

Wayfarers Guild Journal™

Optional Variations and Supplements for the Wayfarers Roleplaying Game



Issue #: 1



A Publication of the YOGC Community
and the Ye Olde Gaming Alliance

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Wayfarers Guild Journal, Issue #1: Roleplaying games are all about creativity. Game Masters create worlds, players create characters, and together they create stories. Even so, not all role-playing creativity must be relegated to world-building or to gameplay. In fact, the best gaming groups will look at the rules themselves with a designer's eye. In the weeks since Wayfarers has been released, several users of the system have already shared their own home-brewing ideas with me. Considering the short time that Wayfarers has been available, the depth and novelty of some of these variations is remarkable. In fact, it's almost unnerving as the creator to witness just how quickly products of much deliberation can be altered or replaced with elegant and compelling ideas. In a discussion with one of these creators the idea for this journal was born.

Now, a word of caution: This book is not a supplement to the Wayfarers roleplaying game. It is not an amendment to the game. Adopting one or more of the optional rules contained within may actually decrease your own enjoyment of Wayfarers. Adopting several of these ideas will almost guarantee it. Optional rules and ideas in this book are presented for the sole purpose of sharing creative variations of the Wayfarers system amongst those who use it. Occasionally one of these variations will resonate with a gaming group, and may be successfully adopted, or might inspire them to create the fix they need. Most will read this manual and take nothing from it but a perspective on what other people are doing with the game and possibly some inspiration as well.

First and foremost, this journal is about creativity. Gamers are creative people. They create worlds after all.

J. T. Swill



Astrology and Character Creation

The following section is the work of Justin Ermler, better known to the YOGC community as Moth. Soon after Wayfarers was released, Moth created a novel device for augmenting the character creation process. This method supposes the character is born under the influence of the stars, and as such, possesses certain general traits and qualities that might guide his or her development. This is by far one of the most popular resources on the YOGC website. Here is Moth's work:

The potentials and futures of all living things are recorded in the movement of the myriad stars and planets through the firmament. Sages and scholars debate endlessly over the minutia of making predictions based on the position of heavenly bodies during birth and their portents, but the truth is so complex no human science could ever codify it. Still, some generalizations can be inferred from this ancient wisdom.

Each player rolls 1d12 for his sign, 1d12 for his house, and 1d10 for his planet.

Planet

A character's ruling planet influences a character's destiny, what station in life they aspire to, and the means they will use to get there. The GM is encouraged to work the noted associations into encounters or prophecies involving the character. Characters receive a 5 point discount on the noted discipline at grade I. This may make some disciplines, such as Blindfighting or Savant, free. This discount is one time only, and confers no reduction in the cost of increasing grade at any future time.

- 1: Sun- Rulership, Power- Resilience
- 2: Moon- Blood, The Sea- Blindfighting
- 3: Mercury- Change, Travel- Counterattack
- 4: Venus- Love, Serenity- Savant
- 5: Mars- War, Athletics- Weapon Mastery
- 6: Jupiter- Luck, Beasts- Ritual Magic Potential
- 7: Saturn- Knowledge, Nature- Hermetic Magic Potential
- 8: Uranus- Flight, Revolution- Hedge Magic Potential
- 9: Neptune- Belief, Seclusion- Faith Magic Potential
- 10: Pluto- Wealth, Subterfuge- Backstab

Sign

A character's astrological sign influences their personal temperament. Though these traits are hardly universal among individual sign-bearers, they are true more often than not. Sign provides a possible role-playing guideline for players and a useful method for creating associations for non-player characters. While a system of good and bad compatibilities providing modifiers to social skills could have been implemented, the author felt that this would be masochistic not only to write, but to implement

- 1: Aries- Headstrong
- 2: Gemini- Adaptable
- 3: Leo- Brave

- 4: Libra- Diplomatic
- 5: Sagittarius- Genuine
- 6: Aquarius- Rational
- 7: Taurus- Reliable
- 8: Cancer- Protective
- 9: Virgo- Perfectionist
- 10: Scorpio- Emotional
- 11: Capricorn- Disciplined
- 12: Pisces- Poetic

House

House influences a character's personal, day-to-day life. As such, individuals with a particular sign can start with grade II at skill level 1 in the noted proficiency. Their maximum grade is still capped by their level in all future spending of proficiency points.

- 1: Personal- Performance
- 2: Resources- Engineering
- 3: Communications- Inspire
- 4: Home and Family- Healing
- 5: Creativity- Artistic Skill
- 6: Daily Routine- Trade Skill
- 7: One-to-One Relationships- Contacts
- 8: Mysteries- Any Knowledge/Ancient History
- 9: Far Distances- Seamanship
- 10: Career and Reputation- Leadership
- 11: Friends and Acquaintances- Persuasion
- 12: Thoughts- Perception

Twylos Variant

After Moth's idea caught so much interest, I asked Greg Vrill if he might create a tweak of the system for a Twylos-based campaign setting. Here's Greg's take on it:

Plane

Rather than planets, events on the World of Twylos are prejudiced by the outer planes. The influence of the realms is difficult to predict, but it is real. As a result, most characters can be considered to be born under the aspect of a certain plane. Functioning like ruling planets in Moth's Astrology system, in Twylos planar influence confers a 5 point discount on a discipline at grade I (or grants additional languages). 1d10 is rolled with the following result:

- 1: Twylos and the Tellurian Planes: Power, Hegemony- +2 Languages
- 2: The Ether: Travel, Confusion- Magic Resistance
- 3: The Deep: Curiosity, Melancholy- Resilience
- 4: The Celestium: Love, Jealousy- Feint
- 5: The Inferno: Discipline, Hatred- Weapon Mastery
- 6: The Alluvium: Wealth, Subterfuge- Backstab
- 7: The Viridian Realms: Nature, Misanthropy- Ritual Magic Potential
- 8: The Blood Realms: Knowledge, Sadism- Hermetic Magic Potential

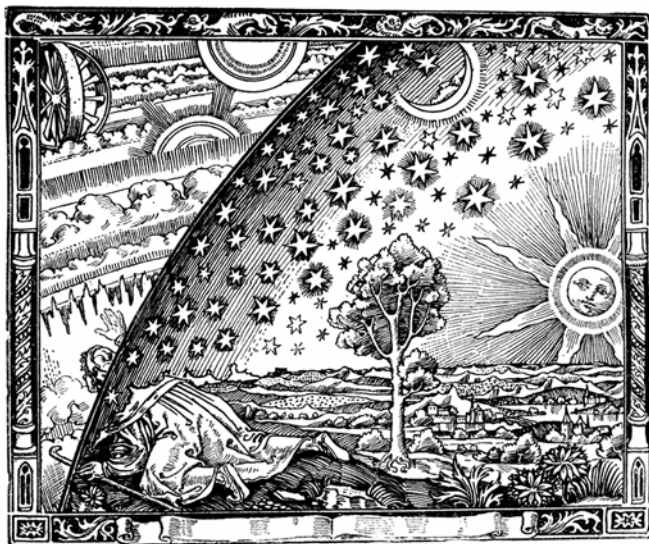
9: The Realms of Perdition: Chaos, Revolution- Hedge Magic Potential

10: The Dream Realms: Belief, Seclusion- Faith Magic Potential

God

A mixture of Sign and House in Moth's system, the time of year in Twylos relates to an astrological sign commonly attributed to a specific god or ethos. Individuals of a particular sign may begin with grade II at skill level 1 in the noted proficiency:

- 1: January (Zuul): Careful- Perception
- 2: February (Breyana): Cunning- Persuasion
- 3: March (Rhiannon): Protective- Herbalism
- 4: April (Kithain): Compassionate- Healing
- 5: May (None): Adaptable- +1 proficiency point
- 6: June (Ixian): Rational- World Knowledge
- 7: July (Aguierre): Loyal- Leadership
- 8: August (Ixus): Determined- Martial Knowledge
- 9: September (Tamara): Wise- Ancient History
- 10: October (Vorn): Inquisitive- Religious Knowledge
- 11: November (Xeres): Creative- Artistic Ability
- 12: December (Typhon): Humorous- Contacts



Water Combat Rules

Often environmental factors will call for the alteration of game mechanics for movement, vision, combat, etc. The Wayfarers rulebook covers some, but not all of these situations. In such cases where the rules do not contain appropriate mechanics, the Game Master should devise the most simple and rational system he can, and keep the game moving along.

The Wayfarers rulebook has no specific rules for water-based combat. To deal with this matter, and to give an example of how similar topics might be addressed, I'll provide an optional rule-set for water-born combat here.

