

AETALTIS

WORLD
OF
AETALTIS

MECHANICAL MUSE MAGAZINE: PREVIEW

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WORLD OF AETALTIS: PATREON JANUARY 2022

A Mechanical Muse Publication

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WORLD OF AETALTIS: BOOK OF DAYS

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First published in 2022 by Mechanical Muse, LLC.

7999 Poplar Drive, Dexter, MI 48130

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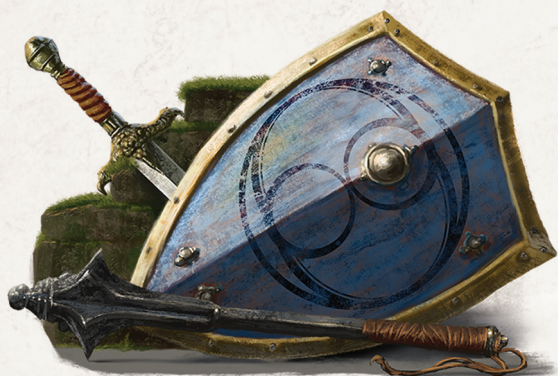
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WELCOME TO THE PREVIEW EDITION OF OUR AS YET UNNAMED GAMER MAGAZINE! Through the magic of [Patreon](#) and the support of our patrons, we're creating a new monthly publication filled with amazing content for gamers like you. Within these pages you'll find fantastic new material for the Fifth Edition of the world's best known roleplaying, expanded setting material for the [World of Aetaltis](#), awesome articles about subjects gamers love, exciting new fantasy fiction, and more!

So dive in, take a look, and if you want to be part of bringing this publication to life, join the adventure by checking us out on [Patreon](#)!



BACKGROUND: SOLDIER

You served as a professional soldier in the country where you grew up. Perhaps you chose the life or perhaps the life chose you. Either way, you fought in quite a few battles, and you know war isn't as glorious as the bards make it sound. Perhaps you were honorably discharged, having done your duty to the best of your abilities, or perhaps you left under less valorous circumstances.

As a soldier, you learned field discipline and small unit tactics that stick with you to this day. You lived a regimented life and spent countless hours drilling with your comrades. You know how to focus on a task and get it done quickly and efficiently, even when you're under tremendous pressure.

Languages Common or a language of your choice

Skill Proficiencies Survival

Tool Proficiencies Siege gear

Equipment A soldier's uniform, a pair of dice, a token of honor, a tin mess kit, and 5 sp

Wealth Die d4

ITEM: TOKEN OF HONOR

You carry a small token of honor that is extremely important to you. You received it as a gift or reward for a particularly honorable, courageous, or generous act. It might take the

form of a formal medal, a personal item gifted to you by someone you saved, or the right to wear a particular bit of heraldry or tribal device. There is a chance other soldiers will recognize the item for what it is, earning you additional respect.

FEATURE: SLEEP MASTERY

As a soldier you seldom enjoyed the comforts of a soft bed or even a roof over your head—assuming anyone let you sleep. During a campaign, you might go days without a full night's sleep. You quickly learned to sleep anywhere and at any time. By grabbing a quick nap every time there is an opportunity, you only require four hours of uninterrupted sleep to get a full night's rest.

FEATURE: WARRIOR'S BOND

You feel a natural bond with your fellow soldiers. You've all stood amidst the carnage of the battlefield, seen friends fall, and somehow lived to tell the tale. Whether you fought in the same war or even on the same side, when you first meet a fellow soldier or mercenary, you enjoy an immediate level of respect. How you compose yourself afterwards determines whether or not you retain this respect, but you start off with advantage on initial reactions from these individual



BACKGROUND: SURGEON

You've mastered the science of surgery, a career path often ignored in a world as steeped in magic as Aetaltis. But many seem to forget that while magical healing is all well and good, what happens when there's no cleric around? Perhaps your local herbalist can handle an upset stomach or a rash, but no amount of balm will cure internal bleeding or a broken bone protruding through the flesh.

As a surgeon, you specialize in treating the most grievous of injuries. You are unafraid of opening a person up to repair the damage that lies beneath the flesh. Whether you're trepanning to reduce brain swelling or sewing shut

a massive sword gash across the belly, you have the skills necessary to step in and save a person's life when magic is not an option.

