



A Brief Fauna emphasizing Rarity, Edibility, Utility & Hazard

- Achernar 140
 agreutic bats 20
 animalcules, Uthaw's world 156
 archveult 156; hide 95
 asm 23, 28, 33, 41, 114, 115
- Beast men** (see also half-men) 42
- Candlefish 88
 chug 18; rings 152
- Deodand 7, 8, 10, 12-13, 18, 33, 34, 47, 48, 62, 70, 97, 10, 101, 112, 124, 108, 145, 167; dancing 152; edible 35; as game 107; as gamepieces 71; hide 3, 95; as prisoner 100; as punishment 26, 43, 154; repellants 73, 77, 103; sculpture 22, 84, 120; teeth 60
- Ellock trout 21
- Erb 18, 19, 20, 28, 73, 107, 124, 136, 145, 152; as game 107, 108; hair 46; hide 95; nesting, 37; as prisoner, 54
- Fanged eel 90
 farlock 90, 94, 102, 105, 106, 108; hide 138; meat-bred 136, 138; ubiquitous 138
 fiber-warl 38
 fire-imps 156
 flantic 63, 160
- Gawk** 47
 ghost 62, 71, 76, 77, 91, 93, 141, 159, 166; abilities 70; cursing 34, 69; Aungrane's 71-3, Damnas' 62-3; Dibicias' 84; Milandja's 70
 ghouls 41, 129, 142; night- 76
- gid 108, 145, 152; -miniscule hybrid 79
 gleft, spirit creatures 110
 grotesques 143ff
 grudes 43ff
 grue 122, 124, 156 as game 108; autochthonous 85; bones 134; repellent 77
- Half-men** 9, 41-45, 47, 49, 88, 97, 126, 137, 138, 146, 153, 160
- hastrofurge **83**
 hawks, hawking 106ff
 hoon 19, 82, 108, 132, 136, 137, 145, 154, 155; as game 108; hide 142; as punishment 84; repellent 77; sculpture 22; tongue 125; unusual 134
 humbestah beetle 108
 hummingbird, noophagous 102
- Keak** 54; river 113; sea keak 81, **90**; Keak-God Sigodin-Yth 12
 kursim fowl 13, 27, 28, 110
- Langule**, Cansasparan 125
 lank-lizard 163
 leucomorph 100-101; aspect of Bampath 88
 lobster, Kauchique 88
- Madling** 35, 109, 142; inferior, as ghost 73; Rincz 154, 155
 mank 26
 marrow-eels 15
 mermelant 6, 42, 125, 126, 133; feral 145, 146, 148
 moonspiders 65
- Nepiphans** 76
- nidcheckers 73
 night-gall 18
 nighthaunts 73
- Oast** 14; desert 163; edible 40
- Pelgranes** 10, 18, 47, 74, 70, 77, 82, 83, 88, 138, 139; bored 9; as game 107; as gamepieces 71; hide 60, 107; as punishment 162; repellent 77; skull 107
- pentabrach 88
 polgaster 82
- Rockfish** 40
- Sandestin** 27, 35, 40, 49, 86, 89, 91, 103, 109, 132, 151, 156, 157, 159, 167; languorous 74; summoning of 41
 scorpion (Amery red) 87
 shotten pike 20
 sindics 60
 smolt **54**
 spraling, Melantine 88
- Tasp** 160
 tittlebirds 40
 tree-weasel 42
 twill 44
 twk-men 33, 102, 146ff; 167
- Vat** creatures 18, 19, 23, 35, 96, 116, 151
 vell-eels 57
- Water sprites** 146
 waterwirt 41
 wefkins 113, wood- 146, 147
 wherriot 6, 77

Establishments of a Commercial Nature

Kindly note that inclusion in the Gazetteer is no indication of recommendation.