As written, unencumbered characters can swim at a base rate of 20' per round, modified by +10' for every grade of the

Swimming proficiency they possess. For the sake of simplicity, it can be assumed a character swims at the same speed on the surface or underwater. Here, in terms of combat movement, no major adjustments need to be made. Charges, retreats and passive movement can all occur in water as on land, just at reduced rates.

However, due to the resistance of the fluid, physical combat within water should be altered. First and foremost, it should be considered that all characters within water experience a measure of impedance. Thus, the simplest way to address this issue is to use the impedance mechanic.

Optional Water Combat Rule #1: All land-dwelling creatures apply a -5 impedance adjustment when in water. This water-based impedance does not affect a character's movement rate. As a result, a character in water would apply a -5 adjustment to his dodge score, and a -5 modifier to his initiative rolls, agility-related proficiency checks, and Hermetic/Hedge casting failure rolls.

All creatures native to water should not apply this water-based impedance modifier. However, this being the case, it seems reasonable that swimming expertise might reduce this hindrance.

Optional Water Combat Rule #2: For each grade of the Swimming proficiency he or she possesses, a character reduces the -5 water-based impedance score adjustment by 1. For example, a character with Swimming grade II would suffer a -3 impedance adjustment when in water.

This simple rule-set should address the most common water-based combat issues. Personally, as a Game Master I would 'hand wave' most other considerations in water, making rulings based upon the situation at hand. Nevertheless, there are some other variations to the rules that might be considered by a group that enjoys a heavier system of mechanics. I'll list some possibilities below:

Underwater Vision: Vision underwater will depend upon water clarity, but will always be worse than in air. Limited sight distances and/or additional combat penalties could be applied due to poor visibility. Infrared vision will be adversely affected by water temperature and poor heat transmission. The Blindfighting discipline could offset such penalties.

Spell-casting in water: Aside from spell failure due to water-based impedance, spells containing a verbal component may not be cast underwater. In addition, many material components are impractical underwater. It should also be considered that the effects of certain spells may be altered in water. For example, the 4th Circle Hermetic spell Lightning Bolt will likely have an area of effect (including the caster), whereas the 3rd Circle Hedge spell Trace would probably fail outright. In each case, it is best if the Game Master decides what follows.

Holding of breath while fighting: According to the Wayfarers rulebook, a character may hold his breath for a number of rounds equal to half of his endurance score. After this, the

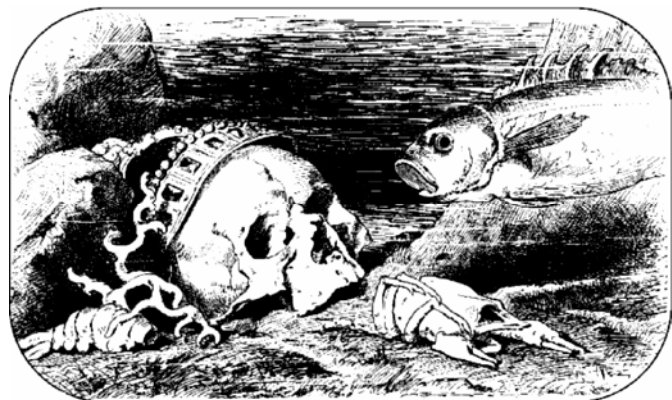
character must make a Physical Resistance check of 10 every round thereafter or fall unconscious. A particularly severe Game Master might halve this duration if a character is involved in strenuous activity such as fighting. Modifiers to the Physical Resistance check might also be applied. Of course, this could apply to any situation where a character cannot (or chooses not) to breathe.

Limited damage from slashing or bludgeoning weapons: Due to the resistance of water, normally only piercing weapons can be used effectively. To reflect this, when underwater, it might be considered that slashing weapons inflict $\frac{1}{2}$ of normal damage and bludgeoning weapons just $\frac{1}{4}$ of normal damage.

Injury due to water pressure: Water pressure can be crushing and cause injuries due to an imbalance between the diver's internal pressure and that of the water above. Getting particular about barotraumas is probably taking game mechanics too far. However, the Game Master might consider temporary deafness or possibly damage to a character diving or pulled down too deep. It's generally accepted that 150' is the maximum depth for unaided divers. As an example, a character pulled down 300' by a giant octopus might be required to make a Physical Resistance check of 15 or be deafened for 2d4 hours and suffer 1d4 points of damage.

Falling into water: Generally, falling into a body of water is better than falling onto the hard ground. However, falling into water from a great height isn't much different. To reflect this, the Game Master might calculate damage from falling into water as 1d8 for every 10' fallen beyond the first 100'. This is not too realistic, but should be adequate for most situations. Armor will still absorb this damage, and Acrobat proficiency checks to reduce falling damage should also still apply.

Obviously, there are many rules and decisions that can be made by the Game Master when considering combat in water. In fact, in terms of the Wayfarers rulebook, this serves as a prime example of where explicit rules could exist, but do not. No matter how expansive a rulebook is, your players will always find a matter that isn't covered. In these situations, do what seems reasonable to you and keep the game rolling. However, if you happen upon a home-brew that is particularly novel or elegant, let us know; we might print it in the next issue.



Hit-by Armor Absorption

The function of armor is to absorb damage. As presented in the Wayfarers rulebook, each item of armor confers a certain absorbance that reduces physical damage inflicted upon the wearer. Admittedly, the term 'absorbance' is used liberally. It usually describes a material's transmittance of electromagnetic energy. For lack of a better term, in we substitute kinetic energy for electromagnetic.

In Wayfarers, an attack 'hit' is considered to be physical contact capable of inflicting a wound. In this scheme, a creature's dodge indicates just that: it is a measure of the ability to avoid an injurious blow. Dodge is a measure of agility, reflexes and freedom of movement. Thus, for all intensive purposes, an attack that misses is either a complete miss or an ineffective graze or glancing blow. Conversely, an attack that hits is one that connects with force and is able to cause injury.

According to the rules of Wayfarers, a creature wearing armor (or possessing a thick hide, etc) subtracts the absorbance of its armor from any unique physical injury it sustains. For example, if a character in studded chain mail armor (absorbance of 1d3) is hit with a sword for 5 points of damage, he will lose 2, 3 or 4 health points.

Some players of Wayfarers have commented that although this mechanic works in play, it seems odd that armor should absorb damage in a random manner. It is commonly asked why armor does not simply absorb fixed amounts of damage from each blow. In fact, in the development of the game this issue was considered from a few angles. However, the over-riding premise was that armor should protect the wearer from blows, yet due to its bulk, should usually make it more difficult to dodge them.

Assuming this principle, as far as game mechanics are concerned, the onus is then put either on the attacker or the defender to employ this effect. That is, either the defender should apply the effect of armor, or the attacker should modify his attack upon an armored opponent. Although the idea of static armor absorption was play-tested, it was decided that giving non-random absorbance to armor was problematic. The primary reason was because some suits of normal armor would then make the wearer immune to some normal weapons. For example, a character wearing plate armor that absorbs 5 points of damage per attack could not be harmed by a normal dagger at all.

As far as a model of physical combat, this was considered to be clumsy. Of course someone wielding a dagger can still stick an individual in plate armor in the armpit, behind the knee, in the face/neck, etc. A dagger pommel to the temple might even injure someone wearing a helmet. Rolling a d20 does not constitute a complete model of combat, but some models are better than others. In this case, we felt the mechanic created more problems than it solved.

It was primarily for this reason that random armor absorption was tested and eventually adopted. Random armor absorption does not represent a variable component intrinsic to the armor, but instead describes how effectively the armor protects the wearer from a particular blow. Did the axe strike the breastplate, or did it cleave into a joint on the arm? Of course, the absorption roll does not determine an actual location, but has the effect of modeling the variability in protection the armor provides against any given attack. In this case, it is up to the defender to determine the effect of armor. For this reason, and because of its ease of use, random armor absorption is used.

That being said, there are endless possibilities for calculating the effect of armor in Wayfarers. Here, I will present one that displaces random absorption, and makes it a component of the attacker's to-hit roll. This option is mathematically more demanding than the current method of armor absorption, but replaces the need to roll a dice that is associated with random armor absorption.

Unlike the method of armor absorption in the Wayfarers rulebook, hit-by armor absorption incorporates the armor effect into the attacker's to-hit roll. Here, each piece of armor has a static absorbance, but this absorbance may be bypassed if the attack is particularly effective.

