not counting the cost to hire the metal smith if needed.

Once cast, the spell will continue to take effect as long as the target remains on a clearly defined, recognizable road, highway or pathway. Inns and taverns on the side of the road are considered to be "on the trail" for purposes of this spell. If the target strays from the path by as much as ten feet, the spell is nullified. If the target removes or loses the electrum amulet, the spell is also nullified.

Success and Failure

On a Dismal Failure, the spell simply backfires, ruining the expensive material focus. On an Illustrious Success, the target of the spell also gains +1 on all attack rolls for the spell's duration.



Shabat's Admonitory Bolt

Evocation

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action or 1 minute (see below)

Range: Close (25 ft. + 5 ft. /2 levels)

Target: 1 creature

Duration: Instantaneous (see below)

Saving Throw: Fortitude half, see below

Spell Resistance: No

A far from subtle application of magic, the *admonitory bolt* is a conjuration of destructive energy from sources best left undisclosed. At the casting of the spell, a black and oily semi-solid mist appears around the caster's readied fists. This mist may be held in readiness for as long as the caster can maintain concentration upon its presence.

During this time, the caster may actively seek a target without affecting this concentration, but may not seek to manipulate any objects, nor use hands for other tasks. The advantage of holding the mist ready is that this reduces the chance of the spell producing a backlash due to being cast too quickly. If the spell is cast without at least a full minute's preparation, there is a 1 in 6 chance that the caster will suffer the effects of the magic.

When cast, this spell leaps from the caster's fists over a short distance as a bolt of dark force, striking and hideously wounding a single target by rotting flesh, liquefying organs, and crumbling bones. Due to the unique origin of the energy invoked by this spell, spell resistance is not effective against it. The bolt

causes 2d6 of temporary Strength damage and 5d6 Hit Points of real damage.

Only very large and/or powerful creatures can usually endure the impact of this terrible spell. The material component for this spell is a special tar that must be slathered over the hands, which is made from Pit Fiend Ichor, and which disintegrates when the spell is cast. Pit Fiend blood cannot normally be acquired on the open market, needless to say, but when it (rarely) is, sufficient quantity to cast this spell costs 5,000 gp.

Success and Failure

On a Dismal Failure, the caster is struck by a partial backlash and suffers 1d6 of temporary Strength damage and 2d6 damage. On an Illustrious Success the target saves at -2.



Shabat's Obliging Demon

(Diabolist's Spell)

Conjuration (Calling) [See text]

Level: Wiz 4

Components: V, S, M

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: One minor outsider

Duration: Instantaneous

Saving Throw: No

Spell Resistance: None

This ancient, highly sophisticated, and carefully wrought spell summons a minor demon or devil from the underworld, the type depending on the caster's alignment. The outsider in question is then compelled to fulfill one task set by the caster to the best of its ability. It will remain on the prime material plane for up to 9 days or until it has fulfilled its mission, whichever comes first. This spell is essentially a prepackaged summoning spell that combines the effects of *lesser planar binding* and several forms of magical compulsion, suitable to compel the one minor outsider to do the caster's bidding. Lawful casters will receive an Imp, while chaotic casters will receive a Quasit. Those whose alignment is neither specifically lawful nor chaotic have their choice of types.

Casters who know a specific demon or devil's name may call that specific creature. Though the summoned demon is often less obliging than Shabat indicates in his casting summary, and often so brusque that they could be surpassed only by a Djinn,



it must obey the letter of the caster's instructions, even if this means losing its material form (these demons don't actually die if slain on the Material Plane).

Some magicians repeatedly summon a single reliable demon and reward it for continued good service, and a few ultimately acquire familiars in this manner. It should be noted, however, that the sort of reward a demon or devil might demand for its services are not likely to be carried out by a good-aligned caster.

The material component is powdered silver dust worth at least 100 gp, which must be used to fashion a *magic circle*, into which the outsider is summoned, and must remain until it has received and symbolically agreed to perform its orders.

Success and Failure

Needless to say, this spell can be perilous to cast. On an Illustrious Success, the outsider may reveal its name if pressed (run a Diplomacy, Bluff, or Intimidate contest between the caster and the outsider). Dismal Failure means the demon or devil has escaped its binding and may immediately attack the cater and/or run amok.

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Shabat's Resolute Seeker

Divination

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Duration: 10 minutes level

Utilizing a mere scrap of clothing, mark on the trail, or scuff mark upon a stone floor, the magician may activate this spell. The caster then becomes attuned to the owner or magician of the clue in question, and can follow their trail from the point of origin as if it were a clear pathway trodden through a field of fever grass. The clues that the magician picks up may be tiny marks that could otherwise be easily overlooked, and in any case are often indications that would otherwise be impossible to link to the one being pursued.

Effectively this spell grants the caster the Track feat for use temporarily against one subject only. See the Player's Handbook, Chapter 5: Feats for more details on the Track feat.

Success and Failure

On a Dismal Failure, the caster believes they have the Track feat and will go on a wild goose chase. On an Illustrious Success, all Survival rolls made while tracking the subject are at +2.



Signifier for Signified
Transmutation

Level: Sor/Wiz 5

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Target: One inanimate object

Duration: Instantaneous

Saving Throw: Yes (see below)

Spell Resistance: Yes

The caster specifies a nearby inanimate object by calling out its name and directing his gaze towards it. The spell functions through creating a symbol of power visible as a name writ in lines of glowing energy. The symbol then moves quickly in a wide arc to strike against the named object (which may be of a size up to 1 cubic foot per caster level). The inanimate object is instantly converted into numerous identical energy symbols, typically glowing a bright ruddy hue as it undergoes this transformation. The symbols scatter skywards and halt for a moment before vaporizing.

Success and Failure

On a Dismal Failure, the caster of this unusually elegant spell turns his own form into energy. On an Illustrious Success, the transition to energy is even more flashy and spectacular.



Simbilis' Abhorrent Distraction

(Diabolist's Spell)

Conjuration/Summoning

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Special Symbol

Duration: 1 hour/level

Saving Throw: Yes (see below)

Spell Resistance: No

A whirling and wriggling, slightly repulsive geometric shape about the size of a man's upper



torso appears in the air. Any outsiders that can see it must match make a Will save or else become preternaturally fascinated by this illusion. Demons save at -6, devils and any other chaotic or evil aligned outsiders save at -4. Any outsider with HD equal or greater to the caster's level may attempt a new save every three rounds. If a target of this spell is hurt or otherwise distracted forcefully, the fascination ends. Anything that occurs during the fascination will be forgotten by the outsider when the spell ends. When the spell does end (either on expiration or when cancelled by the caster), any outsiders that were observing it would be unaware that anything out of the ordinary has occurred.

Success and Failure

On a Dismal Failure, the caster is himself distracted by the creation for 1d6 rounds (although outsiders are not). On an Illustrious Success, all targets' saving throws are at -2, cumulative with any other penalties listed above.



Simbilis' Diabolical Restraint
(Diabolist's Spell)

Evocation [Force]

Level: Wiz 7

Components: V, S, MF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: 1 Outsider

Duration: 1 minute per level

Saving Throw: Will negates

Spell Resistance: No

Glowing circles of green light shoot forth from the caster's outflung hands. These rings head towards the nearest outsider in the general direction that the caster is pointing, zeroing in on demons, devils or other evil outsiders at the caster's preference. The green light encircles and binds the chosen target for the spells duration, causing agonizing pain in the process if the creature attempts to move or cast any magic. (One point of Temporary Constitution damage is suffered for each such unwise action attempted, and the target must make an additional Will save to complete their action).

The material focus is a 6-inch crystal rod, preferably of pure emerald, beryl, or green topaz, and worth at least 5,000 gp. The spell can be attempted with a green glass or crystal rod but the spell success roll will be at -4.

Success and Failure

On a Dismal Failure, the caster is incapacitated by agonizing pain for the next ten rounds. On an Illustrious Success, the target's initial Will saving throw is at -2.



Simbilis' Righteous Mantle
(Diabolist's Spell)

Abjuration

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One person

Duration: 1 round/level or Concentration

Saving Throw: None

Spell Resistance: No

This is a more powerful derivation of the 3rd level arcane spell *Thasdrubal's doughty resolution*, and like it, a fairly common precautionary charm used when dealing with dangerous outsiders (particularly demons and devils). The effect of this potent protective magic is to grant the caster a +4 bonus to all Reflex and Fortitude saving throws against any attacks, spells, or otherwise malignant effects from any demon, devil, Celestial, or other outsider, and a +6 to all Will saves and Will related skill checks, for the duration of the spell. The effects of this spell are cumulative with *Thasdrubal's doughty resolution*.

Simbilis' righteous mantle is considered the standard basic precaution by Diabolists specifically for use when summoning and planning to negotiate with subworld denizens such as demons or devils.

Success and Failure

On a Dismal Failure, the caster suffers a -4 on all saves for the spell's minimum duration, and on an Illustrious Success the duration is measured in hours instead of melee rounds.



Spell of Internal Solitude
Enchantment [Mind-Affecting]

Level: Sor/Wiz 4

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Target: 1 creature within earshot

Duration: 1 hour/level



Saving Throw: Will negates

Spell Resistance: Yes

The caster evokes an otherworldly tone, and the unfortunate target is temporarily isolated from its own senses. They are unable to see, hear, smell, touch, taste, or perceive in any way, basically being locked into an internal void. It is common after this spell ends for its victims to be overcome with delight or confusion for an hour or more, or even to suffer temporary amnesia.

Success and Failure

On a Dismal Failure, the spell affects the caster. On an Illustrious Success, the target's saving throw is at -2.



Spell of the Macroïd Toe

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./level)

Target: 1 creature

Duration: 1 round per level (while maintaining concentration)

Saving Throw: Fort negates

Spell Resistance: Yes

This spell causes the target's right big toe to rapidly swell as long as they remain in the area of the effect, until it eventually becomes the size of a house or the duration of the spell ends, whichever comes first. The effects of the spell worsen as the caster continues to concentrate:

If the target moves out of range of the spell, the spell ceases to function. The spell is often cast upon a physically dangerous opponent who the caster wishes to discourage from their immediate proximity.

This spell cannot affect creatures that do not have a big toe. Undead and other monstrosities that cannot feel pain are immune to any effects listed above that result from discomfort, but still have their movement limited. A creature capable of natural flight ignores the movement restrictions until the 9th round, at which point the toe weighs so much that flight becomes impossible.

Success and Failure

On a Dismal Failure, the spell fails and there is a 1 in 6 chance that the caster's own large toe is affected instead of the target's. On an Illustrious Success, the target saves at -2.

Spell of the Macroïd Toe Table

<u>Round#</u>	<u>Toe Size</u>	<u>Effect to Target</u> <i>(all effects are cumulative)</i>
1	Egg	Painful Distraction, -1 on Will saves
3	Apple	Impediment to movement, -10 ft. to movement rate
5	Grapefruit	Excruciating pain. -1 to Hit, no Dex bonus to AC, -1 on all Saves.
6	Cantelope	Boots or shoes split, serious impediment to movement. -20 ft. to movement rate
7	Watermelon	Can only hop painfully on one foot. Max movement is 10 ft.
8	Pig	Cannot move
9	Cow	Will save each round or lose consciousness from pain.
10	House	Toe will burst through any confinement short of heavy iron or solid stone.

Spell of the Twelve Unavoidable Questions

Enchantment (Compulsion) [Language Dependent, Mind-Affecting]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft./+5 ft./level)

Target: 1 creature

Duration: See below

Saving Throw: Will negates

Spell Resistance: Yes

The caster of this spell may ask twelve questions of the target. The target must be able to understand the caster's speech. Only when the twelfth question has been asked does the target start to answer each question in turn. Questions cannot be conditional on the answers to previous questions. The target is obliged to tell the truth, but the spell does not force the target into giving more explanatory details. The magic does not imbue any power of communication with the victim, so if the subject cannot hear the questions or understand them, there is no effect. This charm is appreciated by those of an inquisitive nature, though the answers are often misleading.



Success and Failure

On a Dismal Failure, the caster becomes maudlin and tearfully confesses any secrets they know to all within earshot for 1d4 rounds. On an Illustrious Success, the target saves at -2.



Spell of the Slow Hour

Transmutation

Level: Sor/ Wiz 5

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

A simple warp of space and time alters the rate that time passes for the caster so that his thoughts and actions are three times faster than normal. The caster can perform the activities of two full melee rounds within the space of one round-i.e., two standard actions. He takes his first set of actions at his regular point in the initiative sequence, but his second set comes at the end of the round, after all other creatures have moved (thus, although he can cast two spells in the same round, he cannot do both simultaneously). The caster also receives a +2 Haste bonus to AC, +2 to attack rolls, and gains +30 ft. to their normal movement rate. While under the influence of the spell, the caster can fight, cast spells, pick a lock with greater speed, or win a footrace against almost any opponent. Once the spell ends, the caster is as tired as if he had performed the complicated action without magical aid.

This spell does not stack with *haste*.

Success and Failure

On a Dismal Failure, the caster's psyche is out of synch with the time warp, leading to effective paralysis for the duration of the spell. On an Illustrious Success, the duration of the spell is measured in minutes rather than melee rounds.



The Spell of Sudden Irritation

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: Two living creatures within a 15 -ft. radius

Duration: 1 round/level

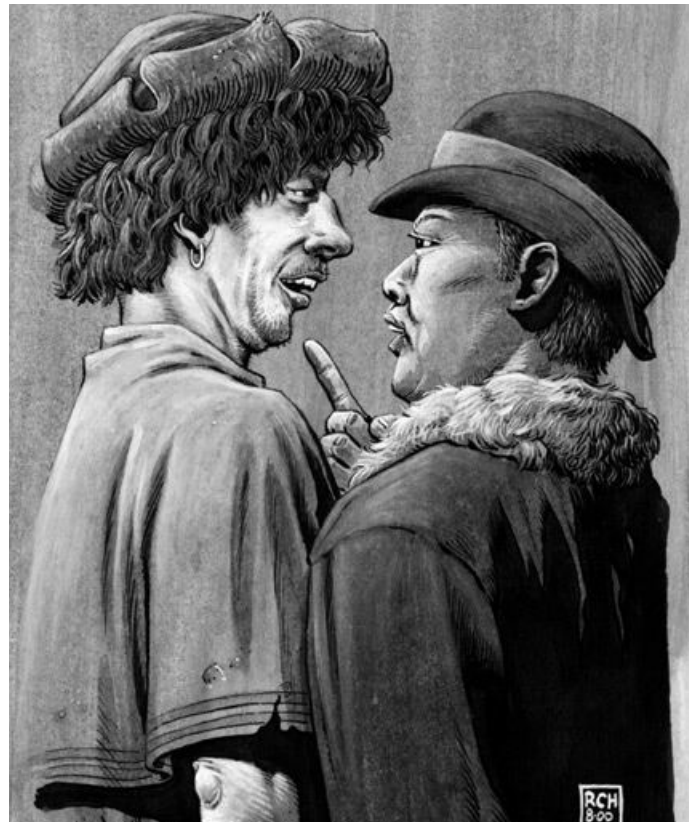
Saving Throw: Will negates

Spell Resistance: Yes

Upon failing their saving throw, the target of this spell becomes possessed with an irrational irritation caused by the person standing nearest to them. The target will be magically compelled to cease all other activity for at least one round and begin to berate that person, describing in embarrassing detail those personal quirks which might have been thought to cause the irritation. Both the original victim and the person so abused must then make another additional Will save each round thereafter or suffer a -6 to Spot skill checks on any activity going on around them as they continue to argue with each other, and be unwilling to do anything but argue unless they happen to make their Will save.

Success and Failure

On a Dismal Failure, the spell fails and there is a 1 in 6 chance that the spell affects the person standing nearest to the caster, with the caster becoming the target of their ire. On an Illustrious Success, the target saves at -2.



Under the influence of the Spell of Sudden Irritation



Summons of the Improvident Gap

Conjuration (Creation, Calling)

Level: Sor/Wiz 8

Components: V, S (see below for special)

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: See text

Duration: 1 minute/level

Saving Throw: Reflex half

Spell Resistance: None

The magician creates a small rift of tightly defined proportions between this and another reality. The resulting gap between worlds is three feet long, one inch across, and one sixteenth of an inch deep. More often, the spell is cast so that it connects this reality to one with a higher gravitational pull, so that any object coming into contact with it is powerfully pulled into the gap. Almost any mundane object larger than the gap will be rent into pieces upon coming into contact with it. Contact to living creatures causes 5d6 damage per round (Reflex save for half).

That part of an object coming into direct contact is sucked through the gap into the other reality, never to return, while the rest is left behind in this world. Often, this spell is cast as a trap, hidden inside a chest or a desk drawer it can quickly dismember and slay an overly inquisitive thief. Placed under a thin welcome mat, it can cause grief to unwelcome visitors. Indeed, this odd spell is frequently used to create a very deadly trap of this type.

A second, though far rarer, application of this spell is to fashion the "gap" into a weapon by affixing it to a hilt of gold and opal dust. This requires casting the spell *permanency* in conjunction with the *improvident gap*, hiring a masterwork goldsmith using masterwork tools for at least 6 weeks, and the hilt must be made of pure gold and an extremely rare type of opals which must be crushed into dust. The cost to fashion such a weapon is between 10,000 and 40,000 gp (roll a d4) and requires 3,000 XP.

Once created, the resultant "disintegration sword" acts as a +3 weapon for purposes of To Hit rolls, and as a +5 weapon for purposes of determining Damage Reduction. It causes 5d6 damage per hit (Reflex save for half), with no Strength bonus applicable for To Hit or Damage rolls. The "disintegration sword" destroys armor on contact (magic armor is allowed a saving throw).

If the wielder rolls a natural 1 on any attack, however, it means they have touched themselves with this extravagantly dangerous weapon, and immediately suffer 5d6 damage (Reflex save for half). Similarly, should a mage wielding such a weapon be grappled, both the wielder and the grappler(s) must make Reflex saving throws each round or be touched by the weapon, causing a full 5d6 damage (no save).

It is not possible to get an object larger than the gap through it in one piece. You can stuff something in it bit by bit, but it will come out in a destroyed pile on the other side. Although the caster has the option of creating a gap between this world and one with a lower gravitational pull, so that sliced pieces of objects from that reality rain randomly down into this one, there is no reason to do so, and the ritual is performed in this way only by the most confused pranksters.

The reality to which the summons connects is determined not by the caster, but by the entities who power the spell. Though obligated to select a reality of the desired gravitational pull, they otherwise choose randomly or capriciously. Fortunately, the annals record only a few instances in which aggravated entities from targeted dimensions were able to make their way to this reality to take the magician to task for his heedless pollution of their home worlds.

Success and Failure

On a Dismal Failure, the spell fails and the caster is touched by the gap, suffering 5d6 damage (Reflex save for half). On an Illustrious Success, the duration is doubled.



Tarrinor's Photonic Plane

Evocation [Force]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: A bridge of force up to 30 ft. wide and up to 300 feet long.

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

A convenient aid to those exploring difficult terrain, this spell creates a glowing sheet of solid light 30 feet wide and up to 300 feet long. The plane may be sloped, but only up to 30 degrees. This plane of



force will support almost any amount of weight and is impervious to any sort of physical damage. Once placed, the plane cannot be moved.

Success and Failure

On a Dismal Failure, the plane comes into existence but will immediately vanish once any amount of weight rests on the middle. On an Illustrious Success, sentient beings and any items they touch may move about the plane by thought alone without any physical exertion.



Tchanfen's Disintegrative Application

Transmutation

Level: Destruction 4, Sor/Wiz 5

Components: V, S, MF

Casting Time: 1 action

Range: 10 ft.

Effect: Cone

Duration: Instantaneous

Saving Throw: (see below)

Spell Resistance: No

This spell allows the caster to form an absolute and devastating understanding of the fundamental structure of all non-living, inanimate objects within his close range field of vision. When the spell is cast every non-living thing within a cone-shaped field before the caster's eyes is disrupted into its subatomic components, and essentially disintegrated. The spell will affect all non-living tissue, including rock, wooden furniture, clothes, toenails, and hair but not undead creatures.

Magic artifacts or items are unaffected. Artificial constructs such as walls, gates, doors and the like suffer 10d6 damage. If at least half damage is done, a hole has been created sufficient for a Medium-sized creature to pass through. The magic acts in a cone with its base diameter of 4 feet. Its effect ceases ten feet from the caster, insufficient to cause catastrophic damage to a large structure, but enough to create an entry or exit in exigent circumstances.

The material focus is a small lodestone.

Success and Failure

On a Dismal Failure, the caster is disintegrated, so magicians of low skill rarely attempt this spell. On an Illustrious Success, the caster may pick and choose which items in the field of effect are actually disintegrated, instead of affecting them all equally.



Temporal Projection

Transmutation

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 round

Range: Touch

Effect: Sends one creature back in time

Target: 1 creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

If successful, this spell propels the target up to one million years into the past. Phandaal banned this magic, and with good reason; all casting attempts to send someone more than a thousand years into the past are affected by -2 on the die roll. (Only a handful of extremely potent magicians know complex magical assistances that can be enacted in order to nullify this levy.) Those transported by the spell perceive the journey as a violent disarrangement of dimensionality.

The caster may arrange for the target's return by specifying either the duration of their stay or a specific outcome that needs to be accomplished. Or not. (Core spell, cast by Pharesm)

Success and Failure

If an actual Dismal Failure is rolled, the caster and everything in close proximity (normally including the target) are vaporized in a thunderous explosion. All folk and loose objects within 20 yards of this effect are thrown violently to the ground and suffer 6d6 points of damage. If supporting walls are destroyed by this blast, building sections may also collapse. On an Illustrious Success, the target knows the year of his arrival and may choose to return at a time of his choosing, if the caster so permits.



Tinkler's Old-fashioned Froust

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Target: 1 creature

Duration: 6 hours + 1 hour/level

Saving Throw: Will negates (see below)

Spell Resistance: Yes

The target of this spell is brought under the caster's whim, and they must follow a simple set of orders to



the letter and with as much speed as possible. Should they fail to comply, they suffer terrible pains throughout their entire nervous system, as if their nerves were being beaten by flaming brands, and suffer 1d4 temporary Constitution damage. The only instances one can stand motionless whilst affected by this spell (and not suffer its pains) are when listening to the orders or when taking a moment to actively devise swift ways to achieve their accomplishment. Even under these circumstances, the terrible pains lurk in every fiber of the victim's body, hinting at the agonies barely withheld. The target may resist the spell if they make a Will save, and even then they simply roll around screaming in pain and suffer 1 point of temporary Constitution damage before falling unconscious.

Success and Failure

On a Dismal Failure, the spell fails and the caster suffers 1d4 temporary Constitution damage and the feeling of being beaten by flaming brands. On an Illustrious Success, the target saves at -2.



Treviolus' Emblematical Restorative
Transmutation

Level: Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./ 2 levels)

Effect: "Virtually" restores partial documents and inscriptions (see below)

Duration: 1 round per level

Saving Throw: None

Spell Resistance: No

Amongst his varied hobbies, the great Treviolus wandered the ruins of cities and mansions from bygone aeons, sifting amongst the sad remains for what few relics could be salvaged and contemplated. After many years of frustration at finding incomplete texts and classifiers, he finally perfected his Restorative. This spell may be cast upon a section of incomplete lettering, and will recreate (in faint glowing symbols) the missing parts.

The text must have at least half its elements present, and it will only restore phrases that are part of an existing leaf. As long as the caster maintains concentration, the symbols will remain extant, and can be copied down. It is rumored that Treviolus created an advanced version of this effect which allowed spells to be restored, but the manner of his

demise suggests he was not entirely successful - he was found slumped over his workbook with smoking empty eye sockets.

Success and Failure

On a Dismal Failure, a false text is recreated to the disadvantage of the caster. On an Illustrious Success, the duration of the spell is doubled.



Thasdrubal's Baneful Notifier
(Diabolist's Spell)

Divination

Level: Wiz 4

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./caster level)

Duration: 1 hour/level (concentration)

Saving Throw: None

Spell Resistance: No

The caster uses this spell upon him- or herself or a willing target. The effects remain in place and dormant for a single day. During that period, if a demonic being comes into range, the beneficiary of the spell is alerted. They instantly know how many creatures there are, how many Hit Dice they have, and approximately how far away they are. This perception will last for as long as the beneficiary can concentrate, and then ends.

Success and Failure

On a Dismal Failure, the spell seems to work but doesn't. On an Illustrious Success, both the range and duration are doubled.



Thasdrubal's Doughty Resolution
(Diabolist's Spell)

Abjuration

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

A standard precaution used by spellcasters when dealing with subworld entities (outsiders), this spell gives the caster (or target) a protective aura that resists demonic magic (including special abilities).



Effectively, the beneficiary of this magic gains a bonus of +2 to all saving throws to any magic or effect (including poison, disease, etc.) which is of outsider origin, and a +4 to all saving throws against any spells cast upon them by demonic or Diabolical agencies. The only visible evidence of this magic is a faint golden glow around the recipient. As outsider magic interacts with this shield, the defensive magic flashes with coruscating gold and silver sparkles. The effects of this spell are cumulative with those of *Simibilis' righteous mantle* (qv).

Success and Failure

On a Dismal Failure, the caster instead receives a -2 against all such attacks over the spell's minimum duration. On an Illustrious Success, all saving throw bonuses are increased by 50% over the values listed above (i.e., +3 versus magic of outsider origins, and +6 against demonic or Diabolical magic).



Thasdrubal's Lagenetic Transfer

Conjuration (Summoning)

Level: Wiz 4

Components: V, S, M

Casting Time: 1 minute (see below)

Effect: see below

Target: up to 8 people

Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

"...and the cage with Cugel crouching within was snatched aloft and hurled through the air."

...from The Eyes of the Overworld

Though safer and more comfortable magical transport exists, this spell is easy and widely known, if somewhat tainted by its incorporation of the demonic. The *lagenetic transfer* summons and binds a Vrock (Tanar'ri) demon (Monster Manual), which is referred to somewhat vaguely as the Agency of Far Dispatch within the spell summary.

The caster instructs the demon as to the destination and passengers (up to eight people and all their gear, or up to six in a lightweight palanquin fitted with every convenience). The demon then grasps the passengers in its talons and departs. Though the transfer is reliable, it is not instantaneous. Journeys that cross oceans or continents can require a

full day. Should for some reason the Vrock be attacked at any point, it is free to fight back, though it must still attempt to bring the cage to the required destination. Nothing can effectively stay the demon from its destination save interference from other outsiders or equally powerful flying creatures, or strong magic.

Once at its destination, the Vrock demon briefly awaits instructions. The caster, if present, can direct it to a soft and exact landing. In the caster's absence, the demon roughly deposits its charges from a height of two or three yards, and then departs. To use this spell, the caster must have either visited the destination, currently see it, possess some object from there, or have a detailed map of the route.

The material component is a special iron cage inlaid with silver protection runes, which costs 750 gp and takes 3 days by a trained ironworker and a masterwork silversmith to construct. Without the cage, there is a 1 in 6 chance that the Vrock will drop the passenger(s) on the way, and/or attack them.

