

Twylos: The Fourth Era

Introduction

It is now the year 199 of the Fourth Era (F.E.) of Twylos. The Third Era (T.E.) ended with the abrupt Second Fall of Irendor in 233 T.E, twenty years after the end of the chronology given in the Wayfarers game book.

Here we assume that the events described in Appendix III of the Wayfarers guide are generally correct. Twylos has been ruined and re-created by Lady Muriel for countless iterations, and the people and places listed below take place on one such copy of Twylos, forgotten by Muriel and left to burn out in its own particular way. Of course, with little to no modification, most of the settings and specific details here could be used in Twylos of the Third Era or the Game Master's own campaign world.

Given that two hundred years have passed, all locations in the Wayfarers manual will be substantially different than first described; certainly most of the NPCs will be long dead. Here we will not update every location, but only focus on some of the highlights and historically important personae and places in the wasteland that is now Twylos of the new age.

The Second Fall of Irendor

While the first collapse of the Irendi Empire took place over two centuries, the Second Fall occurred much more rapidly, over the course of about a decade. The reformed government of Armech was inherently unstable, made up of opposing factions (the Great Houses) all vying for control of the council (the Iron Throne). This ruthless socioeconomic competition was initially useful in curbing excess and abuse- if one House became too powerful, the others tended to band together to bring it back down.

However, there had long been undercurrents of political and religious dissent in Armech, dating back to the earliest days of the First Empire. The Tavash Morn continued to work in the depths of Thenzor Deep, and the Duurans with allies from the Knights of Aguirre and the Handmaidens became increasingly involved with Hermetic magic. But the religious battles, which had mostly been waged covertly, came to head as the Ixians pushed north and brought their anti-Hermetic crusade into the heart of Armech. Initiated in Gyre in 218 T.E. with the simple four-word speech of Brother Henry Ink ("no mages on Twylos"), the so-called 'Myrinae Pogrom' attempted to curb what the Ixians believed was a widespread attempt by the priests of Breyana and Typhon to open Zoran and bring demonic apocalypse to Twylos.

The Ixians assaulted Venoshua, an old stronghold of the Church of Winter. A fallen Knight, Sister Betca, was the sole survivor of the Venoshua massacre and swore revenge on the Ixians. She got it. Betca took the Axan-Morn, one of the legendary swords of Aguirre's lieutenants, and used it to rally some of the Knights around her. Her counterattacks on the Ixian forces in Armech soon led to conflicts across the North, with the forces of Valstach and the Valstedt choosing various sides in what eventually amounted to an all-out land war.

The Knights of Aguirre were split roughly in half, with one side aiding Betca against the Ixians and their brethren Knights. The Great Houses were quick to get involved, with House Zouthan and Valstach siding with the Ixians against Houses Kray and Maxinay, and their contingent Lesser Houses. While the Handmaidens, Typhonae, and Church of Winter worked with Betca in different capacities, the Duurans were widely divided, with some of the Vox Duur on one side, some on the other, some trying to mediate, some against all sides, and some left Armech or simply retreated into the wilds.

Betca was slain fairly early in the battles, but her daughter Lisabeth claimed the Axan-Morn, took the oaths of the Handmaidens, Knights, and Duurans, and eventually slaughtered the remaining members of the Iron Throne in the last days of 232 T.E. By this time, most of Armech's populace had fled or were killed. Those who remained, mostly in the mountain fortresses around Thenzor, swore fealty to Lisabeth and her husband, the White King.

The Keys of Typhon

The White King was the Arcanodemon Arcades Shavaat. In truth, the Ixians and most of the internal armies of the Houses had decimated the Duurans and almost completely eradicated Hermetic Magic use in the North. In desperation, the Duurans and Church of Winter worked to open the Zoran Gate at the bottom of Thenzor Deep. Guided by the Typhonae, Lisabeth entered Zolace in search of the Jewels of Carcodian Asmoday, where she met and slew Petrarch. The Fourth Key came to pass. Quickly, all three Jewels were recovered and Zoran opened, revealing the Fifth and final Key of Typhon as the Arcanos re-entered Twylos.

Shavaat and the other Arcanos rarely took direct action themselves, but their return heralded victory for the Hermetic forces under Lisabeth, the Church of Typhon, and the Tavash Morn Duurans. In this case, 'victory' meant near-total destruction of Armech before pushing outward, to the East, West, and South, attempting to destroy the Ixians and anti-Hermetic Duurans forever.

While the North was practically deserted, and the Western and Eastern reaches of Twylos dealing with the fallout of the Armechian war, the agents of the Arcanos focused on the Ixian empire in the South. While the Arcanos were demi-gods on Twylos, the Ixians had been preparing for such an event for a long time, culminating in the technologies developed by the Alchemists Guild and Aea Convent. With potent magical shielding, the Ixians were able to resist and even destroy some of the Arcanos. In the fourth year of what would come to be called the Fourth Era, the Ixians sacked Stonekeep, destroying most of the Handmaidens' demesne and the Arcanos there (called Mother Agatha 16). Outnumbered over fifty to one, the remaining forty-two Handmaidens inside the Keep committed mass suicide, damning a large expanse of the countryside and obliterating the entire Ixian army at Murdyne. Thus there are no more Handmaidens in Twylos, and the ruins of Stonekeep and Murdyne are still cursed.

Lisabeth's final act of vengeance was in answer to her Sisters' annihilation. She, her Genarch, and Arcades Shavaat laid siege to Sun Keep, and at the end of the bloodbath, Shavaat sank the entire island of Nycene into the sea. Weakened by their efforts, an Ixian soldier killed Lisabeth, grabbed the Axan-Morn, and destroyed Shavaat. In the years that followed, the battles ceased and a quiet, empty peace came to Twylos. The Ixians, defeated but not destroyed, worked to restore their Church. A few decades later, the last of the Duuran Hierophants issued a set of edicts rejecting Twylos, as the Vox Duur themselves were diminished and disbanded.

Eventually, in the less tumultuous corners of the world, reconstruction of once-glorious towns and temples started to begin. Perhaps the most important of these was the re-creation of the Oolvaunt Chapterhouse of the School of Names. The first official act of the Museum Scholars was to dub this new age of Twylos the Fourth Era, with the renaming itself occurring in 181 F.E. Most of the second century of the Fourth Era has been without incident, but this is more to do with the extreme poverty, waste, and disease now spread across the land, rather than any new great age of prosperity.

Viral Magic and the Toxicologists

In most iterations of Twylos, the opening of Zoran and entrance of the Arcanos signals the beginning of the end. Muriel, feeling that she has failed once again, turned from that failed Twylos back to the Book of Dreams to re-create the world anew.

This particular version of Twylos however had one slight change, seemingly innocuous, that led to large repercussions and effectively set in motion everything described above. In the mid-Third Era, in the year 104 T.E., a small publishing house in Rheyes called The Learning Tree tried to capitalize on the new wealth of the Guilds. They started publishing children's books, and in most other copies of Twylos, their first publication sent to the kindergartens of the Guilds was the Zhellan classic "Timmorn and the Apple Tree". In this Twylos, however, a coin flip led to a different decision- that "Paedra and the Ogre King" would be the first issued publication.

