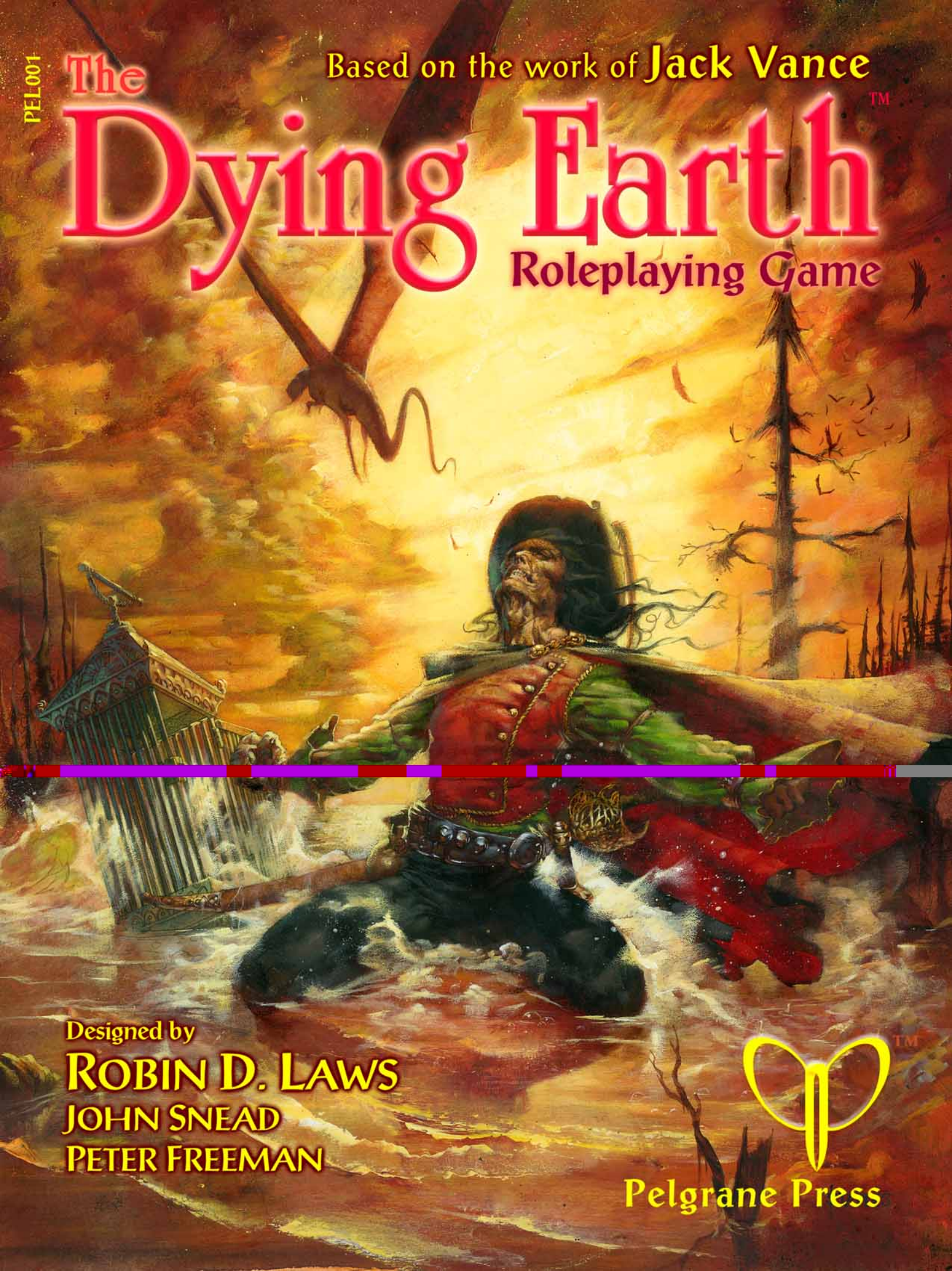


PEL001

Based on the work of Jack Vance

The Dying Earth™

Roleplaying Game



Designed by
ROBIN D. LAWS
JOHN SNEAD
PETER FREEMAN



Pelgrane Press



The River Isk, departing Lumarth,

wandered in wide curves across the Plain of Red Flowers, bearing generally south.