In this scheme we suggest the following armor absorbance and impedance ratings:

Hit-by Armor Absorbance

Armor	Absorbance	Impedance
Shield, buckler	1	-1
Shield	2	-2
Shield, tower	3	-3
Padded	2	-2
Leather	2	-1
Studded leather	3	-2
Ring	3	-3
Chain mail	4	-4
Splint	5	-5
Scale	5	-6
Banded	5	-6
Plate	6	-7
Full plate	7	-8

Using the hit-by rules, armor absorbs damage as a function of the attacker's hit roll. Here for each point above the defender's dodge score the attack hits by, one less point of damage is absorbed by the armor.

For example, if a character with a dodge score of 10 and wearing chain mail (absorbance rating of 4) is hit by a sword, the armor absorbs 4 points if the to-hit result is 10, 3 points if the hit result is 11, 2 points if the to-hit result is 12, 1 point if the to-hit result is 13, and does not absorb damage if the to-hit result is 14 or higher. Thus, if the sword inflicts 5 points of damage, the wearer loses 1 health point if the to-hit result is 10, 2 health points if the hit result is 11, 3 health points if the to-hit result is 12, 4 health points if the to-hit result is 13, and 5 health points if the to-hit result is 14 or higher.

Obviously, this method of armor absorbance requires a bit of calculation. However, as the to-hit numbers associated with a character's armor absorbance will not change unless his armor is changed, a table could be added to the character's record sheet for quick reference. Here's an example for a character wearing studded leather and employing a shield, who has a dodge score of 12:

To-hit result	Damage absorbed
11 or less	miss
12	5
13	4
14	3
15	2
16	1
17 or more	0

On the positive side, this method of armor absorbance directly relates the effectiveness of the armor to the effectiveness of the attacker's to-hit roll. In cases where to-hit rolls can be improved by disciplines, such as Calculated Strike or Pause and Study, this method is particularly satisfying.

Additionally, you can see I've extended the list of shields to include both the buckler and tower shields. In the Wayfarers rulebook, all shields absorb 1 point of damage. Obviously, it would be possible to expand those rules, having a buckler absorb 1, an average shield absorb 1d2, and a tower shield absorb 1d3 points of damage. However, as two types of shields would require an additional absorbance roll, it was deemed that what might be gained from this option was not worth the added complexity. However in the hit-by option, adding a variety of shields is less cumbersome, and may be reasonably implemented. Using this schematic, the Shield Use discipline might be extended to include three grades to account for the added shield impedance.



The most obvious con to the hit-by method of armor absorbance is what to do with automatic or critical hits. For example: How much does the armor absorb if the character is hit by a Force Bolt, or by a sword affected by the True Strike spell? What if the defender's dodge score is greater than 20, but it is hit with a natural to-hit roll of 20?

With limited play-testing using the hit-by method, I cannot offer a definitive answer. Still, it seems reasonable that automatic or critical hits either bypass armor absorbance completely, or apply ½ of the maximum armor absorbance to the damage done. Personally, I favor the latter option.

Bypass Armor Absorption

YOGC community member Morgannon suggested a minor but interesting change to the Wayfarers rules for armor. As it is possible any suit of armor might be completely bypassed, Morgannon suggested a zero-absorption possibility for all pieces of armor. In his modification, all armor requires a dice roll, but subtracts 1 per die from the result. Here is a possible example:

Bypass Armor Absorbance

Armor	Absorbance	Impedance
Shield, buckler	1d2 - 1	-1
Shield	1d3 - 1	-2
Shield, tower	1d4 - 1	-3
Padded	1d3 - 1	-2
Leather	1d3 - 1	-1
Studded leather	1d4 - 1	-2
Ring	1d4 - 1	-3
Chain mail	1d6 - 1	-4
Splint	1d6 - 1	-5
Scale	1d6 - 1	-6
Banded	2d4 - 2	-6
Plate	1d8 - 1	-7
Full plate	1d10 - 1	-8

For example, a suit of chain mail would absorb 0 to 5 points of damage per physical attack. This method requires a slight calculation, but the effect on speed of play should be negligible.

I feel Morgannon's armor option is most satisfying when it comes to shields. Of course it could be argued that swinging around a shield might weaken an attack even if the shield is not actually struck. However, the possibility of a shield not absorbing any damage at all is understandable. For this reason, it might be worth considering using the armor rules as they are within the Wayfarers rulebook, but use Morgannon's variant for shields only.

Due to the number of interesting armor variants we've received in such a short time, I am sure we will be revisiting the topic again.

Spell Casting-time and Armor Impedance

According to the Wayfarers rulebook, Hedge and Hermetic spell casters risk spell failure if they are impeded by armor or another cause of impedance. For example, if a wizard has an impedance of -2, he must roll a 3 or higher on a d20 each time he casts or lose the spell. Ritual and Faith magic spell-casters are not affected by impedance.

In the YOGC forums, it was suggested by Fluffy that not only could armor impedance cause Hedge/Hermetic spell failure, but it might modify the casting time of spells as well. That is, for a character with an armor impedance of -2, a modifier of -2 could be added to his spell casting times. For example, if a wizard with an impedance of -2 were to cast the 3rd Circle spell Sleep, the casting time would be -5 instead of -3.

The logic behind this modification is that a caster in bulky armor should have to be more careful and deliberate with his movements in order to cast the spell successfully. This seems to be a reasonable assumption, and could be implemented with ease.

When he offered the idea, Fluffy suggested that total worn armor impedance and not the character's adjusted impedance score should modify casting times. That is, even if a wizard in studded leather (impedance of -2) had an adjusted impedance score of 0 (due to Armor Use and strength), a -2 modifier should be added to his casting times. Thus, the character's spells could not fail due to the armor, but his casting would be slowed. The idea here is that although a caster might overcome the risk of armor-induced spell failure, this would be due to skillful but slowed casting.

Fluffy's idea is compelling. Personally, I think either the total armor impedance, or adjusted armor impedance could be used to modify casting times, depending on your tastes. The obvious downside to this variation is a bit of added calculations, yet some groups enjoy this kind of number crunching. Based on the reasoning behind armor impedance modification of casting times, I think it should only affect spells with a gestured component. Of course, this adds another degree of complexity.

Finally, if this variation is implemented as Fluffy suggests, using total armor impedance, not the adjusted impedance score, a GM might rule that even Faith and Ritual spells with a gestured component might be slowed, yet without a risk of spell failure.

Group Ritual Casting

Interestingly, in his Orphizhan campaign, YOGC member Moth unknowingly implemented an idea regarding Ritual magic that was tried but eventually abandoned during Wayfarers play-testing. This idea is group Ritual spell casting.

Mystics in Wayfarers are similar to our world's witches, druids or shamans. These casters employ ceremony and cryptic formulae in order to garner the favor of other-worldly beings and channel it to their will. Mystics are able to perform

individual or group rituals, often with the assumption that group incantations are more potent than those practiced alone.

In his Orphizhan game, Moth enabled three 2nd Circle NPC mystics to cast the 3rd Circle Greenman spell. Moth's reasoning was that these three casters could pool their power and together could cast a spell that each could not cast alone.

Early in the creation of the Wayfarers system, some ritual spells actually could be cast by multiple mystics by sharing their spell points. As written, mystics casting in a group were able to simply divide the necessary spell points amongst themselves. However, unlike Moth's version, at least one of the mystics needed to be of the Circle of the spell being cast. Nevertheless, eventually group Ritual spell casting was dropped. However, group Ritual casting was dropped not because it didn't work, but because it was seen as a mechanic that could be used often by NPCs, but rarely by PCs.

That said, group casting does seem to fit the flavor of mystics, and there is no reason why it can't be employed in your campaign.

When asked, Moth suggested group Ritual casting might be a discipline, and that mystics without the discipline could not partake in group spells. Here's a possible incarnation of this discipline as described by Moth:

Group Casting: 10 skill points. Ritual Magic Potential is a prerequisite for the Group Casting discipline. Group casting enables a mystic to pool spell points with other mystics who also possess the Group Casting discipline. These spell points are pooled as the spell is cast together. The spell cast may be one Circle beyond the highest Circle available to the leader of the ritual. For example, a 1st, 2nd and 3rd, Circle mystic may cast a 4th Circle spell together with this discipline. However, the leader of the ritual (the mystic of the highest Circle) must have a presence score equal to or greater than 10 + the Circle cast. Thus, a mystic leading a 4th Circle group spell must have a Presence of 14 or more.