"Paedra and the Ogre King" was a revised and updated version of an old fairy tale. It was not initially well-received, especially in the van Sinth household. Gilbert van Sinth was a successful Procurer, manufacturing new kinds of Zeaven for the Rheyes aristocracy. His daughter, who happened to be named Paedra, began to be teased ruthlessly at her new school once The Learning Tree's books were distributed to the Guilds' Youth Education Centers. Mrs. Katerin van Sinth, who hated Rheyes anyway, demanded that her daughter be moved to a new school- preferably where she had family, in the Drohkan city of Torsche.

The van Sinths moved east to Torsche, and to his pleasant surprise, Gilbert found it to be extremely lucrative. Several other Procurer operations soon moved once they got word from Gilbert, and the drug trade blossomed with the new money of the wealthy merchants of Drohksmere. When his daughter grew up, Zeaven use in Torsche was thought to be a considerable problem, and Paedra used her connections to establish the Torsche Council on Toxicology in 144 T.E. Officially, the Torsche Council was founded to eradicate the Eastern drug trade by issuing edicts, warrants, and descriptions of compounds and their creators to local authorities. Unofficially, the Torsche Council really operated to regulate and control drug use and manufacture. Paedra van Sinth went on to become one of Torsche's most wealthy citizens, as well as being an influential and respected member of the Honorable Friends of Torsche, the city's ruling parliament.

The Council on Toxicology began to diverge from both its official and unofficial capacities after Paedra left to join the government. With their accrued connections and knowledge of chemical and toxin manufacturing, the Council was an early form of the soon-to-come Alchemists Guild, and several of the most prominent members of the Guuran Tower and the Alchemists had their initial training in the Council. Eventually, just after the formation of those two infamous institutions, in 193 T.E. the Council spun off a research division in collaboration with, and centered at, Aea Convent. While the Council itself continued to operate in Torsche, all of the major researchers left for Aea, and the Torsche Council ceased to be effective in any capacity.

Hedge Magic- a simpler form of Hermetic Magic invented by the Alchemists that could be easily taught and mastered- was spreading in popularity across Twylos. Some of the staff at Aea Convent worked to push the limits of Hedge Magic, but the major breakthrough came in 215 T.E. One of the Luksharrow scholars, Thomas Anopheles, had previously studied with

Edrac Reeves of the Guild of Optics, and continued Reeves' work on what they called 'essence'. Essence magic was a sort of soul-binding or domination magic, and late one night, after giving up on his universal language project, Anopheles discovered a simple incantation for reading auras and interpreting the characteristics of an individual's essence. With his research, he petitioned the Guild of Optics for admission and was sent to Aea Convent to continue his work.

Anopheles' project attracted the funding of some fellow Typhonae, who were covert agents for the Church of Ixus at the Convent. The Church was looking for easy ways to permanently mark, follow, and cripple Hermetic mages, and believed that Reeves' and Anopheles' essence magic could be the key. It was. With the generous resources of the Ixians, funneled through the Church of Typhon, the Alchemists Guild, and Aea Convent, Anopheles quickly made progress. He was joined by the members from the Torsche Council, and together they ended up inventing a new form of magic, a full realization of Reeves' essence magic and the Ixians' dreams which was basically high-Circle Hedge Magic, and came to be called Viral Magic.

While several categories of neo-Hedge Magic enchantments are now called 'Viral Magic', the core of the discipline (referred to as the Toxicologist Canon by the Alchemists, or Anopheles' Canon by the Opticians) is a set of spells that permanently 'tags' an individual as a mage, subliminally propagates that tag to other mages via spells cast by the tagged individual, and eventually degrades or kills everyone who is tagged in this manner.

In essence, what Anopheles and the Toxicologists invented was anti-mage magic, a sort of magical disease that ended up destroying large numbers of the Northern and Eastern populace. Viral Magic attracted such intense interest by the Toxicologists that not just Hermetic practitioners ended up affected and afflicted, but almost everyone in Northeastern Twylos at the time. The Toxicologists quickly realized what they had invented and left Aea Convent in 218 T.E., shortly before Aea's destruction during the Myrinae Pogrom and Second Fall. They continued their work in secret in an underground bunker near Torsche, the Sweetwater Pond Research Laboratory, until infighting amongst the Toxicologists led to the deaths of most researchers and the closing of their labs. But by that time, the damage had been done, and persistent magical effects and plagues continue to ravage Twylos.

Thus it was the sudden onset of Viral Magic and its use in hunting down Hermetic mages that led directly to the opening of the Zoran Gate by the Tavash Morn, the Second Fall of Irendor, and the wasting of Twylos in the Fourth Era. The former clergy of Typhonae, now defunct and reorganized under the Museum School, take some comfort in the irony that the revealing of the Fifth Key and collapse of Twylos was triggered by- of all things- Hedge Magic.

The Fourth Era

In some sense, Twylos is finally free. Free from demonic masters, and from emperors and nation- or world-spanning oligarchs. But the usual price of freedom is safety. The former custodians- the Duurans, the Typhonae, the Houses, the Guilds, the Arcanos, Petrarch, and Muriel- are gone or have turned away from Twylos. The world that remains is a wasteland, a violent shadow living in its former self, perhaps permanently ruined by magical abuses, Viral Magic, pestilence, and war. This is Twylos of the Fourth Era.

Twylos Chronology

Entries shown in italics were not previously described in the Wayfarers game book.

Third Era

0: Vehrlend Covenant signed at Llesendor, ending the Vehrlands War.

1: Slavers Guild chooses their Guild symbol, officially becoming the first of the Guilds.

20: Birth of Pavis Vrayne.

23: Lord Ixondr retires to Thorneskeep.

45: Navigators Guild founded.

48: Vladimir Ozmandian publishes [The Histories](#).

50: Vladimir Ozmandian publishes [The Theologies](#).

53: Vladimir Ozmandian dies in Praxis.

77: Pavis Vrayne reorganizes the Museum Scholars.

98: Death of Pavis Vrayne.

103: First and Second Keys of Typhon revealed to Geryon Krassus.

104: The Learning Tree publishes "Paedra and the Ogre King".

120: Surveyors Guild founded.

133: Ulgan Sceptre takes control of Ullyade.

144: Torsche Council on Toxicology founded.

151: Death of John Ulgan.

