

AETALTIS

WORLD

AETALTIS

GAMEMASTER'S GUIDE



AETALTIS

WORLD
OF
AETALTIS

GAMEMASTER'S GUIDE



WORLD OF AETALTIS

GAMEMASTER'S GUIDE

WRITING

Marc Tassin

A Mechanical Muse Publication

www.aetaltis.com • contact@aetaltis.com

GAME DESIGN

Marc Tassin and Matt Eberle

🐦@aetaltis 📺/aetaltis

WORLD OF AETALTIS: PLAYER'S GUIDE

©2021 Mechanical Muse, LLC. All rights reserved.

ISBN 978-1-7370069-0-9

COVER ART

Russell Marks

COVER DESIGN, LOGOS, AND LAYOUT

Shawn T. King

First published in 2021 by Mechanical Muse, LLC.

7999 Poplar Drive, Dexter, MI 48130

ILLUSTRATION

Russell Marks

No part of this publication may be reproduced, stored in a retrieval

system, or transmitted in any form or by any means, electronic,

mechanical, photocopying, recording, or otherwise, without the prior

express permission of the publisher...

CARTOGRAPHY

Mike Schley

EDITING

Melanie R. Meadors

...unless you're doing it for personal use, in which case go for it!

All these restrictions are lifted.

COPYEDITING

John Boyless

If you're the employee of a copy business, this is the "express

permission" you need to let the book owner print a copy of this book

for personal use.

WITH ADDITIONAL CREATIVE CONTRIBUTIONS FROM

Shane Harsch

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the

Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins,

Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb,

Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original

material by E. Gary Gygax and Dave Arneson.

DEDICATED TO

Tanya Tassin, Luc Tassin, and Abigail Tassin,
the finest adventuring party a man could ever ask for!



ABOUT OUR COVER

Varik Darkblood confronts the Abomination.

by Russell Marks

CONTENTS

INTRODUCTION	4	CHAPTER FIVE:	
Welcome to Aetaltis.....	5	MINIONS AND MONSTERS	82
Fifth Edition Rules Required.....	5	Monster Types.....	83
The Aetaltis Core Books	5	Tags.....	84
What You'll Find Inside	6	Reading the Entries.....	84
CHAPTER ONE:		Endrori	85
SECRETS OF AETALTIS	8	Ixit.....	86
Aetaltis Essentials	9	Goblin	87
Languages.....	13	Orc.....	88
Map of the Ametyhst Sea.....	14	Peck	89
Technology.....	15	Skaah	90
Timeline	17	Troll.....	91
CHAPTER TWO:		Wraethdari.....	92
RULES OF THE GAME	24	The Fallen	94
Age.....	24	Bloodborn	94
Attitude.....	25	Creepers.....	96
Buildings and Rooms.....	28	Darkholder.....	97
Diseases.....	35	Deathwalker.....	98
Divine Inspiration Cards.....	36	Leafbane	99
Goodwill	40	Nightshade.....	100
Grace	41	Ogre.....	101
Hauntings	45	Shadowmask.....	102
Poisons and Drugs	48	Tatterwing.....	103
Resolve	50	Venomkin.....	104
Specialization.....	52	Beastfolk.....	105
Traps.....	52	Gnoll.....	106
CHAPTER THREE:		Kobold.....	107
SECRETS OF MAGIC	54	Lizardfolk.....	108
Corruption.....	55	Ratfolk.....	109
Forbidden Magic	62	Other Monsters.....	110
Blood Magic.....	62	Crypt Beetle.....	110
Dark Clerics.....	62	Crystal Serpent.....	111
Dark Magic	63	Forge Wyrms.....	112
Entreating Endroren	65	Green Swarmer	113
Wards of Alantra.....	66	Grey Cat.....	114
CHAPTER FOUR:		Huller	115
COINS, TREASURE, AND TRADE	68	Ice Wolf.....	116
Aetaltis Pricing System	68	Keeska	117
Art Objects	70	Reaver.....	118
Coins	72	Skraagen.....	119
Gems	75	Slurker.....	120
Investments.....	75	Taloned Terror	121
Magic Items	78	Undead (Lesser Bound)	122
Selling Treasure.....	80	Classic Fifth Edition Monsters.....	123
		NPCs.....	126
		GLOSSARY	134
		COMPILED INDEX	146



INTRODUCTION

A TIME OF HOPE. AN AGE OF HEROES.

More than three hundred years have passed since the fall of the Atlan Alliance, and the people of Aetaltis have finally restored order to their fractured world. Fledgling nations have grown into powerful kingdoms, thriving merchant states have re-established old trade routes, and the priests of the Enaros have rebuilt their great temples. In this time of hope, however, the shadow of an ancient evil looms.

Deep beneath the surface of Aetaltis lurk the armies of the fallen god Endroren. For centuries, an order of holy knights known as the Warders of Alantra maintained powerful mystic seals that held the forces of darkness at bay. When the Alliance fell, however, so did many of the ancient orders—including the Warders. Now, after centuries of neglect, the wards are failing and the dark ones have returned.

For the first time since the Age of Darkness, orcs, goblins, trolls, and a host of other fiendish monsters threaten the good people of the world. They strike with unrestrained cruelty, attacking, killing, and destroying all that lies before them. To face this growing threat, the recently restored holy orders have combined their divine strength with the temporal power of the new kingdoms. Yet the dark ones are many and the defenders are few.

But there is hope!

Lord Drakewyn of Agthor has called upon the brave men and women of his land to take up arms against their common foe. In response, a small army of independent heroes, known as adventurers, has joined the struggle. These stalwart men and women fight the battles ordinary soldiers cannot fight, go where the holy orders dare not go, and serve as beacons of hope in a world growing darker with each passing day. From hardened dwarven warriors to crafty cheebatan rogues, from fleet-footed fey scouts to mysterious Selenthean mages, these adventurers provide what may ultimately prove to be the only hope for the people of this troubled land.

Will you join these brave adventurers in their quest? Will you put spell and blade to the test in defiance of the Dark Hordes?

The World of Aetaltis awaits!

WELCOME TO AETALTIS

Welcome to the World of Aetaltis, a fantasy campaign setting designed for use with the Fifth Edition of the world's best-known roleplaying game. Aetaltis rekindles the fire of classic heroic fantasy game worlds, and includes everything that made roleplaying games a pop-culture phenomenon, reimagined for today's games and gamers.

In the World of Aetaltis, the characters are a spark of hope in a land of growing danger, where the people are rising to fight back the vile forces of the dark lord, Endroren. The players become warriors, wizards, priests, and rogues—bold heroes who aren't waiting for some great king or distant god to rescue them. They're taking matters into their own hands and bringing the fight to the enemy.

As the gamemaster, you'll take the helm of this epic quest, gently guiding the story while providing a world of infinite choices for the players. This book provides you with the tools you need to accomplish this goal in a World of Aetaltis campaign.

FIFTH EDITION RULES REQUIRED



This campaign setting and the associated rules are written for use with the Fifth Edition of the world's best-known roleplaying game. This means you'll also need either the Fifth Edition starter or essential sets, Fifth Edition core rulebooks, or access to the Fifth Edition rules in some other fashion to play a game set in Aetaltis.

This book is written with the assumption you already understand the basics of what a roleplaying game is and what it means to act as the gamemaster in a roleplaying game. If these ideas are new to you, both concepts are covered in detail in the official Fifth Edition game rules. We also assume you come with an understanding of how to play Fifth Edition and have at least a passing familiarity with the rules.

If you are not familiar with these concepts or the rules, you can certainly continue, but references throughout this book assume you're familiar with these core rules and critical concepts.

THE AETALTIS CORE BOOKS

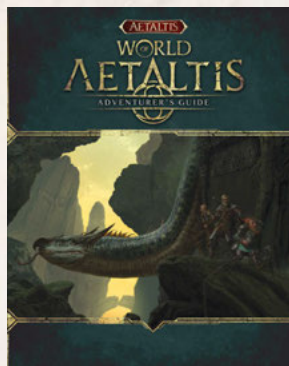
The World of Aetaltis setting is presented in three core books. They are:

- ♦ *World of Aetaltis: Adventurer's Guide*
- ♦ *World of Aetaltis: Player's Guide*
- ♦ *World of Aetaltis: Gamemaster's Guide*

We separated the setting material into three books to make it easier to access only the rules and setting information you need without a lot of extra stuff getting in the way. Most players will only need the Adventurer's Guide and the Player's Guide, and when they're at the game table they probably won't need their copy of the Adventurer's Guide on hand.

As the gamemaster, you should own and familiarize yourself with all three of the World of Aetaltis core books, and you'll want copies of all three at the table when you're running the game. In fact, we've written this book with the assumption that you've already read the other two core books. It's not strictly necessary to read the other two first, but this book is much easier to use if you have.

ADVENTURER'S GUIDE

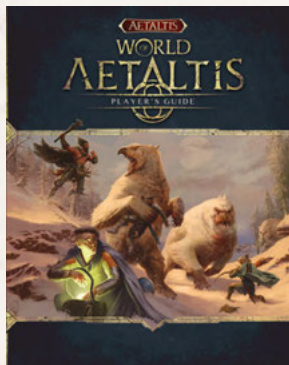


The *Adventurer's Guide* takes you straight into the world with a narrative introduction to the setting. It's an immersive "in-character" text, written as if presented by a native Aetaltan.

The idea behind the *Adventurer's Guide* is a text commissioned by Lord Drakewyn of

Agthor to serve as a reference guide for novice adventurers as they set out in search of their destiny. Written by a group of scholars from the College of New Erinor, it contains everything an adventurer might want to know, including the complete history of the world, detailed descriptions of the gods, and information about the nations of the Amethyst Sea basin. It also offers tips for traveling in the lands surrounding the Amethyst Sea, advice on the best places to find the adventure one seeks, and a variety of helpful everyday information for anyone who has decided to try their hand at adventuring.

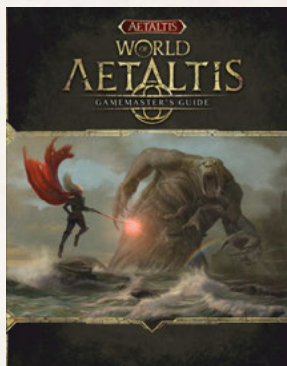
PLAYER'S GUIDE



The *Player's Guide* contains all the rules you need to create a character for a Fifth Edition compatible Aetaltis game. It also contains the rules you'll need to play a Fifth Edition game. This is the book you're most likely to have out at the table on game night.

This book is presented "out-of-character;" that is to say, it's written in our own voice and directed to the player or gamemaster. In the *Player's Guide*, you'll learn about the world, but the focus is practical information you need to play the game.

GAMEMASTER'S GUIDE



The *Gamemaster's Guide* is the book you're reading now. This book contains everything a gamemaster (GM) needs to craft fantastic Aetaltis adventures and run an extended campaign set in Aetaltis. Like the *Player's Guide*, the *Gamemaster's Guide* is written in an "out-of-character" style. It

includes guidance for running Aetaltis adventures, a menagerie of Aetaltan monsters, a number of "For GM Eyes Only" rule expansions, and a pile of handy tools to make it easier to run the game. If you aren't planning to GM, you may want to skip reading the *Gamemaster's Guide* to avoid spoilers.

WHAT YOU'LL FIND INSIDE

The *Gamemaster's Guide* covers a lot of ground. Here is a summary of what you'll find inside.

CHAPTER 1: SECRETS OF AETALTIS

In the first chapter, we take you behind the scenes of the World of Aetaltis campaign setting to cover a variety of topics the players and their characters won't know. You'll find tips for running a fantastic game that highlights the unique flavor and story concepts presented in the World of Aetaltis, an exploration of Aetaltan languages and technology, a fully-accurate gamemaster map of the Amethyst Sea basin, and a detailed timeline of the setting that stretches all the way back to the Age of Magic—including many secret dates and events even the people of Aetaltis aren't aware of. You'll also find the handy trope mapper, a tool to help you discover the perfect location or world element for the type of adventure you want to design.

CHAPTER 2: RULES OF THE GAME

In the second chapter, you'll find a collection of new Fifth Edition rules you can incorporate into your games to help bring Aetaltis to life. We introduce a number of colorful new concepts, from ways the characters can build up goodwill with the locals to a system for measuring a character's resolve after facing a nearly endless cascade of horrors and hardships. There are also systems for measuring NPC attitudes toward the characters, the effects of aging, determin-

ing the attributes of rooms and buildings, and winning (or losing) the grace of the gods. Plus, there are expanded rules for traps, hauntings, poisons, drugs, and diseases, and an alternative inspiration system.

CHAPTER 3: SECRETS OF MAGIC

We've dedicated an entire chapter to the secrets of Aetaltan magic. It's a treasure chest of rules and advice for bringing the unique magic of Aetaltis to life in your game. You'll discover detailed rules for casting spells with forbidden magic, corruption, and the fabled Wards of Alantra that keep the endrori trapped in the Deeplands.

CHAPTER 4: COINS, TREASURES, AND TRADE

In this chapter, we present you with a hoard of information covering everything from art objects, to investments, to counterfeiting. Plus, you'll find guidance for adjudicating the sale of treasure, rules for magical baubles, and details about the different coins minted in the lands surrounding the Amethyst Sea.

CHAPTER 5: MINIONS AND MONSTERS

In the last chapter, you'll find a menagerie of more than 30 Aetaltan monsters you can use in your game. There are Fifth Edition stats for everything from endrori to the Fallen, as well as tools for incorporating classic Fifth Edition monsters into your Aetaltis adventures. We've also included stats for 24 common Aetaltan NPCs, from craftspersons to trappers.

GLOSSARY

In this section, you'll find a detailed glossary for the World of Aetaltis. We cover a wealth of terms, names, and concepts unique to the setting.

COMPILED INDEX

This last section contains a compiled index covering all three of the core books. This will help you, as the game-master, easily locate the information you're looking for, no matter which book it's in.

IMPORTANT NOTE

Remember, this book isn't a replacement for any of the Fifth Edition core rulebooks. Rather, it supplements those books with a focus on the rules, story elements, and concepts that make the World of Aetaltis different from the standard Fifth Edition rules and setting.

UNLOCK THE DOOR TO ADVENTURE...

Enough talk! It's time to go behind the curtain and discover the inner workings of the World of Aetaltis. In no time at all, you'll be weaving new Aetaltis adventures for your players.



ABOVE | Lieutenant Vance Prepares for the Assault, by Russell Marks



CHAPTER ONE

SECRETS OF AETALTIS

IN THIS CHAPTER YOU'LL FIND A SERIES OF ENTRIES exploring a variety of topics, from an accurate timeline going back to the Age of Magic to descriptions of Aetaltan technology. Some of what you discover here you'll want to share with the players. Other things are better kept secret, since they're useful for you to know as a gamemaster, but not something the people of the world will know.

The topics are presented in alphabetical order by subject. You can read them in order or jump around to whatever topic interests you the most. This isn't a step-by-step guide to writing a particular type of adventure, but rather a

toolbox of solutions and ideas you can apply to any sort of adventure or encounter. Here is what we'll cover:

- ♦ **Aetaltis Essentials** What makes Aetaltis "Aetaltis?" In this section we'll explore the primary themes, story elements, and basic assumptions that shape the World of Aetaltis campaign setting.
- ♦ **Languages** Learn more about Aetaltis's different languages. From Enooric, the language of the Enaros, to the origins of the Common language, you'll gain insights that will help you create a world that is a rich tapestry of unique tongues.

ABOVE | The Black Gate, by Russell Marks

- ♦ **Map of the Amethyst Sea** We've included a game-master version of the Amethyst Sea basin map. This map is completely accurate and presented in a modern cartographical format that lets you calculate how far it really is to the next town, how long it'll take to traverse that mountain pass, and just how far those wild lands extend. It also includes a number of secret locations unknown to the people of Aetaltis.
- ♦ **Technology** From stormpowder to gearworking, we discuss the many mundane technological advancements of the Aetaltans and look at how they impact the characters and the setting. We also discuss ways to introduce other forms of new technology to your campaign.
- ♦ **Timeline** An accurate timeline of the Amethyst Sea basin's history going all the way back to the Age of Magic. Filled with secrets and details unknown to the Aetaltan people.

AETALTIS ESSENTIALS

So what makes Aetaltis "Aetaltis?" The following describes some of the key themes, story elements, and assumptions that define the World of Aetaltis. This is also the guide we use here at Mechanical Muse during our creation phase. By incorporating these ideas, you'll both understand the world better and know how to capture its magic in your games.

HEROISM

The World of Aetaltis is a world of heroes. Life as the people of Aetaltis know it is threatened, and these brave souls have stepped forward to fight and protect everything they hold dear. Some heroes are the stuff of legend, shining beacons of hope in a time of darkness. Others are a bit rougher around the edges, gruff warriors with occasionally questionable morals, but a willingness to lay down their lives for the greater good all the same. They won't all succeed—they certainly won't all survive—but they'll give everything to ensure that good prevails.

WHY HEROISM?

The real world is sorely in need of heroes, and heroes in fiction, films, and games like this remind us of the potential we have to do good in our own world. Granted, solving the complex problems we face in the real world isn't as easy as kicking down the door to a Deepland Hall and defeating the goblins that live inside, but it helps to restore a person's inner strength to spend a few hours each week playing the sort of heroes the real world needs.

BRINGING IT INTO THE GAME

Before you begin your campaign, agree as a group to tell a story about heroes. When you are in agreement that you're telling a certain sort of story, it sets expectations and provides an underlying shared reality to work from. Also, be sure to create situations for the characters to behave heroically. Give them someone to save, a clear evil to overcome, and the chance to make heroic choices. If they stray, gently guide them back onto the path. Finally, reward them for their heroic actions not only with treasure but with thanks, accolades, and appreciation.

GOOD VS. EVIL

In the World of Aetaltis, evil is real. We're not talking about the mundane evil of criminals, of depraved minds, or even of killers. And we're not talking about the alien savagery of the beastfolk or the viciousness of the monsters that stalk the world. No, we're talking about true evil, the kind that warps a person's soul and corrupts the very foundations of our reality. It's an evil that threatens not only life, but all that is good in the universe. When this evil appears, there is no question about which side the forces of good are on. This evil is unmistakable, and the only path to victory is to destroy it.

WHY GOOD VS. EVIL?

As mentioned before, real world problems are complicated. It's nice to spend some time in a world where it's easy to know which side is the right side. By drawing a clear line between the true evil of Aetaltis and the rest of the world's people, players can focus on the story and the action, not puzzling out whether they're doing the right thing. You can certainly include morally ambiguous challenges in the game, but the truly evil antagonists are always, unquestionably evil.

BRINGING IT INTO THE GAME

The best way to capture this is by creating challenges where it is completely clear who the villains are. Assure the players the enemies they face are unquestionably evil. Also, remain consistent in the way you portray the truly evil creatures. Don't plant seeds of doubt about whether orcs might change their ways if given a chance or if one goblin could have a heart. The players should be able to count on the fact that true evil is always evil. When you want to play a story about moral ambiguity, use one of the other antagonists available in the world.

STREET LEVEL ADVENTURES

In the World of Aetaltis, we tell stories about common people who show uncommon valor to save the person next to them. They're not trying to save the planet from destruction or confronting the Dark Lord in a battle to the death on the edge of an erupting volcano. Rather, they're the ones who show up to help when goblins are dragging off the shepherds in a tiny mountain village no one has heard of. They're the heroes that stand up and say "No!" when a band of slavers tries to raid a string of fishing villages—even when everyone says they can't win the fight. They're the heroes that clamber down into the shadowy crack in the ground to find the lost child after the local lord refuses to send soldiers to help.

For a few of these heroes, their stories may still become the basis for myths and legends, and there might even be a situation where their efforts could save the world—or at least their homeland. Most of the time, however, they risk everything for the simple reason that it's the right thing to do. And if they happen to find a bit of gold along the way, well, that's not bad either.

WHY STREET LEVEL?

Street level adventures tend to be more meaningful to the players. Saving a faceless mass of people from epic level destruction is cool, but saving the barkeep you befriended over the course of the last few games and being offered free drinks for life as thanks has real meaning. On a more practical level, it also means sometimes you can let the characters fail. If you really challenge the players and their characters, they might survive but they won't always win. The real chance of failure makes the victories all the more satisfying. But if your story is about the players saving the world, or even the entire kingdom, they already know they probably can't lose, and that takes some of the excitement out of the game.

Street level also helps to emphasize the sheer size of the world and the number of people that live in it. If the characters can spend multiple sessions engaged in a single challenge based in one small village, it helps to create the proper perspective. It reminds the players there might be a thousand such adventures just between this village and the capital of the next kingdom over. The sense of scale is powerful and important to creating an immersive world of endless possibilities.

BRINGING IT INTO THE GAME

The obvious thing you can do to capture this idea is to create stories that play out at arm's reach. If you present the adventure's goal as "Stop Endroren from breaking his

chains," you'll end up with a different feel than if you say, "Help Elias the tinsmith discover what has disturbed his late wife's grave." Also, be sure to make the everyday people the characters meet real and important. Note that in the example above Elias has a name and an occupation. Maybe the local children tell the characters about how Elias makes them little tin toys from his scraps for them to play with. The more real the people are, the easier it is for them to become important in the minds of the players.

And street level doesn't always have to be at such a personal level. Helping to stop a warband of endrori from invading a duchy in Agthor is still pretty street level. The world won't end if they fail, and failure doesn't have to mean the end of the fight. Plus, if you emphasize that they'll save the duchy where Elias the tinsmith and his family live, you reconnect the story to the characters' immediate world.

Street level also doesn't mean "safe" or "easy." There are some really horrible, really powerful threats out there, but they aren't all looking to take over the world. Many of these monsters are perfectly happy to focus on the countryside around their lair. After all, why go through all the trouble of ruling the world when you can live like a god right here in your own little castle.

MAGIC IS SCARY

For all its utility and universality in the World of Aetaltis setting, most Aetaltans still fear arcane magic. Even if they accept magic and enjoy its benefits, there is always an undercurrent of discomfort for people when dealing with those who wield it. Part of the problem is that few people understand how it works, fewer still can master its secrets, and those that do occasionally meet untimely ends when they lose control of it. Not only that, but Aetaltans first gained the ability to use arcane spellcasting thanks to Endroren—never mind that he hadn't fallen yet—but how can something that came from Endroren ever be truly good?

WHY SCARY MAGIC?

The main reason magic should be scary is that it is! The history of the world leads logically to this conclusion for most Aetaltans, and the horrors of magic gone wrong are everywhere. It makes sense that people will be wary of its power. At the same time, in a setting with medieval technology, the time and labor-saving power of magic and the literal miracles it can achieve aren't something they can just throw away.

Scary magic is also a staple of fantasy. If magic is normal and relatively safe, the strange old sorcerer living in the tower on the outskirts of town turns into nothing more than a retired craftsperson. There needs to be a level of distrust

about magic to keep that mysterious, magical feel about it.

Finally, scary magic helps explain why people don't do more with magic. Every gaming group ends up asking questions like "Why isn't every home lit with magic?" or "Why isn't magic used to mass produce everyday items?" Limiting the impact of magic on the world is metagame concern, but in the World of Aetaltis it's wrapped in a story and connected to rules that make sense of it.

BRINGING IT INTO THE GAME

Emphasize the uncomfortable reactions of people to spellcasters, especially in rural areas. They probably won't get violent, but no one is going to be eager to sit down and have a beer with the wizard. They'll act polite but keep their distance.

Also, pepper in the potential consequences of using magic. The townsfolk may tell the tale of a local wizard whose spell went out of control and burned half the town to the ground. Or the characters might come across the twisted skeleton of two creatures half-merged together in a horrific fashion, victims of the Cataclysm. Finally, delving into the mysteries of the universe can take its toll. Perhaps they come across a wizard that learned too much and his mind broke as a result.

Even when magic is treated with less fear, as one might find in an urban area or the homes of the wealthy, you can still remind the characters that not everyone is comfortable with it. Maybe the housekeeper refuses to clean the animated tapestry and mutters about the Dark Lord's gifts. Or maybe there's an old cup hidden in a closet after it went out of control and gave the lady of the house frostbite. They don't quite know what to do with it, but they know they can't use it anymore. Or perhaps the shopkeeper sells a few magical baubles but keeps them on a separate table near the back of the shop...just in case.

THREAT OF CORRUPTION

True evil is a real and palpable force in the World of Aetaltis, and so too is the possibility of corruption. Corruption is a danger that threatens not only one's mortal form, but also their immortal soul. It has the power to completely consume a person and ensure they never pass on from this realm to the Golden Halls of Lensae. For this reason, the threat of corruption, those who might spread this corruption, and those already under its sway, are treated with suspicion at best and violence at worst.

WHY CORRUPTION?

Evil you defeat with your sword can be scary, but evil that destroys you from within is terrifying. The possibility of



corruption makes Endroren and his power much more frightening. It also makes his evil something that must be dealt with. You might stop the endrori with a wall, but how do you defend against an evil that takes seed inside of you? It's a threat that must be conquered.

Also, since the choices characters make can lead to corruption, it makes the choice to be heroic more meaningful. Anyone can choose the easy path and accept the corruption that goes along with it. It takes a true hero to face a more difficult challenge without taking shortcuts because it's the right thing to do.

BRINGING IT INTO THE GAME

Let the characters witness the cost of corruption. This might be in the physical transformation of a person who slips down that path, or a "just this one time" good intentioned action twisted to result in a dark end. It's not just about corrupting the characters but highlighting the presence of corruption in the world. This will also further reinforce the clear line between good and true evil.

Just as importantly, give characters the means and opportunity to purify corruption. They need to know that as insidious as it is, corruption is a threat they can overcome—assuming they act quickly. These victories and the thanks they bring will help to further reward the characters for their choice to act as heroes.

RIISING DARKNESS

In the World of Aetaltis, there is a very real sense something terrible is coming. The wards are failing, and the dark creatures of legend are returning to the world. This time there are no ancient dwarven kingdoms to stand in their way, no powerful elven courts to block their rise, and no world-spanning Alliance to prevent their return. It's just the regular people of the world, facing a threat for which they don't feel ready and aren't sure how to defeat.

WHY RISING DARKNESS?

When your adventure begins at the start of a larger story, it gives you somewhere to take it over the course of the campaign. Start too close to the end of the story or with the threat looming overlarge in front of the characters, and there is no way to increase the tension as your campaign progresses. This growing danger will drive and motivate the heroes and will help to explain why adventurers feel they must take action now.

From a metagame perspective, a rising tide of darkness means you can scale the stakes up as the characters gain levels and do it in a way that is woven into the story of the setting. Early on they might deal with a small warband of goblins, but as more wards fail and darker creatures emerge from the Deeplands, more powerful threats will appear to challenge the characters and threaten their world.

BRINGING IT INTO THE GAME

The obvious answer is to add more dangerous foes and threats over time. Simply scaling the CR of encounters to the characters' levels will do this for you. You should also raise the stakes of failure. Early on, maybe the only thing at risk is their reputation. Later in their career, failure might lead to countless deaths or evil getting a foothold on the surface.

HOPE

Which brings us to the single most important attribute of the World of Aetaltis: hope. Despite all that threatens the world, the dangers the everyday people face, the true evil that threatens to corrupt their very souls, Aetaltis is a world where the spark of hope is rising. There are grand beacons of hope, such as the kingdom of Agthor or the free people of Selentheia or the seemingly unquenchable spirit of the Dalelanders. The real source of this hope, however, are the everyday heroes who are standing up to fight for what is right. The people of the world aren't going to wait for someone else to rescue them. They're going to stand up, sword in hand, and push back against the evil that threatens everything they hold dear.

WHY HOPE?

Hope makes adventures fun. The players have to believe their characters can win, even if the odds are against them. When players think their characters can't make a difference, games descend into the less laudable areas of human nature. Greed, power, and mayhem fill the void when there is no hope. Such games seldom last long and while they might provide a short-term visceral thrill, they don't support long campaigns and the creation of rich stories you and your friends will tell for years.

BRINGING IT INTO THE GAME

Make sure that there is hope of victory, and then make sure the players know. There is nothing wrong with coming right out and saying, "You can absolutely beat this guy, but it won't be easy." It's great if you can create a sense of hope with your story, but it never hurts to just come out and say it.

You also want to make sure that the players see things get better thanks to their characters' actions. Let the town they've saved grow and prosper. Show the NPCs reopening the once haunted mill and working together to repair it. You can even go so far as to have the clouds part and the sun come out at the moment of victory. The players need to know that what they're doing really does make a difference. This will give them hope.

Finally, even in the face of defeat, drop in a kernel of hope. You don't even need to be subtle about it. Maybe after the characters fail to stop the endrori from summoning an abomonae, the old sage approaches and offers them an ancient scroll that tells of a magic abomonae killing sword—if they can find it! Or if they're unable to bring the mayor's son back alive, the mayor acknowledges he didn't think anyone could, but he thanks them for at least returning his boy's body for burial. Even in failure they've made a difference, and there is still a chance to do good tomorrow.

GAMEMASTER GUIDANCE

I DON'T WANT ANY OF THIS

If you're reading this section and think, "That isn't the game I want to run," then ignore it! We firmly believe each group of players and their gamemaster should play whatever sort of game they love to play. The reason we've presented this is to help you understand the framework upon which the World of Aetaltis is constructed so you can capture the feel of the underlying story if you want that. The classic fantasy elements of Aetaltis can serve as the backdrop for any sort of story you want to tell or game you want to play.

LANGUAGES

A diverse collection of languages is spoken in the lands of the Amethyst Sea basin. Some trace their roots back to before the Age of Darkness, some originated on other worlds, and still others are modern creations. The following discusses the primary language groups spoken in the region and their relationship to one another.

ALLIANCE LANGUAGES

When the Alliance arrived on Aetaltis, the colonists mainly spoke Atlan. This was the native language of the Atlan people, and was the language adopted as the shared tongue of the Alliance. The cheebats and newardin spoke the native languages of their homeworlds as well. The people of the Newardine culture still speak Newardine today. The Warrener dialect of the Common language borrows heavily from Old Cheebatan, but Old Cheebatan has largely fallen out of use. The orog spoke only Atlan and had no language of their own.

ATLAN FAMILY

The Atlan family of languages are cultural tongues that evolved from Atlan. These include Agthorian, Calliosan, Freeland, Selenthean, and Valorian. All five are closely related but have diverged enough from the original Atlan to be effectively new languages. Think about them like the Romance Languages of our own world. If you speak one, you can probably puzzle out words and phrases in another, but each is a distinct tongue.

COMMON

The Common language is a trade language adopted by the people of the Amethyst Sea basin to facilitate trade, diplomacy, and cross-cultural interactions. It is based primarily on Atlan, but it includes a healthy mix of Dalelander and Old Cheebatan words and linguistic structures. It has continued to grow and evolve over the centuries, adopting new words from other languages as needed. It is the unofficial “second language” of everyone in the region, and wherever the characters travel, they are sure to find at least one person who can speak Common.

ENARI LANGUAGES

The Enari Languages include Dalelander, Dwarven, Icewalker, and Scythaan. Although these languages are extremely different from one another today, they may all be traced back to Enooric. Similar morphemes, syntax, phonemes, and other structural elements of language indicate this connection, but they evolved so far away from

each other that only an expert could spot the connections. The exceptions are the Dalelander and Dwarven languages, which are related almost as closely as the Atlan Family of languages are to one another.

ENDRORI

Endrori is a unique language spoken by the creatures of darkness, including the endrori and dark creatures like the abomonae. In theory, one could classify it as an Enari Language, since its roots are in Enooric, but it has diverged substantially enough from the parent language to be placed in its own category. The language is rife with dialects, including regional dialects, dialects based on how deep in the Deeplands it is spoken, and dialects by dark lineage (orc, goblin, etc.). These are similar enough, however, to allow one dialect of Endrori to be understood by speakers of others.

ENOORIC

Enooric is the language of the Enaros and their avatars. It is the holy tongue, learned and used by clerics of the Enaros, and it is the mother tongue of the Enari Languages. Compared to modern languages it is archaic and formal, like Latin in our own world. Enooric is also the language the Enarosian Scrolls are written in. The languages of dragons and giants have heavily diverged from Enooric but still have enough similarities to be classed as dialects of this ancient tongue.

FEYEN

Feyen is listed separately since it has no connections to any other language on Aetaltis. It is truly unique, and the people of Aetaltis have no explanation for this. Based on writings from the Age of Magic, the version spoken today is relatively unchanged from the version of Feyen spoken since the beginning of recorded history.

MAP OF THE AMETHYST SEA

The map of the Amethyst Sea basin you’ll find in this chapter is a map designed for the gamemaster. This map is completely accurate. It represents the quality of map modern cartographers might produce if they visited Aetaltis. No person on Aetaltis, including the characters, would have access to a map of this accuracy or quality.

You’ll also find locations on this map that the people of Aetaltis don’t know about. These include places they no longer know how to find, places they’ve never heard of, and even a few places they think are just legends.



TECHNOLOGY

The mundane technology of Aetaltis sits somewhere between that of the late Roman Empire and the early Renaissance, with examples of both extremes and everything between. Despite the importance of magic in the world, the reality is that magic is not accessible to most common people. In addition, its origins on Aetaltis make it slightly frightening, especially to those living in the less civilized corners of the Amethyst Sea basin. This makes the continued use and advancement of mundane technology an important endeavor.

ALCHEMY

Aetaltan alchemists are equal parts chemists, herbalists, and spellcasters. By leveraging an understanding of the substances and materials that make up their world, combining this with the skill to manipulate these substances to trigger chemical changes, and overlaying a working knowledge of how essence has altered many of the mundane plants and animals of Aetaltis, they are able to create miraculous potions, unguents, and poultices with powerful magical properties. Many alchemists do this without the benefit of essence sense, making this a largely mundane profession despite the magical nature of its output.

GLASSWORKING

Techniques for creating objects from blown, shaped, and molded glass are used throughout the Amethyst Sea basin. Glass household items are relatively commonplace, although they are still more expensive than the same objects made with materials such as wood, clay, or even metal. High quality homes nearly always have glass windows, and even common people may have a few glassware items they bring out to impress a guest.

LENSES, SPECTACLES, AND SPYGLASSES

The Wastelanders were the first to develop the art of lensmaking and had already progressed significantly in the craft before the arrival of the Alliance. They exported their techniques to the Amethyst Sea basin, where their methods generated great interest, especially among sages and spellcasters at the Alliance schools of magic. The finest lenses on Aetaltis still come from the Scythaan Wastes, but lenses and the items made with them are available in most large cities. The fruits of this technology include telescopes, spyglasses, magnifying glasses, and even crude spectacles.

GEARS AND CLOCKWORK

On Aetaltis, the dwarves were the first to use gears. They invented the devices as part of their efforts to free themselves from the crutch of magic after the Ritual of Limitation. In particular, they made use of geared devices in mining, for tasks such as lifting, hauling, and drilling. Among the Alliance settlers, the newardin were the first to master the use of gears, and they brought those skills with them as members of the Alliance expeditionary forces. Today, the use of gears, at least in simple devices, is common. Windmills, waterwheels, cranes, and many other every day machines make use of gears to enhance their capabilities.

GEARWORKING

A specialized use of gears is an art called gearworking. Gearworking is, essentially, a form of clockwork. Combining gears with springs, shafts, and pulleys, artisans create strange and wonderful devices, from statues that move to boxes that play music. The art is still in its infancy, however, and gearworked objects remain rare.

Prior to the Cataclysm, the Alliance established a secretive facility known as a gearworks in the north of the Free Kingdoms. Although the location was lost after the Cataclysm, a few tantalizing pieces of gearworked machines and some partial schematics survived. These indicate that the newardin were mixing magic and gearworking to create humanoid devices that operated autonomously.

MEDICAL ARTS

There has always been a need for mundane medical care on Aetaltis. Clerics simply aren't numerous enough to attend to every health problem Aetaltans face. Dwarves especially need mundane methods since they loathe to accept the boons of divine healing magic. To this end a variety of mundane medical professions have arisen, including herbalists, doctors, and even surgeons.

ARCANE HEALING

Why isn't there arcane healing magic? Quite simply, its power is too literal: the magic's effectiveness is limited to the skill and knowledge of the spellcaster. A cleric can simply induce the body to heal via divine intervention, but the best a wizard can do is to knit the pieces back together like a surgeon with a magical needle. Any gaps in the wizard's understanding of healing or anatomy may result in additional injury.

PRINTING PRESSES

Thanks to their well-known love of the written word, the Dalelanders invented a means of mechanically printing books. They carve each page of a book in reverse onto a large block of wood. Then they paint the block with ink and press it firmly onto a sheet of paper. This procedure imprints the page onto the paper and the process can be repeated again and again. In a fraction of the time it takes to handwrite a book, the halflings can print as many copies as they have ink and paper for. These presses are found throughout the Amethyst Sea basin today, although Dalelanders are still the finest printers and page cutters in the region.

HAND COPYING VS. PRESSING

Most books and scrolls are still written by hand. Especially when printing in small quantities, it's more economical to write by hand. Magical and holy texts, including spell scrolls, are always hand copied, as a portion of their power is generated during the act of creation. A printing press cannot capture this and thus it is not a viable choice for such projects. Even instructions for spellcasting never quite translate properly when printed on a press, although many printers have tried.

THE SCIENTIFIC METHOD

The people of the Amethyst Sea basin have an unrefined but working understanding of the scientific method, although they don't call it by that name. Sages, mages, and scholars come up with ideas—what we'd call hypotheses—test them, and then write of their findings. This knowledge is shared among their peers who may choose to analyze, critique, or even try to replicate the experiments. This has allowed Aetaltans to create a working, if not yet entirely accurate, understanding of their world.

STORMPOWDER

Aetaltans have a crude form of gunpowder they call stormpowder. Invented by the dwarves prior to the Age of Darkness as a mining tool, it never achieved widespread adoption due to its highly volatile and unreliable nature. There is no good way to get a reliable effect from the substance. Sometimes it burns so slowly it does little more than create smoke, while other times it burns so quickly it explodes in the hands of the person setting it off. On rare occasions, it does exactly what it should, but few demolitionists live long enough to enjoy this experience. It definitely isn't usable in guns of any kind, since it's as likely to blow up the barrel as fire a projectile.

OTHER ADVANCED TECHNOLOGY

The World of Aetaltis allows for you to introduce other types of advanced technology to your game in a way that fits neatly into the world's story. Using the ideas below, you could either introduce one or two strange devices or add an entire school of technology to your game.

- ♦ **Otherworldly Devices** The Cataclysm created a number of situations that might result in the introduction of strange new technology. Whether some creature came through a rift as the gates collapsed bearing unusual tech, or an entire landscape from another world ended up dropped on Aetaltis, any number of strange and wonderful things might get introduced into the world in this way.
- ♦ **Gearworks** The gearworks will play a role in future Aetaltis products, but there is no reason you can't use them today to introduce advanced mechanical devices into the setting. Maybe you want steam engines in your adventures, or you want to introduce stabilized stormpowder suitable for use in guns. These types of technology are easily introduced as products of the gearworks.
- ♦ **Newardine Cels** The members of the Newardine are extremely secretive. When more than a few live among people of other cultures and lineages, they often build enclosed compounds called Newardine Cels that are off limits to anyone not of their culture. No one knows quite what goes on inside these compounds, and any number of strange technologies might be in use beyond their walls.
- ♦ **Newardine Empires** Far across the Blade Sea lie the enigmatic Newardine Empires. As with the Newardine Cels, no one is quite sure what is happening in those lands. Their people are isolationists, and very little information escapes their borders. Advanced devices exported from the Empires offer yet another way to introduce new technology.



TIMELINE

This is a secret timeline just for the gamemaster! It gives the actual year that many key events in Aetaltan history took place. It also confirms a number of legends as fact and corrects a few others. For instance, no one on Aetaltis is even certain Dor Vergall exists, and they certainly don't know it was founded in 359 FR.

The timeline includes the following columns:

- ♦ **Event** The name or description of an important event.
- ♦ **AC** This is the year of the Atlan Cycle an event took place. This is the system of timekeeping common in the lands around the Amethyst Sea today.
- ♦ **TR** This is the year in Tsverg Reckoning, the dwarven method of counting the years. Tsverg Reckoning isn't widely used outside of Malador.
- ♦ **FR** This is the year in Fey Reckoning. Fey Reckoning is used by members of the Ellorayan culture. It is also the preferred dating system for historians and scholars, since the fey calendar extends back to the start of the Age of Magic.
- ♦ **Years Ago** This is a raw count of how many years ago the event occurred.
- ♦ **Earth Year** This column helps you get a rough sense of how long ago it feels like things happened for people on Aetaltis by comparing it to how long ago it feels like things happened in our own world. For example, knowing that to the people of Aetaltis, the Silver Tower feels as old as the John Hancock Building does to us here on Earth gives a sense of time we can easily comprehend. Note this is not intended to serve as an indicator of what the date on Aetaltis might be today.

GAMEMASTER GUIDANCE

FORGET REALITY

It's fun to try to figure out how long ago Aetaltans feel like things happened or what condition is normal for artifacts from different Ages, but reality should never take precedence over a good story. If the contents of every Deepland hall the characters enter are so rotted and ruined you can't even identify the furniture, that's no fun. It's much more enjoyable to find the toppled furniture and scattered personal effects lying just where the dwarves left them on the day of their exodus. So please keep in mind that the information provided in this chapter concerning Earth dates is only intended to help with your storytelling, not act as rules for artifact or building conditions.

- ♦ **Earth Reference** This is another tool for getting an idea of how long ago it feels like events occurred to the people of Aetaltis. For instance, the Age of Darkness feels about as distant to Aetaltans as the Early Middle Ages do to us. You can also use this when you're trying to figure out what condition buildings, artifacts, and remains will be in when characters find them. For instance, the earliest artifacts from the Age of Magic will look like artifacts from the late ice age on Earth, while items later in the Age of Magic will be in roughly the same condition as artifacts from ancient Egypt.

AETALTIS TIMELINE

Event	AC	TR	FR	Years Ago	Earth Year	Earth References
<i>The Age of Magic</i>						
Founding of the twelve fey courts.			0 FR	12,107	10,086 BCE	Göbekli Tepe Animal domestication
Dwarves and halflings end their alliance.			328 FR	11,779	9758 BCE	Glaciers retreat
Founding of the Halfling Dalelands.			331 FR	11,776	9755 BCE	
Dwarves explore the western Donaren deeplands.			347 FR	11,760	9739 BCE	
Dor Vergall is founded.			359 FR	11,748	9727 BCE	Ice age megafauna go extinct
First of the dwarven Old Kingdoms are founded.			3890 FR	8,217	6196 BCE	Agriculture

Event	AC	TR	FR	Years Ago	Earth Year	Earth References
Dwarves settle the Deeplands beneath the Stonegate Mountains.			4719 FR	7,388	5367 BCE	Copper smelting
Ellor Nyall is founded by the elves of the northern fey courts.			6298 FR	5,809	3788 BCE	Wheeled vehicles, writing
Armies of the southern fey courts cross Stonegate Pass to invade the Amethyst Sea basin.			7782 FR	4,325	2304 BCE	Old Kingdom of Egypt Great Pyramids
Dragon's Maw is formed.			7801 FR	4,306	2285 BCE	Old Kingdom of Egypt Stonehenge
Ellor Nyall drives back the armies of the southern fey courts. Queen of Ellor Nyall declares herself High Queen of the Fey.			7853 FR	4,254	2233 BCE	Old Kingdom of Egypt
Queen of Ellor Nyall begins her quest for divinity.			7992 FR	4,115	2094 BCE	Middle Kingdom of Egypt
Queen's divinity spell is cast. The magic goes out of control, destroys Ellor Nyall, and creates the Elliyeen Wilds.			7993 FR	4,114	2093 BCE	Middle Kingdom of Egypt
Endroren is cast out of Lensae.			7994 FR	4,113	2092 BCE	Middle Kingdom of Egypt
Endroren enters the Deeplands.			7995 FR	4,112	2091 BCE	Middle Kingdom of Egypt
Ritual of Limitation begins.			7995 FR	4,112	2091 BCE	Middle Kingdom of Egypt
Ritual of Limitation is completed. End of the Age of Magic.		0 TR	7996 FR	4,111	2090 BCE	Middle Kingdom of Egypt
<i>The Dwarven Age</i>						
War of Stonegate.		3 TR	7999 FR	4,108	2087 BCE	Middle Kingdom of Egypt
First Blood War.		460 TR	8456 FR	3,651	1630 BCE	New Kingdom of Egypt
Mist Sea War.		468 TR	8464 FR	3,643	1622 BCE	New Kingdom of Egypt
War of Sorrows.		483 TR	8479 FR	3,628	1607 BCE	New Kingdom of Egypt
Dwarves discover rune magic.		500 TR	8496 FR	3,611	1590 BCE	New Kingdom of Egypt
Dwarven kingdoms of the Donaren Mountains become the dominant power in the Amethyst Sea basin.		597 TR	8593 FR	3,514	1493 BCE	New Kingdom of Egypt
Attack at Dor Elenthor.		1402 TR	9398 FR	2,709	688 BCE	Late New Kingdom of Egypt
First Dark Horde is unleashed.		1566 TR	9562 FR	2,545	524 BCE	Classical Greece, Roman Republic
Fall of the Old Kingdoms of the Donaren Mountains to the Dark Hordes.		1733 TR	9729 FR	2,378	357 BCE	Classical Greece, Roman Republic Parthenon
Fall of the deep kingdoms beneath the Stonegate Mountains to the Dark Hordes.		2311 TR	10,307 FR	1,800	221 CE	Roman Empire

Event	AC	TR	FR	Years Ago	Earth Year	Earth References
<i>The Age of Darkness</i>						
Fall of the Stone Gate to the Dark Hordes. The Age of Darkness begins.		2401 TR	10,397 FR	1,710	311 CE	Roman Empire
Fall of the Upper Kingdoms to the Dark Hordes.		2432 TR	10,428 FR	1,679	342 CE	End of the Roman Empire
Endroren tears open the Plains of Goloth and rises to the surface.		2732 TR	10,728 FR	1,379	642 CE	Early Middle Ages
Plains east of the Stonegate Mountains are transformed into the Blade Sea.		2923 TR	10,919 FR	1,188	833 CE	Early Middle Ages
Scythaan Jungle set ablaze.		2957 TR	10,953 FR	1,154	867 CE	Early Middle Ages
The Long Night begins.		2958 TR	10,954 FR	1,153	868 CE	Early Middle Ages
Last of the fires in what was once the Scythaan Jungle go out.		2964 TR	10,960 FR	1,147	874 CE	Early Middle Ages
Drothmal leave for the Icebound Plains.		3004 TR	11,000 FR	1,107	914 CE	Early Middle Ages
Last tree of the Scythaan Jungle falls.		3200 TR	11,196 FR	911	1110 CE	High Middle Ages
<i>The Great War</i>						
Enaros arrive to join the battle against Endroren and his Dark Hordes. The Great War begins.		3232 TR	11,228 FR	879	1142 CE	High Middle Ages
The Long Night ends.		3233 TR	11,229 FR	878	1143 CE	High Middle Ages
Great Dragons and Firstborn Giants join the fight.		3282 TR	11,278 FR	829	1192 CE	High Middle Ages
The Last Army gathers in Goloth and lays siege to Endroren's stronghold.		3318 TR	11,314 FR	793	1228 CE	High Middle Ages
Endroren's stronghold falls and he is taken prisoner by the Enaros.		3329 TR	11,325 FR	782	1239 CE	High Middle Ages
Endroren is chained to the core of the world.		3330 TR	11,326 FR	781	1240 CE	High Middle Ages
Deeplands are sealed and the Donaren Mountains are renamed the Donarzheis Mountains. The Great War ends.		3333 TR	11,329 FR	778	1243 CE	High Middle Ages
<i>The Age of Shadow</i>						
First stonehold is constructed.		3345 TR	11,341 FR	766	1255 CE	Late Middle Ages
Stonehold at future site of Dunbury Castle is completed.		3488 TR	11,484 FR	623	1398 CE	Renaissance
First stonships set sail on the Blade Sea.		3521 TR	11,517 FR	590	1431 CE	Renaissance
Malador is founded.		3580 TR	11,576 FR	531	1490 CE	Renaissance
Storm strikes Felyn Mal in Malador, devastating the city. Refugees found the city of Fortin Mal.		3612 TR	11,608 FR	499	1522 CE	Renaissance
<i>The Age of Atlan</i>						
Atlan Alliance discovers Aetaltis. Age of Atlan begins.		3686 TR	11,682 FR	425	1596 CE	Renaissance

Event	AC	TR	FR	Years Ago	Earth Year	Earth References
Atlan Alliance explorers arrive in the Dalelands.		3687 TR	11,683 FR	424	1597 CE	Renaissance
First Alliance city, Norentor, is founded.	0 AC	3688 TR	11,684 FR	423	1598 CE	Renaissance
World Gate of Norentor is completed. Dark Hordes return.	2 AC	3690 TR	11,686 FR	421	1600 CE	
Fall of the orogs.	7 AC	3695 TR	11,691 FR	416	1605 CE	
Last orog mercenaries arrive from Alliance homeworld.	9 AC	3697 TR	11,693 FR	414	1607 CE	
Last Dark Horde is defeated at Valen Creek.	22 AC	3710 TR	11,706 FR	401	1620 CE	
Cheebat establish first Aetaltan merchant houses.	23 AC	3711 TR	11,707 FR	400	1621 CE	
Atlan explorer, the Wolf, starts his expedition to the Donarzheis Mountain highlands.	24 AC	3712 TR	11,708 FR	399	1622 CE	
Founding of Atlanor.	25 AC	3713 TR	11,709 FR	398	1623 CE	
The Wolf embarks upon a program of extermination against the fey of the north.	30 AC	3718 TR	11,714 FR	393	1628 CE	
Alliance leaders receive word of the Wolf's actions in the north and recall him to Erinor.	36 AC	3724 TR	11,720 FR	387	1634 CE	
Toletren appears at Orintor.	45 AC	3733 TR	11,729 FR	378	1643 CE	
Dunbury Castle is completed.	65 AC	3753 TR	11,749 FR	358	1663 CE	
High Temple of Phensral is built in Port Vale.	72 AC	3760 TR	11,756 FR	351	1670 CE	
The Cataclysm.	105 AC	3793 TR	11,789 FR	318	1703 CE	
Secret library that will become Winterkeep is founded.	110 AC	3798 TR	11,794 FR	313	1708 CE	
Free Kingdoms are founded.	120 AC	3808 TR	11,804 FR	303	1718 CE	
Founding of the Arcane College at Winterkeep.	123 AC	3811 TR	11,807 FR	300	1721 CE	
House Wars of Callios.	124 AC	3812 TR	11,808 FR	299	1722 CE	
Alloren Farsky arrives in Callios.	144 AC	3832 TR	11,828 FR	279	1742 CE	
Alloren Farsky topples Calliosan noble houses and declares himself king.	146 AC	3834 TR	11,830 FR	277	1744 CE	
Keep constructed on Blackstone Isle by one of Alloren Farsky's war captains.	150 AC	3838 TR	11,834 FR	273	1748 CE	
King Alloren Farsky is assassinated.	167 AC	3855 TR	11,851 FR	256	1765 CE	Industrial Revolution
Three sons of King Alloren Farsky divide Callios into three kingdoms.	168 AC	3856 TR	11,852 FR	255	1766 CE	Industrial Revolution
Blackstone Isle is abandoned.	200 AC	3888 TR	11,884 FR	223	1798 CE	Industrial Revolution
Elven scholars arrive at Winterkeep with Enarosian Scrolls.	202 AC	3890 TR	11,886 FR	221	1800 CE	Industrial Revolution

Event	AC	TR	FR	Years Ago	Earth Year	Earth References
The leaders of Winterkeep decide not to go east in search of more Enarosian scrolls. Those that disagree present the Schism Scroll and break away from Winterkeep and agree to travel east in the Grand Expedition.	203 AC	3891 TR	11,887 FR	220	1801 CE	Industrial Revolution
The Grand Expedition hires the Knights of Steelpeak to guard their expedition.	204 AC	3892 TR	11,888 FR	219	1802 CE	Industrial Revolution
The Grand Expedition departs for the Elliyen Wilds from Hawk's Crest.	205 AC	3893 TR	11,889 FR	218	1803 CE	Industrial Revolution
The Grand Expedition arrives at the future site of the city of Selentheia.	206 AC	3894 TR	11,890 FR	217	1804 CE	Industrial Revolution
First spice expedition sets out from Hericos.	207 AC	3895 TR	11,891 FR	216	1805 CE	Industrial Revolution
First spices from the Zhamayen Jungle are brought to market.	210 AC	3898 TR	11,894 FR	213	1808 CE	Industrial Revolution
Trading colonies established along the edge of the Zhamayen Jungle.	212 AC	3900 TR	11,896 FR	211	1810 CE	Industrial Revolution
Spice trade is firmly established.	215 AC	3903 TR	11,899 FR	208	1813 CE	Industrial Revolution
Calliosan Merchant's League is formed.	221 AC	3909 TR	11,905 FR	202	1819 CE	Industrial Revolution
Calliosan merchant houses sign pact against the nobles.	231 AC	3919 TR	11,915 FR	192	1829 CE	
Knights of Steelpeak rename themselves Knights of Selentheia.	233 AC	3921 TR	11,917 FR	190	1831 CE	
Lord Humdort Farsky III seizes warehouses at Tricos leading to war between the Merchant's League and nobles.	235 AC	3923 TR	11,919 FR	188	1833 CE	
Last of the three Calliosan kingdoms falls to the Merchant's League.	242 AC	3930 TR	11,926 FR	181	1840 CE	Victorian Era
First version of Calliosan Compact ratified.	242 AC	3930 TR	11,926 FR	181	1840 CE	Victorian Era
Malinar Drakewyn born.	318 AC	4006 TR	12,002 FR	105	1916 CE	World War I
Malinar Drakewyn (16) conscripted to fight for local warlord.	334 AC	4022 TR	12,018 FR	89	1932 CE	Great Depression
Malinar Drakewyn (20) and companions defect from warlord's army on quest to bring peace to Agthor.	338 AC	4026 TR	12,022 FR	85	1936 CE	
Malinar Drakewyn (21) and companions enter Old Erinor in search of treasure. Emerge with gold, jewels, and the crown and scepter of Old Agthor.	339 AC	4027 TR	12,023 FR	84	1937 CE	
Plans drawn up for the Silver Tower.	341 AC	4029 TR	12,025 FR	82	1939 CE	World War II
Ground breaking for the Silver Tower.	342 AC	4030 TR	12,026 FR	81	1940 CE	World War II
Malinar Drakewyn (24) takes Stormkeep.	342 AC	4030 TR	12,026 FR	81	1940 CE	World War II

Event	AC	TR	FR	Years Ago	Earth Year	Earth References
Malinar Drakewyn (25) declares himself High Lord of Stormkeep on the 25th of Alantra.	343 AC	4031 TR	12,027 FR	80	1941 CE	World War II
Malinar Drakewyn (25) lays siege to Eldrith Keep.	343 AC	4031 TR	12,027 FR	80	1941 CE	World War II
Risis Drakewyn born to High Lord Malinar Drakewyn (25).	343 AC	4031 TR	12,027 FR	80	1941 CE	World War II
Eldrith Keep falls and High Lord Malinar Drakewyn (26) lays claim to Agthorian Plains and Pendroth Peninsula. Drakewyn names his kingdom Agthor and moves his capital to Eldrith Keep and the town at its base. He renames the town New Erinor.	344 AC	4032 TR	12,028 FR	79	1942 CE	World War II
Malinar Drakewyn (43) defeats last of the warlords at the battle of Falinon Fields. He dies from his wounds shortly after. Risis Drakewyn (18) takes the throne.	361 AC	4049 TR	12,045 FR	62	1959 CE	
Malinar Drakewyn II born to High Lord Risis Drakewyn (18).	361 AC	4049 TR	12,045 FR	62	1959 CE	
The Silver Tower is completed and the tower's arcane college is founded.	373 AC	4061 TR	12,057 FR	50	1971 CE	Information Age
Dwarven guardians of Stonegate Pass sign a treaty of non-aggression with Port Vale.	374 AC	4062 TR	12,058 FR	49	1972 CE	Information Age
Blackstone Isle converted to Alasandro Veras's personal treasury.	375 AC	4063 TR	12,059 FR	48	1973 CE	Information Age
Endrori sightings increase, especially near Selenthea.	377 AC	4065 TR	12,061 FR	46	1975 CE	Information Age
Sarsis Drakewyn born to High Lord Risis Drakewyn (34) and his second wife.	377 AC	4065 TR	12,061 FR	46	1975 CE	Information Age
Selenthea sends out expeditions to determine why endrori sightings are increasing.	378 AC	4066 TR	12,062 FR	45	1976 CE	Information Age
Codex of the Warders is recovered.	379 AC	4067 TR	12,063 FR	44	1977 CE	Information Age
High Lord Risis Drakewyn (36) dies battling a wraethdari while pacifying the Eastern Marches. Malinar Drakewyn II (18) takes throne.	379 AC	4067 TR	12,063 FR	44	1977 CE	Information Age
Selenin Drakewyn born to High Lord Malinar Drakewyn II (18) and his mistress.	379 AC	4067 TR	12,063 FR	44	1977 CE	Information Age
Valinar Drakewyn born to High Lord Malinar Drakewyn II (24).	385 AC	4073 TR	12,069 FR	38	1983 CE	Information Age
Blade and Banner Mines in Callios shut down.	388 AC	4076 TR	12,072 FR	35	1986 CE	Information Age
First Warders of the new order set forth from the High Temple of Alantra in New Erinor.	390 AC	4078 TR	12,074 FR	33	1988 CE	Information Age

Event	AC	TR	FR	Years Ago	Earth Year	Earth References
Calaysis Drakewyn is born to Lord Sarsis Drakewyn (23).	400 AC	4088 TR	12,084 FR	23	1998 CE	Information Age
Agthor and the Free Kingdoms go to war.	407 AC	4095 TR	12,091 FR	16	2005 CE	Information Age
A huge endrori army surges out of the Deeplands between Agthor and the Free Kingdoms. The two sides agree to fight the endrori together.	407 AC	4095 TR	12,091 FR	16	2005 CE	Information Age
Malinar Drakewyn II (47) dies repelling the endrori invasion. Valinar Drakewyn (23) takes the throne.	408 AC	4096 TR	12,092 FR	15	2006 CE	Information Age
Alasandro Veras abandons Blackstone Isle after a devastating pirate attack.	409 AC	4097 TR	12,093 FR	14	2007 CE	Information Age
The Free Kingdoms and Agthor declare victory over the endrori, sign a peace treaty.	410 AC	4098 TR	12,094 FR	13	2008 CE	Information Age
Folly the Pirate Queen turns Blackstone Isle into her fortress.	410 AC	4098 TR	12,094 FR	13	2008 CE	Information Age

The Current Age

High Lord Valinar Drakewyn (26) makes the Declaration of Talimane.	411 AC	4099 TR	12,095 FR	12	2009 CE	Information Age
Bythedowns Gipple is made High Minister of the Dalelands.	412 AC	4100 TR	12,096 FR	11	2010 CE	Information Age
Elannia Sareth (39) is appointed High Queen of the Free Kingdoms.	415 AC	4103 TR	12,099 FR	8	2013 CE	Information Age
King Addlevine Thendawilder III (52) takes the throne of the Dalelands.	416 AC	4104 TR	12,100 FR	7	2014 CE	Information Age
High Lord Valinar Drakewyn (36) commissions the creation of the Adventurer's Guide.	421 AC	4109 TR	12,105 FR	2	2019 CE	Information Age
Current day.	423 AC	4111 TR	12,107 FR	0	2021 CE	Information Age





CHAPTER TWO

RULES OF THE GAME

THIS CHAPTER CONTAINS AN ENCYCLOPEDIA OF optional rules you can use in your Fifth Edition campaign. Each of these rules represents an opportunity to engage the players in a new or different way, add more richness and depth to your game, or bring elements of the World of Aetaltis setting to life.