I like Moth's idea of making group ritual casting a discipline. Although it almost guarantees that it will be employed by NPCs only, it is a simple way to work it into the rules as they stand. The presence requisite is interesting, and makes sense when it's considered that every ritual cast would have a leading mystic.

When I was initially creating group Ritual casting, I was working under the assumption that all mystics could take part in a group spell. Personally, I am not sure which option I prefer. Moth's idea that mystics casting in groups can extend their spells by 1 Circle is appealing. The presence restriction is interesting as well. Without play-testing the idea, I think I would make group Ritual casting available to all mystics, but add Moth's idea about casting a higher Circle, and the lead mystic presence score constraint. I would also require that all mystics be within 10' of each other.

Assuming group Ritual spell casting is used, there are four minor complications that come to mind that should be

addressed. These are: group casting time, spell failure, spell optimization and caster-affecting spells.

Group Ritual casting time: Although there are other means to deal with group casting time, the simplest method is that casters should defer to the lowest initiative in the group. For example, if three mystics were casting a spell together, and they rolled individual initiatives of 6, 3 and 8, the spell should begin at initiative 3. Any caster taking part in a spell should announce such at their initiative, and should not be allowed any alternate actions.

It is also reasonable a casting time adjustment could be applied to group cast spells. A simple method might be an adjustment of -1 for each additional caster involved. For instance, if the three casters above were casting the 2nd Circle spell Corrupt Insect together, the casting time would be -4 (-2 base casting time, -1 for each additional caster). Thus, the casting would begin at initiative 3 and end at initiative -1.

Group Ritual spell failure: As group casting includes the effort of multiple casters, it should follow that spells could be upset if one or more of these casters lose concentration while casting. Simply, if a mystic loses concentration during a group-cast spell, his contributed spell points should be lost. However, if one of the remaining casters can immediately spend the lost spell points, the spell might be allowed to continue. I would suggest this caster also make a Mental Resistance check of 10 to maintain concentration or the spell be lost completely. If the lead mystic loses concentration however, the spell should always be lost.

Group Ritual spell optimization: Assuming that spells cast together are more potent than those spells cast alone, it's possible that group cast ritual spells might have certain advantages. To keep things simple, I suggest that whenever a mystic must roll a dice for a spell, each caster involved could roll and the most favorable result be used. In addition, if the duration or effect of the spell is based upon the Circle of the caster, the mystics might be able to use the sum of their Circles. Finally, mystics might sum their Magic Potency discipline adjustments to Mental or Physical Resistance checks associated with the spell.

Caster-affecting spells: Some ritual spells require a sacrifice on part of the caster in addition to the spell points expended. For example, the 1st Circle spell Transfuse requires the mystic to sacrifice between 1 to 4 health points when the spell is cast successfully. In group ritual casting, requirements like this could get complicated. It is appealing to imagine a system where each mystic in a group can contribute a share of health points, endurance points, etc., to a spell. However, without a prior spell by spell treatment, employing this mechanic could get complicated. Therefore, for the sake of simplicity, I suggest only the lead mystic may be so affected by the spell. This means that only the leader can make non-spell point contributions, and only the leader can be targeted by the spell's effects when the Effect reads: 'Caster only'.

Obviously the idea of group ritual casting is fertile ground for a lot of new ideas and rule variations. I really like the idea of group ritual casting. So much so that were I to write Wayfarers again, it's possible I'd include it in the Optional Rules section as an example of a simple idea that requires an unexpected amount of consideration. Still, there's no reason these types of variations can't be done. Moth was a bit daring to run with it in game, but I think the basis for his ideas were well-founded. I'm just waiting to see what Moth does when a couple of his PC mystics decide they want to start casting together. That way he can do the heavy lifting for the rest of us.

Greatstrike Discipline Variation

In a conversation of mechanics in the community forums, YOGC member Brak posted a link to www.thealexandrian.net where the term 'dissociated mechanics' was discussed. The author of this blog wrote that dissociated mechanics are those *"...which have no association with the game world. These are mechanics for which the characters have no functional explanations."* Although the author mentioned dissociated mechanics while discussing another game, he (and Brak) made a good point, and I agreed that dissociated mechanics should be avoided when reasonable alternatives exist.

Thinking more on the topic, I realized the Greatstrike discipline contained, in essence, a dissociated mechanic. This is due to the fact that Greatstrike can only be used successfully once per hour. There is no logical in-game reason for this. Yes, it could be argued that a character is too tired to Greatstrike again for one more hour, but that's about the best one can do. That said, the Greatstrike discipline works well as is, and if you can overlook its dissociated nature, there's no reason to change it. Still, as a result of the discussion, Brak and I came up with an alternate Greatstrike discipline that some might find more satisfying.

Greatstrike: 12 skill points. Weapon class specific: Weapon Mastery grade II in the same weapon class is a prerequisite for Greatstrike. Greatstrike allows a character to hit for maximum dice damage with one successful on-hand melee attack. A player must declare the Greatstrike attempt before a to-hit roll is made. If the attack misses, the Greatstrike is not expended. The player must again announce if further Greatstrikes are to be attempted. Greatstrike may only be attempted once per round. However, for each successful Greatstrike beyond the first, the character loses 1 endurance point and 1 strength point for one hour (min. 1).

This is a small change, but it is one that better translates the notion that a character might get tired from attacking multiple times with such force. In addition, it results in a bit of interesting decision making on the part of the player. Personally, I like the idea of a character going into a battle frenzy and Greatstriking himself into exhaustion. -It looks like a fun option.



Twylos: The Fourth Era

The following section contains material created by Gregory Vrill for the Twylos campaign setting. In this issue, Greg gives us new organizations, new locations, new creatures, and an entirely new type of magic.

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 Aguierre 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 Aguierre'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 Aguierre 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, Typhonaes, 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 Typhonaes, 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.

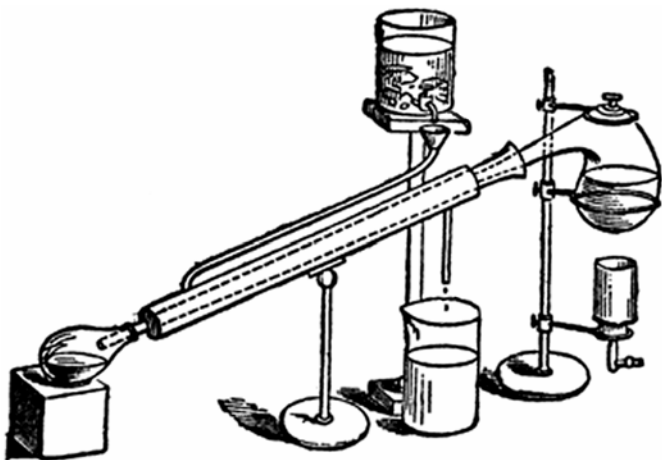
This particular version of Twylos however had one slight change, seemingly innocuous, that led to large repercussions and effectively set in motion everything described above. In the mid-Third Era, in the year 104 T.E., a small publishing house in Rheyas called The Learning Tree tried to capitalize on 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 Rheyas 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 Rheyas 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 Typhonaes, 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 Typhonaes, 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 Typhonaes, 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: Vehrland 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: Vladmir Ozmandian publishes The Histories.
50: Vladmir Ozmandian publishes The Theologies.
53: Vladmir 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 Ulliyade.
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 Rhaxen by the Archons.
200: Incident at Rhaxen.
203: Asantha Morgaine murdered by loethane the Red-Handed. Fayde Ehling 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 pre-dated 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 Aguierre 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 lichens: 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, Duran.

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 townsfolk 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.

Rhaxen 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 Rhaxen, they began numbering the identified pieces. This one is number five, and is the last.

The sole inhabitant of Rhaxen 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 Rhaxen, 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 Vausse 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.

Psychosomaty: 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: Rheyen 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 Vause Academy.

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

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

Second 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.

New Creatures

The following section contains two creatures that might be used in any Wayfarers campaign. I can't rightfully say I've created these creatures, but have codified them for use.

Grue

Dodge: 12

Health points: 30 + 1d8 (35)

Intellect: 4-6

Physical Resist: +6

Mental Resist: +6

Average size: 7' tall, 600 lbs.

Attacks: claw: 2 x 1d6 + 4, or bite: 1 x 2d6 + 4

To-hit modifier: +4

Hide/armor: none

Initiative modifier: +2

Movement rate: 160'

Grues are dark hulking beasts found in subterranean works or abandoned surface structures at night. Native to the dream

realms, these creatures are not wholly material when encountered on other planes. As such, a grue's form is in part manifested in the mind of its beholder. Furthermore, grues are diminished by light and wane in power when not under the cover of darkness.