- The Understated Emporium, *clothier, Taun Tassel* 64ff
 Excellence in Yellow, *clothier, Taun Tassel* 64ff
 Yoklian's, *clothier, Taun Tassel* 65ff
 The Superior Fedora, *milliner, Taun Tassel* 65ff
 The Cloth Street Inn, *Taun Tassel* 67
 The Palace of Delight, *inn, Valley of Graven Tombs* 77
 The Viliyat Inn **78**
 The Hastrofurge, *inn, Taun Sfere* 83
 Five Owls, *inn, Taun Sfere* 83
 Bauntberd's Distress, *inn, Taun Sfere* 83
 Water's Edge, *inn, Taun Sfere* 83
 Kuttleme's Revenge, *inn, Falu* **85**
 Quiet House, *inn, Falu* 85
 The Old Inn at Zoken **93**
 Duke's Head, *tavern, Dawngallow* 96
 The Guild House, *Sfere* 110
 The Iron Man Inn **114ff**, 139, 140
- Entropy Confounded! *inn, Susbeg* 120
 Inn of Five Flags, *Flath Foiry* 122
 Prince of Ferghaz Inn, *near Flath Foiry* 125
 Mother's Love, *inn, Ousiak* **128**
 Farlocks Head, *inn, Xalgan* 141
 New Inn, *Zamplin* 142
 The Opulent Investigator, *inn, Krasulk* 158
 Widdloe's, *inn, Osier* 10, **13**
 The Murant Boatman, *inn, Murant* **16**
 The Cloth Street Inn, *Taun Tassel* 67
 The Doughty One, *inn, Azenomei* 53
 The Golden Crown, *tavern, Jezantay* 57
 The Lorn Meropidan, *inn, Azenomei* 53
 Pelotherapy Inn and Spa, *Jurismei* **28**
 River Inn, *Azenomei* 50
 Wittle's Inn, *Wittles crossroads* **25**



Magical Items

- Abominable Vermin Re-infesting Bell, *Quillan* 32
- Alarm web, Llaio 118
- Arvanur's Mirror, *Nilam Arenduk* 140
- Baton sprouting sweetmeats, *Iocounu* 56
- Book: D'munoth's *A Compendium of the Denizens of the Subworlds*, *Madretsfel* 41
- Bottles, *Mombalume* 34
- 12 of 13 Bronze cups, *Joone* 101
- Candlesticks, pair *Demon & Fishing Spear* 22
- Card index, *Monastery of the Order of Dolorous Obeisance* 104
- Cascades 132
- Casque, antique, *Domlo* 142
- Chest, *Seebor* 135
- Chests, locked 90
- Chug rings, *Radbeln Slay* 152
- Civic sword, *Flath Foiry* 123, 124
- Cloud of Knives, *Tabarant* 96, 97
- Colossus, twk-men's 56
- Cluster of crystal grapes through which could be seen a blurred view of various demon-worlds, *Iocounu* 56
- Crystal maze in which Cugel was trapped, *Iocounu* 56
- Door, *Amberlin* 49
- Ear-clasp, *Krasulk* 160
- Earring of cunningly carved jade, *Nilam Arenduk* 140
- Figurines, *Krasulk* 160
- Foils, *the Twins* 60
- Game board and pieces, *Milandja* 71
- Goblets, pair of, *Madretsfel* 40
- Goblets, *Radbeln Slay* 152
- Gong of His Life, *Azvan* 134
- Grave casket from Korkod (sealed), *Iocounu* 56
- The Green and Purple College Slippers, *Arnarantala* 108
- Homunculus, *Topo* 86, 87, 163
- Ivory horn through which could be heard voices from the past, *Iocounu* 56
- Laccodel's Rune, *Horswort* 78
- Langule, *Cansasparan*, *Croidle* 125
- Long mirror 80
- Miniature carousel with a dozen dolls imbued with vitality, *Iocounu* 56
- Mold or lichen, *Giesberd* 144
- Old Ferghaz High-road 114
- Pendant, *Quillan* 32
- Pigment, *Jabbernowl* 24
- Portal Hoop 79
- Pot with antlers, which emits remarkable gases when the prongs are tweaked, *Iocounu* 56
- Rapier, *Domlo* 142
- Red jade rings, *Order of the Blood Sun* 94
- Saber, *Krasulk* 160
- Ivory weighing scales, *Lankeys* 94
- Scowling god's head, *Krasulk* 160
- Small stage with imp players, *Iocounu* 56
- Soul wax 96, 98
- Statue, *Hundir* 32
- Sunapples *attributes* 98
- Talisman, *Morubo* 163
- Temam Blossom, *Arnarantala* 108
- Thief-taker (a rope woven of wasp legs, which binds the unwary), *Iocounu* 56
- tomes bound in purple, *Iocounu* 56
- Torcs of Taun Tassel 68
- Tower, *Osier* 10
- Vases with brass stoppers, *Milandja* 70
- Wine, *Osier* 12
- Wine Angelius from Quantique, *Iocounu* 56
- Wine cellar, *Osier* 12