Success and Failure

On a Dismal Failure, the spell fails and there is a 1 in 6 chance that the Vrock will seize the caster and take them to the specified destination instead of the target. On an Illustrious Success, the Vrock that answers the summons is particularly strong and fast, and can carry 25% more weight or, if not loaded with this excess material, travel at a 25% greater speed.



Turjan's Thunderclap

Evocation [Sonic]

Level: Bard 1, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft. /2 levels)

Area: Cone

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This is a short spell, suitable for gaining the surprise advantage when faced by a single attacker, a group with a clear leader, or a mounted assailant. One merely makes a gesture toward the auditory organs of the targeted individual, speaks four syllables, and instantly inflicts upon them a great burst of sound, sufficient to make their senses spin. The targets must make a Will save or be stunned for 1-3 rounds.



Targets that do not have ears, or are permanently or temporarily deaf, are unaffected.

Success and Failure

On a Dismal Failure, the spell fails and there is a 1 in 6 chance that the caster suffers from the effects of the spell instead of the target. On an Illustrious Success, the target saves at -2.



Unassailable Intellect

Abjuration

Level: Sor/Wiz 1

Components: V

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

There are those disreputable magicians and meddlesome entities who try from time to time to take over or meddle with the wills of others. Casting this spell conveys a +4 bonus to all Will saving throws made during the spell's duration, this helping the caster to maintain control of his or her own faculties.

Success and Failure

On a Dismal Failure, the spell seems to have worked but will fail the first time it is tested. On an Illustrious Success, the spell conveys a +6 bonus to Will saves instead of a +4.



Urturusz's Susceptible Perpetuity

Transmutation

Level: Sor/Wiz 4

Components: S

Casting Time: Partial action

Range: Long (400 ft. + 40 ft./level)

Target: One rapidly moving inanimate object

Duration: Instantaneous (one day)

Saving Throw: None

Spell Resistance: No

This fast - acting spell acts upon any inanimate but currently moving object, which owes its motion to kinetic energy (such as a ball thrown through the air), gravity (as in the case of a rock rolling down hill), or in some other force which is, or has acted upon it. This spell causes one single object to immediately halt, even in midair, and remain in place until either after a day has passed, or until any other

Urturusz's Susceptible Perpetuity Table

<u>Item</u>	<u>Reflex Save to intercept DC</u>
Arrow fired from closer than 60 ft.	25
Arrow fired from 61 - 120 ft.	20
Arrow fired from over 120 ft.	15
Javelin thrown from less than 15 ft.	20
Javelin thrown from 16 ft. or more	15
Crossbow bolt	(as arrow +5)
Sling bullet	(as arrow -5)
Spear	(as Javelin +5)
Falling average-sized tree	20
Boulder thrown by a giant	25-35 depending on size

significant force is brought to bear on it, whichever comes first. So, for example, if the spellcaster acts quickly enough the spell can be used to stop a single arrow as it hurtles through the air towards its target, but it can later be made to resume its flight when batted from the air by a playful child. A huge boulder weighing hundreds of pounds could be stopped from landing on a house, but a single person standing on the roof could not possibly alter its course, and would not be considered a "significant force" for this purpose. A titan, however, could do the job quite nicely.

The DCs to intercept some sample objects are shown in the box nearby. Note that both mass and weight are considered in the DC, so a massive boulder rolling slowly down a slight slope is no harder to stop than an arrow in mid-flight.

Success and Failure

On a Dismal Failure, the object in question will merely change course so as to be aimed at the caster if was not already aimed at him or her. On an Illustrious Success, the caster gains a +4 bonus to the reflex save required to "catch" a flying object with the spell.



Xarfaggio's Physical Malepsy

Necromancy

Level: Sor/Wiz 3**Components:** V, S**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** 1 creature**Duration:** 1 round/level (Concentration)**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

The caster must be able to see some portion of the victim's bare flesh; thus this will not work on a person in full armor with a face-covering visor. The spell's effect is to cause the victim to lose mastery of their own nervous system and to flop around like a fish out of water for as long as the caster maintains attention on them, up until the spell's duration. The spell has no effect on undead or non-corporeal creatures or any being without a nervous system, such as elementals. While out of control, the victim can take no actions, but is otherwise unaffected—they do not suffer damage, for example, unless their own inability to move makes them subject to some other effect. They may make saving throws as normal, but are considered helpless for purposes of being attacked. When the spell ends, the victim is left in a prone position.

Success and Failure

On a Dismal Failure, the caster involuntarily leaps and squirms about the vicinity for several minutes, and unless restrained may injure themselves. On an Illustrious Success, the target's saving throw is at -2.



Yasbane's Displacement of Woe

Transmutation

Level: Sor/Wiz 5**Components:** V, S**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature within spell range**Duration:** Instantaneous or 1 round/level (see below)**Saving Throw:** Fort negates or see below**Spell Resistance:** Yes

This "treatment" transfers an ailment or injury to a nearby person, who will contract its effects, no doubt providing more customers for the healer. The spell can be cast upon a person suffering from a disease, or from the effects of poison, in which case

the chosen target (which must be a creature of similar physiology) must make a Fort save or immediately suffer the same malefaction, while the original patient is immediately cured. Sinister and disreputable magician/"healers" often operated "clinics" where they practiced "miracle" healing, shunting diseases and poison into bound and gagged victims who were hidden behind curtains or in a nearby room.

A second more dynamic way to use this spell is as a preventative safeguard. A magician may cast *Yasbane's displacement of woe* upon themselves, whereupon the next injury, poisoning, or infestation of disease that they suffer (within the limits of the spell's duration) will immediately be transferred to their chosen target, who must save at -4 or suffer the effects of the wound or malefaction. It is not possible to target the individual who directly caused the injury in the first place (i.e., in melee or missile combat, or by a direct-effect spell). Therefore, this spell cannot effectively be used in a one-on-one combat situation. It can, however, be used against someone who caused the harm indirectly. Note that the spell automatically works on the very next injury—it cannot be delayed or deferred until later.

Example of use: A wizard who had just cast the spell on herself steps boldly toward a rival conjurer and his bodyguard, a rampaging ogre. She is promptly struck with a stunning blow from the ogre's club, but stands uninjured, while her rival, the conjurer, collapses with his head staved in. Later, the same wizard compels the now-dead conjurer's majordomo to show her the way to his secret laboratory. Suspicious of the majordomo's sly demeanor, she casts the spell on herself a second time. As the two enter the laboratory, the majordomo covers his face with a damp cloth while the room fills with poisonous gas. The wizard takes a deep breath, and then steps away from the billowing green clouds. She watches with satisfaction as the majordomo coughs and falls to the ground, clutching his throat...

Success and Failure:

On a Dismal Failure, the spell seems to have worked but actually merely masked the symptoms and/or will fail when tested. On an Illustrious Success, the duration is doubled.





Yimbolo' Dancing Blade

Transmutation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Caster's Sword

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Should the caster be set upon by ruffians and be unwilling to consider engaging in base physical hostilities, a rapier or other bladed weapon may be tossed into the air and will commence fighting as if wielded by a swordsman of superior skill to the caster himself. It stays close by the caster, attacking any opponents and defending the caster from the most dangerous physical opponents. The caster need not concentrate on this defense and may continue with other actions, and can even (if compelled by unfortunate circumstances) engage in combat with a second weapon.

The sword attacks as if it were a fighter of the same level as the caster, i.e., with a +1 attack bonus per caster level. If the caster is 6th level or higher, the sword gets two or more attacks exactly as a fighter of the same level would. The sword causes damage by weapon type. A typical sword is considered AC 15 with a hardness (damage reduction) of 10 and 5 hit points (add any magic bonus to all three figures). It receives no Damage bonus but can cause critical hits in the normal fashion (threat number is by weapon type). The sword also does

not have any magical to hit bonus and is not considered an enchanted weapon for purposes of Damage Reduction.

Note: this spell is somewhat similar to its later derivation, the 7th level arcane spell *Mordankeinans sword*, which summons a sword of force and is superior in all aspects, except that as magical force it is ineffective against creatures with spell resistance. On the other hand, a sword enchanted by *Yimbolo's dancing blade* cannot affect ethereal or incorporeal creatures the way *Mordankeinans sword* does, because the blade is simply an ordinary sword blade.

Success and Failure

Upon a Dismal Failure, when the sword is tossed in the air it hangs there, slowly turning, and will attack the first person to move (including the caster). The caster has no control of it in this case. After defeating that opponent, the sword chooses the next person to move, and if multiple individuals move simultaneously, it chooses the closest one. On an Illustrious Success, the sword is considered a +1 weapon for all purposes, including but not limited to attack bonuses, damage rolls, and damage reduction.



About time to use Yimbolo' Dancing Blade



Spell Components and Spell Foci of New Spells

<u>Spell</u>	<u>Spell Component or Spell Focus</u>
Angwantibo's ... Preservation	A six-inch-long aquamarine rod worth at least 5,000 gp.
The Agonizing Immolation	A small dollop of tar and a pinch of sulfur.
Calactus' Substantive Warden	A pearl worth at least 500 gp, which is crushed to powder, mixed with wine, and imbibed by the caster.
Call to the Ominous Enthusiast	A candle made from badger - tallow, dyed sapphire blue (the dye is expensive and the candle costs 15 gp to prepare)
Charm of Untiring Legs	A pinch of mule dung.
Curse of the Undignified Ancestor	A paste made of dried dates, a small dollop of which must be applied to the target's head.
Dust Devil	A piece of straw tied into a special knot.
Edan's Thaumaturgic Poultice	A specially prepared poultice made up of rare herbal ingredients costing at least 100 gp.
Enchantment of the Stilled Tongue	A small silver pin which is driven into the flesh of the mouth of the spell's target, just under their tongue.
The Elegant Combatant	A potion of Heroism, which the caster must quaff during the casting of the spell.
Enchantment of Youth Renewed	A giant, perfect black pearl of at least ½ inch diameter, worth at least 10,000 gold pieces, which is crushed and mixed into a paste to be spread over the (shaved) scalps of both the victim and the caster in the process of casting the spell.
Fiade's Persistent Harassment	One pound of powdered silver (for the magic circle), a clip of hair or toenails or an article of clothing from the intended victim, and a live animal of at least ½ Hit Dice as reward for the Imp for each day that it continues to act.
The Illusion of Vile Arthropods	A dozen dried scorpion tails, which must be flung toward the targets.
The Implacable Decay	A small green toadstool.
Llorio's Superior Restraint	A special square shaped blob of gelatin, the making of which requires the use of a masterwork alchemical lab in a secret process taking at least 4 hours, with ingredients which cost 10 gp per use. A batch of up to 24 can be made in the lab each time.
Lorgan's Leaping Flame	A special flash powder made of phosphor and brimstone, which costs 50 gp to make.
Malakan's Silver Skin	An ounce of mythril powder (value 50 gp) which the caster must sprinkle onto their bare skin while casting.
Mupouchar's Reliable Proscription	(material focus) A small silver mirror with the name of the proscribed spell written onto it with a grease pencil, and worn on a silver chain down the caster's back.
The Omnipotent Sphere	A blue topaz sphere worth at least 100 gp, which disintegrates when the spell is cast.
Phandaal's Confinement	500 gp worth of sapphire dust, which must be tossed into the air when the spell is cast.



Spell

Shabat's Admonitory Bolt

Shabat's Obliging Demon

Simbilis' Diabolical Restraint

Tchanfen's Disintegrative...

Thasdrubal's Laganetic Transfer

Spell Component or Spell Focus

A special tar which must be slathered over the hands, which is made from Pit Fiend Ichor, and which disintegrates when the spell is cast. Pit Fiend blood cannot normally be acquired on the open market, needless to say, but when it (rarely) is, sufficient quantity to cast this spell costs 5,000 gp.

Powdered silver dust worth at least 100 gp, which must be used to fashion a *magic circle*, into which the outsider is summoned.

The material focus is a 6 inch crystal rod, preferably of pure emerald, beryl, or green topaz, and worth at least 5,000 gp. The spell can also be attempted with a green glass or crystal rod.

The material focus is a small lodestone.

A special iron cage inlaid with silver protection runes, which costs 750 gp and takes 3 days by a trained iron worker and a masterwork silversmith to construct.



Components for any spell can be found at the market ... for a price



Rare and Magical Items and Artifacts of the Dying Earth

Because of the ancient origin of many of these artifacts, there are no standard methods listed here for manufacturing them. Most of the artifacts listed here are either unique or have been constructed according to methods long lost in the distant past of the Dying Earth.

Ioun Stones

Ioun stones are among the most popular magic items in the Dying Earth. In addition to the *ioun stones* in D20, here is a selection of several more types known to exist in the Dying Earth.

From the 3.0 DMG (p. 220)

<u>Color</u>	<u>Shape</u>	<u>Effect</u>	<u>Price</u>
Dull gray	Any	Merely orbits without further powers	25 gp
Dusty rose	Prism	+1 deflection bonus to AC	4,000 gp
Clear	Spindle	Sustains creature w/out food or water	5,000 gp
Pale blue	Rhomboid	+2 enhancement bonus to Strength	8,000 gp
Scarlet and blue	Sphere	+2 enhancement bonus to Intelligence	8,000 gp
Incandescent blue	Sphere	+2 enhancement bonus to Wisdom	8,000 gp
Deep red	Sphere	+2 enhancement bonus to Dexterity	8,000 gp
Pink	Rhomboid	+2 enhancement bonus to Constitution	8,000 gp
Pink and green	Sphere	+2 enhancement bonus to Charisma	8,000 gp
Dark blue	Rhomboid	Alertness (as the feat)	8,000 gp
Vibrant purple	Prism	Stores six levels of spells	12,000 gp
Iridescent	Spindle	Sustains creature without air	15,000 gp
Pale green	Prism	+1 competence bonus to all rolls	20,000 gp
Pearly white	Spindle	Regenerate 1 pt of damage / hour	20,000 gp
Pale white	Ellipsoid	Absorb spells up to 4th level*	20,000 gp
Pale lavender	Ellipsoid	Absorb spells up to 8th level**	40,000 gp

From the 3.5 DMG (p. 260)

<u>Color</u>	<u>Shape</u>	<u>Effect</u>	<u>Price</u>
Clear	Spindle	Sustains creature w/out food or water	4,000 gp
Dusty rose	Prism	+1 insight bonus to AC	5,000 gp
Deep red	Sphere	+2 enhancement bonus to Dexterity	8,000 gp
Incandescent blue	Sphere	+2 enhancement bonus to Wisdom	8,000 gp
Pale blue	Rhomboid	+2 enhancement bonus to Strength	8,000 gp
Pink	Rhomboid	+2 enhancement bonus to Constitution	8,000 gp
Pink and green	Sphere	+2 enhancement bonus to Charisma	8,000 gp
Scarlet and blue	Sphere	+2 enhancement bonus to Intelligence	8,000 gp
Dark blue	Rhomboid	Alertness (as the feat)	10,000 gp
Vibrant purple	Prism	Stores three levels of spells	36,000 gp
Iridescent	Spindle	Sustains creature without air	18,000 gp
Pale lavender	Ellipsoid	Absorbs spells of 4th level or lower	20,000 gp
Pearly white	Spindle	Regenerate 1 point of damage per hour	20,000 gp
Pale green	Prism	+1 competence bonus to all rolls	30,000 gp
Orange	Prism	+1 caster level	30,000 gp
Lavender and green	Ellipsoid	Absorb spells up to 8th level	40,000 gp

* After absorbing 20 spell levels, the stone burns out and turns to dull gray, forever useless.

78 ** After absorbing 50 spell levels, the stone burns out and turns dull gray, forever useless.



From the Dying Earth

<u>Color</u>	<u>Shape</u>	<u>Effect</u>	<u>Price</u>
Saffron Yellow	Cone	Know Direction, as the spell	1,000 gp
Blue	Cone	Detect Poison, as the spell	1,000 gp
Incandescent Red	Cone	Detect Secret doors, as the spell	1,000 gp
Saffron Yellow	Scalahedron	Tiny Hut, as the spell	1,000 gp
Salmon Pink	Dipyramid	Read Magic, as the spell	1,000 gp
Iridescent Scarlet	Scalahedron	Alter Self, as the spell	1,500 gp
Pale White	Dodecahedron	Darkvision, as the spell	2,000 gp
Pale Green	Scalahedron	Nondetection, as the spell	2,000 gp
Scarlet	Cone	Detect Magic, as the spell	2,000 gp
Iridescent Blue	Cone	Detect Scrying, as the spell	2,500 gp
Iridescent Green	Dodecahedron	Entropic Shield, as the spell	3,000 gp
Wine-Dark Blue	Octahedron	Feather Fall, as the spell	3,000 gp
Saffron Yellow	Dipyramid	Tongues, as the spell	3,000 gp
Incandescent Purple	Dipyramid	See Invisibility, as the spell	3,000 gp
Scarlet	Dodecahedron	Death ward, as the spell	4,000 gp
Blue	Dodecahedron	Protection from arrows, as the spell	4,000 gp
Iridescent Blue	Dodecahedron	Shield, as the spell	4,000 gp
Sky Blue	Octahedron	Freedom of Movement, as the spell	4,000 gp
Clear	Octahedron	Air Walk, as the spell	4,000 gp
Pale Green	Dodecahedron	Barkskin, as the spell	5,000 gp
Salmon Pink	Octahedron	Water Walk, as the spell	5,000 gp
Clear - Yellow	Dipyramid	Zone of truth, as the spell	6,000 gp
Forest Green	Scalahedron	Passwall, as the spell	6,000 gp
Pale Lavender	Dodecahedron	Mage Armor, as the spell	7,000 gp
Pale Green	Cube	Spell Focus (Divination), as the feat	8,000 gp
Pale Green	Dipyramid	Suggestion***, as the spell	8,000 gp
Pink and Green	Cube	Spell Focus (Illusion), as the feat	8,000 gp
Black and Green	Cube	Spell Focus (Necromancy), as the feat	8,000 gp
Scarlet	Pyramid	+4 Skill Points to a pre-defined skill	8,000 gp
Iridescent Green	Octahedron	Haste***, as the spell	8,000 gp
Black	Dodecahedron	Negative Energy Protection, as the spell	10,000 gp
Scarlet	Octahedron	Fly***, as the spell	10,000 gp
Saffron Yellow	Cylinder	Quicken Spell, as the feat	10,000 gp
Incandescent Blue	Cylinder	Silent Spell, as the feat	10,000 gp
Scarlet	Cylinder	Still Spell, as the feat	10,000 gp
Forest Green	Cube	Spell Focus (Abjuration), as the feat	10,000 gp
Black	Cube	Spell Focus (Enchantment), as the feat	10,000 gp
Clear - Rose	Cylinder	Empower Spell, as the feat	12,000 gp
Clear	Cylinder	Enlarge Spell, as the feat	12,000 gp
Pale Green	Cylinder	Extend Spell, as the feat	12,000 gp
Clear - Green	Cylinder	Heighten Spell, as the feat	12,000 gp
Opaque White	Cube	Spell Focus (Conjuration), as the feat	12,000 gp
Clear - Blue	Cylinder	Maximize Spell, as the feat	15,000 gp
Deep Red	Cube	Spell Focus (Evocation), as the feat	15,000 gp
Blue	Pyramid	Spell Penetration, as the feat	15,000 gp
Clear	Scalahedron	Polymorph Self***, as the spell	15,000 gp
Black and Red	Cube	Spell Focus (Transmutation), as the feat	20,000 gp
Pale Lavender	Octahedron	Improved Invisibility***, as the spell	20,000 gp

All spell effects from *ionn stones* are permanently in effect except where marked with three astericks, (***) in which case they function 3 times per day as if cast by a 17th level Wizard.

Magical Items and Artifacts



For those who do not recognize the names of some of the more complex polyhedrons mentioned in the chart above, we have provided a description of each:

Octahedron: An 8-sided figure with triangular faces (i.e., an 8-sided die).

Dodecahedron: A 12-sided figure with pentagonal faces (12-sided die).

Scalhedron: An 8-sided shaped like two pyramids connected base to base.

Dipyramid: A spindle-shaped crystal composed of an equal number of scalene triangles.

Rare non-magical artifacts of some value or utility

<u>Item</u>	<u>Market Price</u>
Coin to Detect the Pure-Hearted	25 gp
Colinquace's Tonguesheath	50 gp
Telanxis Oil (per vial)	250 gp
Textbook of Gruke's Philosophy	200 gp
Phollion Leaves (per ounce)	500 gp
Thyle Dust (per packet)	750 gp
Rug of Superior Merit	1,000 gp
Diambroid (per minim)	1,000 gp
Temam Blossom (per blossom)	1,500 gp
Kohha's Bewitching Stanzas	1,500 gp
Nightman's Accomplice	1,500 gp
Spring-Heel Boots	2,000 gp
Kohha's Limericks of Excoriation	2,000 gp
Lal-Aba's Pink Libram	4,000 gp
Lal-Aba's Blue Libram	5,000 gp
Lal-Aba's Yellow Libram	5,000 gp
Lal-Aba's Orange Libram	8,000 gp
Jealous Guardian	13,500 gp
Lal-Aba's Green Libram	40,000 gp
Lal-Aba's Red Libram	50,000 gp
Lal-Aba's White Libram	100,000 gp

Magical curios and artifacts of minor power or a trivial nature

Crystallized Dreams (per crystal)	250 gp
Selua's Basket of Cleaning	300 gp
Talisman to Reveal the Hidden	500 gp
Amrakkik Paste (per ounce)	500 gp
Frashjamir's Determinant Lash	500 gp
The Iron Head	500 gp
Mutable Deck	500 gp
The Pen of Chabal	500 gp
Selua's Silver Brandy Flask	600 gp

Grasphotel's Obdurate Curmudgeon	750 gp
Sand of Quietude (per dose)	750 gp
Selua's Quill of Writing	750 gp
Selua's Urn of Purification	800 gp
Selua's Thimble of Mending	900 gp
Cobalt Mountain Talisman	1,000 gp
Hoptile's Bridle	1,000 gp
Piaco's Turban	1,000 gp
Eavesdropper's Bauble	1,200 gp
Selua's Brush of Washing	1,200 gp
Selua's Watering Can of Plant Growth	1,500 gp
Tablet of Sufficient Nourishment	1,500 gp
Piaco's Scarf	2,000 gp
The Jade Fish	2,000 gp
Selua's Ewer of Chilling	2,300 gp
Vasp's Cup of Inspiration	2,500 gp
Piaco's Bone	3,000 gp
Selua's Cauldron of Cooking	3,000 gp
Selua's Pepper Churn	4,000 gp
Piaco's Trumpet	4,000 gp
An Aura of Petty Divinity	5,000 gp
Novitiate's Candle	6,000 gp
Bracelets of Youth and Age	10,000 gp

Magic artifacts of notable efficacy and/or significance

Ever-Lengthening Rope	1,200 gp
Ossip Wax (per pot)	1,500 gp
Ring of Fire	3,000 gp
More than Utilitarian Headgear	3,500 gp
Muieix's Marvelous Pantaloons	4,800 gp
Glimmister of Sharpness (per pot)	5,000 gp
The Heliosdactum	5,000 gp
The Assassin's Blade and Ring	8,500 gp
Talisman of Anthropic Imposition	10,000 gp
Cloud of Knives	11,000 gp
Snake Ring	13,000 gp
Faulile's Practical Barrier	18,000 gp
The Armor of the Neophyte	20,000 gp
Carbenal's Penetrating Fork	27,000 gp
Blue Concentrate Projector	35,000 gp
Khandl's Redoubtable Guardian	39,000 gp
Thief-Taker	41,000 gp
Schiavona of Kavic	50,000 gp
Baron Kalofoi's Jewels	70,000 gp
Laccodel's Protective Rune	80,000 gp



Rare Non-Magical Artifacts of Some Value or Utility

Some of these items, while non-magical, are of immense practical value. Others, while lacking truly useful functions to the pragmatic adventurer, have considerable value as treasure. After all, not all hordes are of gold: precious spices and oils; books; and toys, collectables and curios also command value on the market.

Coin to Detect the Pure-Hearted

Market Price: 25 gp

This silver coin has picked up a demon taint from the black ooze and no one with a Lawful Good alignment will accept it. This allows the owner of the coin a foolproof way to identify such people, should the owner wish to avoid them.



Colinquace's Tonguesheath

Market Price: 50 gp

The revered company of Colinquace and Daughter has been plying its trade in a back street of Kaiin for more years than anyone cares to count. Purveyors of tonguesheaths and other gentlemanly items of dentalwear, they are a name to be trusted.

Long cherished by diplomats and ambassadors the world over, the *Colinquace tonguesheath* - accept no substitutes! - is prepared from the finest wheriot integument. It is lovingly cured and tanned using only the sleekest deodand's pelt. Affixed by means of a stud inserted through the underside of the tongue, the sheath ensures that the wearer may partake of local cuisine without danger of offending the host or vomiting.

The tonguesheath can be cleaned and waxed between meals with Colinquace's Sheathewax in time for the next disgusting repast. It is guaranteed for at least 20 meals, a span easily prolonged with proper care.



Diambroid

Market Price: 1,000 gp per minim

Diambroid is a very rare alchemical substance, manufactured in a process known only to a certain much-feared guild. The recipe is so closely guarded

that in spite of centuries of intrigue toward, and outright naked attacks upon, the shadowy guild, the secret has never been disseminated. The guild guards its secrets and its very identity jealously, and it is a good thing too, for a tiny quantity of *Diambroid* can cause a devastating amount of harm. One shudders to think what might happen to a society where such substances became widely available.

Each minim of *Diambroid*, a gummy material pale blue in color, can cause 1d6 of damage in a ten-foot radius when it explodes. Additional minims of *Diambroid* increase both the damage caused and the blast radius of the effect. Each minim adds 1d6 damage (to a maximum of 10d6) and each 5 minims increase the blast radius by 5 feet. The damage caused never exceeds 10d6, but the blast radius can keep increasing, though fortunately such large quantities of *Diambroid* are seldom if ever encountered.

Diambroid is unstable and very dangerous to handle. It will only rarely detonate if completely submerged in water, but in the air, the slightest jostling or even a slight increase in air temperature can cause it to explode. A fall from ten feet or more or a blow sufficient to cause damage will always detonate *Diambroid*. Each lesser incident of "rough handling" should be responded to with a die roll by the DM. A 1 indicates explosion, the die being a D6 to a D20, depending on the DM's evaluation of the roughness of the contact with the substance.

Diambroid does not last forever unless magically preserved. Under normal conditions, it will deteriorate and lose explosive power within 1d4 weeks of its manufacture, slightly longer if kept in a cool, dry environment. Normally, only from 1d6 minims of *Diambroid* will be available under any conditions, and it is extremely rare to find even this much. The substance is in fact prohibited in most civilized areas.



Jealous Guardian

Market Price: 13,500 gp

A powerful and expensive effectant that may be purchased from certain alchemists and magicians, the *jealous guardian* comprises a ball of explosive *Diambroid* (qv) held by a tiny water elemental. This is moderately stable and may be carried in a pouch without undue fear. The price includes ten minims of *Diambroid*, which suffices to destroy a target and most of the room it occupies.