160: Kierven Strauze kills the Baron Zostig and re-opens Xociene.
 166: Alchemists Guild founded.
 170: Kierven Strauze gives Napres to Gauston Vausse. Foundation of the Vausse Academy.
173: Edrac Reeves begins to research essence magic at the Vausse Academy.
 174: The Vausse Academy disappears.
 182: The Symestra Gold-Rush.
 184: Arosquey closes as storm clouds cover Rheyas.
 185: Bienstock Massacre at Tzalvas.
187: Edrac Reeves acquires the Egg of Voon.
 190: Silence of Zostig.
 192: Writ of Coins of the Great Guilds.
193: Toxicologists move to Aea Convent.
 197: Aramach Vox Thrauxes moves to Napres.
198: Third Key of Typhon: Amanda Dawson reincarnated by Umslamyr.
199: Amanda Dawson fails to open Zoran, and is captured in Rhauxen by the Archons.
 200: Incident at Rhauxen.
 203: Asantha Morgaine murdered by loethane the Red-Handed. Fayde Ehlling revolts.
204: Birth of Lisabeth to Betca.
 205: Founding of The Arcanum in Gyre.
 209: Black Rose Rebellion in Tarach; usurpation and coronation of Maraxam Belvaunt.
 211: The dragon Strabo destroys Symestra and Lockmere.
215: Thomas Anopheles joins Aea Convent and Guild of Optics.
218: Church of Ixus begins the Myrinae Pogrom. Toxicologists move to Sweetwater Pond Laboratories.
223: Axan-Morn obtained by Sister Betca. Start of the Second Fall.
225: Death of Betca.
228: Viral magic widespread throughout Armech and the East.
230: Fourth Key of Typhon: Petrarch slain by Sister Lisabeth with the Axan-Morn.
231: Fifth Key of Typhon: Zoran Gate opened and Arcanos return to Twylos.
232: Sister Lisabeth leads the Genarch against the Iron Throne.
233: Second Fall of Irendor, disbanding of Navigators and Surveyors Guilds, and end of Third Era. Muriel forsakes Twylos.

Fourth Era

3: School of Toxicology closes; Secreting of Sweetwater Pond.
5: Razing of Stonekeep by Church of Ixus.
13: Sinking of Nycene.
15: Plague of Luksharrow; mass exodus from Tarach.
16: Destruction of Arcades Shavaat. Church of Ixus begins Reconstruction of Praxis.
37: Ixians abandon Praxis Reconstruction- Ixian Argosy established.
66: Voran Eulogies issued from Timmorn's Well.
71: Fall of Bordermarch.
101: Heresy of Vhog and Sathar Abominations of Saethos.
181: Museum School revises calendar; Twylos' Fourth Era defined.
193: Reconstruction of Bordermarch begins.
199: Present day.

Armech

The Armech of the Fourth Era is similar to that of the early Second Era- a bleak and lawless place. Like much of Fourth Era Twylos, what pockets of civilization remain are essentially independent city-states ruled by despots. Most of the structural elements of the major cities remain, due to their construction from stone and iron. (An exception is Thenzor Deep, which has been completely flooded since the early Fourth Era.) Valstach thus fared better than the Valstedt- much of the southern plains of Armech were turned into battlefields, and in the wake of the magical wasting, the Valstedt is almost entirely barren, a wasteland containing little flora or fauna, and fewer people.

Drohksmere

The wars and pestilence that ravaged Irendor quickly spread into the East via the traderoutes established during the early and mid Third Era. As the people of Armech fled their collapsing empire, roughly a third of them came to Drohksmere. This influx served mainly to destabilize Drohksmere, as former heads of Houses attempted to insert themselves into both the complex mercantile hierarchy of the Ulgan Sceptre and the land-ownership schemes of the northern holdings. As a result of

several small wars and the influence of Viral Magic, Fourth Era Drohksmere is severely underpopulated. The reduction in population and the decline of large international trade routes led to severe poverty in Drohksmere, with many small villages existing amongst the ruins and shadows of once-expensive manors, trade halls, hotels, and shipyards.

Sweetwater Pond Research Laboratories

Landmark (former school of the Toxicologists); low to high difficulty (levels 3-16).

Forty miles southwest of Torsche is Sweetwater Pond, a tiny isolated lake that is indeed sweet to the taste. The water is highly poisonous, and thus nothing lives in Sweetwater. In the middle of the Pond is a small stony island with the remains of several dead trees. Covered by pebbles is a trapdoor that leads to the research laboratories of the School of Toxicology, called by their peers the Viral Mages. The Toxicologists worked in secret, in the latter part of the Third Era for a period of about a century. Initially called the Torsche Council on Toxicology, they were the group of magical researchers who predated and directly influenced the later Guuran Tower and Alchemists Guild.

With money made controlling and fueling the Drohkan drug trade, the Torsche Council developed a world-class laboratory, eventually moving to Aea Convent where they changed their name to the School of Toxicology. The school was funded by crypto-Ixians who had infiltrated the Church of Typhon and Aea. With this Ixian funding, the Toxicologists, joined by Edrac Reeves' student Thomas Anopheles, created what was basically high-Circle Hedge magic, focused in theory on enchantments and metamagical effects, while in practice becoming an insidious form of disease, called Viral Magic.

Once the core set of Viral spells were invented and perfected, the Toxicologists were amazed and shocked by their discoveries. They left Aea Convent to work in secret, using old money and connections from Torsche to build a large underground bunker beneath Sweetwater Pond. The Sweetwater Pond Research Laboratory was completed in 218 T.E., and the Toxicologists worked here for the next 18 years, on increasingly bizarre and sophisticated topics, including extensive additions and modifications to Viral Magic.

During their peak at the end of the Third Era, the Toxicologists had about 50 members, separated into three divisions: Red, Gray, and Black, depending on their beliefs on the directions and applications they should pursue. The Red and Black divisions each had a staff of around twenty, with the Red Toxicologists pushing for real-world application while the Black Toxicologists believed only in pure research, emphasizing the clear dangers of Viral Magic. The Gray Toxicologists, numbering around six, were mainly for psychological support, serving to mediate between the Red and Black Schools until finally, in 3 F.E., the philosophical differences between the Red and the Black reached its apex (over the incident at Primrose Farms), a vicious battle broke out, and the eight surviving Toxicologists agreed to close the School, permanently end their research, and never meet again. However, this agreement was made in Torsche, as at the time the Sweetwater Pond labs were overcome with Viral Magic effects, and none of the original Toxicologists returned to destroy their research.

As a consequence, the Sweetwater Pond Research Laboratory is surprisingly intact. While traps, wards, and some residual Viral Magic is still present, most of the research space is still viable, and, scattered amongst the papers and vaults of the individual researchers, a complete codex of Viral Magic can be found within, along with a large number of potions, poisons, and Zeaven. There are also some experimental curative agents that may be partially effective at reducing or removing Viral essence links.

Thomas Anopheles lives on, somewhat, in the Sweetwater Pond laboratories. Before Sweetwater was closed, he grafted his essence into a set of three somewhat-decrepit nth-generation Abby clones (see Appendix III; 5th Circle Hedge, 5th Circle Viral). The hostile environment in the heart of the Toxicology labs has, over the decades, worn down the clones ability to repair themselves; each only regenerates one health point every other round, and can be permanently destroyed when only 20% or more of their form is disintegrated. Collectively these rotting girls still contain the remains and mind of Anopheles who attempts to continue his/their work as best he/they can, sealed in the deepest reaches of the Red Halls.