Spells, Cantraps & Curses

* denotes spells already described in the Dying Earth Role Playing Game

Spells

- A Conversation with the Restless* 62
- Adarban's Vacant Phantasm* 96
- Agency of Carnal Affection* 145, 147, 148
- Angwantibo's First Chilling Preservation* 97
- * *Arnhoult's Sequestrous Digitalia* 46
- * *Brassman's Twelve-fold Bounty* 61, 87, 118
- Charm of Piscine Conversation* 118
- * *Charm of Untiring Nourishment* 90, 118, 119, 145, 164
- * *Clambard's Rein of the Long Nerves* 47, 79
- Clambard's Remote Utterance* 47
- Dibarcas' Wondrous Reduction* 97, 118
- Felajun's Second Hypnotic Spell* 131, 164
- * *Felajun's Thaumaturgic Poultice* 109, 164
- * *Green Turmoil* 125
- Javanne's Elevation of Will* 164
- * *Liberation of Warp* 61, 98, 109, 164
- * *Lugwiler's Dismal Itch* 79, 166
- Phalajun's Imposing Demonstration* 81
- Phalajun's Perfection of Manners* 80, 132
- * *Phandaal's Mantle of Strength* 61

- Phlogisticon Ministrator* 49
- * *Spell of Brachial Fortitude* 145
- Spell of Internal Effervescence* 118
- * *Spell of the Loyal Servitor* 79
- * *Spell of the Slow Hour* 164
- Spell of the Tireless Legs* 118
- The Astounding Oral Projection* 46, 131
- The Charm of Amorous Inclination* 147, 149
- The Deodand Quadrille of Ajha-Khail* 153
- * *The Excellent Prismatic Spray* 32, 61, 155, 166
- The Green and Purple Agency of Gathering* 147, 149
- The Green and Purple Improvement on Nature* 150
- The Green and Purple Intelligence of Equipose* 159
- The Morbid Recollections of Fadder Jalgash* 131
- * *The Omnipotent Sphere* 32
- The Restoration of Limbs* 118
- The Second Retrotropic* 98, 164
- * *The Spell of the Macroïd Toe* 76

- The Stubborn Sphere* 49
- Yasbane's Displacement of Woe* 55

Cantraps

- to cheat at Skeddlepike 11
- for use during beer making 16
- to drive rodents from a house 16
- to ensure a fowl is perfectly cooked 32
- to tighten or fold netting 32
- to clean and tidy hair 32
- to put a room in order 49
- to thread a needle successfully 51
- to enhance the appearance 109
- to enhance the colour of a dye 66
- to ensure light upon your needle 51
- to bore listeners to sleep (possible) 71
- to summon scorpions into a dwelling 87

Curses

- Threefold Curse of Milandja the Last* 69
- The Curse of Melisous 75
- Xambr Farmers' Curses 75