AGE

As a character ages, their ability scores change to reflect the natural effects of the aging process. The following are the

changes to a character's ability scores at different points in their lives.

- ♦ **Young** -1 Str, +1 Dex, -1 Wis, +1 Cha
- ♦ **Mature** +1 Str, -1 Dex, +1 Wis, -1 Cha
- ♦ **Elderly** -1 Str, -1 Dex, -1 Con, +1 Wis

The ability score modifiers provided for each lineage in the *World of Aetaltis: Player's Guide* represent mature individuals and already take into account the effects of moving from young to mature. There is no need to modify ability scores further if the character begins the game as mature. If

a player wishes to play a young individual, they should create the character normally, then apply the modifiers shown above for a young character. As the character ages, they can adjust the modifiers as shown above. The same is true for creating an elderly character.

ATTITUDE

Attitude represents how an NPC feels about the person they're interacting with. This is usually handled with roleplaying alone, but there are times where it's useful to quantify an NPC's attitude with rules. Doing so can guide you in how to roleplay an NPC, or it can serve as a measure to objectively determine how the NPC's attitude will impact what the characters are trying to accomplish.

Attitudes aren't permanent. Characters can improve or degrade an NPC's attitude through roleplay and other in-game actions. You may also wish to apply a temporary attitude change based on circumstances. It's possible an NPC will have one attitude when dealing with one character and a different attitude when dealing with another.

However you use it, remember that attitude is a tool to help you and the players tell an interesting story. The rules should never override good roleplaying, common sense, and rich storytelling. The rules should add to the fun by giving the player some additional control over their destiny or create an enjoyable challenge—not constrain the player's options in a way that takes away from everyone's enjoyment.

FIVE ATTITUDES

An NPC may have one of five attitudes toward the characters.

- ♦ Loyal
- ♦ Friendly
- ♦ Indifferent
- ♦ Hostile
- ♦ Violent

LOYAL

Loyal NPCs are devoted to the character. They'll drop everything to help them, risking their lives and livelihood to ensure the character succeeds. A loyal attitude may represent a familial bond, or the NPC and the character might be devoted friends or lovers. A character can also earn an NPC's loyalty by building a deep sense of professional trust, like the way a wise, compassionate military commander fighting an honorable battle earns the loyalty of their subordinates.

Examples of NPCs who might feel loyal toward a character include:

- ♦ The character's spouse, partner, or best friend.
- ♦ A person who has sworn a vow to serve the character without fail.
- ♦ A devoted follower whose loyalty was earned through repeated demonstrations of fairness, honesty, and generosity.
- ♦ Someone whose life the character just saved.

FRIENDLY

Friendly NPCs like and trust the character. They'll make an effort to help the character, and they're willing to make small sacrifices to benefit their friend. They want to see the character succeed in whatever task they're undertaking and are pleased to help make it happen. These might be actual friends or simply someone who views the character in an especially positive light.

Examples of NPCs who might feel friendly toward a character include:

- ♦ An old friend from the character's home village who has known them for years.
- ♦ A person who is enamored with adventurers in general and thus looks up to the character as a role model.
- ♦ The residents of a town the character recently saved from a horde of monsters.
- ♦ Patrons of a bar after the character buys a round of drinks.

INDIFFERENT

This is the default state for most NPCs the character encounters. Indifferent NPCs don't have strong feelings about the character one way or another. Their feelings aren't strong enough to drive their reactions and behaviors in a way that either helps or hinders the character beyond common cultural courtesy. Most hirelings fall into this category, even if they have a fiduciary responsibility to behave in a way that more closely resembles a friendly attitude.

Examples of NPCs who might feel indifferent toward a character include:

- ♦ An honest shopkeeper meeting the characters for the first time.
- ♦ A farmer in a village where the characters have just arrived.
- ♦ A soldier guarding the gates to the town.

HOSTILE

Hostile NPCs dislike the character enough that they wish to inflict harm upon them. This does not necessarily mean bodily harm. Maybe they want to ruin the character financially or besmirch the character's honor. Hostile NPCs will actively work to oppose the characters if they can do so without significant personal cost.

Hostility may also represent deep distrust rather than true animosity. In this case the NPC is nervous about letting the character get the upper hand and will actively work to retain a position of power or authority when dealing with the character out of a sense of self-preservation.

Examples of NPCs who might feel hostile toward a character include:

- ♦ A professional rival who sees the character as a threat to their success.
- ♦ A local constable who holds a deep bias against members of the character's culture.
- ♦ A zealot who sees the character's beliefs as an affront to their own and imagines they have a duty to stop the character.
- ♦ The residents of a town immediately after the characters accidentally burn down the tavern.

VIOLENT

Violent NPCs want to see the character dead. Some violent NPCs will attack the character on sight, but others will hold back until they have the upper hand. They're willing to sacrifice a great deal to kill the character, but probably not their lives. The NPC may also put aside their desire to kill

the character if doing so is advantageous or prolongs their enemy's torment.

Examples of NPCs who might feel violent toward a character include:

- ♦ An NPC who blames the character for the death of a loved one and wants revenge.
- ♦ Any enemy of the characters encounter.
- ♦ A rival who doesn't believe they can succeed as long as the character stands in their way.
- ♦ A cornered individual in fight or flight mode.

FALSE ATTITUDES

NPCs may try to hide their true attitude toward the characters. A common example of this would be a shopkeeper who behaves as if they are friendly toward the characters in order to make a sale. Ideally, try to demonstrate this falsehood through roleplaying, but if the characters become suspicious you may allow an opposed Wisdom (Insight) check against the NPC's Charisma (Deception). If the NPC is attempting to emulate an attitude more than one step away from their true attitude, the NPC has disadvantage on their roll. Success on the part of the character may or may not reveal the true attitude of the NPC, but it will certainly tell them if the NPC is trying to hide their true attitude.

ATTITUDE AND CHARISMA CHECKS

In addition to the roleplaying effects described above, an NPC's attitude impacts Charisma checks made by the characters when interacting with the NPC.

ATTITUDE EFFECT ON CHARISMA CHECKS

Attitude	Charisma	Deception	Intimidation	Performance	Persuasion
Loyal	Advantage	Advantage	Disadvantage	Advantage	Automatic Success
Friendly	Advantage	Advantage	Disadvantage	Advantage	Advantage
Indifferent	None	None	None	None	None
Hostile	Disadvantage	Disadvantage	None	Disadvantage	Disadvantage
Violent	Disadvantage	Disadvantage	Disadvantage	Disadvantage	Disadvantage



CHANGING ATTITUDES

Characters can change the attitudes of NPCs through their actions. There are two types of attitude change: temporary and permanent. Temporary changes are relatively easy to accomplish and may require nothing more than a successful ability check or the application of gold to the right palm. Permanent changes require a story, multiple actions over a long period of time, or a moment so important and dramatic that it changes both the character and NPC forever.

TEMPORARY CHANGE

The easiest and most enjoyable way to temporarily change the attitude of an NPC is through roleplaying. Sometimes this is accidental, such as a character that inadvertently insults the NPC or unknowingly commits a cultural faux pas. Other times it is the result of purposeful actions, such as taunting or insulting an NPC in a public setting or helping the NPC out of a tough spot.

A temporary change to an NPC's attitude toward the character is a powerful tool you can use to shape how the characters see the world. For instance, if the characters stomp into an Agthorian town wearing full armor and strut around like they own the place, this might cause the NPC townsfolk to temporarily have a hostile attitude toward the characters, who they see as pompous troublemakers. On the other hand, the exact same behavior in a rough tavern in Port Vale might earn the heroes the respect of the patrons who admire their show of strength, earning the characters a temporary friendly attitude from the patrons. In each case, the characters learn something about the setting by actively interacting with it rather than you simply telling them, "The town dislikes troublemakers," or "The tavern patrons respect strength."

If there is doubt about whether a character's action will temporarily change the NPC's attitude, or if roleplaying the scene isn't something your players are interested in, you can also allow an ability check. On a success, the character alters the NPC's attitude by one level in the direction they desire. On a failure, the target's attitude remains unchanged.

TEMPORARY ATTITUDE CHANGE DC

Starting Attitude	Improve Attitude	Degrade Attitude
Loyal	NA	DC 20
Friendly	DC 20	DC 15
Indifferent	DC 15	DC 10
Hostile	DC 20	DC 15
Violent	DC 25	NA

It is not possible to temporarily change an NPC's attitude by more than one level from their starting attitude. Normally, a temporary attitude change lasts for one hour, or until something changes the NPC's attitude again. With your permission, at the end of an hour the character may attempt another check to maintain the attitude change.

If the circumstances call for it, longer temporary changes are acceptable. For example, a farmer might feel friendly toward the characters who helped save his barn from fire for a couple of weeks, but it won't necessarily result in a permanent change of attitude.

PERMANENT CHANGE

A permanent attitude change is uncommon and should be the result of an epic event, concentrated multi-session roleplaying effort, or as a reward for successfully completing a difficult adventure. It is up to you to determine when or if a permanent attitude change takes effect. An attitude change isn't always a reward. Sometimes it's a negative consequence of the character's actions.

Normally, attitudes only shift one step at a time. A single step change might not be particularly difficult to achieve, especially going from indifferent to friendly, but beyond this it becomes more and more difficult to accomplish. If you have doubts, apply a long temporary change instead. If at the end of the temporary change you feel a permanent change is warranted, you can always apply it then.

Here are some examples of situations that could permanently change an NPC's attitude:

- ♦ **Degraded Attitude** A character's behavior results in a life-changing loss for the NPC. This might be the result of heroic behavior, such as when the heroes disrupt the villain's plot to take over the kingdom. The action of the heroes in this case permanently degrades the villain's attitude toward them. A degraded attitude might also be the result of callous or negligent behavior, such as when player characters' bad choices lead to the death of an NPC's loved one.
- ♦ **Improved Attitude** A character's behavior results in a life-changing gain for the NPC. This might be a one-off action, like the character literally giving their life to save the NPC. This might also represent a long series of rich role-playing interactions, such as a character who spends multiple game sessions courting the governor's daughter or a party that goes out of their way to repeatedly help out the owner of the inn where the characters like to stay.

BUILDINGS AND ROOMS

The following rules allow you to quickly determine the general appearance of a place, know what it is constructed from, and find basic game statistics simply by knowing its quality. This is accomplished by assigning a building or room one of the Fifth Edition standard of living rankings as its quality. You can capture a wealth of information about a place without needing to come up with all the details for every location.

As with all the rules you'll find in this chapter, these are designed to make your life as a gamemaster easier. They're simple tools for quickly creating buildings and rooms and for determining details on the fly. They are not limitations or guidelines for what buildings in Aetaltis must be like. First and foremost, tell a great story!

BUILDINGS

If the party spends any amount of time in a place, eventually you'll need to know how a particular building is constructed. Typically, this happens when a character tries to smash, burn down, or otherwise cause damage to a structure.

The following rules provide guidance around what a particular building is made out of, how difficult a structure is to climb, the likelihood of setting it on fire, and other information that seems to regularly come up during roleplaying adventures.

WALLS

The following represent common materials and techniques used to construct walls for Aetaltan buildings:

- ♦ **Brick** Pure brick and mortar walls, while not unheard of, are uncommon. A more typical execution are split timber structures that use bricks to fill the space between as a sturdier, fire resistant alternative to wattle and daub. Brick walls are finished with a layer of plaster that some people whitewash or paint with decorative designs. Wealthy or aristocratic buildings will sometimes have brick walls fronted with marble.
- ♦ **Log** Log walls are constructed using horizontal, interlocking square-cut logs. They offer slightly better insulation than wood walls and are easier to build, but they require special maintenance.
- ♦ **Stick and Straw** These simple walls are constructed by creating a frame of sticks and then hanging straw on them. The walls form a house with a simple inverted-v design, where the walls and roof are one and the same.
- ♦ **Stone** The most common use of stone walls is as a foundation for other types of walls, but people also construct entire buildings from stone. The type of stone used depends on the quality of the building and the availability of materials. In some regions, stone walls are built from stacked rough-cut slate slabs. In others, mortared, fieldstone walls are the norm. Block walls are relatively uncommon, since these are the most expensive and difficult to build, although one may find

CONSTRUCTION MATERIALS BY BUILDING QUALITY

Quality	Walls	Floors	Roofing	Windows	Doors
Poor	Stick and straw, wood, log	Dirt	Wood, thatch	Open, tarp, hide	Tarp, hide, plank
Modest	Wood, log, wattle and daub	Dirt, wood	Thatch, tiles (clay)	Grate (wood), waxed paper, shutters	Plank, wood
Comfortable	Wood, wattle and daub, brick, stone	Wood, stone	Thatch, shingles (wood), tiles (slate)	Glass (bullseye), grate (metal), shutters	Wood (locked)
Wealthy	Wood, brick, stone	Wood, stone, tile	Shingles (wood), tiles (slate)	Glass (cut or stained), grate (metal), shutters	Wood (locked), reinforced (locked)
Aristocratic	Wood, brick, stone	Wood, stone, tile, mosaic	Tiles (slate), lead, copper	Glass (cut or stained), grate (stone), shutters	Reinforced (locked)

CONSTRUCTION MATERIAL ATTRIBUTES¹

Material	Typical Thickness ²	AC	Damage Threshold ³	Hit Points ⁴	Climb DC
Walls					
Stick and Straw	6 in.	7	1 (0)	5 hp	10
Wood	6 in.	15	5 (3)	25 hp	20
Wattle and Daub	1 ft.	15	5 (5)	30 hp	25
Log	1 ft.	16	5 (5)	40 hp	10
Brick	1 ft.	17	8 (Immune)	35 hp	25
Stone	1 ft.	17	8 (Immune)	50 hp	15
Roof					
Wood	3 in.	15	5 (3)	25 hp	15
Thatch	1 ft.	15	3 (8)	40 hp	10
Shingles (wood)	6 in.	16	5 (8)	30 hp	20
Tiles (clay)	6 in.	15	4 (immune)	20 hp	20
Tiles (slate)	6 in.	17	8 (immune)	45 hp	20
Lead or Copper	6 in.	12	4 (immune)	20 hp	20
Windows					
Tarp or Hide	1 in.	2	2 (1)	8 hp	NA
Wood Grate	1 in.	12	5	10 hp	5
Waxed Paper	< 1 in.	0	0	4 hp	NA
Glass (bullseye)	< 1 in.	7	1 (immune)	4 hp	NA
Glass (cut)	< 1 in.	2	1 (immune)	4 hp	NA
Glass (stained)	< 1 in.	2	1 (immune)	2 hp	NA
Shutters	2 in.	7	5 (3)	15 hp	NA
Doors					
Tarp or hide	1 in.	2	2 (1)	8 hp	NA
Plank	2 in.	13	5 (3)	15 hp	NA
Wood	3 in.	15 (locked)	5 (3)	20 hp	NA
Reinforced	3 in.	16 (locked)	5 (5)	25 hp	NA

1. All the attributes listed here apply to attacks against a distinct portion of the structure and use the standard Fifth Edition rules for damaging large objects.

2. The thickness represents the amount of material, including underlying support structures, a character needs to chop through to get to the other side. It doesn't necessarily represent the thickness of the material alone.

3. The number in parentheses is the damage threshold against fire damage. In addition, if the fire damage is more than double the damage threshold against fire, the structure is also set on fire and suffers an automatic 1d6 damage at the start of each round, ignoring damage threshold.

4. Per 1-foot-by-10-foot-by-10-foot section for walls and roof.

them used for wealthy or aristocratic public buildings. The most uncommon and expensive stone walls, found only on aristocratic buildings, are stone walls fronted with marble.

- ♦ **Wattle and Daub** A wattle and daub wall is created by weaving a lattice of sticks and twigs into a row of vertical stakes and then filling the space between with a sticky mixture of clay or mud. In higher quality buildings, the structure may be further reinforced by using

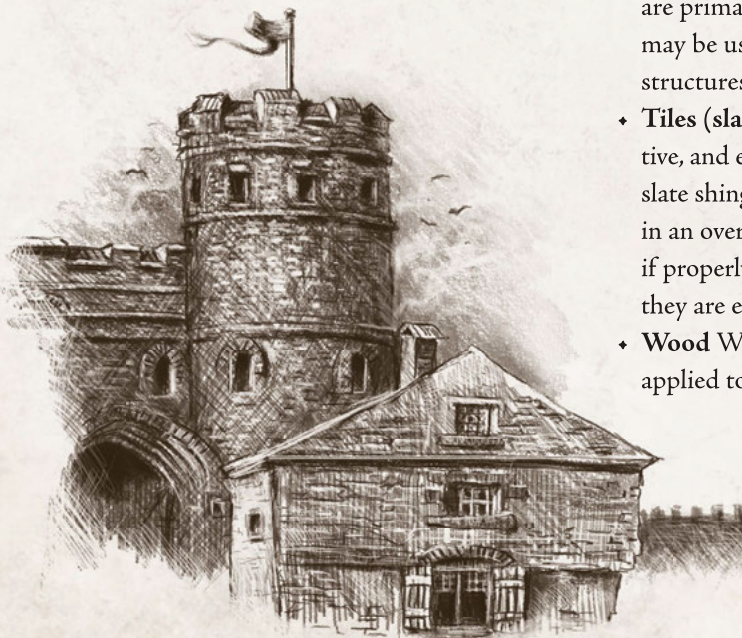
a sturdy split-timber frame and then filling the spaces between them with wattle and daub.

- ♦ **Wood** Wood walls are constructed by attaching small logs, split timbers, or rough wooden planks to a frame. In the highest quality version of these walls, the builder will use finished lumber planks. Wood walls offer poor insulation, and they are extremely drafty if the cracks are not sealed effectively.

FLOORS

The following are the types of floors one might find in an Aetaltan house:

- ♦ **Dirt** These are simple packed-earth floors. Floors of this type are quite common, and most houses have at least one room or outbuilding with dirt floors. Often the floor is strewn with straw or rushes to keep the dust down in summer and provide a bit of insulation in winter.
- ♦ **Mosaic** Mosaic floors are the rarest and most expensive type of floor. These are constructed by taking small pieces of stone, clay, or other colored material and setting it in mortar to create designs and images. They are usually found only in aristocratic buildings. Occasionally they do turn up in wealthy buildings, but the quality of the designs and imagery in wealthy buildings are seldom as elaborate as their aristocratic counterparts.
- ♦ **Stone** Stone floors are paved with slabs of stone, often with the cracks filled with mortar. The type of stone varies by the quality of the building and the available materials. In locations with a ready supply of slate, for instance, slate floors are commonplace on the lower levels of many buildings. Wealthy and aristocratic buildings may have floors made from slabs of marble.
- ♦ **Tile** At their simplest, tile floors are made with glazed tiles ranging from six inches to a foot across. In more elaborate executions of tiled floors, tiles are set in colored patterns. Glazed tiles with painted designs are often found in wealthy and aristocratic buildings.
- ♦ **Wood** In places with an ample supply of lumber, many buildings have wood floors. In comfortable or higher quality buildings, the raw wood might be stained or polished. Wealthy and aristocratic buildings often have artfully designed parquet floors.



ROOFING

The people of Aetaltis generally use one of six types of material to roof their buildings.

- ♦ **Lead or Copper** Some wealthy and aristocratic buildings have lead or copper roofs. These are wood roofs covered with beaten lead or copper sheets. They are extremely desirable because of their durability but equally expensive. The finest examples can last for hundreds of years.
- ♦ **Shingles (wood)** Wood shingle roofs are relatively common in areas with an ample supply of wood. The tiles are made by a simple process of splitting logs into long, thin pieces. For comfortable and wealthy buildings, roofers will sometimes create geometric patterns with the wood shingles by varying the shingle color or by setting them at slightly different angles.
- ♦ **Thatch** Thatched roofing is made from dried plant material. Heather is used in areas where it is found in abundance, although other materials, such as straw or reeds, may be used as well.
To repair a weathered thatched roof, the thatcher simply adds a new layer to the existing roof; the older the building, the thicker the thatching. Thatching of a foot or more in thickness is not uncommon on old buildings. Thatching is quite resilient, and an expertly thatched roof may last many decades. One of the greatest threats to a thatched roof are mice or rats. They see thatch as an inviting place to nest but can cause a great deal of damage if not dealt with.
- ♦ **Tiles (clay)** Fired clay tiles are a common form of roofing used throughout the Amethyst Sea basin. These overlapping tiles, usually burnt orange in color, are quite durable and require minimal maintenance. They are primarily found on average quality buildings, but may be used on outbuildings and other less important structures on comfortable and wealthy estates.
- ♦ **Tiles (slate)** Slate tile roofing is more durable, attractive, and expensive than clay tiles. They are effectively slate shingles with a hole in one end fastened to the roof in an overlapping pattern. Slate tiles will last indefinitely if properly maintained. In areas where slate is abundant, they are even found on average quality buildings.
- ♦ **Wood** Wood roofing is the same as wood walls except applied to the roof in overlapping rows.

WINDOWS

The people of Aetaltis have embraced a number of different ways to handle covering the windows on their buildings.

- ♦ **Glass (bullseye)** To create bullseye glass, a mouth-blown rondel is cut down to make a square or rectangular pane of glass. The name comes from the distinctive bullseye shaped warp in the center of the piece of glass. Most glass of this kind suffers from many impurities. Seeing through it is possible but difficult, and warping in the glass distorts images. As it ages, bullseye glass may change color, turning red, blue, green, or brown. Building owners who can afford it replace these discolored panes. Bullseye glass is typically cast in small pieces ranging from four to eight inches across, and set into a wood or metal frame.
- ♦ **Glass (cut)** This high-quality glass is found in the buildings of wealthy residents. It is also used in some shop windows to better display goods. It is made by a difficult process of blowing a glass cylinder, cutting it, and then laying it out flat. It has very few impurities, only distorts images slightly, and usually doesn't change color over time. Like bullseye glass, it is made in relatively small panes (less than a foot to a side) that are set in wood or metal frames.
- ♦ **Glass (stained)** Stained glass windows are, in their simplest form, cut glass windows dyed or painted with pleasing colors and set in patterns using strips of lead holding the pieces together. More elaborate versions of these windows, and thus more expensive, have scenes and images painted on them using translucent paint.
- ♦ **Grate (wood)** Some people put wood grates over their open windows. The bars that make up the grate are set about six inches apart. The grates won't stop wind or small debris, but they will keep large animals (and people) from getting into the house. They're often used in conjunction with tarp or hide coverings.
- ♦ **Grate (metal)** These are exactly like wood grate windows, but instead metal is used. Metal is longer lasting, and much harder for an intruder to cut through. If glass is available or the owner can afford it, they may also install bullseye glass or cut glass in the spaces between the grates.
- ♦ **Grate (stone)** These are the same as metal grate windows, except the grates are made from stone. In aristocratic buildings, the stone is often decoratively carved.
- ♦ **Open** Open windows are just that—windows with no bars, glass, or other covering.

- ♦ **Shutters** Many people add shutters to their windows. These are mounted on the outside of the building, and can be pulled shut before storms to keep out the wind and debris. In the case of buildings with glass windows, the shutters serve the secondary purpose of protecting the expensive glass.
- ♦ **Tarps or Hide** The poorest residents of Aetaltis hang tarps, hides, or blankets over their open windows to keep out wind, animals, and dust. Typically, they'll tack these to the frame and pull the covering down for privacy, or roll it up when they want to let air in.
- ♦ **Waxed Paper** Wax coated paper is used by some people to cover their windows. The paper isn't sturdy, but it keeps out dust and debris while still letting light in. Parchment is another material that is sometimes used for this purpose.

DOORS

The following are the different types of doors one is likely to find on the exteriors of buildings.

- ♦ **Hide or Tarp** These doors are either a simple piece of hide or a large tarp made from canvas or other heavy material hung over the doorway to keep out the wind and provide a bit of privacy.
- ♦ **Plank** Plank doors are a row of rough planks held together with crossbars that are affixed to the planks with wooden pegs. They tend to be drafty, but they're better than nothing. They can also be barred from the inside to give a little bit of security at night.
- ♦ **Wood** Wood doors are similar to plank doors but made from finished boards. The higher the quality of the building, the better the finish. In wealthy buildings, the wood crossbars may be replaced with metal. When closed, they form a good seal and keep out most of the wind. Some are outfitted with an inset lock plate (AC 15, hp 15, Unlock DC 15).
- ♦ **Reinforced** Reinforced doors are made from heavy finished boards. They feature metal crossbars and may have additional metal reinforcement, metal edges, metal studs, or additional crossbars. The metal on the doors of wealthy building owners is often shaped into decorative forms. Most reinforced doors are outfitted with an inset lock plate (AC 15, hp 18, Unlock DC 20).

Rooms

The following rules help you to quickly determine what materials are used to build rooms of differing quality levels, the types of furnishings they contain, and the sort of decorations they display. For windows and floors, assume the room has the same types listed for a building of the same quality. Listings for walls and doors presented here represent interior walls and doors. For exterior wall and door materials, see the Buildings section.

WALLS

The following are common types of interior walls found in the lands around the Amethyst Sea:

- ♦ **Painted (artistic)** Artistically painted plaster walls are a step above patterned painted walls. These walls feature simple murals. Depending on the quality of the room, these may be little more than a small accent image within a pattern or be as elaborate as a full mural. Another use of artistically painted walls is to create the impression of more expensive materials, such as painted faux marble slabs or false pillars.
- ♦ **Painted (colored)** These are painted plaster walls that use colored paints. These walls sometimes have very simple patterns, like alternating bands of color or one color on the top half of the wall and one on the lower half.
- ♦ **Painted (mural)** These are plaster walls where a master artist has used the wall as a canvas for a masterwork painting. These are museum quality pieces and often take up entire walls of large rooms.
- ♦ **Painted (patterned)** The creators of these plaster walls use colored paints to design interesting patterns. Often the patterns encircle the room along the ceiling or floor, but sometimes they'll cover the entire wall, like a painted version of modern wallpaper.
- ♦ **Painted (whitewash)** These plaster walls are painted with a simple coat of white paint cheaply made by mixing powdered lime, crushed shells, or even flour with water.
- ♦ **Paneled** Paneled walls are covered with large wood panels. Typically, the panels are fully finished, stained, and lacquered. The most expensive versions create patterns with a mix of panels and strips of decorative molding.
- ♦ **Plaster** Plaster walls are coated with a layer of unpainted plaster, often made from lime powder. The higher the quality, the smoother the finish.
- ♦ **Stone (bare)** Bare stone walls are simply the interior side of the stone used to form the building's exterior walls, although completely interior stone walls are common as well. The wall is typically smoothed to an extent, although the amount and quality of smoothing depends on the type of stone and the quality of the room.
- ♦ **Stone (fronted)** Fronted stone walls are stone walls with a fronting of polished stone, typically marble. In some situations, these walls are built using stone fronted brick.
- ♦ **Unfinished** Unfinished walls are just the inside surface of the exterior walls. No special finishing is performed, and the interior looks roughly like the exterior. This is often seen in buildings of lower quality.
- ♦ **Wood** Wood walls are made by adding finished wood planks to the interior walls. They are, essentially, a cheaper and less attractive version of paneled walls.

ROOM APPEARANCE BY QUALITY

Quality	Walls	Doors	Finish	Furniture	Decorative
Poor	Unfinished	Open, curtains	None	Rustic	Handmade
Moderate	Wood, plaster, painted (whitewash)	Dirt, plank	Curtains, molding, smoothing	Hand crafted	Trinkets, heirlooms
Comfortable	Plaster, stone (bare), painted (colored, patterned, whitewash), paneled	Wood, paneled	As moderate plus flourishes and painted	Crafted, decorative	Paintings, tapestries, baubles, heirlooms
Wealthy	As comfortable plus painted (artistic) and stone (fronted)	Wood, paneled	As comfortable plus oversized, reinforced, and gilt	Masterful, decorative	As comfortable plus statuary, enchanted, and water features
Aristocratic	As wealthy plus painted (mural)	Wood	As wealthy, plus exotic materials	Named, enchanted	As wealthy plus famous

DOORS

These are the kinds of interior doors one can typically find in Aetaltan rooms.

- ♦ **Curtains** Curtained doors use a simple curtain either nailed to the wall or hanging from a bar over the door to provide a modicum of privacy.
- ♦ **Open** Open doorways are just that: doorways with nothing covering them.
- ♦ **Paneled** A paneled door is made from finished wood panels and decorative moldings to create a door that is both functional and attractive. They receive a fine finish and may be lacquered or polished. These doors often feature attractive metal, porcelain, or glass handles and metal hardware.
- ♦ **Plank** Plank doors are a set of rough-hewn planks held together using a crossbar attached with wooden pegs. It doesn't offer much more privacy than a curtain, but it's a bit sturdier. For a handle, most plank doors use a bit of rope strung through a hole or tied in a loop.
- ♦ **Wood** Wood doors are a simple row of finished wood planks held together by a crossbar, usually attached with metal nails. The surface is sometimes sanded smooth and stained. In higher quality buildings, the crossbar may be metal and the wood polished as well. Wood doors may have a simple carved wood handle, a metal ring, or a simple metal handle with a basic latch, depending on the quality of the room.

FINISH

A room's finish represents how finely and decoratively it is outfitted in terms of its moldings and other fixtures. It also suggests possible modifications to the walls, doors, furniture, and other features of the room.

- ♦ **Curtains** Window curtains are a somewhat expensive luxury found in modest rooms and better. The exact quality of the curtains is dependent on the quality of the room, ranging from simple linen drapes in modest buildings to embroidered and gold tasseled velvet in aristocratic rooms.
- ♦ **Exotic Materials** Taking everyday objects and making them from expensive exotic materials is a luxury only available to the wealthiest Aetaltans. Aristocratic rooms might feature unique items such as ivory handles on windows, gold plated doorknobs, or molding made from rare wood imported from the Zhamayen Jungle.
- ♦ **Flourishes** Flourishes are bits of decoration added to molding, door frames, window frames, and other features of the room. They might be something as

simple as a carved windowsill to a feature as flashy as a sculpted version of the owner's coat of arms displayed in each corner of the room.

- ♦ **Gilt** For those with flashier tastes, applying a very thin coat of gold to an object, known as gilding, is a way to add a bit of flash to a room. All manner of things may be gilded, from moldings to door fixtures to lamps.
- ♦ **Molding** Molding is a minor thing, but it gives a room a finished look. It also serves a practical purpose, closing gaps between floor and wall to stop drafts and vermin. In addition, it protects the corners of walls from damage, especially around doors and windows. The appearance varies by the room's wealth, with simple boards for molding in modest rooms to elaborately carved wood or even carved stone molding in aristocratic buildings.
- ♦ **Oversized** One way to impress a guest is to awe them with the sheer size of your room. Adding oversized fireplaces, huge windows, or doors that take two servants to open are a great way to show off one's wealth and power.
- ♦ **Painted** Painting the molding, doors, and other features of a room adds color and life, but it does incur an added expense not every person can afford.
- ♦ **Reinforced** Reinforced finish simply represents higher quality, stronger materials that require less maintenance. They look and feel sturdier and are less likely to show wear.
- ♦ **Smoothing** Smoothing of plaster, wood, and other materials takes time, effort, and skill. The end result is more attractive, but is only affordable for those with the necessary disposable income. In poorer buildings the finish tends to be rough, even primitive.

FURNITURE

The following describes the type of furniture found in different quality rooms.

- ♦ **Crafted** Crafted furniture is made by a professional carpenter or cabinetmaker. It has a finished look and may even feature some basic decoration. It's quite durable, and is often at least somewhat attractive.
- ♦ **Decorative** Decorative furniture is furniture a person doesn't really need, but is either nice to have or looks pretty. Plant stands, chairs that are better to look at than to sit in, and unnecessarily fancy carved feet on the bottoms of otherwise practical furniture are examples of decorative furniture.
- ♦ **Enchanted** Aristocratic rooms may contain furniture with magical properties. This could include an armoire

that cleans whatever clothes are placed inside or a bed that magically endows anyone that lies in it with a perfect night's sleep.

- ♦ **Handcrafted** Handcrafted furniture is simple and practical with only the most basic finish and little to no decoration. Square cut legs, roughly finished boards, and thick square spindles are held together by wooden pegs. The furniture tends to be sturdy, but it's not beautiful. Usually it was made by the room's owner, a family member, or a friend.
- ♦ **Masterful** Masterful furniture is crafted by a master carpenter or accomplished cabinetmaker. It features artistic carvings and decorations, graceful curves, and rich finishes. It is both beautiful and functional, and it may last for centuries.
- ♦ **Named** A named piece of furniture has historical or cultural importance. Perhaps it's a throne used by the kings of Agthor prior to the Cataclysm, or maybe a mirror of silver forged by the dwarves of the Donarzheis Mountains in the days before the Age of Darkness. Typically, these pieces have a name and are well-known to those in the know.
- ♦ **Rustic** Rustic furniture is simple, functional furniture carved from natural materials and afforded only the most basic finish. They are held together with whatever is available, from bits of rope to simple wooden pegs. Often bits of bark still cling to the wood, and the natural curves and knots of branches are evident.

DECORATIVE

These are the types of decorative pieces displayed in rooms, including paintings, sculptures, and similar works of art.

- ♦ **Baubles** These are pretty little items of fine quality that are lovely to look at. They are essentially a more refined version of a trinket. A palm-sized blown glass unicorn, a hand-painted globe, or a pair of ceremonial swords are all examples of baubles.
- ♦ **Enchanted** These are magically enchanted items, often with a practical purpose but not always. Crystal spheres that create music, pitchers that keep beverages chilled, or a tapestry with animated figures are examples of enchanted decorative objects.
- ♦ **Famous** A famous item is a true work of art likely created by a well-known master artisan. Whether a tiny piece, like a hollowed hen's egg encrusted with jewels, or an enormous masterwork, like an oversized sculpture of Modren wrestling Endroren into his chains, these pieces are stunningly powerful and are likely recognizable to connoisseurs of art.
- ♦ **Handmade** These are sweet little pieces handmade by a loved one, perhaps a gift from a child or something made by a family member to commemorate a couple's wedding. They are worth little beyond the sentimental value they hold for their owner.
- ♦ **Heirlooms** An heirloom is a decorative piece that is out of place for the quality of the room. These are items of value passed down to family members over



the years. Perhaps they are the last item from a time of better fortune for the family, or maybe someone brought it back from a distant land after the wars. These generally only appear in rooms of modest or higher quality, since the owner of a poor room would have almost certainly sold such an item for food at some point in the past.

- ♦ **Paintings** Paintings are framed pieces created by professional artists. Often these are portraits of important family members from the past, but they may just be a piece of particular beauty or importance to the owner. Often the frames of such works are as much a piece of art as the painting itself.
- ♦ **Statuary** Rooms of wealthy quality and above may feature statues as decoration. These may range from simple busts to full figures. Sometimes they will feature animals or depict elements of nature, such as flowers or vines. Most are tiny or small in size, although they may be as large as medium in higher quality rooms.
- ♦ **Tapestries** Tapestries are elaborately woven cloth wall-hangings that depict an image of importance to the owner. They often commemorate important events, but they may also be purely decorative, bearing scenes of joyful fey romping in forest glades or magical creatures in their natural habitat.
- ♦ **Trinkets** A trinket is a small piece of decoration, insignificant to anyone other than the owner. It might be something that brings back memories, like a polished stone picked up from a riverbed in a distant land, or an artistic piece of minimal value, like an animal figurine rustically carved from wood or bone. They are similar to handmade decorative items except they may have been crafted by a stranger or unknown artist.
- ♦ **Water Features** Fountains, cascades, and other water features are expensive decorative additions sometimes found in rooms of wealthy quality and greater. These often incorporate sculpture, making them all the more impressive to guests.

CONDITION

The condition of a room or building tells you how well maintained it is. There are four conditions: ruins, rundown, average, and immaculate.

- ♦ **Ruins** Ruins are, well, ruined. They are dilapidated and falling apart. No one has performed any maintenance on these places in years, and they are at risk of collapse.
- ♦ **Rundown** A rundown room or building is one that is in serious need of maintenance, cleaning, or both. The owner hasn't done much to keep this location in good

order, some of the features are broken or missing, and it could use a good cleaning. It's completely livable, but it's not going to impress anyone.

- ♦ **Average** It is clear that someone has taken the time to regularly clean and maintain this location. Everything is in working order and it's evident someone has cleaned it recently. Most homes and buildings the characters visit in civilized lands, even those that receive a little extra attention from the owner, are in average condition.
- ♦ **Immaculate** This is an exceptional example of a room or building of this quality. Everything is in perfect condition, nothing is out of place, and not a speck of dust is to be found. An impressive amount of work has gone into keeping this site so perfectly maintained, and whoever cleans it is clearly a perfectionist.

DISEASES

The World of Aetaltis uses the standard rules for diseases found in the Fifth Edition rule books. To make it easier to adjudicate diseases in the game, however, the World of Aetaltis introduces a specialized stat block for diseases and clarifies a few areas of the rules, such as diagnosis and administering cures.

When reading the entry for a drug or poison, it will include the following statistics:

- ♦ **Type** This is how the disease is transmitted. The World of Aetaltis uses the standard Fifth Edition types described for poisons: contact, ingested, inhaled, and injury. Ingested diseases include those spread through bodily fluids. Injury may involve an actual injury, such as a bite from an infected animal, or the exposure of open wounds to the disease, such as trudging through a swamp with a cut on one's leg.
- ♦ **Identify** A successful Intelligence (Medicine) check against the listed DC by a character proficient in Medicine identifies the disease's properties and name (if it has one). You may allow the character to substitute another skill, tool proficiency, or ability for this check if it seems appropriate.
- ♦ **Save** When exposed to the disease, the character must make a saving throw using the listed ability against the given DC. On a success, they manage to fight off the disease and suffer no ill effects. On a failure, they are infected with the disease.
- ♦ **Onset** The amount of time that passes between exposure to the disease and the onset of the effects.
- ♦ **Effects** A summary of the disease's primary game effects.

- ♦ **Duration** The duration of the game effects after onset. For some diseases, they continue until the character makes a saving throw to resist the effects. In this case the DC, the saving throwing ability, and the frequency of that saving throw are listed.
- ♦ **Cure** Once a disease is identified, a character may attempt to administer a cure using a healer's kit. A successful Intelligence (Medicine) check against the listed DC allows the victim to make a new saving throw to resist the disease. Each Intelligence (Medicine) check consumes one of the healer's kit's uses whether or not the check succeeds. You may allow the character to substitute another skill, tool proficiency, or ability for this check if it seems appropriate. A common example is proficiency with an herbalism kit or healer's kit.
- ♦ **Effect** A complete description of the disease's game effects and any rules that allow the victim to make additional saving throws to overcome the illness.
- ♦ **Description** A detailed description of the disease, how it is contracted, and how it is treated.

DISEASE EXAMPLES

The following are examples of standard Fifth Edition diseases using the World of Aetaltis disease stat block:

DISEASE: SEWER PLAGUE

Type Injury or Ingestion **Identify** DC 10 **Save** DC 11 Constitution
Onset 1d4 days **Effects** Exhaustion, slow healing
Duration Special **Cure** DC 12

EFFECT

Infected creatures suffer one level of exhaustion at onset. They also regain only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest while infected.

At the end of each long rest, the infected creature must make a DC 11 Constitution saving throw. On a failed save, they gain one additional level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's exhaustion below 1, the creature recovers from the disease.

DESCRIPTION

Sewer plague is a generic term for a broad category of illness that incubate in sewers, swamps, refuse heaps, and stagnant water, and which are sometimes transmitted by creatures that dwell in those areas, such as rats.

When a humanoid is bitten by a creature that carries the disease, has an open wound that comes into contact with offal that is contaminated with the disease, or ingests material infected with the disease, they risk infection.

DISEASE: SIGHT ROT

Type Ingestion **Identify** DC 15 **Save** DC 15 Constitution
Onset 1 day **Effects** Loss of vision, bleeding
Duration Until cured **Cure** Eyebright

EFFECT

A beast or humanoid that drinks water tainted by sight rot must succeed on a DC 15 Constitution saving throw or become infected. One day after infection, the creature's vision starts to become blurry. The creature takes a -1 penalty to attack rolls and ability checks that rely on sight. At the end of each long rest after the symptoms appear, the penalty worsens by 1. When it reaches -5, the victim is blinded until its sight is restored by magic such as lesser restoration or heal. This does not, however, cure the disease. It simply restarts the process of degradation.

DESCRIPTION

Sight rot can be cured using a rare flower called Eyebright, which grows in some swamps. Given an hour and access to an Eyebright bloom, a character who has proficiency with an herbalism kit can turn the flower into one dose of ointment. Applied to the eyes before a long rest, one dose prevents the disease from worsening after that rest. After three doses, the ointment cures the disease entirely.

DIVINE INSPIRATION CARDS

At times, the Enaros and their avatars will watch the characters' actions and listen to their words, and then respond by gently guiding the outcome of a character's situation toward success or failure as they see fit. Such interventions, even when subtle, are rare, but they are a reality for those living on Aetaltis. One way you can represent this in a World of Aetaltis game is with Divine Inspiration Cards. These are cards that embody the will of the Enaros, and when played, allow the player to influence or alter the outcome of a situation.

WHAT DO THE CARDS REPRESENT?

When a Divine Inspiration Card is played, it represents the Enaros or one of the avatars taking an interest in the events surrounding the characters. It doesn't necessarily mean the enaros is interested in that particular character, and the reason for intervention may not even be related to the specific events the characters are involved in. All it means is that one of the Enaros has an interest in the situation turning out a certain way.

The effects of the cards are not the result of a character calling upon the Enaros. The character might be hoping the Enaros will intervene, maybe even praying for it, but the effects aren't answers to prayers or a power like a cleric's spells.

In a sense, the cards are an opportunity for the players to roleplay the Enaros. When they play a card, encourage the players to tell a story about why the situation matters to that particular enaros, and how this particular intervention helps to achieve that goal. The Enaros might even have opposing desires, and the intervention might represent that conflict.

You don't even need to involve the Enaros or their avatars at all. Perhaps the character and their actions are in such perfect alignment with the domains over which the enaros has control that they achieve a sublime moment of oneness with those ideals, resulting in a powerful magical effect.

WHAT DO THE EFFECTS LOOK LIKE?

Most effects won't look like a bolt of divine light blasting down from the sky or a booming voice shouting out the will of the Enaros. Instead, the effect a card creates should leave just enough doubt in the minds of observers that an enaros was involved at all. The character might be certain an enaros was there, guiding their hand or lending them the strength they needed, but can they prove it beyond a doubt? At least for lesser effects, probably not.

Of course, when it comes to some of the more spectacular effects, it might be hard to explain away what happened. Certain things just smack of "miracle." When all is said and done, however, only the faithful will have absolute certainty the Enaros or their avatars were involved.

“

The party was certain they wouldn't survive the storm, trapped on the side of the mountain as they were, with the wind blasting through the pass and the snow piling up at their feet. Then, suddenly, the snow and wind stopped, the clouds parted, and the sun shone through. The storm was gone, as if it were swept away by an invisible hand.

“Well, that was a good bit of luck,” said Threnn.

Alia smiled knowingly and gripped her holy symbol.

“Luck had nothing to do with it, my friend.”

ATTRIBUTES OF A CARD

Divine Inspiration Cards have two key attributes: the name of an enaros and an Influence score.

- ♦ **Enaros** The enaros associated with a card represents which enaros is influencing events surrounding the character.
- ♦ **Influence** Each card represents 1, 3, or 6 points of Influence. The more points of Influence, the more powerful the effect the character experiences.

OFFICIAL CARDS

Official Divine Inspiration Cards for the World of Aetaltis game are available for purchase. The official cards feature the two attributes described above, plus the symbol of the enaros, an avatar name, and a domain of the enaros. These additional attributes offer new game options explained in the rules that come with the cards.

STANDARD 52-CARD DECK

You don't need the official World of Aetaltis cards to use Divine Inspiration in your game. A standard 52-card deck will work just fine. When using a standard deck, each number and face card represents one enaros and the suit represents the level of influence.

CARDS AND ENAROS

Card Value	Enaros
Ace	Lensae
2	Aelos
3	Alantra
4	Droth
5	Elendra
6	Endroren
7	Grethken
8	Larayil
9	Modren
10	Phensral
Jack	Toletren
Queen	Vale
King	Zevas

INFLUENCE BY SUIT

Suit	Influence Level
Clubs or Spades	1
Hearts	3
Diamonds	6

EARNING CARDS

At the start of each game session, shuffle the cards and deal one to each player. During the session, you may award additional Divine Inspiration Cards to the players for outstanding roleplaying, overcoming unlikely odds, great teamwork, or succeeding at a dangerous task in the name of an enaros.

NEGATIVE GRACE

If you're using the grace rules (see the section in this chapter on Grace for more information) and the character has negative grace with the enaros that appears on the card they've just been dealt, they must immediately discard the card. No replacement card is drawn.

KEEPING CARDS

At the end of a game session, players keep any Divine Inspiration Cards associated with Lensae to use during the next game session. They may also keep cards associated with their patron enaros. If you're using the grace rules, the character must also have 1 or more points of grace with their patron enaros, otherwise they must return the cards to the deck. All other cards should be returned to the deck at the end of the session. Players who have not chosen a patron enaros may only keep Lensae cards. At the start of the next session, players begin with the cards they kept, plus the new card they're dealt for the current session.

PLAYING DIVINE INSPIRATION CARDS

Players may play Divine Inspiration Cards at any time. They may play them to impact current events, upcoming events, or in response to events that already occurred. Divine Inspiration Cards, however, can't change something that has already happened. You must approve any proposed effect. If you disagree with the effect and can't find an acceptable alternative, the player or players keep the cards to use later.

COMBINING CARDS

Multiple cards of the same enaros name may be combined to create a more powerful game effect. Lensae cards may be combined with the cards of any enaros. In addition, other players may play cards to add even more influence, as long as all the cards are of the same enaros. The influence values of all the cards are combined to determine the total number of points available to create the effect.

"Matt, one of the players, is worried that the characters can't defeat the wraethdari that is advancing on the party. He decides that Grethken probably doesn't want the characters to die today, so he plays his two Grethken cards hoping to come up with an effect that will give the party an advantage. He plays a Grethken (1) and a Grethken (6) card for a total of 7 points of influence.

Melanie, another of the players, agrees that it's do or die time. She is holding a Lensae (3) card, so she adds her card to Matt's. This increases the total points of available influence to 10. That's not bad! With 10 points of influence they can create a pretty fantastic effect and their characters just might survive this.

DIVINE INSPIRATION CARD EFFECTS

When a player or players use their Divine Inspiration Cards, they declare a desired effect. This could be a modifier to a roll, a magical effect, or even a tweak to the storyline. The more points of influence the cards represent, the more powerful the effect.

The chosen effect may be used to aid the player's character, a different character, an NPC, multiple NPCs, or the entire party. Alternatively, an effect might harm or hinder an enemy, add something new to the story, or even provide insight into a mystery or future events. The only limits are the points of influence played, the players' imaginations, and your approval.

All the cards played are added together to determine the potential power of the effect. If the total influence for the cards played is more powerful than necessary for the player's desired effect, the power can't be split up to create multiple small effects unless those effects are all connected parts of one larger effect.

"Russell's cleric of Alantra is in a tight spot. A warband of orcs have captured her and locked her in a cell with plans to execute her at sunset. Russell has an Alantra (6) card and decides that if Alantra was ever going to intervene on the cleric's behalf, this is their time to do it. Influence 6 is far more than he needs to simply unlock the crude cell. Russell may not use the card to unlock the cell, send a message to the rest of the party, and remove the curse on that ring they found. He can either unlock the cell and not worry about the lost opportunity, or he can come up with a set of related effects.

In the end he decides that suddenly a bright light fills the cell, and with a thunderous boom the door flies from its hinges and careens across the room into the far wall. The cleric emerges surrounded by a halo of golden light. Although this describes a number of different effects, they are all parts of a single dramatic moment.

POWER LEVEL OF EFFECTS

The maximum power of an effect is always up to you, but comparing points of influence to spell levels is a good guideline for how much power a player can harness with a Divine Inspiration Card effect. This is only a guideline. You should use these rules as a way to adjudicate the creative ideas the players come up with, not to limit an otherwise cool idea.

INFLUENCE VS. SPELL LEVEL

Points of Influence	Spell Level Equivalent
1	Cantrip
2	1st-level
3	2nd-level
5	3rd-level
6	4th-level
7	5th-level
9	6th-level
10	7th-level
11	8th-level
13	9th-level

QUICK EFFECTS

Not every player is ready to tell a story around the use of their card, and that's fine. The following are a list of effects a player could evoke using different amounts of influence. If they are struggling to come up with an effect, this is another tool you can use to help them.

Points of Influence	Effect
1	<p>+1d4 to an Ability Check.</p> <p>+1d4 to a Saving Throw.</p> <p>+1d6 radiant damage to a successful attack.</p> <p>An object begins to glow as in the light spell. A dying character miraculously stabilizes.</p> <p>A dying character miraculously stabilizes.</p>
3	<p>+1d4 to attack rolls for 1 minute.</p> <p>+1d4 to rolls with a single skill for 1 minute.</p> <p>+1d4 to AC for 1 minute.</p> <p>Heal 1d8 hit points.</p> <p>Recover 3 essence points.</p> <p>In a flash of insight, you receive a clue about the current situation.</p> <p>Despite falling from a great height, you take no damage when you hit the ground.</p> <p>Suddenly, you can understand the speech of animals. It lasts for 10 minutes.</p> <p>Against all odds, you find a source of fresh, potable water.</p>
6	<p>All allies within 30 feet heal 2d8 hit points.</p> <p>Gain one action.</p> <p>Gain Advantage on an attack, Ability Check, or Saving Throw.</p> <p>Recover 6 essence points.</p> <p>A detrimental magical effect suddenly ends.</p> <p>You have a vision that tells you about something that will happen in the near future.</p> <p>The city guard shows up just in time to help you fight off attackers.</p> <p>You stumble across the exact mundane item you need, just lying on the ground in front of you.</p> <p>You suddenly understand and can speak any language you hear. The effect lasts for 1 hour.</p>
9	<p>All allies within 30 feet of you have advantage on Saving Throws and on a success they take half damage. The effect lasts for 1 minute.</p> <p>All allies within 30 feet heal 3d8 hit points.</p> <p>You heal all wounds, all detrimental magical effects on you end, and all detrimental conditions are cured.</p> <p>Gain an additional turn.</p> <p>Regain 9 essence points.</p> <p>You and your allies regain double hit points and essence points during a short or long rest.</p> <p>In a flash of insight, you suddenly discover the answer to one vexing problem or puzzle.</p> <p>Suddenly, beyond the shadow of a doubt, you can lead your companions to a specific place you're searching for, as long as it's within 1 day's travel of your location.</p> <p>A stone barrier up to 40 feet to a side that blocks your path crumbles away.</p>
11	<p>All detrimental conditions affecting allies within 30 feet of you end.</p> <p>A recently deceased ally miraculously returns to life.</p> <p>The weather suddenly changes to something beneficial to you.</p> <p>An earthquake shakes the ground as in the earthquake spell.</p> <p>All creatures of a specific type fear you and acquire the frightened condition.</p>
13	<p>Against all odds, a friend or ally you thought had died turns out to be alive.</p> <p>An NPC's attitude toward you permanently improves by one level.</p> <p>The cavalry comes charging up over the hill to help you overcome a powerful foe.</p> <p>A foe with 100 hit points or fewer is suddenly struck down and dies.</p> <p>You receive divine enlightenment and for 8 hours you can't be surprised and have advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against you.</p>

VARIANT: GRACE LIMITS EFFECTS

If you feel the effects of the Divine Inspiration Cards are too powerful, one way to limit the potential of these cards is to limit the power of the effect to the points of grace a character has with that particular enaros (minimum of 1). In the game world, this represents the fact that the Enaros don't take an interest in just anyone. Their greatest miracles will be limited to those who have acquired the most grace.

For Lensae cards played alone, the character must have total grace with all enaros equal to the influence point value of the card. For Lensae cards added to the cards of another enaros, the character treats the Lensae cards as if they are from the same enaros as the card or cards they are adding to when determining the grace requirement.