Khaedor

Khaedor, like Vasqueray and the Vehrlands, was less affected by the Second Fall than the other, previously predominant nations of Twylos (the empire of Armech, the kingdom of Tarach, the Ixians of Nycene, and the oligarchs of Drohksmere). While the Knights of Aguiere were disbanded and their fortress of Bordermarch destroyed, reconstruction has begun throughout Khaedor and the Zhellve, funded in large part by the Slavers, now in control of Fourth Era Twylos' largest and wealthiest city, Tzalvas.

Nycene

Nycene is gone. At the start of the Fourth Era (13 F.E.), in response to the slaughter of the Handmaidens at Murdyne, Lisabeth and the White King sunk the whole of Nycene into the sea. Without the leadership of Sun Keep, the Church of Ixus was suddenly crippled. The Ixians attempted to rebuild their home city of Praxis, but ran out of resources. Praxis was abandoned and the construction navy (now called Argosy Prime) became the Ixian stronghold by default.

Argosy Prime

Armada and floating base of the Church of Ixus.

Population: 12,350; 84% human, 12% orc, 4% misc. (demons, giants, simulacrum).

Resources: wealthy, very high magical and technological levels; shipbuilding, fishing, library, magical and military academy.

Religion: Ixian.

Guilds: none.

Government: oppressive; theocratic control by the Church of Ixus, led by the Sun King (illusion), well-trained navy of 10,000.

The complete destruction and sinking of the island of Nycene in 13 F.E. brought a sudden end to all of the events involved in the Second Fall of Irendor and the collapse of Twylos as a whole. All of Nycene now lies on the ocean floor, with some remnants and stone spires sticking up out of the water. The Ixians were almost, but not quite, completely destroyed in this final battle. However, given their immense resources and presence on Twylos, within years the Ixians had rebuilt many of their temples and citadels, and began to attempt a large-scale reconstruction of Nycene itself. They started with Praxis, building what amounted to a massive floating city from 16 to 37 F.E., until lack of progress, depletion of resources, and the futility of the project caused the Church to pull funding from the project.

The fleet used to attempt rebuilding Praxis then, overnight, became the center of Ixian control. This armada, titled the Glorious Argosy of His Majesty the Sun King (but usually just called the Ixian Argosy), consists of 20 massive ships of wood and steel each the size of a small village, and powered by revamped Alchemical steam, photosynthetic, and magical engines. The Argosy serves as a mobile fortress, each ship being heavily armed with cannons and staffed by approximately 500 soldiers and 100 priests. The Ixian Argosy slowly patrols the western sea, and there is a larger squadron of smaller ships, totaling around 100 in number, that scouts from western Tarach to Vasqueray in small fleets of 1 to 10 ships at a time.

The Office of the Apostles: Almost all of the Church leadership was killed in the final battle of the Second Fall at Nycene. The Sun King himself is now just literally an illusion, a magical image of a boy created and maintained by the Office of the Apostles, the group that is really in control of the Ixians. The Apostles are the remains of the heads of the Church, all five of whom were killed during the destruction of Nycene and were reanimated as liches: Archbishop Joolus Morgaunte (8th Circle Faith), Archbishop Hiera the Fair (8th Circle Faith), Father Alastair Dhalgang (7th Circle Faith, 5th Circle Hermetic), Mother Aprill-Mirielle Strawberry (7th Circle Faith, 5th Circle Ritual), and Master Ochs Dorv (8th Circle Hermetic, 5th Circle Viral, 3rd Circle Faith). While the heads of the Office sometimes are on board one ship or another, for their own safety they have moved their primary headquarters and personal effects to the Moon.

Saethos

Saethos was, and still remains, under control of the Ixians. After the Second Fall, the Sathar regained some control, and have full sway over the deeper desert. Places like Gossar and Rhaxen remain disputed. With each passing generation, the Sathar become better acquainted and more integrated with the other humanoid races, and much sharing of knowledge and technology has occurred during the Fourth Era. This has had both positive and negative impact.

Vhog

Landmark (greenhouse and chemical laboratory); high difficulty (levels 12+).

In 88 F.E., the Sathar Nobu Su-Gahz was admitted to the Inner Circle of the Suvan Azule at Syeth. Privately shocked by the state of their god Izain, Su-Gahz petitioned the temple for an extended sabbatical, intending to scour Twylos for the means of resuscitating the Dragon King. However, disenchanted with the Suvan Azule, he fell in with the Teauvites of Vhog the following year. Su-Gahz then traveled to Tzalvas and further east, and eventually contacted some of the last students of the Toxicologists. Becoming facile with alchemical processes, he returned to Syeth, studied the schematics of the apparatus keeping Izain alive, and faked his own death. Su-Gahz then headed to Vhog in 97 F.E. and began to incorporate similar life-support technology into K'Teauva's cocoon. After a string of failures, four years later Su-Gahz finished his endeavors.

Within hours of injecting K'Teauva with a complex cocktail of drugs and magical reagents to accelerate her growth, she had doubled in size, eventually exploding, destroying Vhog and flooding the sinkhole that remained with biological goo and swarms of hideous insects. All of the Sathar Teauvites then present at Vhog- 37 in number- were drowned in the remains

of K'Teauva, but due to the life-promoting nature of Su-Gahz's cocktail, they all survived. However, these 'Vhog Sathar' as they are now called (see Appendix III), were hideously transformed, growing much larger in size and mutating in various horrible ways. Vhog Sathar are monstrous, generally over 12' in height, and cover their bodies with enormous robes and cloaks to hide the insect hives, mandibles, chitin, extra limbs, and grotesque facial features that appear all over their bodies.

The Vhog Sathar all remain alive, including Nobu Su-Gahz (18th level reptilian, 5th Circle Ritual, 5th Circle Hedge, 4th Circle Viral) and believe that collectively, they in fact embody K'Teauva herself. Vhog itself has been transformed as well. Covering the sinkhole with a giant glass and metal dome about 500 feet in diameter, Vhog has become an enormous greenhouse for the cultivation of dozens of species of flora, desert fauna, and insects. These are all used as chemical reagents in the bizarre Vhog Sathars' version of the Alchemists Guild, devoted to the creation of more effective growth and life-giving compounds. Indeed, the Vhog Sathar have succeeded in turning the desert wastes around Vhog into a fertile, verdant paradise. This lush greenery masks the awful secret in the depths of the greenhouse cellars- the giant pit of goo that remains of K'Teauva. However, they have begun operating markets in the oases that have sprung up in the outskirts of their greenhouse, and trade some with Khulek and other Sathar, unaware of the true nature of the greenhouse. The Vhog Sathar continue to use K'Teauva's excrement, along with their own experimental chemical treatments, to produce and transform their own followers. To distinguish them from the original 37 Vhog Sathar, these newly transformed reptilians are called Vat Sathar (see Appendix III), as they have been exposed for prolonged periods of time to the biological vats of the inner compound of Vhog. Su-Gahz's personal project is directed, accelerated evolution of Sathar forms, working to construct Vat Sathar that appear more and more human-like in appearance: for example, selecting for smaller, paler, tail-less strains that have body hair.