For six halcyon days Cugel sailed his skiff down the brimming river, stopping by night at one or another of the river-bank inns.

At the village Troon,

the river emptied

into the Tsombol Marsh, and Cugel sold the skiff for ten terces.

To repair his fortunes he took employment with the town butcher, performing the more distasteful tasks attendant upon the trade. However, the pay was adequate and Cugel steeled himself to his undignified duties.

He worked to such good effect that he was called upon to prepare the feast served at an important religious festival.

Through oversight, or stress of circumstance, Cugel used two sacred beasts in the preparation of his special ragout.

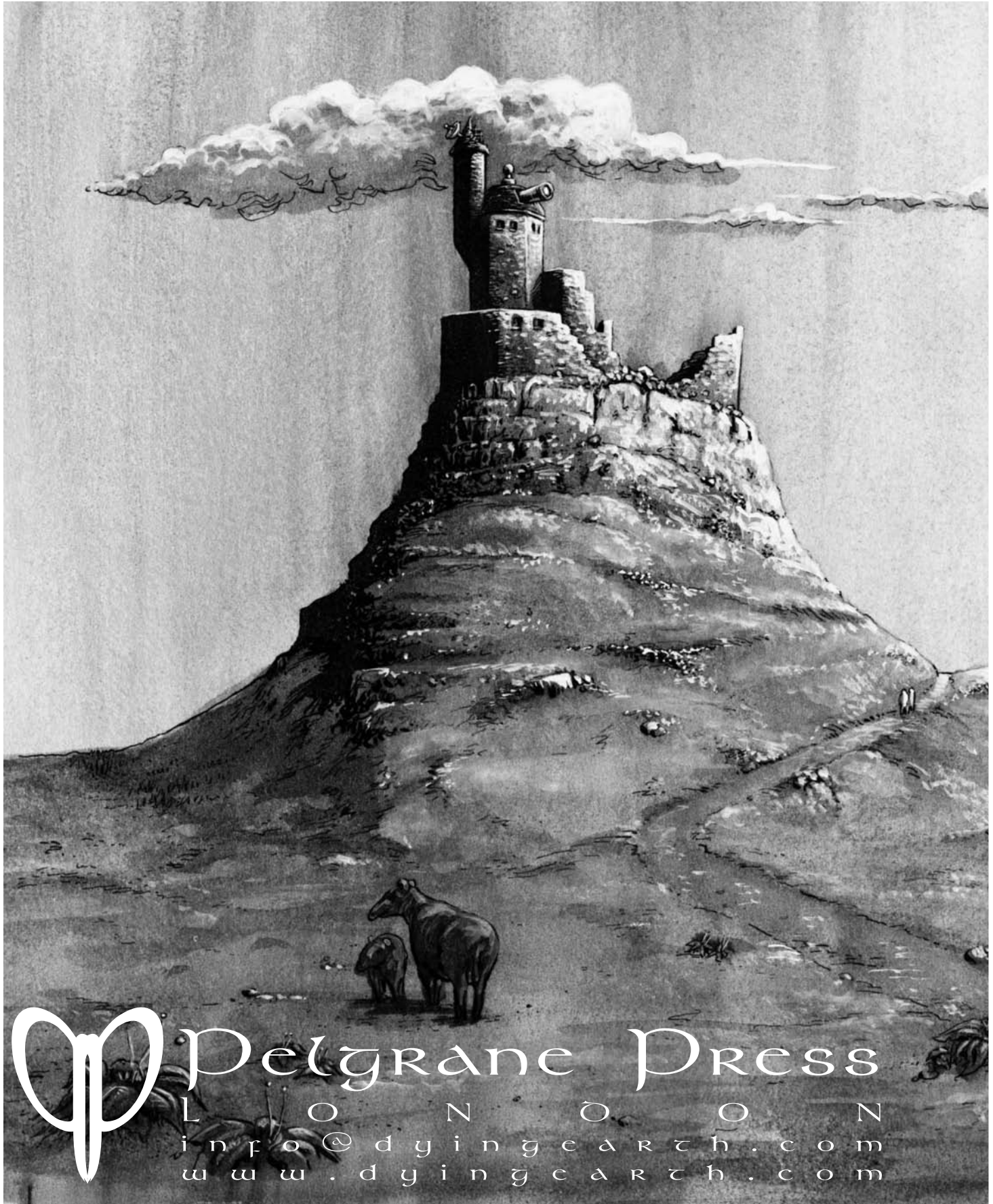
Halfway through the banquet the mistake was discovered and once again Cugel left town under a cloud.

