

Gomoshan's Tomb: Notes & Handouts

Introduction

As mentioned in the introduction to the adventure itself, this publication is designed for GMs and Players new to Turjan-Level DERP, and perhaps even to *Dying Earth* gaming altogether. In order to support this, the adventure text includes an unusually large degree of explanatory notes. Likewise also there is an entire section covering the 'hows and whys' of running this scenario. Experienced GMs who wish to run the scenario as part of an ongoing campaign can skim this section, simply taking note of any useful new ideas.

Bear in mind also, that the primary notes to which you should address yourself in the quest for advice on running Turjan-Level scenarios are contained within *Turjan's Tome* itself (most notably pages 20-31). This scenario is one GM's interpretation of how such advice might be executed, rather than being some mythically definitive scenario. Especially do not imagine that we commend tomb-robbery scenarios as the stock-standard type of adventure to be created. Far from it, in the author's experience of the many scenarios he has run only two have been of this type. For the purposes of creating a sample adventure it merely helps to have closely defined parameters as to what options are available for the PCs to explore. (And of course it's fun to throw in such a scenario to your campaign once in a while.)

So, *Gomoshan's Tomb* is an action-packed scenario redolent with notes and hints on magic use, combat, standard skill use and much more. A new GM will find opportunities to explore many key mechanics and still easefully control the background mechanics and PC possibilities – without this obviously being the case in the perceptions of the players. We hope that you enjoy this gaming experience.

Adventure Overview

This adventure is set in the world of the original *Dying Earth* stories - particularly *Turjan of Miir*, *Mazirian the Magician*, *T'sais*, and *Liane the Wayfarer*. That harsh milieu holds little pity for the weak and unfortunate, but (sometimes) much reward for the bold. In this case, the PCs are not seeking revenge, knowledge or beauty. Rather here is an excursion into a hazardous forgotten ruin seeking ancient treasures and lost magics.

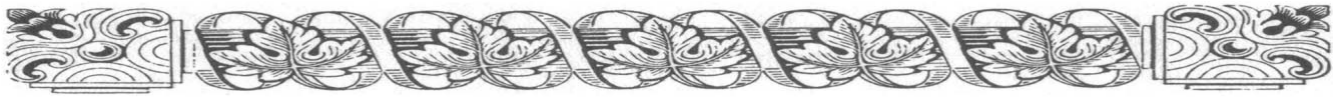
As suggested for 'pure Turjanic play' (IT p24): IOUN stones, sandestins, madlings, and chugs do not exist in the version of the *Dying Earth* that supports this adventure, and spells are created by an esoteric mechanism based on Mathematics. Only a handful of potent magicians - such as Pandelume and Pharesm - have sufficiently mastered magic to be considered anything like as mighty as the legendary sorcerers of previous aeons. Likewise (as suggested in *Turjan of Miir*), magical items of notable potency are very rare. Dorbaneth the Sage - well-known in Kaiin - has sponsored this expedition. Through prolonged research he has uncovered the location of an ancient crypt: a place that has attracted much speculation and rumor of the untold wealth and awesome magic items contained within. Dorbaneth himself demands only one specific item: 'Gomoshan's Staff'; the rest of the treasures are to be equally divided, or sold and the proceeds shared out - if an amicable agreement cannot be made on the objects themselves.

Exploring the tomb will be an extremely dangerous undertaking, and the chances of success (and possibly even survival) are uncertain - although this fact should not be broadcast to the players. The choice of which spells to encompass is important (though again this is not something the players will necessarily suspect). This is so because certain spells in certain situations will assist the expedition enormously.

Abbreviations Used in this Work:

CID – Calactus' Instant Dispulsion (DERP spell)	IS – Illustrious Success
DERP – Dying Earth Roleplaying Game (Pelgrane Press, 2000)	PS – Prosaic Success
LoW – Liberation of Warp (DERP spell)	HBS – Hair's Breadth Success
SoD – Spell of Dissolution (DERP spell)	EF – Exasperating Failure
TDA – Tchanfen's Disintegrative Application (DERP spell)	QF – Quotidian Failure
TT – Turjan's Tome (Pelgrane Press, 2003)	DF – Dismal Failure

PRINTING - Pages 1-20 Duplex (double-sided) to save paper, the rest single-sided. Next, secure pages 1-8 with a staple. The rest should be distributed amongst players as and when necessary for this adventure.



History of Gomoshan's Tomb

A classic tale. Gomoshan was unable to indefinitely prolong his life, due to curses and other negative magical effects that his enemies projected. To evade his own demise, he made pacts with demons and created a tomb in which he could retain a poor semblance of life. For a time, when the city around him was still populated, he even received visitors, but eventually this habit dwindled. As befits the atmosphere of *Dying Earth* role-playing, even those days are now but distant memories. The last of his chief servants (possibly bar one) expired some centuries ago, and even the tomb's major enchantments are starting to fail. This degradation means that it is just about possible that an adventurer group might succeed in making it all the way to the center of the tomb, defeating Gomoshan and escaping with substantial treasures. The reality of Gomoshan's plan is that he hopes to possess one of the tomb-robbers and thus regain his life.

The Expedition Members

Dorbaneth is the leader, and is accompanied at all times by his vat-grown bodyguard, his healer, and his professional adviser. A page or two of notes accompanies each of the other character sheets, detailing brief background, spells, goals, and any extra clarifications on abilities. The entire cast:

GMC: Dorbaneth the Sage

The party leader remains an enigmatic GMC, but in reality is a chimaera, or (more technically correct) a plot device. He is better known as a sage interested in magic, rather than a magician with an interest in pedantry.

GMC/Emergency PC: Wodderman the Robust

This hulking demi-human vat creature is Dorbaneth's creation and his bodyguard. He speaks seldom - and then usually only in grunts - but is far from dumb. Normally he remains at Dorbaneth's side; however, he will come into play if insufficient upright PCs remain for each player to run one. (In the preliminary playtest his demotion to the active party proved quite amusing, as the players imagined his trepidation and surprise to be so assigned.)

GMC/Spare PC: Chaneska the Kind

This female healer uses a magical item to support her subterfuge that she worships a healing goddess. If she is never used as a PC, this information remains unimportant and unknown.

GMC/Spare PC: Xallops the Archaeologist

This professional tomb-robber has been hired as an expert in 'ruin explorations'. Xallops of course is first and foremost interested in lining his own pockets with curios and other commodities easily convertible to cash. Some would see this as a callous attitude, but for Xallops it is a career at which he is moderately successful. He accompanies Dorbaneth and points out anything of historical interest.

Primary PC: Ambloraine the Bright

A female magician fresh from Kaiin's Scholasticarium, and determined to prove that a woman can prosper in this male-dominated society.

Primary PC: Haldalank the Witch-Finder

A male magician with an academic interest in the eradication of demonists. He has agreed to come along in order to make sure that Gomoshan's Tomb contains no dangers to humanity.

Primary PC: Captain Raquire Trivulus

A soldier who was catapulted forward into this world only a few years ago from his origin in a previous aeon. He is unusually war-like and disciplined. (This PC is the simplest; if one of the players is less-familiar with DERPG.)

Primary PC: Vicco the Lumarthi

A gifted magician, and the son of a noble family (so he claims).

Chaneska and Xallops are emergency replacement PCs. That is to say that they remain as GMCs unless/until one of the PCs expires or is so badly injured that it is impossible for them to continue in any meaningful way. (Hand over Xallops first and then Chaneska - unless a female player is the first to lose her character to misfortune.) Wodderman is a back-up 'emergency' PC. He is not really intended for such duties, but can be seconded to use as a PC should it be absolutely necessary. (EG: Extremely high casualty rate or one player losing a PC reasonably close - but not close enough - to the climax of the adventure.)



A) Mixing and Matching the Pre-generated PCs

Since this is a dangerous exploration, we have provided a number of spare PCs. Ideally four players will take part, which gives one character each, plus two spares and an emergency back-up (Wodderman) - which may or may not remain as GMCs. It is technically possible to run this scenario for only three players, although this is not recommended unless in an unusual situation where a player is unable to attend at the last moment and no replacement can be found. It is also possible to run it for five players.

Three Player Option: Transfer Trivulus to the rearguard. (Dorbaneth has taken him on as a personal bodyguard, but he will be the first spare PC utilised if one of the original PCs expires.) Consider also removing Xallops from the expedition, and deleting references to him from the notes.

Five Player Option: Bring Xallops into the party, explaining to the player that originally Dorbaneth agreed he could have a position of privilege in the rear-guard (but then changed his mind).

B) Rules Clarifications for Non-Standard use of Abilities

On each character sheet the following rules have been incorporated as appropriate:

Attack (Strength): You may use this instead of Athletics for brute strength, such as lifting weights or climbing.

Attack (Speed): You may use this instead of Athletics when you need to move swiftly with no prior warning.

Defense (Parry): If you lose your parry item, all rolls are at a penalty of 1. (Effectively you are forced to dodge, and are less good at this way of defending yourself.)

Defense (Dodge): You may use this instead of Athletics when you must move swiftly with no prior warning.

Defense (Sure-Footedness): You may use this ability instead of Athletics when you need to move whilst maintaining your balance.

Magic (Studious): In an 'no re-rolls' situation, if you fail a Pedantry roll whilst attempting to recall information about a magical item, you may in fact make a single second roll using your 'Magic (Studious)'.

Magic (Insightful): You may use this ability as if it were 'Perception' when attempting to intuitively understand the nature of a magical item.

Pedantry: You gain an automatic bonus of 1 if your specialism matches the field of inquiry.

NB: The Player's Handout Notes also have Rules Outlines, which the GM needs to be familiar with.

C) Keeping Things Moving

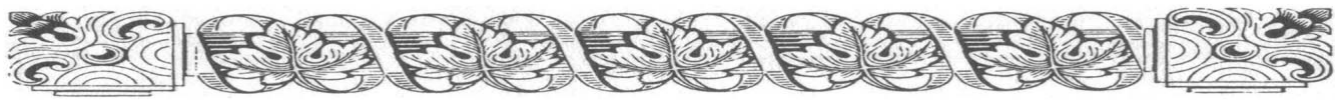
It is part of the GM's job to keep play flowing. Initially the GM's primary tool will be the expedition leader – the GMC, Dorbaneth the Sage. Dorbaneth is impatient, but not foolhardy. He will allow for reasonable safety checks to be made, but then threaten slow-acting PCs with deductions from their share of the treasure, or offer increased rewards for bolder action. If this is not part of a campaign, the GM may need to resort to calling for rolls to Resist Avarice in order to back-up Dorbaneth's words. PCs are not required to leap into clear doom, but their greed may motivate them to move more swiftly in certain situations. (Nonetheless, at Turjan-level, Resistances are a final option and not normally a large part of game mechanics.)

D) The “No Re-Rolls” Situation

GM's Easy Reference Guide (Also see Players' Rules notes for further details.)

Sometimes action happens so swiftly that a series of rolls is unrealistic. Available for free at the Violet Cusps page is an explanation of something called the 'Action Enhancement Rule'. Otherwise in situations where only a single roll is possible simply apply a bonus of 1 if the relevant ability rating is 12 or more.