Tarach

Tarach has suffered almost exactly the same fate as Drohskmere, for similar reasons, but not to quite the extent. Tarach received more exiles from Armech during the Second Fall than Drohskmere, but due to Tarach's proximity to the more stable regions of the world (the Vehrlands and Khaedor), it was able to resist the complete collapse that occurred in the North and East.

Grito

Small village.

Population: 144; 91% human, 9% orc.

Resources: poor, low magical and technological levels; agriculture, woodworking.

Religion: Thainist, Duuran.

Guilds: Alchemists.

Government: relaxed; led by Mayor Martin Jellop (2nd level human), militia of 12.

Grito is a small village about one hundred miles south of Covenach on the Willowood. While Mayor Jellop and his small militia manage day-to-day activities, Guildmaster Rovyg Griller (4th level human, 2nd Circle Hedge) of the small Alchemists compound here is really in charge. In general, Grito is a quiet, somewhat slothful community.

"My Healthy Living": Grito was selected as part of the late Third-Era Alchemists Guild project "My Healthy Living". Five small villages across Twylos were secretly chosen for Alchemical experiments on small, somewhat isolated populations. Grito was chosen for "Healthy Living- Happiness". The former, real Guildmaster of the region was based in Covenach and hesitated to implement most of the Healthy Living charges to Grito. However, in the years after the Second Fall, the Alchemists Guild has weakened in prominence and managerial oversight, and *soi-disant* 'Guildmaster' Griller (really at Journeyman rank in the Guild) is operating as somewhat of a free agent.

"Healthy Living- Happiness" involves spiking the underground spring providing the well water of Grito with a resin that slowly releases doses of Potions of Friends (as the 1st Circle Hedge Magic spell) combined with a small amount of the addictive hedonic Crave. Griller, along with his assistant Apprentice Stephen Frunke (1st level human, 1st Circle Hedge), has been treating the waters of Grito for about three years (Griller and Frunke drink only imported mineral water, and have several antidotes on hand for personal use). Jellop himself is given quite a high dose through medicine and personal treatment by the Guildmaster. Long-term exposure to the waters has made the townfolk of Grito chronically manic-depressive, and at any given time, some of the villagers are extremely happy and personable, while others are misanthropic, apathetic, and sedate. Griller considers "Healthy Living- Happiness" a success so far, but still a work in progress, as there is considerable difficulty getting the resin to release at a steady rate. Additionally, there is a growing trend in violent outbursts among the locals and a steady decline in productivity and prosperity. More data need to be collected to determine the significance and bases of these observations.

Vasqueray

Vasqueray was also minimally affected by the events around the Second Fall, and if anything, has been revitalized by the decline of the major empires of the Third Era. While not returning to its' Second Era glory, the Sea Kingdoms have become home to many of the wealthiest and most prominent of Twylos' refugees. Foremost among these are the Museum Scholars, who have fled Armech for the Oolvaunt Chapterhouse, now a primary center of learning in Fourth Era Twylos.

The Vehrlands

The Vehrlands never changes. Vehrlenders have seen wars come and go since the beginning of civilization- and while sometimes the Vehrlands has been the primary field of battle, the Vehrlands has maintained a constancy that is somewhat comforting given the chaos and collapse that occurred across Twylos during and after the Second Fall of Irendor. If anything, the rest of Twylos has become more like the Vehrlands has always been- a sparsely populated and loosely organized collection of independent city-states.

Off-World

The planet of Twylos is only one location in the infinitude of the Tellurian planes, and these planes themselves are only a single instance of the countless creations of Muriel. Some individuals have begun to move off-world to escape the dangers and pathos of Fourth Era Twylos.

The Moon

Landmark (celestial body); high difficulty (levels 10+).

Third Era magicians discovered that teleportation could be used anywhere in the Tellurian plane. As Twylos seemed to be collapsing, several high-Circle casters attempted to leave, heading to the only place they could survive- the Moon. The Astromancer Jonsolon Markov had already constructed several buildings, making it viable to travel, exist, and perform research far from the troubles of Twylos. While several individuals and factions fought over the extremely limited lunar space and resources, eventually a coterie of scientists and mages from Aea Convent, the Church of Ixus, and the Guild of Optics destroyed Markov and other newcomers to establish a small fortress and research center.

However, after the destruction of Nycene, the Sun King and the lords of the Church, the five Apostles, were all destroyed. Due to a set of preventative magical measures, the five lords were resurrected, but incorrectly, and came back as liches. To keep this from happening in the future, the Apostles moved their Office to the Moon, slaughtering the remaining researchers there except for a small team of useful, pro-Ixian Opticians and a number of brainwashed guards. While the five Apostles spend most of their time running the Ixian Argosy, their home and Office is a small metal and brass fortress built into the lunar rock on the remains of the Astromancer's tower.

Rhauxen 5

Landmark (asteroid and last piece of the Horologically-suspended Vausse Academy).

Tethered to the Office of the Apostles by the massive, original chain of the Vausse Academy is a large asteroid. Suspended in space approximately a mile above the Moon, this is a piece of the Vausse Academy, now returned to real time from the Horological loop it was initially suspended in. Once the Opticians realized that the 'comets' that quasi-periodically returned to Twylos were in fact pieces of Rhauxen, they began numbering the identified pieces. This one is number five, and is the last.

The sole inhabitant of Rhauxen 5 is Sterling R. Halifax (16th level Archon, 4th Circle Faith, 3rd Circle Ritual, 2nd Circle Hermetic, 2nd Circle Hedge). Sterling was one of the original Brandmoor mercenaries who convinced Amanda to leave Tarchartus and join the Bone Trade schools. After Amanda disappeared with Aramach Vox Thrauxes, Sterling traveled throughout Twylos and the planes of existence looking for her. Eventually making his way to Rhauxen, Sterling found the remains of Amanda and Aprill, as well as the last of the Archons. Trapped, Sterling made friends with the Archon until, after a timeless period in the Horological suspension, the Archon finally got a little tired and ate Sterling. During the course of this consumption, the Archon has come to believe, fully, that it is Sterling R. Halifax, and for all practical purposes, this is true. Halifax is struggling to keep his memories intact and scribbles down short reminders to himself in numerous small journals. Periodically, he confronts the last round of a game he played with the original S.R. Halifax called "Hard Questions", a variant of the classic parlor game "20 Questions" in which one player tries to guess which unanswerable philosophical dilemma the other player has in mind. (In this case, the Archon asked "Why are we here?", to which Sterling answered "Because we missed the Sixth Key.").