Grues are normally encountered alone but can occasionally be found in pairs. Any larger group of grues will inevitably lead to infighting and the destruction of its weakest members. They are nearly completely silent and usually attack by surprise. In their native plane, grues are often used as sentries by angels, forcing them to guard places containing valuables or criminals. In fact, the angels have a tradition of breeding grues in an effort to enhance their foul disposition.

Grues abhor bright light and will usually escape from daylight. If exposed by a light indoors or underground, a grue will often attack the wielder of the light source, and attempt to snuff it.

Abilities: Any creature encountering a grue must make a Mental Resistance check of 15 or be menaced by the grue's mind-altering qualities. If this check is failed, the grue has a +4 dodge adjustment, a +4 damage modifier, and +4 to-hit modifier regarding that opponent. However, if exposed to light of intensity of torchlight or greater, a grue applies an overall -4 dodge adjustment, a -4 damage modifier, and -4 to-hit modifier. Grues can see in darkness as well as in light. They are unnaturally quiet, and can be considered to have the Stealth proficiency grade IV.

Physical description: Grues are massive hunched-backed humanoids, appearing somewhat like a cross between an ape and a bear. They are covered in thick inky black hair and have gaping maws full of yellow serrated teeth.

Poltergeist

Dodge: n/a

Health points: n/a

Intellect: 10-18

Physical Resist: n/a

Mental Resist: n/a

Average size: 60' radius

Attacks: by object (usually 1 x opponent: 1d6 + 2)

To-hit modifier: +2

Hide/armor: n/a

Initiative modifier: +3

Movement rate: none

A poltergeist is a shapeless undead spirit that haunts a particular location, typically a dwelling or tomb. These spirits are malicious guardians of their warrens, and will animate objects within it (e.g., furniture, plants, weapons, even wind and fire) in order to repel or slay trespassers.

Poltergeists are generally created after a great injustice has resulted in the death of one or more innocent beings. Due to an untimely and typically cruel demise, these tormented souls are tied to the place of their murder, unwilling or unable to find rest. Regardless of their mortal incarnation, poltergeists are

spirits full of rage. Thus, they will always seek to harm any creature that does anything but pass through their domain, and are most incensed by those who would presume to inhabit it.

These undead are not localized in a body, but instead haunt an area of 20-100' radius. Although physical objects in the area may be destroyed, there is no way to physically damage a poltergeist. Only a Banish spell or similar magic can permanently remove one of these spirits.

Abilities: Poltergeists can control several aspects of their domain simultaneously. They cannot be damaged by weapons or affected by most forms of magic.

Physical description: Poltergeists have no physical appearance.



New Items

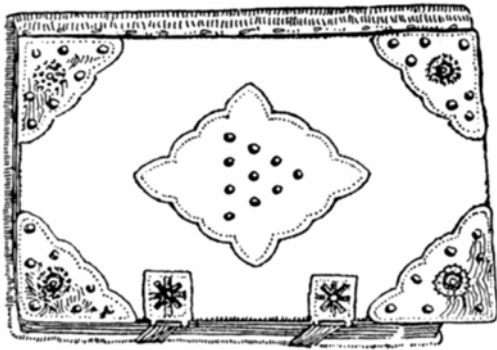
Below are two items created by Moth for his Orphizhan campaign that might be used in any Wayfarers game.

The Tetractys

*"Bless us, divine number, thou who generated gods and men!
O holy, holy Tetractys, thou that containest the root and source
of the eternally flowing creation! For the divine number begins
with the profound, pure unity until it comes to the holy four;
then it begets the mother of all, the all-comprising, all-bounding,*

the first-born, the never-swerving, the never-tiring holy ten, the keyholder of all". -Pythagorean Prayer

"Many potent and mysterious grimoires lay sealed away in forbidden ruins and forgotten fanes, yet few so potent as the fabled Tetractys. Some mages have dismissed its contents as overwrought, underpowered drivel, but heed not the words of these naysayers. 'Tis true the tome contains but four circles of magic, but you must understand, young aspirant, that numbers may be deceptive on their faces. Consider that the book contains truly eight circles, covering as it does both the craft of our guild and of the alchemists. Now consider this- why would the ancient Duurans include eight circles, the complete sum of hermetic spell craft, yet omit just one that would complete the entire art of alchemy? There is certainly more to the text than a casual glance would discern." -Edrac Reeves, Master Optician



Mechanical Information: The Tetractys appears as an ancient book, with leather covers and bindings of heavy iron. The cover bears a gilded seal depicting ten dots arrayed in four rows, with one dot in the first row, two in the second, three in the third, and four in the fourth. The first part of the book contains all known Hermetic spells of the first four circles. The second part of the book contains all known Hedge magic spells of the first four circles. The third part of the book contains a number of treatises on the nature of divinity and the composition and command of the material components of the universe.

How to Use It: The Tetractys is a powerful tool on its face for any user of Hedge or Hermetic magic. A wizard or alchemist who studies from it can memorize any spell from the 1st-4th spell circles. The other powers of the book are left to the Game Master to decide, but it should be stressed that the book has powers beyond what is evident. Among the treatises in the third part of the book lies the key to unlocking a 9th and 10th level of Hermetic magic. Of course, what these powers entail and how they could be used could drastically alter any campaign world. Accordingly, it may be in theme for the character that begins to understand the underlying relationships between the different circles and types of magic to begin descending into insanity, or become unable to control their magical powers or their perception of reality. It is better to have this happen to an NPC, as a sort of cautionary tale for the players about the dangers of delving into ultimate arcane secrets. Nonetheless, if PC is willing to give up a great amount of sanity and safety, they should be able to acquire world-

shaping power, or perhaps even divinity itself. Of course, they would no longer be suitable as a player character anymore...

The Lame Mortel

Crafted by a fool for a villain, the Lame Mortel eventually found its way into the hands of a luckless hero, sealing his fate and ensuring his undeserved renown in the annals of history. It all began when the half-orc assassin Grover Underwood commissioned the wizard Isosceles to make him a weapon which would invariably slay its opponents no matter how insignificant a scratch it made. Isosceles knew that such specific and powerful terms would not be easy to meet, and opted for a more practical design, enchanting the blade so that it would eternally drip with foulest venom.

Isosceles was not a violent man, and didn't know that poisoned blades were notoriously inefficient, as blood gushing from fresh wounds often washes out the poison, rather than taking it into the body. When Grover received the sword, he assumed himself invincible, and immediately entered a local fighting tournament. He taunted his opponent viscerously, then gave him a single, small nick from the blade, turned, and began showing off to the audience, eagerly awaiting the sound his foe man slumping lifeless to the ground behind him. His surprised and annoyed opponent, Henrik the Forester, merely rubbed the small cut, then ran the impertinent half-orc through.

Henrik took up the odd blade, and had a special sheath constructed which would allow the ever dripping liquid on it to leak out onto the ground. He traveled from town to town, leaving a wake of dead plants and animals in his wake, and nearly killed the entire village of Strath when he cleaned his blade near the well. No one ever traced the mysterious deaths back to the stranger with the odd, dripping sword.

Henrik fought many battles, and became renowned as a great swordsman. Though he was not much of a great warrior, he only had to land the occasional critical blow to send an opponent spiraling into agonizing death. Unfortunately, in the village of Morthos, he came up against a bizarre golem made of corpses, which a local mad alchemist had constructed. The beast was immune to poison, and it killed Henrik and took the sword back to its master. The inquisitive Dr. Jelling, upon receiving the sword, attempted to taste-test the bizarre green liquid which coated it. The good doctor still lies dead upon his laboratory floor, and his creation guards him and the Lame Mortel, perhaps for all time. The local villagers and many others remember Henrik as the great hero who vanquished many evils, and in death saved all from the horrible corpse-golem of Morthos.