The functions are many, but its principle use is to guard goods coveted by those of greater magical ability than oneself. In such cases, one should pose the Guardian in a ring of exact diameter, some way above a rigid floor, and use a minor cantrip to protect the desired goods. The owner is thus doubly protected. An incompetent cannot safely remove the protected items, and should a magician approach and arrogantly cast the liberation of warp, the elemental is banished, the *Diambroid* drops (exploding to cause 10d6 of damage in a 20 ft. radius), and the owner will be left with his pride, if not his property.



Kohha's Bewitching Stanzas

Market Price: 1,500 gp

The poet Kohha has long been regarded as the greatest master of written language in human history. He was perhaps best known for having penned rich, luxuriant poems which, when memorized and recited, have a reputation of being useful to aid any literate individual in the arts of persuasion and, particularly, seduction. Until the 19th aeon, however, his works were largely known by reputation only. This changed when shortly after the Cutz Wars, his complete works were published by a wealthy admirer in a unique format.

Every one of Kohha's poems, plays, stories, histories, tales, and personal letters (though none of his many infamous Limericks, which were put into a separate volume, see below) were written on a single scroll of cured Deodand skin in a special shorthand script. The scroll was mechanically embedded in a box on two rollers, with knobs available to help a reader advance or review the scroll. Built into each such box was a carefully ground magnifying lens of superb quality and ingenious arrangement, enchanted so that it translates each highlighted passage from the cryptic shorthand into a beautiful, highly legible script of more than sufficient clarity.

With the aid of this ingenious box, which also includes a superlative index, nearly anyone could review each of Kohha's 15,000 some odd poems at will. Due to the immensely persuasive nature of Kohha's words, this can have very practical applications! Having learned a few of his standard efforts, for example, it is possible to memorize a handful suitable for a wide range of possible situations. Reciting one of his more widely applicable poems during a Diplomacy, Intimidation, or Bluff

skill check grants a +2 on any die roll related to persuasion. This effect can be handy during a negotiation, while attempting verbally trickery or manipulation, or while undergoing a seduction attempt. Of course, this works only against humans or similar humanoid creatures with similar emotional reactions to humans, whose language is known to the speaker, and who have an intelligence of 10 or higher. Still greater effects can be achieved by specifically reading the right passage to the right target. The efficacy of a specially written poem depends on the quality of information that can be learned about the target: Kohha wrote volumes upon volumes of inspired poetry, so the trick lies in finding just the right passage. The more accurately a given target's likes and dislikes are understood, the better the chance of researching the most suitable poem from among Kohha's works.

To attempt this, a minimum of a couple of hours of conversation with, or direct observation of, the quarry is necessary. At that point, a successful Gather Information check (DC = the target's Wisdom), followed by 1d4 hours of reading, is sufficient to find a stanza which can have a powerful emotional effect on the target when read aloud. Kohha's poems are usually fairly concise and can be read in 1d4 rounds. Upon hearing and understanding the recitation, the target must make a Will saving throw with a DC = to the reader's Charisma.

If the target fails, they may fall victim to any one of the following effects (selected by the reader) exactly as if under the influence of the 4th level Arcane spell *emotion*, the effect lasting for 2d6 rounds:

Friendship The enchanted creature reacts more positively toward others. Their attitude on the Influencing NPC Attitude Table (see NPC Attitudes; *Dungeon Master's Guide*, Chapter 5: Campaigns) shifts to the next more favorable reaction (hostile to unfriendly, unfriendly to indifferent, indifferent to friendly, or friendly to helpful). Creatures involved in combat, however, continue to fight back normally.

Hope The enchanted creature gains a +2 morale bonus to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Passion If appropriate to the creature's preferences, the enchanted creature becomes passionately



infatuated with the reader, and will attempt to initiate sexual congress at the earliest convenient opportunity.

These pseudo-magical psychological effects only work the first time the poem is used upon a given target. Subsequent attempts have no effect other than moderate esthetic interest or approval (for Kohha is generally popular with everybody). It is believed that nearly 100 of Kohha's mechanical manuscripts are still extant, but lacking one, his works can also still be found in many good libraries.



Kohha's Limericks of Excoriation

Market Price: 2,000 gp

In addition to lyrical poems meant to uplift the spirit or speed the reader towards the bedchamber, the poet Kohha also composed reams of satirical verses. With these Limericks, each designed to mock and belittle one or more of the 903 known personality archetype-subtypes which were fashionable among alienists during Kohha's time, one can jab rivals during sophisticated social occasions, flabbergast them in a chance meeting on the street, or even mortally embarrass them in some less savory encounter such as on the dueling field. For this purpose, each verse must be carefully targeted to a victim's specific foibles.

In order to find a useful limerick, the reader must either succeed at a Gather Information skill check roll, or have already spent two or more hours observing their target's behavior. In the latter case, the reader must be able to watch their target in relatively unguarded circumstances. To merely observe them standing at attention during a parade, for example, is not enough to notice any amusing quirks which might give a clue to the personality type that have been subject of Kohha's ridicule.

After a successful Gather Information check, followed by 1d4 hours of reading, it is possible to locate the perfect Limerick designed to have a powerful emotional effect on your target. Kohha's Limericks are even more concise than his poems and one can be read as a standard action. Upon hearing and understanding the recitation, the target must make a Will saving throw with a DC = to the reader's Charisma.

If the victim fails, they may fall victim to any one of the following effects exactly as if under the

influence of the 4th level Arcane spell *emotion*, the effect lasting for 2d6 rounds:

Fear The enchanted creature flees from you whenever they are in sight of you.

Despair The enchanted creature suffers a -2 morale penalty to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Hate The enchanted creature reacts more negatively toward others. Their attitude on the Influencing NPC Attitude Table (see NPC Attitudes; Dungeon Master's Guide, Chapter5: Campaigns) shifts to the next less favorable reaction.

Rage The enchanted creature gains a +2 morale bonus to Strength and Constitution scores, a +1 morale bonus on ill saves, and a -1 penalty to AC. They are compelled to fight heedless of danger.



Books of spells and formulae are eagerly sought after by magicians and merchants alike.



The Library of Lal-Aba

Market price: See below

From a truly ancient era aeons in the past, the Arch-Wizard Lal-Aba was possibly the very earliest of all the known magicians to have gained fame in the Dying Earth. Despite his shadowy origins in remote antiquity, his might, his wisdom, and reputation for deep insight into the secrets of magic are proverbial among the better-educated scholars in the field. Many are indeed familiar with at least a few of his better known epigrams, though as is often the case few have actually read his infamous works.

Fewer still are those who are aware that Lal-Aba was in fact a diminutive individual of no more than three inches in height, who is believed to have fled to the Dying Earth from another plane of existence. This last fact, known only to tiny group of specialized scholars, is one of the chief reasons why his oft discussed "Prismatic Librams" are rarely discovered, for they were naturally of an appropriate size for their author.

Nevertheless, thanks to their being bound with nearly indestructible materials, a half dozen or so complete sets of the Librams do continue to exist, and extremely astute observers occasionally find one or even a whole set, often in a completely unexpected context. In one famous incident, a sage recognized a complete set of Lal-Aba's librams in the bookshelf of a toy doll-house for sale in a curio market. On another occasion, an itinerant squatter sleeping in an abandoned manse became a rich woman after she discovered copies of the much sought-after Red and White Librams in a mouse hole.

Once one or more of the Librams of Lal-Aba are discovered, successfully utilizing them can still be a challenge. They are too small to be perused by a normal sized human being, so appropriate magical shrinkage or some other means magical or mechanical must be utilized to enable the owner to peruse one. Furthermore, each of Lal-Abas works is a challenging read to say the least. Only the most highly intelligent and mentally disciplined individuals can grasp the principles contained therein, and certain of the books, in particular the terrible Red and White Librams, contain secrets which can unhinge the mind of a weak-willed reader. Their specific effects are as follows:

Lal-Aba's Blue Libram

Market Price: 5,000 gp.

This volume grants 200 xp to any spellcaster able to succeed at an Intelligence ability score check at DC 15. The book only has this effect the first time it is read.

Lal-Aba's Red Libram

Market Price: 50,000 gp.

This volume delves into the principles of ancient and forbidden magic, purportedly of pre human origin. It grants a bonus of +3% or +500 xp (whichever is higher) to the experience points of arcane spellcasters only who are able to succeed at an Intelligence ability score check with a DC of 15. Anyone reading the book must also make a Will save at DC 15 or suffer the permanent loss of -1 Wisdom. The book only has an effect the first time it is read.

Lal-Aba's White Libram

Market Price: 100,000 gp.

This volume delves into secret horrors of subworld magic. It grants a bonus of +6% or +1000 xp (whichever is higher) to the experience points of arcane spellcasters only, if they succeed at an Intelligence ability score Check with a DC of 15. Anyone reading the book must also make a Will save at DC 15 or change alignment one degree toward chaos or evil. The book only has an effect the first time it is read.

Lal-Aba's Green Libram

Market Price 40,000 gp.

This volume helps a magician learn which spell school best suits their personality archetype. It grants the feat Spell Focus in a randomly determined spell school to any spellcaster able to succeed at an Intelligence ability check with a DC of 20. The book only has an effect the first time it is read.

Lal-Aba's Yellow Libram

Market Price 5,000 gp.

This volume grants +1 Spellcraft skill to any spellcaster able to succeed at an Intelligence ability score check with a DC of 18. The book only has an effect the first time it is read.



Lal-Aba's Orange Libram

Market Price 8,000 gp.

This volume grants the feat Spell Penetration to any spellcaster able to succeed at an Intelligence check with a DC of 20. The book only has an effect the first time it is read.

Lal-Aba's Pink Libram

This volume grants a bonus of +1 to the skill Concentration if the reader can succeed at a Wisdom ability score check with a DC of 15. The book only has an effect the first time it is read.

Market Price 4,000 gp.

The ability checks can only be attempted one time per person.



Nightman's Accomplice

Market Price: 1,500 gp

This long, stout staff of Darkwood (Dungeon Master's Guide, Chapter 8: Magic Items) conceals an ingenious mechanical contrivance. Few *accomplices* remain extant, much to the relief of adjudicators familiar with their purpose. Before disassembly, the *nightman's accomplice* can be utilized as a weapon exactly as a +1 Masterwork light mace.

With a few twists and jerks, the experienced owner can swiftly dissemble the *accomplice* into component rods and dowels, and may adroitly reorganize these sections into a pole twice the height of a normal man, complete with pegs for toe-grips and a retentive claw at its upper extremity (advantageous for secure lodgment). The extended pole maintains sufficient strength to support a heavy individual walking on it between secure resting points.

The *nightman's accomplice* wedges easily into cracks and can often be used as a kind of giant piton to secure a climber's position. The *accomplice* grants a +8 to any Climb skill check to climb any surface of up to 20 ft., and under certain circumstances (up to the DM's discretion) can grant a bonus of from +1 to +6 on Balance checks such as, for example, while picking the lock on a window while perched precariously on the ledge.



Phollion Leaves

Market Price: 500 gp per ounce

The pungent phollion plant is said to be native to a land beyond the Plains of Oparona. The point is moot, for the merchants of Erze Damath keep the source of these fragrant leaves to themselves. A mild sprinkling of phollion leaves augments the flavor of any aliment to which it is added.

Decadent gourmands in the larger cities find a dash of phollion increases the pleasure - and pain - derived from the consumption of the escharotic fruits and vegetables such as klembs and synines. Successful ingestion of such caustic foods indicates a refined audacity, required for admission to the famed Sodality of the Venturesome Epicures of Old Romarth.

The overuse of phollion leaves is dangerous. When combined with notably spicy foods, they overpower the senses to the point of pain. Consequently, many locales restrict the import and use of phollion leaves, thereby only increasing demand among sybarites.

Phollion leaves have no real practical value but do command considerable Market Price, and serving food prepared with phollion leaves can impress certain people.



Rug of Superior Merit

Market Price: 1,000 gp

A *rug of superior merit* is an antique floor covering coveted by collectors and connoisseurs. If you display it in your home, you gain a bonus of +2 on all Diplomacy rolls made during social occasions you host there.

Further, you gain a bonus of +1 on all Attack rolls made against someone who has previously soiled, stained, scorched, or otherwise damaged your rug. This depends on your righteous rage at the carelessness of this obvious poltroon, and does not apply if you in any way contrived to make the accident occur.

You may save precious terces by purchasing a replica. The replica provides the boon you gain while hosting parties in your home, but not the Attack boon against those who damage it. Note that, by displaying a fake rug, you risk supreme embarrassment. Every DM guest with the Appraisal skill rolls that ability when he first lays eyes on the rug. On a success, he sees through your fakery.



Should he announce this to the assembled partygoers, you suffer -1 on all Diplomacy rolls for the next month. This levy applies not only to participants at your event, but to any one else within 100 miles of the incident.



Spring-Heel Boots

Market Price: 2,000 gp

From vague yet widespread stories, it may be surmised that upwards of a dozen pairs still exist of these outlandish examples of mechanically assisted footwear.

Remnants of a bygone age, sometimes recovered from the basements of forgotten purveyors of clothing and accoutrements, *spring - heel boots* reach almost to the knee and have long durable laces. The unusually thick soles contain squat and sturdy rods and links of metal, all closely packed, plus segments of an unknown rubbery material that shifts slightly under pressure. Past attempts to dismantle and replicate the boots have failed utterly, as the workings are beyond the bounds of current learning.

When activated by toggles at the rear of each calf, the boots enhance the wearer's stride by propelling a mechanical force through the heels. Once the wearer masters this peculiar propulsion (a task requiring time, determination, and a Dexterity ability check with a DC of 10) he or she may run at twice normal velocity, leap double his normal distance (with a running start), or drop from a tall building or low cliff with security and dexterous aplomb. However, the boots require sure footing; soft or muddy terrain is anathema.

The boots themselves are robust and unlikely to suffer damage from anything short of blacksmith's tools or furnace flames.



Telanxis Oil

Market Price: 250 gp per vial

Manufactured by a lengthy and extremely expensive procedure from the large red petals of parasitic telanxis bloom, this oil has been a boon to diplomats, ambassadors, and plenipotentiaries since at least the 20th Aeon, when its remarkable capabilities were first recorded by the alchemist Raradoz the Squeamish.

As his epithet suggests, Raradoz was possessed of an unusually weak stomach. Even the most mild of

foods, such as spraling and giannet compote, did not sit well with the unfortunate Raradoz, whose gastric deficiencies had plagued him since birth and accounted for his skeletal frame and valetudinary ways.

The telanxis bloom admits no rivals within its bowers. Any plant whose seed is unfortunate enough to fall within its domain eventually undergoes an amazing transformation, as the bloom's leafy tendrils wrap themselves around the interloper and slather it with an aromatic sap. In short order, this sap effects a wholesale change in the offending plant, transforming it into another telanxis bloom!

Observing this bizarre display of vegetable aggression, Raradoz surmised he might be able to extract sap from the telanxis as a means of rendering piquant foods more suitable to his limited palate. With time and much effort, the alchemist achieved the proper formula, one that, when added to any foodstuff, eliminates its taste, aroma, and texture to the point of blandness. Not only did it aid Raradoz in the daily routine of eating the spicy dishes his master, Prince Munishood of Phort, foisted upon him, but it gained the favor of those whose duties often required the consumption of unsavory foods of less civilized lands, such as envoys and legates.

Historical postscript: Raradoz's efforts proved too efficacious, for he succumbed to wanawhet poison that a rival for Prince Munishood's patronage placed in his victuals - its telltale scent masked by the telanxis oil by which the alchemist swore until his demise.



Teman Blossom

Market Price: 1,500 per blossom

The aromatic flour of the Teman plant has a most unusual property. Whenever it is crushed, a teman blossom will emit a quasi-magical pheromone into the ethereal Plane, the smell of which in 2d6 rounds will summon a swarm of 2d8 enraged humbestah beetles who will phase in and attack any living creature within thirty feet of the blossom.

The blossoms can be kept sufficiently fresh for up to two weeks if kept in an airtight bottle or jar. Once they are crushed, the blooms cannot be used again. Care must be taken in crushing them, for anything used to squash the blossom (like a hand, or a boot, for example) will have the pheromone on it, and has a 1 in 6 chance of summoning the beetles per above.



Textbook of Gruke's Philosophy

Market Price: 200 gp

Throughout the aeons, one recurrent subject of popular literature has been the intellectual means by which individuals may tolerate the wearying afflictions of everyday life. As such books invariably consist of a small number of pithy epigrams and a great deal of blank paper, rather than dense closely-argued pages of information, they may be easily and profitably reproduced, even by the backward and / or decayed and unreliable publication arrangements of the age.

No one knows who Gruke was - probably an amateur aristocrat / poet whose writings represent inept attempts at blank verse. But one scholar who has traced the history of this text back into the fog of earlier aeons has declared that Gruke was not, in fact, human; rather, he was of an alien race, and his statements are barbed ironies and flippant satires of the humanity his own kind sought to subjugate.

Once per day, the possessor of a copy of this tome may consult the *textbook* in search of a solution to life's mental distresses, tedium and emotional privations. The reader must spend at least a half an hour perusing the book, and then may make an Intelligence ability check. If they *fail* their check, then they have been cheered by some platitudes they read in the book, and will gain a +1 to all Will saves for the day. If they *succeeded* on their Intelligence check, then they saw through the epigrams they read in the book, and now, confronted with the failure of even past ages to resolve the depressing realities of the present, must make a Will save (DC 15) or sink into depression and ennui, suffering a penalty of -1 to all saves for the remainder of the day.

Humbestah Beetle

Medium Size Outsider / Vermin

Hit Dice: 3d8+4

Initiative: 0

Speed: 30 ft. (Fly 20 ft., poor)

AC: 16 (+6 natural)

Attacks: Bite +7 melee

Damage: Bite 1d6+4

Special Qualities: Damage Reduction 5/+1, Vermin

Saves: Fort +5, Ref +0, Will +0

Abilities: Str 18, Dex 10, Con 14, Int -, Wis 10, Cha 9

Skills: Listen +5, Spot +5

Challenge Rating: 3

Vermin: Immune to mind - influencing effects

Thyle Dust

Market Price: 750 gp per packet (one use)

Thyle Dust is a very useful product of the Thyle bush, which is only known to exist in the Dying Earth. It is a most useful and popular plant by reason of its more noxious properties: specifically, when inhaled even in the tiniest amounts, it causes an intense, overpowering shock to the olfactory nerves. Humans that inhale thyle dust must make a Will save with a DC of 20 or be stunned for 1-4 rounds. Some predatory animals and half - men are even more strongly affected, and in fact any creature with the Scent ability (Monster Manual, Introduction) must make a Will saving throw with a DC of 30 or be stunned for 1d6 rounds and in addition, be effectively blinded for a further 1d6 turns.

It is because of this effect that thyle dust is considered to be one of the only effective methods to avoid attack by hungry Deodands. A (normally carefully sealed) packet of thyle dust can be broken open and shaken out into a ten-foot radius as a standard action. If the user of the dust has a sense of smell, they must make a reflex saving throw (DC 10) or themselves be stunned. Once disseminated, the dust remains in the air for a further 1-4 rounds, much in the manner of a *stinking cloud* (Player's Handbook, Chapter 11: Spells) or similar spell.



Carry a packet of Thyle dust and this won't be looking at you with hunger in it's eyes...



Magical Curios and Artifacts of Minor Power or a Trivial Nature

Some of these items are of considerable practical value. Others, while lacking truly useful functions to the pragmatic adventurer, have significance as treasure. After all, not all hordes are of gold: precious spices and oils; books; and toys, collectables and curios also command value on the market. Unless otherwise stated, spell-like effects from these items operate as if cast by a 12th level wizard or cleric.

Amrakkik Paste

Market Price: 500 gp per ounce

This is a naturally-occurring magical grease, seemingly of mineral origin. It is believed that all seams, beds or pits from which it was once derived are now mined out, and hence the current supply is limited. It is usually carried in one-ounce quantities in small, stoppered bottles or pots, which are carefully designed to be watertight, for reasons that will become clear.

Amrakkik paste absorbs and stores electrical energies. However, its capacity is finite. For practical purposes, each container basically cancels and negates up to 30 Hit Points of damage from a single dangerous electrical blast that strikes or passes within five feet of its location, whether a natural lightning bolt, *Gilgad's instantaneous galvanic thrust* (lightning bolt), or some grotesque archaic weapon. The cause of this negation is not obvious to observers. Once used, the paste changes color from pale green to a dull brown, indicating that it is *charged*.

Magicians and Arch-magicians can purify charged paste in their workrooms, safely discharging it and restoring its protective ability. This routine task requires no skill check, nor even passing attention, but the process takes a week. If charged *amrakkik paste* comes into contact with water, however, or a watery liquid such as wine or tea, it releases its absorbed energy in an explosive flash. Treat all persons or objects within three feet as if they had just been struck by a *lightning bolt* scoring 1d6 damage for every 5 Hit Points of damage absorbed by the *Paste*.

Other doses of the paste cannot negate this release. The exploding paste invariably destroys its container and scatters, but if carefully gathered (a task requiring patience, meticulous care, and several hours) and purified, it can once again protect against electrical forces.

Larger quantities of the paste absorb electrical forces an ounce at a time and separate out, the charged explosive rising to the top of the container. If multiple unused pots or bottles are in the vicinity of an electrical blast, only one of them absorbs the energy, determined entirely at random. Quantities smaller than an ounce are ineffectual.



An Aura of Petty Divinity

Market Price: 5,000 gp

This artifact is a silver torc with handsomely embossed finials. When worn around the neck, the torc enables the wearer to tap into that vague aura of power which still lingers in disused shrines and temples to forgotten gods. The torc conveys a +1 to the wearer's Charisma when worn, and has the power to augment the magic power of any spell cast, up to +4 to save DC and / or +4 to spell resistance roll. This power, once used, will not work again until a month has passed and the torc is recharged by spending at least six hours within some form of religious building, no matter how old or ruinous. The building must be different every time.



Bracelets of Youth and Age

Market Price: 10,000 gp

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

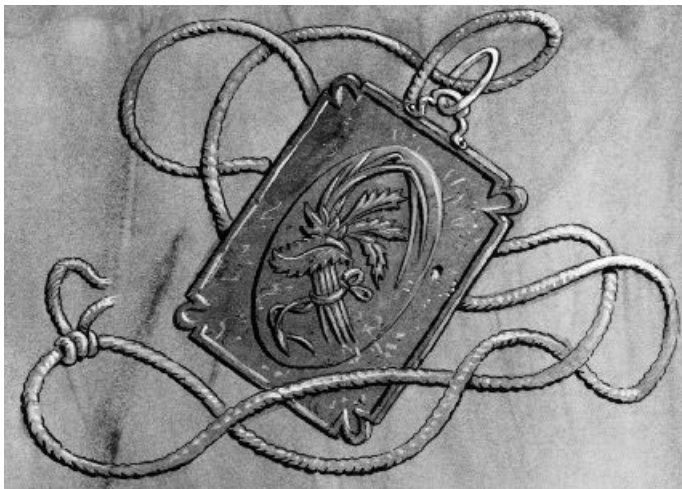
The power of the bracelets is revealed when two different individuals wear them. The wearer of the new bracelet grows younger by one year for every day the bracelets are worn, while the wearer of the older looking bracelet grows one year older for every day the bracelets are worn. Rejuvenation and aging effects end when one of the two participants reaches a natural limit (death or birth). The effects also stop when one of the wearers takes off his bracelet.



Cobalt Mountain Talisman

Market Price: 1,000 gp

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 wizard, sorcerer, or any creature capable of casting arcane spells or of producing arcane spell-like abilities, the vial glows with a green light that gives the area an unhealthy hue. If the wearer is the target for cantrips or spells of up to 4th level cast directly at them, the vial will automatically nullify the attack. Mere cantrips are always harmlessly absorbed. Any one spell of up to 4th level that is cast upon the wearer will also be absorbed. The energy associated with the spell is released slowly into the sensorium of some subworld creature that provides the protection (at a rate of one hour per level). 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.



Crystallized Dreams

Market Price: 250 gp per crystal

Through arcane cantrips it is possible to capture and distill ordinary dreams so that they become small physical crystals. A bag typically holds several dozen dream crystals. Such dreams are much in demand as exotic entertainment. When applied to a sleeping user's eyes, ears, and nostrils, the crystals inspire many vivid, rapturous dreams.

A wakeful user experiences the crystals as a strong hallucinogen. Dream crystals normally have little practical use except as an intoxicant (for many, such a use is more than sufficient). However, because

they are the distilled essence of dreams, detailed fragments of these dreams remain behind. Crystals collected in the vicinity of magicians or other powerful individuals may occasionally contain blackmail information or knowledge of a manse's defenses.



Eavesdropper's Bauble

Market Price: 1,200 gp

This elegant item of personal jewelry is said to have been constructed on behalf of an aristocratic Lady who was a notorious gossip and eavesdropper. It is further alleged that, though she had forgotten the matter, the magician she hired to create the item had suffered a minor humiliation from her sharp tongue, and to get revenge wove a sort of curse into the otherwise beautiful and quite useful device he fashioned for her. Once she obtained the *eavesdropper's bauble*, however, the Lady in question became so wrapped up in her schemes that she did not notice the increasing distortion in her appearance. When she finally became aware of it, her once legendary beauty had been tarnished, and she herself had become a public mockery. Too vain to endure the loss of face, the Lady threw herself into a river, where she was promptly devoured by crocodile - fish.

The *bauble*, however was recovered a few weeks later in a fish market, and has been floating around the Dying Earth ever since. For those who use it only in moderation, or who are not overly concerned with their physical appearance, it can be a useful adjunct to both the hardy explorer's kit or the courtier's elegant evening attire. When tweaked with the thumb and forefinger, the *bauble*, which must worn as an earring in order to function, will grant a +8 to any single Listen skill check, for the expenditure of one charge. With a slightly different gesture and the expenditure of three charges, the *bauble* grants the user the gift of *clairaudience*, exactly as if casting the spell (see the Player's Handbook, Chapter 11: Spells) for more information on *clairaudience*). The downside is that each use of the *bauble* causes the wearer's ear to grow ever so slightly. For every ten charges expended, in fact, the wearer's ear will have grown so much that they permanently lose 1 point of Charisma, down to a minimum Charisma of 5. This effect can only be countered by a *greater restoration* or *limited wish* spell.





Frashjamir's Determinant Lash

Market Price: 500 gp

Early in the 21st Aeon, the magician Frashjamir experimentally pursued vulgar temporal power in the most jejune way, enslaving many and commanding their manual labor. The epitome of his philosophy was the enchantment he wove into these whips, issued to his most trusted lieutenants. The Determinant Lashes reduced the capacity of a slave for backchat or deviousness while ensuring vigorous performance.

Frashjamir's kingdom fell after 13 years to a slave revolt of minimal organization but remarkable vigor, and most of the enchanted whips were ceremonially burned during the celebrations that marked the founding of its successor - state, the Puissant Oligarchy of Thom. However, a few Lashes have survived. Well-made, they continue to function perfectly as mundane whips and a particular, easily learned motion of the wrist invokes their magic.

Each Determinant Lash has up to 24 charges; each invocation spends one charge. A single selected victim is struck. The lash inflicts damage as an ordinary whip, and also inflicts a 1d4 of both temporary Intelligence and temporary Wisdom damage, while granting a temporary bonus 1d4 of Strength and Constitution. These effects last for one day before fading away. Once all the charges have been used up, the Lash reverts to an ordinary whip.