CHARACTER/ABILITY	Athletics	Concealment	Perception	Stealth	Wherewithal
Ambloraine	-	-	+1	-	-
Chaneska	+1 (Dodge)	-	-	-	-
Haldalank	-	-	-	-	+1
Trivulus	+1	-	-	-	+1
Vicco	+1 (Dodge)	-	-	-	-
Wodderman	+1 (Strength)	-	-	-	+1
Xallops	+1	+1	+1	-	-



E) Healing Injuries

Injury Levels

First Level - Hurt. (You can act normally but take a levy of 2 on all physical actions.)

Second Level - Down. (You can only lie prone and perhaps writhe in pain. You need healing, but may survive long hours before expiring, or may even eventually recover sufficiently to be able to crawl in search of aid.)

Third Level - Dying. (So horribly injured as to have only 15 minutes left to live per remaining Health point.)

Physician Ability

In this scenario, the Physician skill is not very much used. In a longer campaign the effects of such medical skills may manifest, but since they take several hours we have modified the effects here. Bear in mind in gameplay that a Physician treatment takes a minimum of 5 minutes, and normally takes up to 15 or 20 minutes. It involves bandaging, applying poultices, cleaning the wound etc etc.

IS/PS: Heals one injury level.

HBS: Makes the patient comfortable, or prolongs their life if Dying (a half-hour per remaining Health point).

EF: Makes the patient comfortable.

NB: *If the first person fails (providing they do not make a DF roll), a second person may try to 'Physician' someone. However, on any second failure the wound must be considered untreatable.*

Edan's Thaumaturgic Poultice

Heals all injuries.

F) Replacing Characters

It is not possible in this adventure to realistically introduce unconnected external characters from the surrounding area if a PC dies or is incapacitated. Thus, all expedition members are present as the adventure initially unfolds, including the spare PCs (disguised as GMCs). Dorbaneth remains in charge, and is accompanied by his three 'advisers'. These four do not originally take part in the active exploration, and the players will not even know for certain that these are PCs in reserve. Dorbaneth drafts one of the GMCs in to replenish the forward party as necessary. This may happen in a regular fashion, or through a magical agency – depending on the section of the scenario in which they are required. It is set up clearly in the *Players' Introduction* that the active PCs are employed to take the risks, so the fact that several others lurk behind with Dorbaneth is not likely to be considered unrealistic. (Each back-up PC also has information in their notes as to how they are convinced to replenish the forward party. The player will see these only when the new notes are handed over as they take over this character.)

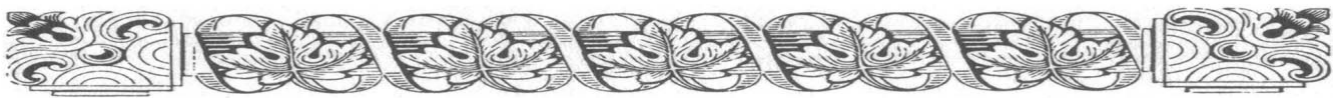
F.1) Replacing Characters when the Advance Party are still in the Dying Earth

If a PC is slain or badly disabled whilst the party can still access Dorbaneth and his advisors with relative ease, then a replacement can be arranged easily. If the PC is only injured (no matter how badly), Dorbaneth will command Chaneska to heal them. They will then be given a few minutes' rest before being returned to the forward party. If a PC is killed and the body retrieved, Dorbaneth will send Wodderman off with the body to dig a grave. Any useful items the deceased carried will be distributed amongst the forward party as Dorbaneth (the GM) sees fit. The sage will take any spellbooks for himself. (Although swift-acting living PCs may help themselves before Dorbaneth can distribute the goods.) When a PC expires, the sage will order the first GMC in line (see earlier notes) to take their place. [Hand the player the new PC sheet **plus** new character notes. In these notes it explains how Dorbaneth convinced them to join the advance group.]

F. 2) Replacing PCs once the Advance Party are in the Subworld

This is the reason why the Eye of Urkala (see notes in Scenario) is so important. Dorbaneth is more in tune with it than anyone realizes. He strongly suspected (from records in his possession, but withheld from the expedition members) that the adventurers would end up in a subworld.

Back in the Dying Earth, he is standing some distance aside from the remainder of the expedition, claiming to be performing great magics to determine a safe way to follow after the advance party. In actuality he is simply monitoring his employees in Qastril. (The Eye works as well as it ever did; it just appears not to!)



Any time a member of the advance party is lost, Dorbaneth immediately knows about it. He does not inform those with him that he knows exactly what has happened, but rather calls together the remaining employees in his vicinity. Then he explains that he is going to try and transport one of them to the place that the advance party has gone. He also mentions that he has discovered their destination to be the subworld of Qastril, a place that they can easily survive in, and where Gomoshan has secreted his magical items and treasure. Dorbaneth says that the immense distances means he can only transport one person at a time, and then must rest to recover his magic – but he will keep trying. (He also takes the time to notify the person to be transported – out of earshot of anyone else – that he knows their secret – see character sheet – and that they must volunteer to join the advance party. As well as reassuring them that he guarantees to be able to recover any survivors and loot. This ‘volunteering’ conveniently takes place **before** the PC changes from a GMC to a PC, or else problems might occur as Players decide the PC would rather not.)

The last that the transported PC sees of the Dying Earth is Dorbaneth chanting and gesticulating wildly. Then they suddenly find themselves hurtling through non-space. After what seems like a timeless or infinite moment, they appear close to the wearer of the Eye of Urkala, and the force of their transportation sends them sprawling onto the ground, where they remain unconscious for a minute or two. (If such a thing would mean that they arrived only in time to be killed whilst incapacitated, ignore this option or arrange some way for it not to be a problem.) Their arrival can be instantly after the death of the previous PC or a few minutes later – time is not uniformly linked between the Dying Earth and Qastril.

(GM: Information from the two paragraphs above may need to be summarized in response to player questions.)

When replacements do arrive, their players (and the players of surviving PCs) might ask what the new arrived PC was aware of about the advance party from the other side. The answer is simple – nothing. (Dorbaneth said that he could detect very little of what was occurring for the advance party.) In order to make the introduction of replacement PCs as seamless as possible, whenever possible have them arrive during a lull in the action. (So that the other PCs can fill them in on what has been happening.)

If any of the players are of a distrustful nature, it may be suspected that Dorbaneth has ulterior motives for sending them through one at a time. Do not respond to such accusations in any way that lends credence to this belief. If necessary, gently defend Dorbaneth, pointing out his record of successful expeditions. (Do not spend too much energy on this, as over-vibrant defense tends to indicate that something exists worth defending!)

G) Notes on the Use of Magic

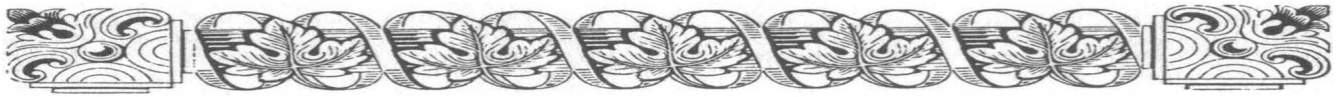
Use of magic, and understanding of spells, is one of the more detailed differences between Cugel- and Turjan-Level play. This becomes even more complex when adventurers are transported to a world where their spells behave differently. Consequently we provide on the next page an easy reference chart for all of the spells available to the pre-generated PCs. Take a glance at this whenever a Player of a PC present in Qastril states that their PC is using magic. Although this list adds another page to the notes, its purpose is purely for swift reference should such be required, and so we hope you can forgive its presence. Setting this adventure in a subworld means that these altered laws of metaphysics must be taken into consideration, and it also serves to show the players that no matter how good their spells are these cannot be assumed to be universally efficacious.

G.1) Victims of Blue Concentrate (Ambloraine’s Magic Projector)

This unusual item is included in the scenario as an example of the ‘weird and wonderful’. It is such an unusual item that it merits its own GM elaboration here. For each action they wish to undertake, a victim struck by Blue Concentrate must make a Wherewithal roll. On a HBS they may crawl around; on a PS they may stagger about and strike out weakly (penalty of 1 all physical actions); on an IS they may act as they wish, but with penalties as if suffering from an Injury (levy of 1). Their pain continues nonetheless.

G.2) PCs’ Use of Spells in the Subworld of Qastril

Below is a GM’s easy reference chart for keeping tabs on what spells can be encompassed and cast, and what cannot. Once the PCs are in the subworld, whenever a PC states their intention of casting or encompassing a spell, consult this list. (‘Enc X’ is merely an annotation to clarify that a spell **cannot be encompassed** in Qastril.)



Spells in Qastril

Advantageous Aerostatic Association – Will work, if encompassed before entering Qastril. ('Enc X')

Archemand's Unlikely Self-Restraint – Does not work¹. ('Enc X')

Calanctus' Immanent Splendor – Will work, if encompassed before entering the subworld. ('Enc X')

Calanctus' Instant Dispulsion – Can be cast and re-encompassed as normal.

Calanctus' Substantive Guardian – Functions if encompassed prior to entering Qastril. ('Enc X')

Charm of Brachial Fortitude – Will work, if encompassed before entering subworld. ('Enc X')

Charm of Untiring Legs - Will work, if encompassed before entering subworld. ('Enc X')

Drumphilo's Adequate Illuminator - Will work, if encompassed before entering subworld. ('Enc X')

Edan's Cerebral Physic - Can be cast and re-encompassed as normal.

Edan's Thaumaturgical Poultice - Can be cast and re-encompassed as normal.

First Retrotopic - Will work, if encompassed before entering subworld. ('Enc X')

Gilgad's Instantaneous Galvanic Thrust - Works if encompassed before entering Qastril. ('Enc X')

Inviolable Attire - Will work, if encompassed before entering Qastril. ('Enc X')

Liberation of Warp - Does not work. ('Enc X')

Lugwiler's Resilient Overskin - Does not work. ('Enc X')

Malakan's Silver Skin - Can be cast and re-encompassed as normal.

Morreion's Immediate Impulsion - Does not work. ('Enc X')

Omnipotent Sphere - Does not work. ('Enc X')

Personal Phantasm - Will work, if encompassed before entering Qastril. ('Enc X')

Phandaal's Instantaneous Translation - Can be cast and re-encompassed as normal.

Phandaal's Mantle of Stealth - Does not work. ('Enc X')

Phandaal's Critique of the Chill - Will work, if encompassed before entering Qastril. ('Enc X')

Phandaal's Primary Dissolution - Can be cast and re-encompassed as normal.

Phandaal's Repudiation of Curses - Will work, if encompassed before entering Qastril. ('Enc X')

Simbilis' Righteous Mantle - Will work, if encompassed before entering Qastril. ('Enc X')

Spell of Dissolution - Does not work. ('Enc X')

Spell of the Seductive Frontier - Does not work. ('Enc X')

Spell of the Slow Hour - Will work, if encompassed before entering Qastril. ('Enc X')

Spojan's Thaumaturgical Discernment - Does not work. ('Enc X')

Tchanfen's Disintegrative Application - Does not work. ('Enc X')

Thasdrubal's Doughty Resolution - Will work, if encompassed before entering Qastril. ('Enc X')

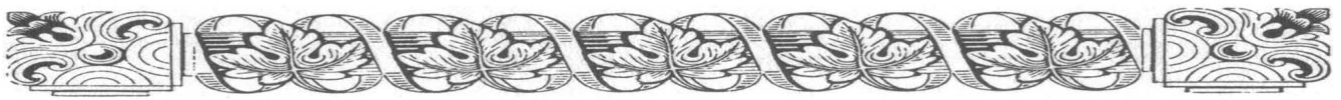
Unassailable Intellect - Can be cast and re-encompassed as normal.