Among other things, Rhaxen 5 contains the magical portal hall of the Vause Academy. Reconfigured by the Archons to gain access to Muriel's copies of Twylos, the hall extends indefinitely, with giant mirror portals that used to be linked to individual versions of Twylos. All of them have ceased functioning, and most of them are grey and broken. However, a few of them still are tuned to certain worlds, and could be opened with proper application of Mirror Oil. Sterling has been fascinated by these, not quite understanding what they are or why they are here, and has kept records of the existing mirror portals, naming them based on mainly on color. Note that Sterling has no idea what Muriel has been up to, nor even who she is. With his penned observations he has included short, presumably meaningless quatrains with each Twylos variant (with the poor spelling and grammar equivalents in Zhellan of the mistakes here).

Twylos Green: This is a version of Twylos currently in the Second Era, just prior to Rhaxen's appearance in Saethos.

Sterling's statement:

*Somebodys out there knocking, and now somebodys coming in
Somebodys looking carefully for my purity within
Somebody thinks that somethingelse has stolen it agin
Somebodys right and somethings wrong and suchess kiss and kin*

Twylos Gray: A latter-day Twylos, after the normal apocalypse of Zoran, the Arcanos, the Archons, and Abby. A wasted and empty place. The sole survivors are around 300 humanoids who have made their way to Orethedron.

Sterling's statement:

*Its quiet and lonely and lovely at last
What things that we wanted have since gone and passed
The violations created, the creations surpassed
Alone in my nights and my nightmares aghast*

Twylos Red: Twylos at the end of the Third Era, immediately after the opening of Zoran. A demonic, Hermetic paradise.

Sterling's statement:

*Its sick and six, malodorus, is there a dr on the call?
Is there some one who can hear me, help me? Some any one at all?
It looks too good its gone too far its waiting just you see
Its waiting, hating, lusting, baiting, its waiting just for me*

Twylos Blue: This is the Twylos of the Fourth Era described here.

Sterling's statement:

*Ive summed all the digits, Ive counted to ten
Derived and despised and told lies now and then
Too early to go back and too late for, wait, when?
Where am I? What is this? Who are you again?*

Twylos Gold: Twylos in the Third Era, just before Amanda Dawson left Tarchartus. Sterling is obsessed with Twylos Gold and visits it periodically, keeping a long series of notes on the minutiae he observes.

Sterling's statement:

*First named and first chaste, the first taste is debased
Then defamed and defaced, and disgraced and displaced
Lain waste in the haste of slain lambs lost and laced
Retraced and replaced til at last we embraced*

Appendix I: New Disciplines

Viral Magic Potential: 15 skill points. Either Hedge or Hermetic Magic Potential is required for Viral Magic Potential. Viral Magic Potential is the ability to cast spells related in principle to Hedge Magic, but linked to the blood and essence aspects of Ritual Magic.

Users of Viral Magic, formally called Toxicologists but informally referred to as Viral Mages, appeared late in the Third Era of Twylos, and persisted somewhat into the Fourth Era. Viral Magic was developed as part of a fringe research program of the Alchemists Guild, and could be considered 'higher level' Hedge Magic. Initially called 'Essence Magic', Viral Magic generally involves the analysis and control of the soul. Although Hermetic Magic can also be used as a prerequisite for Viral Magic, in practice most wizards are preoccupied with continuing to study Hermetic Magic itself. Viral Magic is usually but not always obtained after acquiring 5th Circle Hedge Magic. Due to its rarity and recent development, player characters wishing to learn Viral Magic should be expected to seek out a teacher, rather than just acquire it *de novo* on their own. Like Hedge Magic itself, Viral Magic was derived from Hermetic Magic, but due to the extensive modifications required to read and manipulate biological essence, and also because the Toxicologists deliberately worked to obscure what they were doing, Viral Magic Potential is a separate discipline and should be considered its own class of magic.

Viral Magic spells are divided into 5 Circles of spell-power, with spells of the 1st Circle being the weakest, and spells of the 5th Circle the most powerful. Acquiring Viral Magic Potential automatically allows a Toxicologist to cast spells of the 1st Circle. However, the ability to cast spells of higher Circles requires expenditure of additional skill points.

Similar to Hedge Magic, Toxicologists must learn and memorize their spells from books. The Toxicologist may then memorize spells from these pages, allowing them to be cast later. Viral spell formulae are inscribed in a special script, which only an alchemist may comprehend.

The number of spells a Toxicologist may cast of any given Circle per day is equal to 1 plus the number of Circles the Toxicologist has achieved since acquiring that Circle of spell-power. For example, in lieu of any intellect bonuses, a Toxicologist whom may cast 4th Circle Viral Magic, can cast four 1st Circle, three 2nd Circle, two 3rd Circle, and one 4th Circle spells per day. After achieving the 5th Circle of spell-power, the Toxicologist may spend the cost of 5th Circle (25 skill points) again at any time to add one more spell to each Circle of his or her repertoire.

Unlike other spellcasters, Toxicologists have the unique ability to increase the resistance target number of any Viral Magic spell they cast. By expending one health point, the target number is increased by one. For a Viral Magic spell of any Circle, the Toxicologist may expend up to one health point per Circle achieved to increase the target numbers in this manner. For example, a Toxicologist whom may cast 3rd Circle can expend one, two, or three health points to increase the resistance target number by one, two, or three respectively, of Salt Water to Wine. This is cumulative with any other modifiers to target numbers from other disciplines, spells, or enchanted items.

In addition to the normal acquisition of spells, Toxicologists may earn additional spells due to a high intellect score (see the intellect attribute table).

Spell Circle (Viral): 10 skill points + (3 x Circle). Viral spell Circles may only be purchased by characters with Viral Magic Potential. As Viral Magic Potential includes the 1st Circle spell discipline, the first spell Circle purchased with skill points is 2nd Circle. Spell Circles must be purchased in order. Each time a character buys a new spell Circle, he adds to his repertoire one spell in that Circle, plus one spell in each of his lower Circles. For example, a character buying 2nd Circle Hermetic magic would add one 1st, and one 2nd Circle spell to his or her repertoire.

The skill point cost for Circles increases incrementally. For example, 2nd Circle Viral magic costs 16 skill points, 3rd Circle Viral magic costs 19 skill points, and so on.

Appendix II: Viral Magic

This is a description of the new Hedge Magic created by the Sweetwater Pond Toxicologists. Viral Magic is divided into several Schools, including Alteration, Artifice, Essence, Metamagic

1st Circle Viral Magic Spells

Create Poison: Creates non-magical poisons and substances.

Distillation: Enhances the effectiveness and duration of target poisons and potions by 50%.

Read Aura: Determine the skill level, health, and magical ability of the target.

Induce Seizure: Triggers an epileptic fit in the target.

Poison: Poisons the target.

Remission: Delays the onset of spell effects.

Salt Water to Wine: Variant of 'Water to Wine' that works on biological substances.

Tint: Changes the color and hue of target substance.

Trophic Boost: Variant of 'Growth' with weaker impact but longer duration.

2nd Circle Viral Magic Spells

Affinity Label: Adds a permanent 'tag' to the target's essence, which is propagated to successive targets of the victim's spells.