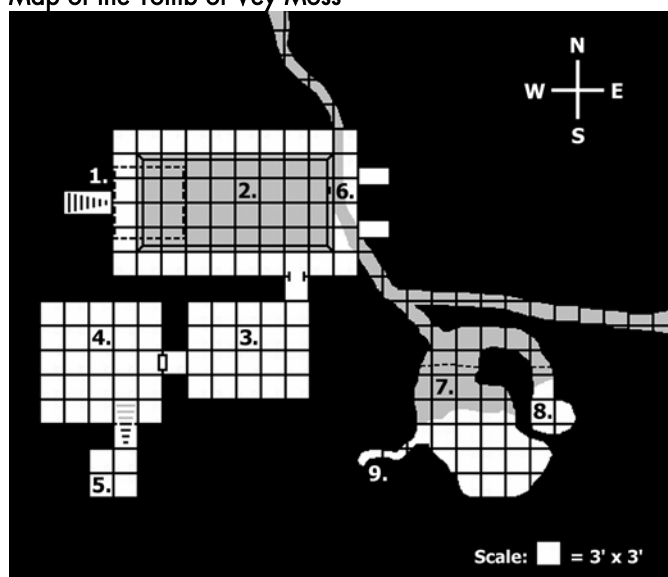
Mechanical Information: The Lame Mortel is an enchanted long sword which deals +1 damage. On a critical hit, the target must make a Physical Resistance Check against 11 or die. The blade appears preternaturally shiny and faintly green as a result of being eternally coated in a thin film of venom. The venom coalesces thickly around the tip, dripping off in large, sickly drops. There is a crude serpent etched near the cross guard.

Micro-setting: The Tomb of Vey Moss

The following is a micro-setting that may be supplanted into any campaign as the GM sees fit. This small tomb is intended to serve as a distraction only, and might be used to break up a long over-land journey. The adventure has been designed to be challenging for a party of three or four 1st-2nd level PCs.

This micro-setting describes a tomb of the leader of long-lost cult. The cultists were human, but worshipped an intelligent magic-using insectoid named Ye'Tak Rae from the Viridian Realms who gained access to the World of Twylos through a now extinct portal. Although Rae's contact with Twylos was short, the cult he founded continued for nearly a century after, loyally awaiting its leader's return. This tomb is of a principal priest, who led the group during its heyday when it boasted a few hundred followers. The cult has been extinct for nearly 700 years and now little memory of it remains.

Map of the Tomb of Vey Moss



1: Small Pyramid

From the surface, this tomb is marked only by a squat stone 9' x 9' pyramid that is about 6' tall. To make it even less conspicuous, it might be covered in moss, vegetation, or set amongst a number of similarly colored natural stones. When closely inspected, very faint markings can be found on the pyramid, but due to considerable weathering, they cannot be deciphered. The stone pyramid is hollow, and is roughly 4 inches thick. Tapping on the pyramid will reveal it is empty. The stone will crack if struck hard by a mallet or club, and will break if struck repeatedly. Alternately, excavating the ground around the pyramid will reveal a narrow stairway leading under the east face.

2: Pool Room

This is a large 18' x 30' wide and 15' tall rectangular room that contains a 3' wide walkway around a dark pool. The room is very damp and musty. The north and south walls are covered with large frescos, but much of the plaster has cracked

and lies in pieces along the walkway. Regions of the frescoes that are intact suggest two scenes:

Fresco 1: A humanoid with an insect mask is placing a worm into a hole atop a child's head. This act is being observed by four individuals dressed in yellow, two of which have large golden eyes.

Fresco 2: A verdant pond filled with large lilies bearing purple flowers. Two children with golden eyes and skull caps wade in the pond gathering and eating these flowers which dye their mouths.

The pool is 12' x 24' wide and 20' deep. The water is dark, silt-laden and very cold. A small 2' diameter hole is located at the northern base of the pool. If a PC dives down and reaches into the hole (*see 6: Underground Stream*), a current can be felt as an underground stream flows by behind it. A very large toothy creature resembling a salamander resides in this pool. It entered some time ago, but can no longer exit as it has grown too large. This beast feeds upon the occasional creatures and fish that enter through the hole, but it is mad with hunger and will attack anything entering the pool. Searching through the silt that covers the bottom of the pool may uncover a palm-sized disk of jade (5 sc). A square is etched on one side of the disk and a flower on the other.

The western wall contains receptacles for two small ornately carved stone sarcophaguses. These can be pulled out of the wall with a Feat of Strength of 16, but will be dropped unless individuals making a combined Feat of Strength of 30 can support it. Inside each sarcophagus are the skeletal remains of a human child. Each skeleton has two large bronze spheres in its eye sockets (1 sc ea.) and a bronze skull cap (3 sc). Removing the skull cap will expose a small hole drilled into the top of the skull. Fracturing the skull will reveal a large silken cocoon. Each cocoon contains two tablespoons (2 doses) of dark purple powder. An extremely difficult Extra-planar Knowledge check combined with a very difficult Herbalism check might reveal this is an exceptionally rare compound called gratis wig. This powder is produced by drying the pupae of the grattle weevil, a native of the Veridian realms. Consuming a dose of gratis wig will imbue two grades of Magic Acuity and confer a +2 modifier to all Mental Resistance checks for 1 week. Consuming more than one dose of forces a Physical Resistance check of 12, modified by -1 for each additional dose consumed. Failure of this check results in a permanent +4 Magic Acuity modifier, but a permanent -2 modifier to all Mental Resistance checks against magic. Gratis wig may be used as a base in several mind-affecting potions, and if sold to a knowledgeable alchemist, each dose might fetch up to 10 gc.

3: Antechamber

An open doorway leads from the pool room to the antechamber of the crypt. The ceiling of this room is just 9' tall and is featureless except for three large objects: two statues flank the western door, and a large stone basin in the middle of the room.

Statues: These statues are carved from dark granite in a very angular style. Each is approximately 7' tall. One statue is of a humanoid, appearing to be a cross between a human and a mantis. The figure is dressed in a long robe and holds a short rod capped by an orb. The other stature is of a human female in flowing garments, cradling a large maggot in her arms.

Basin: Centered in the room is what appears to be a large stone bathtub, complete with a small drain. The basin is carved from the same dark granite as the statues. If liquid is poured into the drain, a difficult Perception check may reveal that the drain flows under the stone floor towards the sealed western door. If the basin is plugged by some device, filled to capacity, and then unplugged, the drained water will activate a mechanism causing the western door to unlock. A simple Perception check might reveal an audible 'click' near the door when this occurs.

The western door leading to the crypt is 6" thick and made of dark granite. It is locked. Unless, the door is unlocked by draining the basin, only a Feat of Strength check of 35 will break it loose. As the door is only 3' wide, typically only 2 individuals can push on the door at the same time.

4: Crypt

This is a large square room with a vaulted ceiling that is 20' high at its peak. The ceiling is divided by two cross arches into four roughly triangular regions, each painted with a different scene.

Panel one: A tall figure appearing to be a cross between a human and a mantis stands knee-deep in a subterranean pool, holding hands with a human woman. Both are dressed in yellow robes and wear garlands of purple flowers.

Panel two: The woman from panel one stands in a small glen. Two large blue larvae lay at her feet. She is obviously pregnant.

Panel three: The same woman stands beside a small pond holding a golden rod. Two children with golden eyes and skull caps wade in this pond gathering purple-flowered lilies.

Panel four: the two golden-eyed children kneel before the body of the same woman atop an altar in a dark room. A figure in red robes wearing an insectoid mask stands over them, holding a blue larva aloft. A gold rod lies in the woman's crossed hands.

A small brass urn hangs 2' down from the apex of the ceiling on a chain. Inside this urn are 5 pea-size black seeds. Combining extremely difficult Herbalism check and Extra-planar Knowledge checks may reveal these to be Aenic Lotus seeds, a species of extra-Tellurian water lily. If grown under proper conditions, the lily will blossom, producing a large purple flower. If an Aenic flower is consumed, a creature loses 1d2 Endurance points and gains 1 Intellect point (max. 20) for 1d4 days. At the end of this period, the creature must make a Mental Resistance check modified by -1 for each day affected.

If this check is failed, the Endurance/Intellect point alteration becomes permanent. Consuming additional flowers during this period extends the time affected, but does not further exchange attribute points. The lily seeds themselves have no effect if consumed, but may be sold for up to 150 sc each if a proper buyer is found.

The Draugr of Vey Moss: The crypt is otherwise featureless except for a large dark stone sarcophagus in the center of the room. Once the sarcophagus is touched, a wisp of smoke will rise from the coffin and a rotting figure of a woman will form in the northeast corner of the room. Upon her appearance, a strong odor of rot will fill the crypt and the air will feel damp. This is a draugr of the priestess Vey Moss. Vey Moss will not interact or speak, but will silently watch the PCs. However, if she is attacked, or if the sarcophagus or vault door is opened, she will transform into a terrible rotting insectoid form and attack all intruders until slain.