Virtuous Blade of Motholam - Can be cast and re-encompassed as normal.

H) Character Details

The pages that follow immediately are the notes that accompany each of the characters. **Dorbaneth** is a GMC, but for ease of reference (and to cater for the possibility that he might come more directly into play at the end) he has notes and a sheet in the same style as the other expedition members. Nonetheless, retain his following details (next page) as part of this stapled section rather than loose with the pages that follow.

¹ For the pedants amongst you, this spell does work once in many subworlds, but just **not** in Qastril.



Dorbaneth the Sage (GMC)

"Let us stride boldly forth to the mutual profit of all. My researches show much is to be gained, and I have every faith in your abilities."

Public Persona

Dorbaneth is a leader, a forceful character, and veteran and organizer of many perilous adventures from which he has always returned richer or wiser (as have most of his employees). He brooks no insubordination, and remains aloof from his employees, but is scrupulously fair in their treatment.

Background

He hides his megalomania with astonishing skill. He is fully aware that the Tomb is likely to be a place of deadly peril. Still, as long as he survives (and a couple of porters survive for the treasure) he does not care. He is not *totally* cold-blooded, and will pay any survivors as per their contract. (He believes he can trust them not to go blabbing and spoil his reputation as a wonderful employer.) The death rate amongst his employees has often been a lot higher than is commonly realized. (He pays survivors well to keep this quiet, replacing missing group members with stooges, or inventing reasons why they have left town – such as retiring to some distant land with their newly acquired wealth.) Dorbaneth was once a magician of great potency, a master of his art, but was discovered conspiring against his fellows (in order to enhance his own position). As punishment, he was stripped of his magical abilities. The tale about his restriction to knowledge-based magic is just part of his story to explain why he does not cast regular spells. His will was so strong that he escaped his confinement, and traveled across the world, seeking some way to resume his spell-casting powers. He failed, but managed to accumulate magical items that have gone some way to replacing his lost spells. Nonetheless, this is not sufficient for him, and he has turned to the study of demons.

Goals

To recover the Staff of Gomoshan so that he can summon demons to his employ and (since he continues to age, albeit slowly) so that he can become a powerful and immortal demonist.

What He Thinks of the Others

It would be good if *Wodderman* survives, as creating a sturdy and loyal vat-creature is hard work. If the head can be recovered then the matrix might be salvaged and re-used. The creature has already been rebuilt five times from the fractured body parts of predecessor. *Haldalank* bears watching, but is clearly just an idealistic fool. Everyone on the expedition is in some way indebted to Dorbaneth, which in most cases was a position he clandestinely maneuvered them into. He trusts their self-interests will keep them from suspecting his ulterior motives.

Tweaks

Subworld, demon, warlock? I am confused as to your meaning! - If he is ever accused of dealings with demons or their worshippers, he may use his Wherewithal pool to back up his Imposture or Rebuff when denying such claims.

Magic Items:

Amulet of Unfailing Nourishment (3 charges remaining. No cost)

Bracelet of Mental Fortitude – Allows him to cast the Unassailable Intellect (see below) upon himself, for the cost of 1 point from his Magic pool.

Drumphilo's Illuminatory Wand (7 charges remaining – each unerringly casts Drumphilo's Adequate Illumination, at the cost of 1 point from his Magic pool.)

Laccoddel's Rune - tattooed upon his chest - this repels all spells and magical effects. (No cost.)

Ring of Demoniactal Influence – This item allows him to cast the spell 'Gomoshan's Demoniactal Presence' (see below) for 1 point from his Magic pool. It functions without failure risk. (He uses this only in dire emergency.)

Ring of Resilience (this item has 7 charges left; each absorbs one injury at no cost.)

Ring of Speed (3 charges left. Each allows him to move as if affected by the 'Spell of the Slow Hour').

Unassailable Intellect

Range: Self, Duration: Day, Difficulty: Straightforward

The first spell or effect that successfully affects the caster's mind will be revoked.

Gomoshan's Demoniactal Presence

Range: Self, Duration: Hours, Difficulty: Complex

Using this magic, the caster takes on the form of a previously declared species of half-man. (In this case a seven-foot tall deodand.) This form is impossible to tell from the real thing in all aspects, including physical strength, vocal tones, and appropriate bestial stench. The spell may be cancelled with a thought. This is particularly useful if under pursuit. One needs merely to disarrange one's attire, roll in the dirt, and lie groaning as if struck down by the creature in its haste, to have a plausible excuse for being there in its path (this will only work a limited number of times)



Ambloraine



Chaneska



Dorbaneth

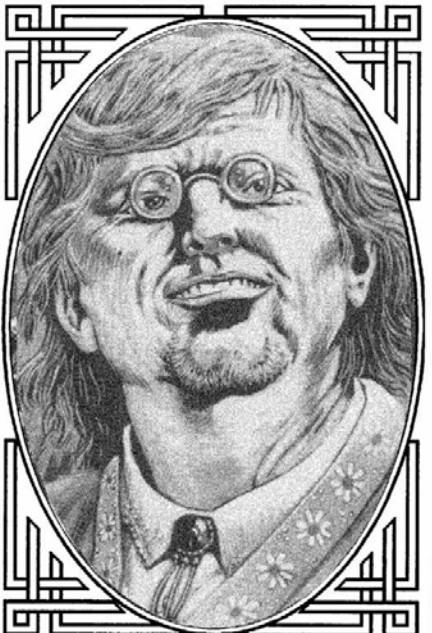


Haldalank

**The
Expedition
Members**



Trivulus



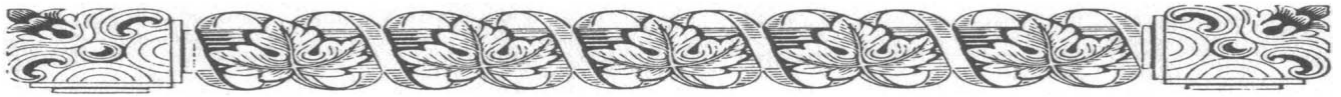
Vicco



Wodderman



Xallops



Chaneska the Kind

"You must be agitated after such energetic sword-play. Sit and rest whilst I apply this poultice to your wounds. I cannot help but admire your aptitude for action, whilst I humbly acknowledge my role as mere supporter of the great."

Public Persona

Devout and compassionate, yet somehow aloof.

Background

You have made a good living using your magical item and spells to pose as a healer favored by one of the old goddesses. This is an elaborate subterfuge. You claim to be collecting revenue only for the construction of a temple to Ethodea in Canal Town, and complain that the long and drawn-out Builders' Strike in Kaiin is holding up the proceedings. In reality you are a master of disguise, and spend all your earnings living the high-life under two distinct alternate personas. Dorbaneth has just informed you that he has known your secret all the time, and that you must now join the forward party of adventurers as a replacement – instead of lingering safely at the back as the party's valued 'healer' as you have in previous adventures with other sponsors. If you refuse, he will not only deny you your share of the treasure (due to your having joined the mission under false pretences), but will also reveal your secret to the public and authorities as soon as he returns to Kaiin. (Alternatively, if you co-operate, he promises that you will retain your treasure shares and secrets.) You have no choice...

NB: Chaneska always pretends she is calling upon Ethodea when she is actually activating one of the charges of her Healing Amulet, or recharging the device. It is recharged in a simple (but time-consuming) ceremony carried out under a full moon.

Goals

To stay alive and claim a hefty share of the treasure so as to support her life of luxury and debauchery. If possible, the fabled Staff of Gomoshan would be a fine thing to sneak off with too. From what you have heard, anyone who owns it would command magics enough to rank them immediately amongst the most powerful magicians of the region.

What She Thinks of the Others

Dorbaneth – A notable magician who is likely to lead this expedition to great success, but utterly ruthless.

Wodderman – A tough and taciturn vat-built bodyguard.

Ambloraine – A haughty and ambitious female magician.

Haldalank – A man of books rather than action, but seems to have a certain nobility of purpose.

Trivulus – A good man to have in the team when combat becomes necessary.

Vicco – Pompous and work-shy, but lacking the roguish flair that would command her respect.

Xallops – Another man of uncertain moral strictures, and probably a worthy ally.

Tweaks

The Surprise Reversal – See Character Sheet (Use 2 points from your Concealment pool)

Important Notes on Chaneska's Abilities

Defense - Dodge: You may use this ability instead of Athletics when you need to move swiftly with no prior warning. (You gain a +1 bonus in a 'No Re-Rolls' situation.)

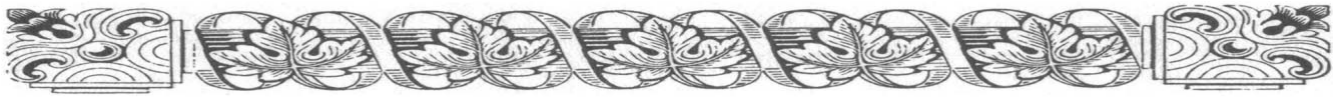
Pedantry: You gain an automatic bonus of +1 if your specialism matches the field of inquiry.

Physician: IS/PS: Heals one injury level.

HBS: Makes patient comfortable, or prolongs their life if Dying (half-hour per remaining Health point).

EF: Makes the patient comfortable.

NB: If the first person fails (providing they do not make a DF roll), a second person may try to 'Physician' someone. However, on any second failure the wound must be considered untreatable.



Chaneska's Spells:

Drumphilo's Adequate Illuminator (1) S

Edan's Cerebral Physic (1) S

Edan's Thaumaturgic Poultice (1) P

Liberation of Warp (1) P

Spell of the Slow Hour (1) P

Spojan's Thaumaturgical Discernment (1) I

NB: Chaneska's spells amount to less than her maximum encompassment potential, so she encompasses all of them every day.

Drumphilo's Adequate Illuminator

Calls forth a fragment of pure light that can be affixed to any non-living object. Strong enough to illuminate a large cave (though only brightly in the central area). Often cast on objects that can be lodged into shuttered lanterns.

Edan's Cerebral Physic

Using this spell, the caster may heal any mental damage that a human being has taken as a result of magic, magical special abilities, or simply through the presence of an otherworld being.

Edan's Thaumaturgic Poultice

This instantly heals all the target's injuries caused by normal physical wounding, poison, or disease. It even restores a lost limb. It does not cure magical injury, poison or disease.

Liberation of Warp

By sudden etheric shock, the Liberation of Warp dispels all active magical effects within 10 yards of the caster. Permanent magical effects, or alterations caused by past spells remain unaffected. Effects produced by a permanent magical item are halted for one minute.