“Russell's and Matt's group is using the Grace Limits variant rule. Russell's character has grace Alantra (6), and Matt's character has grace Alantra (3). If Russell draws the Alantra (6) card, he can use the full power of the card to create a 6-point effect since his grace is equal to the card's influence value. If Matt drew the same card, he could only create a 3-point effect with the card, since his character just doesn't have enough grace with Alantra to gain the full power of her miracles.”

GOODWILL

If the players care about the people their characters are fighting to protect, the risks are greater and the rewards sweeter. This creates a richer, more interesting game for everyone involved. The challenge for you is to create oppor-

tunities for the players, and thus their characters, to bond with NPCs. Even more challenging is creating an experience that has importance within the context of the game. After all, helping a friend move is a bonding experience, but how many players want to roleplay this? To help facilitate this experience, the World of Aetaltis introduces the idea of goodwill.

WHAT IS GOODWILL?

The goodwill system encourages players to have their characters engage with NPCs and rewards them for the effort with concrete in-game benefits. Whether the player does this for the in-game rewards or they enjoy the roleplaying, they will begin to create bonds with the NPCs they regularly interact with.

Characters receive points of goodwill by doing things for the NPCs, and they expend points of goodwill to get favors from NPCs in return. NPCs in this and other Aetaltis products include examples of what that type of NPC is willing to offer in exchange for the character's goodwill points. Goodwill is also a useful alternative to attitude changes when you want to reward characters for their actions, since a point of goodwill can only be used once and doesn't have far-reaching game effects.

EARNING GOODWILL

Each time the character does something to help a person in the community, they have the opportunity to earn one or more points of goodwill. It is up to you to determine when goodwill is awarded, but the table below gives some examples of ways to earn goodwill.

GAINING GOODWILL

Action	Example	Goodwill Award
Find something lost.	Help Hambley find the key to his barn. Help Owen Fegel find his lost dog.	1
Replace something destroyed.	Replace the leatherworking tools Zinwhistle lost in the fire.	1
Assist NPC in achieving minor success.	Teach Almos Morgan how to use a sword.	1
Assist NPC in achieving a major success.	Use your connections to get Yurgin's nephew into the academy.	2
Participate in a social event.	Help with the annual eel cull. Attend the dance at the tavern.	1
Perform a minor community service.	Help to repair the town wall.	1
Perform a major community service.	Replace the ruined gatehouse.	2
Save an NPC.	Defeat the goblins that were about to attack the shepherds.	2
Save a group of NPCs.	Defeat the worgs that attacked the town.	3

LOSING GOODWILL

You may also subtract goodwill if the characters do something detrimental to the community or its people. This will establish consequences for the characters' less-than-heroic choices. The amount of goodwill you subtract should be the same as the character would have earned for a positive action of the same magnitude.

NEGATIVE GOODWILL

If a character has a negative goodwill score, that amount is applied as a negative modifier to the results of all social interaction ability checks within the community. The only way to eliminate the negative score is to earn positive goodwill to offset the loss.

SPENDING GOODWILL

Players can spend their characters' goodwill to gain benefits from NPCs. Each time the player wishes to spend goodwill, they reduce their character's pool of goodwill in exchange for the benefit they desire. Usually, the points of goodwill a character earns can only be spent in the community where they earned it, but you may wish to waive this requirement if the characters travel a great deal. There is no limit to how much goodwill a character can acquire or spend, but you have the final say over when and how much goodwill may be spent.

The following are some common benefits a character can obtain by spending goodwill. Each benefit costs a single point of goodwill. All benefits are subject your approval.

GOODWILL BENEFITS

Benefit	Description
Advantage	Advantage on a single Charisma (Persuasion) check in town.
Boon	Compel an NPC to grant the PC one of their listed boons.
Discount	Reduce the asking price for an item by 10% (up to 100 gp).
Favor	Treat an NPC as if they are under the effect of a charm spell for a single request over a short duration.
Forgive	Forgive a minor transgression against the NPC.
Loan	Loan the character gold or an item (100 gp value or less) for a short period of time (1-2 weeks).
Story Effect	Add a unique minor story element to the game. (Ex: A traveling minstrel happens to visit the town just in time for the party a character is throwing.)

GRACE

Grace is an optional rule used to represent a character's alignment with the ideals, desires, and powers of the Enaros. Each character has twelve grace scores; one for each of the Enaros including Endroren. A positive score with an enaros means the character's actions have earned them the favor of that enaros, while a negative score means they have acted in a way that has earned them an enaros's displeasure. If their grace score is 0, it simply means their relationship with that enaros is neutral.

A character's grace scores don't necessarily earn them the attention of the Enaros or their agents (although they might). The score is more a game mechanic that tells how in sync a character is with the divine power of a particular enaros. If the character performs deeds that align with an enaros's goals and ideals, their grace score with that enaros will go up. Conversely, if they act in a way that is in opposition to an enaros's goals and ideals, their grace score will go down.

STARTING GRACE SCORES

If the player selects a patron enaros for their character during character creation, they begin the game with a grace score of 1 with their patron enaros. If they select a class that derives its powers from the enaros, such as a cleric or a ranger, they begin with a grace score of 3 with their patron enaros. If they are a cleric and they chose the divine domain of Lensae, they begin with grace scores of 1 each with three enaros of their choice.

Matt finished creating his character, a ranger named Ulnerren the Good. Ulnerren's patron enaros is Grethken. Ulnerren begins the game with a grace score of 3 with Grethken and grace scores of 0 with all the other enaros.

Doug decided to play a cleric named Portent. He hasn't decided who he wants to pick for Portent's patron enaros, so he chooses Lensae's domain for now. Doug gets 3 points of grace to divide among three enaros. He chooses Modren, Toletren, and Alantra, so he starts with grace scores of 1 with each of these enaros and grace scores of 0 with all other enaros.

Jeff meanwhile created an orog fighter named Thorg. Jeff chooses Droth for Thorg's patron enaros. Fighters don't get their powers from a divine source, so Thorg begins the game with a grace score of 1 with Droth.

EARNING GRACE

Each time you feel a character has performed a deed that significantly advances the desires, ideals, and power of an

enaros, you may award the character a point of grace. Typically, grace is only earned by overcoming difficult challenges that result in significant benefits to an enaros at significant risk or cost to the character. It is up to you and the player to determine if a deed meets these criteria.

The following are examples of deeds that might earn a character 1 point of grace with an enaros.

- ♦ While exploring the Deeplands the character discovers a lost temple of Modren that is overrun by endrori. They and their companions attack the endrori, driving them out of the holy shrine. Once the vile creatures are gone, they proceed to cleanse the shrine, restore it to the best of their abilities, and harden it against future attack.
- ♦ A character responds to a call for help from a monastic order of Alantra and discover they are haunted by corrupted spirits from the Age of Darkness. They assist the monks in freeing these spirits and return peace to the monastery.
- ♦ A Warder of Alantra seeks to restore the ward on an entrance to the Deeplands, but a warband of orcs is defending the cavern. The characters accompany the Warder to the site, overcome the orcs, and protect him as he reseals the Deepland hall.
- ♦ The shrine of Larayil in a small town is going to shut down due to a lack of funds. The characters selflessly donate the treasure they brought out of the Deeplands to the temple so that they may use it to restore their holy shrine.
- ♦ For the past few months, the characters have gone out of their way to assist the priests at the local temple of Elendra. Whenever they're in town, they volunteer to assist them with work around the temple, during the recent holy festival they hunted and killed a huge boar to serve at the festival feast, and they personally retrieved and delivered a package of rare spell components they needed from the capital.

Unless a character is going out of their way to please an enaros, normally, they will only earn 1 or 2 points of grace per level in addition to the point they gain at advancement.

GRACE AT ADVANCEMENT

In addition to gaining grace for their deeds, characters automatically earn 1 point of grace with their patron enaros each time they gain a level. Clerics of Lensae's domain may choose which enaros they apply this point to.

LOSING GRACE

Whenever a character acts in a fashion that is in opposition to the will, ideals, and interests of an enaros, you may choose to have the character lose a point of grace. Note that it is possible to lose grace even if the action is accidental.

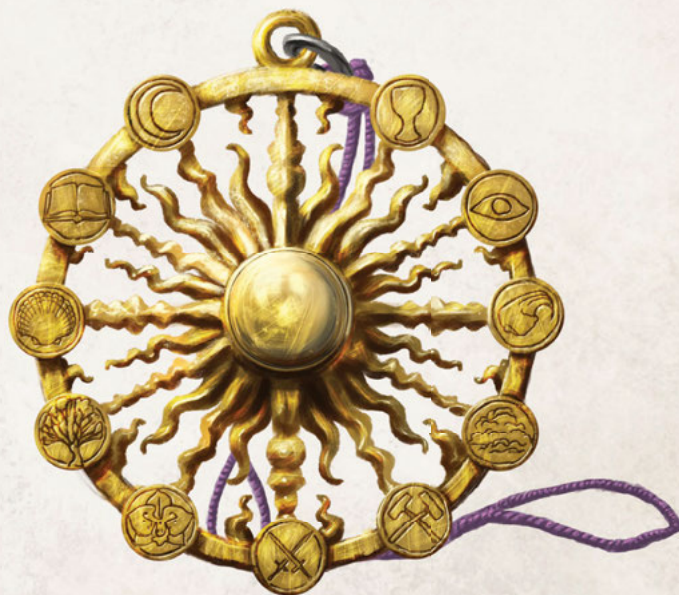
Characters automatically lose 1 point of grace if they engage in any of the following actions:

- ♦ Entreating Endroren.
- ♦ Using any form of Dark Magic.

Grace is lost from the character's patron enaros first, and then from other enaros if their grace with their patron is already 0.

Examples of other actions that might cause a character to lose 1 point of grace include:

- ♦ An argument between the character and a ranger of Grethken ends in violence. When the dust settles, the character discovers that they've killed the ranger.
- ♦ The character sneaks into the temple of Zevas, steals the gold incense holders, and sells them to a black market merchant.
- ♦ While taking shelter from a storm in a ruined temple of Phensral, the character uses the altar for a table and later urinates in the corner.
- ♦ Rather than trying to hunt down the criminal that escaped into the forest, the character decides to burn him out. They set fire to the woods and although they eventually get the criminal, they burn down a large chunk of the forest in the process.
- ♦ For quite some time now, the character used any woodland creature they saw as target practice, just for the fun of it. Who cares, right? It's just a bunch of rabbits and squirrels.



DAILY PRAYERS

If the character has a class that gains its features and benefits from the Enaros, each day they must spend an hour in prayer to their patron enaros or to the pantheon if a cleric of Lensae. If they fail to do so, they must make a DC 10 Wisdom saving throw. Increase the difficulty of the saving throw by 1 for each day in a row they've failed to pray. On a failed saving throw, they lose a point of grace with their patron enaros. If the character is a cleric of Lensae, they lose a point of grace with an enaros of your choice.

LOSING GRACE WITH ENDROREN

As heroes, the actions of the characters will almost always be in dramatic opposition to Endroren's ideals and desires. In fact, this is true of almost every good person in the world. Opposition to Endroren is so common, however, that one must perform a spectacularly disruptive deed to actually lose grace with Endroren.

Some examples of deeds that might cause a character to lose 1 point of grace with Endroren are:

- ♦ Killing an abomona.
- ♦ Stopping a Dark Horde.
- ♦ Thwarting a plot by the forces of darkness that would have had catastrophic consequences for the good people of the world.
- ♦ Sealing an important and heavily defended Deepland entrance.
- ♦ Destroying a powerful corrupted artifact.

NEGATIVE GRACE

It's possible to have a negative grace score with one of the enaros. A negative grace score means the character has actually angered the enaros. The effects of a negative grace score range from suffering damage when touching holy objects to the inability to enter a holy site. Details about these effects are found alongside the rules for situations where negative grace has an impact.

GAME EFFECTS OF GRACE

There are four ways that grace is used in a World of Aetaltis game.

- ♦ **Class Features and Benefits** If a character's class features and benefits come from the Enaros, as is the case with clerics and rangers, they must maintain a minimum level of grace with their patron enaros to retain access to these features and benefits.
- ♦ **Divine Magic Items** Divine magic items, that is to say magic items created by divine spellcasters, may require a minimum amount of grace to use.

- ♦ **Holy Ground** Holy sites may prevent a creature from entering if it does not have enough grace with the appropriate enaros or even cause it damage if it manages to enter.
- ♦ **Divine Inspiration Cards** A character's grace has a direct impact on the ways they can use Divine Inspiration Cards. Details for this are found in the rules for Divine Inspiration Cards.

CLASS FEATURES AND BENEFITS

If a character's class features and benefits come from the Enaros, they must maintain a grace score with their patron enaros equal to or greater than their level in that class. If their grace score drops below this number, they immediately lose access to these features and benefits. This includes spellcasting ability, channel divinity, and all other supernatural or magical class abilities and benefits. The character regains access to these features and benefits if they bring their grace score with their patron enaros back up to a number equal to or greater than their level in that class.

Ulnerren is now a 4th level ranger, and his patron enaros is Grethken. Ulnerren foolishly attacks and kills a cleric of Grethken during an argument. Before the attack, Ulnerren had grace score of 4 with Grethken. For this transgression, Ulnerren loses a point of grace. Since his new grace score of 3 is lower than his class level, he immediately loses access to the features and benefits granted to him by the enaros. He must find a way to get his grace score with Grethken back to 4 or higher before his powers will return.

If a character is playing a cleric and has selected Lensae's domain, they must maintain a combined grace score equal to or greater than their cleric level with three different enaros. If at any time this is not true, the character loses access to the features and benefits granted to them by the enaros.

Portent, the 1st level cleric of Lensae, has grace scores of Modren 2, Alantra 1, and Toletren 1. During a battle he burns down the blacksmith's forge to drive out an enemy. The GM decides this has upset Modren, and Portent therefore loses 1 point of grace with him. Portent's grace scores are now Modren 1, Alantra 1, and Toletren 1. He can still access his divine powers since he still has 1 point of grace with three different enaros, but if he loses grace with any of those three enaros, he'll no longer meet the minimum grace requirements and lose access to his divinely granted features and benefits.

DIVINE MAGIC ITEMS

Divine magic items, that is to say magic items created by divine spellcasters, often have a minimum grace requirement in the World of Aetaltis campaign setting. For these items, a character must have a grace score with the appropriate enaros equal to or greater than the listed number to access the item's power. If the character does not meet this requirement, the item's magic simply won't work for them.

Grace requirements are listed in the magic item stat block as the name of the enaros followed by the minimum required grace score, like this:

Grace Alantra (3)

A few items require a minimum grace score with at least one enaros from a list.

Grace Alantra (3) or Elendra (2)

Items may occasionally require a minimum grace score with more than one enaros.

Grace Alantra (3), Elendra (2)

Some items will have a grace score minimum, but won't specify a particular enaros. As long as the character has a grace score of the number shown with at least one enaros, they may use the item.

Grace Any (3)

ATTUNEMENT

A character may only attune to a divine magic item if they meet the grace score requirement. If at any point their grace score drops below the requirement, their attunement with the item is broken. Once their grace score is equal to or greater than the requirement again, they may reattune to the item.

NEGATIVE GRACE AND DIVINE MAGIC ITEMS

If an item has a grace requirement and the character has a negative grace score with the listed enaros, it is dangerous to touch or attempt to use that item. In cases like this, whenever the character willingly touches or tries to activate a magic item, they must make a successful Wisdom saving throw or suffer 3 (1d6) radiant damage per negative point of their grace score. The DC for the Wisdom saving throw is equal to 10 + the grace requirement of the item. The character must repeat the saving throw each round they willingly remain in contact with the item.

“

Caldor always seems to do things that get him in trouble with Modren. Currently, his grace score with Modren is -3. While adventuring, he comes across an ancient warhammer. Caldor grabs the warhammer, not realizing that it is a magic item with a grace requirement of Modren (2). Caldor must make a successful DC 12 (10 + the grace requirement of 2) Wisdom save. Caldor rolls and gets an 8. As he grips the warhammer he is blasted by divine power and he takes 3d6 points of radiant damage. Caldor immediately throws the weapon to the ground and backs away.

HOLY GROUND

To enter an area of holy ground, a creature must have an appropriate grace score equal to the location's grace requirement. Creatures that meet the requirement may enter the space unimpeded. Creatures that do not meet the grace requirement feel like they are blocked from entering by an invisible wall.

A creature that doesn't meet the requirement may try to force their way in by making a Wisdom saving throw against a DC equal to 10 + the location's grace requirement. If the creature succeeds, they pass the barrier and enter the site. The creature must repeat this saving throw every round that they start their turn on the holy ground. If they fail the saving throw while already inside the area of holy ground, they gain the frightened condition until they've moved outside the area of holy ground.

Creatures that fail their initial saving throw to enter holy ground are stopped as if blocked by an invisible wall. They may try to enter again the next round. If they critically fail their saving throw, they may not try again for 24 hours. Attacks made into holy ground by creatures blocked from entering have disadvantage.

Most areas of holy ground have a grace requirement of 1 or 2 with a single enaros. Important temples and shrines may fall into this category. Holy ground with a grace requirement of 3 or higher is unusual. Examples of holy ground that might have a grace requirement of 3 or more include:

- ♦ The High Temple of an enaros.
- ♦ A place where an avatar died.
- ♦ A site where an enaros performed a miracle.

A grace requirement for an area will appear like this in the text:

The temple is holy ground and requires Alantra (3).

A few locations require a minimum grace score with at least one enaros from a list.

The temple is holy ground and requires Alantra (3) or Elendra (2).

A location may occasionally require a minimum grace score with more than one enaros.

The temple is holy ground and requires Alantra (3), Elendra (2).

Some locations have a grace score minimum, but won't specify a particular enaros. As long as the character has a grace score of the number shown with at least one enaros, they may safely enter the site.

The temple is holy ground and requires Any One Enaros (3).

NEGATIVE GRACE AND HOLY GROUND

If a location has a grace requirement and the character has a negative grace score with the listed enaros, it is dangerous for that character to enter the area. Whenever they fail their saving throw to enter or end their turn inside the area of holy ground, they take 3 (1d6) hit points of radiant damage per negative point of their grace score.

ENTREAT THE ENAROS

When things look darkest, the character may call out to the Enaros and beg them for aid. In story terms this is a literal prayer to an enaros, asking for their divine blessings at a moment of great difficulty. In game terms, the character reduces their grace score for one enaros by one point and chooses one of the following game effects:

- ♦ **Re-Roll** The character may re-roll one failed attack, saving throw, or ability check. In addition, they have advantage when they make the re-roll. They must accept the results of the re-roll, even if those results are worse than the original roll.
- ♦ **Healing** As long as the character hasn't used all of their Hit Dice on healing that day, they may spend one Hit Dice. When they expend a Hit Die in this fashion, they roll the die and add their Constitution modifier to it and heal that number of hit points. If they have no Hit Dice remaining, they heal 1 hit point.

A character may not use grace with Endroren in this fashion. They also may not reduce their grace with any enaros to less than 0.



FIFTH EDITION COMPATIBILITY

HALLOW SPELL

The grace rules add an extra feature to the standard Fifth Edition rules for the hallow spell. When using the rules for grace, the effects of hallow are also applied against any creature with a negative grace score with the caster's patron enaros.

GRACE FOR NPCs AND MONSTERS

Normally, NPCs and monsters don't have grace scores. They just aren't important enough in the scheme of things to garner the attention of the Enaros. There are a few exceptions:

- ♦ NPC clerics and other NPCs with divine abilities always have a grace score with their patron enaros equal to their HD or their level.
- ♦ Endrori are treated as having -3 grace with all enaros except Endroren for the purpose of determining the damage they take from picking up divine magic items or entering holy ground with a grace requirement.

Other than this, you should assign grace scores to NPCs and monsters as necessary and as you see fit.

HAUNTINGS

From creaking footsteps on the stairs when no one is there, to the strange lights seen in the window of the abandoned house on moonlit nights, strange supernatural events triggered by past traumas or ghostly entities are well-known on Aetaltis. In metaphysical terms, when a powerful enough emotional tragedy occurs or a spirit is trapped on this plane, the ambient essence in a place may take on a pattern creating magical effects observable in the physical world. The resultant effect is akin to a naturally occurring magical trap.

World of Aetaltis products use a specialized stat block for hauntings that describes such factors as detecting, suppressing, and ending a haunting. Each haunting stat block includes the following information:

- ♦ **Trigger** This describes the general mechanism by which the haunting is triggered. Examples include proximity, event, or time. Details about the trigger are typically provided in the effect and description section.
- ♦ **Sense** For characters with the Essence Sense ability, this is the DC for a Wisdom (Perception) check to sense that a place is haunted. The haunting needn't

be triggered to sense its presence. If the haunting has already started (see Onset), no check is necessary. A character may automatically sense a haunting if their passive Perception is equal to or greater than the sense DC. If they suspect a place is haunted, they may always make an active check.

- ♦ **Analyze** If a character with Essence Sense has sensed a haunting or experienced its effects, they may attempt to analyze the haunting to learn more about it by making an Intelligence (Arcana) check against the listed DC. On a success, they may confirm that it is, in fact, a haunting, learn its effects, and gain an idea of what is necessary to end it.
- ♦ **Onset** This is the amount of time that passes between the listed trigger event occurring and the onset of the haunting's effects.
- ♦ **Duration** This is how long the effects of the haunting last after onset.
- ♦ **Reset** This is the amount of time that must pass after a haunting's duration is ended before it can be triggered again.
- ♦ **Suppress** Spellcasters can temporarily suppress a haunting by making a spellcasting check against the listed DC. On a success, the effects of the haunting temporarily end. Divine spellcasters can suppress a haunting in the same way by presenting their holy symbol and expending one use of their Channel Divinity ability. In either case, the haunting is only suppressed for as long as the character maintains concentration or until the next reset.
- ♦ **Exorcise** This is the DC to forcibly dispel the magic that has created the haunting. Arcane spellcasters can do so by using the rules for dispelling given in *Chapter 9: Magic and Spells of the World of Aetaltis: Player's Guide*. Divine spellcasters may exorcise a haunting by forcibly presenting their holy symbol, expending one use of their Channel Divinity ability, and succeeding at an ability check against the listed DC using their spellcasting ability.
- ♦ **Effect** This is a detailed description of the haunting's effects.
- ♦ **Description** This is a detailed description of the haunting. In addition to providing information about what caused the haunting, the description will also describe any means of permanently ending the haunting that do not require suppression or exorcism.

HAUNTING EXAMPLES

The following are examples of hauntings:

HAUNTING: CHILLING AURA

Trigger Proximity **Sense** DC 20 **Analyze** DC 10

Onset 2 rounds **Duration** Continuous **Reset** Immediate

Suppress DC 12 **Exorcise** DC 20

EFFECT

The haunting triggers as soon as anyone enters this room. Two rounds later, the temperature in the room drops by twenty degrees Fahrenheit. This is immediately noticeable by everyone present. Not only will they feel the chill, but when they exhale the characters will see their breath. The chill has no other game effects. It continues until all living beings leave the room at which point the haunting resets.

DESCRIPTION

A jealous neighbor poisoned the mead of a good farmer that once lived in this house. The result is a relatively harmless but somewhat unnerving haunting. The haunting brings to life the cold horror felt by the farmer in the face of his own impending doom, and it fills the room with a deep, otherworldly chill. To end the haunting permanently, the murderous neighbor must be brought to justice.

HAUNTING: DRYAD'S TORMENT

Trigger Proximity **Sense** DC 18 **Analyze** DC 12

Onset 2 rounds **Duration** Continuous **Reset** 24 hours

Suppress DC 15 **Exorcise** DC 30

EFFECT

The effect is triggered when anyone enters the haunted tower. Unless the tower is vacated, the haunting's effects manifest on the third round. These effects occur over the course of three rounds, with one effect taking place each round.

First Effect: Ghostly Flagstone Jaws

Make one attack against every character in the room standing on the floor. A successful attack inflicts damage and restrains the target. The target remains restrained until the haunting ends or the character escapes by making a successful DC 15 Strength check.

Flagstone Jaws *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 9 (1d12 + 3) piercing damage.

Second Effect: Root Arrows

Make 1d3 attacks against each character in the room. As soon as an arrow hits or misses its target, it reverts to the shape of a normal root.

Root Arrows *Ranged Weapon Attack*: +5 to hit, range 60 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage.

Third Effect: Charging Stag

A ghostly stag with antlers made from the sharpened slats on the shelves attacks the character nearest to the north wall.

Ghostly Stag *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit*: 11 (2d6 + 4) piercing damage.

DESCRIPTION

For years, a greedy woodcutter went about chopping down the largest and oldest trees in the forest that surround this tower. At last, he made the mistake of chopping down the tree that served as a home to a dryad. Furious, the dryad cursed the hunter, creating the haunting in this tower.

The haunting begins with the cracked flagstones transforming into jagged jaws that entrap the legs of everyone standing in the room. Next, the trespassers hear the anguished scream of the dryad as the woodcutter felled her tree. At the same moment, barbed roots shoot from the walls at every character in the room. Finally, as the dryad's scream fades, the sharpened slats on the shelves rattle and shake, forming a rack of antlers for a ghostly stag that leaps from the wall and attacks the nearest character. The moment after it strikes the stag lets out its own bone-chilling scream and disappears, leaving the sharpened slats scattered around the floor.

After the first effect manifests, if all the characters flee the room or after the stag attack, the haunting ends and will not occur again for 24 hours. Powerful, ancient magic created this haunting, and the only way to end it permanently is a successful exorcism.

HAUNTING: SPECTRAL NOISES

Trigger Time **Sense** DC 20 **Analyze** DC 10

Onset Immediate **Duration** Continuous **Reset** Immediate

Suppress DC 10 **Exorcise** DC 20

EFFECT

The haunting triggers the moment anyone enters the house. The floorboards creak, and occasionally there is the unexplained sound of a door slamming.

DESCRIPTION

A miserable old man lived alone in this house for many years. He hated everyone, and in the end he died alone in his bed, unmourned, unburied, and forgotten. His **ghost** is trapped here now, and each night when the sun sets the strange and terrible noises begin and continue until sunrise.

A successful exorcism ends the haunting, but leaves the old man's spirit wandering the world, unable to pass on to Numos and Lensae. Finding and killing the ghost, which sometimes lurks around the house after sunset, will also end the haunting, but it is a fairly brutal way to end it since it means the eternal destruction of the old man's soul. Gathering the old man's bones from his bed where they still lay, performing the last rites on them, and giving them a proper burial will free the old man's spirit, ending the haunting and giving the old man an opportunity to atone for his past evils on Numos.



ABOVE | Dryad's Torment, by Russell Marks

POISONS AND DRUGS

The use of poisons is illegal in most parts of the Amethyst Sea basin, but they remain a favored tool for assassins and other evil creatures.

Recreational drugs are well known, primarily in the form of magical spices harvested in the Zhamayen Jungle, but the use, sale, and possession of many drugs is outlawed due to their addictive and dangerous properties. For game purposes, a substance is only treated as a drug if it is an especially powerful or dangerous narcotic. Alcohol, for instance, is not treated as a drug for game purposes.

Drugs and poisons are nearly the same in game terms. The main differences are that poisons are always harmful and are not addictive, while drugs are potentially addictive and may have some beneficial effects. World of Aetaltis products use a specialized stat block for drugs and poisons that takes into account such factors as identification, curing, and addiction.

When reading the entry for a drug or poison, it will include the following statistics:

- ♦ **Type** This is how the substance is administered. The World of Aetaltis uses the standard Fifth Edition types described for poisons: contact, ingested, inhaled, and injury.
- ♦ **Identify** A successful ability check against the listed DC by a character with an appropriate background, calling, or proficiency identifies the substance's properties and name (if it has one). If a person is under the influence of the substance, a character with proficiency in the Medicine skill may attempt to identify the substance based on the person's symptoms and behavior using the same DC. You may allow the character to substitute another skill, tool proficiency, or ability for this check if it seems appropriate.
- ♦ **Save** Characters must make a saving throw of the listed type against the given DC when they are exposed to the substance, even if they took it willingly. On a success, they ignore all the substance's effects. Some substances, as described in the effects section, require a second successful saving throw, with the same ability and DC, at the end of the effect's duration to determine if the character suffers lingering side effects.
- ♦ **Onset** The amount of time that passes between exposure to the substance and the onset of the effects.



DESIGN INSIGHTS

AETALTAN DRUGS ARE DANGEROUS

The drugs these rules are meant to represent are effectively poisons. They provide some short-term in-game benefits, but at an extremely high cost. They are produced and sold by unscrupulous individuals who prey on addiction, weakness, and desperation to turn a tidy profit. Despite the use of the word "recreational" at the beginning of this section, if a drug has rules, it is more likely to ruin a person's life than enhance it. This is why most leaders have outlawed drugs of this kind, since they have a significant detrimental effect on society once introduced.

- ♦ **Effects** A summary of the substance's primary game effects.
- ♦ **Duration** The duration of the game effects after onset.
- ♦ **Cure** Once a substance is identified, a character may attempt to administer a cure using a healer's kit. A successful Intelligence (Medicine) check against the listed DC ends the substance's game effects before the duration expires. This is also the DC for an Intelligence (Medicine) check to cure lingering side effects. Each ability check consumes one of the healer's kit's uses whether or not the check succeeds. You may allow the character to substitute another skill, tool proficiency, or ability for this check if it seems appropriate.
- ♦ **Addiction** The character must make a saving throw using this ability against this DC at the end of the substance's duration. On a failed save, the character is compelled to take the drug again within 24 hours. If they fail to do so, after 24 hours they have disadvantage on all rolls for a number of days shown in parentheses, until a cure is administered, or until the character takes the drug again.
- ♦ **Cost** This is the typical cost per dose for the substance.
- ♦ **Effect** A complete description of the substance's immediate game effects, possible lingering side effects, and game effects of addiction.
- ♦ **Description** A detailed description of the substance and how it is administered.

POISON AND DRUG EXAMPLES

The following are examples of poisons and drugs commonly found in the World of Aetaltis setting:

POISON: CRAWLER MUCUS

Type Contact **Identify** DC 12 **Save** DC 13 Constitution
Onset Immediate **Effects** Paralyzed **Duration** 1 minute
Cure DC 15 **Addiction** NA **Cost** 200 sp

EFFECT

On a failed saving throw, the muscles of the victim become rigid and they are subjected to the paralyzed condition. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success. Exposure to additional doses restarts the clock on the duration of the game effects.

DESCRIPTION

This green-hued slime is harvested from the mucus sacks of the carrion crawler. It is slightly sticky to the touch and smells like wet soil. Contact with bare flesh is all that is required to fall victim to its effects. It must be stored in a sealed container, ideally glass, or it will dry out within 12 hours. Once dried out, it loses all potency and cannot be rehydrated. It is possible to apply the poison to a weapon and administer it that way.

DRUG: RED RAGE

Type Ingested **Identify** DC 15 **Save** DC 16 Constitution
Onset 1 round **Effects** Rage **Duration** 1 minute
Cure DC 15 **Addiction** DC 15 (1d8) **Cost** 40 sp

EFFECT

When Red Rage takes effect, you are consumed by a blinding fury and suffer the following effects:

- ♦ You have advantage on Strength checks and Strength saving throws.
- ♦ When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll.
- ♦ You have resistance to bludgeoning, piercing, and slashing damage.
- ♦ If you are able to cast spells, you can't cast them or concentrate on them while under the influence of Red Rage.
- ♦ If there are no enemies to attack, you attack the closest living target even if it is an ally.

The effect lasts for 1 minute. Unless a cure is administered, there is no way to end the effect before 1 minute has elapsed. At the end of the minute, you suffer two levels of exhaustion. Additional doses taken before the first dose has worn off do not increase the effects, but each additional dose causes an additional two levels of exhaustion once the 1 minute has elapsed.

DESCRIPTION

Red Rage is a dark red powder made from a flower called the Arygalia that grows near streams in the Zhamayen Jungle. The flower is difficult to locate because it only blooms at night. The typical dosage is just a pinch and is rubbed on the gums.

DRUG: SLEEP DUST

Type Inhaled **Identify** DC 10 **Save** DC 12 Constitution
Onset Immediate **Effects** Sleep **Duration** 1 minute
Cure DC 12 **Addiction** Special **Cost** 5 sp

EFFECT

On a failed saving throw, the character falls into a deep, pleasant sleep. Unless a cure is administered, there is no way to wake the sleeper before the effect ends. Even then, the sleeper is likely to remain in a state of natural sleep for up to 8 hours afterward if not disturbed.

Although not truly addicting, sleep dust has one significant side effect. The next time the character tries to sleep naturally after being affected by sleep dust, they must make a DC 15 Constitution saving throw. On a success, they sleep normally and suffer no further effects from the sleep dust. On a failed saving throw, they require another dose of sleep dust. If no doses are available, they cannot get to sleep during that 24-hour period. The normal rules for missed sleep and exhaustion apply. Repeat every 24-hours until they succeed on their Constitution saving throw, acquire more sleep dust, or die of exhaustion.

DESCRIPTION

Sleep dust is a dark gray powder made from a thumb-sized mushroom that grows at the base of the Garee tree in the Zhamayen Jungle. The mushroom is dried and ground until it is as fine as talc. It is extremely light, and if blown on, it fills the air in a small cloud, slowly settling to the ground over the course of 1 round.

It is impossible to administer effectively during combat. Most often it is used willingly by individuals struggling with insomnia, as an attack on unaware or already sleeping targets, or as a component in traps.



POISON: VENOMKIN TOXIN

Type Injected **Identify** DC 17 **Save** DC 15 Constitution
Onset Immediate **Effects** Damage **Duration** 1d6 hours
Cure DC 15 **Addiction** NA **Cost** NA

EFFECT

On a failed saving throw the character takes 11 (3d6) damage. At the end of every hour for the poison's duration or until cured, the victim takes an additional 11 (3d6) damage.

DESCRIPTION

Venomkin toxin is clear and oily. It is injected from the fangs of the venomkin directly into their target's bloodstream when the venomkin successfully bites the target. When the toxin reaches the heart, the heart begins to swell which is the source of the damage. Victims experience a tightening pain in their chests, not unlike a heart attack, and a burning in their veins. Venomkin remains potent for only a few minutes if harvested from the venomkin.

The only cure for venomkin toxin is a properly prepared antivenom. Any trained alchemist can create the antivenom. Unless the character preparing the antivenom has a sample of venomkin toxin available, they have disadvantage on their check to prepare the cure.

POISON: WYVERN POISON

Type Injury **Identify** DC 17 **Save** DC 15 Constitution
Onset 1d4-1 rounds **Effects** Damage **Duration** Immediate
Cure DC 20 **Addiction** NA **Cost** 1200 sp

EFFECT

Victims subjected to wyvern poison take 24 (7d6) damage on a failed save or half that on a successful save. Administering a cure before the poison takes effect prevents all damage.

DESCRIPTION

This thick, green-blue fluid is derived from liquid harvested from the poison sac in a wyvern's tail. When prepared for use, it is mixed with a bonding agent that thickens the liquid and allows it to cling to the edge of a blade or pointed weapon. Only a small amount is required to be effective, but once applied to a weapon it dries out in 4d6 minutes at which point it loses its potency. Checks to administer a cure have advantage if the character making the roll has access to a sample from the same poison batch.

RESOLVE

The life of an adventurer takes a mental toll on even the most stalwart heroes. Watching friends fall in bloody battle, witnessing horrors undreamt of by common folk, and coming face-to-face with the true power of darkness wears on the spirit. At the same time, snatching victory from the jaws of defeat (and the jaws of other things), saving the innocent from the torments of evil, and receiving the heartfelt adulation of those you just saved can bolster a hero's will to carry on.

WHAT IS RESOLVE?

Resolve is a new attribute that represents how willing a character is to continue adventuring. Some heroes have long, fruitful careers. Others find that the challenges are simply more than they can endure. Resolve simulates a hero's will to carry on in the face of terrible adversity.

Using resolve offers you a new way to create a sense of danger for the players beyond physical violence. When the only threat to the character is physical death, non-physical dangers lose their punch. Resolve makes moments like the experience of a character discovering their home village burned to the ground by orcs, the tragic death of a hireling at the hands of the villain, or the rise of the abomonaes from the fiery pits into a significant challenge for the characters to overcome with real in-game effects.

Resolve also lets you encourage heroic behaviors by allowing those behaviors to raise resolve. Resolve creates game benefits for doing things like making sure a fallen companion receives a proper burial rather than leaving them to rot in the dungeon, or returning a fallen friend's personal effects to their family rather than looting the corpse. Resolve offers in-game rewards for choices that create a cool heroic story.

RESOLVE SCORE

Characters begin their adventuring career with a resolve score equal to their Wisdom ability score. Over the course of the campaign, they gain and lose resolve based on their experiences. Positive experiences add to resolve. Negative experiences subtract from it. A character cannot have a resolve score lower than 0, but there is no maximum score for resolve.

RESOLVE SAVING THROW

Whenever the character starts their day with 0 resolve, they must make a special saving throw, called a resolve saving throw, to determine if they've lost their will to continue

adventuring. Unlike other saving throws, this one isn't tied to an ability score. The roll is aided only by spells and features that improve the character's chances of succeeding on a saving throw.

The player rolls a d20. If the roll is 10 or higher, the character succeeds. Otherwise, they fail. This is repeated every morning they begin with 0 resolve. Keep track of successes and failures. On their third success, the character manages to gird their loins and press on in their quest to rid the world of evil. They gain one point of resolve and the number of successes and failures reset to zero. On their third failure, it's all too much for them and the character gives up their career as an adventurer. See Giving Up for details.

Rolling 1 or 20 When the character makes a resolve saving throw and roll a 1 on the d20, it counts as two failures. If they roll a 20 on the d20, it counts as two successes.

Losing Resolve at 0 Resolve If the character suffers any additional loss of resolve when at 0 resolve, they suffer an automatic additional resolve saving throw failure.

Gaining Resolve at 0 Resolve If the character gains one or more points of resolve when they are at 0 resolve, the next morning their successes and failures are reset to zero, and as long as their resolve remains higher than 0 they no longer need to make resolve saving throws.

STEELING RESOLVE

The best way for a character that is at 0 resolve to recover is to gain at least 1 resolve. If that isn't possible, the character can steel their resolve. This allows them to stop making resolve saving throws, even though their resolve remains at 0.

To steel one's resolve, the character must be at 0 resolve and they must reach a place of relative safety and comfort. While there, they can engage in no dangerous or stressful activities, and they must fill their days with quiet contemplation and calming acts. As long as the character remains in this place and state, they do not need to make resolve saving throws. If they leave the place and their resolve is still 0, they must begin making resolve saving throws again. At the end of a full month of steeling their resolve, they gain back 1 point of resolve and their success and failures are reset to zero.

GIVING UP

If the character fails three resolve saving throws, they just can't go on. The character informs their companions that they just can't take it anymore, and they permanently retire from the adventuring life. With luck, their friends will come visit them at their farm or the monastery the next time they're in town.

If they are already somewhere safe or they can safely depart, they do so at once. If they're somewhere dangerous, such as the depths of a Deepland hall, they slink off during the next Long Rest, immediately run away screaming into the dark, or demand their companions take them to the nearest exit. It is up to you to determine if they make it to safety.

GAINING AND LOSING RESOLVE

The table below lists some examples of ways a character might gain or lose resolve. These awards and penalties, like experience points, are ultimately at the discretion of the gamemaster.

RESOLVE EVENTS

Event	Resolve Change
A member of the party dies.	-3
The death is especially gruesome or terrifying.	Additional -1
Give a party member a proper burial.	+1
Return all of a companion's belongings to their heirs, guild, church, or other appropriate NPC.	+1
Drop to 0 hp and fail one or more death saving throws.	-1
Die.	-5
Take an action (purposeful or accidental) that leads directly to the death of:	
1 non-evil NPC.	-1
2-9 non-evil NPCs.	-2
10-99 non-evil NPCs.	-5
100+ non-evil NPCs.	-10
See something horrific, mind-bending, or traumatizing.	-1 to -5
Behave in a way that is in direct conflict with one's alignment.	-1 to -5
Fail at an important campaign goal.	-1 to -3
Gain a level.	+ points equal to new level
Complete an important campaign goal.	+1 to +3
Receive formal recognition for one's deeds (medal, title, etc.).	+1
See something divinely beautiful, awe-inspiring, or positively life changing.	+1 to +5

SPECIALIZATION

Specialization is a concept introduced in the *World of Aetaltis: Player's Guide*. When a character is specialized in a subject, they have advantage on ability checks related to their area of specialization. Although there is a game mechanic associated with specialization, it is as much a roleplaying aid as a mechanic.

A key attribute of specialization is that it is not directly related to a specific skill or ability. Rather, it represents a pool of knowledge that aids the character in a variety of situations. It is up to the player to point out situations where they believe specialization applies, and then it is your responsibility to determine whether or not to allow it in that situation.

“The wizard Argent is a specialist in the study of owlbears. He finds them absolutely fascinating, and has spent a great deal of his life studying them, their behaviors, and their habitats. When the party comes across a set of tracks one day, they want to know what made them. Argent isn't much of a tracker, but he knows owlbears. He asks the gamemaster if he can use his Wisdom (Survival) along with his specialization to determine specifically whether these are owlbear tracks or not. The gamemaster agrees. Argent has advantage on the check thanks to his specialization and succeeds. He may not know what made the tracks, but he can assure the party it wasn't an owlbear.

On a later adventure, the party is attempting to trap an owlbear. Again, trap building isn't Argent's area of expertise, but he definitely knows owlbears. He asks the gamemaster if he can use his specialization to help him build an owlbear trap. The gamemaster agrees, so Argent has advantage on any checks to build the owlbear trap.

GAINING SPECIALIZATIONS

Normally, specializations come with the background, calling, or culture the player selects for their character during character creation. Future World of Aetaltis products will also explore ways to add new specializations as a downtime activity. Specializations are also a fun way to reward characters for their good roleplaying.

“During the campaign, John comes up with a fun side story for his drothmal fighter, Trigeshe the Brave. By chance, Trigeshe develops an interest in halfling pastries after meeting a famous halfling baker, and John plays this up over the course of the adventures to the delight of everyone at the table. After a few games, the gamemaster decides to reward John by giving Trigeshe a specialization in Halfling Pastries. It might not come up very often, but then again, you never know!

TRAPS

Aetaltis products use a specialized stat block for traps that takes into account such factors as locating, disabling, and resetting the trap. Each trap stat block includes the following information:

- ♦ **Type** The nature of the trap. Normally this is either mechanical or magical.
- ♦ **Trigger** This describes the general mechanism by which the trap is triggered. Examples include proximity, trip wire, and pressure.
- ♦ **Detect** DC to spot the trap with a Wisdom (Perception) check.
- ♦ **Disable** DC for a check using thieves' tools to completely disable a trap. Once a trap is disabled, it ceases to function. Note that this is the DC to disarm the trap gracefully and in a way that doesn't impede the character. For instance, successfully disarming a pit trap would let the character cross it safely. Brute force approaches, like throwing a goblin onto the pit trap or smashing down a door that has a trapped lock, might



GAMEMASTER GUIDANCE

DISARMING MAGICAL TRAPS

It might seem illogical that a character with a set of thieves' tools can disarm a magical trap, but there is an in-game reason this works in the World of Aetaltis. Most magical traps aren't enchanted objects, like a magic item, but rather involve some manner of arcane markings, magic symbols, alchemical materials, or a combination of all three. These are things a clever and skilled character can disrupt to safely disable a magical trap. Scratch out the right symbol or pry loose the right bit of inlaid copper wire, and the magical trap is disrupted.

You may also wish to allow a spellcaster to disable a magical trap using the rules for dispelling and disrupting magic if you feel it is appropriate. Usually this won't work for the same reason you can't dispel the power in a potion: the magic is inherent in the construct rather than a temporary essence from the spellcaster can unweave. If you feel like it adds to the story, however, you may allow a spellcaster to attempt to dispel or disrupt a magical trap using the same DC a thief would use to disarm it.

eliminate the trap, but will probably impede the character or cause irreparable destruction.

- ♦ **Disarm** This describes the general mechanism for safely disarming a trap, such as a magic key that opens a trapped vault door. Typically, a trap that can be disarmed can be reset by the same mechanism.
- ♦ **Reset** DC for a check using thieves' tools to reset a disabled or triggered trap. In some cases, it isn't possible to reset a trap.
- ♦ **Effect** This is a detailed description of the trap's effects.
- ♦ **Description** This is a detailed description of the trap. Use this information to adjudicate efforts to find and disable the trap. If a character guesses the exact mechanism by which a trap operates and looks in the exact place where that mechanism is located, they shouldn't need to roll a Wisdom (Perception) check. They've already figured out the trap and all that remains is to disarm it.

TRAP EXAMPLES

The following are some sample traps you can use in your games:

TRAP: ALARM TRAP

Type Mechanical **Trigger** Opening the door **Detect** DC 20
Disable DC 20 **Disarm** Manually, only from inside **Reset** DC 10

EFFECT

As the door opens, a pile of junk metal topples to the floor making a tremendous amount of noise and alerting the occupants to the intruders.

DESCRIPTION

A pile of old pots and pans as well as a few dented helmets and a battered shield are stacked precariously against the door inside the room. This simple trap is surprisingly difficult to disable due to the complications of easing the door open while keeping the junk from collapsing to the floor.

TRAP: CRUDE SPEAR TRAP

Type Mechanical **Trigger** Trip wire **Detect** DC 15
Disable DC 15 **Disarm** None **Reset** None

EFFECT

Launched Spear Ranged Weapon Attack: +8 to hit, one target. **Hit:** 7 (1d8 + 2) piercing damage.

DESCRIPTION

The trip wire is 3 inches off the ground and stretches between the walls of the tunnel, held in place by concealed metal pegs. The spear is hidden by cobwebs and moss. When the trap is triggered, the spear is released, firing straight down at the character that triggered the trap.

TRAP: FLAMING SPHERE TRAP

Type Magic **Trigger** Proximity (alarm spell) **Detect** DC 30
Disable DC 30 **Disarm** Enchanted key **Reset** None

EFFECT

Flaming Sphere Flaming sphere spell targeted on the space in front of the door. 14 (4d6) fire damage, DC 17 Dexterity saving throw for half damage.

DESCRIPTION

The holder of the enchanted key that controls the trap can disarm and reset it at will. If the trap has been disabled or triggered, it cannot be reset, even with the key. The trap is masterfully concealed, and the only hints of its presence are a set of arcane sigils inscribed onto the inside of the lock.





CHAPTER THREE

SECRETS OF MAGIC

MAGIC IN THE WORLD OF AETALTIS campaign setting has a distinctive feel. This is due to the game's unique magic system. The metaphysics around how magic works in the setting are found in the *World of Aetaltis: Adventurer's Guide*, and the *World of Aetaltis: Player's Guide* introduces glyph magic, ley lines, and a number of other new magic rules for your Fifth Edition game.

In this chapter, we expand on those rules, giving you a fantastic armory of new options for your villains and monsters. You'll discover the soul-altering power of corruption

and the secrets of dark magic. We'll unlock the secrets of Endroren's divine domain and provide rules for entreating the dark lord for aid. Finally, we explain in detail how to use the Wards of Alantra in your game, and we'll even divulge the secret truth behind these unique magical constructs.

Before you read this chapter, make sure you've familiarized yourself with the rules and concepts related to magic introduced in the other two core books of the World of Aetaltis setting. This chapter assumes you have, at least, a passing familiarity with that material.

CORRUPTION

In the World of Aetaltis campaign setting, the power of darkness can corrupt people, creatures, places, and things. It seeps in, takes hold, and begins to eat away at its victim from within. Given enough time, corruption can kill, destroy, or even convert victims into creatures of darkness. In this section, you'll find rules for introducing the horror of corruption into your World of Aetaltis campaign.

NEW ATTRIBUTE: CORRUPTION

When something is corrupted, it gets a corruption score. A corruption score is written like this:

Corruption 2

The number represents how many points of corruption the thing has. The more points it has, the more corrupted it is. There is no maximum for corruption scores, but the score can never go below 0. If something has Corruption 0, typically the score isn't given at all. In other words, you won't see Corruption 0 listed in the rules for a creature, place, or thing.

What about endrori, the Fallen, and other dark creatures? These creatures are beings of darkness, and

normally they don't have a corruption score. Still, a few dark creatures, especially important NPCs, may have corruption scores. Normally these are dark spellcasters who are drawing on especially vile powers and are willing to risk the complete destruction of the corporeal form for power.

SENSING CORRUPTION

Creatures with the essence sense ability can sense corruption. The rules for sensing corruption with essence sense are the same as for sensing other types of magic and magical phenomena as described in the *World of Aetaltis: Player's Guide*.

These creatures may sense corruption either passively or actively. The DC to sense corruption is 20 - Corruption Score of the creature, place, or object. The more corrupted a thing is, the easier it is to sense it. If the sensing creature is touching the source of the corruption, they have advantage on the check (or +5 to their passive Perception).

As with sensing magical phenomena, successfully sensing corruption passively doesn't necessarily identify the source. It only tells the creature that something within range is corrupted. Active sensing reveals the presence and position of the corrupted target. The range at which corruption may be sensed is equal to the target's Corruption Score X 10 feet.

Creatures with the essence sight ability can immediately tell if a creature, place, or thing within their line of sight is corrupted. The corruption is obvious on the Essential Plane.

GAMEMASTER GUIDANCE

MIXING SYSTEMS

We suggest that you use the rules presented in this and other World of Aetaltis books, since they are an important part of the setting's feel and underlying story. That said, these rules are fully compatible with the standard Fifth Edition magic rules. This means you can easily make use of magic items, monsters, spells, classes, and related rules and concepts published in other Fifth Edition products in your Aetaltis game. There are some differences, and if you combine these systems you may have to resolve an occasional conflict between these rules and the standard Fifth Edition rules, but the systems are mechanically balanced to work together if that's what you want.

This means, for example, a wizard using the normal Fifth Edition magic rules won't have an advantage or disadvantage when compared to a wizard using the World of Aetaltis glyph magic rules. You could, if you wanted, have players using both rulesets in the same game without a problem.

GAMEMASTER GUIDANCE

WHY CAN'T I SENSE DARK CREATURES?

The reason a character can sense corruption but not the presence of common dark creatures and endrori, is that corruption represents a distortion in the natural pattern of the universe. It disrupts the Essential Plane, and creates waves of essential distortion that extend out into the world around it. This creates a feeling of wrongness that those with essence sense and essence sight can detect.

Dark creatures and endrori, on the other hand, are evil by nature. They are exactly what they are meant to be in terms of their place in the universe, and they don't actively distort the world's essence. They are awful, yes, but they are an expected part of reality. The exceptions to this rule are dark creatures that acquire even more corruption through their terrible deeds. This added evil again begins to distort reality in a way that can be detected.

ANALYZING CORRUPTION

A creature that has sensed corruption may analyze it using the rules for analyzing magic described in the *World of Aetaltis: Player's Guide*, except the target's corruption score is used in place of the essence point cost for determining the DC.

- ♦ **Critical Success** As a success, but the character may also discover additional information, such as whether it is the result of dark magic, contact with dark creatures, or something else entirely.
- ♦ **Success** The character identifies the source of the corruption and knows the thing's corruption score.
- ♦ **Failure** The character fails to identify the source of corruption or its power.
- ♦ **Critical Failure** As a failure, but the character also gains 1 corruption.

SOURCES OF CORRUPTION

There are a number of ways a character may gain points of corruption. Some of these are described here, while others are explained in the rules for the source of the corruption. For example, some of the catastrophic spell failures in the *World of Aetaltis: Player's Guide* include increases in the character's corruption score.

The most common sources of corruption are:

- ♦ **Blood Magic** Any use of blood magic puts the character at extreme risk of corruption. The rules for corruption from blood magic are found in the Forbidden Magic section of this chapter.
- ♦ **Corrupted Magic Items** Using a corrupted magic item may corrupt the wielder. The rules for this are found in the Corrupted Places and Objects section of this chapter.
- ♦ **Corrupted Places** When a character casts spells, uses magic items, or even spends time in a place that is corrupted, they risk becoming corrupted. The rules for this are found in the Corrupted Places and Objects section of this chapter.
- ♦ **Dark Magic** Each time a character casts a spell using dark magic, they risk corruption. The rules for corruption from the use of dark magic are found in the Forbidden Magic section of this chapter.
- ♦ **Entreating Endroren** Any time a character entreats Endroren for aid, they are at extreme risk of corruption. The rules for corruption from entreating Endroren are found in the Forbidden Magic section of this chapter.
- ♦ **Exposure to Dark Powers** Certain powers wielded by creatures of darkness can cause corruption along with normal damage. The rules for this are included in the description of the dark creature's abilities.

CORRUPTION SAVING THROW

When a character suffers a corruption, they must immediately make a special Wisdom saving throw called a corruption saving throw. If no DC is provided in the rules for the source of corruption, the DC is 10 + Points of Corruption the character is at risk of gaining. If they gain points from multiple sources on the same turn, each individual corruption increase triggers its own saving throw.

- ♦ **Critical Success** The corruption score does not increase and they suffer no ill effects.
- ♦ **Success** The character's corruption score increases by the given amount, but they suffer no other ill effects.
- ♦ **Failure** The character's corruption score increases by the given amount, and they must roll once on the Corruption Effects table.
- ♦ **Critical Failure** As a failure, but the character adds 20 to their roll on the Corruption Effects table.

MODIFIERS TO THE SAVE

The following modify the Wisdom saving throw when resisting the effects of corruption.

- ♦ **Orog Lineage** Orog have disadvantage on their corruption saving throws.
- ♦ **Cheebat Lineage** Cheebats have advantage on their corruption saving throws.
- ♦ **Fallen or Dark** Fallen characters or dark creatures have advantage on their corruption saving throws.
- ♦ **Grace** By spending a point of grace from any enaros other than Endroren, the character may attempt to reroll a failed corruption saving throw. The only limit to the number of times a character may reroll is their total number of grace points. A character may not reduce grace for any enaros below zero in this fashion.
- ♦ **Source Modifiers** Some sources of corruption modify the corruption saving throw DC. These modifiers are listed in the description of the source.

CORRUPTION EFFECTS

On a failed corruption saving throw, the character's corruption score increases and they must also roll on the Corruption Effects table. When rolling on the table, add the character's current corruption score to the roll.

There is no limit to the number of corruption effects a character can suffer from at once. If the character rolls a corruption effect they already have, either direct the character to re-roll or treat the effect as if it is getting worse, whichever you think is more appropriate.