A combined Feat of Strength of 40 is required to lift the stone lid of the sarcophagus. Inside the sarcophagus is a large silk cocoon about 6' long. Opening the cocoon will reveal thick putrid black ooze. Within this ooze are the skeletal remains of Vey Moss. Sifting through the goop and oddly softened bones will uncover a gold neck chain with an amethyst pendant (5 gc), and a thin gold ring (1 gc). Within the middle of this cocoon is a 2' long brass rod, capped with a 2" crystal orb. This is the Rod of Ye'Tak Rae, an insectoid thaumaturgist and shaman from the Viridian realms.

Rod of Ye'Tak Rae: This Rod is magical, and once per day will transform any touched insect or arachnid as if by the 3rd Circle Ritual magic spell Corrupt Insect. Striking an insect or arachnid with the Rod causes the 6th Circle Priest spell Pacify to be cast upon the creature (Mental Resist of 16). In addition, the user applies a +1 Perception and +1 Initiative modifier while holding the Rod.

5: Vault

The door leading to the vault is well hidden, and appears similar to the other large rectangular stones that pave the floor. Carefully tapping on the floor might reveal a hollow space below. In addition, thorough investigation will reveal a narrow hole in the crack separating this stone, which allowed for the insertion of a small hooked rod, enabling the door to be lifted. The door is 2' square and 3" thick. It might be broken with a heavy tool, or lifted if a hooked wire is properly employed.

Opening the floor panel reveals a steep narrow stairway that leads down into the vault. The vault is a 6' x 6' x 6' room. The vault is partially flooded with 2' deep inky black water and stinks of rot. Along the southern wall of the vault are 16 oval-shaped large clay vessels, stacked 4 across and 4 high, covered in black fungus. These vessels are roughly 1.5' in diameter and 3' long. Breaking a clay vessel will reveal a cocoon, similar to the one found in the sarcophagus of Vey Moss. Within the top 12 of these cocoons are the same thick inky goop, and the skeleton of a human child. The bottom row of vessels has collapsed however, and the contents have spilled

into the water. Each cocoon contains a flat jade disk identical to the one found in the pool room.

6: Underground Stream

This is a swiftly moving waterway that flows from the southeast to the northwest. The water is cold and is clouded with sediment. Between the pool room and the spider cave, this stream is roughly 2-3' in diameter. As a result, it is difficult to swim, but an individual can move up and downstream by crawling. Due to the current and scarcity of handholds, a character might move at 1/20 of his normal movement rate upstream, and twice as fast downstream. (Thus, a character with a movement rate of 120' could move 6' per round upstream, moving between the pool and the spider room in 4 rounds.) A Game Master might allow a successful Swimming and/or Climbing check to speed this rate by 3' or 6' per round.

Continuing to the northeast, the underground stream or tunnel becomes wider but lower, eventually becoming only 6" high. The waterway to the southeast becomes similarly impassable. That said, if the Game Master sees fit, either direction might lead to a new location. One option is to make the stream passable but very long, so the party can only return if they have means to breathe for extended periods underwater. Placing a rare item further upstream might entice the party to return for a future adventure.

7: Spider Cave

This is a large cave inhabited by a giant tarantula. Usually the spider is in its burrow leading out to the surface. However, a silken trip-wire extends across the shoreline, and any creature touching it will alert the spider. (Only a very difficult Perception check will reveal this silk thread, assuming light conditions permit.) The spider is very aggressive and attacks anything that enters the cave.

At the base of the southern wall is a large silken egg sac. Cutting this sac open will release dozens of hand-sized baby tarantulas. These creatures are more-or-less harmless, but some might be captured.

Scattered about near the base of the spider's burrow is an assortment of bones and items. The bones are mostly of rodents and larger mammals, but a few are humanoid. Careful investigation might uncover: a small knife with a carved ivory handle, 3 cc, a coral bracelet (4 sc), a pewter cup, a gold tooth (5 sc), an iron key, and a platinum ring (80 sc).

8: Chained Skeleton

Surfacing from the underwater tunnel that leads to this chamber reveals a small circular room that was obviously reduced in size by a cave-in. The room is unremarkable, except for a pile of bones, rags and items near the rubble comprising western collapsed wall. If approached, a skeleton will rise from this pile, brandishing a large pole axe. This skeleton is bound by a thick chain at the ankle, and as the other end of the chain is

buried, it cannot move more than 12' from this position. However, this is enough to allow the skeleton to wade into the water, reaching anyone who surfaces in the chamber.

Lying near the base of the western wall is a second unanimated skeleton. A copper cup (2 sc) a rusted suit of chain mail, a rusted broadsword, 2 candles, 15 sc and 2 gc can be found as well. If the western wall is excavated some, another skeleton can be uncovered. This skeleton is chained at the ankle to the animated one. Lying with this skeleton is a pick axe and a crushed lantern. (The Game Master might require an Engineering check if PCs excavate the cave-in. Failure could lead to a further collapse, causing damage or death.)



9: Spider Burrow

This is a long narrow burrow running to the surface. The burrow is home to a large tarantula that has spun silk trip-wires at both the surface opening of its burrow, and at the waters edge in the cavern below. The spider will attack any creature it detects.

The spider hole is 2.5' in diameter and 30' long. It rises at a steep angle. If unaided, a Climbing check of average difficulty might be made to ascend it. Otherwise, the burrow is unremarkable.

Creatures in the Tomb of Vey Moss

The following are four creatures that may be found in the Tomb of Vey Moss. The most dangerous creature is the draugr of Vey Moss. The Game Master is encouraged to add, replace or alter these creatures as he or she sees fit.

Giant Cave Salamander

Dodge: 15
Health points: 28
Intellect: 3
Physical Resist: +2
Mental Resist: +0
Average size: 12' long, 1200 lbs.
Attacks: bite: 1 x 1d8 + 2
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +1
Movement rate: 60', swim 130'

Giant salamanders hunt by ambush, waiting for prey to come close, and then rushing to attack. Giant salamanders are amphibious. They can remain submerged for hours, and can wait for long periods for prey. Despite their clumsy

appearance, they are quick and aggressive, and will eat most any animal, including humans.

Abilities: If the salamander scores a natural 20 on a roll to-hit, its prey is caught within its jaws. Thereafter, the prey will automatically suffer 1d6 points of damage per round until released (Feat of Strength of 14 to break free). If the salamander scores such a hit in water, it will dive underwater in an attempt to drown its victim.

Physical description: Giant salamanders are large pale amphibians with large toothed mouths and long flat powerful tails. Cave salamanders are albino, as is this specimen.

Chained Skeleton

Dodge: 13
Health points: 16
Intellect: 3
Physical Resist: +1
Mental Resist: n/a
Average size: 6' tall, 50 lbs.
Attacks: claw: 2 x 1d4 + 1 or 1 x pole axe: 1d8 + 1
To-hit modifier: +1
Hide/armor: none
Initiative modifier: +1
Movement rate: 160'

Skeletons are the animated skeletal remains of a long dead humanoid. As individuals, skeletons have almost no personal impulse, and thus, are almost exclusively found in the service of an evil creature or greater undead. If encountered alone, a solitary skeleton will be extremely aggressive, attacking any living creature in sight. Larger groups of uncontrolled skeletons will act similarly, roaming in packs and seeking living beings to destroy. If possible, skeletons will choose to wield weapons, and at times, may be armored by their patrons. If given a choice, a skeleton will always prefer a bladed weapon rather than a bludgeoning one.

Abilities: Skeletons are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, skeletons take only half damage from cold, and are immune to poison and disease. Skeletons may see in total darkness.

Physical description: Skeletons are the animated bones of an undead humanoid. Thus, their size and appearance depends upon the type of humanoid the skeleton was derived from. The chained skeleton here is human.

Tarantula, Giant

Dodge: 15
Health points: 16
Intellect: 2
Physical Resist: -1
Mental Resist: -1
Average size: 5' diameter, 60 lbs.
Attacks: bite: 1 x 1d8

To-hit modifier: +3
Hide/armor: none
Initiative modifier: +3
Movement rate: 140'

Giant tarantulas are nocturnal predators, disabling their prey by injecting venom through their fangs. The giant tarantula typically waits hidden just beyond the entrance of its lair to ambush passing prey. Giant tarantula can spin silk. However, the tarantula generally employs its silk to line its burrows, or to set trip wires which alert it to approaching creatures.

Abilities: Giant tarantula venom is particularly potent, and if a creature is bit make a Physical Resistance check of 13 or fall unconscious for 1d4 hours.