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Grasphotel's Obdurate Curmudgeon

Market Price: 750 gp

When quiescent, the *Obdurate Curmudgeon* appears as a miniature grotesque, some two inches high. Speaking the command word on its base transforms the *Curmudgeon* into its resident entity: a squat homunculus, six inches high, with short, powerful arms.

Like an animate doorstop, this grotesque holds entryways against intruders, allowing its summoner to (for instance) make a clean getaway. The creature has tremendous strength (Strength 30), a gruff voice of a surprising baritone pith, and a stubborn, humorless nature. It knows nothing of use to most characters, except highly particular expertise on the subject of blocking doors.

Would-be intruders may try to persuade the homunculus to grant admission; it is allowed a Sense

Motive roll at +12. If the *curmudgeon's* roll is higher than the intruders, it will not open the door. The *Obdurate Curmudgeon* will not fight. Due to its nature it cannot be killed, but it can be banished. It reverts to quiescence after its summoner goes more than 1,000 feet away, or eight hours have passed, whichever comes first.



Hoptile's Bridle

Market Price: 1,000 gp

This plain but functional item appears to be a relatively nondescript bridle, such as might fit a medium sized riding beast. Its true power only becomes evident when one gets the bit between the mount's teeth. Any domesticatable creature with an intelligence rating between 1 and 4 must then immediately make a Will save versus a DC of 20 or behave as if under the influence of a Charm Mammal or Charm Person or Monster spell.



The Iron Head

Market Price: 500 gp

Contrary to popular opinion, Kinnu the Inexorable did not make the Iron Man's head himself. Rather, he looted it from a late 19th Aeon pleasure-jitney that once carried the Wizard-Tyrant Phlang Derspinax from Sadal Suud to Earth and back. When Derspinax visited the village of Kaiin, standing on stilts in the Sanreale lagoon, he demanded tribute from its sullen inhabitants. Their chief Sanurone offered his brother Tandal, explaining that Tandal had an exceptional palate and would infallibly alert the Wizard-Tyrant to noxious or insipid refreshments. Derspinax did not care for the rest of his food-taster's body, so had his head severed, enchanted and plated with iron.

The jitney failed to access a suitable trail of time-light and crashed in the mountains. The Tyrant fell under his food taster. With its last volition, Tandal's steel teeth tore out the wizard's throat. Kinnu the Inexorable found the wreckage two aeons later. He had been collecting metal body parts for some time and was delighted that the head would enable him to construct a complete, if patchwork, automaton. Tandal's clear desires for justice and revenge were encouraging, so Kinnu used him as the iron watchman's sensorium. The assembly took two years



and Tandal paid close attention, so is an authority on automata.

The head, again severed from its body and reduced to rendering bivalent answers for cheap wine, can often be found at an inn. It wants to travel and see the world. It is capable of speech, but hides this talent from most people, awaiting the opportunity to speak to morally dubious travelers willing to release it. If rescued from its servitude, it will work as a food taster and historian, and will give lessons in automaton construction so that the PCs can make it a new body. As a further inducement, Tandal will point out that he traveled widely in the 19th Aeon, so he knows where many lost cities once stood.



The Jade Fish

Market Price: 2,000 gp

This is a small pendant of jade on a silver chain of exquisite workmanship. Should the fish be placed in a body of water, the chain becomes a floating carriage and the fish grows to the size large enough to pull the carriage tirelessly at a speed of 40 feet per round. The *jade fish* cannot travel underwater, but must remain on the surface. While animated, the fish has an AC 15 and can take 20 points of damage, and if slain, the item's magic is lost. The enchantment lasts half an hour before reverting to become a jade pendant on a silver chain again. The spell can be halted at any moment by pronouncing the word "Hilisku" which is inscribed in aquan on the head of the fish.



Mutable Deck

Market Price: 500 gp

Magicians are no more immune to the temptations of the gambling table than are men from mundane walks of life. Unfortunately for the honesty of games throughout the Dying Earth - but luckily for anyone who should acquire one of their hand-me-downs - magicians are as ready to apply their secrets of enchantment to the card table as they are to any other area in which they wish to excel. In other words, magicians are notorious cheats, and no object better proves it than the *mutable deck*.

The *deck* appears to be an ordinary deck of cards (perhaps the designs of the cards and backs are a little

more ornate than most-magicians have a tendency to overdo things). By concentrating, the owner can cause one card face to change to another. He must know the current face of the card he wishes to alter, so the trick is generally only useful on cards he holds in his own hand but has yet to reveal to other players. Care must also be taken not to change the card so that it is identical to one currently held by another player! Use of the *mutable deck* allows the player a +8 to any Gambling skill check (see the Sharper prestige class for more information on the Gambling skill).



Novitiate's Candle

Market Price: 6,000 gp

These enchanted candles dating from the 19th aeon were used in the Scholasticorium of the Archivalian Evokers to teach initiates concentration. Once lit, the *candle* allows the user to levitate, but they must make a Spellcraft roll (DC 15) to start (light) the *candle*, which can only be lit by direct mental application of magical skill, and a Concentration skill check every turn thereafter (DC 12) or the *candle* goes out and they fall. Unlike with the 2nd level arcane spell *levitate*, the candle does allow the user to actually move forward and backward, and side to side as well as up and down, and also to rotate in various directions in all three dimensions.

To use the *candle*, the novitiate must sit in a cross-legged position with the candle held in their left hand, and concentrate. The rate of movement cannot exceed 20 feet per round in any event. These candles are not consumed by their magical flame, which also sheds light as if from a *light* spell in a 20 ft. radius. If the user fails a Concentration skill check, they will begin to sag in the air, which is their warning to drop down to a safe altitude if possible. If they fail a second check the next round at -4, they fall from whatever height they happen to be, suffering normal falling damage as appropriate.



The Pen of Chabal

Market Price: 500 gp

At its most basic, this is a pen that writes down whatever its owner says, without any need to manipulate it in person. It seems that the original was made by Chabal, an arch-mage of the 19th aeon, to take notes while he was busy working at his apparatus.



The *pen* is particularly precise when copying down spells, marking the stresses and displaying the pervulsions clearly.

The idea was popular and many *pens* have been made. Most can only write if parchment or paper is laid horizontally on a flat surface, while others need an inkwell readily at hand, and some are reputedly so cunningly wrought that they can write under water. They have become popular with lesser mages.



Diaco's Scarf

Market Price: 2,000 gp

Piaco was a young prince who eschewed the politics and intrigue of the palace for the more visceral joy and excitement of the hunt. Though believed at one point to be in line for the royal succession, he spent so much of his time out in the wilderness on endless safaris that he was all but forgotten by his family, passed over for promotion within the aristocracy, and more fortuitously left unscathed through the several coup attempts, purges, and revolts which decimated the rest of his brothers, sisters, and cousins.

Piaco's only concerns were succeeding at his hunts and enduring the extremes of nature while living in the wild. To aid him in his lifestyle, he hired court magicians to manufacture several simple artifacts. The first of these was a long woolen scarf which, when worn, reduced the effects of extreme cold. *Piaco's scarf* provides cold resistance 2, and adds +2 to all saves and ability checks versus cold-based effects.



Diaco's Turban

Market Price: 1,000 gp

Another of Piaco's enchanted items, his *turban* helped him keep cool when spending time out of doors in desert or tropical climates. It provides heat resistance 1 and a +1 to all saves and ability checks versus heat-based effects.



Diaco's Bone

Market Price: 3,000 gp

Though an avid hunter, Piaco loved animals, and when on safari he was always accompanied by a large predatory beast of some kind (sometimes several) to

keep him company during his long sojourns in the mountains and forests. To recruit such animal companions, he used his magic *bone*. When this *bone* is gripped in the hand within sight of a suitable predatory animal within 30 feet, it has the effect of the spell *animal friendship* as if cast by a 12th level Druid. The item only works once per day, and does not work on outsiders or aberrations, though it is effective with magical beasts such as blink dogs.



Diaco's Trumpet

Market Price: 4,000 gp

Arguably the most useful of Piaco's hunting artifacts, his "trumpet" (actually a gilded ram's horn) has the magic power of summoning game. He did not use the trumpet to summon the exotic beasts he sought—which would be unsporting—but only lesser animals to provide meat for himself and / or any entourage, human or bestial, that he happened to be traveling with. Once per day, when the horn is blown, from 2-12 small or 1-6 medium sized game animals will appear within 1d4 turns, and will approach within twenty feet of the *trumpet*. The type of animal that appears is suitable for the environment where the horn is blown.



Sand of Quietude

Market Price: 750 gp per dose

This magic sand puts creatures to sleep. Thrown or toward enemies, it can affect up to four targets in a thirty-foot cone, per packet. Creatures in the area of effect must make a Will save (DC 18) or fall asleep for 1d6 minutes or till awakened.



The Marvelous Tools of Selua the Slave

Market Price: See Below

Selua was a bookish magician of great skill but little courage who lived during the Vindication Wars of the 17th aeon. Shortly after his thirtieth birthday, he was captured by the Grand Oligarch's army and enslaved along with millions of his countrymen. Luckily for him, his literacy was recognized and he was made bond - servant of the household of the 39th Duchess of Stoss-Berenise, where he was



assigned to the royal archives and tasked to copy documents.

As lazy as he was talented and resourceful, Selua took advantage of an abandoned magical laboratory he found in the basement of the palace, and designed a magic pen (modeled after the *pen of Chabal*) that did his work for him. His life soon became one of comparative comfort and ease. His fairly indulgent supervisors were happy with the volume and quality of his work, and he had hours of free time to spend in poring over ancient texts in a fantastic library, and down in the basement refurbishing the old wizard's lab.

But due to his absent-minded nature, he was caught several times loafing, and was eventually assigned extra tasks in the kitchen. At first he suffered under the unfamiliar regimen of harsh manual labor, scrubbing pots and pans day and night, but he soon manufactured his magic brush, which did most of his work for him.

Unfortunately, it worked too well and he was caught one day by the Duchess herself, sleeping on the pantry floor, propped up snugly against some large bags of saffron with a small book in hand. As punishment, he was assigned more and more tasks and chores. He was sent to the laundry, where he eventually created his famous basket; in the garden, where he found use for a magic watering can; and then back in the kitchen (where he was eventually made premier, and finally sole cook), for which he created his ewer of chilling, his purifying urn, his cooking cauldron, and his pepper churn, all of which aided him immensely in his work.

Eventually Selua replaced nearly the entire household staff, most of whom were deemed superfluous, and sent them to work in the salt mines. Even with the help of his artifacts, however, the strain and increasing responsibility told on old Selua, and he began to drink heavily. When he was ordered on pain of death not to steal any more of the cooking sherry, he created his brandy flask, which turned out to be his last invention.

Finally, aging and weakened by the strain of his constant toil, he died while attempting to fashion an animated mop. His marvelous tools live on, however, giving mute testament to the parable of his life: some people will move a mountain to avoid stepping over a molehill. If Selua had applied his skills to rebellion or even mere escape, he would have no doubt lived a

long and happy existence somewhere far away from the dreary kitchens of the palace¹.

Selua's Quill of Writing

Market Price: 750 gp

This pen animates and writes. It copies, or takes notes or dictation for up to 12 hours per day. It is essentially identical to the *pen of Chabal* (above) except that it writes without an ink well and it can automatically copy any specified document. A built-in *mage hand* spell turns the pages of the books.

Selua's Thimble of Mending

Market price: 900 gp

With this silver thimble one can cast *mending* as the spell up to six times per day, allowing the user to instantly repair any minor damage to clothing, for example.

Selua's Watering Can of Plant Growth

Market Price: 1,500 gp

This watering can casts *plant growth*, per the spell, once per day, allowing the user to grow and also mentally rearrange plants under the spell's effect. It only works when filled with water and poured out over the desired area.

Selua's Brush of Washing

Market Price: 1,200 gp

This brush has a permanent *unseen servant* spell cast upon it. On command it washes, dries, and puts away dishes.

Selua's Ewer of Chilling

Market Price: 2,300 gp

Fill with liquid, close stopper, say the magic word, and it's chilled. Works once per day.

Selua's Cauldron of Cooking

Market Price: 3,000 gp

Fill with anything organic, close top, say the magic word, and it produces cooked, edible food. Works once per day.

¹ Actually, this is only one interpretation of Selua's legacy. Conservative scholars point out that if Selua would have merely been content to do his assigned work like a good slave, and not attempted to overreach his station or defraud his betters, neither he nor the other household slaves would have been inconvenienced, and he might have lived a long life working as a scribe which was all he seemed to want to do anyway.

Selua's Urn of Purification

Market Price: 800 gp

Fill with water or other liquid, or food, say the magic word, and it casts *purify food and water* per the spell, once per day.

Selua's Basket of Cleaning

Market Price: 300 gp

Soiled laundry left in the basket overnight is clean and pressed the next day.

Selua's Silver Brandy Flask

Market Price: 600 gp

Refills with fine brandy once per day.

Selua's Pepper Churn

Market Price 4,000 gp

Churns out different substances once per day (pepper, cinnamon, nutmeg, and salt), up to 3 ounces of each substance per day.



Tablet of Sufficient Nourishment

Market Price: 1,500 gp

This square tablet can be comfortably worn as a pendant. Whenever it is touched to any organic matter, from leaves to shoe leather, it instantly renders the object edible and nutritious, if not tasty. If the item touched was previously too tough to chew, it is now (barely) tender enough to be eaten, often with the texture of hard cheese. In addition, the tablet chimes softly whenever within one foot of poison.



Talisman to Reveal the Hidden

Market Price: 500 gp

This amulet emits a tone when anyone magically disguised or invisible comes within fifteen feet of the wearer. The item does not make such individuals visible or let the wearer locate them.



With a complete set of Selua's cooking implements, every meal is a feast!

Vasp's Cup of Inspiration

Market Price: 2,500 gp

The infamous barbarian chieftain Vasp the Excruciator was well known as a ferocious warlord and merciless tyrant, but he had a secret weakness. As a child growing up among the Palthan barbarians, he was tormented cruelly (especially by his 18 brothers) for his bad stutter. Some scholars speculate that his vicious personality was formed during the constant brawls that resulted; certainly it is documented that he slew 14 of those same brothers by the time he reached adulthood, and soon finished off the rest in a drunken brawl on his 19th birthday.

To overcome his stutter, and a certain shyness during public speaking, he had a captured shaman fashion him a special drinking cup. Anyone who drinks a draught of any alcoholic beverage from this finely wrought silver chalice suddenly becomes confident, clear-headed, and convincing in their manner. In effect the *cup of inspiration* grants a temporary bonus of +4 Charisma for one hour, once per day. With the aid of this cup, Vasp was able to make several notable speeches and unite the five score Palthan tribes for the first time in generations. Unfortunately for them, they were wiped out to a man shortly afterward during an ill-advised attack against the Archivaelian Evokers stronghold in the Whispering Mountains toward the end of the 19th aeon.



Magic Artifacts of Notable Efficacy and/or Significance

Unless otherwise stated, spell like effects from these items operate as if cast by a 17th level wizard or cleric.

The Armor of the Neophyte

Market Price: 20,000 gp

This is an elegant waist belt, with a buckle engraved with fish scales. On pressing the buckle and saying the command word, the wearer is covered with a knee length shirt of myhril scales which also cover the arms to the wrist. The armor acts as +3 scale mail (armor bonus +5) with a maximum allowed Dexterity bonus of +2 and an armor check penalty of -3. When activated, it can remain on the wearer's body for up to 4 hours. The armor can be activated up to three times per day. This is excellent protection for the wizard who may find herself forced to fight in melee combat after using up all useful memorized spells.



The Assassin's Blade and Ring

Market Price: 8,500 gp

A long stiletto-type dagger with a slender blade, this is an Assassin's tool as opposed to a mere fighting knife. It comes complete with a scabbard that is, in effect, a pocket dimension. Place the dagger in its scabbard and it ceases to be visible, or even present, leaving only a ring that can be worn on the belt or left in a pocket. When the dagger is needed, one must merely touch the ring and the still invisible dagger's pommel appears in the hand. Until the dagger is retrieved it does not radiate magic. The dagger itself is a +1 weapon with a critical hit threat range of 18-20. This is an ideal weapon to sneak into the presence of a protected grandee or other person of import.



Baron Kalofoi's Jewels

Market Price: 70,000

The baron Kalofoi was an aristocrat and a magician of some minor power. He lived a respectable life of ease and modest splendor until he met a beautiful crocodile-fish rider named Lakhne.

Though all of his friends warned him that she was a notorious harlot and deceiver, he fell in love and they were married. For a time the baron was happy, but he was soon provoked to extreme jealousy by continued reports of his wife's outrageous promiscuity. He had great faith in her good nature, but the constant accusations grated upon him, and he wished to get to the bottom of the matter one way or another.

Consulting his long-ignored magical workbooks, he set to the enchantment of two beautiful disk shaped yellow citrines which he had purchased to commemorate their first anniversary. He linked the two enormous gems together with a weft of magical force, and bound certain minor entities into their structure. He then had one gem mounted on a silver necklace and the other he inserted into the inner cover of his watch case. The baroness was delighted with her gift, and agreed to wear it constantly to commemorate their love. The baron was delighted as well, for while the baroness wore the amulet, he could see everything that transpired in front of it by looking into its mate, which he kept in his watch case. At last his suspicions could be put at ease.

Unfortunately he was soon treated to visions that led swiftly to his undoing. The first night he gave his wife her new amulet, she departed in her carriage to visit her sick aunt in a nearby town. He was aghast to witness her arrival instead at a notorious manse in a disreputable district of the city where a wild bacchanal was taking place. He watched in amazed horror as she engaged in sordid antics with six men, two women, and at least one creature of indeterminate species that appeared to be of the male sex.

Enraged, he made plans to confront her the next morning when she had her weekly pedicure. As he suspected, rather than having her toenails varnished he witnessed with his jewel that she was engaging in sexual congress with a young equestrian from a rival family. Furious, he burst into the room with his rapier, only to be confronted by the young lad, who though unclothed, quickly armed himself and skewered the poor baron.

The Baroness then inherited his wealth and lived a long life of not-so-modest debauchery, squandering the family fortune and expanding her personal horizons of depravity. She had the jewels dismounted from their settings and kept them in a box on her mantle-piece until well into her old age. After she



died they were sold to a collector, and the pair have surfaced in various places over the years. Effectively, one can see everything that transpires before the first jewel through the second, exactly as if it were an extra eye. The practical value of the jewels is enhanced by the immense size and perfect quality of the jewels themselves.



Blue Concentrate Projector

Market Price: 35,000 gp

This is a short metal tube the size of a large cigar. When used (expending one charge), it shoots a large cone of blue concentrate in a cone 30 feet long and 15 wide. Anyone struck experiences intense pain and terror for two hours. They must make a successful Will save at DC 15 or flee as if under the effects of a *fear* spell, and if capable of feeling pain (this has no effect on undead, for example) any targets suffer a -4 To Hit on all attacks and a -4 to all Concentration or Spellcraft skill checks for the duration of the effect.

Furthermore, any sudden action the victim tries to undertake forces them to make an additional Will saving throw (DC 15). If they fail they cannot perform the action and can only writhe in pain and scream. Blue concentrate projectors are usually found with 10 - 40 charges.



Carbenal's Penetrating Fork

Market Price: 27,000 gp

This device resembles a small but ornate tuning fork that can be worn around the neck as an amulet. When the *fork* is struck against a solid, nonliving object, the magical device emits a tone that varies in pitch depending on the nature of the object hit. The *fork* will continue to emit that tone for three rounds. During those three rounds, anyone holding the *fork* will be able to pass through the object as if it weren't there (to a depth of up to 5 ft.). The bearer must completely exit the object by the third round. If they do not, they are violently expelled and suffer injuries as if they had fallen 30 ft. (3d6 damage, Reflex save for half).



Cloud of Knives

Market Price: 11,000 gp

This device only works if it is worn openly. It is a simple necklace consisting of sixty tiny silver knives. Once per day, on command, the knives fly from the chain, grow to the size of short swords, and place themselves between the wearer and any one threat, nominated at the time of activation. If the threat, whatever it may be, advances further toward the wearer at this point, the blades attack. The result is a cloud of magical blades, which functions exactly as the 6th level cleric spell *blade barrier* as if cast by a 12th level cleric. The blades remain active until they have made a kill, have been recalled, or have been bypassed or outwitted somehow.



Ever-Lengthening Rope

Market Price: 1,200 gp

This seemingly ordinary, slender 10-foot length of rope can, on a verbal command, lengthen up to 100 times, or to up to 1,000 feet in length. Another command instantly causes this rope to detach its far end and retract to convenient length. The *ever-lengthening rope* is exceedingly durable and resilient (hardness 5, Hit Points 10 to cut), and can support up to one ton. If broken or cut, the *rope* instantly reverts to its normal length, though its ultimate length is proportionately reduced. For example, if one cut a six-inch length of *rope*, it could expand to 600 inches, or 50 feet. Cutting this piece from the original ten-foot *rope* would reduce the total possible length of the original *rope* to 950 feet.



Faulide's Practical Barrier

Market Price: 18,000 gp

This is one of the more notable examples of the infamous "folding fence" artifacts that became so prolific late in the 17th aeon. Popular with traders, pilgrims, and all those who must traverse remote wilderness areas, these "folding-fences" were originally fashioned to accommodate aristocrats who deemed it fashionable to hold picnics in the midst of primordial forests swarming with dangerous predators. From behind the safety of such a barrier they could observe the hysterically aggressive antics of meat-crazed carnivores while sipping tea from



eggshell china and composing derisive and taunting couplets at the expense of the slaving beasts.

Faulile's practical barrier appears upon first examination to be a tiny box of bone lattice, apparently a solid block of interwoven hummingbird bones. On command it instantly unfolds into a giant fence of spikes, enclosing a 50 ft. diameter area. Once deployed, the *barrier* is 16 ft. tall with sharp overhanging spikes facing outward. *Faulile's practical barrier* has a Hardness of 20 and 50 Hit Points. Climbing the *barrier* is DC 30, and climbers must also make a Reflex save at DC 25 or suffer 2d8 of impalement damage. The *barrier* can remain in fence form for up to 12 hours, and works once per day.



Glimmister of Sharpness

Market Price: 5,000 gp per pot

This fine, silvery dust hardens and sharpens the outer millimeter or two of any iron or steel blade without affecting the natural internal springiness or flexibility of the internal metal. One charge of powder applied to a blade imparts a preternatural sharpness, which lets the blade hew flesh and wood like soft earth, and metal or stone like soft wood.

The *glimmister* can also be applied to armor to harden it. In either case, the *glimmister* conveys a +3 magic bonus to the weapon or armor in question, which lasts for one week or for one combat of up to ten minutes duration, whichever comes first. The bonus is applied to both To Hit and Damage rolls for a weapon, and to AC for armor. Generally the *glimmister* appears in a small pot containing sufficient



Need firewood? even the most mundane task can be accomplished with an application of the Glimmister of Sharpness!

quantity to coat 1 suit of armor or large shield, 2 medium shields, 3 small shields, 4 swords or bucklers, 6 axe heads, 9 spear heads, or 27 arrows or crossbow bolts. If the *glimmister* is applied to a person's skin, it turns it into a silvery metal, causing 2d6 points of damage.

Attempting to intentionally apply *glimmister* to the skin of an opponent requires a ranged touch attack and a Reflex saving throw for both parties. Either party who fails is tainted with the *glimmister* and suffers damage accordingly.



The Heliosdactum

Market Price: 5,000 gp

A delicately sculpted bronze brooch in the shape of a sunflower, the *heliosdactum* collects sunlight throughout the day, slowly unfurling as the light increases before gradually closing at dusk. With the utterance of a simple operating phrase, the flower will reopen and slowly release that light as the 2nd level arcane spell *daylight* (Player's HandBook, Chapter 11: Spells) for a cost of 2 charges per hour. Alternately, if another phrase is used, at the expense of 8 charges it can emit all its stored light in one blinding flash, as the 7th level Druid spell *sunbeam* (Player's HandBook, Chapter 11: Spells) as a 9th level Druid, causing 3d6 damage (or 9d6 versus Undead) to anyone within the area of effect (as the spell) and blinding (Reflex save negates) all within the area of effect: a five foot wide beam up to 100 ft. long. The *heliosdactum* regains one charge per hour of genuine sunlight it receives out of doors on a bright sunny day, or 1 per two hours on an overcast or cloudy day. It can only absorb up to 10 charges at a time maximum.



Khandl's Redoubtable Guardian

Market Price: 39,000 gp

This small talisman protects the wearer and all worn or carried possessions against magic that directly harms (causes damage to) the wearer. The talisman provides spell resistance of 15 against any directly harmful attack, such as *magic missile* or *the excellent prismatic spray*, which is directed at the wearer. If the spell fails, a harmless vibration alerts the wearer to the vitiated attack. The talisman is not protection against all magic directed toward the wearer, however, and a person wearing it could still



fall under the effects of *suggestion*, have their coinpurse picked with *Arnboult's sequestrous digitalia*, could be magically lifted high in the air and dropped through *telekinesis*, or could even be transported to a far and dismal land by *Thasdrubal's laganetic transfer*.



Laccodel's Protective Rune

Market Price: 80,000 gp

This is also known more simply as Laccadel's rune. This is the most powerful of the better-known magical protections still sometimes available on the open market. Several score of these potent wards are known to still circulate among the denizens of the Dying Earth, and more are occasionally dug up from ancient crypts or discovered by other means. Usually worn as a bracelet, torc, or (more discretely) as an anklet, this circular band protects the wearer from all spells, cantrips, and magical effects. Anyone wearing Laccodel's rune is granted spell resistance of 20. Whether the anti-magic resides in the rune itself, or in the curious metallic makeup of the bracelet or torc it is inevitably inscribed upon, is a subject of heated debate.

Painstaking analysis of the metal has revealed (at great difficulty due to its resistance to magic), that it is an unusual non-ferrous alloy of copper, gold, and silver, with traces of zinc, tantalum and vanadium. It is unusually light for its alleged gold content and immensely hard, though it bends rather than breaks if sufficient force is placed upon it.

In spite of the alchemical analysis, no efforts to reproduce a metal with the same anti-magical properties are known to have been successful. Similarly, copies of the rune have been made by every means, and applied to bracelets of brass, gold, and a wide variety of other substances. Many charming artistic artifacts have thus been created, but none convey the magic resistance for which the genuine article is so famous.



More than Utilitarian Headgear

Market Price: 3,500 gp

Resembling nothing more than an ordinary hat available to the common man of only moderately fashionable design, the *headgear* is in reality much more. Should the owner be threatened by assailants from which there is no escape, he may grasp the brim

of the hat and pull it down over his head and entire body in one swift action. To an outside perspective, the hat consumes the wearer and is left lying alone upon the ground for a moment, before inverting upon itself and vanishing.