CORRUPTION EFFECTS

% Roll	Corruption Effect
1-20	No additional effects.
21-22	Animal Discomfort Domestic animals shun you. They whine or growl when you appear. They will approach if forced but prefer to keep their distance.
23-24	Darkened Irises Your irises darken unnaturally, appearing deep purple or even black.
25-26	Yellowed Nails Your finger and toenails turn yellow like old ivory.
27-28	Yellowed Teeth Your teeth turn an unhealthy yellow.
29-30	Clammy Skin Your skin becomes cold and clammy to the touch.
31-32	Melancholy You grow despondent, unhappy, and have little hope. You stop laughing and smiling.
33-34	Dark Humor You laugh out loud when you see people get hurt, suffer, or experience hardship and tragedy.
35-36	Irritable You become angry, easily annoyed, and impatient.
37	Corruption Cascade You immediately gain an additional point of corruption with no corruption saving throw. Roll again on this table using your new corruption score to modify the roll.
38-39	Pallid Tone Your skin becomes sickly and pallid.
40-41	Dark Circles Dark circles appear around your eyes, giving them a sunken, haunted look.
42-43	Stringy Hair Your hair loses its luster and becomes limp and stringy.
44-45	Sharpened Nails Your finger and toenails take on a claw like quality. They can't be used as weapons, but it is easy to accidentally scratch people or rip things.
46-47	Hunched You start walking with a pronounced hunch.
48-49	Wheezing You breathe with an audible wheezing sound.
50-51	Violent Anger You are prone to react with violence if you are angered, crossed, or wronged.
52-53	Divine Abandonment If using Divine Inspiration Cards, immediately discard a random Divine Inspiration Card. Otherwise, roll again.
54-55	Nervous You grow constantly nervous and have disadvantage on saving throws to resist becoming frightened.
56-57	Shadow of Evil Your core essence further darkens. Anyone with essence sense that touches your exposed flesh knows immediately that you are corrupted.
58-59	Bogeyman Children automatically sense there is something wrong about you. They will not approach you by choice and go out of their way to avoid interacting with you. Babies and very young children start crying in your presence.
60-61	Disturbing Tick You develop a strange, obvious, and somewhat disturbing tick, such as licking your lips, sucking on your teeth, an uncontrollable physical twitch, rapid blinking, muttering to yourself, or a similarly unnerving physical behavior.
62	Corruption Cascade You immediately gain 1d4 points of corruption with no corruption saving throw. Roll again on this table using your new corruption score to modify the roll.
63-64	Obsessive Tendency You develop an easily observable and obsessive tendency, such as refusing to remove a particular cloak, bathe, or walk on paved roads. This might also take the form of a ritual, such as counting every coin on your person before leaving a room, insisting no one ever walk behind you, or only entering buildings from the west side.
65-66	Sharpened Teeth Your teeth, especially your eye teeth, grow pointed. You cannot attack with your teeth, but the difference is easily noticeable to anyone that sees them.
67-68	Cold Sweats You suffer from constant cold sweats that soak your clothing, make your palms wet, and require you to regularly mop your brow.
69-70	Gaunt Faced Your face takes on a gaunt, boney appearance.
71-72	Shadowy Pursuers You constantly see shadows moving out of the corner of your eye, leading you to have disadvantage on Wisdom (Perception) checks.
73-74	Loss of Grace You lose 1 point of grace from your patron enaros.
75-76	Loss of Resolve If you're using the resolve rules, you lose one point of resolve. Otherwise, roll again.
77-78	Festering Wound Your maximum hit points are reduced by 1d4, representing a puss filled, festering wound that refuses to heal.

CORRUPTION EFFECTS CONT'D

% Roll	Corruption Effect
79-80	Elongated Fingers Your fingers increase in length, enough so that people can't help but notice there is something not right about them.
81-82	Putrefying Aura Food within 10 feet of you goes bad four times faster than normal. This can curdle milk in 3 hours or less.
83-84	Disastrous Spell Failures When rolling for a spell mishap after a critical failure on a spellcasting roll, add your corruption score to the mishap result roll.
85-86	Bleak Demeanor Your dark mood and threatening nature make it difficult to inspire confidence for or generate support from others. You have disadvantage on Charisma (Performance) and Charisma (Persuasion) checks.
87-88	Hair Loss Your hair starts falling out in patches.
89-90	Animal Terror Domestic animals fear you. When you come within 10 feet of a domestic animal, it must succeed at a Wisdom saving throw against DC 10 + your corruption score. If they fail, they gain the frightened condition as long as you are near. If they succeed, they behave as described under Animal Discomfort above.
91	Sunlight Sensitivity While in direct sunlight, you have disadvantage on attack rolls and Wisdom (Perception) checks that require sight.
92	Need to Harm You feel an intense need to harm living things. You must inflict damage equal to your corruption score on living creatures every day. If you go more than 24 hours without doing so, you have disadvantage on saving throws and ability checks until you fulfill your need.
93	Corruption Cascade You immediately gain 1d6 additional points of corruption with no corruption saving throw. Roll again on this table using your new corruption score to modify the roll.
94	Troubled Sleep Your sleep is plagued by nightmares. After a long rest, you must make a Wisdom saving throw against DC 10 + your corruption score. On a failure, you gain no positive effects from the long rest.
95	Loss of Grace You lose 1d4 points of grace with one enaros of your choice other than Endroren.
96	Loss of Teeth 1d4 of your teeth fall out each week.
97	Sunlight Weakness Whenever you are in direct sunlight, you have disadvantage on attacks, saving throws, and ability checks.
98	Sickly Aura People within 30 feet of you have disadvantage on saving throws against poison and disease.
99	Unnerving Aura You so unnerv the people around you that allies within 30 feet who can sense your presence have disadvantage on all ability checks.
100	Corruption Cascade You immediately gain 1d8 points of corruption with no corruption saving throw. Roll again on this table using your new corruption score to modify the roll.
101	Taste for Flesh You've developed a taste for raw flesh, preferably fresh. Any day you fail to consume one meal of raw flesh, after your long rest you suffer 1 level of exhaustion. This continues each day until you consume a meal of raw flesh, at which point the exhaustion is removed.
102	Taste for Blood As the taste for flesh ability, but you must drink a pint of fresh blood.
103	Need to Kill You feel a need to kill. If you don't personally kill an animal or sentient creature every 24 hours, you have disadvantage on all attack rolls, saving throws, and ability checks until you do.
104-110	Physical Deterioration One ability, selected at random, is permanently reduced by 1 point.
111-116	Sunlight Hypersensitivity You take 1d4 radiant damage per point of corruption when you start your turn in sunlight. While in sunlight, you also have disadvantage on attacks, saving throws, and ability checks.
117-118	Rotted Heart Your heart rots away into a black, gooey mass of puss and ichor, instantly killing you.
119	Hand of Endroren A giant hand of shadow bursts out of the ground beneath you, tears out your soul, and drags it down into the core of the world where it is consumed by Endroren.
120+	Fallen Over the course of 24 hours, during which you experience pain beyond the limited imagination of mortals, you are transformed body and soul into a fallen of the appropriate type for your lineage. Your character becomes an NPC under the control of the gamemaster. If you are a cheebat, you simply die a horrific death.

REMOVING PHYSICAL EFFECTS

The physical effects of corruption are permanent until the character has reduced their corruption score to 0. As soon as their corruption score returns to 0, they are miraculously healed of the changes and revert to their normal form. If they gain corruption in the future, the old effects do not return and the process starts over again.

There is no magic that can cure these effects. Efforts to permanently change them using spells like wish or true polymorph fail. It may be possible to hide these features using either magic or mundane methods. This is handled like any other attempt the character makes to disguise themself.

RESISTING BEHAVIORAL EFFECTS

Characters may wish to resist some of the behavioral changes, like dark humor and irritable. Each time a character is exposed to a situation that might trigger these behaviors, if the character wishes to resist acting out, they may do so by making a Wisdom saving throw against DC 10 + their corruption score. On a success, they control themselves for that single instance. Any new temptations or triggers must be resisted independently.

CORRUPTED PLACES AND OBJECTS

Places and objects may also become corrupted. In the World of Aetaltis, corrupted places and objects are intended as a story tool for you, the gamemaster. They allow you to design creative challenges for the characters to overcome while introducing the threat that they themselves may become corrupted.

The reality is that mundane places and objects very rarely suffer from corruption. As such, there are no specific rules presented here for how the local tavern or the character's backpack becomes corrupted. These types of corruptions are left to your discretion.

The exceptions to this rule are magic items. Magic items, due to their complex essence forms and use of ambient magic to create their effects, are at greater risk of corruption. Corrupted magic items are also a good way to represent cursed magic items in a World of Aetaltis game. For this reason, we've provided some special rules around corrupted magic items in the next section.

WHAT CORRUPTS PLACES AND OBJECTS?

When coming up with explanations for why a thing or place is corrupted, it's worth understanding how it could have gotten into that state. The following are some ideas

GAMEMASTER GUIDANCE

ADJUDICATING CORRUPTION EFFECTS

Corruption effects are always bad. No matter how creatively players try to use these effects to aid them, the outcome should always be negative. If you can't figure out how to turn the current situation to the character's disadvantage, you can always think up some unintended consequences for down the road.

Also, keep in mind the majority of people living on Aetaltis are superstitious and fearful. A character that flaunts their corrupted physical traits or makes no effort to hide their strange behaviors will not receive a friendly welcome from the locals. Aetaltan villagers have burned people at the stake with much less conclusive evidence than the traits listed in the Corruption Effects table.

You should also remember the typical response to something fearful is fight or flight. Characters with scary traits often try to use them to frighten people away, but a person is just as likely to go into fight mode when facing something terrifying. This is seldom a good thing for adventurers. Either they end up angering an NPC with the ability to do real damage, or they get into trouble with the authorities for fighting with the locals.

Which brings up our last bit of advice—make sure there are always consequences for the character's odd behaviors, scary traits, and bad actions related to corruption. Whether they are shunned by the locals, ordered out of town by the nervous constable, or end up on the wrong end of mob justice, the people of Aetaltis are quick to react when they see anything that smacks of corruption. Even worse, a corrupted character that attracts the attention of the purifiers will soon find themselves the prey in a deadly hunt.

about how a place or object might become corrupted in the World of Aetaltis campaign setting:

- ♦ **Steeped in Darkness** Items that experience prolonged exposure to the powers of darkness—such as a shield sitting in the lair of an abomonae, the favored weapon of a wraethdari, or a device used regularly to perform dark magic—may become corrupted.

- ♦ **Witness to Darkness** An object used as a primary tool of evil risks corruption. This includes an object used to commit a truly evil act, an object in use at a moment of catastrophic death and destruction, or something in active use during an event that causes significant trauma. Places where such events occur may also become corrupted.
- ♦ **Victim of Darkness** Places and objects subjected to certain dark magic and dark powers may become corrupted in the same fashion as creatures subjected to such magic and powers.

SPELLCASTING IN CORRUPTED PLACES

Arcane spellcasting checks made in a corrupted place have disadvantage, and if the character fails their spellcasting check, they suffer 1 point of corruption. Whenever a character recovers essence points while in a corrupted place, they suffer corruption equal to the corruption score of the place or the number of essence points they recovered, whichever is less.

MAGIC ITEM CORRUPTION

Activating the powers of an uncorrupted magic item in a corrupted place can cause the item to become corrupted. When an uncorrupted magic item is activated in a place that has a corruption score of 1 or more, or when an uncorrupted magic item that operates continuously first enters a corrupted place, the character carrying the item must make a Wisdom saving throw against DC 8 + the corruption score of the location. Characters have advantage on the saving throw if they are attuned to the item.

- ♦ **Critical Success:** The item resists corruption, and for the next 24 hours no additional saving throws are required when using this item in the area of corruption.
- ♦ **Success:** The item resists corruption.
- ♦ **Failure:** The item gains 1 point of corruption.
- ♦ **Critical Failure:** The item gains 1 point of corruption, and the character gains 1 point of corruption as well.

USING CORRUPTED MAGIC ITEMS

Each time a character activates a magic item that is already corrupted, or at the end of an event where they've employed the powers of a continuously operating corrupted magic item, they risk corruption. The character must make a corruption saving throw against DC 10 + the corruption score of the item. On a failure or critical failure, however, their corruption score increases by 1 point. All other rules for corruption saving throws apply.



When Grindell's party is attacked by an owlbear, he leaps into the fray to defend his comrades. Unfortunately, Grindell is the owner of a corruption 3 ring of invisibility and a corruption 1 shortsword +1. At the start of the fight Grindell activates his ring so he can approach the enemy unseen. Upon activation, Grindell must make a DC 13 corruption saving throw (DC = 10 + corruption 3). He rolls a 15! He gains 1 point of corruption but suffers no other ill effects. If he reveals himself and reactivates the ring later, he'll need to make another corruption saving throw.

During the fight, Grindell uses his corrupted magic sword. At the end of the battle, Grindell must make a DC 11 corruption saving throw (DC = 10 + corruption 1). He rolls and gets a 7. Unfortunately, this means he gains 1 point of corruption and must roll on the Corruption Effects table.



REMOVING CORRUPTION

It is possible to reduce a person's, place's, or object's corruption score through a process called purification.

PURIFYING CREATURES

The simplest method for purifying a corrupted creature is to simply wait and allow the corruption to fade. If a creature goes a year and a day without increasing their corruption score, their corruption score is reduced by their Wisdom ability modifier (minimum of 1). If their corruption score increases at all during that time, it resets the clock. Alternatively, a cleric may cast *lesser purification* or *greater purification* on the subject to reduce their corruption score. If a creature dies while corrupted, their body remains corrupted unless purified. It is not possible to perform last rites on a corrupted body.

PURIFYING OBJECTS

Corruption does not fade naturally for objects, but the *lesser purification* and *greater purification* spells will work on objects. A simpler way to purify an object, however, is to destroy it.

The common means of destroying a corrupted object is to burn it to ash. In the event that the object cannot be burned, melting it down or grinding it to dust will also release the corruption. Smashing a corrupted object might work if you allow it, but more often this results in a pile of parts each with a corruption score equal to that of the original object.

PURIFYING PLACES

When it comes to purifying a corrupted place, the method depends on the size of the place. For relatively small places that are clearly defined—such as a haunted house, a cursed windmill, or an evil well—use the rules for purifying objects.

For larger corrupted places—such as a haunted village, a corrupted cavern, or a cursed forest—it is up to you to devise an appropriately epic method for purifying the place. Typically, this sort of purification is the basis for an entire adventure or even an extended campaign. It may require the use of a blessed artifact, a massive ritual involving dozens of people, or an act of such incredible purity and sacrifice that it wipes the evil from the place.

CREATIVE SOLUTIONS

We encourage you to offer players other methods for purifying corruption outside of what's covered here. The need to purify one's spirit or to cleanse an important artifact creates a great motivator for quests, good deeds, and

SECRETS OF AETALTIS

DARK ESSENCE

In the *World of Aetaltis: Adventurer's Guide*, there is some doubt among the scholars and commentators about whether dark essence is real. The secret truth is that dark essence is very real. It exists, can be used to power spells and magic, and there is even a Dark Essential Plane. We don't have room in this book to go into the complete metaphysics of essence or even to provide details about the Dark Essential Plane, but here are some basics that will help you to run a World of Aetaltis adventure:

- ♦ **Dark Essence is Real** Dark essence is not a corrupted form of essence. It is a unique form of energy that exists in the World of Aetaltis universe. Regular essence (properly known as light essence) may change states from light essence to dark essence if it builds up enough corruption. The corruption, as it is consumed, provides the energy for this state change to occur.
- ♦ **Dark Essence is Always Dark** There is no way to change dark essence into light essence. There is more happening in terms of the cycle of change than is visible to Aetaltans or described here, but the practical reality is once light essence becomes dark there is literally no way to reverse the process. When light essence changes state to dark essence, the old thing ceases to exist and what remains is a dark essence construct of the original light essence form.
- ♦ **Dark Essence is the Source of Corruption** When something becomes corrupted, that is because it has interacted with dark essence in some way. The rules presented in this chapter give you the tools to play out the result of this in your game in a way that reflects what the characters see. Even when it is not seen, however, the presence of dark essence is the secret cause of all corruption.

pilgrimages. Any of these can lead to adventures in their own right. It's up to you as to how many points of corruption a particular act removes, but generally it should range from 1 to 5 points. The more expensive, difficult, elaborate, and important the act, the more points it should reduce the corruption score.

FORBIDDEN MAGIC

Forbidden magic is defined as any method of spellcasting or creating magical effects that is forbidden by the good people of Aetaltis. All forbidden magic techniques used on Aetaltis are directly connected to Endroren, and they all make use of dark essence. Engaging in any of these is a guaranteed path to corruption and, nearly always, a horrible death.

BLOOD MAGIC

Blood magic is the act of draining the personal essence from a living creature to either restore one's own personal essence or as a direct source of power for casting spells. These rules are intended for use by evil NPCs, and not as a spellcasting option for players.

THE BLOOD RITES

Before an evil spellcaster can use blood magic, they must undergo a secret ritual that permanently alters their spirit. The spellcaster must be of evil alignment and have a corruption score of 1 or more. If they fail to meet these criteria, the rites automatically fail. Even if they meet the criteria, the ritual kills many who attempt it. Those who survive are known as blood mages.

ESSENCE DRAIN

To drain essence from a victim, the blood mage must touch the creature flesh to flesh. For a willing, restrained, incapacitated, paralyzed, or unconscious victim, this is automatic. Otherwise, the blood mage must make a melee spell attack to touch the target's flesh. You may wish to apply a cover bonus if an unwilling victim doesn't have much exposed flesh.

Once contact is made, the blood mage attempts to drain the victim. In the case of a willing victim, the attempt succeeds automatically and drains a number of personal essence points from the victim equal to twice the blood mage's spellcasting ability modifier (minimum of 1). For unwilling victims, even those who are incapacitated or unconscious, the blood mage and the victim must engage in a battle of wills in the form of an opposed Wisdom check.

- ♦ **Critical Success** If the blood mage wins the opposed check by rolling a natural 20 or their opponent loses the check by rolling a natural 1, the blood mage drains a number of points of personal essence from the victim equal to twice their spellcasting ability modifier (minimum of 1).
- ♦ **Success** The blood mage drains a number of points of essence from the victim equal to their spellcasting ability modifier (minimum of 1).
- ♦ **Tie or Failure** If the blood mage ties with their victim or their victim wins the opposed check, there is no effect.

- ♦ **Critical Failure** If the blood mage loses the opposed check by rolling a natural 1 or they lose and their opponent rolls a natural 20, they take a number points of psychic damage equal to twice the victim's Wisdom modifier (minimum of 1).

If the number of essence points drained is greater than the number of essence points the victim has remaining, the victim takes necrotic damage equal to the difference.



The abomonae known as Frae Tome Somos successfully drains 8 essence points from its willing victim, which it adds to its current essence point total. Unfortunately for the victim, he only had 2 essence points remaining, so he loses both of his remaining essence points and also takes 6 points of necrotic damage.

Drained essence points replenish the blood mage's personal essence. If there are points remaining after fully replenishing the blood mage's personal essence, the blood mage gains these as temporary essence points. These points may be used just like normal essence points, but they dissipate after 1 hour if they aren't used. During that time, any spells cast or magic used that requires essence points draws on the temporary essence points first. Unlike temporary hit points, multiple applications of temporary essence points stack.

DARK CLERICS

Clerics of Endroren are known as dark clerics. The domain of these clerics is Endroren's Domain. Endroren's Domain is intended for evil NPC clerics and not as an option for player characters.



SECRETS OF AETALTIS

THE FACELESS MAN

The ominous figure known as the Faceless Man is spoken of only in whispers. He appears as a cloaked and hooded traveler and is only ever encountered alone and at night. If one pulls back his hood, they will find he has no face, only a smooth surface of gray flesh, as if someone had wiped his features away with the palm of their hand.

Although the people of Aetaltis do not know this, the Faceless Man is one Endroren's fallen avatars. He appears and tempts the weak and vulnerable with promises of power. He shows them the path to becoming a cleric of Endroren, and unlocks the connection between the Dark Lord and the chosen individual. Those who accept the gift become 1st level clerics and gain the clerical powers of Endroren's Domain.

Those who embrace Endroren's Domain seek to spread corruption, bolster the forces of darkness, and aid Endroren's efforts to break free from the core of the world. Most of the clerics who choose this domain are endrori or Fallen, although some disturbed individuals from the good lineages of the world are lured in by the Faceless Man's promises of power.

ENDROREN'S DOMAIN SPELLS

Cleric Level	Spells
1st	bane, inflict wounds
3rd	blindness/deafness, hold person
5th	animate dead, vampiric touch
7th	black tentacles, phantasmal killer
9th	antilife shell, cloudkill

DEATH BRINGER

At 1st level, Endroren's clerics gain proficiency with heavy armor and martial weapons. They also gain the cantrip *chill touch*.

TOUCH OF RAGE

Also at 1st level, the cleric may drive its allies into a murderous rage. As an action, the cleric may touch one willing creature. The creature immediately goes into a rage with the effects described below. The effect continues for 1 minute or until the cleric grants this dark blessing to another creature.

While in a rage, the recipient gains the following benefits:

- ♦ They have advantage on Strength checks and Strength saving throws.
- ♦ When they make a melee weapon attack using Strength, they gain a bonus to the damage roll equal to the spellcasting ability modifier of the cleric (minimum of 1).
- ♦ They have resistance to bludgeoning, piercing, and slashing damage.

If the creature is able to cast spells, they can't cast them or concentrate on them while under the effect of this power.

CHANNEL DIVINITY: WARD OF SHADOWS

Starting at 2nd level, the cleric may use their Channel Divinity to protect their companions from the burning light of Lensae. As an action, the cleric presents their holy symbol and for a number of minutes equal to their Wisdom modifier (minimum of 1), any ally within 30 feet may ignore their Sunlight Sensitivity weakness.

CORPSE SHEPHERD

Beginning at 6th level, when the cleric uses the *animate dead* spell, double the number of dead they may animate or reassert control over.

CORRUPTING STRIKE

At 8th level, the cleric gains the ability to infuse their weapon strikes with corruption. Once on each of their turns when they hit a creature with a weapon attack, they can cause the attack to deal 1 point of corruption to the target. When they reach 14th level, this increases to 2 points of corruption.

SOUL BINDING

Once a month, on the night of the new moon, the cleric may summon forth a non-dark spirit of their choosing that has not yet left Aetaltis for Numos and forcibly bind it to a corpse. The result is a lesser bound undead that must serve and obey the cleric until either the cleric is killed, the cleric releases it from their service, or it is destroyed. If the cleric is killed or the cleric releases it, the bound undead is freed to pursue whatever agenda it desires. A cleric may have a number of bound undead in their service equal to their Wisdom modifier (minimum of 1).

DARK MAGIC

Dark magic is a form of glyph magic (see the *World of Aetaltis: Player's Guide* for more on glyph magic) that draws on dark essence to empower spells. The primary advantage to using dark essence is that doing so allows the spellcaster to bypass some of the restrictions of the Ritual of Limitation. The secondary advantage is that when a spellcaster uses dark magic, they may add their corruption score to their spellcasting rolls to improve their odds of spellcasting success.

HOW IT WORKS

When a spellcaster casts a spell using the forbidden techniques of dark magic, the personal essence needed to cast the spell is replaced with dark essence. It is an instantaneous and even exchange of power between the Essential Plane and the Dark Essential Plane. Thus, as the spell is cast, it is the dark essence that creates the magical effect in our world.

DESIGN INSIGHTS

WHY DARK MAGIC?

Aside from being an interesting, colorful, and important part of the World of Aetaltis story, dark magic also provides some important tools for you when you're running the campaign.

MAGIC CHEAT CODE

Dark magic is essentially the cheat code for overcoming the restrictions enforced by the Ritual of Limitation. Maybe the good people of the world can't teleport, but that doesn't mean some of Endroren's minions won't have that power. It gives you creative freedom but within the scope of a logical set of rules.

SPOTLIGHT ON EVIL

Dark magic also places a spotlight on the evil of the world. It reminds the players that the forces of darkness have some dangerous weapons at their disposal that aren't available to the heroes. Since the forces of evil aren't immune from corruption, it also means that every now and then, the characters will witness first hand the price of using dark magic, as the enemy wizard pushes their luck just a little too far and the heroes watch as the villain is consumed by their own dark power.

DEADLY TEMPTATION

Finally, dark magic is a powerful temptation for the characters to stray from the path of light, creating all sorts of interesting conundrums for the players. Is it worth going down the slippery slope of dark magic to cast a teleportation spell if it ensures they arrive in time to save the king? What if all hope of victory is lost; is it better to die pure, or snatch a win by using dark magic "just this once?" The right answer is always "don't use dark magic," but by giving the characters a choice, you make the decision to play heroes all the more meaningful—or at the very least, it'll be an object lesson about why they shouldn't mess with the power of darkness.

LEARNING DARK MAGIC

Any spellcaster that knows how to use glyph magic may learn dark magic. All they need is a teacher or a text that can explain the techniques. After a week with a teacher or a month studying such a text, the spellcaster makes an DC 15 Intelligence (Arcana) check. On a success they've learned the techniques. On a failure they have not, but they may try again after another period of study.

The catch is that everywhere in the Amethyst Sea basin and in the civilized lands beyond, it is illegal to teach or use dark magic. To do so is punishable by death. Even owning a book that explains the methods is a capital crime. When a book of this sort is discovered, it is either burned or handed over to a trusted wizard circle, such as Winterkeep or the Silver Circle, for safekeeping.

SPELLCASTING WITH DARK MAGIC

The rules for casting spells using dark magic are almost exactly the same as for normal glyph casting. All the procedures, difficulty classes, spellcasting checks, essence point costs, and modifiers are handled exactly the same as described for glyph magic in the *World of Aetaltis: Player's Guide*. There are only three differences from these standard rules.

- ♦ **Fewer Restrictions** When using dark magic to cast a spell, all restrictions on teleportation and long-distance communication spells are lifted. Summoning spells operate normally, so long as the creature or object being summoned is already on this plane of existence. Finally, the range restrictions on detection spells are removed. It is still impossible to travel to or from other dimensions or off world, which is why only certain summoning spells work.
- ♦ **Risk of Corruption** Every time a spellcaster casts a spell using dark magic, they must succeed at a corruption saving throw against DC 10 + the base essence point cost of the spell or gain 1 point of corruption. When making the corruption saving throw, use the base essence point cost of the spell to modify the DC, not the amount of corruption the spellcaster suffers.
- ♦ **Easier Spellcasting** When casting a spell using dark magic, the spellcaster adds a bonus to their spellcasting check equal to their corruption score. This makes it much easier to cast spells using dark magic: remember, Endroren used to be the Enaros of Magic. Of course, this also makes it all the more tempting to use dark magic, even when it's not strictly necessary.

DARK MAGIC AND CORRUPTED PLACES

Dark magic provides one additional advantage, but only when used in a corrupted place. When casting a spell using dark magic in a place with a corruption score, for the purposes of calculating the modified essence point cost of the spell only, treat the location as an essence well

with a power level equal to the place's corruption score. In addition, spells cast using dark magic in a corrupted place do not have disadvantage as with normal spellcasting in a corrupted place.

ENTREATING ENDROREN

Entreating Endroren is the act of calling out to the Lord of Darkness for help. It's pretty obvious this is a terrible idea. No one, not even dark creatures, should do this. But the thing is, when the going gets tough or when it seems like there is just no way out of a situation, a character might fool themselves into thinking it's the only solution.

HOW IT WORKS

The process of entreating Endroren is extremely simple; the petitioner reaches out with their mind and calls to the Lord of Darkness. Most of the time he ignores such petitions, but every now and then he sees a benefit in responding. If he responds, the petitioner says what it is they want, and Endroren decides whether he wants to help.

If Endroren agrees to help, all he asks of the petitioner is a temporary doorway into their soul. He uses this doorway to send a magical effect up into the world to help resolve the petitioner's entreaty. That's it. Not so much to ask, right?

EFFECTS OF ENTREATIES

The game effect of an entreaty is a spell. The petitioner might ask for something specific, but in the end it's up to you to decide what spell Endroren sends to "help" the petitioner. The metaphysics behind this are the same as for clerical spellcasting: Endroren sends enough dark essence to pay the essence point cost of the spell, and then controls the petitioner to shape it into a magical effect. The petitioner doesn't really know what is happening. All they know is that one moment they agreed to accept Endroren's help, and the next—magic! Problem solved!

COST OF ENTREATIES

Yes, there is a catch. As the cheebat merchants will tell you, nothing is free. First off, when a character entreats Endroren, they immediately lose 1 point of grace with their patron enaros. This happens as soon as they entreat Endroren, if they're calling to him, or at the moment they accept his terms, if he reached out to them.

The second cost is corruption. The petitioner suffers a number of points of corruption equal to the base essence point cost of the spell. The

petitioner must make a normal corruption saving throw, as described in the Corruption section of this chapter, to determine how the corruption affects them. Since the character doesn't control what spell is cast, this could result in a fairly substantial amount of corruption if they asked for a powerful effect.

NPCs AND ENTREATING

The ability to entreat Endroren is a useful tool you can use when an NPC, especially one who is important to the story, ends up with their back against the wall. It's a way for you to pull out a surprise rescue or to save the encounter from being too easy just when it seems like the enemy is about to go down.

This is especially effective if you have some of these entreaties fall upon deaf ears. It shows that Endroren only interferes when it is in his interest to do so. Saving some low-level goblin shaman has no value to Endroren, but there might be a reason Endroren wants that orc warlord to escape to fight another day. A few failed entreaties will make the time Endroren finally answers one of their opponents a far scarier moment.

Also, be sure to follow through with all the rules for corruption when Endroren responds to an NPC. It's important to highlight for the characters the potential cost of entreating Endroren.

CHARACTERS AND ENTREATING

Although the players might come up with the idea of entreating Endroren on their own, dangling the option of entreating Endroren in front of a player gives them the opportunity to prove their heroism. It requires not only the character to resist the temptation to take the dark and easy path, but the player must overcome their temptation as well.



The most effective way to leverage this temptation is to pull the player aside or send them a secret note at a moment when things seem hopeless. Maybe the heroes are cornered by a rampaging warband of orcs, or perhaps the artifact they need to defeat the wraethdari horde master is about to slip through their fingers. At that moment, pull them aside or send over a message that reads something like this:

“All is not lost. Open a door to me, and
I can solve this for you.”

It’s a chance for you to roleplay Endroren himself. Try to sound reasonable. Explain why this is really just a little thing and the ends justify the means. Remind them that it’s only one time. Suggest that they’re actually acting heroically by being brave enough to accept his aid, since it will allow the character to do even more good in the future.

These are, of course, all lies. The only thing Endroren wants is to thwart the will of the Enaros, break free from his prison, and bring darkness back to the world. Have fun with it, but don’t push too hard. In the end the goal is to give them a chance to prove they are heroes—not to break them. But then again, if they give in, don’t stop them. Let them reap what they sow. They’ll learn the hard way that the path of darkness only leads to one place.

WARDS OF ALANTRA

Wards of Alantra are the magical barriers that seal the Deeplands and prevent Endroren’s minions from invading the surface world. Without these wards, there would be nothing to stop the Dark Hordes from overrunning Aetaltis. They are a key part of the World of Aetaltis setting and something your players will almost certainly encounter on a regular basis. This section delves into the wards from both an in-game and rules mechanics perspective to help you use them in your games.

WHAT ARE THEY?

Wards of Alantra are powerful magical constructs. They are masterfully woven essence forms that not only serve as a physical barrier, but they also repel dark creatures.

HOW THEY WORK

Wards of Alantra have two functions: they repel any creature that approaches them from the Deeplands, especially creatures of darkness, and they inflict radiant damage on dark creatures that approach within 50 feet.

A *Ward of Alantra* has a 200-foot area-of-effect. Any creature entering this area-of-effect from any direction leading out of the Deeplands is subject to its power. Note



SECRETS OF AETALTIS

THE GREAT WARD

What the people of Aetaltis do not realize is that the wards are not independent constructs. Rather, they are part of a web of divine energy that creates a field preventing the endrori and other creatures of darkness from escaping the Deeplands. Each ward is a node in a network that, when linked together, block egress not only from the warded portals but from anywhere in between. This is why the endrori don’t just dig their way out at an unwarded point.

This divine energy field is strongest where there are wards. In areas without wards, the field grows thin and weakens. If that field grows weak enough in a spot, it is possible for dark creatures to force their way through at that point. This is why, when a ward fails, dark creatures often rise to the surface.

Tunnels that connect the Deeplands to the surface also create weak points in the field. The field is woven into the living essence form of the planet itself. Physical breaks in the planet translate to changes in the planet’s living essence form which in turn creates potential weak points in the field.

Since the field is designed to keep creatures in, creating a new point of egress from below is exceptionally difficult for creatures of darkness. The field strongly repels the dark creatures coming from that direction. It is much easier, however, for creatures of darkness to dig a tunnel from the surface. This is why creatures like darkholders, working from the surface, can more easily create such a breach. It is also why it’s so important to prevent the endrori from gaining a real foothold on the surface.

that these devices were designed by the Enaros. There is no weak point one can exploit by digging up and around or anything of that sort.

As soon as a creature enters the area-of-effect, they must make a Wisdom saving throw to proceed. The DC for this saving throw is 10 + 1 for every 10 feet or portion thereof traveled toward the ward’s center. This means that at 0-10 feet the DC is 11, at 11-20 feet the DC is 12, and so on. Dark creatures, endrori, and corrupted creatures have disadvantage on this saving throw.

On a successful saving throw, the creature may stay or move another 10 feet forward as they choose. If they fail the

saving throw, they gain the frightened condition until they move outside the area-of-effect of the ward.

If the creature is not turned back, they must make an additional saving throw each time they move 10 feet closer to the ward's source. If they remain in one place, they must make a saving throw each turn.

In addition, dark creatures, endrori, and corrupted creatures that move within 50 feet of the ward begin to suffer radiant damage whether or not they succeed in their Wisdom saving throw. When a creature of this type moves within 40-50 feet from the source, they take 1d6 radiant damage. Each time they move 10 feet closer, the damage increases by 1d6, so at 30-40 feet the damage is 2d6, at 20-30 it is 3d6, at 10-20 it is 4d6, and at 0-10 it is 5d6. The damage is inflicted at the start of any turn they begin within 50 feet of the source or each time they move 10 feet closer to the source.

If the subject of the ward is a door, gateway, or other form of portal, it will not open by any normal means as long as the ward is in place, and no spell will unlock it. The gateway may only be opened if the ward is lowered.

BYPASSING WARDS

Non-evil clerics of any level may use their channel divinity to temporarily ignore the effects of a Ward of Alantra. The cleric must firmly present their holy symbol and then channel divinity. As long as they continue to present their holy symbol and maintain concentration, they and any uncorrupted allies within 30 feet of the cleric may ignore the ward's repelling effects. This does not, however, get them through the portal upon which the ward is cast. It remains firmly closed and locked as long as the ward is in place.

WARD OF ALANTRA SPELL

The Ward of Alantra spell is unlike most other divine spells. It isn't something a cleric can simply know through their divine connection to an enaros. Rather, the cleric must perfect the ancient ritual that accompanies the spell. The ritual is exceptionally complicated, and even small mistakes can spoil the ward.

To learn the ritual, the cleric must spend a month in study with another cleric that knows the ritual, or 3 months studying a written description of the ritual. At the end of that period, the cleric makes a DC 20 Intelligence (Religion) roll. On a success, they've mastered the spell and may cast it like any other cleric spell they've learned. On a failure, they do not grasp the nuances. They may begin a new period of study and try again.

CREATING A NEW WARD

When creating a new ward, the only real material component required is the physical barrier the spell is being cast on. Many clerics find it helpful to use candles, incense, and physical tools for representing the ward, such as chalk or paint, as a means of focusing the mind. A one-hour spell requires intense concentration, and tools like this help the cleric to maintain that concentration.

The barrier the cleric casts the spell on must be at least 10 feet wide by 10 feet high and at least 1 foot thick, and it must be constructed from a single piece of natural material. If the passage it is blocking is larger than this, the piece of material must be large enough to block the entire passage.

Natural material includes solid stone, a single piece of wood taken from a tree with at least a 10-foot diameter trunk, or a similar large piece of material. With your permission, other creative solutions are acceptable, such as a hedge grown from a single stem, a large piece of glacial ice, or even water encased in a shell of some sort.

If the material is broken, formed from multiple sources of material, or fails to meet the size requirements, the ward will not hold and collapses shortly after casting. The exception to this is a single piece of material that meets the criteria split into two equal parts to create a gate or portal. The material may also be mounted with hinges and related hardware. The original piece of material before cutting, however, must meet the base size requirements. Furthermore, it may only be split once, and any major flaws that occur while cutting, such as large cracks or chips, may ruin its effectiveness as a repository for the spell.

RAISING AND LOWERING WARDS

A Ward of Alantra may be raised or lowered by any non-evil cleric who can cast the 5th-level *Ward of Alantra* spell. Casting the spell on a raised ward lowers it. Casting the spell on a lowered ward raises it. Unlike creating a new ward, it only takes 10 minutes to cast the spell for this purpose. This still creates a dangerous period during which dark creatures could try to escape, so it should be used with caution.

RESTORING FAILED WARDS

Once a ward fails, it must be created anew. It's not as simple as just raising it again. The cleric must go through the same process required to create a new ward. Even more challenging for adventurers, when a ward fails it sometimes damages or destroys the material the ward was cast on. Although it's possible a character will have everything they need to simply create a new ward, there is also a chance they'll need to supply a new barrier to replace the old.



CHAPTER FOUR

COINS, TREASURE, AND TRADE

THE WORLD OF AETALTIS OFFERS NEW APPROACHES TO PRICING, COINS, AND MAGIC ITEMS. In this chapter, we'll explain these changes, talk about what they bring to the game, and provide tips for you, as the gamemaster, to help you to make the most of these new tools.

AETALTIS PRICING SYSTEM

The World of Aetaltis setting uses a monetary system based on real-life prices in Europe during the late 13th to early 14th centuries. This means that mundane goods shown in the equipment lists cost roughly the same as they would in a London market on Earth in the late 1200s to the early 1300s.

WHY THE CHANGE?

Why did we take this new approach for Aetaltis? To start with, it's just kind of cool. We love the idea that characters are counting out the same number of silver coins for the thing they are purchasing purchased in a World of Aetaltis game as a real-life farmer in medieval Europe might have paid for the same item. Most gamers love this sort of thing, and we're no different!

Aside from the cool factor, by adopting this system and the associated prices, the fantasy world you and the players get to inhabit more closely models a real pre-industrial world. This modeling makes it easier for you to run an amazing game and creates a richer, more immersive environment for everyone to explore. Here are just a few of the ways this system helps to shape the world.

- ♦ **Wealth Gap** The wealth gap between the nobles and the commoners is much more pronounced when prices and wages are based on the real world. The common person is making so little they're just scraping by, and from an economic perspective, it makes perfect sense they're growing their own food and making their possessions whenever they can rather than buying them in the market. They don't really have a choice. Meanwhile, the nobility is rolling in wealth, throwing away more on a single outfit than the commoners make in a year. By accurately depicting this, it is easier to understand where the adventurers fit into this system and how their wealth is likely to affect it.
- ♦ **Gold Revaluation** By switching to a primarily silver-based economy to better reflect what happened in medieval Europe, gold suddenly becomes valuable again. In a standard Fifth Edition game, the gold-based system devalues gold. It loses much of its status as a rare and precious metal, which is unfortunate when gold is the traditional symbol of wealth in medieval fantasy worlds.
- ♦ **Giant Real-Life Equipment Lists** This gets discussed a bit more below, but by basing this system on real world data, every contemporary document from the late 13th and early 14th centuries that includes prices or wages can be an equipment list for your World of Aetaltis campaign. Even better, most of these contemporary documents deal with things like "rent on a cow," "annual rent on an acre of farmland," or prices for commodity items. These are things that come up in games but often get ignored in game equipment lists.
- ♦ **Enriching the Story** There are many items in the real world that were much more or much less expensive

than traditionally portrayed in games. The player can no longer just "go pick up another warhorse" if theirs is killed. Suddenly they care a lot about their animal in ways that are realistic and not likely to come up in the usual Fifth Edition game. Or that blanket the character bought cost enough that they carefully fold it up and put it in their saddle bags after they camp to keep it safe, an action that adds a rich detail to the story, but inspired by a simple price change.

EQUIPMENT FROM OTHER FIFTH EDITION BOOKS

If there is a piece of equipment listed in a different Fifth Edition book that you'd like to use in your Aetaltis adventure, you'll get pretty close to the right price if you just reduce the cost by one coin denomination. For instance, if the price is in gold pieces, make it the same numeric amount in silver pieces, or if it's silver pieces, use copper pieces. It's not a perfect conversion, but it'll keep the game going if you need to convert on the fly.

If you have more time, it's worth looking at the item and comparing it to something similar already in the World of Aetaltis equipment lists. Certain types of objects, such as paper goods or large cloth items, tend to cost more on Aetaltis than in other settings. Again, it's not important to get the price perfect, but it's worth taking a couple minutes to make a few comparisons.

EQUIPMENT FROM HISTORICAL SOURCES

There are a host of late 13th and early 14th century historical sources you can draw prices from if you feel like doing a bit of research. Many of these, such as the Calendar of Documents Relating to Scotland Preserved in Her Majesty's Public Record Office, London: A. D. 1307-1357, are available online for free. When pulling items directly from these documents or from academic books and papers that discuss medieval prices, use the following to convert real life currency to Aetaltan currency:

MEDIEVAL COINS TO AETALTAN COINS

Medieval English Coins	Aetaltan Value
1 pound (L)	240 sp
1 mark (m)	160 sp
1 crown	60 sp
1 shilling (s)	12 sp
1 penny (d)	1 sp

ART OBJECTS

Art objects are any object crafted with such artistry that its beauty gives it value beyond its utility. Some art objects are mundane items of exquisite design, while others exist purely for aesthetic enjoyment. The higher the quality of craftsmanship, the greater the value. The World of Aetaltis uses the Fifth Edition standards of living to represent levels of craftsmanship for art objects.

When awarding treasure, we encourage you to give a mix of coins and art objects. The average wealthy person is unlikely to have thousands of silver pieces lying around, but they very well may have a collection of valuable art objects worth a few thousand silver pieces.

When presenting art objects as treasure, the more detail

you can offer, the cooler the treasure will feel to the players. Getting “Large painting (500 sp)” is significantly less rewarding than “A life-size portrait of the Duke of Egledien, posing with his sword in hand and his right foot planted proudly on the lifeless body of a manticore. The scene is the depiction of a local legend that claims the Duke personally killed a manticore that had harassed the people of Egledien for years before he defeated it. (500 sp).” A description like that not only makes the treasure much cooler, but it adds to the story of the world and might even lead to an unexpected side adventure in the future.

The tables you’ll find in this section describe the different levels of craftsmanship and offer some example art objects.

ART OBJECT CRAFTSMANSHIP

Craftsmanship	Cost	Description
Wretched	1 cp	These items are art objects only in the most generous use of the term. Their subject matter is often crass, if not downright offensive. No valuable materials are used and the artistry is often quite crude. In fact, these items’ artistic touches might be better described as vandalism, but then again, beauty is in the eye of the beholder.
Squalid	1 sp	Art objects of squalid craftsmanship are often created by someone with no real talent trying to bring a bit of color and joy into an otherwise drab and unhappy life. These are extremely simple items, maybe no more than a bit of paint applied to a tool or a length of colored cloth tied around the end of an object. Squalid art made for art’s sake is inelegant, crude, and made from inexpensive materials.
Poor	1 sp - 5 sp	A poor craftsmanship art object might be a new artist’s early work, the product of untalented but passionate amateur, the output of a disinterested professional, or the folly of a wealthy NPC with dreams of being an “artiste.” Usually they’re made from mundane materials, but even when more valuable materials are used, the lack of skill used in creating the art often makes the material less valuable when the artist is finished than when they started.
Modest	5 sp - 100 sp	Modest art objects would look lovely displayed in the home of any common person in Aetaltis. They’re pleasant enough to look at, and they likely try to mimic subjects and styles seen in higher craftsmanship pieces. They are constructed from or incorporate high-quality mundane materials, and they may even have a flourish using a rare material.
Comfortable	100 sp - 500 sp	These are objects easily recognized as art and not just enhanced decoration. The talent of the creator is clear, and the items are tasteful and attractive. At the very least, the items are made from high-quality materials, although they are regularly enhanced with flourishes of precious metals, exotic wood inlays, gold leaf, and even semi-precious gems. They are not museum-quality pieces, but they’re quite lovely and clearly expensive.
Wealthy	500 sp - 10,000 sp	Wealthy art objects are beautiful, museum-quality pieces. They are made by talented artists and are often passed down as heirlooms. They use only the finest materials and make heavy use of rare and expensive materials for accents and flourishes. One is unlikely to find such pieces in a normal market. Rather, a professional art dealer, the artist themselves, or the current owner would put these items up for sale.
Aristocratic	10,000+ sp	Aristocratic art objects are masterworks. They are coveted by nobles and connoisseurs of the arts, and are often known by name among collectors and scholars. Most are made from the highest quality, most expensive materials, although there are cases where items possess such powerful beauty that the material from which they are made is unimportant.

ART OBJECTS: MODEST

Roll (d6)	Object	Cost	Weight
1	A foot stool with an inexpertly embroidered cushion depicting unicorns frolicking in a glade with fairies.	5 sp	5 lb.
2	A spoon made from pure silver with a floral design on the handle and skillfully monogrammed with the letter Z.	15 sp	—
3	A delicate pink wine glass with a gracefully twisting stem and raised glass bubbles around the body.	25 sp	—
4	A plain gold ring with a simply cut medium-sized emerald.	50 sp	—
5	A thin, woven gold necklace with a small anvil charm representing the power of Modren.	75 sp	—
6	An elegant dress in a classic style decorated with silk and lace.	100 sp	15 lb.

ART OBJECTS: COMFORTABLE

Roll (d6)	Object	Cost	Weight
1	A wine glass made from twisted, blown green glass and set into a stand of pure silver carved with realistic ivy leaves.	100 sp	1 lb.
2	An iron-bound coffer, made to hold a helmet, with a silk lining, carved ivory inlays, and highlighted in gold leaf.	150 sp	13 lb.
3	A hall table made from cherry wood and carved with the faces of Grethken and Vale as flourishes.	200 sp	34 lb.
4	The left-hand panel of an ancient wooden Enarosian triptych into which is carved a depiction of a night scene where Aelos is guiding spirits beneath an image of Numos made from polished bone. One copper hinge remains.	300 sp	15 lb.
5	A life-sized portrait depicting the legendary first governor of Norentor as she appeared on the day she arrived from the atlan homeworld.	400 sp	50 lb.
6	An exquisitely tooled red leather riding saddle plus tack, all fit for a noble and accented with silver fittings and bells.	500 sp	25 lb.

ART OBJECTS: WEALTHY

Roll (d6)	Object	Cost	Weight
1	A large, gorgeous silver basin showing images of nymphs and fauns running around the outside, and a complicated knot pattern engraved around the rim.	500 sp	3 lb.
2	A large silver flagon, artfully decorated by a master silversmith to depict farmers picking grapes.	1000 sp	3 lb.
3	A melon-sized chunk of polished amber with a creature trapped inside that looks almost, but not quite, like a fairy, mounted on a carved wood base made of Zhamayen Jungle wood.	2500 sp	5 lb.
4	A non-magical, ancient lyre with an unusually shaped neck and an otherworldly sound, said to have been a gift from one of Larayil's avatars to the last elf prince of the northern forests.	5000 sp	2 lb.
5	A statue of a regal grey cat taking down a buck that looks as if it might leap off its pedestal.	8000 sp	9000 lb.
6	A life-sized statue of a young woman running from the destruction of the World Gates, a look of terror in her eyes while she clutches a sleeping lamb in her arms. Created a century ago by a master sculptor from Port Vale for a Calliosan merchant prince, as indicated by the inscription on the base.	10,000 sp	5000 lb.

ART OBJECTS: ARISTOCRATIC

Roll (d6)	Object	Cost	Weight
1	An empty cockatrice's egg, carved with a representation of a grand Deepland city. The shell is dipped in gold, further decorated using gems and powered gems, and then mounted in a sealed silver and glass case.	10,000 sp	8 lb.
2	A 14-foot-tall marble statue of an Alliance general wearing full military regalia and holding a spear with a real gold tip that perfectly embodies the spirit of an honorable soldier.	12,000 sp	13,000 lb.
3	"The Long Night," a heartbreaking painting of a young bride leaning on the window sill and looking out to sea, awaiting a ship that will never return. The painting is small, no more than a foot to a side, but the look on the woman's face is so powerful that almost all who see it find themselves with tears in their eyes.	25,000 sp	10 lb.
4	"Hubris Punished," a breathtaking statue of Endroren being cast out of Lensae by the other Enaros with an enormous gilded representation of Lensae serving as a backdrop to the iconic scene from history. Sculpted for the Temple of Lensae in Atlanor but never delivered because of the Cataclysm.	100,000 sp	25,000 lb.

COINS

The coins in the World of Aetaltis setting are modeled after their real-life medieval European counterparts. Characters won't find the chunky pirate gold style coins typical of fantasy art in Aetaltan markets. Rather, each Aetaltan coin is about the size of a modern American dime (around 18 mm in diameter) and weighs slightly less (roughly 1.7 grams). You could fit around 800 Aetaltan coins in a medium-sized draw string pouch—roughly the volume of a modern 12-ounce water bottle—and it would weigh 4 pounds, a little less than a modern-day bag of sugar. For simplicity's sake, we use the same attributes for all coins, regardless of the metal.

As the gamemaster, you'll want to keep the size of Aetaltan coins in mind when building adventures. For example, if you use the standard treasure tables from the Fifth Edition rules for a dragon's hoard, all the coins in the lair gathered together would probably weigh less than 300 pounds and fit inside a single chest. That's a lot of coin, but for the sake of appearances you're definitely going to want to throw in some bulky gilded art objects to fill out that treasure room!

CLIPPING AND COUNTERFEITING

Counterfeiting and coin clipping are problems faced by every kingdom in the Amethyst Sea basin. Hopefully the characters won't get involved in these schemes, but it's possible they'll be the victims of such crimes.

COIN CLIPPING

Clipping (or shaving) coins involves cutting thin strips off the edges of a coin. Clip enough coins and a person ends up with a decent pile of silver or gold shavings. Weighing the coins is the easiest way to prove they've been clipped, but a very fine clip might be tough to spot. Note that clipping coins is different from cutting coins into pieces, a common practice in some lands for making change when short on coins.

HOW TO CLIP COINS

Got a character who is ready to start clipping some coins? All they need is a file, blade, or fine pair of shears and a very steady hand. To clip a coin, the character makes a Dexterity check. The result of the check is the DC for an active or passive Wisdom (Perception) check to spot the clipping. The character only gets one shot at this. A bad clip can't be covered up, so they'd best be careful. It takes ten clips to get a full coin's worth of metal.

COUNTERFEITING COINS

Although ancient coins look crude, counterfeiting isn't as easy to pull off as one might think. It demands either the theft of an official die for striking the coins (a tricky proposition at best) or the creation of a counterfeit die, which demands a specialized set of skills. If the criminal overcomes these difficulties, there are two primary approaches to counterfeiting coins.

This first method is to use impure (and thus less expensive) metal to make the counterfeit coins. The result is a

coin that looks like the real thing, but isn't pure silver or gold. Coin weight is dependent on the metal used, so it's relatively easy to spot coins made from impure metal. All it takes to reveal the problem is a properly balanced scale.

Another technique is to strike coins in base metals and then plate them with precious metal. This is a less expensive means of counterfeiting, since it requires far less silver or gold. As with coins made from impure metal, a scale will reveal that the coins are counterfeit. Alternatively, a suspicious merchant may strike the coin with a chisel. This will split the plating of a counterfeit and reveal the true material below the surface.

HOW TO COUNTERFEIT COINS

If the characters want to start their own counterfeiting ring, here is what they need:

First, they'll need a sample of the coin they want to copy. Ideally, this will be a newly-minted coin with sharp features. If it isn't new, the check to make the die has disadvantage. Second, they'll need access to a set of Fine Engraver's Tools (20 sp) and the tool proficiency to use them. Third, they'll need the appropriate materials for making the die. Most dies are made from iron, so this shouldn't be too difficult. As long as they can find a blacksmith who won't be too chatty about their request for a die shaped piece of iron, they can pick one up for a few silver.

If these requirements are met, they can start working on the die. It takes 24 hours of work to make a counterfeit die. At the end of that time, the engraver makes a Dexterity (Fine Engraver's Tools) check. The result of this roll serves as the DC to notice that the coin is counterfeit based purely on appearance.

On a critical failure, the materials are destroyed and the die is useless. Assuming they didn't critically fail, if they're not happy with the results they can make a single attempt to fix the die. This takes an additional 8 hours and allows the character to re-roll the Dexterity (Fine Engraver's Tools) check. They must keep the new result. If they still aren't happy with the die, they'll have to start over from scratch.

Whenever a character tries to pass a counterfeit coin, the gamemaster should check the merchant's passive Wisdom (Perception) against the result

of the check to create the die used to strike the coin. There is always a chance, even without making an active check, that a merchant will immediately spot a counterfeit coin. Merchants used to dealing with counterfeits have advantage on this check (or +5 to their Passive Perception).

PUNISHMENT FOR CLIPPING OR COUNTERFEITING

The punishment for clipping or counterfeiting coins is the same in every kingdom and country surrounding the Amethyst Sea: death. Perpetrators are often burned at the stake, since hanging is considered too good for them. The most severe punishments for counterfeiting are found in the Free Kingdoms where guilty parties are dragged behind a strong horse until dead. Exceptions are never made. Counterfeiting and clipping can seriously debase the value of a kingdom's currency creating a major negative impact on its economy.

COINS OF THE REALMS

The following describes the different types of coins an adventurer is likely to encounter on their journeys. Most people refer to these coins by their names, not their material. An Agthorian merchant selling something that costs three copper pieces wouldn't say, "That's three copper pieces," but rather, they'd say, "That'll be three gates." The World of Aetaltis campaign setting uses the standard Fifth Edition convention of 10 coins of the lower denomination equaling 1 coin of the next higher denomination. This is true for all the coins listed here, although some special coins may have a greater value for story reasons. Any differences are included in the descriptions.



AGTHOR AND THE FREE KINGDOMS

The appearance of the coins minted in Agthor and the Free Kingdoms exactly match the coins used by the Alliance. Each coin has a distinctive front based on its value, and the back bears the image or mark of the ruler who ordered the coin's minting. Old Alliance coins are still accepted in markets throughout the Amethyst Sea basin.

- ♦ **Copper "gates"** show a representation of an Alliance world gate.
- ♦ **Silver "axes"** carry the image of a double-bladed axe.
- ♦ **Gold "horns"** bear the image of a bull's head.

The Alliance also minted a platinum coin (the "star"), which under the old standard would have been worth 10 horns, but the people of the Amethyst Sea don't have access to a ready supply of platinum today and there are few stars in circulation. Most surviving stars are melted down and used in jewelry or other art pieces. The star takes its name from the constellation of the bull which appears on its face. Incidentally, this constellation is not visible on Aetaltis. It is believed to represent a constellation from the sky of the atlan homeworld.

HALFLING DALELANDS

The coins of the Dalelands are minted in Gelendor by command of the ruling council. Each coin bears a distinctive image on the front and the date of minting on the back.

- ♦ **Copper "loaves"** have the image of a loaf of bread on them.
- ♦ **Silver "vines"** show a vineyard.
- ♦ **Gold "gelens"** bear the symbol of Gelendor: a golden plow.

The one Dalelander coin not in circulation are platinum "dragons." These coins are marked with the image of the Great Dragon Gellellynway. The Dalelanders haven't minted dragons since before the Age of Darkness. After the fall of the dwarven deep mines to the Dark Hordes, it cut off the supply of platinum to the surface. Platinum dragons are almost twice the size of a modern coin. They're worth quite a bit, around 50 gelens, primarily due to their desirability among Dalelander coin collectors.

CALLIOSAN CITY-STATES

No matter which city-state a coin is minted in, all Calliosan coins of the same denomination bear the same image on their fronts, but each city-state uses the back of the coin to display an exquisitely engraved representation of the minting city-state's current ruler. Despite the similarity of the coins, Calliosan coins are difficult to use outside of the state

where they were minted. Trade wars between the city-states are all too common, so many city-states have strict laws about using another city-state's coins inside their borders. Banks and merchants know this, so the fee for exchanging coins can rise as high as 40% depending on the state of the market.

- ♦ **Copper "caravels"** have the image of the common ship used by Calliosan merchants.
- ♦ **Silver "towers"** bear a representation of the legendary Tower of Alantra.
- ♦ **Gold "scales"** have the image of a set of merchant's scales.

DEEPLAND COINS

Deepland coins were minted by the dwarven kingdoms prior to the Age of Darkness. The dwarven kingdoms used only the purest ore, and as a result these coins are accepted almost anywhere in the region today. The markings on these coins can vary quite a bit, but in Agthor most of the Deepland coins in circulation came from the kingdoms below the Donarzhis Mountains. These depict a distinctive image on the front based on their value, and the back depicts the image of whichever dwarven High King sat on the throne when the coin was struck.