Languages Common

Skill Proficiencies Medicine

Tool Proficiencies Surgeon's kit

Specializations Humanoid anatomy

Equipment A surgeon's kit, surgeon's robes, a metal hand mirror, a travel-sized book of humanoid anatomy, needle and thread, and 5 sp

Wealth Die d6

FEATURE: DWARVEN HOSPITALITY

Surgeons are highly regarded in dwarven cultures, due in no small part to the general distaste for divine magic among these peoples. In addition to the normal payment for a surgeon's services, dwarven cultures will typically provide a fine meal, excellent ale, and small gifts to show the surgeon their thanks.

FEATURE: SURGERY

During a short rest, a surgeon with a surgeon's kit can perform an operation on one injured companion. At the end of the procedure, the surgeon makes a DC 15 Dexterity (Surgeon's Kit) check. On a success, the patient may roll an additional d4 of healing for each hit die of healing they roll during the short rest. The patient must declare in advance of the check how many hit dice they plan to roll during the short rest for healing.



CULTURE: PRIMEVAL

Primeval people live deep in the wilds of the Amethyst Sea

basin. The natural world provides almost everything they need. They have no interest in the complexities or frivolous trappings of so-called civilization and can't understand why anyone would live that way. Passionate and free, Primeval people live for the moment. Most Primeval people in the Amethyst Sea basin are the descendants of individuals who regressed to a primitive way of life after a catastrophe destroyed the civilization they'd come to depend on. A few Primeval communities were intentional regressions, formed by people seeking a more basic and pure way of life, such as that lived by the enari during the Age of Dawn.

MANNER

Primeval people do what they want, when they want. They have no use for flowery words or careful speech and speak their minds without thought to how others may react. Primeval people act on their passions, and as a result, often find themselves at odds with the legal authorities in other Aetaltan cultures. Primeval people tend to form into tribes for mutual aid and protection, but there is little cooperation among tribes, since each may have their own values and customs at odds with a tribe only a few miles away.

APPEARANCE

Clothing is worn to protect against enemies and the elements. Beyond this, it has little use, and a Primeval person will likely dispense with it completely if the situation allows. Men and women wear their hair long although they usually tie it back so that it doesn't interfere with work or fighting. Men seldom, if ever, shave except for reasons of practicality.

LANGUAGE AND LITERACY

Primeval people typically speak a greatly altered version of whatever language their ancestors spoke. Due to decades, possibly centuries, of isolation, the variation may reach a point that the language a Primeval person speaks is nearly unrecognizable compared to the language it descended from.

Most Primeval people do not make use of a written language. Some of the symbols, letters, or even words from their ancestral tongue might show up as decorations, but they are often meaningless (or the meaning is greatly changed) to the Primeval person.

ART AND MUSIC

Primeval art focuses on symbols arising out of their religious beliefs. Ancestral icons, talismans, and protective tattoos are common Primeval works of art. The imagery of

these items focuses on the natural world, such as creatures the Primeval person hunts, places they have seen, or plant iconography.

Primeval music is primarily folk songs sung at full voice to the rhythm of drums. Occasionally, Primeval people accompany the melody on a simple reed flute. Most songs deal with hunting, the denizens of the wilds, or fighting. The exceptions are the mournful sacred songs used to honor the dead and sacred music meant to allow communion with Grethken and Vale.

FOOD AND DRINK

Fresh meat, insects, and plants gathered from the wilderness are typical fare. The food is either eaten raw, roasted over an open fire, or occasionally boiled. Primeval people mainly drink water, although some tribes make a rich alcoholic beverage called eecha. It is prepared by chewing certain leaves or grains, spitting the mash into a boiling pot, and then allowing the mixture to ferment for three or four days.

HOMES

Primeval homes are huts, simple tents, caves, or some combination of the three. Nomadic Primeval people prefer tents while sedentary Primeval people build huts or live in caves. Huts and tents are made from local materials, usually earth, plants, and animal skins. Their homes have few, if any, decorative items, but the walls are often painted with colorful imagery of local plants and wildlife. Furniture is limited to hides, straw mats, or at most a crude table.

VIRTUES

Primeval people tend to be honest and open. They are not easily embarrassed, and have few cultural taboos. They are, by nature, survivors. In their home environment, they can survive and thrive on just what they forage, requiring no other tools or support. A tribe usually has one other virtue that it stresses. Common virtues include: bravery, generosity, loyalty, and perseverance.