This disappearance functions in basically the same manner as the 2nd level arcane spell *rope trick* (Player's Handbook, Chapter 11: Spells), except that it only works for one person and the person cannot see the outside world from within the sanctuary. Inside the hat, the one benefiting from its effect exists in a small inter-dimensional chamber, which those with foresight stock with provisions and an item or two of comfortable furniture. To exit the chamber, one merely grasps at a small indentation in the floor and pulls the dimensional space up around himself. Should one suspect that danger still threatens, it is possible to open the anomaly only a fraction and peer out. The hat will always reappear exactly where it vanished, which is perhaps its only drawback. Allegedly, some versions exist where the hat itself does not disappear and may thus be used as a mode of transportation. In such cases an accomplice (possibly unwitting) may wear the hat. In all events, air within the hat's sanctuary begins to grow stale after a single day if the dimension remains completely sealed.

The interior of the *headgear* is a 10 ft. cube that can store no more than 400 lbs. of weight, including the wearer and anything he is carrying. If so much material is placed inside that the wearer and his gear would overload the interdimensional space, he cannot draw the *headgear* down over himself at all. Should the wearer employ some magic that reduces his size or weight or that of his equipment, and that magic expires while he is inside the sanctuary, the offending item or individual is expelled automatically as soon as the weight limit is exceeded.



Muieix's Marvelous Pantaloons

Market Price: 4,800 gp

Actually a set of magical pajamas, including both a shirt and pantaloons, this outfit was reportedly created for the princess Muieix by her dotting uncle, the 15th Autarch of West Wiigo; Rotald the Remorseless. Princess Muieix was notoriously somnambulist, and tended to go wandering off through the palace grounds in the middle of the night. So great was her nocturnal wanderlust that on



two occasions she actually boarded the ferry to distant Lomarth, only to wake up far out to sea.

To prevent her from coming to harm on her voyages, the Autarch had the *marvelous pantaloons* constructed for her by his resident cadre of magicians. Though the ultimate fate of Muieix remains unknown, her pantaloons, being made of magical fibers, have persisted through the aeons. The *pantaloons* are of an archaic pattern and designed in a decidedly feminine and rather childish style (males wearing them may suffer a -1 to Charisma, depending on the DM's judgment as to the appropriateness of the attire). Fashion concerns aside, the *pantaloons* do have practical merits.

Worn normally, they provide an Armor Class bonus of +2, damage reduction of 5 / +1, and resistance of 5 to Fire, Cold and Electricity. When the first of two command words written in the hem of the *pantaloons* is uttered, the pajamas and accompanying nightshirt expand like a giant balloon. When in this state they absorb missile weapons as if the wearer were under the influence of the arcane spell *protection from arrows*. This lasts for up to 6 rounds. If the second command word is uttered while the *pantaloons* are already "blown up", there is a second rush of air, whereupon the *pantaloons* become filled with a magical gas, and the wearer immediately levitates to a height of 1,000 feet, at a rate of 60 ft. per round. From that point the wearer may drift with the winds as long as they desire; the *pantaloons* will cause them to gently descend to the ground shortly after the second command word is repeated.



Ossip Wax

Market Price: 1,500 gp per pot

Wax boiled down from the rare ossip berry makes the finest bootwax on the Dying Earth. In addition to keeping boot leather in excellent condition and preserving it from scuffs, stains, and wear, this wax also imparts an antigravitational quality to the boots. Though the boots themselves do not defy gravity, any non-living objects they kick are temporarily rendered buoyant and float easily in the air.

One kick can degravitize any single object up to the size of a small ship or cottage. The strength of the kick determines the duration of the effect. A gentle tap affects an object for no more than a

minute, whereas a stout kick can cause an object to float for a full week. Effects wear off gradually, so that the object slowly settles to earth.

With practice, a skilled user can learn to induce various periods of buoyancy with fair accuracy. Though boots treated with *ossip wax* can only degravitize nonliving targets, if the target is large enough it can be used to carry passengers and cargo. A degravitized wagon can carry a load equivalent to what it could normally support on the ground. Items atop a degravitized object are still subject to gravity. Overloading causes the object to sink to the ground. Any object firmly rooted to the ground, or any other object too large to be degravitized, cannot itself be degravitized.

A single treatment of *ossip wax* lasts for a week. A pot of *ossip wax* that will fit comfortably in two hands generally contains enough wax for a dozen treatments. Among the rare merchants who know its value, *ossip wax* commands an astoundingly high price, so it is frequently sold in quantities sufficient to treat a single pair of boots no more than once or twice.

No knowledge of magic is required to make or use *ossip wax*. However, the formula for its creation is strict and is best learned from a practiced maker. The *wax's* chief limitation is the extreme rarity of ossip berries. They are known to grow only near the abandoned manse of deceased wizard Makke the Maugifer, located in the land of the Falling Wall by the banks of the Great Chaing River. Currently, few know of the wondrous properties of *ossip wax*.



Ring of Fire

Market Price: 3,000 gp

An artifact of the utmost simplicity, this is merely a ring with a lowly fire liggan bound to it. Wearing the *ring*, a mage can cast the 2nd level druid spell *produce flame* (Player's Handbook, Chapter 11: Spells) three times per day. The flame produced can be used to ignite flammable materials, light a pipe, briefly illuminate an area, or burn someone causing 1d4 +6 damage. The flame can also be thrown up to 120 ft. as a ranged touch attack. Once per week, the *ring* can also be used to summon a minor Fire Elemental (see *Lorgan's leaping flame* for details).





Schiavona of Kavic

Market price: 50,000 gp

Kavic was a celebrated magician who became obsessed with gaining equal renown as a swordsman. He outfitted himself with sword and dagger and began to seek out the company of rakes and swordfighters in seedy taverns and inns. Like them, he dressed in the manner of a peacock and affected a general attitude of cruel disdain and murderous intolerance of the most trivial insult or sleight. Unfortunately, though reasonably nimble, Kavic was sickly and weak and not particularly skilled in the martial arts, no matter how much time he spent training.

As a result, he frequently had to heavily augment his skills with magic or even resort to casting spells when random encounters or, worse, formal duels began to go against him. At last running out of patience for his own lack of aptitude, Kavic decided to apply his magical skill more systematically to his problem. Specifically, he decided to fashion a magic weapon of superlative quality that could give him the edge he needed.

The weapon he selected as his basic template was an ancient type of sword called a schiavona, a particularly elegant archaic design roughly midway in form between a rapier and a long sword, with a rapier's elaborate guard and stabbing point and a slightly broader slashing blade defining it as a military as opposed to a merely civilian weapon. In his opinion, this was the ideal personal weapon for the aspiring rake. Finding iron insufficiently hard for his purposes, he fashioned his blade out of paper-thin, more than razor-sharp coral, which he then enchanted with the flexibility of spring steel. The resulting blade was as sharp as broken glass, and yet as flexible and resilient as any dueling foil.

Next, he further permanently enchanted the blade with the charm of the *elegant combatant*, which spell provides the wielder a +2 on any Intimidate skill checks; the feats Weapon Proficiency, Weapon Focus, and Weapon Specialization with the *schiavona*; and if the wielder has a higher Dexterity than Strength (as Kavic did), the feat Weapon Finesse while wielding the weapon. (None of these feats are in effect unless the sword is gripped in hand and they do not apply to the use of any other weapon, even another schiavona.)

The *schiavona* can be treated as a +3 rapier with the exceptions that it can make both slashing as well

as piercing attacks (the wielder may choose either before making each attack roll), and has a critical hit threat of 17-20 (x3 damage) due to the weapon's extraordinary sharpness. In addition, due to the Weapon Focus feat conferred by the permanent *elegant combatant* spell, the wielder always attacks with an additional +1 To Hit (+4 To Hit total, plus any possible Dexterity bonus due to Weapon Finesse) and causes (1d6) +3 Damage with any hit. Anyone wielding the *schiavona* is always considered proficient with the weapon, and it is considered a +3 magic weapon for purposes of damage reduction.

As fearsome a weapon as this is, the *schiavona* does not confer invincibility. Indeed, after winning several duels, Kavic became so reckless as to venture forth from his manse without memorizing any spells or bringing any of his other more potent magical adjuncts. On one such day he was ambushed by a gang of thugs hired by the lover of a dandy he had slain the week before, and was shot to death with crossbow bolts.



Snake Ring

Market Price: 13,000 gp

This ring is in the shape of a snake swallowing its own tail. The wearer of this ring can wield its power by introducing a venom into anything held in the ring hand. The toxin (user choice of *Id Moss*, Ingestion DC 14, 1d4 Int / 2d6 Int; or *Arsenic*, Ingestion DC 13, 1 Con, 1d8 Con) is passed through any vessel, so it is possible to poison wine that is in a sealed bottle. Once per week, the wielder of this ring may transfer poison in this manner. See the 3.0 DMG p. 79-80, or the 3.5 DMG p. 296 for more information on poisons.



Talisman of Anthropic Imposition

Market Price: 10,000 gp

The half-mad magician Kooleman, or some such misguided individual, may have created this ancient artifact. It appears that the sole purpose of this device is to transform the wearer into a ravening half-man. Clearly there was once more to its properties than this. Perhaps Kooleman himself knew how to control the device - or perhaps not, since he vanished without a trace, leaving his manse unprotected, and the *talisman* was found decades later in a mountain



Talisman of Anthropic Imposition

D6	Wearer's Level or Hit Dice		
	1-2	3-8	9+
1	Gnoll	Lesser Barghest	Greater Barghest
2	Bugbear	Doppelganger	Troll
3	Hobgoblin	Ogre	Ettin
4	Orc	Lizardman	Hill Giant
5	Goblin (1HD Leader)	Kuo-Toan	Athach
6	Kobold (1HD Leader)	Troglodyte	Night Hag

cave many leagues from his former domain. The *talisman* is powerfully magical, and yet its properties are particularly difficult to identify by any means magical or mundane. Within moments of being donned, the wearer will turn into a Ogre, Bugbear, Hill Giant, Troglodyte, or other such being (see table below), and begin to act accordingly, with all stats average except that Intelligence is 2. The beast does not recognize any former friends or allies and will either attack anyone nearby (if its animal instincts tell it victory is possible) or flee towards the nearest forest or other appropriate terrain.

Eventually, the *talisman* might fall off whilst the creature sleeps, be snagged on a branch, or otherwise be removed by accident. Otherwise, it might be up to the wearer's companions to free their fellow from this affliction. Once the device is removed, the afflicted individual returns to their normal form with no recollection of what has occurred, and does not carry any wounds or other abrasions, even if the creature they apparently became was injured during the struggle. All damage suffered while in the alternate form is healed (previously existing damage remains), unless the creature was actually killed, in which case the wearer dies as well. There is no knowing what creature a person will turn into on the first application, but it will always appear to be the same one should the *talisman* be donned on any further occasions. Oddly enough, each creature thus brought into existence seems to lack speech or reason, even though regular half-men appear to possess these faculties.

Each time the *talisman* is donned for the first time by a new person, roll on the table below to determine the type of creature the wearer transforms into (remember, all creatures will have a 2 intelligence and

be incapable of speech). After the initial die roll, a given creature will always transform into the same type of half-man unless they have increased to a higher level category, in which case they will assume the next creature type for the same die roll.



Thief-Taker

Market Price: 41,000 gp

A rope woven of wasp legs which binds the unwary, *Thief-Taker* is a highly useful artifact whose origin is now lost in time. It is a magical rope which responds to its owner's commands and can lash forward or upward to entangle a victim. In many respects, *Thief-Taker* is similar to a *Rope of Entanglement* (Dungeon Master's Guide, Chapter 8: Magic Items), though it is stronger and more dangerous. On command, *Thief-Taker* lashes forward 30 feet or upward 20 feet to entangle a victim, using a grapple attack with a +15 attack bonus (including +4 for being large and +6 for its Strength score of 22).

Due to its lacerating wasp leg construction, anyone (or any creature) in grapple with *Thief-Taker* automatically suffers 1d6 damage per round. From grapple, *Thief-Taker* will attempt to pin its opponent. A successful pin (opposed grapple check, see the Player's Handbook, Chapter 8: Combat for more details) means that the target is securely bound. Once they are bound, the sharp wasp legs will lacerate anyone attempting an Escape Artist check. Each time an Escape Artist check is made, the victim must make a Reflex save at DC 25 or suffer 2d6 damage.

Thief-Taker cannot easily be broken by sheer strength. Any attempt to burst the rope requires a Strength check of DC 35, and attempting to break the rope with bare hands causes 2d6 damage due to the sharp wasp legs of which the rope is woven. To cut the rope, an edged weapon must sever it, and that is no mean feat. *Thief-Taker* has an AC of 25, 20 hit points, and a hardness of 12. Damage automatically repairs at a rate of 1 point per 5 minutes, but if *Thief-Taker* is completely cut through, it is destroyed.





Appendix I: About the Dying Earth

The Dying Earth in a D20 Campaign Setting



Though they are clearly different and unique in their own ways, it should be obvious to most people remotely familiar with both Dungeons and Dragons and the Dying Earth that there is a certain unmistakable similarity between the two milieus. This is because the setting and characters Jack Vance invented in his Dying Earth were hugely inspirational to the original design of Dungeons and Dragons. Gary Gygax actually wrote Jack Vance for permission to incorporate some of his themes into the new game he was developing.

The original rules of Dungeons and Dragons were rife with specific borrowings from the Dying Earth. For example, the old type 1 and type II demons in D&D (Hezrou and Vrock in D20) bear uncanny resemblance to the two summoned demons which did battle in the court of Cil, in *The Eyes of the Overworld*. Many of the more unique magic items in the game, such as the *ioun stones*, were also taken directly from the Dying Earth. A great many classic Dungeons and Dragons spells such as *hold person*, *imprisonment*, *tiny but*, *move earth*, *resilient sphere*, and *floating disk* (to name just a few) are almost identical to spells described by Jack Vance.

There are many more generalized ways in which D20 is linked to the Dying Earth as well. The controversial "fire-and-forget" spell system of Dungeons and Dragons was lifted directly from the Dying Earth. Gary Gygax said in a recent interview that his idea of the thief (now rogue) class was chiefly inspired by the main character Cugel from the Dying Earth books (as well as Fritz Lieber's Grey Mouser, and a few others). The various spells which are named after their casters (e.g., *faithful bound*), and the very peculiarity of those spells, are also very much in the spirit of the way magic in general and magic spells in particular are portrayed in the Dying Earth.

All this leaves DERP material with a sort of haunting familiarity to many D20 players, especially those who grew up playing the earlier versions of the game. Culturally, the Dying Earth is the eccentric uncle of D&D: more baroque, more refined, subtler, more decadent than the typical D20 world, which by

Vanille was low and broad, and of a swimming green color, with eyes like scarlet lights. It flung itself upon the first demon, and the terrible bellow of the encounter stunned the ears, and eyes could not follow the frenzy of the fight. The walls shuddered as the great forces struck and rebounded...

Behind, the black demon, mounted astride Vanille, was methodically clawing up handfuls of his substance and casting it aside, while Vanille bellowed and screamed and turned his ferocious head this way and that, snapping and snarling, striking with great green arms. The black demon plunged its arms deep, seized some central node, and Vanille became a sparkling green slime of a myriad parts, each gleam and sparkle flitting and quivering and dissolving into the stone.

...from the Eyes of the Overworld



contrast is usually a more vital, youthful and idealistic place.

Here lies the irony, and the difficulty in maintaining consistency. The Dying Earth is, as the name implies, set at the end of history, at a time when the sun falters at the horizon and the denizens of the planet, human and magical beast alike, are painfully conscious of imminent doom, and the failures of countless previous generations to forestall it. Chronologically, it seems like it should be set well *after* any events in a typical D20 game, at the very end of time in fact. So we have an older Dying Earth that, somehow, is a predecessor of this much younger world.

One possible way to resolve this is to portray the Dying Earth as a far-gone era, perhaps many aeons in the past. Perhaps the Dying Earth has finally "died" and passed into pre-history, only to be replaced by another cycle of civilization. Another, perhaps more tenable, possibility is that the Dying Earth exists on another Plane of existence, one to which great wizards occasionally travel in their voyages, or one from which certain mighty mages escaped in the distant past, bringing some of their magical lore along with them.

Either way, traces of this nearly lost culture can still be found, though they should be rare. These new spells, especially the more powerful among them, would be highly sought after by Wizards especially. Magic spells and magic items are rare and expensive in the Dying Earth, and the spells and items in this book should be treated as such.

The spells in this book could be used as an alternative to the existing D20 arcane spell list, for use in a specific campaign either based in the Dying Earth or some other realm, or simply added to the extant spell list to flesh it out and add more variety and nuance. One effective way to introduce all or some of these hitherto unknown spells is to have the players encounter NPCs who have spellbooks containing them, or who use some of these items.



Argument and Persuasion in the Dying Earth.

"Good day," said Cugel cheerlessly. "I am indisposed, and must request that you instantly depart."

Fianosther made a bland gesture. "A report of your distressing illness reached me, and such was my concern that I hastened here with an opiate. Allow me to step within"-so saying he thrust his portly figure past Cugel -"and I will decant the specific dose."

"I suffer from a spiritual malaise," said Cugel meaningfully, "which manifests itself in outbursts of vicious rage. I implore you to depart, lest, in an uncontrollable spasm, I cut you in three pieces with my sword, or worse, invoke magic."

Fianosther winced uneasily, but continued in a voice of unquenchable optimism.

"I likewise carry a potion against this disorder." He brought forth a black flask.

"Take a single swallow and your anxieties will be no more."

Cugel grasped the pommel of his sword. "It seems that I must speak without ambiguity. I command you: depart, and never return! I understand your purpose and I warn you that you will find me a less indulgent enemy than was Ioucounu! So now, be off! Or I inflict upon you the Spell of the Macroïd Toe, whereupon the signalized member swells to the proportions of a house."

...from The Eyes of the Overworld

Sophisticated techniques of persuasion and psychological manipulation, once the provenance of humanity's "leadership" stratum (aristocrats, autocrats, bureaucrats, theocrats and the like), have in the Dying Earth filtered down to the level of the ordinary person. Skill at rhetoric is as widespread and useful in the Dying Earth as it once was in the equally dangerous societies of ancient Rome or renaissance Italy in our own planet's history. And, in this environment, one finds some talented rhetoricians and orators indeed.

Because one never knows who one might meet in the Dying Earth, because appearances can be deceiving, and because dangerous martial and magical



skills, not to mention potent artifacts, are far too pervasive among the populace, it is far, far wiser to negotiate and evaluate first, and think of fighting later. As Sun Tsu, Julius Caesar, or even certain modern techno-military experts of today's armies will attest, information or "intelligence" about one's opponent is often considerably more valuable than sheer brawn in times of strife. One of the best and easiest ways to acquire information in the Dying Earth is through conversation.

Practically, in a Dying Earth setting, encounters can be much less balanced than in a typical D20 campaign. Players must be ready to utilize quick wits and an agile tongue to talk their way out of situations that may be well beyond their ability to fight through, or otherwise deal with in any kind of summary manner (no matter how many *potions of extra healing* they may have). Since there are seldom governments around to protect people from potentially dangerous individuals, cautious etiquette and politeness are the rule of the day.

The Dying Earth RPG recognizes 6 basic styles of persuasion (glib, eloquent, obfuscatory, forthright, charming, and intimidating) and 6 basic styles of rebuttal (obtuse, wary, penetrating, lawyerly, contrary, and pure hearted). Without going into the nuances of these affinities, it can be useful to think of NPCs one may encounter in a Dying Earth setting as having one or more of each of the previous lists of traits, which tends to reflect their mode of argument.

Many of the spells in this document, such as the *arrant verbal accomplishment* (level 1, +4 diplomacy), *enchantment of the stilled tongue* (level 3, keep secrets), *formulary of expedient ambiguity* (level 2, forget), and *incontestable pedantry* (level 2, +8 diplomacy), deal directly or indirectly with the unpredictable effects of conversation and persuasion.

Appearance and Grooming

Liane made a wry mouth.... Sometimes it seemed as if all living creatures conspired to exasperate him. Only this morning, the spice merchant - what a tumult he had made dying! How carelessly he had spewed blood on Liane's cock comb sandals! Still, thought Liane, every unpleasantness carried with it compensation. While digging the grave he had found the bronze ring.

And Liane's spirits soared; he laughed in pure joy. He bounded, he leapt. His green cape flapped behind him, the red feather in his cap winked and blinked ...

...from The Dying Earth

One important aspect of persuasion can often be one's appearance. The scruffy warrior with the rusted, dented battle-scarred armor, and fresh dung on his boots, can fit in easily at the table of the noblest duke in a typical D20 world. Similarly, the road weary rogue, creaking with the nitred soil of ransacked tombs, mixes effortlessly into a late night soirée at almost any fine inn or tavern to be found.

But neither would be considered suitably dressed in the Dying Earth, where civilized garb and elegant



"They'll let just about anyone wander the streets nowadays. Look at that...that... outfit!"



attire are of far more importance. In the Dying Earth, personal refinement, immaculate grooming, and an expensive well-tailored cloak, perhaps worn with a fine hat of two or even three tiers, are far more respectable and impressive than even the most fearsome notched-up battleaxe or battered suit of mythril splint mail.

Lothar the barbarian may be brawny, but he would quickly find himself a laughing stock if he walked down a busy street in a large city like Kaiin in his crude, dirty costume of clumsy leather straps and non functional bits of mail. Hamilcar the cannibal, on the other hand, would probably fit right in, with his immaculate and studiously graceful attire, his obsession with etiquette and manners, and his murderously distorted but superficially comprehensive system of justice and morality.

Not that all people in the Dying Earth are superficial and immoral murderers, but at the end of history, one does find people who value personal appearance and appropriate comportment highly. In an era in which the Sun may wink out at any moment, routine off-the-rack outfits are not sufficient to express one's personal ambition, style, intellectual force, or libido. Though there may be odd local customs or sumptuary laws in some areas which forbid a given color or type of fabric (or a certain type of hat), people in the Dying Earth generally expect expensive and elegant clothes to be worn by people who can afford them.

Appearance and grooming do affect people's reaction to and impression of player characters in the Dying Earth. As a result, it is perhaps no great surprise that spells such as *fashionable attire*, *repel dirt*, and *inviolable attire* exist to enhance, maintain or repair the appearance of magicians and spell dabblers alike.

Races in the Dying Earth

'Cugel looked with care for several seconds. The creatures were plain in his vision:: distorted half-human amloids with peaking scalps and neckless heads, so that their mouths opened directly into their upper torsos.'

...from Cugel's Saga

Elves, dwarves, halflings, orcs, and gnomes are unknown in the Dying Earth as such, although there are potentially nearly infinite variations on the human form, and a wide variety of so called "half-men"-

monstrous humanoids with a generally malicious and/or mordant personality.

Most wilderness areas have a fairly high concentration of the various predatory half-men: Deodands, Grues, and Erbs to name a few, as well as various forms of "ghouls" and "vampires" (which have little if anything in common with D20 ghouls or vampires). One can also find communities of semi-sentient humanoid lizards, and a few possibly Fey creatures such as the tiny, dragonfly-riding Twk-Men. There are even some humanoids such as the infamous "Oasts" which are used in certain districts as farm animals and even for food, as well as the decidedly nonhuman but talkative and far more intelligent cow-like Mermelants, whose inordinate fondness for beer has led to the downfall of many an unwary traveler.

The varieties of semi-human forms which can be found as single individuals or in small isolated groups scattered throughout the remote wilderness are almost endless, but the populated cities and towns of The Dying Earth are inhabited almost exclusively by humans, albeit in some rare instances with various forms: bald, tall, short, dark, swarthy, or pale; feathered, finned or web fingered. By far the most dangerous potential foes in the Dying Earth are the mighty Arch Magicians, whose will is made real by the stupendously powerful forces they control.

Alignment in the Dying Earth

"The Kind Folk of Lumarth ...establish the Era of Love, which must now persist until the final waning of the sun. Our love extends to all, even Yasbane's five demons, whom we hope to rescue from their malevolent evil. You will be the latest in a long line of noble individuals who have worked to this end..."

Cugel stood limp in consternation. "Such work far exceeds my competence!"

"Everyone feels the same sensation," said the old man. "Nevertheless, Phampoun must be instructed in kindness, consideration and decency; by making this effort, you will know a surge of happy redemption."

...from Cugel's Saga

The lawful good paladin of D20 would be even more unlikely and out of place in the comparatively cynical atmosphere of the Dying Earth than they



would have been in the reality of the Middle Ages or Renaissance period of Europe of our own Earth. Evil is rife, of course, if perhaps not as idealistically pure as it can be in D20. Most humans, however, are neither good nor evil, being either lawful neutral, neutral, or chaotic neutral in alignment, with various types of communities being predominantly of one or the other extreme, while magicians seem to tend toward either chaotic evil or (more commonly) true neutral alignment.

"At Gundar we place great store upon precision and methodicity," explained Maier. "We feel that the absence of order encourages disorder; and the official responsible for the inhibition of caprice and abnormality is the Nolde..."

...from Cugel's Saga

Many small villages are populated by folk who are predominantly lawful neutral, inflexibly devoted to order in the form of their own specific local laws and customs, with strict adherence to custom weighing in over moral imperatives good or bad. In a large, decadent city such as Kaiin, on the other hand, one finds a fairly even mix of chaotic and lawful types, with the city's bureaucrats and middle level citizens being lawful, and both the desperate denizens of the underworld and the reckless, decadent aristocratic overclass generally being chaotic in behavior (if not political affiliation).

The Law of Equivalency

"Not so fast," said Pharesm in the coldest of voices. "Exactitude has been disturbed; the wrong which has been committed demands a counter-act to validate the Law of Equipoise. I can define the gravity of your act in this manner: should I explode you on this instant into the most minute of your parts the atonement would measure one ten-millionth of your offense. A more stringent retribution becomes necessary."

...from The Eyes of the Overworld

Many wizards, rogues and others, particularly those whose alignment is best classified as being true neutral, frequently reflect their philosophy by

invoking the so called "law of equivalencies," also known as the "law of equipoise," which they often use to justify their actions (or reactions). The law of equivalency is essentially a formalization of the idea of karma, except without the moral overtones or any pretension to goodness. Equivalency is generally invoked when justifying revenge or reaction, to "readjust the balance." More rarely, it is invoked in the name of doing a good deed.



Rhialto contemplates the Law of Equivalency, and how to apply it to the heroes...



Appendix II: Vat Creatures

On the Creation of Vat Creatures

The ability to create vat creatures is considered by some to be one of the hallmarks of an accomplished mage. Some scholars consider that the ability to control sandestin is merely a combination of luck and bluff, while the creation of a totally new vat creature is an act dependent entirely on skill and knowledge.

While most mages in the Dying Earth are familiar with the concepts which underlie the creation of a vat creature, only a proportion of them ever go as far as creating one. There are many reasons for this. The esoteric magical skills involved in making the matrix are very much a lost art, so few mages are left who can create a matrix from scratch. The whole process is time-consuming, expensive, and intricate, and taxes the creator considerably. Mistakes are easily made, and success is by no means guaranteed. Finally, while many an aspirant may dream of vat-born beauties, by the time the techniques have been mastered most can no longer remember why a pretty face or well-turned ankle was so important in the first place. Yet, in spite of these pitfalls, there still remain some who persevere.