- ♦ **Copper "hammers"** have a smith's hammer stamped on the front.
- ♦ **Silver "anvils"** have the image of an anvil on them.
- ♦ **Gold "thrones"** depict the throne of the High King.
- ♦ **Platinum "fists"** carry the emblem (a raised fist) of the High King.

The difference in value between the coins is ten to one, just like their modern counterparts. Due to their unusual purity and rarity, however, they are worth twice as much as modern coins when spent or sold on the open market.

WASTELANDER KINGDOMS

Wastelander coins are marked not with realistic representations of places or objects, but rather with odd pictographs from the ancient form of the scythaan written language. The meaning of these pictographs is now lost, but by tradition the Wastelanders continue to use the symbols on their coins. Wastelander coins are also distinctive in that they have a hole in the center with a diameter equal to 1/3 the diameter of the entire coin. Since the names of the symbols are lost to time, the coins are simply referred to as scythaan golds, scythaan silvers, and scythaan coppers.

NEWARDINE EMPIRES

Newardine coins are marked with their denomination on the front in the Newardine alphabet and with the symbol of the emperor that minted the coins on the back.

- ♦ **Copper “Nemoks”** are the smallest denomination.
- ♦ **Silver “Kev Nemoks”** which translates to “10 Nemoks.”
- ♦ **Gold “Bel Nemoks”** which translates to “100 Nemoks.”

AGE OF MAGIC

Occasionally adventurers recover coins minted during the Age of Magic. Like the Deepland coins, these coins are made from metal of incredible purity, and thus they are accepted universally. Most Age of Magic coins were minted in fey mints, and they are identical on both sides.

- ♦ **Copper “lylyndrae”** have the image of an open eye.
- ♦ **Silver “silvysae”** bear the representation of a Great Oak.
- ♦ **Gold “allysae”** are marked with the image of Lensae.
- ♦ **Platinum “oryllae”** have the image of a fey woman’s face, although who she is remains a mystery.

The difference in value between the coins is ten to one, just like their modern counterparts. Like their Deepland coin counterparts, these coins are quite valuable, and may fetch up to three times the value of a similar modern coin, especially if sold to a collector.

MONEY CHANGING

Since coins throughout the region are based on the same standard, merchants in communities that rely heavily on cross-kingdom trade for their economy will often accept coins from other areas interchangeably. Outside of trading hubs, however, few people will accept coins that aren’t minted locally. Wise adventurers will make sure to trade in their foreign coins for the local tender before setting out into the countryside. Coins can be changed at banks, although merchants and tavern keepers will often partake in money changing if asked. If in a trading hub (a market town, a port city, or the like) the fee is typically 10% of the value for the exchange. Outside of these trade centers, one may end up paying 20%, 25%, or even 30% for the exchange.

GEMS

Gems, jewels, and precious stones are every bit as valuable and desired in Aetaltis as they are in our own world. The following table lists a variety of well-known gems and their values. The costs given represent a relatively small stone of the size and cut one might set into a comfortable quality ring. Costs rise very quickly (2-100 times the cost listed) for larger stones due to their rarity. The quality of the cut can also increase the value. See the rules for craftsmanship in the *World of Aetaltis: Player’s Guide* for details.

Gem	Cost
Diamond	65 sp
Ruby	58 sp
Emerald	13 sp
Sapphire	13 sp
Spinel	4 sp
Aquamarine	2 sp
Opal	1 sp
Amethyst	8 cp
Turquoise	8 cp
Peridot	8 cp
Agate	8 cp
Amber	7 cp
Lapis Lazuli	6 cp
Jade (common)	5 cp
Quartz	5 cp
Citrine	2 cp
Jasper	1 cp

INVESTMENTS

It is a common practice in the Amethyst Sea basin to accept cash business investments from third parties. The regularity of this practice varies by region, going from Callios, where it is a normal part of everyday life and deeply ingrained in the culture, to Malador, where investment for personal profit is frowned upon. The following is a simple system for handling investments in your game.

MAKING INVESTMENTS

A character may invest in any business you allow. There is no minimum or maximum amount a character can invest, but use common sense to limit the total investment allowed based on the size and type of business. After all, the character could give that small town cobbler 1000 sp, but there is only so much the cobbler can do with the money.

Traditionally, investments in Aetaltis are made on the first of the month. This is a practice instituted by the High

Temple of Zevras to help encourage universal rules of trade across the Amethyst Sea basin. Even if an investment is made mid-month, the funds are held until the first of the month and then inserted into the business as if invested on that day.

In most cases, both parties sign a contract. The business typically pays to have the contract drawn up and certified according to the local law.

RISK LEVEL

When a character expresses a desire to invest in a business, assign a level of risk to the investment.

- ♦ **Low Risk** These investments won't make a lot of money, but they're typically a better choice than putting the coins in a jar and burying it out in a field. Examples include your average farm, a tavern in a small town, a shop selling household items, or a mill.
- ♦ **Moderate Risk** These investments may pay off at a higher rate than a low-risk investment if they do well, but there's also a greater chance of losing money. These investments include transport businesses, businesses that cater specifically to adventurers, mining operations, and almost anything related to sea trade.
- ♦ **High Risk** There is a chance these investments will result in significant gain, but even more of a chance that they'll end in spectacular failure. These include efforts to open new trade routes, deep mining operations, anything associated with arcane magic or enchanted items, and adventuring companies.

INVESTMENT RESULTS

On the first of every game month, roll a d20 on the Investment Results table to determine how the business is doing and the change in the character's investment. Only funds that have been in place for at least a full game month are included when calculating results. A single roll is made for each business, regardless of how much the characters invested, how often they invested, or how many characters invested in it. The result is applied to the investments of all characters in that business.

- ♦ **Windfall** The business had a stellar month. This could mean the miners discovered a new gold vein, the king built a guard post next to the tavern, or the style of shoe the cobbler makes suddenly became fashionable. Roll once on the Investment Windfall table.
- ♦ **Growth** The business continues to grow. Maybe more people are starting to hear about that delicious meat pie they serve at the tavern, or perhaps a dwarven engineer at the mine figured out a faster way to transport ore to the waiting wagons. The characters' investments in this business increase by 10%.



GAMEMASTER GUIDANCE

TURNING INVESTMENTS INTO STORIES

The rules for investments make for a fun mini-game, but the real purpose is to act as a tool that connects the characters to the world.

Investments in the World of Aetaltis aren't faceless transactions made by professional brokers into businesses the characters know nothing about. An investment on Aetaltis involves two people sitting down and personally agreeing to a financial arrangement. The NPC business owner should have a name, a personality, a life, and their own dreams and desires. Whether they are a fast-talking con-artist or a naïve young person with a crazy dream, they should be a real person the players will remember and connect with in some fashion.

Once this connection is made, the next step is to deliver results wrapped in a story. If they invested in a crazy young person's dream of owning a tavern but it suffers a loss this month, don't just say, "You lose 10% of your investment." Have the young person explain apologetically that a local gang of ruffians came in and after drinking all night refused to pay their tab. They told the town constable who swears she'll talk to the gang's leader. If the next month the tavern makes a profit, tell the characters the constable managed to scare the gang off. If it suffers another loss, maybe the constable is on the take or she's just as afraid of the gang as the young tavernkeeper.

You can also use these descriptions of investment results to create the sense of a vibrant, living world. In these cases, your description is less of a personal tale about an NPC and more the story of the land the characters live in. Tales of war interfering with or improving a business's prospects, new laws passed by a recently enthroned leader, or stories of dramatic weather events in far-off lands all help to create the sense there is a real, living world that extends well beyond the borders of the land the characters are currently exploring.

INVESTMENT RESULTS

	Low Risk	Moderate Risk	High Risk
Windfall	20	19-20	16-20
Growth	16-19	14-18	13-15
Stagnant	3-15	8-13	NA
Loss	2-3	3-7	11-12
Disaster	1	1-2	1-10

INVESTMENT WINDFALL

Roll (d20)	Result
1-10	Better than average. +20% to investment.
11-15	Amazing. +25% to investment.
16-17	Stellar. +30% to investment.
18	Legendary. +50% to investment.
19	Accolades. The work the business is undertaking has garnered the attention of powerful and important people. As an investor in this business, the character shares in the positive attention the business earned. In addition, +50% to investment.
20	Expansion. The business does so well it opens a second operation. The character's investment is doubled with an equal amount now invested in each of the two operations. Treat these as two independent businesses of the same risk level going forward.

INVESTMENT DISASTER

Roll (d20)	Result
1-2	Calamity. The business suffers a calamity and, due to their investment, the characters are held responsible. The characters lose their entire investment and must undertake an adventure to resolve the new problem.
3-4	Out of Business. The business closes down. The characters lose their entire investment.
5-6	Catastrophic. -50% to investment.
7-8	Awful. -30% to investment.
9-10	Bad. -25% to investment.
11-20	Disappointing. -20% to investment.

- ♦ **Stagnant** The business did fine. Nothing bad happened but the business didn't have any notable successes. No change to the characters' investments.
- ♦ **Loss** Things aren't going well for the business. Maybe the spring rains are turning the roads to mud and slowing down shipments, or perhaps the local vintner just can't keep up with a tavern's demands. Whatever the reason, they lost money this month. The characters' investments are reduced by 10%.
- ♦ **Disaster** Disaster strikes! Something terrible has happened and the business has taken a terrible financial hit. Maybe the overeager miners broke through into a Deepland hall, or a drunk cook accidentally burned down the tavern's kitchen. Whatever the case, things are not going well. Roll once on the Investment Disaster table.



MAGIC ITEMS

Arcane magic items are a normal part of life in the lands surrounding the Amethyst Sea. Nearly everyone has seen or used a magic item at some point in their life, and a good number of people own a magic item of some kind. The wealthiest Aetaltans likely have multiple enchanted items among their belongings.

There are two types of magic items: divine and arcane. Divine items are created by clerics. These are made for and used by the servants of the Enaros to further the goals of the Enaros. They may be loaned to secular allies, but they are never sold.

Arcane magic items are another story. Created by arcane spellcasters, these items might be enchanted for personal use, as a service for a client, or simply to sell on the open market. For minor items, there are few if any restrictions on the sale, ownership, and use of such items. Arcane magic items are the focus of this section.

MAGIC ITEM CREATION

Most arcane magic items are created by specialist wizards known as enchanters. Enchanters are masters at imbuing mundane objects with magical power. In theory, any arcane spellcaster can learn the art of enchanting, but in practice, only a few are able to master the vagaries of this complicated science. Nearly all magic items are made by commission.

MAGIC SHOPS

Magic shops, that is shops that specialize in the sale of enchanted items, are relatively rare. They are the equivalent of a high-end, exclusive antique store here on Earth, and such shops are seldom found outside of large urban centers with a high concentration of wealth. They're also more common in places with a large population of wizards, such as Selentheia.

More often, however, enchanted items show up among the wares of common shopkeepers, most of whom are completely unaware of what they've got on their shelf. One may also encounter more savvy merchants who have a magic item or two hidden away in a special case they only pull out and show their most loyal customers.

The moral of the story is that buying and selling magic items isn't unusual in the World of Aetaltis setting, but at the same time, a character isn't going to pop down to the local magic store with a shopping list of magic items they want to pick up and go home with a bag of magic.

DESIGN INSIGHTS

MAGIC ITEM ECONOMY

Magic items are one of the things that make fantasy settings so much fun. There are a lot of questions surrounding the impact of these magic items on the technology and economy of a fantasy world without certain checks and balances. Aetaltis is designed to make magic items relatively common in your game, while at the same time having story elements that put a check on magic item production and proliferation.

The following are some of the story elements that help regulate the impact and commonality of magic items on or in the setting:

- ♦ **Cost of Enchanting** Enchanting is difficult, expensive, and time consuming. These factors put practical limits on how many items any one spellcaster can produce.
- ♦ **Rarity of Enchanters** Although any arcane spellcaster can learn how to enchant, it is a difficult skill to master. Very few arcane spellcasters are born with this talent and fewer still put in the time it takes to become experts. This naturally caps the number of skilled enchanters who can make new magic items quickly.
- ♦ **Danger of Spellcasting** Enchanting requires spellcasting, and every spell has the chance of catastrophic spell failure. This inherent danger means very few spellcasters will enchant items "just because they can," and there are better ways for spellcasters to make a living. There is also always the nagging worry that magic came from Endroren, so are you sure it's safe?
- ♦ **Laws** Many kingdoms and countries have laws that regulate the creation, sale, and ownership of magic items, especially anything of martial utility. Magic items are a powerful force, and if left unregulated could destabilize economies, turn the tides of battle, or lead to unpleasant cultural upheaval. So even if all the other factors didn't put checks on magic items, many leaders have an interest in making sure the power of magic remains under their control.

MAGIC ITEM PRICING

For quick pricing, follow the guidelines for the value of magic items described in the standard Fifth Edition rules, except reduce the cost by one denomination (gold to silver, platinum to gold, etc.) to bring them into line with the Aetaltis pricing system.

MAGICAL BAUBLES

Arcane magical baubles are the most common sort of magic item found on Aetaltis. They also represent the type of magic item a normal person might own. Some baubles have a limited utility, but most are curiosities created purely for entertainment or general enjoyment. Baubles are never

necessary items, and serve as luxuries in the lives of their owners.

The Magical Baubles table provides a list of sample baubles you can use in your game or to serve as inspiration for creating your own. Unless stated otherwise in the description, baubles do not require attunement.

MAGICAL BAUBLES

Item	Description	Cost	Weight
Animated Painting	This is a portrait where the subject is animated to appear alive. Their actions are simple, usually consisting of shifting their weight, blinking, and appearing to breathe.	5000 sp	50 lb.
Animated Tapestry	This looks exactly like a normal tapestry except that the figures on the tapestry are animated. The animation is typically quite simple, consisting of no more than a few repeated motions on the part of the tapestry's subjects.	8000 sp	200 lb.
Chilled Mug	This mug is always chilly to the touch and on humid days may even develop a thin coating of frost. Any beverage poured into the cup is automatically chilled to a refreshingly cold temperature.	50 sp	1.5 lb.
Cock of the Morn	This little rooster statue gives a raucous crow the moment the sun rises above the horizon.	250 sp	4 lb.
Compass of Love	When a willing person holds this elegantly decorated compass and concentrates, the needle points in the direction of the person who has the strongest romantic feelings for the individual holding the compass.	70 sp	—
Cup of Warmth	Any warm beverage placed in this cup will remain at the same temperature as long as it stays in the cup.	35 sp	1 lb.
Dancing Stars	When the box that holds the dancing stars is opened, a dozen tiny "stars" the size and brightness of fireflies leap out. They swoop about the space within 10 feet of the box, glittering, changing color, and flying about to form abstract patterns and shapes. When the box is closed or someone touches one of the stars, the stars wink out.	350 sp	5 lb.
Fairy Wing	This foot long device looks a bit like a dart crossed with a quill pen. When tossed, it trails sparkles in the air behind it that quickly fade away to the sound of tinkling chimes.	60 sp	1 lb.
Fire Finger	A thimble-like device that fits over the end of the index finger. When tapped on a hard surface it creates a small continuously burning flame, slightly weaker than a burning candle. When tapped again or removed, the flame goes out.	50 sp	—
Floating Candle Holder	When touched, this candle holder floats at chest height to the person who activated it. The candle follows the person, maintaining a distance of about 3 feet at all times. Anything that blocks or interferes with the candle causes it to stop floating and following, as does touching the holder a second time.	75 sp	1 lb.
Music Box	This is the same as a gearworked music box, but instead of using gears and other mechanisms to create the music, it uses magic.	550 sp	1 lb.
Pillow of Joyful Rest	Any person that sleeps for a full night on this lovely silk pillow awakens with a general feeling of comfort and joy.	120 sp	3 lb.
Quill of the Artisan Scribe	Anything written with this quill comes out as perfectly executed calligraphy.	25 sp	—
Singing Fish	A large mounted and taxidermized bass that animates and sings a folk song whenever someone comes within 5 feet of it. If everyone moves away, it stops singing.	90 sp	5 lb.
Sphere of Fortune	When a person places their hand on this crystal sphere and asks a yes or no question, clouds form within and take the shape of the symbols of Alantra for "Yes," Droth for "No," or Zevas for "Uncertain" before quickly fading away. The responses are completely random and not actual predictions.	50 sp	2 lb.



SELLING TREASURE

After clearing a warband of endrori out of a long forgotten Deepland hall, lucky characters will find themselves in possession of a trove of strange and wondrous treasures—but where do you sell a six-foot tall gold candelabra? And what do you do with that enchanted staff that once belonged to a powerful orc necromancer? In this section we offer advice on what to do when the characters return from the adventure loaded down with loot.

OUTFITTERS

Not only do outfitters, the specialist merchants that cater to adventurers, sell adventuring gear, but many will also buy the strange things adventurers come back with after their explorations. The outfitter typically buys at a steep discount and then ships the items to larger towns to sell at a profit. Selling loot to an outfitter means the adventurer won't need to interrupt their explorations with a long trip back to the

nearest large town, but outfitters won't pay anywhere near as much as a proper specialist merchant.

Outfitters typically pay 30% of list price for items characters bring in. This cut in price lets the outfitter take more risks and absorb the costs of shipping, which allows them to buy unusual items they're unlikely to resell locally.

SPECIALIST MERCHANTS

The best bet for getting top coin for treasure is to haul the items to a merchant that specializes in whatever it is the character is selling. Specialists purchase items at 50%-70% of list price depending on the rarity and quality of the item. Specialists are normally found in towns with a population of more than 5000 individuals. Very few communities smaller than this can support a specialist merchant.

The Specialist Merchants table lists some of the more common specialist merchants and what they're likely to buy.

SPECIALIST MERCHANTS

Merchant	Specialty	Examples
Alchemist	Potions and alchemical supplies	Potions, alchemical ingredients, alchemist's tools
Armorer	Mundane light armor	Leather, linethorax, gambesons
Artifician	Common rarity or low-powered magic items	Orbs of Aelos, magic baubles
Antiquarian	Mundane objects from past ages	Candlesticks, plates, furniture, personal effects
Bookseller	Non-magical paper products	Books, ledgers, scrolls, handbills, maps
Art Dealer	Art objects and decorative items	Statues, paintings, architectural elements
Clothier	Any item made from cloth	Clothing, fabric, carpets, tapestries
Jeweler	Any objects made from or containing precious metals and stones	Gems, jewelry, mundane objects made from or decorated with gems and precious metals
Money Changer	Ancient coins and unworked precious metals	Ancient coins, bars of precious metal, pure nuggets of precious metal
Occultist	Anything related to spells and spellcasting	Spell components, foci, spellbooks, scrolls, essence stones
Temple	Any objects of religious significance	Holy texts, relics, blessed items, religious icons
Weaponsmith	Mundane weapons used for self-defense	Dagger, quarterstaff, shortbow

QUESTIONABLE GOODS

Some of the goods the characters bring back may prove difficult to sell. Piles of weapons captured from a horde of endrori, the bloody armor stripped from a fallen foe, or the staff of a defeated necromancer are all items that will draw unpleasant attention if the character tries to sell them at the town market. These items require special care when disposing of them, otherwise the adventurer could end up in trouble with the local authorities, or worse!

MARTIAL WEAPONS AND ARMOR

In lands where the ownership of martial weapons and medium or heavy armor is strictly regulated by the government, which is the case in most lands around the Amethyst Sea, these items can't be sold to just anyone. They must be taken to the royal smith, the local military outpost, or a similar official outlet. Official outlets seldom pay more than 25% of list price for weapons and armor. In times of war or in lands ruled by less than honorable individuals, the authorities may choose to simply confiscate the items as property of the state.

There is also the issue of possessing equipment stripped from a dead person. The adventurer may be asked to prove that they came by the equipment fairly, especially if it shows battle wear or signs of blood. Was the equipment rightfully won in combat with a true enemy? Or are they the spoils of some nefarious act? Did the adventurer loot them from a grave? The characters should be ready to answer questions such as these.

In any case, a character who tries to sell martial weapons or medium and heavy armor will almost always garner the attention of the authorities. The character may not get arrested, but spies will certainly be assigned to them to determine if the character poses a security threat.

Alternatively, characters can sell medium or heavy armor and martial weapons on the black market. On the black market, such items can fetch 50% - 70% of the list price. Of course, the punishment for illegally trafficking in arms is lifetime imprisonment, banishment, or death, so it may not be worth the extra coin.

ENDRORI MADE ITEMS

Gear made by the endrori is difficult to sell, mainly because endrori craftsmanship is terrible so the equipment is seldom worth keeping. In addition, most commoners fear that the taint of darkness lingers on these items, and they won't have anything to do with them. There are some exceptions to this rule, but in general endrori loot isn't worth the effort it takes to haul it back to town.

POWERFUL MAGIC ITEMS

When a character wants to dispose of a powerful non-corrupted magic item, the best option is to offer it to the local ruler, high priest, or other person of importance as a gift. The recipient probably won't provide any payment for the item, but the good will such a gift generates is priceless. Friends in high places are valuable assets to any adventurer.

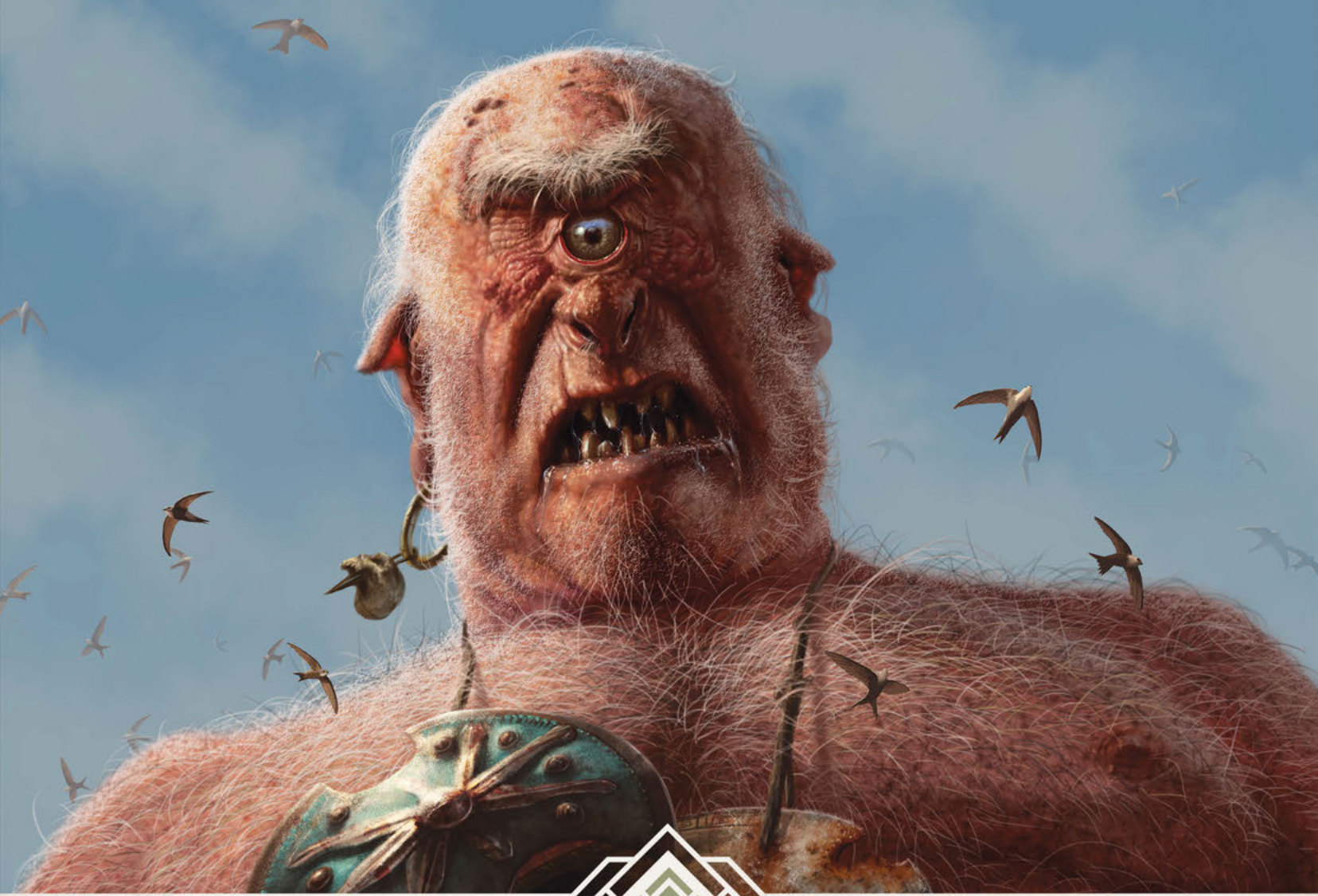
Of course, the character can simply sell the item if they like, but there are a couple problems with this plan. First, local rulers don't appreciate potential military assets being sold to the common folk. The sale of such items may be tightly regulated or even illegal, just like with martial weapons and armor.

A second danger is that putting these items on the open market may lead to them ending up in the wrong hands. Even if no one ever finds out it was the character's fault for selling it, the character will have to live with the personal guilt of whatever damage is done by the person who acquires the item in the future. Not only that, it's particularly frustrating to have your enemy use a weapon or device on you that you sold just a couple weeks back.

CURSED OR CORRUPTED ITEMS

Not surprisingly, it's tough to get rid of cursed or corrupted items. Objects that are cursed, corrupted, or even seem like they are corrupted are best turned over to a temple. The temples have clerics specially trained in the handling, cleansing, and destruction of such items. Again, the adventurers probably won't be paid, but temples are well-known for the favors and blessings they bestow on those who work for the good of the Enaros.





CHAPTER FIVE

MINIONS AND MONSTERS

THIS CHAPTER CONTAINS A COLLECTION OF MONSTERS AND NPCs FOR USE IN YOUR WORLD OF Aetaltis game. Some are Aetaltan versions of classic fantasy adversaries while others are new creatures, unique to the World of Aetaltis setting. We also review the standard Fifth Edition monster types (aberrations, constructs, oozes, etc.) and explain how they all fit into the Aetaltis campaign setting.

The new and reimagined monsters presented here include complete Fifth Edition rules and statistics. For classic monsters where the rules and statistics used in an Aetaltis game are the same as those presented in the official Fifth Edition products, we simply offer an explanation for how that monster fits into the game world.

MONSTER LISTINGS

The monsters in this chapter are organized into the following groups:

- ♦ **Endrori** These dark versions of the enari lineages were created by Endroren shortly before the Age of Darkness.
- ♦ **The Fallen** These are what members of the Alliance and enari lineages become when they are consumed by corruption.
- ♦ **Beastfolk** Beastfolk are the descendants of human-animal hybrids created by raw magic ejected from the world gates during the Cataclysm.
- ♦ **Other Monsters** This is a sampling of the many strange and dangerous monsters found in the World of Aetaltis campaign setting.
- ♦ **Fifth Edition Adversaries** This is a short list of classic Fifth Edition monsters with information about how they fit into the World of Aetaltis setting.
- ♦ **NPCs** Statistics for a host of NPCs, from merchants to shopkeepers, with which to populate the game world.

MONSTER TYPES

As per the Fifth Edition core rules, a monster's type speaks to its fundamental nature. Certain spells, magic items, class features, and other effects in the game interact in special ways with creatures of a particular type. For example, an arrow of dragon slaying deals extra damage not only to dragons but also other creatures of the dragon type, such as dragon turtles and wyverns.

The following entries provide additional context about the origins of the fourteen Fifth Edition monster types as they exist on Aetaltis and explain their roles in an Aetaltis game.

- ♦ **Aberrations** on Aetaltis are primarily creatures brought to and trapped by the Cataclysm. Plucked from distant planets, side dimensions, or other equally alien sources, they are clearly not products of the world as Aetaltans know it.
- ♦ **Beasts** are the same in an Aetaltis game as described in the Fifth Edition core rules.
- ♦ **Celestials** in an Aetaltis game are primarily agents of the Enaros and their avatars. In fact, the avatars themselves are of the celestial type.
- ♦ **Constructs** are the same in an Aetaltis game as described in the Fifth Edition core rules. The best-known examples of constructs on Aetaltis are the sentient

clockwork devices built in the legendary lost newardin gearworks.

- ♦ **Dragons** on Aetaltis are all descended from the lensari known as the Great Dragons, who are themselves of the dragon type.
- ♦ **Elementals** on Aetaltis are natural elements imbued with an essence form. The end result is a creature that is, by all practical measures, alive. Monsters of the elemental type with biological forms, such as djinns and efreet, are not native to Aetaltis. They are rare creatures or beings that came through the collapsing world gates during the Cataclysm.
- ♦ **Fey** as a monster type is not used in the Aetaltis universe. All creatures normally referred to as fey in other Fifth Edition products represent variations of the fey lineage, the same as elves and fairies. Treat any humanoid fey type monsters as humanoid (fey). See the section on Classic Fifth Edition Monsters for more information about fey on Aetaltis.
- ♦ **Fiends** in the Aetaltis game world are all tied to the power of darkness. Most fiends in an Aetaltis game are the creations of Endroren, although it's possible for creatures of darkness unaffiliated with Endroren to find their way to the world. The best-known examples of fiends on Aetaltis are the abomona. See the section on Classic Fifth Edition Monsters for more information about demons and devils on Aetaltis.
- ♦ **Giants** on Aetaltis are all descended from the lensari known as the Firstborn Giants, who are themselves of the giant type. The primary exception to this is Aetaltan ogres and trolls, both of which are humanoids in an Aetaltis game, not giants.
- ♦ **Humanoids** are the same as described in the Fifth Edition core rules. The most common humanoids on Aetaltis are the lineages available to player characters, the endrori, and the beastfolk.
- ♦ **Monstrosities** are the same in an Aetaltis game as in the Fifth Edition core rules.
- ♦ **Oozes** are the same in an Aetaltis game as in the Fifth Edition core rules.
- ♦ **Plants** are the same in an Aetaltis game as in the Fifth Edition core rules.
- ♦ **Undead** are the same in an Aetaltis game as in the Fifth Edition core rules. Note, however, that in the Aetaltis game the undead type covers both animated undead and bound undead. See the section on Classic Fifth Edition Monsters for more information about undead on Aetaltis.

TAGS

As per the Fifth Edition core rules, a monster might have one or more tags appended to its type in parentheses. The tags for Aetaltan versions of classic Fifth Edition monsters might differ from the tags normally applied in a Fifth Edition game. For example, a standard Fifth Edition orc has the humanoid (orc) type where the Aetaltan orc has the humanoid (endrori) type.

The parenthetical tags provide additional categorization for certain creatures. The tags have no rules of their own, but something in the game, such as a magic item, might refer to them. For instance, a spear that is especially effective at fighting the Fallen would work against any monster that has the fallen tag.

The following are a listing of both new tags used for Aetaltan monsters and information about how to handle traditional Fifth Edition tags that may create conflicts or confusion.

- ♦ **Abomonae** are the dark minions of Endroren created by the Dark Lord to carry out his will.
- ♦ **Beastfolk** is typically used with the humanoid type. This tag includes most of the half-animal humanoid lineages, including gnolls, kobolds, minotaurs, lizard-folk, and similarly hybridized creatures.
- ♦ **Bound** differentiates common animated undead from undead with a true spirit forcibly rebound to a dead body.
- ♦ **Corrupted** is used when a creature has changes, often dramatic, to its physical form and abilities due to corruption. Almost any creature type might become corrupted, so the corrupted tag could appear after a variety of types and in conjunction with other tags. Note that corrupted represents a regular monster altered by corruption, not a true creature of darkness like the endrori or the Fallen.
- ♦ **Dark** creatures are any creatures with spirits of pure darkness that don't fall neatly under one of the other tags used for Endroren's minions.
- ♦ **Demon and Devil** are not used in a World of Aetaltis campaign. When using demons or devils in an Aetaltis game, the more powerful should use the abomonae tag, while the weaker creatures are generally given the dark tag. See the Classic Fifth Edition Monsters section for more information.
- ♦ **Enari** are the lineages created by the Enaros to populate Aetaltis. These include the drothmals, dwarves, halflings, and scythaa, all of whom have the enari tag. The exception are the fey lineages—elves, fairies, and sprites—which use the fey tag.
- ♦ **Endrori** is applied to any of the warped versions of the enari created by Endroren. This includes orcs, goblins, trolls, pecks, ixits, skaah, and wraethdari.
- ♦ **Fallen** are humanoids whose spirit is fully consumed by darkness and corruption. When a being falls, any previous tags are replaced with the fallen tag.
- ♦ **Fey** is not a type in World of Aetaltis games, but rather a tag used with the humanoid type. The fey tag includes elves, fairies, gnomes, sprites, and most other creatures traditionally given the fey type in Fifth Edition products. Although rules for Aetaltan fey will be expanded in future World of Aetaltis products, when in doubt, treat weapons, magic items, and abilities that target the fey type as effective against humanoids with the fey tag in a World of Aetaltis game. See the Classic Fifth Edition Monsters section for more information.
- ♦ **Goblinoid** is not used in the World of Aetaltis campaign setting. Most Fifth Edition creatures tagged as goblinoid are either endrori, fey, or beastfolk in the Aetaltis setting.
- ♦ **Human, Cheebat, Newardin, or Orog** tags are used for the four Alliance lineages as appropriate.
- ♦ **Lensari** is used in conjunction with an appropriate type to represent the first creatures created by the Enaros. The two known examples of lensari are the Great Dragons and the Firstborn Giants, presented as Dragon (lensari) and Giant (lensari) respectively.

READING THE ENTRIES

The monster entries that follow are presented in the same format used in standard Fifth Edition products. They may include the following information that is unique to the World of Aetaltis campaign setting:

- ♦ **Corruption** This is the creature's current corruption score. See *Chapter 3: Secrets of Magic* for the rules for corruption.
- ♦ **Equipment** This is a listing of signature equipment the creature or NPC typically carries. These are notable items, not an extensive list of the equipment for the creature or NPC.
- ♦ **Essence Points** This gives the number of essence points the creature or NPC has available for spell-casting, as well as the rate at which it recovers essence points. If it is necessary to know a creature's essence points and they are not listed, assume it has the standard number for a creature of its hit dice as shown in the Essence Points by Hit Dice table.

- ♦ **Goodwill** This describes a boon the character may receive from an NPC by expending points of Goodwill.
- ♦ **Specializations** When making ability checks associated with the listed areas of knowledge, the creature or NPC has advantage. See *Chapter 2: Rules of the Game* for more information on Specializations.

ESSENCE POINTS BY HIT DICE

HD	EP	HD	EP
1	4	10	64
2	6	11-12	73
3	14	13-14	83
4	17	15-16	94
5	27	17	107
6	32	18	114
7	38	19	123
8	44	20	133
9	57	21+	+10/HD > 20



ENDRORI

The endrori—goblins, orcs, pecks, trolls, ixits, skaah, and wraethdari—are the primary antagonists in a typical World of Aetaltis game. They represent the single greatest threat to the people of Aetaltis, and stopping them is the reason many Aetaltans become adventurers. Each year more endrori appear in the world, in more diverse locations, and in larger numbers. This is a direct result of the failing of the wards that keep the endrori imprisoned in the Deeplands.

WHAT ARE THEY?

Endrori are evil versions of the enari. Endroren couldn't create true life on his own, so he captured enari, took them down into his hidden stronghold, and used them as templates to create evil copies. Each is a twisted parody of the traits that define each enari lineage. When an enari fights an endrori, they are literally at war with their own worst tendencies. Even the endrori cultures are nothing more than vile pantomimes of how the enari live.

Endrori are evil, without exception. Their very souls are just threads of Endroren's own vile core essence shaped into a mockery of a true spirit. They cannot be purified, they have no redeeming qualities, and they want one thing: the complete destruction of everything good on Aetaltis.

It is possible for characters to negotiate with intelligent endrori, typically by using intimidation and leveraging mar-

tial superiority. Agreements with endrori, however, never last, and are abandoned the moment the endrori sees an opportunity to double-cross the characters.

WHAT IS THEIR ROLE?

When the heroes battle the endrori, they know they are on the right side. There is no need to doubt the morality or ethics of the engagement, no questions about the nature of the enemy. When it comes to the endrori, the enemy is a cruel, relentless killing machine, and the only sure way to stop them is to destroy them.

You don't need to mess with this simplicity, and in most cases you shouldn't. The real world is terribly complicated, and sometimes it's nice to have things a bit more cut and dry on game night.

There are ways, however, to add more depth to endrori encounters if you desire it. One way is to mirror the less-than-heroic choices players make in the actions with endrori they encounter. For instance, if the players refused to show mercy to some bandits they fought and killed them all without a second thought, have them encounter a group of endrori behaving the same way. Create a scene that echoes back to their past choices, and challenge the players to think hard about what it means to be a hero.



IXIT

Ixits—the dark form of fairies—simply want to kill. That is their reason for being, their driving motivation in all things, and their only source of pleasure. It is hardwired into their biology, and it is an irresistible force to their tiny minds. It drives out all other sentient thought, and once they've chosen a victim they are relentless hunters. With each kill comes an ecstatic rush of pleasure that quickly fades, leaving them desperate to hunt and kill again.

COMBAT

Ixits are constantly in motion. Even after they've converged on their prey, they sweep around the victim like a whirlwind of death. Any ixit swarm not engaged with a target should use up its entire movement, even if they simply shift back and forth, swooping between one space and the next.

Ixit swarms start by targeting stragglers and those they perceive as weak. They engage more powerful opponents only if no other targets remain. They do not differentiate between animals, non-combatants, or intelligent foes. They're just as happy to kill the party's mule or torchbearer as they are the characters. If the swarm is reduced to half its hit points or less, it retreats, flying far up out of range, but still following the targets from a distance, waiting for a straggler or another chance to strike.

ECOLOGY

Ixits are always on the move. They do not sleep, they barely eat or drink, and they even copulate and give birth while in the air. Newborn ixits learn to fly at the moment of birth—or they die. If separated from their swarm, ixits have an uncanny ability to locate it, no matter the distance or amount of time since separation. Like all endrori, they avoid sunlight, and take shelter in caves, barns, or belfries, swooping and swirling in a cloud of bodies and blood throughout the day, emerging at sunset to hunt again.

SWARM OF IXITS

Medium swarm of Tiny humanoids (endrori), chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	3 (-4)	8 (-1)	10 (+0)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 120 ft., passive Perception 9

Languages None

Challenge 2 (450 XP)

Blood Frenzy The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Bloodsong Whenever the ixits reduce an enemy to 0 hit points, as a free action they raise their voices in their bloodsong. Any creature that can hear the song must make a DC 13 Wisdom saving throw. On a failed save, the creature is subject to the frightened condition until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the bloodsong for the next 24 hours.

Swarm The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny ixit. The swarm can't regain hit points or gain temporary hit points.

Sunlight Sensitivity While in sunlight, the ixit swarm has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Bite *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target.

Hit: 21 (6d6) piercing damage, or 10 (3d6) piercing damage if the swarm has half of its hit points or fewer.

GOBLIN

Goblins—the dark form of halflings—are ravenous fiends with insatiable appetites for the flesh of other sentient creatures. They rely on sheer numbers to bring down their prey, and they pursue their next meal with single-minded determination. Fortunately, they are cowardly, and scatter when faced with a more powerful opponent. They quickly regroup, however, calling on reinforcements if they can, and wait until their foe is weakened before launching another attack.

COMBAT

In combat, goblins prefer to focus on a single foe, reduce that target to 0 hit points, and then move on to their next victim. They start with the weakest opponents, hoping to quickly reduce the enemy's numbers. If they outnumber an opponent by at least 3 to 1, they'll often open with a grapple and use a move action to knock their target prone before they start attacking to injure. When leaderless, goblins fight with chaotic savagery. If under the control of a strong commander, they follow any orders they're given, adopting whatever fighting style their leader requires.

SOCIETY

Goblins prefer to live in networks of tunnels and small chambers burrowed into the ground. When in the Deep-lands, they seek out small passages and caverns that resemble such burrows. They live in tribes numbering 20 to 200 individuals and are ruled by a goblin chief who is strong enough to kill any goblin that challenges their rule. Most tribes have at least one goblin shaman. It is also common to find large numbers of goblins living in orc settlements as servants, slaves, or scavengers. Few goblins choose this life, but most are too cowardly to try to escape.

Although goblins can and will craft crude weapons, armor, clothing, and household items, they prefer to scavenge or steal what they need. They can farm and raise animals if given no other choice, but they prefer to hunt. They are dirty, with little to no concept of personal hygiene. They also love to build traps. Their traps aren't particularly elegant, but they're effective and often aim to inflict gruesome injuries.

GOBLIN

Small humanoid (endrori), chaotic evil

Armor Class 13 (leather)

Hit Points 7 (2d6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	9 (-1)	8 (-1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Endrori

Challenge 1/4 (50 XP)

Safety in Numbers Aetaltan goblins benefit greatly from the proximity of their allies. If the goblin has a number of conscious allies greater than half the number of adversaries, it has advantage on saving throws to resist fear and intimidation.

Sunlight Sensitivity While in sunlight, the goblin has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Nimble Escape The goblin may take the Disengage or Hide actions as a bonus action.

ACTIONS

Multiattack Goblins may make one attack with their bite, one attack with their dagger, or two claw attacks.

Bite Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Claw Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d2 + 2) slashing damage.

Dagger Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.



ORC

Orcs—the dark form of dwarves—are militant, brutal killers, intent on escaping the Deeplands so they can retake the surface world. They remain on a constant war footing, ready to march if a strong orc war chief or powerful wraethdari should call. Despite their savage demeanors, they are frighteningly well-organized and natural masters of battlefield warfare.

COMBAT

Although there is little finesse in an orc's fighting style, orcs fight strategically. They limit the number of fronts from which an enemy can attack, make use of cover whenever it is available, and harden their defenses if given time. If a foe retreats from battle, the orcs use the reprieve to further fortify their position or retreat to gather reinforcements and re-engage on a more favorable field of combat. They are willing to fight to the death if there is no way out or if their commander demands it, but they won't throw away their lives needlessly.

Pull out all the tricks you'd expect from a well-trained fighting force when orcs appear on the scene. Organize the orcs to create a shield wall to provide cover for archers firing from behind. Form a phalanx of orcs with interlocked shields and pole-arms that provide reach and an opportunity attack as the enemy advances on their position. Add additional ranks behind this phalanx that terrifyingly hold the line and fill the gaps, even as the players cut them down. Target spellcasters, focusing attacks on these dangerous foes with their area-of-effect spells, and make use of the help action to take down heavily armored enemies.

SOCIETY

Orcs live in permanent settlements ranging in size from tiny villages of 10 to 20 orcs to massive Deepland cities with populations in the thousands. The primary purposes of these settlements are to prepare and outfit the orcs for war and to supply the army once battle is engaged. When not on campaign, orc life is a mix of unforgiving training, grueling workloads, and endless military drills alternating with long nights of heavy drinking, raucous revelry, and bloody street fights.

Orcs are industrious workers, and the whole of their prodigious output goes to support the war effort, even if indirectly. They create little of beauty, but what they do build is brutally effective and highly durable. They are not inventive, but will quickly adopt and adapt the weapons, equipment, and tactics of enemies they encounter. Slave labor is a key component of orcish industry. Most slaves are goblins or weak orcs, but captives from the surface are highly prized.



ORC

Medium humanoid (endrori), chaotic evil

Armor Class 13 (leather)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Endrori

Challenge 1/2 (100 XP)

Relentless (Recharges after a Short or Long Rest) If the orc takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Sunlight Sensitivity While in sunlight, the orc has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Greataxe *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

PECK

Pecks—the dark form of sprites—want to hurt their prey, not just physically, but mentally, emotionally, and even spiritually. They are not physically strong, so they use guile, deception, and illusion to entrap their victims. When at last they strike, their goal is to inflict the most painful, tragic, and agonizing wound. If they can make the pain linger before it finally kills the foe, all the better.

COMBAT

Pecks create elaborate traps and schemes to lure their victims to their dooms. When the trap is sprung, pecks aim to cause as much pain as they can and make it last as long as possible. They prefer traps that inflict both physical and emotional pain. Examples include scenarios that force the victims to hurt one another, killing one victim slowly while the others watch helplessly, or chipping away at the victim's body and mind with repeated attacks over time.

Pecks are not strong combatants and they avoid direct conflict. When faced with imminent combat, they flee. Once they escape, they regroup and set a new trap for the same victims. They repeat this tactic until they've killed their targets or until more than half the family group is killed, in which case they give up and choose a new target.

SOCIETY

Pecks travel in family groups of 3 to 10 individuals. They seldomly remain in one place for long, moving when they've killed all their victims or grown bored of the local prey. Some family groups remain continuously cloaked in illusions, appearing as kindly nomadic travelers or a troupe of friendly entertainers. They only reveal their true forms when and if it enhances the horror of whatever trap they've sprung.

Pecks are known for their sick sense of humor, and their traps are often darkly comedic. Not only do they find their own jokes side-splittingly hilarious, but the deadly absurdity of the situations they create occasionally drive their victims mad, sweetening the experience for the pecks.

PECK

Small humanoid (endrori), chaotic evil

Armor Class 12

Hit Points 10 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	14 (+2)	12 (+1)	16 (+3)

Skills Deception +5, Performance +5, Persuasion +5

Senses darkvision 60 ft., passive Perception 11

Essence Points 14 (2/hour)

Languages Common, Endrori

Challenge 1 (200 XP)

Ambusher The peck has advantage on attack rolls against any creature it has surprised.

Innate Spellcasting The peck's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components or spellcasting roll:

At will: *minor illusion* (0 EP), *disguise self* (2 EP), *major image* (5 EP)

Sunlight Sensitivity While in sunlight, the peck has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Surprise Attack If the peck surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Dagger *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



SKAAH

Skaahs—the dark form of scythaas—are religious zealots who devote their lives to the glory of Endroren and his dark power. They are patient and calculating, but once they take to the wing they swoop down on the good people of the world with bloody determination, razing shrines and temples of the Enaros, slaughtering clergy, and bringing death and destruction to any that will not accept Endroren as their one true god.

COMBAT

Skaahs use battle as a means to an end. They won't enter battle without good reason, but once they do, they readily give their lives if doing so furthers their goals. There is always a commander among a wing of skaahs, and they follow this leader's orders without question. If the commander falls, another skaah immediately assumes the role.

Skaahs use fire to sow confusion and herd their enemies. They leverage their aerial view of the battlefield to entrap earthbound targets in dead ends, drive them over cliffs, or lure them into ambushes.

SOCIETY

Skaahs live in groups of 10 to 100 individuals. They prefer living high in the mountains where the winds allow them to fly with exceptional maneuverability. They have a matriarchal society and a high-priestess of Endroren (skaah cleric 9) holds the ultimate authority. Skaahs believe their matriarch speaks directly to Endroren, and they follow her dictates with unwavering obedience.

Skaahs may take prisoners if the person vows to worship Endroren and serve the skaahs. Those who submit are branded on the forehead with the symbol of Endroren and taken back to the skaahs' aerie. There the prisoner undergoes a brutal indoctrination and is forced to engage in acts that add to their Corruption.



SKAAH

Medium humanoid (endrori), chaotic evil

Armor Class 14 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Acrobatics +4, Perception +2

Senses darkvision 60 ft., passive Perception 12

Damage Resistances fire

Languages Endrori

Challenge 1/2 (100 XP)

Equipment Heel spikes that spark when clicked together.

Dive Attack If the skaah is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

ACTIONS

Mace Melee Weapon Attack: +3 to hit, reach 5 ft., one target.
Hit: 4 (1d6 + 1) bludgeoning damage.

Talon Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) slashing damage.

Shortbow with Fire Arrows Ranged Weapon Attack: +4 to hit,

range 80/320 ft., one target. **Hit:** 5 (1d6 + 2) piercing damage and 2 (1d4) fire damage.

Flammable Spittle (recharge 5-6) Ranged Weapon Attack: +4 to hit, range 30/100 ft., one target. **Hit:** A target that is hit with a skaah spit attack is coated with a sticky, viscous, highly flammable material. If the spittle comes into contact with flame, even briefly, it ignites. At the moment it ignites and at the end of each of the victim's turns, the victim takes 3 (1d6) fire damage. After the victim has suffered damage 5 times, the spittle is burned off and they take no additional damage. Additional hits of spittle will reset the burning but do not stack. Smothering by rolling, covering, or complete submersion extinguishes the flame, but water thrown on it will not. It takes a short rest to remove all unburned spittle from a victim.

TROLL

Trolls—the dark form of drothmals— want to smash things. They especially enjoy smashing living things. When something doesn't smash, they get angry. If it still won't smash, they fly into a berserk rage and smash everything around them. Once everything is smashed, they eat anything that seems edible. After a nap, they get up and wander around looking for more things to smash.

COMBAT

Trolls are berserk killers. Once they engage in combat, they always fight to the death. Unless commanded by a wraethdari or other powerful leader, they don't employ tactics of any kind. They target whichever enemy is making them angriest. If a target looks destroyed and stops moving, they leave it and move on to another target.

ECOLOGY

Most trolls are solitary creatures. They occupy isolated caves, shadowy ruins, or even the dark undersides of bridges. They behave more like ornery, sadistic animals than intelligent beings and use very little of their limited intelligence. They stay in one place until the area grows short on things to smash or eat, at which point they wander off to find greener pastures. They can and will use scavenged tools and may wear rags or hides as clothing, but rarely carry weapons.



TROLL

Large humanoid (endrori), chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Damage Immunities acid

Senses darkvision 60 ft., passive Perception 12

Languages Endrori

Challenge 6 (2300 XP)

Keen Smell The troll has advantage on Wisdom (Perception) checks that rely on smell.

Sunlight Sensitivity While in sunlight, the troll has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Regeneration The troll regains 10 hit points at the start of its turn. If the troll takes fire or lightning damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Revivification If, after a troll dies, at least 20% of its body remains intact, it can return to life. Every 24 hours the troll regenerates 10% of its body. When 100% of its body is restored, it returns to life with 1 hit point, at which point regeneration and healing begin. If more than one piece of a deceased troll accounts for 20% of its body, the troll revivifies from the largest piece

ACTIONS

Multiattack The troll makes three attacks: one with its bite or its acid vomit, and two with its claws.

Bite *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Acid Vomit (Recharge 6) The troll vomits acid into a 5 ft. by 5 ft. area adjacent to it. Each creature in the area must make a DC 13 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.

WRAETHDARI

Wraethdari—the dark form of elves—are the commanders of Endroren's Dark Hordes. They exist solely to gather and lead the endrori in attacks against the people of the surface world. Since the end of the Age of Shadow, the wards that sealed the Deeplands have prevented the wraethdari from organizing new invasions. In response, many wraethdari have turned their power and attention to finding ways to bring down the wards and reopen the ancient Deepland gates.

COMBAT

Wraethdari throw their endrori soldiers and animated shadows against enemies before engaging personally. This is not due to cowardice, but rather an understanding of how important it is that they stay alive to control their Dark Horde. If forced into direct combat, they prefer to fight from a mount, using a sword or other magic weapon to attack with their Life Drain action.

If reduced to half hit points or less, they retreat to a defensible position elsewhere on the battlefield, ideally by means of their Shadow Walk legendary action. If reduced to less than a quarter of their hit points, they attempt to quit the field of battle and retreat to their headquarters or lair, again, using their Shadow Walk legendary action if possible.

SOCIETY

Wraethdari have no friends, no allies, and no companions. All creatures fear them, and they achieve complete obedience through mental and emotional domination. They are unforgiving of failure, violent disciplinarians, and heartless commanders.

Most wraethdari live as a battlefield general might. They surround themselves with maps, orders, and battle plans, focused entirely on launching their next assault. When not in battle proper, they coordinate complex preparation campaigns which include everything from the manufacture of weapons to the conscription and training of soldiers.



Maintaining control over an endrori Dark Horde is no simple task, so they only form a true Horde when they have a plan of attack. The rest of the time they maintain a small squad of servants, slaves, and soldiers that aid the wraethdari in its war preparations. Of particular interest to the wraethdari at this time is to find a way to bring down the wards that keep the forces of Endroren trapped in the Deeplands.

WRAETHDARI

Medium humanoid (endrori), chaotic evil

Armor Class 17 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	16 (+3)	14 (+2)	20 (+5)

Saving Throws Con +9, Int +9, Wis +8

Skills Arcana +17, Insight +8, Perception +8

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 120 ft., passive Perception 18

Languages Common, Endrori, Feyen

Challenge 19 (22,000 XP)

Legendary Resistance (3/Day) If the wraethdari fails a saving throw, it can choose to succeed instead.

Dual Natured The wraethdari's primary state is simultaneously essential and physical. This allows them to target attacks at either primarily physical or primarily essential enemies.

Endrori Control Endrori must, without exception, follow the commands of wraethdari. The endrori will do whatever it takes to obey the wraethdari's orders, even suffering physical harm or risking death. When carrying out the orders, the endrori retain autonomy over how they execute the commands, unless the wraethdari has given specific instructions about how the task should be performed. If more than a week passes without the endrori seeing the wraethdari its hold over the endrori is broken, and they may abandon any outstanding orders if they wish.

Essence Sight Wraethdari see the Physical Plane and the Essential Plane simultaneously. They do not need to switch between these modes of sight.

Sunlight Sensitivity While in sunlight, the wraethdari has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Undying When a wraethdari is killed its body turns to shadow and dissipates. A year and a day later, it reforms at Endroren's side in the core of the world.

ACTIONS

Life Drain Melee Weapon Attack: +12 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. They can use this attack with a touch or with any magical melee weapon. The attack bonus and damage are the same either way.

Corrupting Touch (Recharge 5-6) Melee Spell Attack: +12 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) necrotic damage and 1 point of Corruption.

LEGENDARY ACTIONS

The wraethdari can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The wraethdari regains legendary actions at the start of its turn.

Animate Shadow (Costs 2 Actions) The wraethdari creates a **shadow** by bringing nearby shadows to life. The shadow remains in service to the wraethdari until the next sunrise, it is destroyed, or the wraethdari dismisses it. The wraethdari may have a number of active shadows equal to its Charisma modifier (minimum of 1).

Corrupting Touch The wraethdari uses its Corrupting Touch.

Shadow Walk The wraethdari uses shadows to move up to 20 miles in a single legendary action. The wraethdari must be in shadows or darkness when it begins its Shadow Walk, and it must have an unbroken line of shadows or darkness between the starting point and its destination. The wraethdari does not provoke opportunity attacks when it enters or exits the shadows, nor does it require familiarity with its destination. Anything the wraethdari is carrying or wearing moves with it, but it may not carry other living things.

THE FALLEN

The Fallen are what the good people of the world become when they allow the power of darkness to consume their souls. The process of the fall is itself a harrowing experience both physically and mentally, and few survive it. Those who do manage to live through the ordeal are transformed into bloodborn, creepers, darkholders, deathwalkers, leafbanes, nightshades, ogres, shadowmasks, tatterwings, or venomkin depending on their lineage.

WHAT ARE THEY?

The Fallen are the evil forms of the player character lineages. That is to say, the monsters described are what a person of each lineage will become when the essence that makes up their core essence is completely replaced by dark essence. This event triggers a profound physical and mental transformation leaving the person permanently changed by the experience.

The Fallen are not redeemable. Once they cross the threshold into darkness, they become creatures of pure evil just like the endrori. In some ways, the person they were dies during this process, consumed by the corruption they welcomed into their soul. All that is left is a cold echo of their old personality and appearance.

WHAT IS THEIR ROLE?

The Fallen represent another villain you can use in the game where there is no moral or ethical debate about whether

they should be destroyed or not. There is no path back to the light for the Fallen. The person that they were is gone, all the good in them is completely burned away, and what remains is a dark shadow of their past self.

Unlike the endrori, the Fallen are not confined to the Deeplands. They walk on the surface, albeit in shadow, sowing evil wherever they go. Even worse, many can infiltrate the societies of the good people of Aetaltis. There they chip away at society from within, weakening the very foundations of Aetaltan civilization and paving the way for the eventual return of the endrori.