VICES

Primeval people lack familiarity with modern Aetaltan technology. Many Primeval people react negatively when confronted with even simple technological innovations such as glass, steel, and basic machines. During first encounters with the outside world, they may see such devices as potentially dangerous or even evil. They also tend toward isolationism, sometimes violently so. This is especially true among those Primeval people whose ancestors left modern

civilization seeking a simpler, purer way of life. Among these Primeval people the importance of avoiding contact with the outside world became an almost religious pursuit.

VALUES

The hard life of a Primeval person requires great physical toughness and strength. Those who possess these qualities are held in high regard. Loyalty to tribe and kin are crucial tools for survival, although arguments and schisms in tribes do occur. Still, members of a Primeval culture will quickly forget all grievances and work together against outsiders or dark minions. Also important to Primeval people is the ability to hunt, gather, and otherwise provide food for the tribe.

AVERSIONS

The subtleties and complex niceties of modern Aetaltan societies are an annoyance to most Primeval people. They have no interest in changing their ways to satisfy the “cultured” tastes of people from the outside world. Any attempts to smooth out the hard edges of a Primeval person nearly always end in disaster. Many explorers have damaged their relationship with Primeval people after foolishly trying to “help” or “fix” the tribe, when no such help was necessary or desired. Arcane magic is often (but not always) associated with Endroren, and met with distrust.

RIGHTS AND RESPONSIBILITIES

Primeval people believe they have a right to harvest whatever they wish from their environment. They have no concept of land ownership, and the idea of gaining permission from a ruler to hunt is alien to them.

Primeval people owe a duty to their tribe. These bonds are nearly as strong as those of family, and in the case of some tribes, stronger. If a member of the tribe is in danger, you protect them. If a member of the tribe is hungry, you feed them. This is duty expected of every member without hesitation or question.

CUSTOMS

Customs vary greatly between tribes, but the customs described below are common examples.

Birth All the women of a tribe are expected in attendance at births. Throughout the labor the women sit in a circle around the mother-to-be and chant songs of protection to keep back dark spirits that may try to possess the child as it is born.

Majority Primeval children are sent on a solo hunt to make their passage into adulthood. Those that return are

treated as adults henceforth.

Marriage Primeval marriages are presided over by the tribe's shaman, a type of cleric, and are followed by feasting and drinking that lasts well into the night.

Death Death rituals vary greatly. While it depends on the environment, Primeval people may cremate their dead, engage in excarnation, or practice a form of sky burial.

NAMES

Every tribe has their own patterns and traditions for naming. Since most Primeval people are the descendants of long separated members of other cultures, their often names carry a hint of the tribe's origin culture.

RELIGION

Primeval people give little thought to any gods other than Grethken and Vale. Worship is physical, consisting of singing, dancing, and coupling performed under the guidance of the tribe's shaman.

MAGIC

Primeval people seldom understand arcane magic and thus they distrust it. It is unusual for a Primeval person to learn spellcasting or even make use of an enchanted device. Some Primeval tribes are even known to react violently to arcane spellcasters.

UNUSUAL CUSTOMS AND TABOOS

Since mages are known to write their spells down, Primeval people often assume that any person writing is casting a spell on them unless that person can prove otherwise.

Primeval people often stalk and hunt outsiders who come into their territory, hiding in the shadows, watching to glimpse their intentions, and stealing items from their camps to gain information on their own terms. This has led to many a misunderstanding when a Primeval person misinterprets a civilized person's words, actions, or belongings or vice versa.

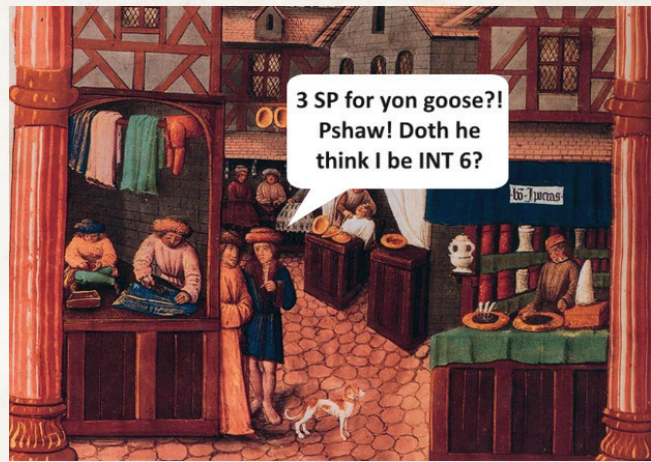
PRIMEVAL TRAITS

Languages Language of your choice (primitive dialect)