When considering vat creatures proper, it is important to consider those creations that are most definitely not vat creatures. Undead or Golems are not vat creatures; their design and/or animation is much simpler. Spells like *clone* and *simulacrum* do not create vat creatures either, though they have their similarities. Even the lowly Homunculus, which is probably closest to the actual vat creature in its makeup, is a much simpler type of semi-autonomous thrall and not a true vat creature. The vat creature is a living thing that can feed, breed, live or die in a perfectly ordinary mortal manner. Only in its creation does it differ from any mortal creature.

The first and most important stage of the creation involves the matrix. This is the information that defines the creature down to the smallest detail. There are three ways in which a matrix can be produced: a stored matrix can be modified, a matrix can be produced from scratch (which is the method described below), or a matrix can be extracted from a living creature.

These procedures demand considerable skill, especially in the esoteric magical disciplines, many of

which are longer taught in the Dying Earth.

Effectively, one defines the creature to be created mathematically and then builds this description into the matrix. One then imprints this matrix into a specially selected gem, where the jewel serves as both the creature's sensorium and the germinator of its every unique characteristic throughout its body. (Extracting a matrix from a living body, and making single or multiple copies of existing matrices, are all possible but beyond the scope of the Primer of Practical Magic.)

Grow your own retainers

So, why should anyone go to the trouble and expense of growing their own retainers when there are villages full of people perfectly willing to serve for a small honorarium? Most mages claim that vat-grown retainers are more loyal, although this is by no means guaranteed. It appears that one of the common flaws seen in vat creature training is a lack of loyalty.

Another advantage of growing one's own retainers is that one can build them with features not normally seen. A mage fearful of being physically attacked and unable to defend him or herself with powerful magics might well create a bodyguard which was a vat-grown owlbear "improved" by greater intelligence, the addition of human features such as jaws capable of normal speech, and a (more speculatively) considerable loyalty to its creator.

A more traditional form of vat creature is the beautiful woman or handsome man grown for companionship. Although derided by moralists, the type is perhaps the most common. Indeed, it has been argued that in the Dying Earth so many vat creatures have been created and have bred with ordinary humanity that mankind is physically more attractive than it once was. Many mages have also discussed the fact that it is relatively easy to mingle Aberration or Outsider features into the human's matrix. Some have suggested that it is because of a demon taint that has entered humanity.





DCs as vat creatures

This is an interesting choice for a character. To a certain extent the character could be a vat creature without anyone realizing that fact, although there are several factors that make a vat creature different. On the level of the creature's mental makeup, it is possible that the designer intended the creature to have some very specific purpose. If the creator wanted a factor for an estate, then the creature could well have considerable stewardship skills. Similarly, if the creature was created purely for the carnal gratification of its creator, then it might have a deep knowledge of the amatory arts.

It is also possible that a vat creature of human appearance could conceal certain advantageous physical attributes. They could have been created to have more than human Strength or Dexterity. They could also perhaps be more fleet of foot or have enhanced vision or hearing. More obvious to observers would be the vat creature created from non-human stock. These might well meet a hostile response from simple peasantry, who might even stone them thinking them half-men or demon spawn. They might meet with contempt when the urban sophisticate assumes that a bestial appearance contains a bestial intellect. Certainly this sort of creature would have greater difficulty fitting into society and would almost certainly be snubbed by many who are regarded as consequential on the social scene.



Basic Recipe:

The first, and perhaps hardest, step is to fashion the matrix. The creator of the vat creature, hereafter referred to as "the magician", must select all of the characteristics and features desired for the vat creature, then count up all the Creation Points (CPs) which these represent, adjusting for susceptibilities as appropriate. The magician must then make a Spellcraft skill check, the DC being the number of Creation Points of the creature to be designed. If successful, the matrix is imprinted upon the gem being used as sensorium (see design table below). If the skill check is a failure, the gem turns black and is ruined, and another must be acquired in order to try again. If the skill check was successful, the gem, now quivering with life, is carefully set aside and the next step of creation may be taken.

Next, the ichor must be manufactured with a transfusion of the magician's own blood and spiritual essence (which causes a drain of Experience Points, the total number depending on the number of Creation Points of the vat creature), various alchemical ingredients, a complete Masterwork Alchemical lab, and an Craft (Alchemy) skill check (see below for DC). If the Craft (Alchemy) skill check is failed, the ichor is bad and must be discarded. Any Experience Points lost due to blood and essence drain are thereby lost.

The magician must then fashion the armature of the creature out of ice (skill check Craft - Sculpture) upon which is cast the *simulacrum* spell. Any spell-like abilities the creature is supposed to have, and any spells it is meant to be able to cast, must be inscribed on a Scroll in the normal manner (see Creating Scrolls; Dungeon Master's Guide, Chapter 8: Magic Items), and the Scroll(s) must be placed inside the creature's abdomen in a watertight scroll tube as its armature is being fashioned out of ice. Then the magician must quickly apply a thick layer of the special clay (skill check Craft - Sculpture) over the armature.

At this point, the clay statue will be the size of a small Human child (S), so the magician must cast *enlarge* or *reduce*¹ as necessary to reach the desired size. Then *transmute mud to rock*, to turn it into granite and harden it. As an inert stone statue, the vat creature may now safely be set aside and the magician may rest if necessary.

When ready to continue, the magician must cast *stone to flesh*, to turn it into flesh, and then in rapid

108 ¹ Some mages prefer to allow the vat creature to grow or shrink as it develops to final maturity in the vats, claiming that this leads to a more subtle development and more refined physical features. Foregoing an *enlarge* or *reduce* spell causes the duration of the vat creature's tank-growth to be increased by one week per size category difference from S size, but this grants a +1 bonus to the creature's Charisma.



succession before putrefaction sets in, *polymorph any object* to create the vital organs. In this final stage the magician must immediately make their Craft Wondrous Item skill check. The DM rolls this skill check secretly, so the magician will not know the result. If the magician fails, it will soon become apparent when animation takes place (it will affect the result on the Animation table.)

Finally, the ichor is transfused into the creature's veins, stabilizing the creature's body and causing the spells to set, increasing their duration indefinitely in a manner similar to a *permanency* spell. The creature is then placed into a nutrient vat, where it must remain for 1d4 weeks. When it is ready to be animated, a small minim of stimulant is administered, and the creature comes to life. Roll on the Animation table below to determine if the creature animates properly, then on the Personality Table to determine its behavior.

Special Clay and Gemstones for the Sensorium
The special clay used to make the creature must be made of clay, ashes, mandrake root, spring water, and one pint of the magician's own blood mixed with ruby, sapphire, emerald, jacinth or citrine dust. An expensive jewel (the type and cost are specified below) must be used as the creature's sensorium.

Special Armatures

It is also possible to double, triple or quadruple the creature's hit points by building a special armature out of tantalum and iron, myhril, or adamantite instead of ice. A tantalum / iron skeleton (x2 HP) doubles the price of the vat creature, a tantalum / myhril armature (x3 HP) triples it, and a tantalum / adamantite (x4 HP) armature increases the cost of

making the vat creature by a factor of ten. A Blacksmith skill check (DC = the sculpting check +5) and a Profession (Armorer) skill check (same DC) must be substituted for the first sculpting check if this is done.

A Few Standard Vat Creature Matrixes:
(Cost includes the 100 gp for casting the *simulacrum* spell.)

Hobgoblin 81 Creation Points
Gold: 3,315 gp XP: 810
Medium size (6), Bipedal (4), One Hit Dice (10), One Attack (1), One Dam (0), Alertness (2), Martial Weapon Proficiency (6), Move 30 ft (0), Opposable thumbs (10) & Larynx (3), Skills (3), Str 11 (4) Int 10 (7) Wis 10 (0) Dex 13 (9) Con 13 (6) Cha 10 (4), Darkvision 60' (5). (Cr ½, Experience for destruction by 1st level player 150)

Hobgoblins make excellent basic guards. They take well to discipline, are intelligent enough to follow orders, and are capable of using siege weapons. Due to their sturdy build they can endure harsh conditions, and they will eat anything. With their Darkvision and Alertness feats and various skills they can easily spot intruders.

Kobold 48 Creation Points
Gold: 1080 gp XP: 240
Small size (3), Bipedal (4), One Half Hit Dice (2), One Attack (1), One Dam (0), Alertness (2), Martial Weapon Proficiency (6), Move 30 ft (0), Natural Armor 1 (2) Opposable thumbs (3) & Larynx (3), Skills (6), Str 6 (-16) Int 10 (7) Wis 10 (0) Dex 13 (9) Con 11 (2) Cha 10 (4), Darkvision 60' (5)

Kobolds make good all-around servants, messengers and secondary guards. They follow orders reasonably well, are intelligent enough to perform basic tasks, and sufficiently nimble to handle fairly complicated machinery. In combat they are weak in melee but excel as archers, especially when armed with light crossbows. In addition, like Hobgoblins they have Darkvision and the Alertness feat, which helps them detect intruders. They are hardy and eat nearly anything, and given sufficient quantities of food and free reign they breed at a rapid rate. With as little as two seed creatures, an army of Kobolds can be bred in a fairly short period of time.

Vat Creature Creation Recipe

Spells required to create a basic vat creature:

Spell	Components
<i>Simulacrum</i>	100 gp powdered ruby
<i>Prying eyes</i>	Handful of crystal marbles
<i>Enlarge or Reduce</i> (as necessary)	
<i>Transmute Mud to Rock</i>	Water and clay
<i>Stone to Flesh</i>	Pinch of earth and a drop of blood
<i>Polymorph Any Object</i>	Mercury and gum arabic



Wolf 96 Creation Points
 Gold: 3,540 gp XP: 960
 Medium size (6), Quadrupedal (2), Two Hit Dice (30), One Attack (1), D6 Dam (4), Weapon Finesse / bite (3), Move 50 ft (4), Skills (4), Str 13 (12) Int 2 (-1) Wis 11 (2) Dex 15 (15) Con 15 (10) Cha 6 (-4), Trip (3), Scent (2)
 [Cr 1, Experience Points for destruction by 1st level player 300]

Wolves, sufficiently trained, make excellent guard beasts. They endure weather well, require little care, and pose no threat of organized mutiny or rebellion. Though incapable of using siege equipment or performing menial tasks, they are superb at detecting intruders and deadly in combat. In addition, given their high Dexterity and Constitution and their considerable natural skills, with a few modifications such as human level intelligence and opposable thumbs wolves can be made into truly terrifying assassin-beasts¹.

Cat 12 Creation Points
 Gold: 320 gp XP: 60
 Tiny size (1), Quadrupedal (2), One Half Hit Dice (2), Three Attacks (6), One Dam (1), Weapon Finesse / bite (3), Move 30 ft (0), Skills (10), Str (-28) Int (-1) Wis (2) Dex (15) Con (0) Cha (-1)

Cats, though far cheaper to acquire in the normal fashion than to manufacture in a vat, do help cut down on infestations of rodents. Cats are also often used as the basis for more complex designs. Due to their high natural dexterity and many skills, cats modified with wings, poison stingers, or human level intelligence and opposable thumbs for example can be very useful for a variety of specialized purposes. They are especially popular for use as scouts and messengers.



Humanoid Concubine 45 Creation Points
 Gold: 1050 gp XP: 225
 Medium size (6), Bipedal (4), One Half Dice (2), One Attack (1), One Dam (0), Move 30 ft (0), Opposable thumbs (10) & Larynx (3), Skills (0), Str 8 (-8) Int 10 (7) Wis 10 (0) Dex 10 (0) Con 10 (0) Cha 18 (20)

A humanoid with a comely (or handsome) basic form of a Nymph (or a Satyr), but without all of the dangerous characteristics of such magical creatures is preferred by many as a bedwarmer. When not fulfilling these types of duties they also perform well as basic servants.

Hippogriff 171 Creation Points
 Gold: 14,275 gp XP: 1,420
 Large size (12), Quadrupedal (2), Three Hit Dice (50), Two claws one bite Attack (6), Dam (20), Move 50 ft (4), Skills (3), Flight / wings & separate arms (10), Flight Speed 100' (12), Str (24) Int (1) Wis (0) Dex (15) Con (12) Cha (0)

Hippogriffs make superb flying mounts and guard - beasts. They also can form the basis for a wide variety of highly useful modifications.

Troll 292 Creation Points
 Gold: 34,600 gp XP: 14,600
 Large size (12), Bipedal (4), Six Hit Dice (110), 2 Claws 1 Bite Attack (6), Dam (18), Alertness (2), Iron Will (2), Move 30 ft (0), Opposable thumbs (10) & Larynx (3), Rend (8), Regeneration 5 (25), Scent (2), Skills (3), Str (39) Int (3) Wis (-1) Dex (12) Con (26) Cha (-2), Darkvision 90' (10)

The Troll is the bodyguard extraordinaire. Their immense strength, regeneration trait, and various abilities make them intimidating opponents, and they are too stupid to pose any threat of organized rebellion or mutiny.

Stirge 39 Creation Points
 Gold: 890 gp XP: 195
 Tiny size (3), Quadrupedal (2), One Hit Dice (10), One Attack (1), One Dam (1), Weapon Finesse (3), Move 10 ft (-2), Wings and separate arms (10), Fly 40' (8), Skills (4), Str 3(-28) Int 1 (-2) Wis 12 (2) Dex 19 (27) Con 10 (0) Cha 6 (-2) Attach & blood drain (4)

Properly trained, Stirges can help guard against assault by air. A pair can be created, and if fed sufficient quantities of blood, they will quickly breed numerous offspring. A huge flock of Stirges nesting in the minarets can discourage many flying attackers.

¹ Performing such modifications can have dangerous unforeseen consequences, however, such as the unintentional establishment of an entirely new class of predators that prey upon humans (it is widely believed that Deodands and Erbs, for example, were created in this manner). Careful consideration of all possible ramifications is in order when creating such dangerous hybrids and suitable precautions must always be taken for properly training and controlling them.



Vat Creature Creation Costs

The minimum number of Creation Points for any creature is 10. All new creature matrices are up to the DM's discretion for approval and / or Creation Point cost adjustment.

Creation Points	Sensorium	Gem Dust ¹	<i>Sculpting</i> skill check	<i>Craft Wondrous</i> Item skill check	<i>Craft (Alchemy)</i> skill check	XP Cost
10 - 25	100 gp Topaz	CP x 10	DC 12	DC 20	DC 22	CP x5
26 - 50	500 gp Aquamarine	CP x 10	DC 14	DC 24	DC 25	CP x5
51 - 75	1,000 gp Citrine	CP x 15	DC 16	DC 28	DC 30	CP x10
76 - 100	2,000 gp Jacynth	CP x 15	DC 18	DC 32	DC 32	CP x10
101- 150	5,000 gp Emerald	CP x 20	DC 20	DC 36	DC 34	CP x15
151- 220	10,000 gp Sapphire	CP x 25	DC 22	DC 40	DC 36	CP x50
221- 300	20,000 gp Ruby	CP x 50	DC 24	DC 44	DC 38	CP x50

Vat Creature Animation Table

Roll 1d6. Apply a -4 modifier to the die roll if the Craft Wondrous Item skill check was failed (see above). Apply a -1 modifier if it is an entirely new matrix.

D6 Result

- 5 Creature explodes upon attempted animation, causing 3d6 acid damage to all within a 20-foot radius.
- 4 Creature animates and seems fully functional but reverts to a *stinking cloud* (as the spell) after 5 melee rounds.
- 2 Creature is alive but does not awaken. It will soon die.
- 1 Creature animates and seems to function normally but suddenly turns to slime after 1d6 hours.
- 0 Creature does not animate (the form fails and must be discarded).
- 1 Creature immediately dies and reverts to slime.
- 2 Creature animates but at ½ Hit Dice, ½ size, and causes ½ damage.
- 3 Creature animates, but is a damaged specimen and suffers -1 to ability scores.
- 4 Creature animates normally.
- 5 Exceptional success, Creature animates normally, +1 to all ability scores.
- 6+ Illustrious success, Creature animates normally, +2 to all ability scores.

Vat Creature Personality Table

Roll 1d6. Apply a -1 to the die roll if it is an entirely new matrix.

D6 Result

- 1- Creature is conscious but devoid of volition.
- 2 Creature seems normal but is insane and will seek to kill its creator at the first opportunity.
- 3 Creature immediately seeks to attack and kill the first creature it sees other than its creator.
- 4 Creature has a randomly determined alignment, and is loyal to creator but hostile to all other creatures.
- 5 Creature has normal alignment for its type or is neutral if based on no pre-existing type of creature. Otherwise it is normal.
- 6 Creature's alignment is neutral, and it is nominally loyal to its creator. It is otherwise normal.
- 7+ Creature has identical alignment to and is deeply loyal to its creator.

¹ Cost in gold pieces of powdered ruby, sapphire, emerald, jacynth and citrine



Vat Creature Creation Point Rules

No more than 12 points may be taken off for Susceptibilities.

Size	Creation Points
Tiny	+1
Small	+3
Medium	+6
Large	+12
Very Large	+24

Basic Physical Form

Snakelike or Fishlike	+1
Quadrupedal (walks on four legs) +2	
Bipedal (walks on two legs)	+4

Hit Dice

¼ Hit Dice	+1
½ Hit Dice	+2
One Hit Dice	+10
Per Hit Dice over 1	+20

Number of Basic Attacks

One	+1
Two	+4
Two claws, one bite	+6
Three attacks (other configuration)	+8
Four attacks	+10
Per Additional	+4

Base Damage (for each attack)

0 or by weapon	0
1	+1
1-2	+2
per D4	+4
per D6	+6
per D8	+8
per D10	+10
per D12	+12

Sapience

Per point of Intelligence over 3	+1
Per point of Wisdom over 10	+1
Per point of Charisma over 8	+2

Physical Abilities, Per point over 10

Per point of Strength	+4
Per point of Dexterity	+3
Per point of Constitution	+2

Combat Feats

Alertness	+2
Ambidexterity	+2
Armor Proficiency (Light)	+2
Armor Proficiency (Medium)	+4
Armor Proficiency (Heavy)	+6
Combat Reflexes	+4
Dodge	+2
Expertise	+3
Exotic Weapon Proficiency (per)	+2
Improved Initiative	+4
Improved Critical	+4
Martial Weapon Proficiency	+6
Mobility	+4
Power Attack	+3
Simple Weapon Proficiency	+4
Spring Attack	+3
Toughness	+4
Two Weapon Fighting	+2
Weapon Finesse	+3
Weapon Focus	+4
(Other Feats)	+2

Skills, per point 1/4

Natural Armor, per point 2

Basic Movement Speed

10 ft. / round	-2
20 ft. / round	-1
30 ft. / round	0
40 ft. / round	+2
50 ft. / round	+4
60 ft. / round	+8

Important Physical Extras

Opposable thumbs (grasp weapons)	+10
Prehensile tail or tentacle +2 per	
Larynx or other speech capable +3	

Additional Means of Locomotion

Flight (wings, no arms)	+5
Flight (wings and separate arms)	+10
Flight speed 30 ft. / round	+5
Flight speed 40 ft. / round	+8
Flight speed 50 ft	+10
Flight speed 60 ft	+12
Flight maneuverability good	+2
Flight maneuverability excellent	+5
Flight maneuverability perfect	+8
Burrowing at 10 ft. / round	+3
Burrowing at 30 ft. / round	+6



Immunities (per 5 points of Damage Reduction)

Bludgeoning Weapons	+10
Crushing	+4
Cuts / Slashing Weapons	+10
Disease	+4
Drowning	+6
Exposure	+1
Falling	+6
Piercing / Impaling	+10
Arrows / Missile weapons	+10
Poison	+6
Suffocation	+3

Susceptibilities (per +2 damage)

Acid	-1
Bludgeoning Weapons	-5
Crushing	-2
Cuts / Slashing Weapons	-5
Disease	-2
Drowning	-3
Electricity	-1
Exposure	-1
Falling	-3
Fire	-3
Impaling	-5
Magic	-5
Missile Fire	-5
Poison	-3
Holy Water	-3
Silver	-3

Special Qualities

Darkvision 30 ft.	+2
Darkvision 60 ft.	+5
Darkvision 90-120 ft.	+10
Blindsight	+2
Fast Healing, per point	+5/pt
Regeneration, per point	+5/pt
Resist Energy (Fire, Acid, Cold)	+5/pt
Scent (Ex)	+2
Spell Resistance, per 2 points	+5/2
Turn Resistance	+5

Special Attacks

Ability Score Loss (per 1pt)	+3
Breath Weapon (per d6 Damage)	+5
Breath Weapon (Flesh-stone)	+20
Constrict (per D6 Damage)	+3
Energy Drain (per level)	+5
Fear	+2
Frightful Presence	+2
Gaze (Fear)	+3
Gaze (Paralysis)	+5
Gaze (Flesh - Stone)	+15
Improved Grab	+5
Paralysis Touch	+5
Poison (1-4 ability score)	+3
Poison (Death)	+10
Rend	+8
Sonic Attacks	+3
Swallow Whole	+3
Trample or Trip (other)	+3
	+2

Spells or Spell-like abilities (Per spell level)

Transmutation / Evocation	+4
Conjuration / Enchantment	+3
Abjuration	+2
Illusion / Necromancy	+1
Spell at will	x10
Spell once per day	x1
Spell three times per day	x3
Spell once per week	1/2



A failed vat creature is not often befriended



Appendix III: Prestige Classes

These three classes (Sharper, Diabolist, and Arch-Mage) represent but a few of the vocational and/or socio-economic positions which a D20 character can aspire to become through contact with the culture of the Dying Earth.

Acquiring a Prestige Class

A character that meets the requirements of a particular prestige class can multiclass into it. However, the DM has final say as to whether a particular prestige class is allowed in the campaign for PCs, for NPCs only, or not at all.

Prestige Class Descriptions

Here follows three new prestige classes. Unless noted otherwise, follow the normal multiclassing rules when taking levels using the prestige class format of the DMG.

Sharper Prestige Class

Lodermulch presently flung down the dice and, seizing Cugel's elbow, shook it to dislodge several additional dice from the cuff of his jacket. "Well then!" bawled Lodermulch, "what have we here? I thought to detect knavery, and here is justification! Return my money on the instant!"

...from The Eyes of the Overworld

Sharpers are rogues who specialize in confidence games and verbal trickery, and routinely rely on magic as a means to help achieve their nefarious ends. That these ends are nefarious or at least illegal is usually not in question. Sharpers need not be evil, but they are invariably thieves, not mere adventurers or curious explorers. As such they often have a rough background and cultivate certain of the physical skills of the underworld in addition to their study of the more refined techniques of verbal manipulation and their study of the arcane arts.

Sharpers are therefore not above utilizing Intimidation when Diplomacy fails, and when

cornered or left with no other option, they can be dangerous combatants, handy with rapier and dagger. Most sharpeners also do not hesitate to use magic to defend themselves when necessary, or even to injure others in order to get the job done or to save their skin.

Sharppers prefer to rely on their considerable ability in the art of persuasion, however, and normally rely upon their fairly subtle repertoire of spells (including many of Dying Earth origin) to keep them out of trouble. Many of these spells are enchantments and tricks designed to deceive the potential mark, evade capture, and / or befuddle onlookers. Enchantment and illusion are their specialties.

Because sharpeners are chaotic and usually make their living as thieves does not mean that they are all evil or even necessarily untrustworthy. Chaotic good





sharpers adhere to a kind of a Robin Hood ethic, and even many chaotic neutral sharpers strictly maintain a code of "honor among thieves." Of course, there are also chaotic evil sharpers who are can be utterly merciless, so players should beware when encountering people with a smooth tongue and dice in their sleeves...

Hit Dice: d6

Requirements

To qualify to be come a sharper, a character must fulfill all the following criteria.

Alignment: Any chaotic

Base Attack: +3

Bluff: 9 ranks

Decipher Script: 5 ranks

Diplomacy: 7 ranks

Disable Device: 5 ranks

Intimidate: 5 ranks

Knowledge (Arcana): 4 ranks

Sense Motive: 5 ranks

Spellcraft: 5 ranks

Feats: Weapon Finesse

Abilities: Minimum Dexterity, Intelligence, and Charisma of 12

Spells: Ability to cast arcane spells of 1st level or higher

Special: Sneak attack + 2d6 or better

Class Skills

The sharper's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Jump (Str) Knowledge (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Sense Motive (Wis), Search (Int), Sleight of Hand (Dex), Speak Language (Int), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter 4: Skills in the PhB for skill descriptions.

Sharpers may also acquire ranks in the new skill Gambling (Int). See below for more details.

Skill Points at Each Level: 4 + Int modifier.

Class Features:

All of the following are class features of the Sharper prestige class.

Weapon and Armor Proficiency: Sharpers gain no additional proficiency in any weapon or armor.

Spells per Day: The number of spells per day that a sharper can cast is determined by consulting the table above. Bonus spells are based on Intelligence.

The Sharper										
Class Level	Base				Special	Spells per day				
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1st	2nd	3rd	4th
1st	+0	+0	+2	+2	Bonus Feat	3	0	-	-	-
2nd	+1	+0	+3	+3	SA + 3d6	3	0	-	-	-
3rd	+1	+1	+3	+3		3	1	0	-	-
4th	+2	+1	+4	+4	SA + 4d6	4	2	0	-	-
5th	+2	+1	+4	+4	Bonus Feat	4	2	1	0	-
6th	+3	+2	+5	+5	SA + 5d6	4	3	2	1	0
7th	+3	+2	+5	+5		5	4	3	2	0
8th	+4	+2	+6	+6	SA + 6d6	5	4	3	3	1
9th	+4	+3	+6	+6	Bonus Feat	5	4	4	3	2
10th	+5	+3	+7	+7	SA + 7d6	6	4	4	4	3



New Spells: When a new sharper level is gained, the character gains new bonus spell levels, which can be used to acquire spells from the sharper spell list (below). On attaining each new level the sharper gets two new spells, any others must be obtained through research or commerce as with a wizard. Intelligence (not Charisma) bonuses apply to the number of spells learned as a sharper.

Bonus Feats: At second, fifth, and eighth levels, the sharper receives a bonus feat. These must be a feat chosen from the following list: Ambidexterity, Combat Reflexes, Dodge, Expertise, Improved Critical (Rapier), Improved Critical (Dagger), Improved Disarm, Lightning Reflexes, Run, Two Weapon Fighting, Weapon Focus (Rapier) Weapon Focus (Dagger), Mobility, Quick Draw, or Spring Attack

Sneak Attack: This is exactly like the rogue ability of the same name. The extra damage dealt increases by 1d6 every other level (2nd, 4th, 6th, 8th, and 10th)



New Skills

Gambling (Int): The Gambling skill incorporates a practical knowledge of many gambling games, and an innate understanding of the both the odds which define a straight game and special practices which can help a person to win, even by cheating. Playing fairly in a game of chance, characters with the Gambling skill are allowed to add +1 to their die rolls for every 4 levels of Gambling skill. Gamblers with the Bluff skill may also attempt to cheat (any levels in the Sleight of Hand skill may be added cumulatively as well). To do so they must enter into a Bluff / Sense Motive contest with their opponent(s); failure indicates that their cheat has been noticed. What happens after that depends on who noticed it. Success means the cheat was not noticed and the player may then add all Gambling + Sleight of Hand (if any) levels to their gambling die roll. (This skill is an alternative to that found in the 3.5 Edition Player's Handbook.)