The Fallen are also a fantastic way to bring back a long, lost character in a horrifying way. It's a powerful moment when an NPC or PC the characters knew, trusted, perhaps even fought beside, returns in a form completely bent on their destruction and without hope of rehabilitation. They face the unenviable choice of letting their old ally spread their evil or personally striking down someone they used to care about.

Finally, the Fallen are a palpable warning about the dangers of corruption. The lure of dark magic is tempting to players, and many think they are strong enough to resist or that just a little won't hurt. By introducing the Fallen you can remind them what lies at the end of the path they're traveling down.

BLOODBORN

Bloodborn—the fallen form of elves—hunger for life essence. They prefer victims who submit willingly to their power, but any source of blood will satisfy their desire. They're highly intelligent, and they're meticulous planners who take pains to keep their existence a secret from all but their loyal disciples.

COMBAT

Bloodborn rarely fight alone. Most surround themselves with a small army of guards, servants, and disciples. They throw these expendable minions against attackers while they cast spells from a safe distance. They also keep a few willing disciples within reach should they run low on essence points and need a refill.

SOCIETY

Bloodborn prefer to live in large towns and cities. They establish hidden lairs in these crowded, chaotic urban landscapes, and the large population provides them with a fertile hunting ground. Because of their regular influx of outsiders, port cities and market towns are the bloodborn's preferred turf, since people are unlikely to notice if an out-of-towner suddenly goes missing.

Upon their fall, bloodborn abandon their old elven preference for nature and natural things. Some adopt lavish, even hedonistic lifestyles, while others build elaborate labs where they perform fiendish arcane experiments. Many are quite wealthy, amassing considerable riches from the sale of valuables liberated from their victims and the tithes of their disciples.

BLOODBORN

Medium humanoid (fallen), chaotic evil

Armor Class 15 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)

Skills Arcana +6, Investigation +6, Perception +4, Stealth +5

Condition Immunities charmed, frightened, unconscious

Senses darkvision 60 ft., passive Perception 14

Essence Points 57 (7/hour)

Languages Common, Endrori

Challenge 5 (1800 XP)

Sunlight Sensitivity While in sunlight, the bloodborn has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting The bloodborn is a 9th-level arcane spellcaster. Its spellcasting ability is Intelligence (spellcasting checks +6, spell save DC 14). The bloodborn has the following spells prepared:

Cantrips (0 EP): *chill touch*, *mage hand*, *prestidigitation*

1st level (2 EP): *detect magic*, *expeditious retreat*, *magic missile*, *thunderwave*

2nd level (3 EP): *blindness/deafness*, *darkness*, *suggestion*

3rd level (5 EP): *animate dead*, *bestow curse*, *fear*

4th level (6 EP): *blight*, *confusion*

5th level (7 EP): *cloudkill*, *dominate person*

ACTIONS

Multiattack The bloodborn makes two attacks, only one of which can be a bite attack.

Unarmed Strike *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage. Instead of dealing damage, the bloodborn can grapple the target (escape DC 16).

Bite *Melee Weapon Attack:* +5 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the bloodborn, incapacitated, or restrained. *Hit:* 4 (1d4 + 2) piercing damage plus 7 (2d6) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its current essence points are reduced by the amount of necrotic damage taken. The bloodborn recovers the same number of essence points up to its maximum. If the creature is willing, the bloodborn gains double the number of essence points.



CREEPER

Creepers—the fallen form of halflings—are chronic hoarders. They are constantly creeping about looking for new additions for their collections, and if they decide they want a thing, they won't hesitate to kill for it. Their murderous tendencies aren't limited to valuables, either. They're as likely to kill someone for a worthless item as a valuable one.

COMBAT

Creepers like to fight on familiar ground, and whenever possible, they lead foes back to their nests. There they use the labyrinthine passages through their hoard to confuse and separate would-be attackers, most of whom will have to squeeze through since the passages are sized for small creatures. Their lairs and the approaches to them are also dotted with traps into which they attempt to lead pursuers. Additionally, creepers set traps on the run, dropping new ones any time they are out of the enemy's line of sight.

Creepers also set traps just for the fun of it. Long before a party encounters the creeper, they are likely to encounter its traps.

SOCIETY

Creepers lurk in sewers, back alleys, and collapsing ruins. They greedily collect all manner of mundane objects and oddities. Sometimes these collections are quite gruesome, including things like hundreds of severed fingers or stacks of dead rats. They nest in the midst of their hoard, even creating burrows and tunnels through it if they've acquired a large and diverse enough collection.

Most creepers are solitary, but they sometimes live in small groups of up to four or five individuals. Their preferred food is rotting organic material, especially corpses. For this reason, they are often found living near or in cemeteries. They are also known to follow crows, vultures, and ravens when seeking a meal, and are occasionally found at night creeping around bloody battlefields.



CREEPER

Small humanoid (fallen), chaotic evil

Armor Class 14 (leather)

Hit Points 13 (2d6 + 6)

Speed 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	10 (+0)	9 (-1)	9 (-1)

Skills Disable Device +5, Perception +1, Stealth +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, one cultural language

Challenge 1/2 (100 XP)

Keen Smell The creeper has advantage on Wisdom (Perception) checks that rely on smell.

Sunlight Sensitivity While in sunlight, the creeper has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Dagger Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 5 (1d4 + 3) piercing damage.

Improvise Mechanical Trap The creeper improvises a simple trap (**Detect** DC 10, **Disable** DC 10) on either a single target such as a door or chest or on a 5 ft. by 5 ft. space. Any creature that enters the space or interacts with the target takes 3 (1d6) piercing or slashing damage.



DARKHOLDER

Darkholders—the fallen form of dwarves—are only happy if they are working. Once they begin a task, they must finish it and will die before they let anyone interfere. They are both builders and destroyers, turning their talents to whatever best suits the needs of Endroren and his minions.

COMBAT

Darkholders never commit more of their number to a fight than necessary. Their goal is to allow the work to continue, only pulling more combatants off the task if it is clear they are needed. Once they decide combat is necessary to protect the work, they approach it as systematically as any of their projects. They quickly identify the greatest threats, isolate them, and eliminate them. They continue this process until the enemy is defeated or the darkholders are destroyed.

SOCIETY

Darkholders mimic the Deeplander culture only in a form drained of all passion. There is no righteous fury or grim determination; there is only mindless, heartless work, performed monotonously until the job is complete. They travel

DARKHOLDER

Medium humanoid (fallen), chaotic evil

Armor Class 16 (chain hauberk)

Hit Points 26 (4d8 + 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

Damage Resistances cold, poison

Condition Immunities charmed, exhaustion, paralyzed, poisoned, unconscious

Senses darkvision 120 ft., passive Perception 10

Languages Common, one cultural language

Challenge 1/2 (200 XP)

Darkholder Resilience The darkholder has advantage on saving throws against spells and illusions.

Sunlight Sensitivity While in sunlight, the darkholder has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

War Pick Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Heavy Crossbow Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Fortify The darkholder improvises a 5 ft. wide resilient defensive barrier (**AC** 16, **hp** 18) that provides half cover in one direction.

in groups of 5 to 50 individuals, never settling down but rather moving to wherever the work takes them.

The tasks the darkholders undertake are often highly complex and require skilled coordination. Most projects have a master darkholder that directs the other workers. They also have a full complement of support workers who engage in tool making, carting supplies, and any other task necessary to keep the job going.

One of the deadliest undertakings of the darkholders in recent years is their effort to open new entrances into the Deeplands. In the most worrying examples, darkholders enter the sewers of large cities and begin burrowing down. This could lead to a disastrous scenario where a Dark Horde is able to emerge in the midst of a major urban center.



DEATHWALKER

Deathwalkers—the fallen form of drothmals—are merciless engines of destruction who are only satisfied when every opponent, and perhaps a few of their allies, lie dead at their feet. They take particular pleasure in finding brutal ways to kill their foes, and the more powerful the enemy, the greater their joy at watching them die. They have no honor and no mercy. Enemies that surrender are summarily executed, and those that flee are chased down and slaughtered.

COMBAT

Deathwalkers fight every battle to the death. They favor tactics and terrain that allow them to corner enemies, blocking all avenues of retreat. Their combat style is brutal and direct. The only time they demonstrate creativity in their attacks is when striking finishing blows, opting for especially gruesome and shocking final strikes.

SOCIETY

Some deathwalkers are solitary wanderers, but most gather into warbands of 3 to 20 individuals. These warbands are led by the strongest, most accomplished warrior. Any deathwalker may challenge for leadership, which involves a bloody duel to the death. Those who manage to take command are typically difficult to remove from their position.

Deathwalkers hold a deep, burning hatred for drothmals. They view the Drothmalen Code as shackles they were

once forced to wear and believe that only by embracing darkness did they finally break free. As such, they see those that follow the Code as weak-minded cowards. They detest the Icewalker way of life, and think Icewalkers are fools for denying themselves the sweet pleasures the world offers.

Deathwalkers are one of the only fallen that actively recruit others to their path. They prey on young, rebellious, and frustrated drothmals by offering a life free from limits, rules, and most importantly, the Code. Most deathwalker warbands have at least a few drothmal initiates as members.

DEATHWALKER

Medium humanoid (fallen), chaotic evil

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	11 (+0)	10 (+0)	10 (+0)

Damage Resistances cold, poison, psychic

Condition Immunities exhaustion, frightened, stunned

Senses darkvision 60 ft., passive Perception 10

Languages Common, one cultural language

Challenge 3 (700 XP)

Ice Walking Deathwalkers have advantage on any checks to keep their footing while walking or climbing on icy or slippery surfaces.

Reckless At the start of its turn, the deathwalker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Relentless (5/day) If the deathwalker takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Sunlight Sensitivity While in sunlight, the deathwalker has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Greataxe Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 17 (2d12 + 4) slashing damage.

Bite Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) piercing damage. If the damage reduces the target to 0 hit points, the target immediately suffers one failed death saving throw.

LEAFBANE

The natural beauty of Aetaltis is an affront to leafbanes—the fallen form of sprites—who want to see it all turned to rot. Everything they once loved now repulses them, and the only way to ease their disgust is to destroy it. The greater the beauty and purity of a place, plant, or living creature the more desperately they feel the desire to turn it all to dust.

COMBAT

Leafbanes are not strong melee combatants and thus avoid direct conflict. When confronted, they attempt to flee, fighting only if cornered, and even then, only until they have a chance to turn invisible and escape. Their preferred targets are helpless or weakened foes, although especially pure or beautiful individuals are tempting targets.

SOCIETY

Leafbanes hunt beauty. From pristine forest glades to litters of playful puppies to bountiful farmland, they actively seek out that which is most beautiful in the world and destroy it. They feel a fleeting sense of satisfaction whenever they destroy a thing, but it quickly fades, sending them out on the hunt once more.

Many are solitary but some travel in groups of 2 to 4 individuals. They occasionally venture into settlements while on the hunt, where they are sometimes misidentified as emaciated sprites by the uninformed. Their paths are relatively easy to follow, since they can't resist spreading their blight as they travel.

LEAFBANE

Small humanoid (fallen), chaotic evil

Armor Class 13 (natural armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	10 (+0)

Skills Perception +6, Stealth +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, one cultural language

Challenge 1 (200 XP)

Blight Aura By sinking its fingers into the ground and concentrating for 1 minute, a leafbane can drain moisture and vitality from all the small plants, bushes, and young trees in a 15 ft. radius area around it. The process is gradual. Once completed, all the plants in the area retain their original shape but are transformed into ash. They crumble to dust if disturbed. Magical plants, mature trees, and plant type creatures are not affected by this ability.

Sunlight Sensitivity While in sunlight, the leafbane has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Blight Touch *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. The target must also make a DC 12 Constitution saving throw. On a failed save the target takes 18 (4d8) necrotic damage as

necromantic energy drains moisture and vitality from it, or half as much damage on a success. This attack has no effect on undead or constructs. If the target is a plant creature or a magical plant, it makes the saving throw with disadvantage, and on a failed save the attack deals maximum damage to it. If the target is a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies. Any creature or plant instantly killed by the attack is transformed into ash, retaining the shape of the target but crumbling to dust if touched or otherwise disturbed.

Invisibility The leafbane magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the leafbane wears or carries is invisible with it.



NIGHTSHADE

Nightshades—the fallen form of newardin—want to spread pestilence throughout the Amethyst Sea basin. Not satisfied with the diseases that already exist, they work night and day to develop new and more terrible plagues. They love to see the effect of their handiwork first-hand and often stay to watch the horrors their creations wreak upon the good people of the world.

COMBAT

The nightshade's best combat tactic is to flee. They are quite fragile, and their abilities are best used to slow enemies and deter pursuit. They are masterminds, not warriors, and if you're rolling for initiative the jig is likely up for them. The nightshade's lab, however, is a dangerous place to confront them. Break the wrong vial or jar and the party could find themselves splashed with an unstable alchemical formula or unleashing some horrific new plague the nightshade was saving for a special occasion.

Keep in mind that the challenge nightshades present to the players isn't in combat, but rather leading up to it. It's the race against time to find the nightshade before they can release their deadly viruses into the population that makes the nightshade a terrifying opponent. Not only that, they are devious, clever, and to the average non-newardin person, nearly indistinguishable from a newardin.

SOCIETY

Nightshades work alone, sequestering themselves in their labs doing experiments for days, weeks, or even months at a time. They only venture out to get supplies, collect samples, gather test subjects, or to release their diseases into the world. A few hire servants or assistants, but these hirelings have a high mortality rate.

The easiest time to catch a nightshade is after it releases a contagion. They love to watch as the disease takes hold and can't resist the temptation of standing beside one of their victims and watching them die. They are regularly spotted lurking nearby while their plague ravages a town, or crouching over a victim, smiling serenely as the poor soul gasps their last breath.



NIGHTSHADE

Medium humanoid (fallen), chaotic evil

Armor Class 12 (leather)

Hit Points 18 (4d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	18 (+4)	16 (+3)	12 (+1)

Skills Arcana +8, Medicine +8, Nature +8

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Common, one cultural language

Challenge 1/2 (100 XP)

Disease Immunity Nightshades are immune to all forms of disease, illness, and infection.

Innate Spellcasting The nightshade's innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells on itself, requiring no material components, essence points, or spellcasting roll:

At will: *contagion*

1/day: *expeditious retreat*, *longstrider*, *spider climb*

Sunlight Sensitivity While in sunlight, the nightshade has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Dagger *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.



OGRE

Ogres—the fallen form of orogs—are always looking for a reason to fight. They are aggressive, cruel, and violent in all situations, and they especially enjoy breaking the bones of their foes. They often pass themselves off as orogs to work as mercenaries, only revealing their true nature in the heat of combat when they begin attacking everything and anyone around them.

COMBAT

Ogres charge straight into battle. They'll often target spellcasters first, since mind controlling magic is one of the only things they fear. Their second targets are always commanders. They'll make a straight-line push toward princes, nobles, kings, generals, or anyone giving orders. Their goal is to strike them down and crush them in front of their troops.

SOCIETY

If an ogre is relatively intelligent, it will try to pass itself off as an orog. These individuals may join mercenary companies or bandit gangs in the hope of seeing mass combat. There is little these individuals relish more than the bloody chaos of the battlefield. Assuming they don't go berserk during the fight, they might remain undiscovered for quite some time. While carrying out their ruse, they will also attempt to corrupt any orogs in the company or gang.

OGRE

Large humanoid (fallen), chaotic evil

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	9 (-1)	7 (-2)	7 (-2)

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 8

Languages Common, one cultural language

Challenge 3 (700 XP)

Berserk Whenever the ogre starts its turn with 25 hit points or fewer, roll a d6. On a 6, the ogre goes berserk. On each of its turns while berserk, the ogre attacks the nearest creature it can see. If no creature is near enough to move to and attack, the ogre attacks an object, with preference for an object smaller than itself. Once the ogre goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Reckless At the start of its turn, the ogre can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Stability Ogres have advantage on ability checks to resist shoves and trips, and on ability checks and saving throws to remain standing on unstable surfaces.

Sunlight Sensitivity While in sunlight, the ogre has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack The ogre makes two greatclub attacks.

Greatclub Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 14 (2d8 + 5) bludgeoning damage, two-handed.

Ogres of lesser intelligence often end up living like animals. They may descend into the Deeplands or occupy caves or ruins. They are filthy and primitive, and are seldom mistaken for orogs.

All ogres have a desire to eat human flesh, a weakness that will occasionally unmask an ogre masquerading as an orog when they fail to resist their hunger.

SHADOWMASK

Shadowmasks—the fallen form of humans—want to watch people destroy themselves. They tempt, lure, persuade, and cajole their targets into making irreparable mistakes and tragic decisions, all of which invariably end in disaster. They use a mix of magic, otherworldly charm, deception, and an innate understanding of what makes people tick to ensure the absolute worst possible outcome for their victim.

COMBAT

Shadowmasks are effective fighters, but they'd much rather have someone else do the fighting for them. Most have an entourage of sycophantic followers who will happily give their lives on behalf of the shadowmask. They also relish the opportunity to turn friends and allies against one another, whether by clever trickery or by magic. If things look dire and they can't escape, they try to deceive the enemy, claiming they aren't actually shadowmasks at all.

SOCIETY

Shadowmasks are found everywhere there are people. They prefer to live in towns and cities where they have a larger and richer selection of targets, but they won't hesitate to target people in smaller settlements or even a solitary person. Phys-

ically, shadowmasks are completely indistinguishable from a highly charismatic human.

Most shadowmasks are wealthy, thanks in part to the many gifts they receive from their victims. Of course, they seldom have to pay for things anyhow, since it takes them little effort to find some gullible mark to cover their expenses. Perhaps their greatest weakness is a tendency toward hedonism, but they can usually keep this vice under control if they must.

Unless they actively prevent it, shadowmasks inevitably attract an entourage of suitors, hangers-on, and groupies. Some of these may become victims, but most they use as sources of wealth, service, pleasure, and information. If faced with combat, the entourage also makes for fine cannon fodder to cover the shadowmask's escape.

Shadowmasks most often reveal themselves during the climactic destruction of their victim. They are always present when the moment of final destruction comes and find it difficult to hide their delight. The experience is literally intoxicating to them.



SHADOWMASK

Medium humanoid (fallen), chaotic evil

Armor Class 12 (leather)

Hit Points 49 (9d8 + 9)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	13 (+1)	14 (+2)	16 (+3)	19 (+4)

Skills Deception +8, Performance +8, Persuasion +8, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, one cultural language

Challenge 1 (200 XP)

Innate Spellcasting The shadowmask's innate spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components, essence points, or spellcasting roll:

At will: *command*, *detect thoughts*

3/day each: *charm person*, *disguise self*, *enthrall*

1/day each: *suggestion*

Language Mimicry Shadowmasks can understand and speak the known languages of anyone they can see and hear.

Sunlight Sensitivity While in sunlight, the shadowmask has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Rapier Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 5 (1d8 + 1) piercing damage.

Hand Crossbow Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. **Hit:** 4 (1d6 + 1) piercing damage.



TATTERWING

Tatterwings—the insectoid fallen form of fairies—seek to infest the world with swarms of stinging, biting, and plague-carrying insects. They use their powers to gather insects into massive swarms that they set loose upon the good people of the world. The tatterwings are bolstered by their swarms in combat, but they prefer to use them to devastate crops, spread disease, or cause misery and madness.

COMBAT

Most tatterwings have one or more swarms at their command at all times. This is represented in the game by their Summon Swarm ability. They use this power the moment combat begins and may spend multiple turns summoning swarms if the enemy seems especially strong. They use their flight to remain out of the enemy's reach, targeting with their shortbow foes against whom they can use their Opportunist ability.

SOCIETY

Tatterwings are relatively intelligent, and they use stealth to avoid physical conflict. Alternatively, they are known to make deals with more powerful allies such as other fallen,

TATTERWING

Tiny humanoid (fallen), chaotic evil

Armor Class 14 (natural armor)

Hit Points 17 (5d4 + 5)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 11

Languages Common, one cultural language

Challenge 2 (450 XP)

Opportunist The tatterwing has advantage on attacks against any enemy in the same space as one of its swarms.

Sunlight Sensitivity While in sunlight, the tatterwing has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Summon Insect Swarm (3/day) Three times each day the tatterwing can summon a **swarm of insects** as an action. As a bonus action, the tatterwing can command the swarms. The swarms serve the tatterwing faithfully for 24 hours or until the swarm is destroyed.

Tiny Spear Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Tiny Shortbow Ranged Weapon Attack: +5 to hit, range 40/160 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

individuals with loose morals, or even endrori. They agree to use their powers on behalf of the ally in exchange for physical defense.

Fairies hate tatterwings, and the tatterwings know it. The tatterwings go out of their way to taunt and harass fairies to the point of recklessness. They're even known to disguise themselves as fairies and then commit crimes and generally sow chaos as a way to make life difficult for any actual fairies living in the area.



VENOMKIN

Venomkin are the fallen form of the scythaa. They are dark assassins who seek to destabilize the kingdoms, religious institutions, and military forces of the Amethyst Sea basin by eliminating their leaders. They strike at night: unseen, unheard, and always operating alone.

COMBAT

The venomkin's best chance of winning a fight is ending it with the first strike. They set up ambushes to gain surprise, and they avoid confrontations in the open. They always enjoy killing, but if a person isn't their target they feel no need to fight to the death. They happily leap and climb away, disappearing into the shadows at the first opportunity.

Although formidable warriors, the challenge to the party when fighting venomkin is not in the thrust and parry of melee, but rather in stopping the venomkin from killing their victim and preventing them from escaping afterward.

SOCIETY

Venomkin always operate alone and they confide in no one. This makes it exceptionally difficult to uncover their plans in advance of an attack. They can pass as scythaa, especially in areas where scythaa are uncommon. They will also masquerade as members of the shakdar, a guild of honorable Wastelander assassins.

VENOMKIN

Medium humanoid (fallen), chaotic evil

Armor Class 14 (leather)

Hit Points 38 (7d8 + 7)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	11 (+0)	12 (+1)	10 (+0)

Skills Stealth +7

Senses darkvision 60 ft., passive Perception 11

Languages Common, one cultural language

Challenge 4 (1100 XP)

Assassinate During its first turn, the venomkin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the venomkin scores against a surprised creature is a critical hit.

Leaping Venomkin can leap 30 feet across or 15 feet up with or without a running start.

Prehensile Tail Venomkin have long, flexible tails they can use to carry and manipulate objects. Venomkin often use their tail to wield a third weapon in combat, typically a dagger.

Sneak Attack Once per turn, the venomkin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the venomkin that isn't incapacitated and the venomkin doesn't have disadvantage on the attack roll.

Sunlight Sensitivity While in sunlight, the venomkin has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack The venomkin makes three melee attacks: two with either its claws, scimitar, or talons, and one attack with the dagger held in its tail or its bite.

Scimitar Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Claw, Dagger, or Talon Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Poison Bite Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. The target is also injected with **venomkin** toxin (see Poisons in **Chapter 2: Rules of the Game**).

BEASTFOLK

Beastfolk are the product of the chaos magic that exploded out of the world gates during the Cataclysm. When the magic wrapped itself around living creatures, it sometimes blended them together into something completely new. This resulted in a variety of half-animal hybrids. Those that survived their ordeal often found one another after the Cataclysm and joined together for security. Their descendants are the beastfolk found on Aetaltis today.

WHAT ARE THEY?

Most half-animal hybrid monsters in the World of Aetaltis campaign setting are beastfolk. Their ancestors were created by the Cataclysm and as these mutated survivors found one another, they interbred, creating separate populations of the classic human-animal hybrids commonly found in Fifth Edition settings. These include the monsters described here, such as gnolls, kobolds, lizardfolk, and ratfolk, as well as classic fantasy monsters such as minotaurs, centaurs, and satyrs.

Early on, beastfolk congregated with those having similar traits. Over time this led to the clearly defined beastfolk lineages we see today. Interbreeding between different types of beastfolk to create new forms is theoretically possible, but extremely uncommon and quite unlikely to result in a viable birth.

Thanks to a combination of their outcast status after the Cataclysm, animalistic instincts that put them at odds with people of the enari and Alliance lineages, and a general tendency toward isolationism, the beastfolk live apart from the rest of the world. They are found primarily in the wilds of Aetaltis, living primitive lives far from the settlements of the “civilized” folk.

WHAT IS THEIR ROLE?

The beastfolk present the players with a moral conundrum. On the one hand, they are extremely dangerous. After centuries of mistreatment by the outside world, many are violent by necessity, attacking first and asking questions later to ensure their own safety. Other beastfolk exhibit as much, or in some cases more, of their animal traits than their non-animal traits, making their minds and motivations seem alien and even savage. Still others simply lack the mental capacity to fully understand the consequences of their actions, leading to aberrant behavior.

On the other hand, most beastfolk are not actually evil. They may behave in evil ways, just as the people of any lineage might, but they aren't like the endrori or the Fallen. Some are quite intelligent and reasonable, and they don't have to be enemies. With careful negotiation, they might even become allies.

Use the beastfolk as a tool to play out stories involving ethical and moral dilemmas. Maybe the local tribe of kobolds really are killing travelers along the main road, but what happens when the players discover the local forester tried to have them exterminated to pave the way for a new mining operation? Or perhaps a pack of gnolls are killing the farmers' livestock, but what do the players do when they learn it's because the influx of settlers has decimated populations of wild game the gnolls have hunted for decades?

Beastfolk are also a fun way to explore truly alien thinking in your game. Whether dealing with lizardfolk who struggle to understand why hunting humans is any different from hunting deer, or ratfolk that don't have the empathy to recognize why taking food from the starving villagers is wrong, you can create interesting challenges that explore interactions with intelligent beings that just aren't like us.



GNOLL

Gnolls viciously protect the people and things they care about. They are highly territorial, and react violently if threatened. They kill without hesitation, but they are just as happy to drive off anyone they view as a threat. If on the hunt for a meal, however, they aggressively pursue fleeing enemies.

COMBAT

Gnolls use many of the same tactics as wolves. They work together, staying close to gain advantage from their Pack Tactics. If they split up, it is to drive prey into a trap where the rest of the pack waits in ambush. Should an enemy demonstrate clear combat superiority, they retreat, although it may take a fair amount of fighting before the gnoll realizes the enemy is superior.

SOCIETY

Gnolls live in packs of 5 to 30 individuals. They are led by the strongest gnoll in the pack, usually a grizzled, silver-furred veteran bearing the scars of many battles. At least 3/4 of the pack are able warriors, with the other quarter consisting of one or two elderly gnolls and a handful of pups.

Gnolls typically occupy caves and ruins. They can construct simple craft items, but more often they scavenge tools, armor, and weapons from defeated enemies. Some gnoll packs have developed metal working skills, but it is an uncommon ability.

Gnolls are carnivores. They commonly feed on deer, elk, and similar large mammals. They're also known to kill sheep, cows, and other domestic animals. Although they don't usually eat people, primarily because people are dangerous game, they have no problem with doing so.



GNOLL

Medium humanoid (beastfolk), chaotic neutral

Armor Class 15 (chain shirt, shield)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	11 (+0)	8 (-1)	10 (+0)	10 (+0)

Skills Intimidation +4, Perception +4

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 1/2 (100 XP)

Keen Hearing and Smell The gnoll has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics The gnoll has advantage on attack rolls against a creature if at least one of the gnolls' allies is within 5 feet of the creature and the ally isn't incapacitated.

Rampage When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage.

Spear Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow Ranged Weapon Attack: +2 to hit, range 150/600 ft., one target. **Hit:** 4 (1d8) piercing damage.

KOBOLD

A kobold's primary desire is to please the dragons they worship as gods. They believe that only by appeasing their dragon gods can they achieve peace and prosperity. If they have not already found a dragon to worship, they are seekers, wandering the land searching for a dragon to whom they may pledge their loyalty.

COMBAT

Kobolds try to drive off enemies using barrages of sling bullets that they loose from the safety of cover. If the enemy closes, they attempt to fall back to continue their attacks at range. During melee, they work together in squads of four kobolds, maintaining close proximity to retain their Pack Tactics advantage.

SOCIETY

Kobolds live in groups of 20 to 100 individuals. They make their homes underground, preferring natural caverns to worked stone tunnels. They craft their own tools, clothing, pottery, weapons, and armor, and some even master more advanced crafts such as glassmaking.

Each family group in the settlement has a large tent. These are more about providing personal space and privacy than protection from the elements, since there is little need for such shelter underground. A typical family group consists of 4 to 8 individuals ranging in age from infants to the elderly.

Kobolds have farms and are adept at cultivating a wide variety of Deepland fungi. They also have domesticated animals of the same varieties as surface dwelling folk, especially pigs. Kobolds also enjoy Deepland hunting, and will supplement their diet of fungi and pork with fresh meat from these hunts.

Kobolds believe they are direct descendants of an ancient coupling between a great dragon in halfling form and a halfling. From this legend they've built an entire religion around the worship of dragons. Great dragons are held in the highest honor, although common dragons are also considered divine.

The dragons for their part have done little to try to convince the kobolds otherwise, in part because the kobolds' worship is beneficial to dragons. It is not uncommon to find kobold settlements near dragons' lairs, with the kobolds acting as servants and sentries for their draconic "deity." Kobolds lacking a live dragon to serve often worship dragon idols or dragon relics.

KOBOLD

Small humanoid (beastfolk), lawful neutral

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8

Languages Kobold

Challenge 1/8 (25 XP)

Pack Tactics The kobold has advantage on attack rolls against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Dagger Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 4 (1d4 + 2) piercing damage.

Sling Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. **Hit:** 4 (1d4 + 2) bludgeoning damage.





LIZARDFOLK

Lizardfolk are brutish and primitive creatures that find pleasure in physical domination. Although they are happy to kill an enemy, submission is all they truly desire. Every interaction with the lizardfolk begins with a physical challenge which allows the lizardfolk to establish their physical dominance over anyone they meet.

COMBAT

The lizardfolk's favorite combat maneuver is to bite a foe, which, on a successful attack, allows an automatic grapple. On their next turn, they drag their victim under the water using a move action and attempt to hold them under until they pass out or drown.

Lizardfolk prefer to fight their foes 1-on-1. They only team up against an enemy if there are not enough targets for each lizardfolk to have their own foe, or if a target seems especially powerful. If it appears their foe is losing, they will demand submission.

Foes who submit to the lizardfolk are allowed to live, although the lizardfolk often take a trophy or prize, typically a weapon, piece of armor, or unnecessary appendage like an ear. Foes who refuse to submit or who submit but attack again afterward, are killed without mercy.

SOCIETY

Lizardfolk are swamp dwellers. They prefer warm climates, but plenty of lizardfolk make their homes in the marshes and wetlands of the northern Amethyst Sea basin. They

LIZARDFOLK

Medium humanoid (beastfolk), neutral

Armor Class 15 (natural armor, shield)

Hit Points 37 (5d8 + 15)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	8 (-1)	9 (-1)	10 (+0)

Skills Intimidation +4, Stealth +4, Survival +3

Senses passive Perception 9

Languages Lizardfolk

Challenge 1 (200 XP)

Hold Breath A lizardfolk can hold their breath for up to 2 hours.

ACTIONS

Multiattack A lizardfolk may make two melee attacks, each one with a different weapon.

Bite *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 7 (1d8 + 3) piercing damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the lizardfolk can't attack any targets other than the grappled individual.

Heavy Club *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Javelin *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Spiked Shield *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

gather in tribes of 20 to 100 individuals and are led by a powerful chieftain or warlord.

When eggs are laid, they are incubated communally, so the lizardfolk never know who their parents are. Instead, they see the entire tribe as their family, and the chieftain or warlord as their parent. Life within this "family," however, is quite brutal, since one's place and importance in the tribe is determined through physical domination challenges. Most of these challenges do not lead to mortal wounds, but sometimes the conflict gets out of hand and a lizardfolk is killed.

Lizardfolk are hunter gatherers. They can craft primitive tools, weapons, and armor from stone, wood, bone, horn, and hides. Very few tribes know how to work metal, although they may have metal items scavenged from their victims.

RATFOLK

Ratfolk aren't much different from the rats that gave them their bestial side. They eat, breed, sleep, and survive, but that is the full extent of their purpose. They are not wicked or vindictive, but they also lack compassion and empathy.

COMBAT

Like rats, ratfolk would rather avoid combat, but they will fight if that is what it takes to survive. Although they don't talk or coordinate their attacks in any detectable fashion, they seem to have an innate sense of how to cooperate for the best strategic outcome. Most often, they rely on overwhelming numbers, sending wave after wave of attackers against whatever threat they face. This is the true threat of the ratfolk: not the individual attacks, but the never-ending stream of enemies that slowly wear the characters down.

ECOLOGY

Ratfolk live in groups of 25 to 500 individuals. They craft only rudimentary tools, weapons, and armor, and even struggle to use scavenged items effectively. They truly fall into that tragic place of being too smart to be animals but not smart enough to be considered true people. Every now and then they show a glimmer of culture, but too often it is little more than a memory from whatever humanoid lineage their ancestors arose from.

Ratfolk are uncomfortably unempathetic. As an example, they fight to the death to defend their young, but if those young should die they discard them like waste or even eat the bodies if they are hungry. They simply lack the capacity for true emotion, reacting but not feeling. For instance, ratfolk feel agitation but not anger, or pleasure but not joy.

Ratfolk are found living in the same sorts of places as rats. They regularly infest sewers, a serious problem since their nests can block drainage systems and cause flooding. Ruins, especially those within an occupied settlement, are also ripe for ratfolk infestation.

Once they take hold in an area, they are extremely difficult to eradicate. They are intelligent enough to dodge detection, bypass traps, and avoid poisoned bait. They get into everything, since they have opposable thumbs and enough intelligence to use them. Due to their mixed species origin, ratfolk are known to act as carriers for diseases that are directly transmissible to people of Alliance and enari lineages.

RATFOLK

Small humanoid (beastfolk), chaotic neutral

Armor Class 13

Hit Points 7 (2d6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	10 (+0)	8 (-1)	7 (-2)	8 (-1)

Skills Stealth +5

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1/4 (50 XP)

Agile Squeezing When squeezing through a space the size of a tiny creature, ratfolk suffer none of the negative effects normally applied to a creature that is squeezing.

Disease and Poison Resistance Ratfolk have advantage on checks to resist both contraction and the effects of poison and disease.

ACTIONS

Bite Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) piercing damage.



OTHER MONSTERS

Aetaltis is home to a host of strange and dangerous creatures you can draw on to create challenging encounters in your game. The following is a sample of the unique monsters found in the World of Aetaltis campaign setting.



CRYPT BEETLE

Crypt beetles are osteovores, meaning they primarily eat bones. This leads them to infest graveyards, crypts, and mausoleums. Although they can subsist on bones of any age or condition, they prefer them fresh. They normally limit their predation to recently dead or incapacitated victims, but if a crypt beetle is hungry enough it will attack anything with a skeleton.

COMBAT

The crypt beetles adventurers encounter are usually extremely hungry. Often, they've been stuck in ancient crypts or sealed up sarcophagi for years, and the characters will look and smell delicious. They try to stay hidden until their meal is within a few inches, then leap to attack their prey. For the players, the real challenge is getting the thing off without doing more damage to the victim.

ECOLOGY

Crypt beetles are primarily a problem for graveyard keepers, undertakers, and anyone who cares for the bodies of the dead. The beetles are actually a natural part of the cycle of birth, death, and decay on Aetaltis, but if you're trying to keep a body intact they're quite troublesome. This is something a party trying to get a deceased friend back to town to be raised might discover the hard way.

Crypt beetles are also known to find their way into hospitals, especially battlefield hospitals. Open wounds are a doorway to the skeleton for the beetle, and they can burrow in and consume a good part of a femur or other long bone of an unconscious patient before the healer notices.

CRYPT BEETLE

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 20 ft., climb 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	9 (-1)	1 (-5)	5 (-3)	2 (-4)

Skills Stealth +7

Senses darkvision 60 ft., passive Perception 7

Languages —

Challenge 0 (10 XP)

ACTIONS

Bite and Burrow Melee Weapon Attack: +5 to hit, reach 0 ft., one creature. *Hit:* 1 piercing damage and the crypt beetle attaches itself to the creature. Tearing it off at this stage does 1 slashing damage to the target. Killing the crypt beetle will remove it without causing damage to the target, but attacks made against the crypt beetle are at disadvantage, and missed attacks automatically hit and damage the target instead. On the crypt beetle's next turn it burrows under the skin causing 2 (1d4) damage. At this stage, the crypt beetle can only be removed by cutting it out which causes an additional 2 (1d4) damage to the target. Again, one can attack the crypt beetle, but the attack has disadvantage, a hit damages both the target and the crypt beetle, and a miss damages only the target. On each of the crypt beetle's subsequent turns, the damage caused each round by both the beetle and removal increases by an additional 1d4 points.

CRYSTAL SERPENT

The sixty-foot-long crystal serpent is one of the most dangerous creatures on the Icebound Plains. Equally comfortable on land, on ice, or in the sea, it has few natural predators and is highly aggressive. It is a relentless hunter, and its icy shell provides excellent protection against attack.

COMBAT

The crystal serpent's goal is to down their prey and then drag them away, ideally into the water, where it can eat its meal in peace. It will target the weakest member of any group, and once the victim falls unconscious, the serpent grabs the body (whether or not the victim is actually dead yet) and attempts to escape. If reduced to half hit points or less, it will try to flee.

ECOLOGY

The natural prey of the crystal serpent are seals, polar bears, and roosting sea birds. If they are hungry enough, however, they will not hesitate to go after ice wolves, drothmals, or any other warm bodied meal that happens to be in the area.

They are solitary creatures and make their lairs in ice caves, although they never bring prey back to the cave. This makes it difficult to identify (DC 20 Wisdom (Survival)) to recognize that a cave is a serpent lair.

CRYSTAL SERPENT

Huge beast, unaligned

Armor Class 16 (natural armor)

Hit Points 75 (10d12 + 10)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +6, Stealth +8

Damage Immunities cold

Senses infravision 120 ft., passive Perception 16

Languages —

Challenge 5 (1800 XP)

ACTIONS

Bite *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

Cold Breath (*Recharge 5–6*) The crystal serpent exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 36 (8d8) cold damage on a failed save, or half as much damage on a successful one.



FORGE WYRM

The large dragon-kin known as forge wyrms are the servants of Modren. They strike down his enemies, defend his holy places, and aid his followers. They are not tame by any stretch of the imagination, but they are only a danger to those who threaten them or seek to thwart Modren's will.

COMBAT

Forge wyrms race toward their foes at full speed, and as soon as they are in range, they unleash their fire breath. Once the enemy is aflame, they close the distance and attack with their teeth and claws. Since they tend to lair in or near lava pools, they're known to grapple opponents with their bite and attempt to drag them into the lava.

ECOLOGY

Forge wyrms are nearly always found living in mated pairs. They lair in caverns with natural lava pools, thermal vents, or other sources of intense heat. They are the traditional guardians of the old dwarven temples of Modren, and many still occupy these ruins, even though no dwarf has worshiped Modren since the end of the Age of Darkness.

When encountered in their lair, there is a 50% chance they have an egg in their nest. They defend the egg aggressively, and as a last resort the female will take the egg gently in her mouth and flee into the lava vents while the male covers her escape.

Forge wyrms are deceptively fast for their size. If moving at their full speed they can rise up on their hind legs and run across the top of lava without sinking into it. They mainly do this to close on an enemy.



FORGE WYRM

Large dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft., swim (lava and magma only) 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	10 (+0)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Cha +8

Skills Perception +8, Stealth +4

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft.; passive Perception 18

Languages —

Challenge 10 (5900 XP)

ACTIONS

Multiattack The forge wurm makes three attacks: one with its bite and two with its claws.

Bite Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Claw Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Fire Breath (Recharge 5-6) The forge wurm exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.



GREEN SWARMER

Green swarmers are tiny reptilian beasts that hunt the shadowed floor of the Zhamayen Jungle. These little carnivorous monsters are frighteningly fast, and when traveling in a swarm they can skeletonize prey as large as a cow in mere minutes.

COMBAT

Green swarmers pick a target and continue to attack that same enemy until they have killed it and eaten all the soft tissue. Only then do they move on, racing off into the

undergrowth whence they came. If the swarm drops to less than half its hit points, it tries to flee.

ECOLOGY

Green swarmers live in the Zhamayen Jungle, where they use the cover of the undergrowth to race up and attack unsuspecting victims. The only warnings of an attack are the tell-tale chirping sounds the swarmers make when they are about to charge. Adventurers not familiar with these sounds often mistake them for bird calls.

SWARM OF GREEN SWARMERS

Medium swarm of Tiny beasts, unaligned

Armor Class 13

Hit Points 28 (8d8 - 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (-1)	2 (-4)	7 (-2)	2 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 8

Languages —

Challenge 1 (200 XP)

Blood Frenzy The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Swarm The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny green swarmer. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bite *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piecing damage if the swarm has half of its hit points or fewer.



GREY CAT

Grey cats are large, dangerous carnivores that stalk the Donarzheis Mountain highlands in search of their next meal. These powerful felines are four feet tall at the shoulder and have long, saber-toothed fangs. They are powerful and large enough to take down prey as large as 3 tons.

COMBAT

Grey cats are stalkers, following their prey silently until they see an opportunity to strike. They usually target lone individuals or stragglers, using their tremendous speed to burst from cover, travel their full move, and then use their Pounce ability to knock the target prone. They attempt to kill the target quickly and then defend the kill against anyone that may try to take it. If there is too much opposition, it will attempt to drag the kill away where it can eat it without interruption.

ECOLOGY

Grey cats are solitary hunters, living alone and interacting only briefly with others of their kind for mating purposes. They require a relatively large territory—around 5 to 10 square miles—for hunting, and they jealously guard this territory from invasion by other predators. “Other predators” may include adventuring parties that

GREY CAT

Large beast, neutral good

Armor Class 12

Hit Points 52 (7d10 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	6 (-2)	14 (+2)	10 (+0)

Skills Perception +4, Stealth +6

Senses low light vision 120 ft.; passive Perception 14

Languages —

Challenge 2 (450 XP)

Keen Smell The grey cat has advantage on Wisdom (Perception) checks that rely on smell.

Pounce If the grey cat moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the grey cat can make one bite attack against it as a bonus action.

ACTIONS

Multiattack The grey cat makes three attacks: one with its bite and two with its claws.

Bite Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 9 (1d10 + 4) piercing damage.

Claw Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) slashing damage.

go around killing the animals and monsters the grey cat hunts.

Grey cats are best known for being used as mounts by the dwarven kings and queens of the Donarzheis Mountains during the Dwarven Age. Statues, relief carvings, and paintings often depict dwarven royalty riding into war on the backs of these noble stone-gray cats. All of the riding grey cats of old have gone feral since the Age of Darkness, but many a dwarf dream of taming a grey cat for a mount.

HULLER

Hullers graze on the razor-sharp grass that blankets the wide plain known as the Blade Sea. They follow ancient migratory paths across the flatlands, digging shallow burrows to keep cool whenever they stop to rest. They are easily startled and react violently when afraid.

COMBAT

Adventurers will often encounter hullers while traveling across the Blade Sea in stonships. These encounters most often occur when a stonship inadvertently crosses the burrow of a resting huller. The startled huller makes a gore attack against the ship by reflex, hitting the hull if the sailors are lucky or the wheel if they're not. Once a huller begins attacking a ship, it is likely to continue for 2d6 turns, since it isn't intelligent enough to recognize its perceived enemy as an inanimate object. This is enough time for a huller to cripple a stonship, so the sailors often jump down to drive the huller off.

In melee, the huller tries to keep its enemy back by using the 10-foot reach of its tongue attack. If the foe closes the gap, the huller will try to gore with its horn. If the huller is feeling confident, it may momentarily disengage and wheel around to make a charge attack.

ECOLOGY

Hullers use their acidic tongues to grasp and burn free the blade grass they feed on. The skin of the tongue is just as resistant to the cutting edges of the grass as the huller's hide. The same is true for the insides of their mouths. Hullers use their horns to defend against predators, in mating rituals, to dig up succulent roots, and to dig for water.

Hullers travel in herds of 5 to 15 individuals. The herd usually includes at least one or two calves.

HULLER

Large beast, unaligned

Armor Class 17 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+2)	21 (+5)	2 (-4)	10 (+0)	5 (+3)

Skills Perception +6

Damage Resistances slashing

Senses tremorsense 60 ft.; passive Perception 16

Languages —

Challenge 5 (1800 XP)

Charge If the huller moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Gore *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 14 (2d8 + 5) bludgeoning damage.

Tongue *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 7 (2d6) acid damage.





ICE WOLF

Ice wolves are clever predators with a magical bite that freezes flesh. They are always on the hunt for their next meal, using their stealth to creep up on potential prey. They hunt as a pack, and they can take down targets much larger than themselves, which is saying something since they are nearly twice the size of a normal wolf.

COMBAT

Ice wolves send one or two of their pack to flock prey to where the rest wait in ambush using their Snow Camouflage ability. Once they begin the attack, three to four wolves target each of the weakest looking enemies to ensure they can take advantage of their Pack Tactics.

If an ice wolf is reduced to half hit points or less, it flees the battle. If more than half the ice wolves have fled or died, the rest of the pack flees.

ECOLOGY

Ice wolves are found throughout the Icebound Plains, although they are most prevalent in the southern reaches near the mountains. They travel in packs of five to seven wolves, and their mournful howls are often heard on nights when Numos is full. They are hunters by nature, but they will scavenge if an opportunity presents itself, sometimes driving off other predators to steal their kills.

Ice wolves are magical in nature, having been altered over time by the ambient essence of the world. This is

ICE WOLF

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	6 (-2)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +3

Damage Immunities cold

Senses passive Perception 15

Languages —

Challenge 3 (700 XP)

Keen Hearing and Smell The ice wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics The ice wolf has advantage on attack rolls against a creature if at least one of the ice wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Snow Camouflage The ice wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Bite *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) piercing damage and 10 (3d6) cold damage.

the reason for their unusual bite, which freezes flesh when it is pierced by their teeth. Ice wolves are regularly observed using this ability to freeze parts of a downed beast, then breaking the frozen bit off and crunching it up before swallowing.

KEESKA

Keeskas are large reptiles that roam the Scythaa Wastes, feeding on the large rodents, giant insects, and flightless birds that make their homes among the desert rocks and sand. Running on two powerful legs, they can chase down most prey, but as indicated by the rear-facing defensive spines that protrude from their scaly skin, they are also prey to some of the larger predators living on the Wastes.

COMBAT

Keeskas charge at potential threats with open mouths, their tongues lashing as they hiss. On their first charge, they seldom close to melee range, hoping to scare off the enemy. If forced to battle, the keeska makes use of its deadly bite, entrapping the enemy and inflicting damage each round. If reduced to half hit points or less, the keeska tries to escape.

ECOLOGY

Keeskas live in groups of 3 to 15 individuals. They don't establish permanent lairs or burrows, but rather wander a large territory in search of food. If groups of keeskas meet, the sides engage in threat displays, charging one another and kicking up large clouds of dust in an attempt to exert dominance and drive out the other group.

Domesticated keeskas are used as mounts and pack animals by the scythaa. They believe the keeskas were once Vale's pets and were given to the scythaa to serve them after the destruction of the scythaa's home by Endroren.

KEESKA

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	3 (-4)	12 (+1)	5 (-3)

Skills Perception +5

Damage Resistances fire

Senses blindsight 30 ft., passive Perception 15

Languages —

Challenge 2 (450 XP)

ACTIONS

Bite *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 4) piercing damage and the target is grappled (escape DC 16). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the keeska can't use its bite on another target. Both successful and failed attempts by the target to escape the grapple cause an additional 3 (1d6) damage to the target.





REAYER

Reavers are small magical worms that swim through stone as if it were water in search of their next meal. They sense and follow the vibrations other creatures make and leap out of the stone to bite and latch onto their prey. Once attached, they devour the flesh underneath with a second set of rotating teeth.

COMBAT

Reavers make use of their Swim-by ability when attacking to avoid exposure to counter-attack. The only way for characters to get an attack on a reaver is to either take a ready action and try to hit it as it leaps out of the stone, or attack it after it latches onto a victim. If a latched reaver takes any damage, it releases its hold and dives back into the stone using a Disengage action. Reavers are not especially intelligent, and they typically fight to the death.

ECOLOGY

Reavers live in pods of 2 to 5 individuals. They are primarily found in the Deeplands, although a pod occasionally finds its way to the surface. When this happens, it is usually an indicator that the Deeplands run shallow in that area. Reavers stay in one place as long as there is a regular supply of food.

Reavers are the result of magical experimentation that took place during the Age of Magic. Enough time has passed since their escape from whatever lab spawned them that they are now a normal part of the Deepland ecosystem. They are found primarily in the Deeplands beneath the Donarzheis Mountains.

REAYER

Tiny monstrosity, neutral

Armor Class 16 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 10 ft., climb 10 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	4 (-3)	12 (+1)	8 (-1)

Skills Stealth +7

Senses blindsight 30 ft., tremorsense 60 ft.; passive Perception 11

Languages —

Challenge 1 (200 XP)

Tunneler Reavers can burrow through solid rock at their burrow speed and leave no tunnel or hole.

Swim-by Reavers leap from the stone, attack, and then dive back into the stone, like a fish leaping from the water. The reaver does not provoke an opportunity attack when it moves out of an enemy's reach during the Swim-by attack.

ACTIONS

Bite Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 5 (1d4 + 3) piercing damage and the reaver is attached to the target. At the start of its turn on each subsequent round it automatically inflicts 5 (1d4 + 3) piercing damage. Tearing the reaver off requires a successful DC 15 Strength (Athletics) check and inflicts 3 (1d6) slashing damage to the target. Attacks against an attached reaver have disadvantage.

SKRAAGEN

Skraagens are large, vicious, dog-like carnivores that lurk about the snowy flatlands of the Icebound Plains in search of carrion. They are quick and bold, especially when in a pack, and have been even known to drive grey cats and ice wolves off their kills.

COMBAT

Skraagens are drawn to the smell of blood or the cries of a wounded creature. This means the characters are most likely to encounter them after they've finished an already difficult battle. Skraagens generally don't have an interest in fighting, but simply want to drive the characters off and feed on the carcass of whatever the characters killed. If the party retreats and allows the skraagens to have it, the skraagens usually won't pursue.

When forced to fight or when hunting live prey, skraagens make use of their speed to charge forward in pairs to maintain their Pack Tactics advantage, attack, and then fall back out of melee range. They use these attacks to slowly surround the prey, hitting it again and again from each side until it falls.

ECOLOGY

Skraagens travel in packs consisting of 5 to 50 members. They are usually led by a large dominant female. They are scavengers by nature, but they won't hesitate to hunt if no carrion is available. They're especially common in coastal regions of the Icebound Plains, where they feed on the carcasses of large mammals such as whales, seals, and sea lions. They're also known to eat eggs and chicks from sea bird nests.

The Icewalkers have domesticated the skraagen and use it as a war mount. The term "domesticated" is used loosely here since skraagens remain dangerously violent and are prone to ignore the rider's commands. Any character with less than Str 16 has disadvantage on Wisdom (Animal Handling) checks to control skraagen mounts.

SKRAAGEN

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Damage Resistances cold

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Hearing and Smell The skraagen has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics The skraagen has advantage on an attack roll against a creature if at least one of the skraagen's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.





SLURKER

Slurkers seek prey they can ooze over, kill, and then slowly digest. These oozes are not fast, so they mimic the general shape of previous kills to lure prey close enough to strike and grapple with their pseudopods.

COMBAT

Like most oozes, slurkers are ambush predators. They lure prey in with a familiar form and then strike when the enemy closes to within melee range. Once they attack, they don't bother to maintain their false shape, leading to a sometimes horrific impression of melting features as they relax their form.

ECOLOGY

Slurkers are solitary hunters. They reproduce asexually by fragmentation, so if the characters encounter a slurker that split recently, they may encounter two identical individuals. They're often encountered in the Deeplands, but they're also known to inhabit swamps, jungles, and other moist environments.

SLURKER

Medium ooze, unaligned

Armor Class 12

Hit Points 22 (3d8 + 9)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+1)	14 (+2)	10 (+2)	9 (-1)	8 (-1)	8 (-1)

Skills Stealth 4

Damage Resistances acid, cold, fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft., passive Perception 9

Languages —

Challenge 1/2 (100 XP)

Amorphous The slurker can move through a space as narrow as 1 inch wide without squeezing.

Damage Transfer When a slurker is attacked while it has a creature enveloped, it takes only half the damage dealt to it (rounded down), and the enveloped creature takes the other half.

False Appearance The slurker can assume the shape of anything, living or non-living, that it enveloped in the past. Under conditions where a creature has disadvantage on Wisdom (Perception) checks, the slurker is visibly indistinguishable from the thing it is mimicking.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) acid damage and the target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the slurker can't use the same tendril on another target.

Envelop The slurker envelops a creature after grappling it. The slurker enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 14 (4d6) acid damage at the start of each of the slurker's turns. An enveloped creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the slurker.

TALONED TERROR

Taloned terrors are fearsome hunters that use their speed, razor-sharp talons, and unique hooked arms to chase down and slaughter their prey. They prowl their hunting territory in pairs, sharp eyes on the lookout for rabbits, foxes, and other small mammals they can chase down.

COMBAT

Medium characters are unlikely targets for a taloned terror on the hunt, although small or tiny characters may make tempting targets. Taloned terrors hunt in pairs, often attacking from opposite sides to confuse their prey. If either is reduced to less than half of its hit points, both taloned terrors will disengage and flee. If one member of a pair is killed, the other goes into a frenzy and fights to the death.

Lone taloned terrors are much more dangerous than mated pairs since they are far more aggressive and will attack without provocation. They are also less likely to disengage from combat, even if sorely wounded. A pair of taloned terrors will also fight to the death if they have a nest with eggs nearby.

ECOLOGY

Taloned terrors are native to the plains in the lands bordering the southern Dragon Tail Mountains, especially Callios. Most are found in permanently mated pairs, hunting a defined territory that they guard jealously against intrusion.

Despite their size, they are more likely to hunt small mammals, snakes, and lizards than larger prey. They can and will, however, take down prey as large as a human if they are hungry enough. Taloned terrors swallow their prey whole, later regurgitating the non-digestible parts as pellets roughly the size of a human's head.

TALONED TERROR

Large monstrosity, neutral

Armor Class 16 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	10 (+2)	4 (-3)	10 (+0)	7 (-2)

Skills Perception +2

Senses passive Perception 12

Languages —

Challenge 4 (1100 XP)

Pounce If the taloned terror moves at least 20 feet straight toward a creature and then hits it with a talon attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone and grappled. If the target is prone, the taloned terror can make one bite attack against it as a bonus action.

ACTIONS

Multiattack The taloned terror makes two attacks: two hook attacks or two talon attacks. If the target is prone, the taloned terror can make one bite attack against it as a bonus action.

Bite *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Hook or Talon *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.





UNDEAD (LESSER BOUND)

Bound undead are driven to drain the life force from others. They seek out victims wherever they can find them, growing more lifelike with each bit of life energy they absorb. They always hunger for more, since only by draining life can they prevent the process of decay from taking hold of their bodies once more.

COMBAT

Lesser bound undead are typically half-mad and unable to form rational thoughts. They are aggressive fighters and aim to inflict as much damage as possible. They may recognize when they're in a losing fight and try to retreat, but they might just as easily continue to fight until they are destroyed.

SOCIETY

Lesser bound undead are mostly skeletal with tattered bits of sinew and flesh holding their bones together. Their brains are little more than a shriveled mass of pink goo, and they exist only to feed. If no source of food is present, they will wander for a while seeking sustenance. If no meal is found, they enter a hibernation state until something living passes within 60 feet.

UNDEAD (LESSER BOUND)

Medium undead (bound), chaotic evil

Armor Class 12 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	10 (+0)	10 (+0)	12 (+1)

Saving Throws Wis +4

Damage Resistances bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Damage Vulnerabilities fire

Senses blindsight 60 ft., passive Perception 10

Languages Old Dwarven

Challenge 2 (450 XP) each

Absorb Life When the bound undead inflicts necrotic damage, it recovers the same number of hit points up to its maximum. Any excess hit points beyond its maximum are tracked in a pool that is used after combat, assuming it survives, to determine its bound undead evolution.