After hiding all night behind the abattoir

to evade the hysterical mobs, Cugel set off at best speed across the Tsombol Marsh.

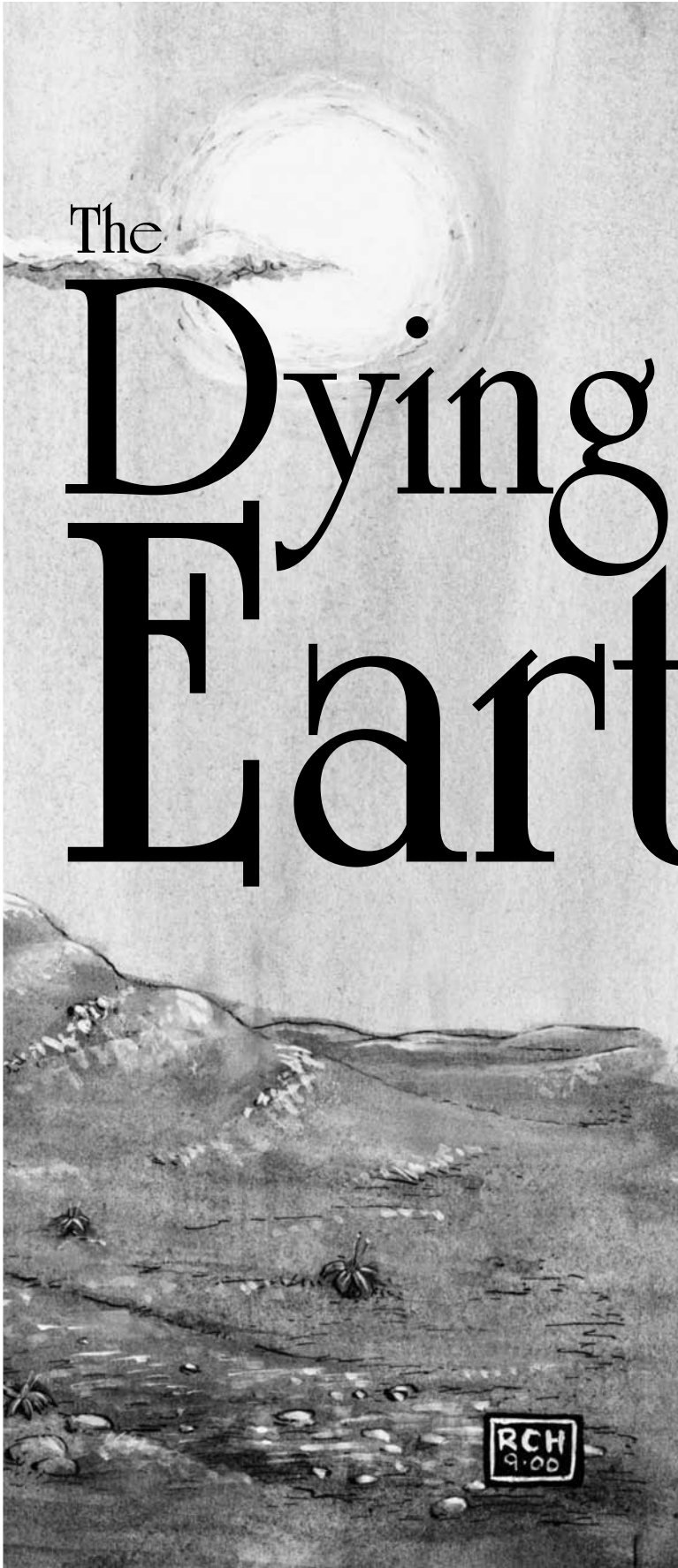
—Jack Vance, *Cugel's Saga*

Based on the Dying Earth book series by JACK VANCE



Pelgrane Press

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The
**Dying
Earth**TM

Roleplaying Game

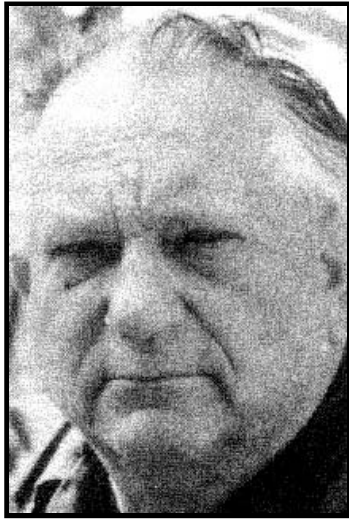
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E-mail questions and comments about this game to Pelgrane Press at info@dyingearth.com, or write to Pelgrane Press Ltd., 18-20 Bromell's Road, London SW4 0BG, UNITED KINGDOM. No phone calls, please. Visit us on the World Wide Web: www.dyingearth.com.

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About JACK VANCE and *The Dying Earth*

John Holbrook Vance (born San Francisco, 1916) began writing professionally while serving in the Merchant Navy during World War II. In a prolific career spanning seven decades he has won many awards for his science fiction, fantasy, and mystery novels. Jack Vance's fiction has strongly influenced later writers and attracted devout fans worldwide.

Vance writes for intelligent readers. His fiction displays consummate style, wit, imagination, and an unmatched ability to conjure vivid, exotic, yet convincing societies. A Vance character seldom resorts to violence, preferring cunning or persuasion—or, in the *Dying Earth* stories, the occasional magic spell.

Vance's first published book, *The Dying Earth* (1950), takes place in Earth's unimaginably far future, when science has passed away and magic rules the world. He revisited the setting in *The Eyes of the Overworld* (1966), *Cugel's Saga* (1983), and *Rhialto the Marvellous* (1984). Some *Dying Earth* characters only dabble in magic, like the wily rogue Cugel the Clever; others struggle for mastery, like the rising young magician Turjan; an elite few are vain arch-magicians, such as Rhialto.