Some Sharper Techniques

Most sharpeners make their day-to-day living as professional confidence artists and thieves. Many of the tricks of the trade listed below are used on a regular basis as part of the normal daily routine of a sharper. This is by no means a complete list, but merely presents some ideas that may be potentially useful for role - playing these characters and understanding the world the sharper inhabits.

Packet Rigging: Forging documents showing that the estate of someone dying or dead owes considerable sums of money to the sharper.

Wood Pecking: Placing side bets on games in which other sharpeners are playing.

Swindling Layers: Pretending to have a parcel of smuggled goods and arranging to leave the "pretend" goods with a mark as surety for a loan.

Shifting: Dressing up and luring wealthy victims through friendly and witty conversation to a place where they will be cheated.



Sharper Spell List by Level

<u>Level</u>	<u>Spell</u>	<u>Level</u>	<u>Spell</u>
0	Advance Softly*	2	Cause Fear
0	Auditory Embellishment*	2	Dibarcas' Wondrous Reduction*
0	Dancing Coins *	2	Formulary of Expedient Ambiguity*
0	Detect Magic	2	Glitterdust
0	Displace Weight*	2	Gochnor's Bootlip*
0	Efficacious Spring*	2	Hypnotic Pattern
0	Enhance Vision*	2	Invisibility
0	Fashionable Attire*	2	Knock
0	The Gastronomic Pang*	2	Minor Image
0	Ghost Sound	2	Radl's Pervasion ... incorrect chord*
0	Mage Hand	2	Rope Trick
0	Prestidigitation	2	Incontestable Pedantry*
0	Read Magic	3	The Arrant Verbal Accomplishment*
0	Resistance	3	Arnhout's Sequestrous Digitalia*
0	The Recumbent Form*	3	Call to the Ominous Enthusiast*
0	Set off Snares and Traps*	3	Curse of the Undignified Ancestor*
0	String of Sparks*	3	Hold Person (aka...)
0	Untie Knot*	3	The Impropropriatorious Tongue*
1	Cardiner's Persistent Harassment*	3	Llorio's Superior Restraint*
1	Cardiner's Directional Confusion*	3	Magic Circle against...
1	Change Self	3	Nondetection
1	Charm Person	3	Sepia Snake Sygil
1	Detect Secret Doors	3	Slow
1	Feather Fall	3	Suggestion
1	Fiade's Charming Distraction*	3	Panguine's Loyal Porter*
1	Grease	3	Tarrinor's Photonic Plane*
1	Hold Portal	4	Charm Monster
1	Inviolate Attire*	4	Charm of Untiring Nourishment*
1	Message	4	Confusion
1	Mage Armor	4	Dimension Door
1	Olfactory Confusion*	4	Emotion
1	Silent Image	4	Evard's Black Tentacles (aka...)
1	Sleep	4	Felojun's Second Hypnotic Spell*
1	Spider Climb	4	The Implacable Decay*
1	Ventriloquism	4	Improved Invisibility
2	Animal Trance	4	Phantasmal Killer
2	Archemand's Unlikely Restraint*	4	Polymorph Self
2	Blur	4	Shabat's Obliging Demon*
2	Brassnose's Twelfefold Bounty*	4	Spell of the Twelve Unavoidable *
2	Bull's Strength	4	Wall of Fire
2	Cat's Grace	4	Wall of Ice

Dropping Cove: Dropping a coin or a similar valuable in order to entice a person or persons into a confidence game or to gamble.

High Jinking: Using a high tolerance for alcohol (or otherwise avoiding the intoxicating effects) to fleece victims as they drink with them.

Puffing: Playing at a gambling game and losing or winning falsely so as to draw in victims.



Diabolist Prestige Class

A tall man in a conical black hat appeared on the dais. He flung back his head, shouted spells to the sky, wove runes in the air with his arms. And as he chanted, high above a gigantic wavering figure began to form, tall, taller than the highest trees, taller than the sky.

...from The Dying Earth

Diabolists are wizards, or far more rarely sorcerers specialized in the summoning, binding, and control of Outsiders, particularly Demons, and to a lesser extent, Devils. Many also specialize in the chastisement, curtailment, banishment or destruction of the above-mentioned entities.

Similarly, some diabolists exist to gain power by harnessing Demonic beings to their will, while others seek to undo the evil acts perpetrated by Demons and by other diabolists. Like wizards, diabolists are fairly weak at low levels. As they gain experience, however, diabolists become very dangerous indeed. Good or evil, diabolists are experts at dealing with creatures from other planes. They are specialists in binding, banishment, negotiation and interrogation of all forms of Outsiders.

Hit Dice: d4

Requirements

To qualify to become a diabolist, a character must fulfill all the following criteria.

Alignment: Any except Lawful Good

Spellcraft: 8

Knowledge (The Planes)

Knowledge (Arcana): 8

Spells: Ability to cast 4th level arcane spells

Special: Must have successfully summoned and bound an outsider such as an Imp or a Quasit.

The Diabolist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Magic Resistance	Special
1st	+0	+0	+0	+2		
2nd	+1	+0	+0	+3		
3rd	+1	+1	+1	+3		Companion Rank I
4th	+2	+1	+1	+4		
5th	+2	+1	+1	+5	1	
6th	+3	+2	+2	+5	2	
7th	+3	+2	+2	+6	3	
8th	+4	+2	+2	+7	4	
9th	+4	+3	+3	+7	5	Companion Rank II
10th	+5	+3	+3	+8	6	
11th	+5	+4	+4	+9	7	
12th	+6	+4	+4	+9	8	
13th	+6	+5	+5	+10	9	
14th	+7	+5	+5	+11	10	
15th	+8	+6	+6	+11	11	Companion Rank III

Class Skills

The diabolist's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Knowledge (Int), Profession (Wis), Sense Motive (Wis), Search (Int), Speak Language (Int), Spellcraft (Int), Spot (Wis), and Swim (Str). See Chapter 4: Skills in the PhB for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features:

All of the following are class features of the diabolist prestige class.

Weapon and Armor Proficiency: The diabolist gains no new weapon or armor proficiencies.

Spells per Day: Diabolists get more spells per day than wizards, but their selection is somewhat more limited, being more focused on summoning and binding spells. See the tables on page 119 and 120 for number of spells per day by level and complete spell list.



Diabolist' s Spells Per Day

Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	-	-	-	-	-	-	-	-
2nd	3	0	-	-	-	-	-	-	-
3rd	3	1	-	-	-	-	-	-	-
4th	4	2	0	-	-	-	-	-	-
5th	4	2	1	-	-	-	-	-	-
6th	4	3	2	1	-	-	-	-	-
7th	5	4	3	2	0	-	-	-	-
8th	5	4	3	3	1	0	-	-	-
9th	5	4	4	3	2	1	0	-	-
10th	6	4	4	4	3	2	1	-	-
11th	6	5	4	4	3	3	2	0	-
12th	6	5	4	4	4	3	3	1	0
13th	6	5	5	4	4	4	3	2	1
14th	7	5	5	5	4	4	4	3	2
15th	7	6	5	5	4	4	4	3	3

Diabolist' s Companion Table

D8 Roll for Companion¹:

Die	Rank I	Rank II	Rank III
0	Imp	Lesser Barghest	Vrock
1	Imp	Hell Hound	Succubus
2	Imp	Shadow Mastiff	Hellcat
3	Quasit	Barbazou	Rakshasa
4	Quasit	Osyloth	Nightmare
5	Small Elemental*	Medium Elemental*	Large Elemental*
6	Small Elemental*	Red Slaad	Displacer Beast
7	Mephit**	Rast	Janni
8	Blink Dog	Chaos Beast	Griffon
9	Lantern Archon	Hound Archon (Guardinal)	Avoral

Elemental* or Mephit** Type

D8 Roll for type:

Die	Elemental type	Mephit Type
1	Fire	Air
2	Fire	Dust
3	Earth	Earth
4	Earth	Fire
5	Water	Ice
6	Water	Salt
7	Air	Steam
8	Air	Water



¹ Of course, diabologists actually residing in the Dying Earth have a whole different range of creatures available: the unique beasts of the Dying Earth and its subworlds...

Prestige Classes



Diabolist Spell List, by level

<u>Level</u>	<u>Spell</u>	<u>Level</u>	<u>Spell</u>
1	Cardiner's Persistent Harrassment*	4	Mnemonic Enhancer
1	Comprehend Languages	4	Shabat's Obliging Demon*
1	Endure Elements	4	Thasdrubal's Baneful Notifier*
1	Enlarge	5	Interposing Hand
1	Identify	5	Contact Other Plane
1	Issuance of the Primordial Whisper	5	Dismissal
1	Lorgan's Dust Devil*	5	Edan's Thwart of the Unholy*
1	Mage Armor	5	Hold Monster
1	Magic Weapon	5	Lesser Planar Binding
1	Protection from Chaos/Evil/Law	5	Liberation of Warp*
1	Reduce	5	Permanency
1	Tenser's Floating Disk	5	Telekenesis
1	Unassailable Intellect*	5	Thasdrubal's Laganetic Transfer*
2	Arcane Lock	5	Simbilis' Abhorrent Distraction*
2	Darkness	6	Antimagic Field
2	Darkvision	6	Forceful Hand
2	Daylight	6	Flesh to Stone
2	Detect Thoughts	6	Greater Dispelling
2	Glitterdust	6	Houlart's Blue Extractive*
2	Incontestable Pedantry*	6	The Omnipotent Sphere*
2	Klopag's Demonic identifier*	6	Freezing Sphere
2	Knock	6	Petritaur's Minotory Atheism*
2	Locate Object	6	Phandaal's ... Confinement*
2	Lorgan's Trifling Typhoon*	6	Planar Binding
2	Misdirection	6	Repulsion
2	Obscure Object	6	Simbilis' Righteous Mantle*
2	Radl's Pervasion ..Incorrect Chord*	6	Stone to Flesh
2	Resist Elements	7	Angwantibo's ... Preservation*
3	Amberlin's ...Determiner*	7	Banishment
3	Call to the Ominous Enthusiast*	7	Edan's Thamaturgic Poultice*
3	Clairaudience/Clairvoyance.	7	Phandaal's Gyrator*
3	Curse of the Undignified Ancestor*	7	Sequester
3	Dispel Magic	7	Simbilis' Diabolical Restraint*
3	Enchantment of the Stilled Tongue*	8	Clone
3	Greater Magic Weapon	8	Eatherealness
3	Lorgan's Leaping Flame	8	Greater Planar Binding
3	Pasko's Deductible Placenta*	8	Shabat's Admonitory Bolt*
3	Secret Page	8	Astral Projection
3	Thasdrubal's Doughty Resolution*	8	Prismatic Wall
3	Tongues	9	Dominate Monster
4	Calactus Substantive Warden*	9	The Excellent Prismatic Spray*
4	Charm of Untiring Nourishment*	9	Freedom
4	Dimensional Anchor	9	Gate
4	Lesser Geas	9	Imprisonment
4	Llorio's Spell Stealer*		
4	Minor Globe of Invulnerability		



New Spells: Two new spells are granted with each level. Additional new spells must be acquired through research, commerce and exploration, as with wizards.

Magic Resistance: Beginning at 5th level, diabolists begin to receive 1 point of Magic Resistance per level.

Diabolist's Companion: At 3rd level, diabolists may acquire a special companion. Diabolists' companions function in all ways exactly as if they were familiars, except that they are more intelligent and powerful. See the table below for the list of potential companions.

Diabolist's Companions

Roll 1D8, and subtract a 1 from the die roll for evil-aligned characters, or add 1 to the die roll for good-aligned characters. Players may roll up to three times and pick their favorite roll. Evil companions cannot be assigned to good aligned diabolists, nor may good companions be assigned to evil Diabolists, though both can be assigned to neutral characters.

Companion Rank

Arch-Magician Prestige Class

"A magician's power derives from the abilities of the entities he is able to control. Every magician of consequence employs one or more sandestins. A few arch-magicians of Grand Motbolam dared to employ the force of the lesser daibaks. To recite or even list the names of these magicians is to evoke wonder and awe."

...from Rhialto the Marvelous

Arch-magicians are wizards who have gained sufficiently comprehensive expertise to become masters of the lost arcane arts of the Dying Earth. In addition to their repertoire of unorthodox spells, in emulation of the eccentric but powerful magicians of the Dying Earth, arch-magicians employ the services of very unusual creatures known as Sandestins. Sandestins are magical creatures from a remote plane of existence who, like Djinn, possess the ability to grant wishes. They are also capable of performing a wide variety of other useful tasks and chores, ranging from acting as a spy or agent, to using spell-like

abilities such as *astral projection* and *teleport circle* to facilitate travel.

Finally, arch-magicians are obsessed with *ioun stones*. Next to the number and power of an arch-magicians sandestins, her collection of *ioun stones* is considered an excellent means to evaluate overall standing within the secretive arch-magician conclaves.

Hit Dice: d4



Prestige Classes

Requirements

To qualify to become an arch-magician, a character must fulfill all the following criteria.

Alignment: Any Neutral

Spellcraft: Minimum Spellcraft of 8

Abilities: Intelligence of at least 16

Spells: Ability to cast 5th level Wizard Spells

Knowledge (The Dying Earth): 8

Special: Must possess at least 5 active *ion stones*

Class Skills

The arch-magician's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Knowledge (Int), Profession (Wis), Sense Motive (Wis), Search (Int), Speak Language (Int), Spellcraft (Int), Spot (Wis), Swim (Str). See Chapter 4: Skills in the PhB for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the arch-magician prestige class.

Weapon and Armor Proficiency: Arch-magicians gain no weapon or armor proficiency.

Spells per Day: Arch-magicians are able to cast higher level spells more quickly than wizards, but they get fewer spells per day. Also, all arch-magician spells (except cantrips) are of Dying Earth origin. See the table for details.

Arch-Magician

Class Level	Base					Magic Resistance	Special
	Attack Bonus	Fort Save	Ref Save	Will Save	Magic		
1st	+0	+0	+0	+2	0	Sandestin	
2nd	+1	+0	+0	+3	0		
3rd	+1	+1	+1	+3	0	Sandestin	
4th	+2	+1	+1	+4	0		
5th	+2	+1	+1	+5	1	Sandestin	
6th	+3	+2	+2	+5	2		
7th	+3	+2	+2	+6	3	Sandestin	
8th	+4	+2	+2	+7	4		
9th	+4	+3	+3	+7	5	Sandestin	
10th	+5	+3	+3	+8	6		

Arch-Magician's Spells Per Day

Level	0 ¹	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	2	1	1	0	0	-	-	-	-	-
2nd	2	2	1	1	0	0	-	-	-	-
3rd	3	2	2	1	1	0	0	-	-	-
4th	3	3	2	2	1	1	0	0	-	-
5th	4	3	3	2	2	1	1	0	0	-
6th	4	4	3	3	2	2	1	1	0	0
7th	5	4	4	3	3	2	2	1	1	0
8th	5	5	4	4	3	3	2	2	1	1
9th	6	5	5	4	4	3	3	2	2	1
10th	6	6	5	5	4	4	3	3	2	2

New Spells: Arch-magicians must research or otherwise actively acquire all of their spells; they are not granted any spells automatically.

Sandestins: At 1st, 4th, 7th, and 10th levels, arch-magicians gain the opportunity to attempt to capture a Sandestin.

Capturing Sandestin

Upon attaining 1st, 4th, 7th, and 10th levels, arch-magicians have one year to go on a special quest wherein they may locate and bind a Sandestin. The techniques for locating the Sandestin, capturing it, and binding it are all part of secret rituals conducted by the conclave of arch-magicians, and cannot be discussed in detail. It is sufficient to know that the

¹ Arch-Magicians have access to all Dying Earth and D20 cantrips



Sandestins

Lesser Sandestin

Medium-Size Outsider

Hit Dice: 7d8+14 (45 hp)

Initiative: +8 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft., fly 60 ft. (perfect)

AC: 19 (+3 Dex, +6 natural)

Attacks: Slam +10 / +5 melee

Damage: Slam 1d8+6

Special Attacks: Spell-like abilities

Special Qualities: Plane shift, telepathy, elemental resistance 20, damage reduction 10/+2, regenerate 3

Saves: Fort +6, Ref +7, Will +7

Abilities: Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 15

Skills: All skills +8

Feats: Combat Reflexes, Dodge, Improved Initiative, Mobility, All Craft Item Feats

Alignment: Neutral

Greater Sandestin

Large-Size Outsider

10d8+20 (65 hp)

+8 (+4 Dex, +4 Improved Initiative)

40 ft., fly 60 ft. (perfect)

19 (+4 Dex, -1 Size, +6 natural)

Slam +15 / +10 melee

Slam 1d8+9

Spell-like abilities

Plane shift, telepathy, elemental resistance 30, damage reduction 15/+3, regenerate 5

Fort +9, Ref +10, Will +10

Str 23, Dex 19, Con 14, Int 15

Wis 15, Cha 15

All skills +12

Combat Reflexes, Dodge, Improved Initiative, Mobility, All Craft Item Feats

Neutral

Combat: Sandestins prefer to avoid combat at all costs, finding it exceedingly tedious and at best dangerous. They will always use *astral projection*, *gate*, or *teleport* to avoid a fight if at all possible. If forced into a conflict, they prefer to use spell-like abilities rather than engage in melee.

Plane Shift (Sp): A Sandestin can enter any of the elemental planes, the Astral Plane, or the material Plane.

Telepathy (Su): A Sandestin can communicate telepathically with any creature within 100 feet that has a language.

arch-magician must expend experience points in order to gain control of one or more Sandestins, and the more control they wish to have (in the form of Indenture Points) the more experience points they must expend. The only restriction on this is that an arch-magician may not spend more experience points

than necessary to reach their current level, so this quest is generally taken close to the end of the maximum year after achieving the new level, so that they will have the highest possible number of experience points to spend. Thereafter, the Sandestin will perform tasks in exchange for an equivalent reduction in its indenture points (see the table below).

Sandestin Indenture Point Table

	Min <u>Base cost</u>	<u>Indenture Points</u>	Total Min <u>Exp cost</u>
Lesser Sandestin	1,000 exp	10	3,500 exp
Greater Sandestin	5,000 exp	30	12,500 exp
Per Indenture point	250 exp each	4*	1,000 exp*

* Extra Indenture points must be purchased in a batch of four.

Assigning Tasks to Sandestins

Sandestins are very contrary and free-spirited creatures. They despise taking orders and complain, second-guess, disagree and argue about anything and everything. They frequently must be convinced to perform any task before they will undertake it. Each time an

Sandestin task table

Tasks	Point Cost
Clairvoyance / Clairaudience	1
Commune	1
Greater Dispelling	2
Heal	2
Teleportation Circle	2
Limited Wish	3
Astral Projection	5
Gate	5
Time Stop	10
Wish	20

arch-magician attempts to assign a task to a Sandestin that costs at least one Indenture Point, the DM must roll a d6. On any result other than a 1, the Sandestin will perform the task and the arch-magician will expend the appropriate number of Indenture Points.

On a 1, however, the Sandestin has become contrary. The arch-magician must then make a contested skill roll against the Sandestin. The Sandestin uses Bluff or Diplomacy (+8 to die roll in either case for Lesser Sandestins, +12 for Greater) while the arch-magician may use Bluff, Diplomacy, or Intimidate, whichever is higher.

If the arch-magician's skill roll is two or more times the Sandestin's roll, it means the arch-magician has caught the Sandestin in a lie or a contractual infraction of some kind. It will perform the task and in addition the arch-magician may "fine" it 1d6 indenture points, which are then added to the total for that Sandestin. If the arch-magician wins the contested skill roll by less than two or more times the Sandestin's roll, the Sandestin will perform the task normally. If the Sandestin rolls higher than the arch-magician, he or she must immediately expend 2 Indenture points, though the Sandestin does nothing. If the arch-magician wishes to continue the argument, she may make a second roll, over and over again, until either the Sandestin performs its task or is freed when it runs out of Indenture Points.

Each task a Sandestin may perform has an associated Indenture Point cost. As soon as all the Sandestin's indenture points are used up, it is free and may return to its home plane.

Lesser Sandestins

Lesser Sandestins have the following spell - like abilities as if cast by a 15th level Wizard: at will - *alter self, enlarge, reduce, tongues*; 3/day - *clairvoyance, clairaudience, hallucinatory terrain, major image, polymorph self, scrying*; 1/day - *shape change, heal, commune, limited wish* (for other creatures only, and they hate to do it), *teleportation circle*

Greater Sandestins

Greater Sandestins have the following spell - like abilities as if cast by a 20th level Wizard: at will - *polymorph self, enlarge, reduce, hallucinatory terrain, major image, major creation*; 3/day *clairvoyance, clairaudience, heal, shape change, limited wish* (for other creatures only), *greater dispelling, gate, teleportation circle*; 1/day *wish* (for others only), *commune, time stop, gate, astral projection*



Giving orders to sandestins can be a long and arduous task



Arch-Magician Spells, by level		<u>Level</u>	<u>Spell</u>
<u>Level</u>	<u>Spell</u>	4	Effective Vegetal Death
1	Cardiner's Directional Confusion	4	The Elegant Combatant
1	Cardiner's Persistent Harassment	4	Felojun's Second Hypnotic Spell
1	Conjuration ...Four Cardinal Guides	4	The Illusion of Vile Arthropods
1	Fiade's Charming Distraction	4	The Implacable Decay
1	Fiade's Disturbing Aura	4	The Interminable Interim
1	Inviolable Attire	4	Javanne's Enervation of Will
1	Issuance of the Primordial Whisper	4	Llorio's Spell Stealer
1	Khulip's Nasal Enhancement	4	Mazirian's Irrational Hatred
1	Lorgan's Dust Devil	4	The Peculiar Peril
1	Phunurus' Outstanding Replicator	4	Phandaal's Sheltering Radiance
1	The Predatory Lament	4	Safe Trail Charm
1	Olfactory Confusion	4	Spell of Internal Solitude
1	Unassailable Intellect	4	Spell of the Macroid Toe
1	Treviolus' Emblematical Restorative	4	Spell ...Twelve Questions
2	Archemand's Unlikely Self-Restraint	4	Tinkler's Old-fashioned Froust
2	Brassnose's Twelfefold Bounty	4	Urturusz's Susceptible Perpetuity
2	Calanctus' Instant Dispulsion	5	Arnhoult's Unimpeded Egress
2	Charm of Brachial Fortitude	5	Clambard's Reign of Long Nerves
2	Charm of Untiring Legs	5	Haghut's Extemporized Whirlaway
2	Formulary of Expedient Ambiguity	5	Liberation of warp
2	Incontestable Pedantry	5	Malakan's Silver Skin
2	Lorgan's Trifling Typhoon	5	Obstructive Ether
2	Shabat's Resolute Seeker	5	Rhialto's Green Turmoil
2	Turjan's Thunderclap	5	Signifier for Signified
3	The Agonizing Immolation	5	Spell of the Slow Hour
3	The Amatory Bounty	5	Tchanfen's Disintegrative
3	The Arrant Verbal Accomplishment	5	Yimbolo' Dancing Blade
3	Arnhoult's Sequestrous Digitalia	6	The Depurative Pulse
3	Call to the Ominous Enthusiast	6	Evocation of Blue Havoc
3	Curse of the Undignified Ancestor	6	Houlart's Blue Extractive
3	Enchantment of the Stilled Tongue	6	The Inanimate Assailant
3	Houlart's Visceral Pang	6	Lugwiler's Dismal Itch
3	The Impropropriatorious Tongue	6	Mupouchar's Reliable Proscription
3	Llorio's Superior Restraint	6	The Omnipotent Sphere
3	Lorgan's Leaping Flame	6	Petrिताur's Monitory Atheism
3	Panguine's Loyal Porter	6	Phandaal's ...Confinement
3	Pasko's Deducible Placenta	6	Spell of Dissolution
3	Phandaal's Mantle of Stealth	7	Angwantibo's ...Preservation
3	Phandaal's Repudiation of Curses	7	Phandaal's Gyrator
3	The Spell of Sudden Irritation	7	Phandaal's Inside Out and Over
3	Read Shadows of Time	7	Edan's Thaumaturgic Poultice
3	Tarrinor's Photonic Plane	8	Seventh Set Web of Hiding
3	Xarfaggio's Physical Malepsy	8	Shabat's Admonitory Bolt
4	Behemoth's Bounty	8	Summons of the Improvident Gap
4	Calanctus' Substantive Warden	9	Call to the Violet Cloud
4	Charm of Untiring Nourishment	9	Charm of Forlorn Encystment
4	Curse of Unwitting Merriment	9	Enchantment of Youth Renewed
		9	The Excellent Prismatic Spray
		9	Temporal Projection



Appendix IV: Feats

Magical Personality-Archetype Feats

Magicians in the Dying Earth long ago mastered the technique of enhancing their magic with the nuances of their own personalities. Each of the following Personality - Archetype feats allows a spellcaster to augment the save DC for spells which they cast in the same manner as the Spell Focus feat. Rather than being based on spell schools, however, these bonuses are based on the caster's own personality and physiology, and confer ability score bonuses according to the caster's affinity with one of six personality archetypes.

Personality Archetype	Ability
Studious	Constitution
Insightful	Wisdom
Forceful	Strength
Daring	Charisma
Devious	Dexterity
Curious	Intelligence

Studious Magic Feat

Prerequisites: Con 12+

You view the study of magic as an immense academic task. No goal is insurmountable given sufficient patience. All one has to do is meticulously accumulate the necessary research from a well-stocked library, and keep trying to fit the pieces of the puzzle together. If your approach is relentless and systematic, you will always eventually succeed. The magic you cast is enhanced by your innate sturdiness and dogged determination, allowing you to add your Constitution bonus to the DC of any spell you cast, in addition to the normal ability score bonus.

Insightful Magic Feat

Prerequisites: Wis 12+

Magic spells derive from otherworldly forces whose nature cannot truly be predicted, but must instead be simply accepted. Your remarkable ability to instinctively sense the nuances of the magical forces you wield enables you to augment the power of your spells. As a result, you may add your Wisdom bonus

to the DC of any spell you cast, in addition to the normal ability score bonus.

Forceful Magic Feat

Prerequisites: Str 12+

Magic is the art of bending the world to your will. You must dominate fractious magical forces with your personal power. The magic you cast is enhanced by your vigor and the brutal drive to conquer that dominates your spirit, allowing you to add your Strength bonus to the DC of any spell you cast, in addition to the normal ability score bonus.

Daring Magic Feat

Prerequisites: Cha 12+

Your approach to magic is characterized by a certain élan, and you believe your magic should be flashy and impressive as you are. To you, magic is a great game. Through its study you can do anything and break all the normal rules. Above all else, you believe that magic is fun, and the charming flair you bring to your spellcasting allows you add your Charisma bonus to the DC of any spell you cast, in addition to the normal ability score bonus.

Devious Magic Feat

Prerequisites: Dex 12+

Magic lets you put one over on reality. You can fool people, beasts, and even gravity. You regularly use your magic to aid mundane thefts, con-jobs and similar escapades. The innate agility with which you manipulate magical forces allows you add your Dexterity bonus to the DC of any spell you cast, in addition to the normal ability score bonus.