Resurrection Vulnerability A *raise dead* or similar spell cast on a bound undead destroys it (a successful Wisdom saving throw negates). Using the spell in this way does not require a material component.

Unnatural Aura Animals, whether wild or domesticated, will sense the unnatural presence of a bound undead at a distance of 30 feet with a successful DC 10 passive Wisdom (Perception) check. They do not willingly approach nearer than that and are subject to the frightened condition if forced to do so. A frightened animal remains so as long as it is within 30 feet of the bound undead or until a handler succeeds at a DC 20 Wisdom (Animal Handling) check.

ACTIONS

Multiattack The bound undead makes two attacks: one with its sword and one with its sickle.

Longsword Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 4 (1d6 + 1) necrotic damage.

Sickle Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 4 (1d6 + 1) necrotic damage.

CLASSIC 5E MONSTERS

You can use any Fifth Edition monsters you like in a World of Aetaltis game. The following is some additional information about classic Fifth Edition adversaries that will help you to incorporate them in a way that fits the World of Aetaltis setting.

DEMONS AND DEVILS

The Ritual of Limitation has cut the World of Aetaltis off from other planes and dimensions. This means there are no demons or devils in the setting. There are, however, abomonae. Abomonae are creatures created by Endroren out of pure dark essence. Any powerful Fifth Edition demon or devil makes a perfectly acceptable abomonae, and you can use the rules and statistics for these creatures to introduce abomonae into your game.

You can also use weaker demons and devils by introducing them as a monster with the dark tag. Dark creatures are either normal creatures deeply and irrevocably altered by dark essence, or the equivalent of a minor abomonae.

DRAGONS

All of the dragons and dragon type monsters found in the base Fifth Edition game are present on Aetaltis and use the standard rules and statistics for those creatures. Treat ancient dragons as Great Dragons. All other levels of maturity (wyrmling, young, adult) are treated as common dragons. Wyverns, hydras, and similar dragon type creatures are all the descendants of long-ago couplings between a great dragon and some other Aetaltan monster.

As in other typical Fifth Edition settings, chromatic dragons are usually evil while metallic dragons are usually good. This is not, however, a hard and fast rule, but rather represents the typical alignment of these creatures.

ELEMENTALS

In a World of Aetaltis game, use the normal rules and statistics presented for elementals in the standard Fifth Edition rules. Although the origins of Aetaltan elementals as described in the *World of Aetaltis: Adventurer's Guide* are different from Fifth Edition elementals, in terms of its game statistics, the monster is exactly the same. Even the rules for summoning and banishment work the same way—the elemental just comes from and returns to a different place.



GAMEMASTER GUIDANCE

MONSTERS AND FORBIDDEN MAGIC

Some classic Fifth Edition monsters have powers that mimic magic forbidden by the Ritual of Limitation. One notable example is the Teleportation ability of the blink dog. If you want to incorporate a monster that uses forbidden magic, here are some ways to fit them into the world:

- ♦ **Corrupted** Since many forms of forbidden magic are possible through dark magic, one reason a monster might have forbidden abilities is that they are corrupted. In this case, it is innately tapping into dark magic to use a power that shouldn't work.
- ♦ **Divine** The Ritual of Limitation doesn't limit the Enaros. A creature of divine origins could have powers that allow it to use forbidden magic.
- ♦ **Otherworldly** During the Cataclysm, all sorts of strange creatures were pulled through the gates. An otherworldly monster with a unique physiology might ignore the restrictions of the Ritual of Limitation.
- ♦ **Unsolved Mystery** Go ahead and include the monster and don't bother to explain how it works. Pretend you have a completely logical explanation, but leave the players to puzzle over it. You never have to reveal the truth: that you just thought the monster was cool and wanted to use it.

Fey

Fey humanoids in Aetaltis represent the wild variety of forms a character of the fey lineage might have. They are not an otherworldly monster type, as in the standard Fifth Edition rules, but rather members of a common character lineage. This means the rules for spells, powers, and other game rules that affect creatures with the monster type of fey are ignored in a World of Aetaltis campaign.

Non-humanoid creatures with the fey monster type should be treated as normal monsters that are deeply tied to essence. They are not related to the fey lineages in the World of Aetaltis game world. Treat their type as either beast or monstrosity, as you deem appropriate.

FIFTH EDITION SPRITES

Sprites as described in the standard Fifth Edition rules do not exist in the World of Aetaltis setting. If you are looking for a similar creature, we suggest that you use an NPC of the fairy lineage.



GIANTS

The classic Fifth Edition giants are all present in the World of Aetaltis setting and they use the same rules and statistics presented in the standard Fifth Edition sources. One notable difference are the origins of giants in an Aetaltis game. Cloud giants and storm giants are treated as Firstborn Giants in an Aetaltis game, and they are exceptionally rare. Other giants (fire, frost, hill, or stone) are treated as common giants, descendants of the children born from a Firstborn Giant's coupling with some other creature. Other classic monsters with a giant monster type, such as ettins, are also descendants of children that resulted from long forgotten Firstborn couplings with other creatures.

UNDEAD

All the classic Fifth Edition undead monsters are found in the World of Aetaltis setting. The World of Aetaltis also introduces two specific tags for the classic varieties of walking dead (skeletons, zombies, mummies, and the like): bound undead and animated undead.

Bound undead are corpses that have had spirits forcibly reattached to them, usually by dark magic. They are typically more intelligent and have greater free will than animated undead, and might even be able to communicate.

Animated undead are nothing more than animated corpses. They follow either a prescribed set of instructions or have extremely rudimentary will that is nothing more than a sentient echo of the body's once conscious mind.

The following entries describe the roles and origins of a variety of classic Fifth Edition undead creatures in the World of Aetaltis setting:

GHOSTS, SPECTERS, AND WRAITHS

Ghosts, specters, and wraiths are spirits no longer tethered to their physical form, but which have not yet journeyed on to Lensae. For some reason they remain tied to Aetaltis and are unable to move on. These undead usually have some level of sentience and will, although it is often fragmented or warped due to their unnatural state.

GHOULS AND GHASTS

Both ghouls and ghastrs are a special type of undead formed by a rare dark magic effect that kills the body but doesn't sever its connection to the spirit. Unlike bound undead, which have their spirit rebound to a physical body after death, the spirits of ghouls and ghastrs were never severed, leaving them in a limbo state of undeath. This process nearly always leaves the victim violently insane.

LICHES

Liches are arcane spellcasters that shattered their personal essence vessel by way of a ritual, killing their body but leaving their spirit attached. The ritual also allows the lich to have an unlimited number of essence points, but it means they do not regain essence points naturally. Each time a lich successfully attacks a target with its Paralyzing Touch ability, it inflicts damage as described in the ability, but it also steals a number of essence points from the target equal to the damage inflicted, up to the target's total number of available essence points. Other than this, they use the same rules and statistics given for liches in the standard Fifth Edition rules.

MUMMIES AND MUMMY LORDS

Most mummies are animated undead. They are the equivalent of a magical trap designed to punish anyone that tries to loot a tomb. They use the same rules and statistics given for mummies in the standard Fifth Edition rules. Mummy lords are always bound undead. They use the same rules and statistics given for mummy lords in the standard Fifth Edition rules, except they also have the Absorb Life power described in the entry for the lesser bound undead.

SKELETONS

Skeletons are nearly always animated undead and use the standard rules and statistics provided for skeletons in Fifth Edition. It is possible for a bound undead to degrade to a point that it is nothing more than a skeleton. If you wish to include a bound undead skeleton in your game, use the same rules and statistics for a normal skeleton, but give it the Absorb Life ability described in the entry for the lesser bound undead.

SHADOWS

For game purposes, shadows are treated as undead and use the standard Fifth Edition rules and statistics for the monster. In terms of the setting's story, shadows are effectively dark elementals, semi-sentient spirits of darkness formed from the essence of Endroren himself. They are, in effect, sentient evil.

WIGHTS

Wights in the World of Aetaltis setting are undead of the same general variety as ghouls and ghastrs; a dark ritual or other source of corruption killed their body but left their spirit attached to it. Victims of the wight that return as zombies are animated undead.

WILL-O'-WISPS

In the world of Aetaltis, will-o'-wisps are a type of ghost. Specifically, the spirits of some fey, especially fairies, become will-o'-wisps rather than ghosts when they're unable to move on to Lensae. Will-o'-wisps in the Aetaltis setting use the standard Fifth Edition rules and statistics.

VAMPIRES

Vampires, as presented in the Fifth Edition rules, do not exist naturally in the World of Aetaltis setting. Their role in the game is filled by bloodborn as well as by some forms of bound undead. The true vampires that do exist on Aetaltis are creatures pulled through the world gates during the Cataclysm.

ZOMBIES

Like skeletons, most zombies are animated undead. They have little to no ability to think creatively, and are limited to either random violence or follow whatever simple orders were given by their creator. A bound undead that has either absorbed enough life to rebuild some of its flesh, or that never lost all its flesh, could present as a zombie. In this case, use the same rules and statistics given for zombies in the Fifth Edition rules, but give the zombie the Absorb Life ability described in the entry for the lesser bound undead.

NPCs

This section contains statistics for various humanoid non-player characters (NPCs) that adventurers might encounter during a campaign, including lowly laborers and skilled scholars. These stat blocks can be used to represent both human and nonhuman NPCs.

ADJUSTING FOR LINEAGE

The statistics given here are for humans. If you'd like to give the NPC a different lineage, use the table below to adjust their ability scores and traits. For abilities, you'll find listed the amount by which to adjust the ability, as well as the minimum and maximum for that lineage in parentheses. If, after adjusting the ability score, the result does not fall between the minimum and maximum, use the minimum (if the adjusted ability score is lower than the minimum) or maximum (if the adjusted ability score is higher than the maximum) instead.



NPC LINEAGE MODIFIERS

Lineage	Str	Dex	Con	Int	Wis	Cha	Traits
Cheebat	-2 (-/15)	+1 (10/-)	-	-	-	+2 (10/-)	Enhanced Hearing, Lovable, Small
Drothmal	+2 (10/-)	-	+2 (10/-)	-	-	-	Endurance, Fearless, Ferocity, Ice Walking, Natural Explorer (arctic)
Dwarf	+2 (8/-)	+0 (-/16)	+2 (10/-)	-	-	-	Darkvision, Deepsense, Encumbered Movement, Resilience, Stonesense
Elf	-	+2 (12/-)	-	-	-	+1 (12/-)	Ageless, Cantrip, Elven Glamour, Elven Spell Resistance, Meditative Sleep, Starlight Vision
Fairy	-2 (-/10)	+2 (12/-)	-2 (-/12)	-	-	+2 (12/-)	Flight 30 feet, Ageless, Distractable, Essence Sense, Fairy Magic, Hopeful, Tiny
Halfling	-	+2	-	-	-	+1 (8/-)	Hungry, Low Light Vision, Lucky, Slip Free, Sneaky, Small
Newardin	-	-	-	+3 (12/-)	-	-	Analytical, Complex Mind, Resilience, Visualization
Orog	+3 (13/-)	-	+2 (13/-)	-2 (-/10)	-	-2	Brave, Dark Seed, Natural Armor, Pliable, Stability, Large
Scythaa	-	+2 (10/-)	-	-	+1	-	Leaping, Low Light Vision, Prehensile Tail, Tail Strike, Unique Body Shape

CRAFTSPERSON

Medium humanoid, neutral good

Armor Class 11

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	11 (+0)	12 (+1)	10 (+0)

Tool Proficiencies (As appropriate for occupation) +3

Senses passive Perception 11

Languages Common, Primary Cultural Language

Challenge 0 (10 XP)

Special Equipment tool kit appropriate to occupation

Goodwill As a boon, a craftsperson will manufacture a mundane custom item on demand for the characters at the normal cost, or give a 10% discount on a previously created item.

ACTIONS

Dagger *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

Craftspersons are experts in their occupation. They have completed a rigorous apprenticeship and are now valuable contributors to the local economy. Many craftspeople sell their work directly from their workshop or from an attached storefront.

CHILD

Small humanoid, neutral good

Armor Class 11

Hit Points 2 (1d6-1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	8 (-1)	10 (+0)	10 (+0)	12 (+1)

Senses passive Perception 10

Languages Primary Cultural Language

Challenge 0 (0 XP)

Goodwill As a boon, a child may assist the characters in spying on a person on one occasion, or find a single common item located in their home range.

ACTIONS

Punch *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Children are tiny, troublesome versions of full-sized people. If not kept busy, they are known to get into trouble. At the same time, they are often ignored, making it easy for them to sneak about unnoticed.

EXPERT

Medium humanoid, neutral good

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	12 (+1)	10 (+0)

Skills Two skills appropriate to the expert's area of expertise (+2 proficiency + appropriate ability modifier). (Example: a butler might have Insight and Persuasion)

Tool Proficiencies One tool proficiency appropriate to the expert's area of expertise. (Example: an accountant might have proficiency with the abacus).

Senses passive Perception 11

Languages Common, Primary Cultural Language

Challenge 0 (10 XP)

Special Equipment tool kit or other set of equipment necessary for the expert to effectively perform their job.

Specializations The expert has advantage when making checks associated to tasks directly related to their area of expertise.

Goodwill As a boon, an expert will share, in confidence, one piece of information that is normally considered confidential about a customer, or they will use their skills on behalf of the players at no charge to complete a simple, one-time task.

ACTIONS

Dagger *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

Experts are people who are skilled practitioners of a knowledge-based occupation. Their role may require some hands-on work, but for the most part what they know makes them valuable rather than what they do.



FARMER

Medium humanoid, neutral good

Armor Class 10

Hit Points 5 (1d8 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Animal Handling +3, Nature +2

Senses passive Perception 11

Languages Primary Cultural Language

Challenge 1/8 (25 XP)

Specializations Farmers have advantage on any checks related to agriculture and the care of domestic animals.

Goodwill As a boon, a farmer may provide enough food and drink for the characters for 1 week free of charge, or allow them to sleep in their barn for the week.

ACTIONS

Pitchfork *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Farmers are every day folk who work the land. They spend their days tilling fields, caring for animals, and performing the thousand and one tasks that keep a working farm in operation.

FORESTER

Medium humanoid, neutral good

Armor Class 12 (leather armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Nature +2, Perception +3, Survival +3

Senses passive Perception 13

Languages Common, Primary Cultural Language

Challenge 1/8 (25 XP)

Goodwill As a boon, a forester will overlook a minor crime committed within the forester's jurisdiction.

ACTIONS

Shortbow *Ranged Weapon Attack:* +3 to hit, range 40/160 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Longsword *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Foresters are appointed by the warden and enforce the law in the lands surrounding a town or village. It is their duty to see that the forests are managed in accordance with the wishes of the warden and their sovereign. If a person breaks the forest laws, or if a criminal from town flees into the surrounding countryside, it is the forester's duty to bring the individual to justice.

HEDGE WIZARD

Medium humanoid, neutral good

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6, Survival +4

Senses passive Perception 11

Essence Points 57 (7/hour)

Languages Common, Primary Cultural Language, plus two additional languages

Challenge 6 (2300 XP)

Special Equipment spellbook, spell component pouch.

Spellcasting The hedge wizard is a 9th-level arcane spellcaster. Their spellcasting ability is Intelligence (spellcasting checks +6, spell save DC 14). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (2 EP): *detect magic*, *mage armor*, *magic missile*, *unseen servant*

2nd level (3 EP): *continual flame*, *locate object*

3rd level (5 EP): *dispel magic*, *major image*, *remove curse*

4th level (6 EP): *control water*, *fabricate*

5th level (7 EP): *creation*

Goodwill As a boon, a hedge wizard will cast one spell on behalf of the character at no charge.

ACTIONS

Staff *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage or 3 (1d8 - 1) if wielded with both hands.

Hedge Wizards are traveling wizards that wander the countryside, casting spells in exchange for a meal, a place to rest, and the company of good people.

HERBALIST

Medium humanoid, neutral good

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	12 (+1)	10 (+0)

Skills Medicine +3, Nature +6, Survival +3

Tool Proficiencies herbalism kit

Senses passive Perception 11

Languages Common, Primary Cultural Language

Challenge 0 (10 XP)

Special Equipment herbalism kit

Specializations The herbalist gains advantage on any checks to find or identify plants that are native to the lands around their home.

Goodwill As a boon, an herbalist may provide the players with a single dose of an antidote or other herbal remedy at no charge.

ACTIONS

Club Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Herbalists are extremely knowledgeable of the healing properties of plants. They leverage that knowledge to create ointments, tinctures, balms, and similar concoctions which they use to treat a wide variety of ailments.

HUNTER

Medium humanoid, neutral good

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Nature +2, Perception +3, Survival +3

Senses passive Perception 13

Languages Primary Cultural language

Challenge 1/8 (25 XP)

Goodwill As a boon, a hunter may provide food for the characters for 1 week or assist the characters for a single day to track and/or kill a particular animal.

ACTIONS

Shortbow Ranged Weapon Attack: +3 to hit, range 40/160 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Dagger Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Hunters are masters at bringing down wild game, both large and small. They serve a particularly important role in the wilds, where settlements may not have access to large herds and flocks of domesticated animals as a source of meat.

LABORER

Medium humanoid, neutral good

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Primary Cultural Language

Challenge 1/8 (25 XP)

Goodwill As a boon, a laborer may provide the characters with a full day of free labor that doesn't place the laborer in any danger.

ACTIONS

Club Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Laborers are common folk lacking training in a particular trade. They earn their keep by lifting, hauling, tossing, and digging. They often serve as assistants to craftspersons and experts.

LUMBERJACK

Medium humanoid, neutral good

Armor Class 11 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Nature +2, Survival +2

Senses passive Perception 10

Languages Primary Cultural Language

Challenge 1/8 (25 XP)

Goodwill As a boon, a lumberjack will guide the party to one location in the forest within half-a-day's walk from the town.

ACTIONS

Axe Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Lumberjacks are skilled at felling trees, especially the large, ancient trees needed for major construction projects. They know how to bring them down safely, buck them, and then transport them to the mill.

MERCHANT

Medium humanoid, chaotic good

Armor Class 10

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	12 (+1)	14 (+2)

Skills Insight +3, Persuasion +3, Survival +3

Senses passive Perception 11

Languages Common, Primary Cultural Language, two additional languages

Challenge 0 (10 XP)

Special Equipment merchant's outfit, scales and weights

Goodwill As a boon, a merchant will transport an item to a distant location. If a small item, they do so for free. If a large item, they offer the service at 50% of the normal cost.

ACTIONS

Dagger *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

Merchants are importers and exporters of goods. Early in their careers, they handle the movement of such goods personally. As their wealth and power grow, most set up a headquarters and hire others to handle the hands-on work, focusing instead on making the deals that keep their business alive.

OFFICER

Medium humanoid, chaotic good

Armor Class 17 (chain shirt, shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	14 (+2)	12 (+1)	14 (+2)

Saving Throws Str +4, Dex +4, Wis +3

Skills Athletics +4, Insight +4, Persuasion +4

Senses passive Perception 11

Languages Common, Primary Cultural Language

Challenge 2 (450 XP)

Goodwill As a boon, an officer will assign a soldier to aid the characters in a simple, legal, safe task that takes less than a day.

ACTIONS

Multiattack The officer makes two melee attacks with their longsword.

Longsword *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8 + 2) slashing damage.

Officers are soldiers that moved up through the ranks and now hold command positions. Some are field officers, who personally lead soldiers on missions, while others spend more of their time at base, responsible for the strategic movements of troops or key administrative duties.

PERFORMER

Medium humanoid, chaotic good

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	12 (+1)	14 (+2)

Skills Insight +3, Perform +4

Tool Proficiencies instrument (one instrument)

Senses passive Perception 11

Languages Common, Primary Cultural Language

Challenge 0 (10 XP)

Special Equipment instrument, stage costume, props

Goodwill As a boon, a performer will put on a short performance for free at a time and place of the players' choosing.

ACTIONS

Dagger *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

Performers include actors, musicians, dancers, and any other person that makes their living by entertaining an audience. Most are outgoing and fun, but they are not to be trusted.

RECRUIT

Medium humanoid, neutral good

Armor Class 11 (leather)

Hit Points 5 (1d8 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common, Primary Cultural Language

Challenge 0 (10 XP)

Special Equipment uniform

Goodwill As a boon, a recruit will share non-vital information about their base, their mission, or the soldiers and officers with which they serve.

ACTIONS

Shortsword Melee Weapon Attack: +1 to hit, reach 5 ft., one target.
Hit: 3 (1d6) piercing damage.

Recruits are warriors newly inducted into the ranks of their country's military. They have the barest amount of training, sub-standard gear, and are only just learning the discipline necessary to succeed as a soldier. Many recruits don't last, either dropping out or getting killed long before they become true soldiers.

SAILOR

Medium humanoid, chaotic neutral

Armor Class 11

Hit Points 5 (1d8 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Athletics +3, Nature +2, Survival +3

Vehicle Proficiencies One class of water vehicle (row boats, barges, fishing boats, sailing ships, etc.)

Senses passive Perception 11

Languages Common, Primary Cultural Language

Challenge 1/8 (25 XP)

Specializations Sailing Lore or Fishing

Goodwill As a boon, a sailor will carry a small item to whichever port they are visiting next. Fishers will offer you their prize catch-of-the-day at no charge.

ACTIONS

Dagger Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 3 (1d4 + 1) piercing damage.

Sailors make their living piloting boats, crewing ships, or fishing the seas and waterways of Aetaltis. They understand not only the ins-and-outs of the vessel's daily operation, but they are also trained in the maintenance skills necessary to keep it afloat. Fishers are sailors whose skills are focused on harvesting the bounties of the sea, usually with nets or traps.

SCHOLAR

Medium humanoid, chaotic neutral

Armor Class 9

Hit Points 3 (1d8 - 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	9 (-1)	9 (-1)	16 (+3)	13 (+1)	10 (+0)

Skills History +5, Investigation +5, Nature +5, Religion +5

Senses passive Perception 11

Languages Common, Primary Cultural Language, two additional languages

Challenge 1/8 (25 XP)

Specializations One area of scholarly expertise.

Goodwill As a boon, a scholar will research a specific piece of information on behalf of the character.

ACTIONS

Quill Melee Weapon Attack: +1 to hit, reach 5 ft., one target. **Hit:** 1 piercing damage.

Scholars spend their lives learning, teaching, and generally unlocking the mysteries of the universe. Most often, their investigations are conducted in libraries, colleges, or in similar academic edifices. Some prefer teaching to discovery, while others live with their noses in their books. They are the keepers of the wisdom and knowledge of the ages and a valuable resource for adventurers.

SCOUNDREL

Medium humanoid, chaotic neutral

Armor Class 12 (leather armor)

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	12 (+1)	11 (+0)	14 (+2)

Skills Deception +4, Perform +4, Persuasion +4, Sleight of Hand +3

Tool Proficiencies disguise kit

Senses passive Perception 10

Languages Common, Primary Cultural Language, one additional cultural language

Challenge 1/8 (25 XP)

Special Equipment counterfeit silver coins (10), disguise kit, weighted dice

Cunning Action On each of their turns, the scoundrel can use a bonus action to take the Dash, Disengage, or Hide action.

Goodwill As a boon, a scoundrel can assist the characters in a con against a single target.

ACTIONS

Rapier Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 5 (1d8 + 1) piercing damage.

Scoundrels are low people that make a living by tricking others out of their gold. Whether dealing with a fraudulent fortune teller or a straight con artist, one often fails to identify these troublemakers until after it's too late.

SHEPHERD

Medium humanoid, neutral good

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)	10 (+0)

Skills Animal Handling +3, Survival +3

Senses passive Perception 11

Languages Primary Cultural Language

Challenge 0 (10 XP)

Goodwill As a boon, a shepherd will share a secret about the lands where they graze their flocks, granting advantage on the character's next survival check within a 10-mile radius.

ACTIONS

Quarterstaff *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 3 (1d6) bludgeoning damage.

Shepherds guard flocks of sheep as they graze in meadows and pastures outside the city walls. They must remain constantly alert and be ready to fight off predators and poachers that threaten their flocks.

SHOPKEEPER

Medium humanoid, neutral good

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	13 (+1)	12 (+1)	13 (+1)

Skills Insight +3, Perception +3, Persuasion +3

Senses passive Perception 11

Languages Common, Primary Cultural Language, one additional cultural language

Challenge 0 (10 XP)

Special Equipment scales

Goodwill As a boon, a shopkeeper can give a 10% discount on any item of equipment less than 400 sp.

ACTIONS

Club *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Shopkeepers sell goods and services. Their role is to broker a transaction rather than providing the service or making the goods. Some work out of permanent store fronts while others travel from town to town.

SOLDIER

Medium humanoid, neutral good

Armor Class 15 (padded gambeson, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Survival +2

Senses passive Perception 10

Languages Common, Primary Cultural Language

Challenge 1/8 (25 XP)

Special Equipment uniform

Goodwill As a boon, a soldier will look the other way while the character performs a minor forbidden action that does not harm or endanger other soldiers or their commanders.

ACTIONS

Shortsword *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) piercing damage.

Longbow *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Soldiers are the rank-and-file troops that defend a country against its enemies. They patrol roads to deter bandits, root out insurgents, and defend the border from attack by foreign powers. Some are destined for eventual greatness, while others find that soldiering pays better than farming or earns them respect they can't find elsewhere in their lives.

TEAMSTER

Medium humanoid, neutral good

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	10 (+0)	12 (+1)	10 (+0)

Skills Animal Handling +3

Tool Proficiencies Vehicle (Wagon)

Senses passive Perception 11

Languages Common, Primary Cultural Language

Challenge 1/8 (25 XP)

Special Equipment medium wagon, oxen (2), harnesses, oxbow

Goodwill As a boon, a teamster will carry and deliver a small-sized package to a location along a route they are already traveling or

will take a wagon load of goods anywhere the players like as long as the teamster can return to town before dark.

ACTIONS

Club Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Teamsters drive teams of oxen or horses, hauling loads of goods from one town to the next. They are both tough and strong. This is due partly to the nature of the work but also because a life on the road, especially in these dangerous times, quickly weeds out those who are weak in body or spirit.

TEEN

Medium humanoid, chaotic neutral

Armor Class 11

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	10 (+0)	8 (-1)	10 (+0)

Senses passive Perception 9

Languages Primary Cultural Language

Challenge 0 (10 XP)

Goodwill As a boon, a teen will create a distraction for the characters.

ACTIONS

Club Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Teens are larger, stronger versions of children. Unfortunately, they are oddly lacking in wisdom which means they are well known for making terrible, sometimes disastrous, life choices. Fortunately, most only remain in this state for a short time.

TOWN WATCH

Medium humanoid, neutral good

Armor Class 12 (padded gambeson)

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Primary Cultural Language

Challenge 1/8 (25 XP)

Goodwill As a boon, an acting member of the town watch may allow the characters to enter or leave through a gate either after hours or without paying a gate tax.

ACTIONS

Spear Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Shortbow Ranged Weapon Attack: +2 to hit, range 40/160 ft., one target. *Hit:* 3 (1d6) piercing damage

Town Watch are locals performing their civic duty by taking a turn at guarding their home. The example here is a stronger than normal local laborer equipped with the standard watch gear.

TRAPPER

Medium humanoid, neutral

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	10 (+0)	12 (+1)	9 (-1)

Skills Nature +2, Survival +3

Senses low light vision, passive Perception 11

Languages Common, Primary Cultural Language

Challenge 1/8 (25 XP)

Special Equipment animal traps (3)

Goodwill As a boon, a trapper can assist the characters in a single day of effort to track a single animal target.

ACTIONS

Shortbow Ranged Weapon Attack: +3 to hit, range 40/160 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Dagger Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Trappers are mountaineers and outlanders that spend more time in the wilds than at home. Most of their time is spent tromping through the hills to set or check their traps. The exception is when they need to haul the hides back to the market to sell.





GLOSSARY

abomona Powerful creatures of darkness created by Endroren to aid him in his dark designs.

acolyte A person in training to become a priest, cleric, or other servant of the lyceums.

Adamiak River The river that flows through Port Vale and into the Pinnacle Gulf.

Aelos The enaros of mystery, the night, and the dead.

Aetaltan League of Adventurers The only adventuring guild in Aetaltis sanctioned by High Lord Drakewyn.

Aetaltis The name the Atlan Alliance gave the world where the World of Aetaltis adventures take place.

Age of Atlan The period in Aetaltan history when the Atlan Alliance ruled the Amethyst Sea basin.

Age of Darkness The period in Aetaltan history when Endroren and his minions ruled the world.

Age of Dawn The age of Aetaltan history that began im-

mediately after the creation of Aetaltis and its inhabitants and ended when Endroren gave magic to the enari.

Age of Magic The period in Aetaltan history between when Endroren gave the enari the ability to use magic and when the Enaros cast the Ritual of Limitation, during which the fey were dominant in the Amethyst Sea basin.

Age of Shadow The period of chaos and recovery between the end of the Age of Darkness and the beginning of the Age of Atlan.

Agthor The kingdom occupying the north central coast of the Amethyst Sea. Ruled by High Lord Valinar Drakewyn and a symbol of hope in trying times.

Alantra The enaros of healing, fertility, and protection.

Alantra's Tear A comet that passes Aetaltis every 735 years and serves as the zeroing event for the count of years in Halfling Reckoning. It is due to pass Aetaltis again in the year 427 AC.

Alchemist's Alley The street that is home to the majority of New Erinor's professional alchemists.

Alloren Bay A large bay in Callios important to the country's sea trade.

Alloren Farsky The legendary sea captain that invaded Callios early in its history and united the warring kingdoms.

ambient essence The untapped, unshaped essence that permeates the entire Essential Plane.

Amethyst Sea The large inland sea around which adventures in the World of Aetaltis campaign setting typically take place.

animated dead Corpses animated with magic but lacking a spirit.

A'numos A legendary statue of Aelos built during the Age of Magic as a guide to skyships traveling over the Stonegate Mountains.

archon A high-ranking member of a lyceum.

Argenforte River The large river that flows through Agthor and empties into Pendroth Bay at the ruins of Old Erinor.

Aros One of the two elder beings, the other being Endros, that created the Enaros.

atlan The name in Old Atlan for humans in the World of Aetaltis setting.

Atlan Alliance An alliance of people from different worlds led by the atlans and including the cheebats, newardin, and orogs. Arrived on Aetaltis by means of arcane gates just over 400 years ago.

atlan centering A philosophy of spiritual and emotional balance brought to Aetaltis by the Atlan Alliance and outlined in a series of twenty-three religious texts called the Cycle of the Sphere.

Atlan Chronicles A lost series of books written by scholars of the Atlan Alliance that told the history of the Alliance and its people.

Atlanor The Alliance capital during the Age of Atlan, located on a large island at the center of the Amethyst Sea.

avatar A powerful divine servant of the Enaros worshiped by some Aetaltans as a demi-god.

Barator Bayithdor A massive subterranean entrance to the Deeplands beneath the Stonegate Mountains, sealed after the Age of Darkness by Alantra herself and now called the Black Gate. The name translates from Old Dwarven to "The Settlement at the Mouth of Bayith."

Barrelman's River The river that marks the northern boundary of the Halfling Dalelands.

Battle of Valen Creek The battle where the Alliance army of General Vanir Drakewyn defeated the last of the Dark Hordes.

battlemage Arcane spellcasters infamous for their skill at wielding combat magic who graduated from the New Erinoran War College in Agthor.

beastfolk The descendants of people melded with animals during the Cataclysm.

Bellwyn River The river that marks the southern edge of the Elliyeen Wilds.

Betrayal, the How the dwarves refer to the decision by the Enaros to use the Deeplands as a prison for Endroren and his minions.

Black Diamond Guild The most powerful and notorious thieves' guild in Aetaltis. Their headquarters is in Selentheia.

Black Gate, the The massive wall of magical black stone created by Alantra that seals the Deepland entrance in the Stonegate Mountains.

black rite, the A forbidden magical rite said to cause an already corrupted spirit to fall.

Blackstone Isle A fortified island that serves as the headquarters for Queen Folly, a Calliosan pirate queen.

blade grass Deadly, razor-sharp grass that grows taller than a drothmal, covering the plains east of the Stonegate Mountains.

Blade Sea A land of open plains named after the towering, razor sharp grass that covers all the plains.

Bleakwood The forest along the southern border of the Halfling Dalelands that the Dalelanders refuse to go near.

blood magic Casting spells using essence torn from another person's spirit.

bloodsong The terrifying song ixits sing whenever they make a kill.

Blythorn Blackwick The notorious crime lord more commonly known as "Mayor Blackwick" that rules the city-state of Port Vale.

Bolwik Kunndlefeld Legendary founder of Gelendor.

bonded adventurer An adventurer sponsored by a patron and beholden to the wishes of that patron. Common in Calliosan culture.

Book of Eternity The book said to contain the spells designed to make the Queen of Ellor Nyall a goddess, and believed to include a formula for immortality.

bound undead A life-draining monster that results from a dark spellcaster forcibly binding a spirit to a corpse.

Brogen's Hall A legendary community of halflings who, it is claimed, retreated to a Deepland hall prior to the Age of Darkness and never emerged.

brygerhem A dwarven word meaning "brew home," used to describe the brewery dwarves set up whenever they found a new settlement.

Calaysis Drakewyn The Lord of Castle Port and the son of Sarsis Drakewyn, the younger half-brother of High Lord Valinar Drakewyn's father Risis.

Caldor One of the Free Kingdoms and the home kingdom of reigning High Queen Elannia Sareth.

calling The thing that convinced the character to give up their old life and become an adventurer.

Callios A coalition of city-states ruled by wealthy merchant houses that occupy the lands along the southwestern coast of the Amethyst Sea.

Calliosan Compact A multi-volume work containing the seemingly endless list of rules, policies, and etiquette every Calliosan is expected to observe, especially when conducting trade.

Castle Port The eastern-most city in Agthor, ruled by Lord Calaysis Drakewyn.

Cataclysm, the A catastrophic event during which every one of the Alliance's world gates and city gates exploded simultaneously. The cause is unknown and the gates are still inoperable today.

chapter house The local headquarters for a Calliosan merchant house.

city gate An arcane device that allowed people to travel instantly to any other city gate on Aetaltis.

cleric An individual blessed by the Enaros with the ability to cast divine spells.

Codex Historica A comprehensive history of Aetaltis being written by the wizards and scholars of Winterkeep.

College of New Erinor A multi-disciplinary college located in the Agthorian city of New Erinor. One of the most prestigious colleges in the Amethyst Sea basin. Publishers of the *World of Aetaltis: Adventurer's Guide*.

constable Also known as the chief constable, tasked with

upholding the laws of the land within the borders of the town.

core essence The essence that makes up the substance of a spirit's form.

Corgan Jungle A jungle covering the southeastern corner of Callios. It is less dense and dangerous than the Zhamay-en Jungle which lies to its east.

Corlis Cartith Klev Current Lord of Stonegate Keep, the fortress that guards the vital trade route through Stonegate Pass.

corruption/corrupted A dark residue that can cling to souls and essence after an encounter with the forces of darkness.

Cregairn Crek A river near the Maladoran capital where tradition has it the first dwarves and halflings arrived from across the sea.

Current Age The as-yet-unnamed age of history in which World of Aetaltis adventures take place.

Cycle of the Sphere A collection of twenty-three texts that describe the philosophy known as atlan centering.

Darinon Threll The author of the *Tome of Purification*, the infamous book that outlines the beliefs and duties of the Purifiers.

dark essence A type of essence that is utterly evil.

Dark Horde An army of Endroren, typically led by a wrethdari or abomona.

darkguide A person who mastered a forbidden rite that seizes good spirits on their rightful journey to Numos and diverts them to Endroren.

dawn magic A simple form of spellcasting closely related to the divine spellcasting of clerics, used intuitively by those with the gift during the Age of Dawn.

Declaration of Talimane A pronouncement by High Lord Valinar Drakewyn that declared adventuring as an honorable occupation.

Deeplands The network of tunnels and caverns that honeycomb the planet of Aetaltis. Once the home to the dwarves, now a prison for Endroren and his minions.

Deepland halls The lost Deepland kingdoms of the dwarves.

Department of Discovery and Exploration A department at the College of New Erinor dedicated to collecting first-hand accounts of explorers, adventurers, and traveling scholars.

deputy A deputy, or deputy constable, is temporarily appointed by the chief constable to assist with enforcement of the law inside the town in times of need.

Divine Inspiration Cards A deck of cards players can draw from that represents the will of the Enaros and allows the players to change the course of the game.

divine magic A form of spellcasting and enchantment that involves receiving essence and the inspirational knowledge of how to cast a spell directly from the Enaros.

Donaren Mountains The original name of the Donarzheis Mountains, from before the Enaros turned the Deeplands into a prison for the endrori.

Donarzheis Mountains The mountain range that forms the northern wall of the Amethyst Sea basin.

Doomcallers A cult that believes they must kill as many good people as possible so the spirits of the departed can join the battle of the heavens on the side of good.

dor An Old Dwarven word that means "settlement," "gathering of people," or "home."

Dor Falen Mal The ruined city near the mouth of Cregainn Creek upon which Felyn Mal capital was constructed.

Dor Vergall A place beneath the point the Dragon Tail and Donarzheis Mountains meet where legends say the dwarves first settled the Deeplands.

Dragon Tail Mountains The mountain range that forms the western wall of the Amethyst Sea basin.

Dragon's Maw A narrow sea passage walled on the north and south sides by towering cliffs, connecting the Amethyst Sea with the Phensrelan Ocean. Controlled by the great dragon, Molenarysyll.

Dragonsky River The large river that flows through the middle of Agthor and empties into Pendroth Bay at New Erinor.

Droth The enaros of war, hardship, and challenge.

Dwarven Age The period of time after the casting of the Ritual of Limitation but before the Age of Darkness, during which the dwarves were the dominant people on Aetaltis.

Dwarven Histories A collection of historical records created by the dwarves during the Dwarven Age but mostly lost during the Age of Darkness.

Elannia Sareth High Queen of the Free Kingdoms.

Elbray An Agthorian city along the eastern coast of the Pendroth Peninsula.

elders The first plants and animals created by the Enaros

from which all other plants and animals are descended.

Elderwood A forest of trees taller than those found anywhere else on Aetaltis, where it is said the last of the Firstborn Giants reside. Located northeast of the Stonegate Mountains.

Eldrith Keep The formidable keep built from an old stonehold that sits at the center of New Erinor.

elemental A mass of pure natural material infused with a nature spirit.

Elendra The enaros of true love, creativity, and inspiration.

elliya The Feyen name for elves.

Ellor Nyall The ancient fey kingdom that was turned into the Elliyen Wilds when the High Queen's attempt to achieve divinity through magic went terribly wrong.

ellori The Feyen word for the fey as a group.

Elloria Dell The capital of the now ruined fey kingdom of Ellor Nyall.

elloridan A Feyen word and title that means "matriarchal ruler," often translated as "queen" in Common.

enari The original people of Aetaltis, including the drothmals, dwarves, elves, fairies, halflings, scythaa, and sprites.

Enaros, the The gods and goddesses of Aetaltis.

Enarosian Scrolls Magical scrolls purportedly written by the Enaros and their avatars that describe the period of Aetaltan history known as the Age of Dawn.

Endroren Once the enaros of magic, but now the enaros of darkness and evil.

endrori Creatures of darkness created by Endroren using captured enari as his source material.

Endrori The language spoken by the endrori and other dark creatures.

Endros One of a pair of elder beings, the other being Aros, that created the Enaros.

Enooric The language spoken by the Enaros and their avatars. The original tongue of the enari.

Equenicos One of the city-states of Callios. Ruled by the House of the Dragon's Wing merchant house.

essence The mysterious energy that is the source of both life and magic.

essence points The pool of essence available for casting spells with glyph magic.

essence sense The inborn ability to sense the presence and power of essence.

essence sight The ability to see the Essential Plane.

essence storm A storm resembling a hurricane or tornado laced with raw essence.

essence void A place with lower than normal levels of ambient essence.

essence well A place with higher than normal levels of ambient essence.

Essential Plane The dimension of our reality that is the source of essence and its constructs.

faelariya The Feyen name for fairies.

Fallen, the Individuals who have given themselves over, body and soul, to Endroren, obliterating their old self and leaving behind a being of pure evil.

Feast of Grethken The traditional harvest holiday observed by the people of the Amethyst Sea basin.

Felyn Mal The official capital of Malador and the older of the twin cities of Fortin Mal and Felyn Mal. Felyn Mal is built on the ruins of Dor Falen Mal and sits between Cregairn Creek and the Stolgraden River.

feysteel A magic steel forged by the fey that is miraculously light and strong.

Fiona Farsky The pirate queen of Callios known to her victims as Queen Folly.

Firstborn Giants One of the first creatures created by the Enaros, from whom all giants and giant kin are descended.

First Archon The highest ranking official of a lyceum.

First Shield The cleric that commands the High Temple of Droth.

floppy hats Slang term for wizards, especially those that reside in the region's wizarding colleges.

forbidden magic Any type of spellcasting or enchantment that makes use of techniques and tools forbidden by the good people of the Amethyst Sea basin.

forced casting The act of casting an arcane spell using glyph magic when you don't have enough essence points to cover the spell's cost.

forge ash A spell component said to be ash from Modren's own forge.

Forgotten Ones Horrific monsters that were one of Endroren's first, failed attempts to create creatures to serve him.

forester Appointed by the warden to enforce the laws in the lands surrounding a particular town or settlement.

Fortin Mal The younger and larger of the Two Sisters, the twin cities of Fortin Mal and Felyn Mal, and the bureaucratic heart of Malador's government.

Free Kingdoms A country along the northwest coast of the Amethyst Sea where a confederation of independent kingdoms allied for their common security.

Galodrian The divine double-bladed bastard sword wielded by Droth.

gate weavers The newardin spellcasters that built and operated the Atlan Alliance's world gates and city gates.

gearsmith The engineers and craftspersons that worked in the fabled Newardine gearworks.

gearworks A specialized shop designed for the manufacture of gearworked devices.

Gellellyway The Great Dragon the halflings credit with the protection of their people and their homeland during the Age of Darkness.

Girl in the Hayloft A popular bawdy song played by Agthorian bards.

glyph magic A form of spellcasting and enchanting that involves weaving arcane glyphs out of essence and using those to create magical effects in the Physical Plane.

Golden Hall of Lensae The full name of the sun, referring to the belief that the Enaros live in Lensae when not walking among mortals.

Goloth The plain which Endroren cracked open to climb out of the Deeplands during the Age of Darkness and the place where he constructed his fortress. Also the site of the last battle of the Great War.

goodwill A pool of points characters earn by interacting with NPCs in positive ways. They can spend these points to gain benefits and favors.

grace A numeric representation of how much the Enaros approve of a character and their actions.

grand scrivener The member of a cheebatan merchant house tasked with the maintenance of the house's most important records.

Gray River The original name of the Serenth River, later changed by the Alliance governor of Norentor.

Great Ley of Malador A powerful ley line that only appears during solar eclipses, extending from Malador west across the Phensrelan Ocean.

Great Oak A massive oak tree that stands at the center of every fey community, said to be grown from an acorn

dropped by an Elder Oak, one of the first oak trees created by the Enaros.

Great War The battle between the Enaros and Endroren that brought an end to the Age of Darkness.

Greater Lorian River The large river that flows through Callios and empties into Alloren Bay at Selencos.

greenfolk Half-plant, half-fey creatures said to live in the Elliyen Wilds.

Grethken The enaros of plants, harvests, and the wilderness.

grith grith A popular tavern game similar to rock-paper-scissors involving rude hand gestures.

Gyllen River The large river that empties into the Windsinger Sea at Selentheia.

Halfling Dalelands The country that occupies the western coast of the Amethyst Sea. Ancestral home to the region's halflings.

Halfling Hearhtales Traditional tall tales, most containing at least a kernel of truth, told around the fire at night in Dalelander homes.

Hawk's Crest The capital of the Free Kingdoms located at the mouth of the Serenth River.

heart stone A stone quarried from the deepest of the Deeplands said to have magical properties.

Hericos One of the city-states of Callios. Ruled by the House of Destiny merchant house.

Hethket III The last high king of the Deeplands beneath the Donarzheis Mountains.

hierophant A lyceum holy person who specializes in the mysteries of the avatars.

High Temple of Aelos The great temple and administrative center for the Lyceum Aelos located on Numos Island in Agthor.

High Temple of Alantra The great temple and administrative center for the Lyceum Alantra located near the Shield Hills in New Erinor.

High Temple of Droth The spiritual heart of the Lyceum Droth located on the slopes of Mount Galodrian in the Donarzheis Mountains of the Free Kingdoms.

High Temple of Elendra The great temple and administrative center for the Lyceum Elendra, located in Revencos in Callios.

High Temple of Grethken The great temple and admin-

istrative center for the Lyceum Grethken, located along the shore of Starstone Lake.

High Temple of Larayil The great temple and administrative center for the Lyceum Larayil, located on the island of Delos in Callios.

High Temple of Lensae The great temple and administrative center for the Lyceum Lensae, located in New Erinor.

High Temple of Modren The great temple and administrative center for the Lyceum Modren, located in the Valley of the Forge near Selentheia.

High Temple of Phensral The great temple and administrative center for the Lyceum Phensral, located on the island of Delos in Callios.

High Temple of Toletren The great temple and administrative center for the Lyceum Toletren. Located in New Erinor.

High Temple of Vale The great temple and administrative center for the Lyceum Vale, located on a high cliff near Selentheia.

High Temple of Zevas The great temple and administrative center for the Lyceum Zevas, located in Tricos in Callios.

Horde Wars The period during the Age of Atlan during which the enari and the Alliance fought off the last of the Dark Hordes.

House of the Blade and Banner The great merchant house that rules Mallicos in Callios.

House of the Blue Lily The great merchant house that rules Revencos in Callios.

House of Destiny The great merchant house that rules Hericos in Callios.

House of the Dragon's Wing The great merchant house that rules Equenicos in Callios.

House of the Elder Oak The great merchant house that rules Mooricos in Callios.

House of the Golden Star The great merchant house that rules Tricos in Callios.

House of Lensae's Glory The great merchant house that rules Poricos in Callios.

House of the Silver Anchor The great merchant house that rules Selencos in Callios.

Icebound Plains A frozen, snow-bound wilderness that lies north of the Donarzheis Mountains.

ice wolf A wolf native to the Icebound Plains with a magical bite that freezes flesh.

Initiates of the Shadow Members of the cult that wish to further the goals of Endroren and become part of the Fallen.

Isles of the Lost Coast The scattered collection of islands in the center of the Amethyst Sea that are all that remain of the large island that was once home to the Alliance capital of Atlanor.

Kahl Hills A region in the north of Malador known for its rich surface mines.

Keepers of Purity A cult that believes any magic not of the Enaros is corrupt and a product of Endroren.

kettle berry A small white berry that grows in the Donar-zheis Mountains. A tea brewed from the berries will cure Mule Kick Fever.

Knights of Steelpeak The name of the Selenthean Knights when they were still a mercenary company operating in the Free Kingdoms.

ladylace A flower that grows in high mountain passes with legendary healing qualities.

Lake Ardendor The large lake in the eastern reaches of Agthor.

Lake Ileres A large lake in southern Callios. The city-state of Revencos is situated on its north shore.

Lanil The hammer of Modren.

Larayil The enaros of wind, rain, and the sky.

Last Rites A ceremony designed to protect the body and spirit of the deceased from necromantic magic. More formally known as the Rites of Protection and Passage.

Lawrick Keep The ruined keep sitting across the Adamiak River from Port Vale.

Lensae The name of Aetaltis's sun.

lensari The first creations of the Enaros, including the Firstborn Giants and Great Dragons.

letter of good faith An official letter presented to a caravan guard that verifies one's honor, ethics, and skills.

ley line An invisible stream of heightened ambient essence.

leyways Roads built by the fey during the Age of Magic that are said to follow the paths of ley lines.

Liberators A group of dwarven zealots determined to retake the Deeplands by any means necessary.

Little Zhamayen The jungle that lies east of the Boroboro

River and west of Port Vale.

Llly'syandor A legendary fey kingdom in the Stonegate Mountains best known as the site of the A'numos.

loresinger A fey specially trained in the art of performing feyen loresongs.

loresong A song laced with magic and made more effective when sung in harmony with other related loresongs that describe fey history.

loriya Feyen name for sprites.

Lost Avatar Falls The southernmost navigable point along the Adamiak River in Port Vale.

lyceum An institution dedicated to the worship of one of the Enaros.

magisterium The title given to judges in the Free Kingdoms.

mal The Old Dwarven word for a fortified settlement.

Malador A country west of the northern Dragon Tail Mountains founded by dwarven refugees from the Donar-zheis Mountain Deeplands.

Malinar Drakewyn Founder of Agthor.

Malinar Drakewyn II Father of the current High Lord of Agthor, Valinar Drakewyn.

Mallicos The Calliosan city-state ruled by the House of the Blade and Banner.

Master Merchant The title of the merchant house member who manages the local chapter house.

Master of the Market The person who determines where vendors may erect their tents and stalls in the market. Also responsible for collecting all necessary fees and taxes from the vendors.

Mellia Aswith A well-known Selenthean poet.

mellidon The Feyen name for the massive conifers that are said to grow in the Elderwood.

Mellidon Fell The Feyen name for the Elderwood.

Modren The enaros of construction, fire, and order.

Modren's Arm A spur of mountains that extends west from the Stonegate Mountains toward Selenthea.

Molenarysyll The Great Dragon that controls the Dragon's Maw. Also known as Doomwing.

Mooricos The Calliosan city-state ruled by the House of the Elder Oak.

Mornmount A large town in northwestern Agthor that is

the headquarters of the Keepers of Purity.

Mount Galodrian The mountain in the Free Kingdoms where the High Temple of Droth is located.

Narussi The trio of divine beings that serve Elendra who are said to bring inspiration to artists.

nature spirit A being of pure essence that sometimes enters the Physical Plane by bonding with a mass of natural elements to create an elemental.

necromancy Magic associated with spirits, the dead, and undead.

New Erinor The capital of Agthor.

New Erinoran War College The educational institution that trains Agthor's officers. Also home to the Agthorian battlemages.

Norentor The Alliance settlement that stood at the mouth of the Serenth River until it sank into the ground beneath it during the Cataclysm.

Northern Wilds The wilds east of Agthor and west of the Windsinger Sea.

Numos The moon of Aetaltis.

Old Erinor The capital of Agthor during the Age of Atlan, but now a dangerous, magically altered ruin.

Oldbarrow River The large river in the Halfling Dalelands that empties into the Amethyst Sea at Gelendor.

oracle A holy person of the lyceums with the ability to read signs and omens.

Orb of Aelos A crystal globe enchanted to emit moonlight.

Order of Exploration and Guardianship A holy order of Lyceum Alantra dedicated to healing and protecting adventurers and explorers.

Orintor A city, whose location has been lost, where it is said Toletren appeared to the Alliance governor.

Othorr The god worshiped by orogs when they first arrived on Aetaltis.

outfitter A merchant that specializes in selling the equipment used by adventurers.

overcasting Casting a spell using glyph magic that is beyond your safe spellcasting level.

Pendroth Bay The large bay west of the Pendroth Peninsula. Both Old Erinor and New Erinor are situated along its shores.

Pendroth Peninsula The large peninsula on the southern coast of Agthor.

personal essence Store of essence contained inside one's spirit that may be drawn upon to cast spells. The source of a character's essence points.

Phensral The enaros of the waves and water.

Phensral's Highway An ancient road near Hericos in Callios that runs straight into the sea.

Phensrelan Ocean The large, stormy ocean that lies west of the Dragon Tail Mountains.

Physical Plane The plane of existence our physical bodies inhabit.

Pinnacle Gulf The large gulf in the southeast corner of the Amethyst Sea known for the huge pinnacles of rock extending high above its surface. Port Vale sits on the southern shore of the gulf.

Poricos The Calliosan city-state ruled by the House of Lensae's Glory.

Port Vale A half-ruined city ruled over by the infamous crime lord, Mayor Blythorn Blackwick. Infamous for its lax law enforcement, gladiator arena, and much-reviled slave markets.

priest/priestess A person trained in the art of communicating the wishes of mortals to the Enaros and an expert in the religious rites, rituals, and practices associated with their patron enaros.

provost A high-ranking teacher at an Aetaltan university or college. Senior and master provosts earn the title of high provost.

Purifiers A cult dedicated to cleansing the world of Endroren's evil by any means necessary.

Queen Folly A powerful pirate queen who rules her clan from the fortified Blackstone Isle. Her real name is Fiona Farsky.

red finger Dalelander slang for a wealthy person lacking manners and good upbringing.

reliquen A divine magical device that is consumed when activated.

Revincos The Calliosan city-state ruled by the House of the Blue Lily.

riding Scirs are divided into governmental districts called ridings. Each riding is between 20-40 miles across—roughly the distance a person can ride in a day.

Ritual of Limitation The immensely powerful spell cast by the Enaros that limited the ways magic can be used by mortals on Aetaltis.

rune healer A dwarven arcane spellcaster that uses rune magic to cleanse and close wounds.

rune magic A form of magic invented during the Dwarven Age that uses arcane symbols carved into stone or other appropriate materials to cast spells and enchant objects.

runeboats Boats carved from stone and enchanted to float on water using rune magic. Some runeboats are also magically self-propelled using dwarven runestones.

scalerider Wastelander cavalry unit that rides the keeska into war.

scholarae Teachers holding a position just beneath those of provosts at Aetaltan universities and colleges.

scir Duchies are divided into governmental districts of varying size called scirs (pronounced skeer), which are further divided into ridings.

Scythaan Wall The towering cliff that runs close to the southern boundary of the Amethyst Sea basin.

Scythaan Wastes The desert wasteland south of the Scythaan Wall that is home to the scythaas.

Selenin Drakewyn The half-sister of High Lord Valinar Drakewyn and the leader of the Keepers of Purity.

Selencos The Calliosan city-state ruled by the House of the Silver Anchor.

Selentheia The city-state along the southeast shores of the Windsinger Sea settled and ruled over by a powerful circle of mages.

Selentean Knights The order of honorable knights that serve as the protectors of Selentheia.

Selentean Wilds The wilds that lie south of Selentheia but north of the Elliyen Wilds.

Sentinel's Walk The huge and exquisitely carved marble bridge that spans the Adamiak River in Port Vale.

Serenth River The great river that runs down the center of the Free Kingdoms and empties into the Amethyst Sea at Hawk's Crest. Originally called the Gray River.

shadewalker A person who is not part of the holy orders that is blessed with the ability to communicate with the dead.

Shadewood River The river that marks the eastern border of the lands officially claimed by Agthor.

Shield Hills An area of rolling hills east of New Erinor.

Silver Circle The circle of mages that rule Selentheia.

Silver Tower The gleaming white, magically constructed

tower that stands at the center of the city of Selentheia. Headquarters of the Silver Circle.

Sirnis The divine tongs of Modren.

Soryphyn A song known only to Elendra that is said to bring dreams to life.

soulsteel Dwarven steel forged during the Age of Magic, laced with the ashes of dwarves who died fighting the endrori.

specialization A limited form of expertise that provides advantage on any check where the gamemaster agrees it applies.

spice May refer to natural flavorings used in Aetaltan foods or the illicit drugs created from plants found in the Zharmayen Jungle.

Spirit Moon A lunar event where a ring of ghostly silver flows around the full moon. Legend has it these are the spirits of Numos, preparing for their pilgrimage to Lensae.

spiritguide A person who specializes in performing the last rites.

star steel Steel made from bits of stars that have fallen from the sky. In reality, this is meteoric iron, although on Aetaltis it often has magical properties.

Starstone Lake The lake that marks the southern edge of the land Selentheia officially protects.

Steelpeak A sharp peak of steel-grey stone in the Donar-zheis Mountains of the Free Kingdoms.