Affinity Mask: Creates a false aura to conceal spell casting abilities and magical effects.

Create Zeaven: Produces a dose of the hallucinogenic drug Zeaven.

Enhance Construct: Increases the abilities of constructs or summoned creatures.

Lesser Fork: Number of targets of 1st to 3rd Circle spells cast by the Toxicologist increases by 1d2.

Disease: Infects the target.

Morph: Weaker variant of 'Polymorph'.

Randomize: Changes one magical potion randomly into another (only usable once per potion).

Skin Graft: Inflicts 1d8 points of damage to a target and heals the caster by the same amount.

3rd Circle Viral Magic Spells

Affinity Warp: Progressive degradation of target's magical abilities.

Bone Graft: Removes 1d2 points from Agility, Endurance, and Strength from one target and gives them to a second target.

Essence Link: Connects bodies and minds of two targets.

Immunosuppression: Weakens the Physical, Mental, and general magical resistance of the target.

Paralyze: Paralyzes the target.

Purify: Enhances the effectiveness and duration of target poisons and potions by 200%.

Steal Spell: Allows Toxicologist to cast a spell known by the target.

Sublimation: Metamagical spells can be cast simultaneously and covertly together with another spell.

4th Circle Viral Magic Spells

Acceleration: Enhances progression of spell effects either cast by the Toxicologist or specific to a certain target.

Domination: Variant of 'Control' that enables the Toxicologist to maintain control of his own actions as well as those of the target.

Essence Graft: Removes 1d4 points from Intellect and Presence from one target and gives them to a second target.

Essence Screen: Large-scale detection of spellcasting abilities and affinity tagging.

Timestretch: Greatly increases the duration of spells cast by the Toxicologist.

Psychic Surgery: Revises one level's worth of skill points for the target.

Psychosommatry: Changes the effects of essence magic to act on Endurance rather than spell casting ability.

Wither: Destroys one of the target's limbs.

5th Circle Viral Magic Spells

Clone 2: Variant of 'Clone' that duplicates any one individual.

Consume: Destroys target; Toxicologist gains that target's remaining health points and known spells.

Create Essence Ring: Creates a magical artifact for imbuing spells or abilities in a subject.

Essence Rot: Infects target with a magical wasting disease.

Greater Fork: Number of targets of spells cast by the Toxicologist increases by 1d4.

Persistence: Makes the effects of any one spell permanent.

Appendix III: Special Items of Twylos

None this time.

Appendix IV: New Creatures of Twylos

This is a listing of new creatures and monsters specific to Twylos in the Fourth Era.

Abby Clone, nth Generation

Dodge: 12

Health points: 13 + 2d10 (23)

Intellect: 16-20

Physical Resist: +4

Mental Resist: +10

Average size: 5' to 5'3" tall, 100 to 120 lbs.

Attacks: fist: 1 x 1d3 or by weapon

To-hit modifier: +2

Hide/armor: none or by armor

Initiative modifier: +2

Movement rate: 120'

After decades of distillation, breeding, and magical experimentation, the original simulacrum of Aprill Dawson were refined into potent general-purpose tools by Aea Convent. The first 30 copies of Aprill have almost all been destroyed, and the finest specimen of the 2nd generation, Abby, was used by the crypto-Ixians of Aea Convent to produce several newer generations of clone. The 3rd and 4th generations proved to be critical components of the Ixians' defense against the Arcanos during the Second Fall. In the process of their creation, researchers all across Twylos- in Barrowsreich, at Sweetwater Pond, in Thenzor Deep, and in various Guild safehouses- worked and reworked the clones (now called Abby clones), until it was almost impossible to keep track of which clone came from which progenitor line. After the Second Fall, almost all Aprill/Abby clones were decimated or retired, except for one particularly hardy line that came to be called by the Toxicologists the 'nth-generation'. The nth-generation Abby clones were stripped of their own will, imbued with powerful magical resistance and regenerative capabilities, and acted as living Hermetic spellbooks. They rarely speak or act of their own volition, but carry out their assigned tasks with an intense, somewhat malicious fervor.

Abilities: The nth-generation clones do not possess the high magical shielding of the 2nd-4th generation clones, as these girls were designed to cast spells themselves. However, each clone has 30% immunity to any magical spell or effect. Individual clones have Hermetic, Hedge, and/or Viral Magic Potential and a number of Circles depending on how it was prepared. In general, though, clones have 3rd to 5th Circle casting abilities. Spells can be implanted in a clone with a procedure similar to spellbook transcription, allowing the clones to be used in a manner similar to magical wands, although the exact details of this process have been lost or left behind in the ruins of the Sweetwater Pond and Aea Convent research facilities. The hallmark of the nth-generation clones is an incredible physical resilience. Clones are immune to poison, paralysis, disease, and mental spells and effects. They are also immune to Viral Magic that acts on essence, as they have none. Any damage received by a clone triggers a long-range effect comparable to the 2nd Circle Viral Magic spell Skin Graft: the attacker (or nearest living creature, if no one can be considered an attacker, e.g., if a clone falls off a cliff) must make a Physical Resistance check (target number 15) or take 1d8 points of damage. The clone is then automatically healed by this amount. Furthermore, nth-generation clones regenerate one health point per combat round even after reaching 0 health points or lower, unless the essence ring implanted in the base of their spine is destroyed. For the nth-generation clones, the essence rings have been shaped to look like pieces of spine, hiding their identity. Often, this regeneration is not obvious, and some of the escaped nth-generation clones have been 'killed' numerous times, learning to play dead and allowing their biological processes to kick in so that they may escape.

Physical description: Given that different strains of nth-generation clones were prepared in separate labs across Twylos, each set of clones looks somewhat distinct, and have gradually shifted in appearance from the original Aprills. In general, the Abby clones appear as plain young women, with a vacant and somewhat unpleasant look in their faces.

Sathar, Vat

Dodge: 13

Health points: 20 + 3d8 (33)

Intellect: 1-18

Physical Resist: +7

Mental Resist: +2

Average size: 8'-12' tall, 300-500 lbs.

Attacks: fist: 1 to 4 x 1d4 + 4 or by weapon + 4

To-hit modifier: +4

Hide/armor: 1d2 + 1 or by armor

Initiative modifier: +2

Movement rate: 120'

Vat Sathar are reptilians captured or bought from the Slavers and taken to Vhog. Once there, they are exposed to K'Teauva's remains and experimented on, the details of which depend on the current project of the individual Vhog Sathar scientist in charge of the slave. In general, the Vat Sathar are the lackeys and assistants for the original Vhog Sathar. Fearful of straying too far from K'Teauva, the Vhog Sathar stay at Vhog, preferring instead to send their vat creations into the deserts and cities of Saethos- and points further- to collect information and specimens.