Curious Magic Feat

Prerequisites: Int 12+

The world is a lock, and magic is the key. You seek to cast the untried spell, test a newly uncovered enchanted item, or visit some new dimension. You can't resist a secret, and magic holds the greatest secrets of all. Your powerful curiosity allows you add your Intelligence bonus to the DC of any spell you cast, in addition to the normal ability score bonus.



Aristocratic Etiquette

It is not always appropriate to wipe your nose with your sleeve, eat with your hands, pinch women on the bottom, belch at the dinner table, or address your host as a "hey you, fancy pants." Knowing which end to open an egg, which fork to use, and which wine is appropriate for which meal can make all the difference when attempting to impress aristocrats and people of wealth and ease. This feat allows you a +4 to all Diplomacy checks when dealing with aristocrats, kings, certain arch-mages, and creatures such as Djinn and certain Celestials and Devils who appreciate fine etiquette.

Literacy Feat

In many, if not most, pre-technical societies (and many if not most post-industrial ones) Literacy is by no means a widespread let alone universal skill. True Literacy is a valuable trait, one that commands great respect - at least in certain circles. Command of this feat allows you to read magic as if using the spell, constantly. Further, it grants a +4 on any gather information check conducted in a well-provisioned library.

Vat Creature Mastery Feat

Prerequisites: Craft Wondrous Item

The ability to successfully design vat creatures is really more of an art than a science-some people get it and some people don't. Anyone possessing this feat has spent a great deal of time trying to master the various subtleties involved and as a result has a better chance of success than most. This feat conveys a +4 die roll modification to all vat creature creation skill checks, and a +2 on both the Animation and Personality Table die rolls.

Combat Feats

Sidestep

Evade by moving aside instead of counterattacking.
Prerequisites: Speed 20 ft., Dodge.

You gain the option of taking a five-foot step instead of making an attack of opportunity. This feat can be used wherever an opportunity attack was otherwise indicated. It can be used in conjunction

with Combat Reflexes to move multiple five-foot steps. If evading a grapple attempt, the Sidestep feat can be used multiple times against the same opponent (as many as the limitations of Combat Reflexes normally allow, i.e., one time per Dexterity bonus factor).

Wrestling

Prerequisites: Weapon Focus (Grappling)

You gain +2 on all offensive and defensive grappling die rolls (this stacks with the +1 to grappling rolls for Weapon Focus) and may add any Dexterity bonus, where applicable, to the grapple roll *in addition* to Strength and the base attack bonus.

Rollout

Prerequisites: Mobility

You recover from prone status as a partial action, drawing no opportunity attack.

Counterstroke

Prerequisites: Dodge; Weapon Focus with weapon to be used

You may skip one normal melee attack to gain a single special opportunity attack in the same round at +2 To Hit. Once attacked by the selected target, you may then counterattack as an Attack of Opportunity with the +2 bonus. Only the first attack can be responded to in this way. If the target does not attack you, this bonus opportunity attack is lost. This ability can be used in conjunction with the Main Gauche feat. In this case, the off weapon can be used to defend. If using Counterstroke with the Main Gauche feat, and the off - weapon is at least one size category smaller than the main weapon, the To Hit bonus for the counter attack is increased from +2 to +3.

Main Gauche

Prerequisites: Expertise; Two-Weapon Fighting; Weapon Focus with both weapons; the off-hand weapon must be a full size class smaller than the main weapon.

As an option, you may forego an attack with your off-hand weapon to add a +2 deflection bonus to AC.

Sucker-Punch

Prerequisites: Dex 13, Wis 10, 2 ranks of Bluff

The Sucker-Punch feat is essentially a Bluff / Attack with a +2 bonus To Hit and +2 Damage. This is a feat which thieves (or "rogues" to the weak-kneed) and streetwise fighters, bards, monks and rangers use for initiating a surprise attack when still standing face-to-face with an opponent.

A player possessing this feat may initiate a sucker-punch attack by first moving to within striking range with a melee weapon and making a contested Bluff skill check against the defender's Sense Motive check. It is considerably harder to successfully fool someone into relaxing their guard for a sucker punch if carrying a weapon in hand; therefore, if the attacker is armed, the defender gets a +4 to their die roll. If the attacker places a weapon in easy reach first, the defender gets a +2 to their die roll. If, however, a weapon happens to be in easy reach but was not recently placed there by the attacker, there is no die roll bonus. (It is possible, for example, to have an accomplice place a weapon nearby.)

If the attacker loses the contested skill check, then the defender senses something suspicious and may act by either moving away, taking some other action, or attacking. If the defender chooses to attack at that point, initiative is rolled and combat proceeds normally.

If the attacker wins the contested die roll, then the Defender must make a contested Reflex saving throw against the attacker's reflex saving throw. If the defender wins the roll, then normal combat begins, and no surprise has occurred. If the defender fails the check, then the sucker punch has been successful. The Defender is considered surprised and caught flat-footed (no dexterity bonus for defense) and the attacker gets a +2 die roll mod to Hit, and +2 Damage on any subsequent attack. The attacker then has several choices, some based on other class features, skills, or feats.

Thief surprise attack A thief may attack unarmed, causing his bonus attack damage as "subdual" damage. An experienced thief can often ensure a knockout in this way.

Strike with an object An attacker may use a beer mug, a bottle, a helmet, a rock, a lantern, a frying pan, or any other suitable hard or heavy object at hand to attack the defender.

The DM must decide damage, but the damage range will be from 1d3 or 1d4 (a light tin cup) to 1d6+1 (a heavy iron bar). A thief's surprise attack damage bonus would be added to any successful attack.

Concealed weapon If the attacker concealed a very small weapon such as a straight razor or a sap, it can be used to attack the defender. A thief's surprise attack damage bonus would be added to any successful attack (as either "subdual" or normal damage depending on the weapon used).

Quick Draw feat An attacker with the Quick Draw feat may draw their weapon normally and attack. A thief's surprise attack damage bonus would be added to any successful attack.

Weapon in Reach If a weapon was in reach or in hand, the attacker may attack normally. A thief's surprise attack damage bonus would be added to any successful attack.

Trip Attack After a successful sucker punch, the attacker can attempt a trip at +4 on the die roll. A trip is the attacker's Strength check opposed by the defender's Str or Dex check (whichever is higher). Once Prone (tripped), the victim gets -4 to hit and may be attacked at +4 to hit.

Grapple attack After a successful sucker punch, the attacker can attempt a grapple at +4 on the die roll.





Appendix V: Dying Earth spells with D20 twins

Dying Earth Spells which are essentially identical to existing D20 spells:

<u>Spell</u>	<u>D20 Equivalent</u>	<u>Level</u>
Advantageous Aerostatic Association	Feather Fall	1
Arnhoult's Unimpeded Egress	Passwall	5
Bergi's Triumphant Compression	Shrink Item	3
Call to the Violent Cloud	Gate	9
Charm of Brachial Fortitude	Bull's Strength	2
Charm of Forlorn Encystment	Imprisonment	9
Charm of Necroptic Inveiglement	Speak with the Dead	3 (cleric)
Clambard's Rein Of Long Nerves	Dominate Person	5
The Definite Reduction	Reduce	2
The Depurative Pulse	Move Earth	6
Spell of Dissolution	Disintegrate	6
Enchantment of Another's Face	Alter Self	2
Felojun's First Hypnotic Spell	Hold Person	3
Drumphilo's Adequate Illuminator	Light	1
The Imperceptible Intellectual Analyzer	ESP	2
The Inanimate Assailant	Animate Object	6 (cleric)
Instantaneous Galvanic Thrust	Lightning Bolt	3
The Instantaneous Electric Effort	Chain Lightning	6
The Peculiar Peril	Evard's Black Tentacles	4
Phandaal's Critique of the Chill	Tiny Hut	3
Phandaal's Mantle of Stealth	Improved Invisibility	3
The Second Retrotropic	Dispel Magic	3
The Seventh Set's Web of Hiding	Screen	8
Spell of Dissolution	Disintegrate	6
Spell of Soft Silence (DE p. 636)	Silence	2 (cleric)





Appendix VI: Spell Components and Poisons

<u>Item</u>	<u>Price</u>	<u>Casting Spell used with</u>	<u>DC</u>
Special ready-made constructs for use as spell foci or components			
Ruby lens set in small golden loop	1,500 gp	<i>analyze dweomer</i>	-
Sapphire lens set in small golden loop	1,500 gp	<i>analyze dweomer</i>	-
Tiny silver bell	½ gp (5 sp)	<i>alarm</i>	-
Small silver bell	1 gp		-
Tiny silver whistle	¼ gp	<i>faithful bound</i>	-
Miniature brass hearing trumpet	2 gp	<i>detect scrying</i>	-
Small lodestone	5 gp	<i>disintegrate</i>	-
A tiny leather bellows	3 gp	<i>gust of wind</i>	-
Crystal rod with phosphorescent core	50 gp	<i>hypnotic pattern</i>	+1
Special lead based ink, ounce	50 gp	<i>illusory script</i>	-
Small glass bead	5 cp	<i>tiny hut</i>	-1
Small crystal bead	5 sp	<i>tiny hut</i>	-
Glass rod, small,	5 gp	<i>lightning bolt</i>	-1
Crystal rod, small	10 gp	<i>lightning bolt</i>	-
Amber rod, small	100 gp	<i>lightning bolt</i>	+1
Green glass rod	10 gp	<i>Simbilis' Restraint</i>	-2
Green crystal rod	50 gp	<i>Simbilis' Restraint</i>	-1
Green topaz rod	1,000 gp	<i>Simbilis' Restraint</i>	-
Green beryl rod	5,000 gp	<i>Simbilis' Restraint</i>	+1
Emerald rod	10,000 gp	<i>Simbilis' Restraint</i>	+2
Small crystal sphere	5 gp	<i>freezing sphere</i>	-
Small aquamarine sphere	150 gp	<i>freezing sphere</i>	+1
Small blue topaz sphere	200 gp	<i>freezing sphere</i>	+2
Small diamond sphere	900 gp	<i>freezing sphere</i>	+3
Crystal hemisphere	8 gp	<i>freezing sphere</i>	-
Small ivory plaque	50 gp	<i>mnemonic enhancer</i>	-
Small bugle	5 gp	<i>sound burst</i>	-
Small silver rod	1 gp		-
Small silver mirror	5 sp	<i>Mupouchar's reliable</i>	-
Large iron cage with silver protective runes	750 gp	<i>Thasdrubal's laganetic transfer</i>	-
Special gelatin cube, batch of 24	240 gp	<i>Llorio's restraint</i>	-
Blue candle made from badger -tallow	15 gp	<i>call to the ominous</i>	-
Augury stones (rune stones)			
Set of Augury "stones", wood	5 cp	<i>augury</i>	-3
Set of Augury "stones", clay	1 sp	<i>augury</i>	-2
Set of Augury "stones", stone	3 sp	<i>augury</i>	-1
Set of Augury "stones", silver	1 gp	<i>augury</i>	-
Set of Augury "stones", human bone	1 gp	<i>augury</i>	-
Set of Augury "stones", elf bone	5 gp	<i>augury</i>	+1
Set of Augury "stones", amber	10 gp	<i>augury</i>	+1
Set of Augury "stones", jade	50 gp	<i>augury</i>	+2
Set of Augury "stones", dragon bone	250 gp	<i>augury</i>	+3



<u>Item</u>	<u>Price</u>	<u>Casting Spell used with</u>	<u>DC</u>
Metal Wire			
Copper wire, foot	2 cp	<i>message</i>	-
Silver wire, foot	2 sp		
Gold wire, foot	2 gp		
Platinum wire, foot	2 pp		
Tantalum ¹ wire, foot	5 pp		
Vanadium ² wire, foot	20 pp		
Mythril wire, foot	25 pp		
Sands			
Coarse sand, pound	3 cp	<i>sleep</i>	-1
Fine sand, pound	1 sp	<i>sleep</i>	-
Fine colored sand, red, pound	5 sp	<i>color spray</i>	-
Fine colored sand, blue, pound	5 sp	<i>color spray</i>	-
Fine colored sand, yellow, pound	5 sp	<i>color spray</i>	-
Fine colored sand, scarlet, pound	5 gp	<i>color spray</i>	+1
Fine colored sand, violet, pound	5 gp	<i>color spray</i>	+1
Fine colored sand, emerald green, pound	3 gp	<i>color spray</i>	+1
Precious powdered substances			
Grave dirt, pound	1 sp		
Powdered copper, pound	1 gp		
Powdered iron, pound	3 gp	<i>antimagic field</i>	-
Powdered silver, pound	5 gp	<i>magic circle</i>	-
Powdered mythril, ounce	50 gp	<i>Malakan's silver skin</i>	-
Gold dust, pure, one ounce	50 gp	<i>fire trap</i>	-
Powdered platinum, ounce	100 gp		-
Powdered jade, ounce	25 gp	<i>permanent image</i>	-
Powdered amber, ounce	15 gp	<i>sepia snake sigil</i>	-
Ruby dust, ounce	50 gp	<i>continual flame</i>	-
Sapphire dust, ounce	50 gp	<i>Phandaal's Observational Confinement</i>	- (x10)
Diamond dust, ounce	100 gp		
Iridium dust, ounce	5,000 gp		
Minerals			
Charcoal, pound	8 cp		
Dried sea sponge, ounce	1 sp		
Mica, ground, ounce	2 sp	<i>glitterdust</i>	-
Mica, 3" square	1 gp		
Zinc, ounce	1 gp		
Lime, ounce	1 sp		
Phosphorous, ounce	5 sp	<i>wall of fire</i>	-
Tin, pound	1 gp		
Alum, ounce	1 gp	<i>antipathy</i>	-
Sulfur (brimstone), ounce	2 gp	<i>fireball</i>	-
Quartz crystal, ounce	5 sp	<i>wall of ice</i>	-

1 A rare metal which can only be found in the Dying Earth. It is valuable in alloying steel for armor.

2 A rare metal which can only be found in the Dying Earth. It is valuable in alloying steel for weapons.

Spell Components



<u>Item</u>	<u>Price</u>	<u>Casting Spell used with</u>	<u>DC</u>
Gems and jewels			
Small agate	1 gp	<i>darkvision</i>	-
Small misshapen pearl	1 sp	<i>identify</i>	-1
Lapis lazuli bead	3 gp		
Small black onyx gem	50 gp	<i>animate dead</i>	-
Small ordinary pearl	30 gp	<i>identify</i>	-
Small perfect pearl	200 gp	<i>identify</i>	+1
Small diamond	500 gp	<i>wall of ice</i>	+1
Large aquamarine	300 gp	<i>wall of ice</i>	+1
Large diamond	1,000 gp	<i>wall of ice</i>	+2
Large perfect pearl	500 gp		
Small perfect black pearl	5,000 gp		
Large Perfect black pearl	10,000 gp	<i>enchantment of youth restored</i>	-
Scrying Balls and Mirrors			
Glass ball, small, 3"	5 sp		-3
Crystal ball, small, 3"	25 gp		-2
Crystal ball, obsidian, small, 3"	120 gp		-1
Crystal ball, amethyst, small, 3"	250 gp		-
Crystal ball, jade, small, 3"	500 gp		-
Crystal ball, lapis, small, 3"	750 gp		+1
Amber ball, small, 3"	950 gp		+1
Crystal ball, aquamarine, small, 3"	1,250 gp		+1
Crystal ball, ruby, small, 3"	3,500 gp		+2
Crystal ball, sapphire, small, 3"	3,500 gp		+2
Glass ball, large, 7"	2 gp		-1
Crystal ball, large, 7"	50 gp		-
Crystal ball, obsidian, large, 7"	280 gp		+1
Crystal ball, amethyst, large, 7"	900 gp		+1
Crystal ball, jade, large, 7"	1,750 gp		+2
Crystal ball, lapis, large, 7"	2,400 gp		+2
Amber ball, large 7"	3,500 gp		+3
Crystal ball, aquamarine, large, 7"	4,250 gp		+4
Crystal ball, Ruby, large, 7"	12,500 gp		+5
Crystal ball, sapphire, large, 7"	12,500 gp		+5
Scrying mirror, lesser	1,000 gp		-
Scrying mirror, masterwork	5,000 gp		+2
Spices, Oils, Herbs and Plants			
Mushroom spores, ounce	1 sp	<i>sepia snake sigil</i>	-
Gum Arabic, ounce	1 gp	<i>mass invisibility</i>	-
Rhubarb leaf, ounce	1 sp		
Sassafras root, pound	1 sp		
Licorice root, pound	2 sp	<i>baste</i>	-
Belladonna, ounce	5 sp		
Telanxis Oil, vial	250 gp		
Phollion Leaves, ounce	500 gp		



<u>Item</u>	<u>Price</u>	<u>Casting Spell used with</u>	<u>DC</u>
Angels Trumpet, ounce	3 sp		
Aminita Muscaria Mushrooms, ounce	1 cp		
Mandrake root, one	1 gp		
Psilocibin Mushrooms, ounce	1 sp		
Ergot fungus, ounce	1 gp		
Small green toadstool	1 sp		
Herbal healing poultice	10 gp	<i>edan's poultice</i>	-
Thyle Dust ¹ , ounce	750 gp		-
Temam Blossom	1,500 gp		
Animals and animal byproducts			
Grasshopper legs, pound	1 sp	<i>jump</i>	-
Tallow, pound	1 sp		
Spiderweb, ounce	1 sp	<i>web</i>	-
Drider web, ounce	5 gp	<i>web</i>	+1
Dried scorpion tails	5 sp	<i>Illusion of arthropods</i>	-
Adder stomachs, pound	15 gp	<i>melfs acid arrow</i>	-
Bull dung, pound	1 cp	<i>bulls strength</i>	-
Horse hair, pound	5 cp	<i>mount</i>	-
Cat fur, pound	1 sp	<i>cats grace</i>	-
Pickled giant squid tentacle, ounce	1 gp		
Bird feathers, pound	1 sp		
Eagle feather, single	1 sp		
Owl feather, dozen	1 sp		
Ghoul vestment, 1 square foot	5 gp	<i>ghouls touch</i>	-
Ghast vestment, 1 square foot	10 gp	<i>ghouls touch</i>	+1
Zombie bone, ounce	1 gp	<i>scare</i>	-1
Ghoul bone, ounce	5 gp	<i>scare</i>	-
Ghast bone, ounce	12 gp	<i>scare</i>	+1
Mummy bone	50 gp	<i>scare</i>	+1
Will-O-Wisp Essence, dram	50 gp	<i>secret page</i>	-
Blood or Ichor (per dram)			
Rat	1 cp		
Cat	2 cp		
Dog	3 cp		
Wolf	3 sp		
Badger	5 sp		
Deer	2 sp		
Gnoll	3 gp		
Kobold	12 sp		
Dwarf	5 gp		
Human	3 gp		
Human, female, virgin	10 gp		
Elf	5 gp		
Troll	30 gp		
Ogre	15 gp		

¹ See thyle dust, in the section on Nonmagic Items of Some Utility

Spell Components



<u>Item</u>	<u>Price</u>	<u>Casting Spell used with</u>	<u>DC</u>
Pit Fiend Ichor	5,000 gp	component for <i>Shabat's Bolt</i>	
Red Dragon	50 gp		
Ye Alchemical substances			
Amrakkik Paste, ounce	500 gp		
Quicksilver, dram	500 gp	component for polymorph spells	
Aqua fortis, dram	50 gp	special acid, used to identify gold	
Aqua regia, dram	1,000 gp	acid, double strength	
Fine filtered Kerosine, pint	75 gp	double strength burning oil	
1 oz Flash Powder (phosphor and brimstone)	50 gp	component for <i>lorgan's leaping flame</i>	
Diambroid ¹ , minim	5,000 gp		
Candles and incense			
Tallow candle, small	1 cp		
Wax candle, small	1 sp		
Wax candle, large	3 sp		
Wax candle, huge	6 sp		
Fine scented wax candle	5 sp		
Fine scented wax candle, huge	1 gp		
Incense poor quality, pound	1 sp		
Incense quality, pound	1 gp		
Francensence, pound	150 gp		
Poisons			
	type	cost (per dose)	
Small centipede poison	injury/nerve	90 gp	
Greenblood oil	injury/blood	100 gp	
Medium sized spider venom	injury/nerve	150 gp	
Bloodroot	injury/brain	100 gp	
Purple Worm poison	injury/nerve	700 gp	
Large scorpion poison	injury/nerve	200 gp	
Wyvern poison	injury/blood	3,000 gp	
Blue whinnies	injury/blood	120 gp	
Giant wasp poison	injury/nerve	210 gp	
Shadow essence	injury/blood	250 gp	
Black adder venom	injury/blood	120 gp	
Deathblade	injury/blood	1,800 gp	
Malyss root paste	contact/nerve	500 gp	
Nitharit	contact/blood	650 gp	
Dragon bile	contact/nerve	1,500 gp	
Sassone leaf residue	contact/blood	300 gp	
Terinav root	contact/nerve	750 gp	
Carrion crawler brain juice	contact/paral	200 gp	
Black lotus extract	contact/blood	2,500 gp	
Oil of taggit	injest/sleep	90 gp	
Id moss	injest/nerve	125 gp	
Striped toadstool	injest/nerve	180 gp	
Arsenic	injest/blood	120 gp	

¹ See Diambroid in the section on Nonmagic Items of Some Utility



Lich dust	injest/blood	250 gp
Dark reaver powder	injest/blood	300 gp
Ungol dust	inhale/lepros	1,000 gp
Burnt other fumes	inhale/blood	2,100 gp
Insanity mist	inhale/nerve	1,500 gp

Potions

Spider climb	50 gp
Cure light wounds	50 gp
Love	150 gp
Hiding	150 gp
Blur	300 gp
Delay poison	300 gp
Cure moderate wounds	300 gp
Lesser restoration	300 gp
Heroism	900 gp

Identified Magic items

Everburning torch	90 gp [torch with continual flame cast on it]
Everburning Lanthorn	250 gp [bullseye lantern with continual flame]
Dust of tracelessness	250 gp [eliminates tracks]
Quaal's feather token (fan)	200 gp [creates wind for sailboats]
Quaal's feather token (bird)	300 gp [animal messenger carrier pigeon]
Dust of illusion	500 gp [use to cast change self spell]
Ossip Wax, pot	1,500 gp [causes items to levitate]
Candle of truth	2,500 gp [all tell the truth while candle burns]
Stone Salve, ounce	4,000 gp [cast flesh to stone or stonesskin]
Incense of Meditation, ounce	4,900 gp [maximize prepared spell]
Novitiate's Candle	6,000 gp [levitate in all directions]

Exchange Rate for Terces

A silver terce from the Dying Earth is worth roughly the same as an electrum piece in d20 (i.e. 1/2 of gold piece).
A goat is of the same value as a silver piece.

Selected Poisons and Diseases of the Dying Earth

Crimson Shivers

This implacable ailment is carried by contaminated shellfish and certain mites known to inhabit ancient catacombs and lost cities. Within one day, the victim turns beet red and begins to quake uncontrollably. Victims must be tied down, lest they bang their head on a hard object or swallow their tongue.

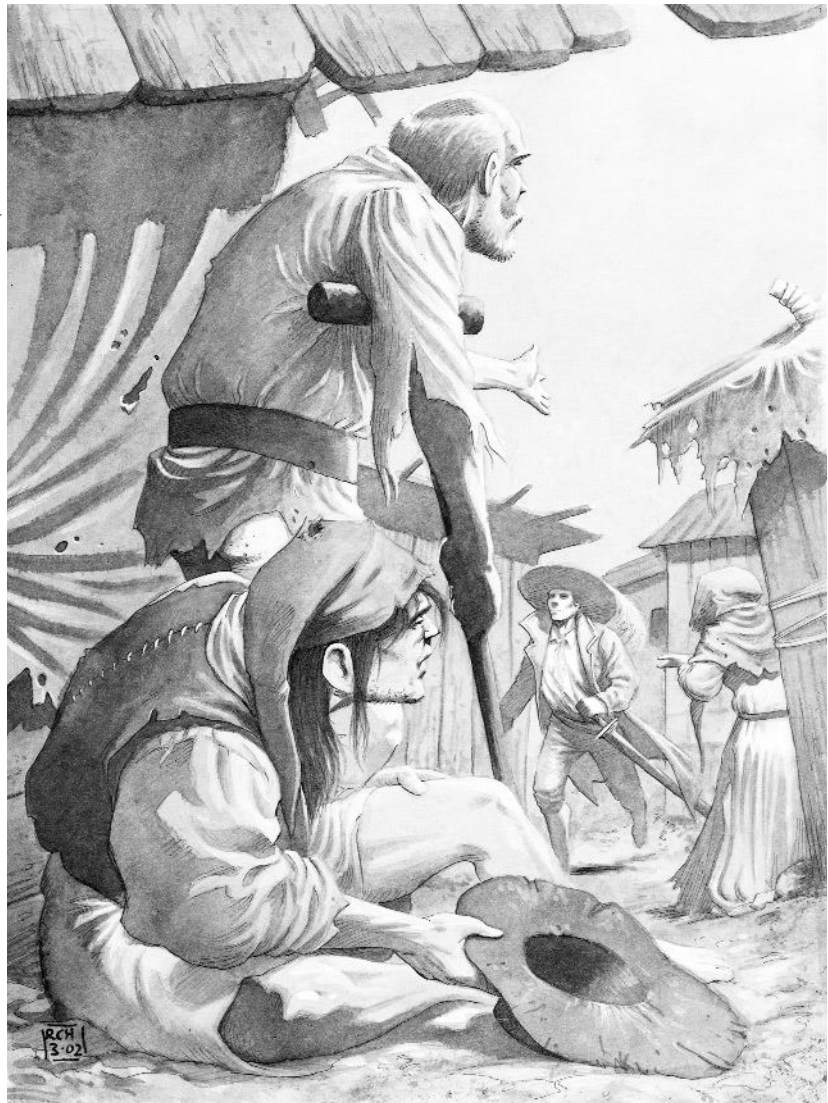
Tasmonic Infection

This disease is caused by excessive readings of occult texts. Scholars have long speculated as to the exact combination of authors and subjects that bring about the dreaded Tasmonic Infection. Alas, those who come closest to the mystery answer invariably fall prey to the illness before they can set down the much-feared sequence. Diagrams, most especially maps, are believed to contribute heavily to the syndrome's advance.

Effect: The victim makes a saving throw, the results of which determine the permanent mental condition the victim will thereafter suffer. **Illustrious Success:** An over-fondness for fish, nuts or kelp (DM's choice). **Success:** Unshakable belief in a crackpot theory of the DM's choice, and an unreasoning terror of the building in which the victim first began to suffer the illness. **Dismal Failure:** The victim suffers a -2 on all saving throws versus any magic spells, and the victim reacts with homicidal fury toward anyone uttering a common word of the DM's choice.

The Kiss of Dijan

Named after its formulator - a woman of legendary beauty who, in an aeon past, fatally poisoned every one of a hundred guests at her son's wedding banquet - this odorless, tasteless, wine-colored liquid is easily slipped into a diner-mate's goblet. Mere possession of its recipe is considered a crime in Kaiin and Ascolais. Heads of state tend to fear it inordinately and ruthlessly punish those suspected of using it.



Unfortunates, the victims of disease and bad fortune



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