Stolgraden River The river that runs through northern Malador. The capital cities of Fortin Mal and Felyn Mal sit at the river's mouth.

Stonegate Keep The venerable fortress that guards the apex of Stonegate Pass.

Stonegate Mountains The mountain range that forms the east wall of the Amethyst Sea basin.

stonehold Nearly impregnable fortresses carved by the dwarves into natural outcroppings during the Age of Shadow.

stoneship A wooden sailing ship with wheels mounted beneath it designed for crossing the deadly plains of the Blade Sea.

stonewise The Aetaltan word for clockwise.

temenos An administrative district defined for the management of the lyceum's business.

Tervald The Dwarven language name for the town of Thornwall in Agthor.

Three Sisters River The westernmost boundary of the Disputed Territories, a huge area of contested land that lies between the Free Kingdoms and Agthor.

Titanstone Keep A keep of enormous proportions that stands at the head of the Titanstone River and is believed to have been built by giants.

Titanstone River The river that marks the eastern edge of the territory claimed by the Calliosan League.

Toletren The enaros of knowledge, time, and magic.

Toletrenor Bay The bay off of the Windsinger Sea that Selentheia is built on.

Tome of Purification The infamous book written by Darinon Threll that describes the—often brutal—rituals, rites, methods, and goals of the Purifiers.

Tower of Alantra An incredible tower dedicated to Alantra and constructed by halflings during the Age of Magic in the land that is Callios today. Most of the tower is gone today, but the lower eight-stories of its base still stand in the center of Tricos.

Tricos The Calliosan city-state ruled by the House of the Golden Star.

true magic The type of spellcasting and enchantment used by the enari to create magical effects during the Age of Magic.

tsaal Old Halfling name for the halflings.

tsverg Dwarven name for the dwarves.

tsvergaal The lost lineage from which both halflings and dwarves are descended.

Tsvergaal Gap The pass through the Dragon Tail Mountains between the Free Kingdoms and Malador.

Uminase Highway The famous road that runs along the northern coast of the Amethyst Sea from Gelendor to Castle Port.

Undercity of Norentor The ruins of the old Alliance city of Norentor which lie buried beneath Hawk's Crest.

Vale The enaros of the beasts of the wilds.

Valen Creek The place where the army of General Vanir Drakewyn defeated the last of the Dark Hordes.

Valinar Drakewyn High Lord of Agthor.

Valley of Doom A valley near Stonegate Pass that is the site of the most powerful known essence void in the Amethyst Sea basin.

Vanir Drakewyn Alliance general who defeated the last of the Dark Hordes.

veslyn The central hall of a Ellorayan village.

Vestyn Wineman The provost at the College of New Erinor tasked with assembling the World of Aetaltis: Adventurer's Guide.

Ward of Alantra A magical construct designed to keep the endrori and other dark creatures trapped in the Deeplands.

warden The law officer tasked with the management of the foresters and enforcing the duke's laws outside of the towns.

Warders of Alantra A holy order associated with the Lyceum Alantra that specializes in creating Wards of Alantra.

Wayhouse of Larayil An inn run by the Lyceum Larayil, usually in an out of the way place, where weary travelers can find shelter.

Web of Fate The intricate web woven by Zevass that connects all events together into a temporal tapestry.

White Jewel Bridge The collapsed bridge in Port Vale that used to span the Adamiak River.

Whitehorn Pass The pass through the Donarzheis Mountains that connects the Free Kingdoms to the Icebound Plains.

wild An untamed wilderness.

Windsinger Sea The large sea in the northeast corner of the Amethyst Sea basin.

Winterkeep Home to one of the greatest arcane colleges in the Amethyst Sea basin, a fortified library, and historically important scholarly retreat located in the Donarzheis Mountains of the Halfling Dalelands.

Wolf, the A notorious explorer, treasure hunter, and war captain of the Alliance, known for his brutal treatment of the elves while operating under the orders of the Alliance.

woodward The forester may temporarily appoint individuals as woodwards to assist with enforcement of the law outside the town in times of need.

world gate An arcane construct that allows travel between worlds.

Zevass The enaros of planning, commerce, and illusion.

Zhamayen Jungle The dangerous jungle that covers almost the entire southern coast of the Amethyst Sea, from the seashore in the north to the Scythaan Wall in the south.

WORLD OF AETALTIS: KICKSTARTER BACKERS

An enormous “Thank You!” to the absolutely amazing people who made all of this possible. It is only as a result of your support, patience, and encouragement that we were able to bring this project to life. You are the true Champions of Aetaltis.

THE HEROES OF AGTHOR

Aaron Markworth, Chris “Baelian” Anderson, Eric Brace, Scott Banzhaf, Stuart Miller

GUARDIANS OF THE GREAT LIBRARY

Alexander Neumann, AMC, Andrew Alsberge, Austin “Gandelf” Fogel & Owen “Xon” Fogel, Bernard Tassin, Bianca Alvarez, Bill Heron, Bruno André Giraudon, Callendra Maughon, Campbell Cochrane, Charles Lester, Charles May, Charles Town, Chris Morgan, Chris Turlington, Christian Cooper, Christian “Sir Robert” Tassin, Christopher Dunnbier, Courtney Kim, Danny Santiago, David Jack, David Maskell, Dennis Milliman, Doug “Dhoma!” Raas, Dustin Letts, Dwa, Dylan Jackson, Eric Willman, Esko Halttunen, Fenric Cayne, Frank Van Camp, George Gates, Glenn Auvenshine, Greg Brunell, Hamilton “Verdestrom” Spivey, Helen Kourous, Ido Moses, Izbaja Slysmlie, Jacob Polen, James Rydquist, Jan Oetjen, Jason Leber, Jason Shuey, Javier A. Verdin, Jeff Robinson, Jeff Scifert, Jeffery Mace, Jen, Jennifer McPhail, Jeremy Yoder, John H. Bookwalter Jr., John L. Lewis, John Sturkie, Joseph Cowburn, Julian “DysOkami” Makin, Justin Hornung, Kenneth Riehle, KT Pappas, Kyle “Weems” Steven, Layton Funk, Loki63, Luc “Eagle Eye” Tassin, Luke Chmilenko, Luke Fabis, M. Ray Gilmore, Matthew Rhyzley, Matthew Ritchey, Matthew Valerius, Matthew Wasiak, Maxwell Alexander Drake, McKendry Herrmann, Michael Duvall, Michael Leai, Molly Reed, Nick Bardelson, Olivier Darles, Paige “Kithree” Tassin, Peter D. Adkison, Philip W. Rogers Jr., Randy Smith, Richard Sandstrom, Richard Smith, Richard W. Sorden, Ronald H. Miller, Scott C. Giesbrecht, Seán Byrne, Shane “Asharon” Sylvia, ST Jacobson, T.C. Knutson, Tebinium, Tim Smith, Timothy Mushel, Tom Clews, Travis McConkey, Ty Larson, Tyler Devin Potter, Zachary Morris

PROTECTORS OF THE TOMES OF TRUTH

A. J. Wolf, Aaron A. Leon, Aaron Teixeira, Alan Mateo, Àlex “Xelax”, Amanda Wheeler, Amir Assasnik, André van Driel, Andrew Lotton, Andy Tri Nguyen, Angus Abranson, Anthony Campla, Anthony W., Arielessar, Ashatar, Auston Habershaw, Bear Weiter, Ben Richardson, Brandon “Guplu” Margicin, Brandon McIntosh, Brian Fortunato, Brian S. Wilkins, Bruce R. Cordell, >Bryce Austin<, Calle, Castreek, Chad Wierzbinski, Christine Balne, Christopher Harlan, Crafts + Minis, Craig Wallace Cormier, Cristian Vitali, Curran Farnsworth, Dan “Shadoghost” Weiss, Daniel Fernández García, Danny George, Dave Luxton, David G Herrington, David MacGregor, David Moreland, Dawn Henke, Derek Imlah, Devyn Burley, Dominic, Don Pierce, Don Roberts, Donald J. Bingle, Donald S. Crankshaw, Doug Nelson, Douglas Meserve, Dr. Guy Martelle, Eric Armstrong, Eric S., Eric Schumann, Ethan Prince, Evan Dankers, F.R. McNeil, Gouzlim, Heath Robinson, Henrik Augustsson, Iwan Optekamp, J. Evans Payne, Jack Neller, James Reich, Jamie Gross and Chad Gross, Jamie Willman, Jason Hennigan, Jason Heredia, Jason Parker, Jean Rabe, Jeff Lee, Jeff Wheeler, Jena Sanders, Jimbo Jones, Joe “Corum Bloodmoon” Serafin, Joel Mattson, Joel Norden, John C. Boyless, John G. Snyder, Jon Christoffer Henningsen, Jonathan Ondriezek, Jonne Kuokkanen, Joseph Catrone, Joseph Crase, Joseph S. Perry, Josh O’Quin, Joshua Gopal-Boyd, Joshua Korneta, Juergen Barters, Julian Tysoe, Justin Slabaugh, Kate Marsh, Ken Swails, Kyle, Larry Correia, Lauren “Osco” McLemore, Lee Perry, Leron Culbreath, LJ Heydorn, Luke & Marty Babbi, María Martín López, Mark Asteris, Markus Plate, Martin Greening, Matt Vartabedian, Matthew Chrysler, Matthew Eberle, Matthew Johnson, Matthew Minor, Matthieu Rider, Michael Hansen, Michael Merchant Jr., Michael T. Bradley, Mike D., Mike Lyons, Murray Oates, N. S. Mangion, Nate Taylor, Nicholas Harvey, NizorBelg, Orolan Stormbringer, Parker J. Dixon-Word, Patrick P., Paul Scherer, Paul y cod asyn Jarman, Phillip Bush, PJ Maucer, Redfuji6, Rhyer, Rilvas Foxfire, robdog, Robert Farnsworth, Robert L. Flowers Jr., Rumor, Sam Bainton, Samuel Ayala, Sarah Fraser, Scott Hillier, Selena Pappas, Shane Harsch (Legendsmiths), Sheldon Smith, Skylar Simmons, Stephanie Glock, Steve “ElQuesoGrande” Drew, Steve “Vesten” Wineman, Steven S. Long, Ted Houseman, Ted Leaman, Thomas Brooks, Tim “is there a limit to how long these names can be” McPherson, Tim Rudolph, Timothy S. Arthur, Tom Mackie, Tom Miskey, Tommi Heikkinen, Tor-Bjørn Hylland, Val Steklac, vincent furstenberger, Will M. Tabbert, ㄥ

DIGITAL LOREMASTERS

A.K. Davis, Aaron Jack Barrett, Aaron Smithies, Adam Dray, Alex Benoit, Alex Torres, Alison Fleming, Andrew Mauney, Barry Carmichael, Benjamin Koch, BevRob dav, Blaire Seminatore, C. Fischer, Calvin Hill, CC Snyder, Charles Myers, Chris A. Challacombe, Chris Franklin, Chris Halverson, Chris Michael Jahn, Christine Lamb, Christopher "Kaj" Vaughn, Clint Doyle, Cody Swatek, Colin "Mephit James" Wilson, Connor Nyman, Cory Finch, CRAIG EARL, Cyprien Delpuech, Damian Storm, Dan Stufflebeam, Daniel, Dave Robison, David B. Semmes, David Kempken, David Steinberg, David Stephenson, David Wohlreich, DBB, Didan Bay, Dom Ellis, Dominique Suchaire, Drew A. Calderone, Emma & Simon Gelgoot, Eric Lohmeier, Eric Wood, Erik Talvola, Filipe Passos Coelho, Finn, Frazer Gault, Frédéric ROUX, Gavilondo Nicolas, George Benjamin Rawls III, Gigi Marelli, Heather S, Howard Andrew Jones, Ian B., Imredave, Ingolf Schäfer, J. Coupland, J. Michael Lanaghan, Ja Powers, Jake Minor, Jake Riffe, James S. Austin, Jamie Ibson, Jason B. Smith, Jed Brooks Smith, Jeremy Kear, Jesse McCaughey, John Chambers, John 'johnkzin' Rudd, John Owens, John Paul, Jon Leitheusser, Jon Terry, Jonathan Campbell, Jonathan Smith, Jordi Rabionet Hernandez, Joshua Garcia, Joshua Hampton, Kaeleigh Post, Karl Kreutzer, Karl Schmidt, Kassie M., Ken Loupe, Kergonan, Kevin D. Merrill, King Fire Beard, Lars König, Larson Steffek, Leah Powers, Leslie Porter, Liam McGowan, Lisa Van Dillon, Liu Bei, Lyle Lurran, Marcus Shepherd, Markus "Ghost-Raven" Pfeiffer, Mary Zawacki, Mason Matzker, Mateo Aristizabal, Matt Brown, Matt Rock, Matt Wood, Matteo Signorini, Matthew @ProudNerdery, Matthew Nelson, Mattwill, Maxwell Stevenson, Mel Odom, Michael A., Michael Beck, Michael Carson, Nick Ackermann, Nick W., Nick-Nack, Nickolas Szilagyi, Nicla, Nicolas Desjardins, Nilmandir, Oliver von Spreckelsen, Patrick "Noffham" Seymour, Paul Sheppard, Peter Engebos, Peter Petrovich, Phil Sweet, Philip C. Hewitt II, PucciniTnr, Rajan Khanna, Ralosvek, Ray Chapel, RELDM, Richard J. Rivera, Rob Towell, Robert K. Stewart, Robert McNeal, ROBERT sha, Roger Haxton, Ronan Plessis, Rory B., Rufus de Rham, Russell Ventimeglia, Ryan Kent, S. Garrigan-Gill, Sablons Paul, Scott J. Dahlgren, Sean V. Owen, Sebastian Müller, Seth McCracken, Skanah, Stephanie Lorée, Steve Duffy, Steven Lord, Stewart Gallacher, Sven Corneli, TarybleTexan, The Immortal One, The Rangdo of Arg, Theodore Jay Miller, Tim Baker, Tim Czarnecki, Tim Voves, Travis C. Atkinson, Vance "Gilead" Kunze, Vidir, William R. Lubelski, wintersmith057, Y. K. Lee, Zabernat, Zack Wharton, Zak Griffiths

PLUS MORAL SUPPORT FROM...

Dr. Tyler Brunette, Eric Jackson, Grah O'Rion Leavitt, Gregory Wilson, Gulnaar Kaur, Leo Robertson, Seth Lindberg, Guy Edward Larke, "filkertom" Tom Smith, C.A. Suleiman, Elizabeth Vaughan, Sam Parsons, Nimbral, Marc Cardwell, Dylan, Daniel Fairweather, ron beck, Michela Graziani



INDEX

A

Ability Score Comparisons (Table) PG: 12
 Abomona AG: 179
 Age of Darkness AG: 23
 Creation of AG: 20
 Acolytes AG: 80
 Acolyte of Illusion PG: 124
 Acolyte of the Sea PG: 122
 Acolyte of Lensae (Background) PG: 87
 Addlevine Thendawilder III AG: 128
 Adventuring Gear PG: 150
 Aelos, Keeper of Mysteries AG: 14, 71. PG: 127
 Aelos's Domain PG: 116
 Aetalan League of Adventurers AG: 103
 Aetaltis AG: 10
 Creation of AG: 10
 Timeline GMG: 17
 Map of Aetaltis PG: 9. AG: 91
 Map of Amethyst Sea GMG: 13
 Afterlife, The AG: 85
 Age of Atlan, The AG: 31. GMG: 19
 Age of Darkness, The AG: 22. GMG: 19
 Age of Dawn, The AG: 10
 Age of Magic, The AG: 15. GMG: 17
 True Magic AG: 60
 Age of Shadow, The AG: 27. GMG: 19
 Age of the Enaros, The AG: 9
 Ages of History AG: 7
 Agthor AG: 52, 99
 Agthorian Plains AG: 117
 Agthorian (Culture) PG: 34
 Agthorian (Language) See Languages
 Alantra, the Great Mother AG: 13, 71. PG: 127
 Alantra's Domain PG: 117
 High Temple AG: 106
 Lyceums AG: 103
 Alarm Trap GMG: 53
 Alasandro Veras AG: 110
 Alchemy AG: 66. GMG: 15
 Alliance PG: 17
 Arrival of AG: 30
 Rise of AG: 36
 Alliance Highways AG: 150
 Alloren Farsky AG: 43
 Ambient Essence AG: 57
 Ambrose Previtt AG: 193
 Amethyst Sea AG: 89
 Amphitheater, The AG: 137
 Animals PG: 155
 Animals in Combat PG: 155
 Pack Animals AG: 152
 Animate Plants (Spell) PG: 183
 Animated Dead AG: 68
 Apprentice Muse PG: 119
 Arcane Apprentice (Background) PG: 88
 Arcane Focus PG: 175
 Arcane Healing GMG: 15
 Arcane Recovery PG: 175
 Arcane Spell Scrolls PG: 183
 Archon AG: 80

Aria Ethindan AG: 192
 Armor PG: 143
 Ability PG: 143
 Resistance PG: 143
 Aron Marchward AG: 147
 Aros AG: 9
 Art Objects GMG: 70
 Artificial Essence Forms AG: 64
 Astonishing Beauty PG: 121
 Astrology AG: 85
 Atlan AG: 30. See Human
 Atlan (Language) See Languages
 Atlan Alliance
 Arrival of AG: 31
 Creation of Winterkeep AG: 13
 Rise of AG: 36
 Atlan Alliance Library AG: 8
 Atlan Chronicles AG: 8
 Atlanor
 Destruction of AG: 8
 Founding of AG: 36
 Attitude (NPC) GMG: 25
 Changing Attitudes GMG: 27
 False Attitudes GMG: 26
 Attunement AG: 65
 Avatars AG: 18, 76

B

Backgrounds PG: 86
 Banishment AG: 61
 Barator Bayithdor AG: 24, 141
 Barbarian PG: 107
 Bastion, The AG: 122
 Beastfolk AG: 185. GMG: 105
 Bellynda Dromatheria Megglemoddle AG: 192
 Black Diamond Guild, The AG: 140, 142
 Black Gate, The AG: 141
 Creation of AG: 26
 Failing of Seals AG: 52
 Blackstone Isle AG: 110
 Blade and Banner Mines AG: 110
 Blade Sea, The AG: 29, 149, 162
 Bleakwood AG: 127
 Bleikendor AG: 120
 Blessed Healer PG: 117
 Blessed Objects AG: 66
 Blood Magic AG: 67. GMG: 62
 Bloodborn AG: 173. GMG: 94
 Blythorn Blackwick AG: 133, 137
 Boats and Barges AG: 95
 Body of Flame PG: 122
 Bonus Proficiencies PG: 123
 Book of Eternity AG: 16
 Books PG: 153
 Boroboro River AG: 136
 Borsef Flaxton III AG: 144
 Bound Undead AG: 69
 Bribes PG: 142
 Bringer of Peace PG: 119
 Brogen's Hall AG: 127
 Buildings (Materials) GMG: 28
 Burglar (Calling) PG: 94
 Bythedowns Gipple AG: 128

C

Calabria Crane AG: 192
 Calaysis Drakewyn AG: 103
 Callings PG: 92
 Callios AG: 106
 Current Age AG: 53
 Failing of Seals AG: 52
 History AG: 42
 Calliosan (Culture) PG: 37
 Calliosan (Language) See Languages
 Calliosan Compact AG: 106
 Calliosan League, The AG: 46, 111
 Cantrips PG: 175
 Caravans AG: 94
 Caravan Camps AG: 98
 Carriages AG: 94
 Castle Port AG: 106
 Cataclysm, The AG: 40
 Centering AG: 37
 Character Age GMG: 24
 Character Creation Process PG: 10
 Character Sheets PG: 14
 Charisma Checks GMG: 25
 Charm and Speak with Plants PG: 120
 Charm Wild Beasts PG: 124
 Charming Con PG: 114
 Cheebat PG: 21
 Cheebatan Merchant Rolls AG: 8
 First Appearance AG: 39
 Child (NPC) GMG: 127
 Children of Endroren AG: 20
 Children of the Lensari AG: 12
 Chilling Aura GMG: 46
 City Gates AG: 39
 Classes PG: 106
 Claws PG: 124
 Cleric AG: 81. PG: 107
 Cloak Defense PG: 112
 Cloaked Flourish PG: 114
 Clockwork GMG: 15
 Clothing PG: 149
 Codex Historica AG: 9
 Coin Clipping GMG: 72
 Coins GMG: 72
 Money Changing GMG: 75
 Coins and Coinage PG: 141
 College of New Erinor AG: 7, 9, 106
 College of the Silver Circle AG: 143
 Comets AG: 84
 Common (Language) See Languages
 Components (Spell) PG: 175
 Con Artist Archetype PG: 113
 Condition
 Buildings and Rooms GMG: 35
 Containers PG: 147
 Convincing Argument PG: 114
 Core Essence AG: 57
 Corpse Shepherd GMG: 63
 Corrupted Essence AG: 58
 Corrupting Strike GMG: 63
 Corruption GMG: 55
 Analyzing GMG: 56
 Effects GMG: 56
 Introduction GMG: 11
 New Attribute GMG: 55
 Places and Objects GMG: 59, 81
 Removing GMG: 61

Saving Throw GMG: 56
 Sensing GMG: 55
 Sources of GMG: 56
 Corvin Drakewyn AG: 34
 Cosmology AG: 83
 Cost of Living (Daily) PG: 142
 Counterfeiting Coins GMG: 72
 Counterspelling PG: 172
 Craftsmanship PG: 142
 Craftsperson (NPC) GMG: 127
 Crashing Wave Strike PG: 122
 Crawler Mucus GMG: 49
 Creepers AG: 173. GMG: 96
 Cregairn Creek AG: 129
 Crude Spear Trap GMG: 53
 Crypt Beetles AG: 186. GMG: 110
 Crystal Serpents AG: 186. GMG: 111
 Cultural Chameleon PG: 113
 Culture PG: 32
 Common cultures by lineage (Table) PG: 33
 Current Age, The AG: 53. GMG: 23

D

Dalelander (Culture) PG: 41
 Dalelander (Language) See Languages
 Dalelands See Halfling Dalelands
 Dance of Death PG: 114
 Dark Clerics GMG: 62
 Dark Essence AG: 58. GMG: 61
 Dark Hordes
 Creation of AG: 21
 Horde Wars AG: 34
 Last Horde AG: 36
 Return of AG: 33
 Rise of AG: 22
 Siege of the Deeplands AG: 21
 Dark Magic GMG: 63. PG: 163
 Darkav AG: 120
 Darkav Pass AG: 121
 Darkguides AG: 87
 Darkholders AG: 174. GMG: 97
 Dawn Magic AG: 60
 Death AG: 85
 Deathwalkers AG: 175. GMG: 98
 Deception Dice PG: 113
 Declaration of Talimane, The AG: 52
 Decorative Features GMG: 34
 Deepland Halls AG: 165
 Deepland Highways AG: 15
 Deeplander (Culture) PG: 44
 Deeplands AG: 154
 Age of Darkness, The AG: 22
 Age of Dawn, The AG: 11
 Age of Shadow, The AG: 28
 Birth of the Dwarves, The AG: 12
 Black Gate, The AG: 139
 Dark Hordes Return AG: 33
 Judgement of Endroren AG: 25
 Liberators AG: 133
 Sealing of AG: 26
 Seige of AG: 21
 Selenthea AG: 139
 Titanstone Keep AG: 111
 Uncertainty, The AG: 115
 Wilds, The AG: 149

Delos AG: 81
 Demons GMG: 123
 Detect Corruption PG: 115
 Detection PG: 164
 Devils GMG: 123
 Directed Magic AG: 59
 Disciple of Life PG: 117
 Diseases GMG: 35
 Dispelling PG: 173
 Disruption PG: 172
 Distracting Con PG: 114
 Divination AG: 78
 Divine Communion AG: 77
 Divine Domains PG: 115
 Divine Egress PG: 125
 Divine Glyphs AG: 62
 Divine Governance AG: 80
 Divine Inspiration Cards GMG: 36
 Card Effects GMG: 38
 Combining Cards GMG: 38
 Earning Cards GMG: 37
 Keeping Cards GMG: 38
 Playing Cards GMG: 38
 Variant: Grace Limits Effects GMG: 40
 Divine Magic AG: 60. PG: 163
 Divine Glyphs AG: 62
 Divine Magic Items See Grace
 Blessed Objects AG: 66
 Divine Strike PG: 117
 Dog, Hunting PG: 156
 Dog, War PG: 156
 Domain Pursuits PG: 115
 Donaren Mountains See Donarzhais
 Mountains, 19
 Donarzhais Mountains AG: 27, 163
 Age of Darkness, The AG: 22
 Agthor AG: 102
 Codex AG: 52
 Discovery of Rune Magic AG: 19
 Dwarves of AG: 26
 Free Kingdoms AG: 117
 Land of a Thousand Kings AG: 47
 Doomcallers AG: 87, 180
 Doomwing AG: 162
 Doors
 Buildings GMG: 31
 Rooms GMG: 33
 Dor Falen Mal AG: 129
 Dor Vergall AG: 132
 Dragon Tail Mountains
 Arrival of the Alliance AG: 30
 Dark Hordes Return AG: 33
 Free Kingdoms AG: 117
 Halfing Dalelands AG: 125
 Malador AG: 131
 Poricos AG: 112
 Winterkeep AG: 42
 Dragon's Maw AG: 162
 Dragon-Kin AG: 187
 Dragons AG: 186. GMG: 123
 Drinks PG: 158
 Droth, Lord of Trial AG: 14, 71.
 PG: 127
 Droth's Domain PG: 118
 High Temple AG: 119
 Lyceums AG: 119
 Droth's Might PG: 118
 Droth's Touch PG: 118
 Drothmal AG: 29. PG: 22
 Creation of the Enari AG: 12
 Drugs GMG: 48

Druid PG: 108
 Dryad's Torment GMG: 46
 Duchy of Vaun AG: 102
 Duty (Feature) PG: 89
 Dwarven Age, The AG: 19.
 GMG: 18
 Dwarven Highways AG: 150
 Dwarven Histories AG: 8
 Dwarves AG: 12. PG: 23, 98
 Dysart Draymore AG: 192

E
 Eathen Winswood AG: 193
 Elannia Sareth AG: 119
 Elders AG: 11
 Elderwood AG: 163
 Eldrith Keep AG: 50, 81
 Elementals AG: 188. GMG: 123
 Elementary Analysis PG: 123
 Elendra, the Muse AG: 14, 72.
 PG: 127
 Elendra's Domain PG: 118
 High Temple AG: 112
 Lyceums AG: 111
 Elendra's Inspiration PG: 119
 Elliya AG: 12
 Ellyien Wilds AG: 156
 Fall of Ellor Nyall AG: 16
 Last Horde, The AG: 36
 Port Vale AG: 135
 Selenthean Wilds AG: 165
 Tower of Selentheia, The AG: 44
 Wilds, The AG: 149
 Ellor Nyall AG: 15, 156
 Elloriyan (Culture) PG: 47
 Elori AG: 12
 Elsilyne Formulae AG: 192
 Elusive Fighter PG: 114
 Elves AG: 12. PG: 24
 Embedded Glyphs AG: 66
 Enari AG: 12. PG: 16
 Enari (Language) See Languages
 Enaros AG: 71
 Creation of AG: 9
 Entreating GMG: 45
 Enarosian Scrolls AG: 7
 Endroren AG: 14, 72
 Domain GMG: 62
 Entreating AG: 68. GMG: 65
 Trial of AG: 17
 Endrori AG: 20, 167. GMG: 85
 Endros AG: 9
 Enooric (Language) See Languages
 Entreating
 Enaros AG: 45
 Endroren AG: 68. GMG: 65
 Euenicos AG: 112
 Equipment PG: 140
 Equipment Packs PG: 151
 Erinor See Old Erinor
 Essence AG: 55
 Ambient Essence AG: 57
 Arcane Recovery PG: 175
 Artificial Essence Forms AG: 64
 Core Essence AG: 57
 Corrupted Essence AG: 58
 Dark Essence AG: 58
 Personal Essence AG: 58
 Types AG: 57
 Essence Drain GMG: 62
 Essence Forms

Analyzing PG: 171
 Essence Points PG: 127, 164
 Recovering Essence Points PG: 164
 Essence Sense AG: 56. PG: 169
 Essence Sight AG: 56. PG: 170
 Essence Sight (Spell) PG: 183
 Essence Stones PG: 181
 Essence Voids AG: 64. PG: 176, 178
 Essence Wells AG: 63. PG: 176, 177
 Essential Plane AG: 55. PG: 170
 Essential Projection AG: 57
 Essential Travel AG: 57
 Evasion PG: 115
 Expenses PG: 161
 Expert (NPC) GMG: 127
 Expertise PG: 112
 Explorer (Calling) PG: 95
 Eyes of Aelos PG: 116

F

Faceless Man GMG: 62
 Fade Into the Crowd PG: 114
 Faelariya AG: 12
 Fairies AG: 12. PG: 25
 Fallen, The AG: 35, 172. GMG: 94
 Falling Stars AG: 84
 Farmer (NPC) GMG: 128
 Father of the Sea See Modren
 Favorite Mark PG: 112
 Fealty (Feature) PG: 89
 Fees PG: 160
 Fellweather Galewyck AG: 122
 Felyn Mal AG: 129, 133
 Fencer Archetype PG: 114
 Ferries AG: 93
 Fey AG: 12. GMG: 123
 Fey, Wild AG: 188
 Feyen (Language) See Languages
 Feylariyan (Culture) PG: 51
 Fighter PG: 109
 Fines PG: 161
 Firstborn Giants AG: 11, 189
 Fishing AG: 99
 Fisselwood AG: 120
 Flaming Sphere Trap GMG: 53
 Floors GMG: 30
 Food AG: 153
 Forbidden Magic AG: 67. GMG: 62
 Monsters using GMG: 123
 Forced Casting PG: 168
 Foreign Dignitary (Feature) PG: 89
 Forester (NPC) GMG: 128
 Forge Born PG: 121
 Forge Master, The See Modren
 Forge Wyrms AG: 188. GMG: 112
 Forgotten Ones AG: 21, 181
 Fortin Mal AG: 129, 133
 Free Kingdoms, The AG: 50, 113
 Failing of Seals AG: 52
 Free Sample PG: 114
 Freedom of the Sea PG: 122
 Freefolk (Culture) PG: 54
 Freelander (Language) See Languages
 Friendly (Attitude) GMG: 25
 Frightening Con PG: 114
 Frozen Hope AG: 159
 Furniture GMG: 33

G

Gaelensey Isle AG: 164
 Galewyck's Bastion AG: 120
 Galodrian AG: 72
 Gathering AG: 154
 Gearworking GMG: 15
 Gelendor AG: 128
 Gellellynway, Great Dragon AG: 124
 Gems GMG: 75
 Ghosts GMG: 125
 Ghosts AG: 85. GMG: 125
 Ghouls GMG: 125
 Giants AG: 189. GMG: 125
 Gifts (Tips and Bribes) PG: 142
 Gifts of the Enaros AG: 13
 Giving Up GMG: 51
 Glassworking GMG: 15
 Glyph Magic See Magic
 Gnolls AG: 185. GMG: 106
 Goblins AG: 168. GMG: 87
 Golden Hall of Lensae, The
 AG: 15, 83
 Golden Scythe AG: 120
 Goloth AG: 24
 Good Life, The PG: 114
 Goodwill GMG: 40
 Grace GMG: 41
 During Advancement GMG: 42
 Endroren GMG: 43
 Game Effects GMG: 43
 Negative Grace GMG: 37, 43
 Graimak One-Eye AG: 192
 Gray River AG: 32
 Great Builder See Modren
 Great Dragons AG: 11
 Great Market of Tricos AG: 81
 Great Mother, The See Alantra
 Great War, The AG: 24. GMG: 19
 Great Ward, The GMG: 66
 Greater Loriyan River AG: 109
 Green Father See Grethken
 Green Swarmers AG: 190.
 GMG: 113
 Greenfolk AG: 17
 Grethken, The Green Father AG: 14,
 73. PG: 127
 Grethken's Domain PG: 120
 High Temple AG: 143
 Lyceums AG: 142
 Grey Cats AG: 190. GMG: 114
 Guardian (Calling) PG: 96
 Guildhouses AG: 97
 Gunpowder See Stormpowder
 Gyllen River AG: 139

H

Halfing Dalelands AG: 31, 124
 Halfing Hearttales AG: 8
 Halfings AG: 12. PG: 26
 Hauntings GMG: 45
 Hawk's Crest AG: 119
 Failing of Seals AG: 52
 The Tower of Selentheia AG: 45
 Undercity of Norentor, The
 AG: 114
 Healer (Background) PG: 88
 Healing See Entreating
 Hearth Keeper PG: 117
 Hedge Wizard (NPC) GMG: 128
 Height (Table) PG: 18
 Herbalist (NPC) GMG: 129
 Hericos AG: 112
 Phensral's Highway AG: 110

Heroes of Agthor, The AG: 103, 144
 Hierophants AG: 80
 High Council of Gelendor AG: 127
 High Court, The AG: 113
 High Lord of Agthor AG: 48
 High Lord of Stormkeep AG: 50
 High Profile (Feature) PG: 89
 High Temples AG: 81
 Alantra AG: 106
 Droth AG: 119
 Elendra AG: 112
 Grethken AG: 143
 Lensae AG: 106
 Phensral AG: 137
 Toletren AG: 106
 Vale AG: 143
 Zevas AG: 112
 Highlight Weakness PG: 123
 Hirelings PG: 161
 History (Aetaltan) See Timeline
 Holy Ground See Grace
 Holy Orders AG: 81
 Horde Wars, The AG: 34
 Hostile (Attitude) GMG: 25
 House of Destiny AG: 112
 House of Lensae's Glory AG: 112
 House of the Elder Oak AG: 112
 House of the Golden Star AG: 112
 House of the Silver Anchor AG: 112
 How People Describe You (Table)
 PG: 131
 Hullers AG: 190. GMG: 115
 Humans AG: 30. PG: 20
 Humdort Farsky III AG: 47
 Hunter (NPC) GMG: 129
 Hunting AG: 99
 Huntress, The See Vale

I

Ice Wolves AG: 190. GMG: 116
 Icebound Plains AG: 158
 Age of Darkness AG: 23
 Icewalker AG: 130
 Icewalker (Culture) PG: 58
 Identifying Magic Items PG: 172
 Imlyss Valmaer AG: 123
 Important Period in Your Life (Table)
 PG: 136
 Improvised Disguise PG: 113
 Indifferent (Attitude) GMG: 25
 Influence GMG: 37
 Initiates of the Shadow AG: 172, 181
 Inns AG: 96
 Investments GMG: 75
 Isinishnokeenokir AG: 192
 Isles of the Lost Coast AG: 163
 Portland Appleclapper AG: 193
 Ixits AG: 167. GMG: 86

J

Judgment of Endroren AG: 25
 Just a Warning PG: 114
 Just Kidding PG: 114

K

Kagan AG: 76
 Kahl Hills AG: 132
 Kalbak the Conqueror AG: 136
 Kalbak's Caverns AG: 136

Kardarian Trade Compact AG: 192
 Keeper of Mysteries See Aelos
 Keeper of the Forge PG: 121
 Keeper of Truth PG: 123
 Keepers of Hope AG: 24
 Keepers of Purity AG: 103, 119
 Keeskas AG: 191. GMG: 117
 King Mordkett IV AG: 19
 Kjeld "Toothpick" Hethkett AG: 145
 Knights of Selentheia AG: 142
 Knights of Steelpeak AG: 45
 Kobolds AG: 185. GMG: 107

L

Laborer (NPC) GMG: 129
 Lake Ardendor AG: 164
 Lake Ileres AG: 109
 Land Transport AG: 93
 In the Wilds AG: 152
 Language of the Sea PG: 122
 Languages GMG: 13
 Lanil AG: 73
 Larayil, Sky Keeper AG: 14, 73.
 PG: 127
 Larayil's Domain PG: 120
 Last Horde AG: 36
 Last Rites AG: 86. PG: 116
 Last Wish (Feature) PG: 91
 Leafbanes AG: 176. GMG: 99
 Learning Spells PG: 174
 Lensae AG: 10
 High Temple AG: 106
 Journey to, The AG: 86
 Lensae's Domain PG: 115
 Lyceums AG: 103
 Lensae's Glory PG: 116
 Lensae's Purifying Light PG: 116
 Lensari AG: 11
 Lesser Bound Undead GMG: 122
 Leucareth AG: 146
 Ley Lines AG: 63. PG: 176, 179
 Leyways AG: 151
 Liberators AG: 133
 Liberators (Calling) PG: 97
 Liches GMG: 125
 Life and Death AG: 85
 Life Drinkers AG: 69
 Light Sources PG: 154
 Lineages PG: 16
 Lineage vs. Race PG: 13
 Little Zhamayen AG: 136
 Lizardfolk AG: 185. GMG: 108
 Lodging AG: 96. PG: 158
 Lord of Darkness See Endroren
 Lord of Knowledge See Toletren
 Lord of Magic See Endroren
 Lord of the Harvest See Grethken
 Lord of Trial See Droth
 Lord of Webs See Zevas
 Loresongs of the Fey AG: 8
 Loriya AG: 12
 Lost Age, The AG: 40
 Loyal (Attitude) GMG: 25
 Lumberjack (NPC) GMG: 129
 Lusyen L'Thythalien AG: 145
 Lyceums AG: 80
 Alantra AG: 103
 Droth AG: 119
 Elendra AG: 111
 Grethken AG: 142
 Lensae AG: 103

Phensral AG: 137
 Toletren AG: 103
 Vale AG: 142
 Zevas AG: 111

M

Magic AG: 59. PG: 162. GMG: 10
 Dark Magic GMG: 63. PG: 163
 Distrust of GMG: 10
 Glyph Magic AG: 61. PG: 164
 Mixing Systems GMG: 55
 Secrets of Magic GMG: 54
 True Magic AG: 60
 Magic Items GMG: 78
 Corruption GMG: 60
 Creation GMG: 78
 Identifying PG: 172
 Magic Shops GMG: 78
 Magical Baubles GMG: 79
 Magical Devices AG: 64
 Magical Traps GMG: 52
 Make Whole PG: 121
 Malador AG: 129
 Maladoran (Culture) PG: 61
 Maleiol the Raven-Haired AG: 122
 Malinar Drakewyn AG: 48, 99
 Mallicos AG: 112
 Maps GMG: 9
 Aetaltis PG: 9. AG: 91
 Amethyst Sea GMG: 13
 Maps (Equipment) PG: 153
 Master of Deception PG: 113
 Master of Magic AG: 14
 Master of the Current PG: 122
 Mastered Cantrip (Feature) PG: 88
 Mastered Spell (Feature) PG: 88
 Masterful Disarm PG: 115
 Meals AG: 98. PG: 158
 Medical Arts GMG: 15
 Memorable Traits (Table) PG: 132
 Mental Acuity PG: 113, 123
 Mercenaries (Services) PG: 161
 Mercenary (Calling) PG: 98
 Merchant (NPC) GMG: 130
 Merchant Houses AG: 111
 Merchant Rolls AG: 8
 Milliecent Thendawilder AG: 128
 Modren, Forge Master AG: 13, 73.
 PG: 128
 Modren's Domain PG: 121
 Modren's Arm AG: 81, 139
 Molenarysyll AG: 162
 Moment that Changed Your Life, The
 (Table) PG: 137
 Monasteries AG: 82
 Monetary System GMG: 68
 Fifth Edition Conversion
 GMG: 69
 Money Changing GMG: 75. PG: 141
 Monks AG: 81
 Monster
 Tags GMG: 84
 Types GMG: 83
 Monster Hunter (Calling) PG: 99
 Mooricos AG: 112
 Mountebank PG: 111
 Mountebank Luck PG: 112
 Move like Lightning PG: 121
 Move like the Wind PG: 121
 Multiclassing (Spellcasting) PG: 175
 Mummies GMG: 125

Muse, The See Elendra
 Musical Instruments PG: 155
 Mysterious Revelation PG: 116

N

Natural Magic AG: 59
 Necromancy AG: 69
 Neithelian League, The AG: 119,
 120
 New Erinor AG: 50, 106
 Newardin AG: 30. PG: 27
 Newardine (Culture) PG: 65
 Nightshades AG: 176. GMG: 100
 Noble (Background)
 Agthorian PG: 88
 Free Kingdoms PG: 89
 Non-Verbal Trading (Feature)
 PG: 90
 Norentor AG: 32
 The Dark Hordes Return AG: 33
 Northern Borderlands AG: 132
 Northern Kingdoms AG: 118
 Northern Wilds AG: 102, 164
 Norweth Bestelkett AG: 120
 NPCs GMG: 126
 Numos AG: 83, 86
 Creation of AG: 71
 Numos Island AG: 81

O

Officer (NPC) GMG: 130
 Ogres AG: 177. GMG: 101
 Old Cheebatan (Language)
 See Languages
 Old Erinor AG: 102, 104
 Malinar Drakewyn AG: 48
 One with the Wilds PG: 120
 Oracles AG: 80
 Orcs AG: 169. GMG: 88
 Ordained (Feature) PG: 87
 Order of Anlord AG: 144
 Order of Exploration and
 Guardianship AG: 192
 Orintor AG: 37
 Orog AG: 30. PG: 28
 Fall of AG: 35
 Othorr AG: 37
 Outfit PG: 149
 Outfitters GMG: 80
 Outlander (Culture) PG: 68
 Overcasting PG: 169

P

Pack Animals AG: 152
 Patron Enaros PG: 127
 Pecks AG: 169. GMG: 89
 Pendroth Bay AG: 50
 Pendroth Peninsula AG: 81
 Performer (NPC) GMG: 130
 Personal Essence AG: 58
 Petitioning AG: 77
 Phensral, the Sea Father AG: 13, 74.
 PG: 128
 High Temple AG: 137
 Lyceums AG: 137
 Phensral's Domain PG: 122
 Phensral's Highway AG: 110
 Phensrelan Ocean AG: 129
 Physical Plane AG: 55

Pinnacle Gulf AG: 134
Pinnacles, The AG: 137
Plains of Agthor AG: 47
Planets AG: 84
Plant Guardians PG: 120
Platinum Rose Trading Company AG: 192
Pledge, The AG: 27
Poisonous Strike PG: 120
Poisons GMG: 48
Poricos AG: 112
Port Vale AG: 52, 133
Portland Appleclapper AG: 193
Porters AG: 152
Potent Spellcasting PG: 123
Potions AG: 66
Prayer AG: 77
Preparation (Spells) PG: 175
Preserve Life PG: 117
Priest of the Wind PG: 121
Priests and Priestesses AG: 80
Printing Press GMG: 16
Purification PG: 116
Purification, Greater (Spell) PG: 184
Purification, Lesser (Spell) PG: 184
Purifier (Calling) PG: 102
Purifying Strike PG: 116

Q

Queen Folly AG: 111

R

Rallis Millonas AG: 193
Ranger PG: 109
Ratfolk AG: 186. GMG: 109
Rations PG: 159
Reaper PG: 118
Reavers AG: 191. GMG: 118
Recovering Essence Points PG: 164
Recruit (NPC) GMG: 130
Red Rage GMG: 49
Reliable Talent PG: 113
Reliquen AG: 66
Rents PG: 161
Re-Roll See Entreating
Resist Corruption PG: 125
Resist the Flame PG: 121
Resolve GMG: 50
Resolve Events GMG: 51
Return the Blessing PG: 118
Revenkos AG: 81, 112
Ride the Storm PG: 121
Right of Satisfaction (Feature) PG: 90
Right to Bear Arms (Feature) PG: 89
Rise of Darkness, The AG: 20
Rite of Passage and Purification (Feature) PG: 91
Ritual Casting PG: 175
Ritual of Limitation AG: 17, 60. PG: 163
Dark Magic GMG: 64
Age of Atlan AG: 31
Rods PG: 182
Rogue PG: 109
Roofing
Buildings GMG: 30
Rooms (Materials) GMG: 32
Finish GMG: 33

Rune Magic AG: 19, 60
Rune-Scribed AG: 65

S

Sacred Shelter (Feature) PG: 87
Sacrifice AG: 78
Sailor (Calliosan) (Background) PG: 90
Sailor (NPC) GMG: 131
Schism Scroll AG: 45
Scholar (Calling) PG: 103
Scholar (NPC) GMG: 131
Scir of Dunbury AG: 102
Scoundrel (NPC) GMG: 131
Scythaa AG: 12. PG: 29
Scythaan Wall AG: 161
Age of Darkness AG: 23
Scythaan Wastes AG: 164
The Wilds AG: 149
Sea Father, The See Phensral
Sea Legs (Feature) PG: 90
Seals See Ward of Alantra
Selencos AG: 112
Selenin Drakewyn AG: 103
Selentheia AG: 138
Atlan Chronicles AG: 8
Enarosian Scrolls AG: 7
Founding of AG: 46
Silver Tower AG: 51
Selenthean (Culture) PG: 71
Selenthean (Language) See Languages
Selenthean Knights AG: 138
Selenthean Wilds AG: 165
Selling Treasure GMG: 80
Sensing Magic PG: 170
Serenth River AG: 117
Services PG: 160
Sewer Plague GMG: 36
Shadowcloak PG: 125
Shadowmasks AG: 177. GMG: 102
Shadows GMG: 125
Shelter AG: 153
Shepherd (NPC) GMG: 132
Shield Block Reaction PG: 144
Shield Hills AG: 81
Shield of Courage AG: 192
Ships AG: 96
Shopkeeper (Background) PG: 90
Shopkeeper (NPC) GMG: 132
Shrines AG: 78, 82
Siege of the Deeplands AG: 21
Siege of Vorscythe AG: 120
Sight Rot GMG: 36
Signature Cure (Feature) PG: 88
Signature Spells PG: 175
Silver Circle AG: 142
Atlan Chronicles AG: 8
Selentheia AG: 138
Selenthean Wilds AG: 165
Silver Tower, The AG: 51
Silver Sickle AG: 122
Silver Tower, The AG: 51, 143
Enarosian Scrolls AG: 8
Selentheia AG: 139
Sirnīs AG: 73
Skaahs AG: 170. GMG: 90
Skeletons GMG: 125
Skraagen AG: 191. GMG: 119
Sky Keeper, The See Larayil
Sleep Dust GMG: 49
Slurkers AG: 191. GMG: 120

Soldier (NPC) GMG: 132
Soryphyn AG: 72
Soul Binding GMG: 63
Spark of Passion PG: 119
Speaker for the Dead PG: 117
Specialist Merchants GMG: 80
Specialization GMG: 52. PG: 14
Specters GMG: 125
Spectral Noises GMG: 47
Spellbooks AG: 62. PG: 174
Spellcasting AG: 59. PG: 164
Arcane Focus PG: 175
Casting from a Spellbook AG: 62
Casting Unlearned Spells PG: 174
Components PG: 175
Cost of Spells PG: 168
Dark Magic GMG: 64
Forced Casting PG: 168
Modifiers PG: 165
Multiclassing (Spellcasting) PG: 175
Overcasting PG: 169
Spell Mastery PG: 175
Spell Mishaps PG: 166
Spells PG: 162
Clarifications and Differences from 5E PG: 175
Learning Spells PG: 174
Preparation (Spells) PG: 175
Signature Spells PG: 175
Spell Slots PG: 175
Summoning Spells AG: 61
Spice Cutter (Background) PG: 90
Spice Tolerance (Feature) PG: 91
Spicers' Bond (Feature) PG: 91
Spirit Animal PG: 124
Spirituiguides AG: 86
Spirituiguides (Background) PG: 91
Spirits AG: 85. GMG: 125
Evil Spirits AG: 87
Lost, Bound, and Trapped AG: 86
Sprites AG: 12. GMG: 123. PG: 30
Squirrel Away (Feature) PG: 91
Synes Tarach AG: 193
Staffs PG: 182
Stars, The AG: 83
Starstone Lake AG: 81
Starting Age PG: 18
Starting Gear PG: 140
Starting Wealth PG: 141
Steeling Resolve GMG: 51
Stolgraden River AG: 131
Stonegate Mountains AG: 165
Black Gate, The AG: 141
Port Vale AG: 135
Stonegate, The AG: 22
Sealing of the Deeplands AG: 26
Stoneholds AG: 28
Stoneships AG: 29
Stormpowder GMG: 16
Stroke of Luck PG: 113
Summoning PG: 163
Summoning Spells AG: 61
Sun Spear of Nimonas AG: 193
Supreme Healing PG: 117

T

Talimane AG: 53
Taloned Terror GMG: 121
Tatterwings AG: 178. GMG: 103
Teamster (NPC) GMG: 132

Technology GMG: 15
Advanced Technology GMG: 16
Teen (NPC) GMG: 133
Teleportation AG: 61. PG: 163
Temenos AG: 82
Temples AG: 79
Lyceum AG: 82
Theron Pullusilva AG: 122
Things You Hate or Fear (Table) PG: 136
Thistlefeld AG: 120
Three Blades Adventuring Company AG: 192
Timeline (Aetaltis) GMG: 17
Tips PG: 142
Titanstone Keep AG: 111
Toletren, Lord of Knowledge AG: 17, 74. PG: 128
High Temple AG: 106
Lyceums AG: 103
Toletren's Domain PG: 122
Toletrenor Bay AG: 46
Tool Kits PG: 157
Tools PG: 157
Torchbearers AG: 152
Torrica "Scarmaker" Kelikos AG: 193
Touch of Elendra PG: 119
Touch of Rage GMG: 63
Touched by Numos PG: 116
Tower of Selentheia AG: 44
Town Watch (NPC) GMG: 133
Transportation PG: 161
Boats and Barges AG: 95
Land Transport AG: 93
Travel by Sea AG: 95
Water Transport AG: 153
Trapper (NPC) GMG: 133
Traps GMG: 52
Treasure Hunter (Calling) PG: 104
Trial of Endroren AG: 17
Tricos AG: 112
The Calliosan League AG: 47
The Land of Callios AG: 43
Trolls AG: 171. GMG: 91
True Magic AG: 60
True Name AG: 13
True Undead AG: 69
Tsverg See Dwarves
Tsvergaal See Dwarves
Tsvergaal Gap AG: 117, 130
Twist Fate PG: 125

U

Undead AG: 68. GMG: 125
Bound Undead AG: 69
Lesser Bound Undead GMG: 122
Lost, Bound, and Trapped Spirits AG: 86
True Undead AG: 69
Undercity of Norentor, The AG: 114, 118
Unusual Body Shapes PG: 142
Uvoyshae AG: 122

V

Vale, the Huntress AG: 14, 75. PG: 128
High Temple AG: 143
Lyceums AG: 142
Vale's Domain PG: 123

Valen Creek AG: 36
 Valinar Drakewyn AG: 52, 103
 Valley of Doom AG: 64
 Valley of the Cat AG: 123
 Valley of the Forge AG: 81
 Valorian (Culture) PG: 75
 Valorian (Language) See Languages
 Valuable Hostage (Feature) PG: 89
 Vampires GMG: 126
 Vehicles PG: 156
 Velnik Bloodletter AG: 121
 Vengeance of the Dead PG: 117
 Venomkin AG: 179. GMG: 104
 Venomkin Toxin GMG: 50
 Vestyn Wineman AG: 193
 Violent (Attitude) GMG: 25
 Vows AG: 78
 Vrenn Dormin Skeargenkett
 AG: 193

W

Wages PG: 142
 Walls
 Buildings GMG: 28
 Rooms GMG: 32
 Wands PG: 182
 Ward of Alantra GMG: 66
 Bypassing GMG: 67
 Creating GMG: 67
 Failing of Seals AG: 51
 Raising and Lowering GMG: 67
 Restoring Failed Wards GMG: 67
 Ward of Alantra (Spell) PG: 184
 Ward of Shadows GMG: 63
 Warders of Alantra AG: 26
 Warhorse PG: 156
 Warhorse, Knight's PG: 157
 Warrener (Culture) PG: 78
 Wastelander AG: 164
 Wastelander (Culture) PG: 82
 Water AG: 153
 Water Breathing PG: 122
 Water Jet (Spell) PG: 184
 Water Transport AG: 153
 Boats and Barges AG: 95
 Travel by Sea AG: 95
 Wayhouses of Larayil AG: 97
 Weapons PG: 144
 Ability PG: 144
 Grapple PG: 144
 Penetrating PG: 144
 Web of Fate AG: 75
 Weight (Table) PG: 18
 What Matters to you Most (Table)
 PG: 133
 When the Adventure Begins (Table)
 PG: 130
 White Heron AG: 144
 Whitehorn Pass AG: 81
 Free Kingdoms AG: 117
 Icebound Plains AG: 159
 Whitestone River AG: 48
 Widow's Tears AG: 127
 Wights GMG: 125
 Wild Shape PG: 124
 Wild Walk PG: 120
 Wildling PG: 120
 Wilds, The AG: 149
 Will-o'-wisps GMG: 126
 Windows GMG: 31
 Winterkeep AG: 128

Bastion of Knowledge AG: 42
 Codex Historica AG: 9
 Enarosian Scrolls AG: 8
 Halfling Dalelands AG: 124
 Tower of Selentheia AG: 44
 Witty Banter PG: 113
 Wizard PG: 110
 World Gate AG: 39
 Founding of Norentor AG: 32
 Wound Care (Feature) PG: 88
 Wraethdari AG: 172. GMG: 92
 Dark Hordes, The AG: 34
 Wraiths GMG: 125
 Wyvern Poison GMG: 50

Y

Your Greatest Desire (Table)
 PG: 138
 Your Life as a Child (Table) PG: 128
 Your Strongest Belief (Table)
 PG: 134

Z

Zevas, the Lord of Webs AG: 14, 75.
 PG: 128
 High Temple AG: 112
 Lyceums AG: 111
 Zevas's Domain PG: 124
 Zhamayen Jungle AG: 160
 Port Vale AG: 135
 The Calliosan League AG: 49
 The Wilds AG: 149
 Zombies GMG: 126

In this publication, only content reproduced from System Reference Document 5.0 ("SRD5") is Open Game Content as described in Section 1(d) of the License. All other content in this publication is designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures, characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.



Level-Up Your World of Aetaltis Adventures!

The *World of Aetaltis: Gamemaster's Guide* contains everything a gamemaster needs to turn Fifth Edition World of Aetaltis games into legendary campaigns. It's the third in the series of World of Aetaltis core books, along with the *World of Aetaltis: Adventurer's Guide* and the *World of Aetaltis: Player's Guide*.

Inside this book you'll find:

- **Secret Gamemaster Info:** An accurate timeline covering thousands of years of Aetaltis history, a geographically accurate version of the setting map, and a host of other secrets.
- **Minions and Monsters:** Fifth Edition stats for more than 50 new Aetaltan monsters and NPCs.
- **Expanded Rules:** Revised rules for diseases, poisons, NPC attitudes, and traps.
- **New Options:** Brand new Fifth Edition rules for hauntings, magical corruption, goodwill, character resolve, skill specializations, investments, and more.
- **Forbidden Magic:** A suite of new options for NPC spellcasters, including rules for dark magic, etiquette for entreating Endroren, and guidelines for the powers of evil clerics.
- **Divine Intervention:** Complete rules for tracking characters' favor and disfavor with the gods, plus an introduction to Divine Inspiration Cards, a system that lets players add to the story by roleplaying the gods.
- **A Toolbox of Wonders:** Plus, information and rules concerning magical baubles, art objects, counterfeiting and coin clipping, building and room quality, the effects of aging, and much, much more!

The World of Aetaltis campaign setting is an amazing new game world designed for use with the Fifth Edition of the world's best-known roleplaying game. In Aetaltis, you'll unlock a setting that rekindles the fire of classic heroic fantasy game worlds. It's everything that made fantasy RPGs such an incredible phenomenon, reimagined and refreshed for today's gamers.

This book is designed for use with the other two World of Aetaltis core books, but the new rules, monsters, and options it contains can be used in any Fifth Edition game.



Price: US \$39.99
ISBN: 978-1-7370069-0-9
MMA-C0200-1
AETALTIS.COM