Specializations Home environment (select one)

Equipment A Primeval outfit, a trophy from your first solo hunt, a dagger, and a small antique fey or dwarven artifact worth 30 sp

Wealth Die None



WEALTH IN EUROPEAN MEDIEVAL FANTASY

When someone says "In 1303, a goose cost 3 silver pennies!" it's interesting, but it doesn't tell you much about how expensive the purchase felt to the poor farmer that had to shell out the coins for the bird. Even if I know how much the average laborer earned at that time, I still don't get a feel for whether a medieval buyer would look at that goose and say "Oh, sure. I'll take two. Why not?" or if they'd gasp and say "3 pennies! What do I look like, a noble!?"

THE QUEST

One of the best ways to understand the perception of expense is to compare the cost of an item to the amount of disposable income available to a person. With this information, you can get a really good sense of whether something costs "pocket change" or if it's the sort of thing you dream about owning for years before you've saved up enough to buy it.

So how much disposable income did a commoner have in the 14th century? More than I expected! Based on what I discovered, around 20-25% of a skilled laborer's cash income was "disposable." This is the portion of their cash income that didn't go toward housing, their consumer basket (standard purchases like clothes and food), or other regular expenses (taxes, guild fees, etc.). This means that our typical 14th Century carpenter or mason had around 200 silver pennies a year that they could spend however they wanted!

But I needed one more piece of information before I could really nail down how expensive things felt—a familiar foundation we could use to wrap our heads around the costs. I set out to determine the average disposable income for an American today. Turns out this number is roughly \$15,000 US.

With all of this in hand, I plugged all my medieval prices

into a giant Excel spreadsheet and calculated each cost as a percentage of a medieval laborer's disposable income. By applying this same percentage to the average disposable income today, we can get a really good feel for how expensive things FELT during the middle ages.

THE RESULTS

The first, and perhaps most fascinating, realization is that it's easy to forget just how CHEAP things are for us today compared to seven hundred years ago. Thanks to mass production, globalization, and a host of other factors, prices are exceptionally low from a historical perspective. Let's look at a few examples.

Let's say you're a medieval carpenter and you want a sheet of paper to write up a contract. The price for that sheet of paper was around 1/3 penny per sheet. Sounds pretty cheap, right? But as a percentage of disposable income, it's as if you or I went into an office supply store and paid \$25 for a single sheet of paper! When machines can churn out thousands of sheets per second, paper is a lot cheaper than if some poor sap has to perform every step of the paper-making process by hand.

What if you had some mining to do? If you're a medieval miner, the boss is going to make you bring your own pickaxe. In the 14th Century, a pickaxe would set you back around 4 pennies. Again, seems pretty cheap, but consider that this is the equivalent of a \$310 price tag in modern dollars. In both cases you could probably afford the item, but at that price you're going to put a LOT more thought into which pickaxe you buy.

For a final example of "It costs how much?" let's go back to that goose we started with. Want one of those 3 penny geese for Easter dinner? Better dig deep. That's a \$230 price tag in modern dollars!

WHAT THE WHAT? HOW COULD ANYONE AFFORD ANYTHING?

First off, they didn't own as much stuff as we do, and they probably took really good care of what they did own. When a pair of pants costs you \$25 at Target, you don't worry much about how you treat them. Now what if those pants cost \$700? That's how much a pair of well-made pants would have felt to a medieval shopper.

Secondly, they probably didn't buy most of the things they needed. They grew them, made them, or traded other goods for them. Sure, now and then you'd buy something special at the market with coins, but most of the time you'd just make your own. Need a goose for Easter dinner? Head out back and get one from the barn. Need feed for those

geese? Head out to the field and start planting. Need seeds to plant? Grab some of the seeds you saved from last year's crop.

All of this gives us a good idea of the weight of the decisions the medieval worker was making when they went shopping. Almost anything you purchased had to be budgeted for, probably saved for, and when you did buy it, you'd be MUCH choosier about the purchase since every transaction was a relatively large one.

WEREN'T ANY EXPENSES SIMILAR TO TODAY?