The Pelgrane Press *Dying Earth* roleplaying game, authorized and approved by Vance, lets you create your own magical stories with characters of any power level. Even if you haven't yet read the stories, or you've never played a roleplaying game, the simple rules conjure a Vancian atmosphere for Cugels, Turjans, and Rhialtos alike. All you need to play are this rulebook, a few ordinary six-sided dice, paper and pencils, two to six reasonably cooperative players, and lots of imagination.

The Authors

Principal designer **Robin D. Laws** has inveigled such game publishers as Wizards of the Coast, Last Unicorn, Pinnacle, FASA, and Steve Jackson Games into compensating him for his efforts. His works include the roleplaying games *Feng Shui* (Atlas), *Glorantha: Hero Wars* (Issaries, Inc.), and *Pantheon* (Hogshead), and the novels *Pierced Heart* and *The Rough and the Smooth* (Atlas).

Magic rules designer **John Snead** has, to his astonishment, designed no fewer than six magic systems for roleplaying games. He has also written for the *Trinity*, *Aberrant*, and *Star Trek: The Next Generation* RPGs.

Peter Freeman, an established genre author, contributed the illustrative "Daybook of Geomalacus," "Journal of Xolon the Hide Merchant," and "Disavowal of Jhail" sidebar texts. He holds a degree in Ecological Genetics, which offers an interesting perspective on the creatures of the *Dying Earth*.



The quotations in the upper right corners of these pages come from Jack Vance's books *The Dying Earth*, *The Eyes of the Overworld*, *Cugel's Saga*, and *Rhialto the Marvellous*.

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