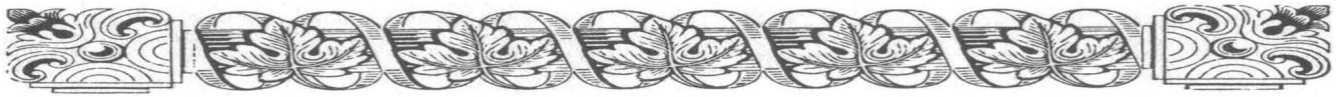
Spell of the Slow Hour

A simple warp alters the rate at which time passes for the caster. They may move three times faster than normal, undertaking three actions in the time it takes others to perform one. In a fight two attacks of the three cannot be opposed, or instead one may fight three opponents without penalty. Other uses include undertaking normal actions at great speed, and winning a footrace with ease.

Spojan's Thaumaturgical Discernment

The target is bestowed with the ability to observe the overlap of the magical realm with the common world. This allows them to discern specific items and areas that are enchanted.

NOTES



Xallops the Archaeologist

“Here is a pretty haul! I recommend that you gather up those shiny baubles of obvious high value, whilst I sift through these worthless over-complex trinkets in the vain hope of some reward.”

Public Persona

Brash, dandy, and eager to avoid unnecessary risk.

Background

Very little is hidden about Xallops. He makes no apology for who and what he is. As part of his original contract with Dorbaneth, Xallops initially assured himself a cushy position as an 'advisor' in the rear guard. However, on one of his own recent expeditions he looted one of the ancient royal tombs along the River Scaum. He thought that he had managed to keep his part in that mission secret, but apparently Dorbaneth knows about it. The penalty for such plundering is death in Prince Kandive's deodand pits, and Dorbaneth has just assured him that as long as Xallops 'volunteers' to replenish the numbers of the advance party of this current expedition, his role in that looting will remain hidden. (If he refuses, or if Dorbaneth does not return to Kaiin within three months, certain documents will be sent to Kandive - which will certainly result in Xallops being executed or having to flee Almery and Ascolais forever. This is not a viable choice, and so Xallops finds himself in the uncomfortable role of 'adventurer'.)

Goals

To stay alive and claim a hefty share of the treasure, preferably including getting his hands on Gomoshan's staff, which is apparently so powerful that mere possession of it would make him a magician ranked amongst the region's greatest.

What He Thinks of the Others

Dorbaneth - Totally unscrupulous mage, posing as a benevolent employee.

Wodderman – Very handy. Perhaps Dorbaneth can be convinced to manufacture a similar bodyguard for him after this expedition is over.

Ambloraine – Quite a lady, but doesn't seem to like him much.

Chaneska – Bears a striking resemblance to a female con-artist he used to know, if only he could remember her name.

Haldalank – A do-gooder and self-righteous magician that believes in a set of laws and values best left to a previous age. Still, it is just possible that Gomoshan was a demonist, so it's probably good that someone in the group knows something about this potential threat.

Trivulus – A right nutcase; I mean, who would volunteer to go first through the doors of underground ruins, or stand at the front when he could be lurking at the back? If Trivulus survives this mission, Xallops will certainly be offering him some work in the future.

Vicco – A cunning man without scruples. Could be a useful ally in future enterprises, and hopefully is redolent with spells for when the hazards begin.

Tweaks

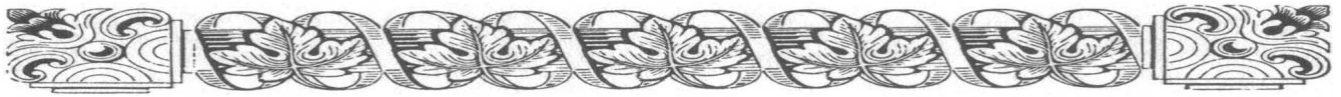
Frantic Motility

Description: You leap and lunge and roll, desperate to stay alive, as a huge foe is trying to swat you like an insect

Benefit: You gain a boon of 1 on your Defense, provided you perform nothing else than actions such as frantically flinging yourself around, running between the creature's legs, etc.

Fate Guards the Inquisitive

Benefit: Invoke this tweak when you suspect a magical hazard and then trigger a magical trap. The first roll you are permitted in defense against it gains a bonus of 1. (Bonus is 2 in a 'No Re-Rolls' situation.) This protection does not extend to your companions.



“The Markings, Thus and So, Seem Oddly Familiar”

You may use your Magic pool as the basis for a second roll after a failed Pedantry roll - in order to try and identify an enchanted object. Even so, only an IS gives the full spectrum of general information.

Important Notes on Abilities

Pedantry: You gain an automatic bonus of 1 if your specialism matches the field of inquiry.

Xallops’ Spells:

Calanctus’ Instant Dispulsion (1) Dg

Charm of Necroptic Inveiglement (1) S

Charm of Untiring Legs (1) P

Edan’s Thaumaturgic Poultice (1) P

Inviolate Attire (1) F

Phandaal’s Instantaneous Translation (1) I

Phandaal’s Mantle of Stealth (1) P

Spell of the Seductive Frontier (1) C

Xallops knows spells equal to his Magic rating and may hold all of them encompassed at the same time.

Calanctus’ Instant Dispulsion

The Dispulsion ends a single magical effect instantly. If this effect is caused by a cast spell, whether simple or complex, the spell is simply cancelled and must be cast again at a later time. If the effect is the result of an enchantment built into an artifact or similar, then it may be only temporarily halted (for a number of minutes equal to the dispeller’s Magic rating).

Charm of Necroptic Inveiglement

Using this unpleasant magic, the caster may encourage a corpse to speak in response to questions of limited complexity, answering in a dull and sinister monotone recreation of the person’s living voice. Certainly it should be of no more than a year old under normal circumstances, though if you roll an IS much older corpses may answer a simple question or two. On all occasions it will only speak in, and respond to questions voiced in, a language with which it was familiar when alive. Due to the nature of the corpse, the caster will need to make a successful Wherewithal roll to ask every question after the first.

Charm of Untiring Legs

As long as the target continues to walk, run, jog, or otherwise locomote, they do not tire. One could effectively run for days, but would eventually lose concentration and stumble, thus ending the spell. At the spell’s end the caster grows as tired as if they had sprinted a hundred yards in heavy clothes.

Edan’s Thaumaturgic Poultice

Instantly heals target’s injuries from normal physical wounding (even a lost limb), and non-magical poison, or disease.

Inviolate Attire

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. Also, when flame or flame-generating spells beset the caster, they gain a boon of 1 to resistance rolls.

Phandaal’s Instantaneous Translation

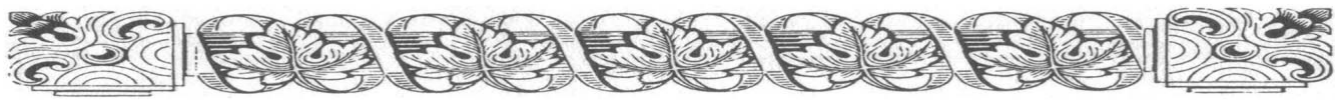
Through use of this spell, a magician can (through simply tapping his fingers upon the surface of an illegible scroll or tome) render any treatise comprehensible. The maximum time over which the spell can work equals the caster’s Magic rating in minutes. Anyone can read the translated document, so time might be saved with a second reader scanning an opposite page.

Phandaal’s Mantle of Stealth

The target and all possessions worn or carried become invisible (but not inaudible or without scent). No shadow or reflection is cast, although the target can see themselves. Living targets may be up to the size of an elephant, and objects up to the size of a large wardrobe. Smoke and fog limit the spell’s effect through indicating vague position.

Spell of the Seductive Frontier

This spell targets a person standing at a threshold he is reluctant to cross. He might find himself before a doorway, at the edge of a trackless forest, on the lip of a treacherous ledge, or even before a chest he is reluctant to open. If the spell succeeds, the target is compelled to cross the threshold, desiring to confront whatever dangers and mysteries wait for him on the other side. The spell only applies to physical thresholds.



Ambloraine the Bright

“Cease appraising me with that glint in your eye, or else you will assuredly find your nether regions blasted with freezing shards!”

Public Persona

A strong-willed female magician, struggling to excel in a male-dominated field.

Background

Ambloraine suspects that more mighty items than the Staff of Gomoshan will be present in the tomb, and is determined to claim at least one for herself. Despite her carefully-manufactured façade of coolness, she is ambitious beyond all else, and determined to rise into the ranks of the region's foremost magicians. Dorbaneth knew her father, and on seeing her aptitude for magic took an interest in her academic progress. After her father's disappearance, Dorbaneth paid the remainder of her (considerable) Scholasticarium tuition fees. He did so with only one stipulation - that one day he would call on her services to assist him in some endeavor. She is now honor-bound to assist him.

Goals

To recover one or more powerful magical artifacts from the tomb - so that her standing as a powerful magician will be substantially increased. If there is any way she can get her hands on Gomoshan's staff, she believes it will make her powerful enough to be ranked amongst the region's mightiest mages.

What She Thinks of the Others

Dorbaneth - A strong-willed seeker of ancient lore and magic.

Wodderman - His master's bodyguard.

Chaneska - This woman has a strange manner about her.

Haldalank - A totally austere man, who seems trustworthy and honorable.

Trivulus - An unusually brave warrior.

Vicco - Exactly the kind of pompous and crafty magician who made her life in the Scholasticarium so difficult, though she never recalls seeing him there.

Xallops - Totally dedicated to his own advancement, yet honest in his own way.

Important Notes on Ambloraine's Abilities

Defense (Dodge): You may use this ability instead of Athletics when you need to move swiftly with no prior warning. (You gain a +1 bonus in a 'No Re-Rolls' situation.)

Magic (Insightful): You may use this ability as if it were 'Perception' when attempting to intuitively understand the nature of a magical item.

Pedantry: You gain an automatic bonus of +1 if your specialism matches the field of inquiry.

Physician: IS/PS: Heals one injury level.

HBS: Makes patient comfortable, or prolongs their life if Dying (half-hour per remaining Health point).

EF: Makes the patient comfortable.

NB: If the first person fails (providing they do not make a DF roll), a second person may try to 'Physician' someone. However, on any second failure the wound must be considered untreatable.

The Blue Concentrate Projector

Ambloraine has a secret magical item that she keeps reserved only for absolute emergencies. Only two charges remain. The previous applications have saved her life, and she won't use the last ones frivolously. It is a brass tube slightly larger than a cigar, and covered in sorcerous sigils. It appears to be hollow; but when you blow forcefully through one end it projects a thin spray of magical blue oily liquid in a cone 30ft long and 15ft wide. Any living being caught in this spray is inflicted with terrible burning pains and can do nothing other than writhe and scream for several minutes.

Tweaks

Resistant to Unnatural Coercion (Magic: Forceful) - See Character Sheet.