Abilities: The Vat Sathar are not nearly as fearsome as the original Vhog Sathar. However, exposure to the Teauvite Vats of Vhog and additional biochemical experimentation has given the Vat Sathar a number of additional features. Vat Sathar should each be considered to have Hedge or Ritual Magic Potential and 1st to 3rd Circle spell-casting ability. Vat Sathar are immune to poison and disease. Due to their heightened sensory systems, Vat Sathar should be considered to have the Blindfighting discipline. Vat Sathar are extremely hardy and also have the Last Stand discipline with an effective Endurance score of 16. Vat Sathar have the Perception and Stealth proficiencies at Grade II.

Physical description: Vat Sathar appear as awful caricatures of reptilians. Individual Vat Sathar may have partial exoskeletons, grossly overdeveloped heads or arms, or other more noticeable mutations such as additional limbs.

Sathar, Vhog

Dodge: 11

Health points: 50 + 4d8 (68)

Intellect: 14-20

Physical Resist: +8

Mental Resist: +6

Average size: 12' tall, 500 lbs.

Attacks: fist: 1 to 4 x 1d4 + 6 or by weapon + 6

To-hit modifier: +6

Hide/armor: 1d4 + 2 or by armor

Initiative modifier: +4

Movement rate: 90'

Vhog Sathar are the 37 reptilians who were present at Vhog when Nobu Su-Gahz's biochemical cocktail was injected into K'Teauva, destroying her and all of the surrounding area. They were transformed into insectoid-reptilian hybrids with immense strength and regenerative capabilities due to the number of potent growth factors that flooded and warped their physiology. The Vhog Sathar have grown increasingly paranoid in the century or so since the 'Vhog Heresy' of Su-Gahz, preferring to stay at Vhog and letting their Vat Sathar slaves perform their tasks. The 37 Vhog Sathar do not like each other, although they are bound by a deep feeling that they are, together, K'Teauva herself. In the decades that followed the Vhog Heresy, cults of personality have grown up around certain of the Teauvites, leading to obscene works of art or baroque sacrificial rituals performed by Vat Sathar, dedicated to specific members of the Vhog.

Abilities: Vhog Sathar are imbued with considerable magical abilities and should each be considered to have Ritual Magic Potential at 4th Circle, as well as Hedge, Faith, and/or Hermetic Potential to some degree. Vhog Sathar are immune to poison, disease, paralysis, heat, cold, and mental spells and effects. Vhog Sathar are unimpeded by darkness and silence, and can navigate fully based on electro- and mechanosensation. Vhog Sathar regenerate 1d4 health points per round and require complete destruction of 50% or more of their mortal form to prevent regenerating back from death. Vhog Sathar have Perception, Magic Acuity, and various knowledge proficiencies such as Herbaslism, Agriculture, and Religious Knowledge at Grades III and IV.

Physical description: Vhog Sathar are disgusting monsters. They cover their bodies with large robes and cloaks. Standing almost twice the size of normal Sathar (12' or sometimes larger), they appear to shamble somewhat clumsily around their oversized laboratories. Underneath their cloaks, each of the 37 Vhog Sathar have unique deformities- some constantly secrete insect larvae from cocoons emitting from their open chest cavities, others have four arms or a second head. Some have the bodies of insects, such as feathery moth wings or a set of scorpion legs.

Appendix V: Glossary

Abby Clones, 1st Generation: A misnomer, leading to the confusion in generational numbering of the simulacra derived from Aprill Dawson. Abby herself was a 2nd-generation Aprill clone, and her success led to her being used as the template for future generations. Strictly speaking, the 1st-generation Abby clones were the first Aprill clones distilled from Abby. Unofficially, the term '1st-generation Abby clone' was used to refer to the original Aprill clones built by Aea Convent.

Abby Clones, 2nd Generation: Following the confusing Aea Convent terminology, these were the copies of Abby used by the Church of Ixus to survive the Second Fall and destroy the mortal forms of the six Arcanos.

Abby Clones, 3rd and 4th Generation: The plethora of Abby clones that were built by various research labs during the early Fourth Era.

Abby Clones, nth Generation: The current batch of Abby clones. The Sweetwater Pond Toxicologists, fed up with the confusing reports of various Aprill/Abby clones under development across Twylos, started referring to all of them, sarcastically, as 'nth-generation' clones. The name stuck. When most research labs ceased operations during the Second Fall and Fourth Era decline, the only clones that survived were hybrids that had been fortified with regenerative abilities.

Anophele, Dr. Thomas: Student of Edrac Reeves, inventor of Viral Magic, and first and last of the Toxicologists.

Apostles, The: The lichlords of the reformed Church of Ixus.

Apostles, Office of the: The Ixian Moon base.

Argosy Prime: The Glorious Argosy of His Majesty the Sun King, a fleet of immense warships in the western sea that is the new Sun Keep.

Essence Rings: Toxicologist devices to enable spell-casting and other abilities to the wearer. Generally embedded in the spine or brain.

Halifax, Sterling R.: Friend of Amanda Dawson, killed by and in possession of the Rhaxen 5 Archon.

Learning Tree, The: Rheyran publishing house specializing in colorful but cheaply-printed children's books.

"My Healthy Living": Alchemist research project in the late Third Era to study the sociological effects of wide-scale alchemical manipulation in five select villages. The five projects were Happiness, I Can Do It, Industry, Longevity, and Nutrition.

Oolvaunt Chapterhouse: The new Mother Church of the School of Names.

Rhaxen 5: Asteroid tethered to the Office of the Apostles, containing the last remnant of the Vausse Academy.

Sathar, Vat: Sathar slaves biochemically and magically altered to serve the Vhog Sathar.

Sathar, Vhog: The 37 Teavites that were exposed directly to the explosion of K'Teauva and destruction of Vhog.

Scnd Fall, The: Strictly, the collapse of Armech at the end of the Third Era. Loosely, refers to the wide-scale decline of Twylos throughout the late Third Era and into the Fourth Era.

Su-Gahz, Nobu: Sathar Toxicologist who accelerated and brought about K'Teauva's emergence on Twylos.

Sweetwater Pond Research Laboratory: Final research base of the Toxicologists, just outside Torsche.

Torsche Council on Toxicology: Citizens' action group in mid-Third Era Torsche that controlled Zeaven manufacture and trade in the East. Origins of the Guuran Tower, Alchemists Guild, and Sweetwater Pond Toxicologists.

Toxicologist: See Viral Mage.

Toxicology: See Viral Magic.

Typhon, Sixth Key of: A curious observation by Sterling R. Halifax made before he was eaten.

Vhog Heresy: The explosion of K'Teauva by Nobu Su-Gahz, and transformation of Vhog and the Vhog Sathar.

Viral Mage: A practitioner of Viral Magic. Divided philosophically into three Schools: Red, Black, and Gray.

Viral Magic: Arcane and high-Circle Hedge Magic. Initially developed as anti-mage magic, but ended up becoming a set of magical diseases that afflicted and killed much of Northeastern Twylos.

White King, The: The Arcanos Arcades Shavaat; teacher of Ixondr, Muriel, and Amanda Dawson, and husband to Lisabeth.