Physical description: Giant tarantulas are bulky, hair-covered creatures with large abdomens and thick legs.

Draugr of Vey Moss

Dodge: 13
Health points: 28
Intellect: 5
Physical Resist: +3
Mental Resist: +5
Average size: 5.5' tall, 160 lbs. or double
Attacks: claw: 2 x 2d4 + 6
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +2
Movement rate: 80'

Draugr are semi-corporeal undead guardians of cursed warriors or kings, found in ancient tombs and mausoleums. It is not clear whether they are imbued with the spirit of the deceased, or otherworldly guardians charged with guarding their resting place. Whatever the case may be, if disturbed, draugr first appear as a wisp of smoke arising from the corpse. Soon after, the draugr will take the form of a hideously decayed individual, not unlike the body from which it arose.

In this form, a draugr will observe, yet remain passive as long as the corpse and contents of the tomb are left undisturbed. However, if any object in the tomb is taken, or the corpse disturbed in any manner, the draugr will quickly double in size and attack the offender ferociously. In this form, the draugr will claw with its two powerful hands until the victim, or it, is slain.

Abilities: Like other undead, Draugr are immune to spells of possession, charm and illusion. Furthermore, Draugr take only half damage from cold and are immune to poison and disease. While in incorporeal form, draugr are immune to all physical attacks. Any creature witnessing the transformation and attack of a draugr must make a Mental Resistance check of 13 or flee in fear for 2-12 rounds. Draugr may function without penalty in total darkness.

Although slain, if a draugr is not subsequently burned completely, the draugr will return to its incorporeal form and

reassume its duty the following night. If the tomb has been looted, the draugr will travel up to 5 miles under the cover of night to return its lost treasure. The draugr will cover this distance in its incorporeal form, and can sense the whereabouts of its lost items, unless they have been stored in a holy place.

Physical description: In corporeal form, the draugr of Vey Moss appears as tall rotting corpse with arms and legs similar to that of a mantis. As a draugr she makes no sound, but emanates a putrid odor of rot difficult for most living creatures to bear. The draugr of Vey Moss will pursue anyone that takes the Rod of Ye'Tak Rae.

About the Ye Olde Gaming Alliance



The Ye Olde Gaming Companye is big on community. We believe gaming is best when ideas are shared, and when creators can realize their ideas to their full potential. For this reason, the Wayfarers Roleplaying Game is mostly Open Game Content. This is indicated on page two of the Wayfarers rulebook.

Since Wayfarers is by and large Open Game Content, you can make derivative works using Wayfarers as your source. However, as Wayfarers itself references the *Wizards of the Coast Open Gaming License version 1.0a* (e.g. it draws on another Open Gaming Content source) you will likely need to abide by the terms of this license when you do.

If you want to make and sell products that are compatible with the Wayfarers Roleplaying Game, we encourage you to do so. In fact, if you make derivative or Wayfarers-compatible work, you only need to ask permission if you are using any Wayfarers product identity. This product identity is limited to the Ye Olde Gaming Companye's artwork, the YOGC logo, and the names 'Ye Olde Gaming Companye', 'Wayfarers', and 'World of Twylos'. In addition, any text of more than 100 consecutive words cannot be used verbatim without our permission.

As a general rule, the YOGC is friendly when it comes to derivative works and use of Wayfarers product identity. In most cases we will grant permission to use product identity, especially if your work is compatible with Wayfarers. In fact, in order to support the production of derivative works, we have created the Ye Olde Gaming Alliance.

What is the Ye Olde Gaming Alliance? The YOGA is an informal group of people who make products compatible with the Wayfarers Roleplaying Game. The YOGA logo in the heading of this section let's people know your product is compatible with Wayfarers. If you like, you can apply the YOGA logo to your product, indicating you are a member and your product is compatible. The YOGA logo is not product identity and is free for you to use as you wish. In short, the Ye Olde Gaming Alliance logo enables you to indicate products as Wayfarers compatible without our intervention.

If I make products compatible with Wayfarers do I have to use the YOGA logo? No, you can use it if you want, or not.

Will the YOGC want royalties if I make a Wayfarers-compatible product? No.

To put things simply, we at the Ye Olde Gaming Companye want to encourage people to create and share their ideas inspired by this game. Many great games can be purchased and played to their full potential out-of-the-box. However, what makes roleplaying games so unique is that the creation doesn't stop with us. In fact, the most important creation for a game of Wayfarers comes from you.

More questions? Feel free to contact Jimmy Swill at: jimmy@yeoldegamingcompanye.com.

Join us at the YOGC forums. Perhaps you could contribute to the next issue of the Wayfarers Guild Journal.

www.yeoldegamingcompanye.com/forum.



Custom Character Record Sheet

YOGC community member Ars Mysteriorum has created some nice custom character record sheets for Wayfarers. These contain more fields than the record sheet in the Wayfarers rulebook, and have some very useful notes and equations. Best of all, they are done in a classy old-school style.

Name:			Race:			Age:			Sex:		
Height:		Weight:		Skin Color:		Hair Color:		Eye Color:		Handedness:	
Skill Level:			Total Skill Points Earned:			Unspent Discipline Points:			Unspent Proficiency Points:		

ATTRIBUTES				Bonuses and Modifiers										RESISTANCE	
	Base	Adjusted	Skill Modifier												
Agility				Initiative Modifier					Off-hand Weapon To-Hit Modifier					Physical Resistance Mod.	
Endurance				Bonus Health Points Per Skill Level										/	
Intellect				Initial Languages		Bonus Hedge/Herm. Spells		1st:	2nd:	3rd:	4th:	5th:	Mental Resistance Mod.		
Presence				Bonus Ritual Spell Points		Bonus Faith Spells		1st:	2nd:	3rd:	4th:	5th:	/		
Strength				Feat of Str. Mod.		Melee Dmg. Mod.		Missile Dmg. Mod.		Armor Imp. Adj.					

ARMOR WORN			DODGE		HEALTH POINTS		MOVEMENT		
	Dmg. Absorbance	Impedance Score	BASE		TOTAL		Base	Adjusted	
							Running Rate		
							Walking Rate (=Run/2)		
							Swimming Rate		
							Jumping Height/Distance (Distance x2 if running)		
Total Armor Absorbance							Encumbrance Class (-20 ft. Swim/Run per class above I to a max of V)		
Total Armor Impedance (w/ STR Modifier)									

WEAPONS	#Atks.	Length	Class	To-Hit/Dmg. Adjustment	Damage	Short Range	Med. Range	Long Range
				/				
				/				
				/				
				/				
				/				
				/				
				/				
				/				

PROFICIENCIES	Grade	Modifier	Grade	Modifier

Armor Impedance - Loss to Dodge, Initiative, Agility Proficiencies, and Jumping Distance is equal to the Armor Impedance modifier.
Loss to Running and Swimming Rate is equal to Armor Impedance Modifier x 10.

DISCIPLINES

Grade

Grade

[illegible]

EQUIPMENT

Location

Location

		Carrying Capacity (=STRx5; see chart, pg. 40)	

MAGIC ITEMS

[illegible]

WEALTH

Bronze Drabs
(10,000 = 1 Platinum Orb)

Copper Leptons
(1,000 = 1 Platinum Orb)

Silver Royals
(100 = 1 Platinum Orb)

Gold Crowns
(10 = 1 Platinum Orb)

Platinum Orbs

Treasure:

MAGIC - SPELLS PER DAY

HERMETIC, HEDGE AND FAITH MAGIC				FAITH SPELL DOMAINS	RITUAL MAGIC SPELL POINTS	RITUAL MAGIC SPHERES	Daily Points Allocated	Current Points Remaining
Bonus Spells	Spells From Disciplines	Total Spells Per Day						
1st Circle								
2nd Circle								
3rd Circle								
4th Circle								
5th Circle								
6th Circle*								
7th Circle*								
8th Circle*								

Primary (1st-8th)	Bonus Points
Secondary (1st-6th)	Pts. from Disciplines
Tertiary (1st-3rd)	TOTAL SPELL POINTS

BLOOD		
DREAM		
GAEA		
STITCH		

*These Circles only exist for Hermetic and Faith Magic.

HERMETIC AND HEDGE SPELLS KNOWN/FAITH SPELLS MEMORIZED

1st Circle:
2nd Circle:
3rd Circle:
4th Circle:
5th Circle:
6th Circle*:
7th Circle*:
8th Circle*:

*These Circles only exist for Hermetic and Faith Magic.



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WGJ1-01-19-09