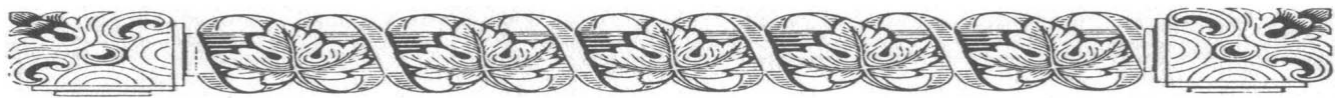
Ambloraine's Spell Encompassment

Ambloraine's player must choose which 3 points of spells Ambloraine does **not** wish to encompass. (She has insufficient Magic rating to encompass all of the spells that she knows at the same time.) You will see that there are 15 points worth of spells on the short list below. After reviewing the spells, choose which 3 points she will **not** encompass. Then, place a tick on the character sheet next to each spell **that IS** encompassed.

Ambloraine's Spells

Archemand's Unlikely Self-Restraint (1) F

Drumphil's Adequate Illuminator (1) S



Calanctus' Substantive Guardian (1) Dg
Edan's Thaumaturgic Poultice (1) P
Excellent Prismatic Spray (1) P
First Retrotropic (1) P
Gilgad's Instantaneous Galvanic Thrust (2) P
Liberation of Warp (1) P
Omnipotent Sphere (1) P
Phandaal's Critique of the Chill (1) P
Phandaal's Repudiation of Curses (1) C
Spell of Dissolution (1) P
Spojan's Thaumaturgical Discernment (1) I
Unassailable Intellect (1) S

NB: *Ambloraine must choose which 3 points of spells **not** to encompass. Note that Gilgad's IGT is a 2-point spell.*

Archemand's Unlikely Self-Restraint

The target's own clothes and other appurtenances tangle them in the most effective way possible. After one round, the victim may attempt to break free by building a tally using Quick Fingers, Strength or Athletics, with the level of the tally determined by the GM according to the effectiveness of the binding. Victims will be left disheveled and embarrassed.

Drumphilo's Adequate Illuminator

Calls forth a fragment of pure light that can be affixed to any non-living object. Strong enough to illuminate a large cave (though brightly only in the central area). Often cast on objects that can be lodged into shuttered lanterns.

Calanctus' Substantive Guardian

If encompassed, this spell 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 magic to strike. When the warden is activated, roll a D6 with no chance of re-roll. On a regular Failure (2-3) both spell and warden are neutralized in a burst of brilliant light. On a DF (1) the neutralization produces intense heat as well, burning the target's clothing. On any Success (4-6) the neutralization involves the production of a pleasant chime, audible only to the target. (And the spell remains in force.)

Edan's Thaumaturgic Poultice

Instantly heals target's injuries from normal physical wounding, and non-magical poison, or disease. It even restores a lost limb.

Excellent Prismatic Spray

Hundreds of multicolored threads of magic flame burst from the caster's fingertips. These rip through any single living target, instantly killing any being smaller than a whale. Less effective on non-living matter it still cuts through armor like soft butter.

First Retrotropic

This spell changes magically altered objects back to their original forms. For instance, if his companion was turned to stone, or struck by an enfeebling enchantment, the magician could instantly reverse such an unfortunate circumstance.

Gilgad's Instantaneous Galvanic Thrust

A mighty bolt of lightning unerringly strikes any target in sight and proximity. It electrifies and slays unprotected humans and half-men, and any other being smaller than an ox, and smashes objects unprotected by magic to splinters.

Liberation of Warp

By sudden etheric shock, the Liberation dispels all active magical effects within 10 yards of the caster. Permanent magical effects, or alterations caused by past spells remain unaffected. Effects produced by a permanent magical item are halted for one minute.

Omnipotent Sphere

A skin-tight bubble of impenetrable force around the caster and all worn or carried possessions. The force may be expanded into a sphere of 4 yards diameter, which can push physical objects away from the caster. The sphere protects against physical damage, spells and enchanted items. The caster remains vulnerable to environmental effects (such as fire or drowning) and disease.

Phandaal's Critique of the Chill

Makes an area up to 20yds in diameter (and 5 yds high) comfortably warm and dry. It will resist mundane blizzards, rainstorms, and the coldest weather. But does not resist magical cold or heat.

Phandaal's Repudiation of Curses

Acts as a barrier to any and all curses targeted at the caster at a specific time. (By imposing effective countercurses that nullify the effects.) Resist as normal with Magic rating.

Spell of Dissolution

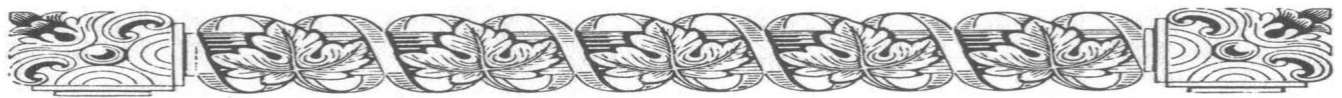
This spell removes unliving objects (up to the size of a dead rhinoceros) by instantly transforming them to dust. It dissolves only a single discrete target, such as a boulder or door, but not a section of rock wall.

Spojan's Thaumaturgical Discernment

The target is bestowed with the ability to observe the overlap of the magical realm with the common world. This allows them to discern specific items and areas that are enchanted.

Unassailable Intellect

If this spell is encompassed, the first aggressive spell, or magical effect, that successfully affects the caster's mind will be revoked.



Haldalank the Witch-Chaser

“One does not rush ill-advisedly into confrontation with a demon. Much is to be gained by thoughtful deliberation and adequate research before even contemplating such measures.”

Public Persona

An eccentric and enigmatic person, with the unusual hereditary profession of 'Witch-Chaser'.

Background

He poses as an absent-minded man of the cloth - who pursues witch-finding as a hereditary duty rather than through moral conviction. But he is secretly an agent for the anti-demonic underground organization 'The Green Legion'. One of the Legion's spies discovered some time ago that Dorbaneth was researching the legendary demonist Gomoshan, and Haldalank gradually insinuated himself into Dorbaneth's confidences. As part of his guise, he emphasizes his academic interest in things demonic (rather than any practical wish to take the risks involved in an active crusade against the dark forces). He has led Dorbaneth to believe that he (Haldalank) sees no major problem in people using magical items that have demonic connections.

Goals

Eventually Dorbaneth revealed (confirmed) to Haldalank his plan to raid Gomoshan's Tomb, and invited him along. (A great break for the Green Legion.) In order to continue his subterfuge as a trusting associate, Haldalank agreed (with realistic reluctance) to be part of the advance party of the mission. Haldalank hopes that Gomoshan's influence is long over, and all they will find is a few traps and some valuable plunder. However, if demonic beings or magic are found, Haldalank is prepared to stop at nothing to either eradicate the threat or return to Kaiin to alert the Legion. He is also alert for the chance to gather evidence about Dorbaneth's plans and/or his involvement with demonic entities. However, he will **not** reveal his true identity or mission under any circumstances except the absolute gravest. (He cannot trust his associates not to value their own gains higher than the chance to eradicate demons.)

What He Thinks of the Others

Dorbaneth - This wealthy magician poses as a fair and just man, but the agents of the Green Legion suspect him of trifling with demonism and even necromancy. However, his exact magical potency is unknown, and so Haldalank would not like to tangle with him unless absolutely necessary.

Wodderman - Dorbaneth's vat-creature is an unknown entity - possibly it has demonic blood in its veins, or maybe it is just another unwitting tool of the evil Dorbaneth.

Ambloraine - She is clearly a courageous woman, if somewhat ambitious.

Chaneska - A shirker hiding behind what is probably a façade of religious allegiance.

Trivulus - An odd individual, but nonetheless possessing an unusually refreshing sense of honor.

Vicco - A fop, but one with reasonable skill in the art of wizardry. Might prove reliable at a pinch.

Xallops - This jovial tomb robber defies analysis, his façade of amiability being virtually impenetrable.

Important Notes on Haldalank's Abilities

Magic (Studios): In a 'No Re-Rolls' situation, if you fail a Pedantry roll whilst attempting to recall information about a magical item or being, you may make a second roll using your 'Magic (Studios)'.

Pedantry: You gain an automatic bonus of +1 if your specialism matches the field of inquiry.

Physician: IS/PS: Heals one injury level.

HBS: Makes patient comfortable, or prolongs their life if Dying (half-hour per remaining Health point).

EF: Makes the patient comfortable.

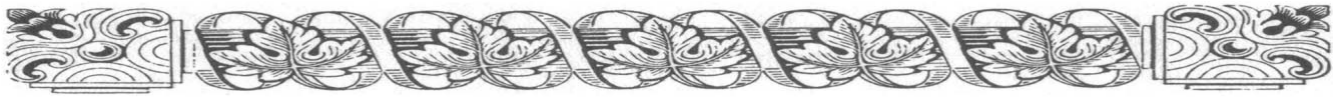
NB: If the first person fails (providing they do not make a DF roll), a second person may try to 'Physician' someone. However, on any second failure the wound must be considered untreatable.

Tweaks

Ethereal Ennui (Magic: Daring) - See Character Sheet. (Essentially, he is inured to the fear-inducing effects of creatures that manifest from other dimensions, having seen more than a few in his time.)

Haldalank's Encompassment

Haldalank's player must choose which 3 points of spells the witch-finder does **not** wish to encompass. (He has insufficient Magic rating to encompass all of the spells that he knows at the same time.) You will see that there are 13 points worth of spells on the short list below. After reviewing the spells, choose which 3 points are not encompassed. Then, place a tick on the character sheet next to each spell **that IS** encompassed.



Haldalank' s Spells:

Calanctus' Immanent Splendor (2) Dg
Calanctus' Instant Dispulsion (1) Dg
Calanctus' Substantive Guardian (1) Dg
Edan's Thaumaturgic Poultice (1) P
Excellent Prismatic Spray (1) P
Malakan's Silver Skin (1) Dg
Morreion's Immediate Impulsion (1) Dg
Phandaal's Primary Dissolution (2) F
Simbilis' Righteous Mantle (1) I
Thasdrubal's Doughty Resolution (1) Dg
Virtuous Blade of Motholam (1) Dg

*NB: Haldalank must decide which 3 points of spells **not** to encompass. Note that two spells are 2-point spells.*

Calanctus' Immanent Splendor

The caster bursts into a powerful radiance. This is extremely painful and damaging to demons: causing burns as if exposed to fire on 40% of their bodies every round. (For half-men and human worshippers of demons the damage is as if 20% of their bodies were exposed to flame.) The sufferers may try and get behind objects (or others) and therefore suffer less.

Calanctus' Instant Dispulsion

The Dispulsion ends a single magical effect instantly. If this effect is caused by a cast spell, whether simple or complex, the spell is simply cancelled and must be cast again at a later time. If the effect is the result of an enchantment built into an artifact or similar, then it may be only temporarily halted (for a number of minutes equal to the dispeller's Magic rating).

Calanctus' Substantive Guardian

If encompassed, attacking magic on the magician's person activates this spell. It reacts to the first magic to strike. Roll a D6 with no re-roll. On EF/QF (2-3) spell and warden are neutralized in a burst of brilliant light. On a DF (1) the neutralization produces intense heat, burning one's clothing. On a Success (4-6) the neutralization produces a pleasant chime, audible only to the target. (And the spell remains.) Also on a success, the originator of the attack becomes clear to the targeted magician.

Edan's Thaumaturgic Poultice

Instantly heals target's normal physical injuries, and non-magical poison, or disease. It even restores a lost limb.

Excellent Prismatic Spray

Hundreds of multicolored threads of magic flame burst from the caster's fingertips. These will rip through any single living target, instantly killing any living being smaller than a whale. Though less effective on non-living matter it still cuts through armor like soft butter, retaining sufficient force to slay the person within.

Malakan's Silver Skin

Turns caster's skin to flexible shining metal. Sufficient force will still knock the caster over, but is unlikely to cause harm. The magician might still be suffocated, drowned, or burned in a furnace. On any successful attack on the caster, the caster rolls his Skin's Health ability (pool of 10) rather than his own. Only when the skin is "killed" do successful attacks reach the caster's own Health pool. If the skin rolls an IS, any weapon that hits, but does not injure the skin's Health Pool, breaks.

Morreion's Immediate Impulsion

Caster can teleport up to a number of yards equal to double their Magic rating, even if a physical obstruction is in the way. Normally the caster will only teleport in line of sight, or if they are certain there is a space beyond any obstruction.

Phandaal's Primary Dissolution

Brings elemental forces to bear to seal any dimensional rift that is in the vicinity of the caster. Smaller or long-forgotten gaps between dimensions have a minimal Magic rating to resist this. However, if a portal is known it may have a higher defensive rating or be protected. Entities with magical powers that are guarding a portal can also try and resist this effect.

Simbilis' Righteous Mantle

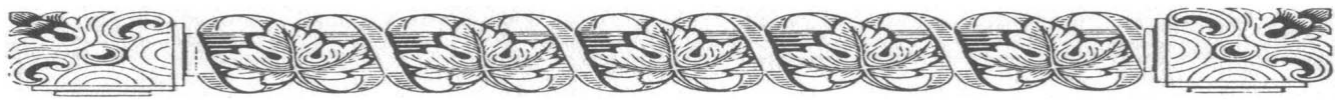
Gives the caster (or target) a protective aura that resists demonic magic (including special abilities). The beneficiary of this considers EF's to be HBS's for all resistance rolls. The only visible evidence is a faint golden glow around the recipient. However, as demonic magic interacts with this shield, the defensive magic flashes with coruscating gold and silver sparkles.

Thasdrubal's Doughty Resolution

The effect of this magic is to change all EF's into HBS's when making Wherewithal rolls.

Virtuous Blade of Motholam

The caster calls forth an enchantment upon any bladed weapon. This weapon now ignores all innate demonic protections and all defensive effects of subworld magic. In essence it is free to hack into demonic flesh unimpeded. For the duration of combat the blade is also effectively unbreakable - being vulnerable only to the mightiest of magics. Should no such defensive magics exist simply apply a boon of 1 to all physical attacks.



Captain Raquire Trivulus

“I shall make a flanking movement and attack the creature by surprise. You two distract its attention, and you with the club follow me. Why do you all hang back with such bemused looks upon your faces?”

Public Persona

An unusual, anachronistic, solder-adventurer; an odd character who a few years ago was catapulted into this lackadaisical era from a previous aeon by a magician enemy of Trivulus' warlord employer.

Background

Trivulus really is who and what he says he is – a man from the past who craves danger, excitement and treasure. In this effete age he is almost unique as a career mercenary, and has hired himself out to several expeditions. However, recently he was involved in a fracas in which one of the city vigils impugned his honor. In the heat of the moment combat ensued and the vigil was slain. Unsurprisingly, Trivulus found himself in the Prince's cells, awaiting a fatal appointment with the deodand pits. Fortunately, Dorbaneth is on good terms with Flolad of Odkin Prospect, who in turn has the Prince's ear. Hence, Dorbaneth was able to have his pick of those in the cells for this expedition. Trivulus has been promised a full pardon and a share of any spoils if he takes full part in the expedition.

Goals

He enjoys the thrill and rewards of such escapades and perhaps eventually he will have enough money to settle down and open an Inn at Azenomei. But for now – on with the plundering!

What He Thinks of the Others

Dorbaneth - A stern man and a good leader. Clearly he has hidden plans for the expedition, but Trivulus really doesn't care what they are.

Wodderman – Looks like he'd be handy in a fight, but rather strange.

Ambloraine – Female magicians are not to be trusted, and this one is very aloof.

Chaneska – Female healers were common in his day, although this one seems peculiarly vague as to the precepts of her organization.

Haldalank – More of an academic than a crusader, still he seems handy with a sword.

Vicco – Typically effete wizard of the kind that was far too common in Trivulus' day, and apparently still is.

Xallops – A smooth-talking dandy who should be clapped onto the treadmill for a few years to beat some sense into him.

Important Notes on Trivulus' Abilities

Attack - Speed: You may use this ability instead of Athletics when you need to move swiftly with no prior warning. (You may also get a bonus in a 'No Re-Rolls' situation.)

Defense - Sure-Footedness: You may use this ability instead of Athletics when you need to move whilst maintaining your balance. (You gain a +1 bonus in a 'No Re-Rolls' situation.)

Pedantry: You gain an automatic bonus of +1 if your specialism matches the field of inquiry.

Physician: IS/PS: Heals one injury level.

HBS: Makes patient comfortable, or prolongs their life if Dying (half-hour per remaining Health point).

EF: Makes the patient comfortable.

NB: If the first person fails (providing they do not make a DF roll), a second person may try to 'Physician' someone. However, on any second failure the wound must be considered untreatable.

Tweaks

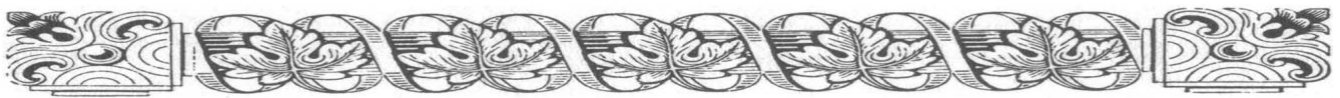
(See also details on Character Sheet)

The Bigger They Are: For one point from Athletics pool he negates any disadvantage (up to +1 bonus/penalty) in combat with a much larger or stronger opponent. Lasts for a feat; leaves him exhausted for several rounds.

Lightning Thrust: For one point from his Attack pool he can either go first in any exchange of weapon blows, draw a weapon instantaneously, or gain +1 on any single attack roll.

Always Wary of the Trap: For one point from his Perception roll, he can gain a +1 on any resistance roll that must be made after activating a trap. (This equates with an enhanced state of readiness.)

Trivulus' Encompassment



Trivulus doesn't know many spells; only enough to fill his encompassment quotient. Thus 'Trivulus' player does not need to choose which spells to encompass; he encompasses them all.

Trivulus' Spells:

Calanctus' Instant Dispulsion (1) Dg

Calanctus' Substantive Guardian (1) Dg

Charm of Brachial Fortitude (1) P

Edan's Thaumaturgical Poultice (1) P

Spell of the Slow Hour (1) P

Lugwiler's Resilient Overskin (2) Dg

NB: Trivulus knows no other spells, and simply encompasses all of these.

Calanctus' Instant Dispulsion

The Dispulsion ends a single magical effect instantly. If this effect is caused by a cast spell, whether simple or complex, the spell is simply cancelled and must be cast again at a later time. If the effect is the result of an enchantment built into an artifact or similar, then it may be only temporarily halted (for a number of minutes equal to the dispeller's Magic rating).

Calanctus' Substantive Guardian

If encompassed, this spell 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 magic to strike. When the warden is activated, roll a D6 with no chance of re-roll. On a regular Failure (2-3) both spell and warden are neutralized in a burst of brilliant light. On a DF (1) the neutralization produces intense heat as well, burning the target's clothing. On any Success (4-6) the neutralization involves the production of a pleasant chime, audible only to the target. (And the spell remains in force.) Also on a success, the originator of the magic in question always becomes instantly clear to the targeted magician.

Charm of Brachial Fortitude

The target temporarily gains prodigious strength, sufficient to lift a heavy boulder, demolish a small building, push over a set of pillars, or deal out several flattening combat strikes.

Edan's Thaumaturgic Poultice

This instantly heals all the target's injuries caused by normal physical wounding, poison, or disease. It even restores a lost limb. It does not cure magical injury, poison or disease.

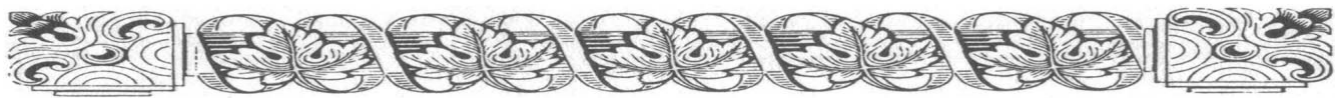
Spell of the Slow Hour

The caster may move three times faster than normal, undertaking three actions in the time it takes others to perform one. In a fight two attacks of the three cannot be opposed, or instead one may fight three opponents without penalty. Other uses include undertaking normal actions at great speed, and winning a footrace with ease.

Lugwiler's Resilient Over-Skin

This spell creates a thick barrier of air around the caster's body at the distance of a foot or two. This will stop ordinary missiles and blows. In the case of considerably larger missiles, unless the caster rolls an IS, they may be knocked down or pushed aside (but not injured). The caster remains susceptible to fire and asphyxiation, or may be trapped through having his path blocked by immovable objects. Magical weaponry that needs to move toward the beneficiary of this spell and physically hit is also blocked.

Notes



Vicco the Lumarthi

"I am a man of magic not some spear-wielding lackey. My singular talents would be wasted thrusting forward into the darkness when foes and hazards are hidden in the gloom."

Public Persona

A self-interested dilettante with a taste for adventure (and an even greater taste for decadence).

Background

Vicco pretends he is from one of the old families of Lumarth - in order to gain some legitimacy amongst the upper ranks of Kaiinese society and the magicians worthy of cultivating relationships with. He comes not from Lumarth but from Erze Damath near the Silver Desert, and originally went by a different name. A few years ago he escaped with most of the loot from a daring robbery in that city, and traveled to Kaiin to avoid the attentions of those who expected a share. After completing a magical education at the Scholasticarium, he lived the high-life for a while, and now owes a lot of terces to people of an unforgiving nature. In fact, his unwise investments and unfortunate recent losses had recently found him imprisoned in the debtors' gaol, awaiting trial and a rather unhappy fate (since he had no means to repay his debts). Dorbaneth bailed him out and paid off his debtors, and in return Vicco must accompany the expedition as a primary member.

Goals

Dorbaneth has promised that if he performs well, Vicco will also be granted a full share of the treasure. Thus, Vicco wishes to survive this expedition and replenish his funds. If he can also avail himself of some choice magical items, or recover some forgotten spells - so much the better. (Especially if nobody sees him doing so!) If there is any way he can acquire Gomoshan's Staff, he believes that this item is so powerful that he will instantly become as potent as any of the region's most potent magicians.

What He Thinks of the Others

Dorbaneth – Hopefully this man knows what he is doing, and this expedition will lead to great profit for all. However, you have to wonder if he is really going to allow the other magicians in the expedition to make off with any lost spells that they recover.

Wodderman – Better not to get on the wrong side of this man-mountain! (The right side being behind him when the fighting starts!)

Ambloraine – An intriguing woman. Doesn't seem to like Vicco much though.

Chaneska – They are lucky to have her, as powerful healers are few and far between these days.

Haldalank – Just the kind of guy Vicco really doesn't get along with, still he will be good to have around if they do come across any kind of demonic threat.

Trivulus – Another good man to stand behind when the fighting starts.

Xallops – A jovial rascal. In other circumstances perhaps they could perhaps be friends.

Important Notes on Vicco's Abilities

Pedantry: You gain an automatic bonus of 1 if your specialism matches the field of inquiry.

Tweaks

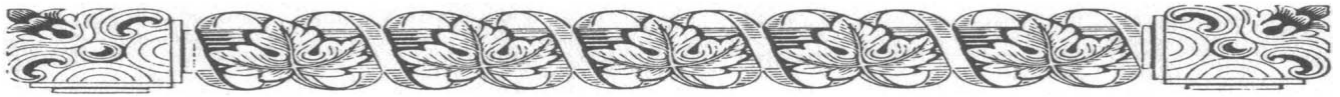
Torrent of Supplication (Persuade: Glib) – See also Character Sheet. Each exchange (the whole attempt) in which you gain the bonus, costs 1 point from your Persuasion pool.

Vicco's Spell Encompassment

Vicco's player must choose which 3 points of spells he does **not** wish to encompass. (He has insufficient Magic rating to encompass all of the spells that he knows at the same time.) You will see that there are 13 points worth of spells on the short list below. After reviewing the spells, choose which 3 points are not encompassed. Then, place a tick on the character sheet next to each spell **that IS** encompassed.

Vicco's Spells:

Advantageous Aerostatic Association (1) Dv
Calantus' Substantive Guardian (1) Dg
Drumphilo's Adequate Illuminator (1) P
Edan's Thaumaturgical Poultice (1) P
Excellent Prismatic Spray (1) P
First Retrotropic (1) P
Gilgad's Instantaneous Galvanic Thrust (2) P
Liberation of Warp (1) P



Personal Phantasm (2) C

Phandaal's Instantaneous Translation (1) I

Spell of the Slow Hour (1) P

Spojan's Thaumaturgical Discernment (1) I

Tchanfen's Disintegrative Application (1) I

NB: *Vicco must choose which 3 points of spells **not** to encompass. Note that two spells are 2-point spells.*

Advantageous Aerostatic Association

Someone with this spell encompassed can float with limited personal guidance (dependent on wind strength and the duration of descent) towards a safe landing. The advantage of this spell over other flight magic is that one need not be upright, prepared, or even in co-ordinated control of one's movements, in order to activate its effect.

Calanctus' Substantive Guardian

If encompassed, attacking magic on the magician's person activates this spell. It reacts to the first magic to strike. Roll a D6 with no re-roll. On EF/QF (2-3) spell and warden are neutralized in a burst of brilliant light. On a DF (1) the neutralization produces intense heat, burning one's clothing. On a Success (4-6) the neutralization produces a pleasant chime, audible only to the target. (And the spell remains.) Also on a success, the originator of the attack becomes clear to the targeted magician.

Drumphilo's Adequate Illuminator

Calls forth a fragment of pure light that can be affixed to any non-living object. Strong enough to illuminate a large cave (though only brightly in the central area). Often cast on objects that can be lodged into shuttered lanterns.

Edan's Thaumaturgic Poultice

Instantly heals target's injuries from normal physical wounding, and non-magical poison, or disease. It even restores a lost limb.

Excellent Prismatic Spray

Hundreds of multicolored threads of magic flame burst from the caster's fingertips. These will rip through any single living target, instantly killing any living being smaller than a whale. Though less effective on non-living matter it still cuts through armor like soft butter, retaining sufficient force to slay the person within.

First Retrotopic

This spell changes magically altered objects back to their original forms. For instance, if his companion was turned to stone, or struck by an enfeebling enchantment, the magician could instantly reverse such an unfortunate circumstance.

Gilgad's Instantaneous Galvanic Thrust

A mighty bolt of lightning unerringly strikes any target in sight and proximity. It electrifies and slays unprotected humans and half-men, and any other being smaller than an ox, and smashes objects unprotected by magic to splinters.

Liberation of Warp

By sudden etheric shock, the Warp dispels all active magical effects within 10 yards of the caster. Permanent magical effects, or alterations caused by past spells remain unaffected. Effects produced by a permanent magical item are halted for one minute.

Personal Phantasm

Though completely a creature of magic with no spirit of its own, it resembles the caster exactly and exerts similar weight, heat, and sound. The caster motivates it with his will; thus it can never pass completely beyond his sight. The caster sees through its eyes, hears through its ears and may speak through its mouth. It has all the abilities of the caster (save it does not have magic) and may attack, defend and other wise substitute for the caster. Note that sudden distractions such as explosions or bursts of vicious magic may cause the caster to loose concentration as he instinctively ducks for cover - causing the phantasm to disperse.

Phandaal's Instantaneous Translation

Through use of this spell, a magician can (through simply tapping his fingers upon the surface of an illegible scroll or tome) render any treatise comprehensible. The maximum time over which the spell can work equals the caster's Magic rating in minutes. Anyone can read the translated document, so time might be saved with a second reader scanning an opposite page.

Spell of the Slow Hour

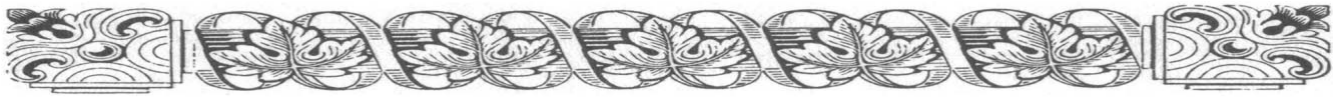
A simple warp alters the rate at which time passes for the caster. They may move three times faster than normal, undertaking three actions in the time it takes others to perform one. In a fight two attacks of the three cannot be opposed, or instead one may fight three opponents without penalty. Other uses include undertaking normal actions at great speed, easily winning a footrace.

Spojan's Thaumaturgical Discernment

The target is bestowed with the ability to observe the overlap of the magical realm with the common world. This allows them to discern specific items and areas that are enchanted.

Tchanfen's Disintegrative Application

Every non-living/non-magical thing within a cone-shaped field out to 10ft before the caster's eyes is disrupted into its subatomic components, and essentially disintegrated. The spell affects rock, wooden furniture, clothes, toenails, and hair.



Wodderman the Robust

"If Dorbaneth asks you to be quiet, then you best be quiet. Or do you want to have a very short conversation with my good friend Mr Club?"

Background

Wodderman has recently become aware that he is not actually a favored long-term assistant. He is only the latest in a line of 'Woddermans', all of whom have served Dorbaneth until death (usually a violent and painful death) claimed them. Then they have been reconstructed in Dorbaneth's vats – for the renewed sole purpose of protecting the magician from harm without a thought for their own safety. Why 'this' Wodderman is suddenly uncomfortable with this state of affairs – or even conscious of it – is probably a flaw that has developed in the vat matrix. Until he is absolutely sure that a safe opportunity to rebel is at hand (or it looks like his own life is in immediate jeopardy), he will maintain the illusion of absolute loyalty, even to the point of engaging in normally hazardous activities – for which he has no particular fear. If Dorbaneth has ordered him to now take active duty with the advance party of this mission, he will pretend to obey this order with goodwill – at least for the time being.

What He Thinks of the Others

Dorbaneth - As 'Background', plus he observes that his master is callous, cruel, ambitious, and consorts with demons.

Ambloraine – A fine and noble lady.

Chaneska – A holy person worthy of respect.

Haldalank – A dour and intense individual.

Trivulus – A brave warrior.

Vicco – A crafty magician.

Xallops – A skilful explorer.

Important Notes on Abilities

Attack - Strength: You may use this ability instead of Athletics for feats requiring brute strength, such as lifting weights or climbing. (You gain a +1 bonus in a 'No Re-Rolls' situation.)

Defense - Parry: If you lose your parry item, all rolls are at a penalty of 1. (Effectively you are forced to use Dodge, and are less good at this way of defending yourself.)

Tweaks:

Brute Force (Attack: Strength) – Wodderman can spend a point from his Attack pool to smash down doors or heft heavy objects. This is less powerful than his magical benefit to activate the Charm of Brachial Fortitude, and uses points from a different pool, but is otherwise very similar in effect.

The Bigger They Are, the Harder They Fall (Athletics) – For the cost of one point from his Athletics pool, Wodderman can negate the advantage (bonus or boon, or applied penalty or levy) that a much larger or much stronger creature would normally have, or apply, due to this much greater strength or size. This lasts for just one feat/combat etc, and leaves him exhausted for an equal number of rounds

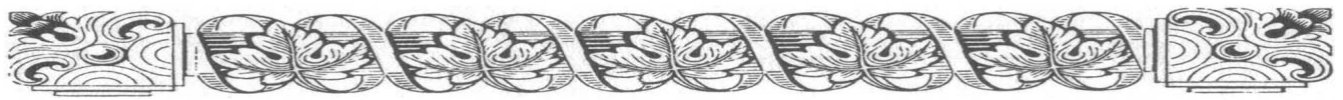
Magical Benefits:

See Character Sheet

Magic Items:

Enchanted Club: He carries a club that is actually a demonic entity bound into this shape (although he has no idea of its exact nature). This gives him a bonus of 1 to all attack rolls and is also virtually unbreakable. Wodderman calls it 'Mr Club'.

* Wodderman has only one character notes page and this is it.



Information for Players

Hand Out a Copy of this (3 STAPLED PAGES, pp22, 23, & 24) to each Player with their Character Sheet and Character Notes.

Adventuring in the Dying Earth

This scenario is set in the world of Jack Vance's original Dying Earth stories - particularly *Turjan of Miir*, *Mazirian the Magician*, *T'sais*, and *Liane the Wayfarer*. This is a harsh milieu with little pity for the weak and unfortunate, but sometimes much reward for the bold. (Although caution is certainly a watchword to be conscious of.) Turjan-Level play is different from Cugel-Level. Humor is likely to be cold, cynical or black, rather than of a style that evokes guffaws. However, it is possible that wry amusement may on occasion be appropriate.

Adventure Introduction for PCs

Dorbaneth the Sage has recruited each of you as members of the advance party of an expedition. This famous leader of expeditions has emerged from the seclusion of his manse some distance down the Derna Road for a project apparently taking place almost on his doorstep. Each of you has been told that Dorbaneth is confident of having discovered near Kaiin, the tomb of a centuries-dead magician named 'Gomoshan the Magnificent'. Dorbaneth demands only one specific item: 'Gomoshan's Staff'. The rest of the treasures are to be equally divided, or sold and the proceeds shared out - if an amicable agreement cannot be made.

Today is mild, and the air is crisp, as you converge at the edge of Kaiin's famous Market Place. (Dorbaneth has specified your arrival to coincide with first light.) You regard your companions with suspicion: are they likely to be staunch allies or petty rivals? Good sense suggests that you aid each other to the best of your abilities, but only time will tell who will be trustworthy and who will sacrifice honor for personal gain. Each of you occasionally looks out across the wide River Derna adjacent to the market place. Beyond it stands the ancient and ruined (but still imposing) Conizio Wall. Originally this was a defensive work, but now serves only as a bulwark between the true city and the offensive ruined and beggar-inhabited city Fringe, beyond which lies the further expanse of unpopulated deadly ruins known by the somewhat deceptively quaint title of the 'Old Town'.

Since Dorbaneth has asked you to meet here, has supplied no riding beasts, and has not said to prepare for a trip, it seems certain that the Old Town is the destination. You can only presume, nay hope, that

Dorbaneth has found some way of by-passing the fearsome manbeast of the Old Town: Chun the Unavoidable.
*NB: Before play commences each character will have the chance to purchase **small useful items** from the market. Bear in mind that no complex goods are available this early in the morning. The GM will vet any and all suggested purchases so add them to your character sheets only in pencil!*

Common Knowledge

Dorbaneth the Sage

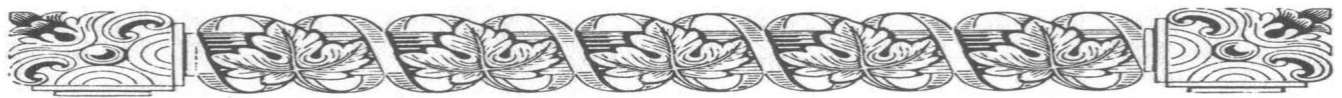
He has run numerous previous expeditions, but has been in retirement for several years. Once, adventurers and explorers used to queue up to join his expeditions, and many returned with fabulous wealth and amazing magical artifacts. He is known as a strict but fair employer, who does not deign to enter into social interactions with his employees. His mastery of magic is high, although as a sage his spells tend to be for knowledge collection and enhancement not for destruction. He leaves combat magic and other less refined enchantments to his assistants.

Gomoshan

Once a powerful magician associated with Kaiin long before its present incarnation. So many rumors exist that you have no idea whether he was merely a powerful eccentric, a worldly mage, or a crazed demonist. He definitely resided in the Almerly region and spent time in Kaiin (or whatever name the city had almost a thousand years ago), but nobody has been able to reliably claim to know the location of his final resting-place, until now.

Kaiin's Old Town

A large expanse of crumbling ruins, toppled pillars, broken statuary, and moss-choked terraces that stretch north of the city's Fringe district. It is hedged in between the bay and the Porphirion Scar. The Old Town used to be relatively popular with the more intrepid treasure-seekers, who braved the dangers of half-men, odd beasts of the ruins, ancient magical traps, ghosts, and forgotten curses. However, since the arrival of Chun some years ago, this place has largely been abandoned for such purposes, though self-styled heroes still regularly attempt (and



fail) to find and slay the formidable Chun. In addition, since losing one of his nephews to Chun two years ago, Prince Kandive has declared the place forbidden to all on pain of death.

Chun the Unavoidable

Chun appeared in the Old Town ruins around three years ago, and since then has been slaying adventurers and incautious travelers with impunity. Despite the rumors that he kills all who even see him, over the years a few folk have viewed Chun and lived to tell the tale. (Albeit always from some distance as Chun attacked someone else, and usually just a brief glance before fleeing towards the Fringe.) This being is generally said to bound animal-like. It apparently grasps its prey with muscular iron-black arms that may be enclosed in some kind of chitinous armor. However, Chun also wears a voluminous cloak that normally conceals any details, and from a distance can sometimes be mistaken for just another beggar of the Fringe. He is most notorious for his habit of slaying adventurers by strangling them or breaking their necks, and then plucking out their eyeballs.

Your Fellow Expedition Members

Advisors: Accompanying Dorbaneth will be his personal retinue, with whom he will be following at some distance behind the forward party. **Wodderman the Robust** is a hulking square-jawed retainer or bodyguard who speaks seldom and carries a huge club. **Chaneska the Kind** is a healer who worships the Goddess Ethodea (an unusual but not totally unheard-of predilection). She is somewhat withdrawn and pious. **Xallops the Archaeologist** is another professional tomb-robber, though he prefers to call himself an 'Expert on Antiquities'. He is a good-natured fellow with a glib manner.

The Advance Party: These are the adventurers who will be taking the risks and gaining the substantial rewards. **Ambloraine the Bright** is a female magician of known potency, and a person who brooks no familiarity. She no doubt attends this expedition in the hopes of recovering ancient magics, and rumor has it that she is Dorbaneth's niece. **Haldalank the Witch-Chaser** is an austere gentleman whose family by long tradition upholds active abhorrence of demonists. Though he rarely takes to the field (being more of an academic than an activist himself), he presumably feels that Gomoshan's rumored associations with subworld entities must be investigated. **Captain Raquire Trivulus** says he was transported from the distant past by enemy magic. This bizarre claim may indeed be true, as he has the rare attitudes of a professional mercenary. Rumor has it that he recently slew a city vigil in a brawl and was scheduled for execution. Presumably Dorbaneth has somehow arranged a reprieve. **Vicco the Lumarthi** is also a proficient magician, but one less dedicated than Ambloraine. He is by all accounts a man who favors the high-life, and was recently incarcerated after amassing an inordinate quantity of debts. It seems evident that Dorbaneth secured his release also.

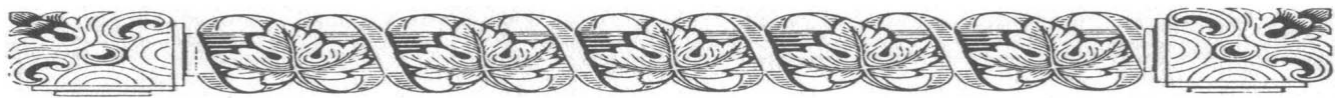
Core Rules to be Aware of:

It is not essential that you fully master these rules before play, only that you have a general idea how DERPG is played out. (Your GM will advise you further during play.) However if you have time, a greater familiarity will assist with the flow of the scenario. It **IS** important that you examine your character's spells before play begins, so as to be familiar enough to choose swiftly when action occurs. The original DERPG Rules are designed for Cugel-Level play, and have a number of variants less suitable for faster-paced Turjan-Level gaming.

If you are already familiar with original Cugel-Level DERPG, do not assume that every rule you know will be incorporated into this session. Before using a rule that you recall (but do not see mentioned or alluded to in these notes) confirm with your GM that this rule does in fact apply. Some Spells and Tweaks have also been slightly simplified in order to cater for swifter game play and potential unfamiliarity with the gaming system. Likewise do not assume that every capability your PC has will find some exact time and place to be appropriate.

Rules Conventions For This Adventure:

- i) *Taglines* (humorous Vancian asides that characterize Cugel-Level play) are not used.
- ii) *Cantraps*: As suggested in the original rules, these small magics are beneath the notice of most regular magicians (although some specialized and useful cantraps are known to exist).
- iii) *Spell Encompassment*: During the course of play it is possible (during game-time pauses) to re-encompass (re-memorize) spells you have cast. It typically takes 20 minutes to encompass one spell.
- iv) *The Spells of Other Characters*: PCs cannot sit down and teach each other spells. Learning a new spell is a process that takes several intense hours (or more often days) of uninterrupted concentration. This applies to a lesser degree if using the spell book of another – a character can cast a spell by using another person's tome, but it typically takes 20-30 minutes to do so, or an hour or more for a complex spell.



ROLLING THE BONES

The way that skills are routinely tested is simple to describe. You state the skill you are using and then roll a standard D6 (six-sided dice). Rolling high is better than rolling low.

6: An 'Illustrious Success' [IS]. (You not only succeed, but succeed well.)

5: A 'Prosaic Success' [PS]. (A standard success.)

4: A 'Hair's-Breadth Success' [HBS]. (You succeed, but only just.)

3: An 'Exasperating Failure' [EF]. (You fail, but only just. For straightforward tasks where the result is not crucial to the scenario or the character, this is sometimes counted as a Hair's-Breadth Success.)

2: A 'Quotidian Failure' [QF]. (A standard failure.)

1: A 'Dismal Failure' [DF]. (You not only fail, but fail badly.)

It appears from this that success and failure are a 50/50 probability. However, for every ability in which you have a rating you also have a pool (initially equal to the rating). In most cases when you roll a result that you don't like you may spend a point from your pool to roll again. However, use your pool points wisely, as they refresh (replenish back to full) only after sufficient stress-free relaxation.

Rating Pools

Where Re-Rolls are permitted, you may continue to roll again (seeking a better result) as long as pool points remain. Each ability has a pool equal to its rating. IE Athletics 12 has an Athletics pool of 12. Once your pool points are gone you may still roll the ability, but may not re-roll if you fail. You also roll at a -1 penalty. Pools refresh only through rest and recuperation, so use these points wisely! Apart from DF's and IS's (see notes above), it costs 1 point from the relevant pool in order to make a new roll in search of a better result.

Pool Refreshment

For simplicity, as per the Optional DERPG ruling, in this scenario all pools are refreshed after two hours' rest. *Spells are not refreshed, but must of course be re-encompassed.*

Boons and Levies

Sometimes when rolling extended exchanges your pool total is adjusted up (boon) or down (levy). This occurs because a task is easier or harder than normal. Your GM will advise on such situations.

Using Spells

1) Spell styles are Curious(C), Daring (Dg), Devious (Dv), Forceful (F), Insightful (I), and Studious (S). There are also a number of spells that are Perfected (P) and thus suitable for any style.

2) Become familiar with your spells. (We have summarized their descriptions from the longer standard format.)

3) Range and duration are noted on your character sheet (in the columns next to the spell title)

Duration: *Inst* - Instant; *Con* - Concentration; *Hrs* = Hours; *Feat* = seconds; or *Day* (12 or 24 hrs)

Range: *Self* - the caster; *Tch* - Touch; *Near* - within 10 yards; *Sight* - a mile or so.

Casting spells

This is usually done through 'encompassment' (forcing the spell into your brain). It takes around 20 minutes to encompass a Straightforward spell, and an hour to encompass a Complex spell. Once encompassed, the spell lies dormant and can be cast with an instantaneous thought whenever the caster chooses. You may encompass spells according to your Magic rating. (A person with Magic rating 10 may encompass up to 10 points of spells.)

Straightforward spells take up 1 point of encompassment and are noted as '1' on the list within each character's notes (and as SFD on the character sheet). Complex spells take up 2 points and are noted as '2' in those notes. (and CPX on the character sheet.)

i) **A Straightforward spell that is encompassed** works automatically every time, no roll required. (Once cast the spell is gone from your brain and must be re-encompassed before being used again.)

ii) **A Complex spell that is encompassed** fails only on a DF, and you may then pay 3 points from your Magic pool for a chance to re-roll. If you roll a second DF and the spell is the same affinity as your Magic style (Daring, Devious etc) then it just fails and you suffer no further effect. However, if it is not your style, then you may suffer a spell failure effect. Only Vicco and Haldalank face this possibility, and the result of Spell Failure is to spend three rounds reeling in disorientation.

NB: If you cast a spell from another's spell book that is neither perfected nor your style and roll a DF, then various horrible spell-failure possibilities are listed in *Turjan's Tome*. GMs may adapt these above possibilities in a campaign setting, depending on how dangerous they want spell casting to be (see *Turjan's Tome* p80).