Actually, yes! Services. For any expense that didn't involve manufacturing, the expense felt similar to what we experience today. For example, let's say you're travelling to the next town and want to get a bed at the inn. How much would you pay? Roughly a penny a night (cheap breakfast included!) Looking at this as a percentage of disposable income, that's like paying \$80 for a cheap hotel room with a continental breakfast. Not too bad (Although to be fair, today you don't have to share the room with a group of strangers, but times change!)

Also, if you run typical daily wages through the formula I established you find out that our skilled laborer was pulling in the equivalent of around \$300 a day. If they were working an 8- 10 hour day, that's roughly what you might expect an experienced carpenter to make today. So again – the raw expense of a service, in this case labor, isn't all that different.

WAYS TO INTEGRATE THIS INTO YOUR GAME

Naturally, the gamer in me began wondering about how I could use this in my games (in general), and Aetaltis (specifically). To put this into a traditional RPG context, let's assume a medieval English silver penny is roughly equivalent to an World of Aetaltis Silver Piece*. With that as our foundation, here are some of the things you discover:

- ♦ **If the players come in and start smashing things** in the tavern or someone's home, it is a BIG deal. That tablecloth your cleric tore up for a makeshift bandage? Yeah - replacing that is going to cost the innkeeper the equivalent of \$1000 in today's money (or at the very least a LOT of labor!)
- ♦ **When the heroes find a cottage, abandoned with all the belongings inside**, they know something very bad happened. That's a lifetime of saving and crafting there. No one is going to leave those things behind willingly.
- **A group of heroes come trotting into town. The paladin rides at the front wearing full plate, armed**

with a fine longword, and mounted on a powerful war trained charger. The cost to outfit that knight as described was the equivalent of buying a military grade armored personnel carrier in today's dollars. Imagine how you'd react if a APC rolled into your neighborhood!

- You ask the barkeep to let you know if he sees the missing fugitive you're hunting. **To thank him for his help you slip him a GP.** His eyes widen noticeably and he appears short of breath. Why? That GP is the equivalent \$800 in today's dollars.

So there you go - you can use this is guidance for figuring out the perceived value of anything in your game, from "What's a decent bribe?" to "How bad is it if we steal his cow?"

** This article assumes you're using the historically-based pricing system used in the World of Aetaltis campaign . If you're using the standard 5E pricing, assume a 1 medieval silver penny = 1 GP.*

Sources

Although I pulled information from a number of original sources such as tax rolls from the period, the following page was a HUGE help when researching this:

<https://medium.com/@zavidovych/what-we-can-learn-by-looking-at-prices-and-wages-in-medieval-england-8dc-207cfd20a>



Dysart Draymore strode through the rain-soaked alleys of New Blackcliff as his youthful protégé struggled to keep up. "I still don't understand sir," the boy said, out of breath from trying to match his master's long stride. "You won a ship?" "That's correct, Sparrow," Dysart replied, his rich baritone voice filling the space between the buildings. "Not bad for an evening of dinner and cards, don't you think?"

The night was thick and muggy, and it clung to their skin like wet silk. Around them, the sounds of the city filled the air, a mix of raucous singing, throaty laughter, and creaking wagon wheels. Under it all whispered the ever-present murmur of the sea.

A drunken sailor staggered out of a doorway into the alley and collapsed at Dysart's feet. Without missing a step, Dysart stepped over the inebriated seaman and continued on. Sparrow skirted around the sailor, wrinkling his nose at the heavy stink of rum that surrounded the man.

"Well, yes, I imagine it was an excellent night of dinner and cards sir," Sparrow answered, "but what did you wager? To my reckoning, we've just ten coppers left to us."

"My villa in Revencos of course," Dysart replied. "Its spacious halls and extensive holdings were more than a fair bet

against Count Mezellinfix's ship. As for our financial situation, that is no longer an issue."

He patted his coat, and coins clanked. Sparrow, having fallen behind again, raced to keep up. As he reached Dysart's side, the words of his master finally hit him.

"You . . . you don't own a villa in Revencos, sir."

Glancing over, Dysart gave Sparrow a devilish grin and winked at him conspiratorially.

"Well then, I'd say it's fortunate I won, isn't it?"

Sparrow stopped and blinked in amazement. When he finally recovered, he had to run to catch up once more.

"Master," he called. "If I might be so bold, this isn't some dockside cheebat cabbage trader. He's the count of New Blackcliff, a member in good standing of the House of Blade and Banner. If you'd lost and he'd discovered—"

"Why Sparrow, do you think I'd have made the wager if I thought I'd lose?"

They paused where the alley opened onto a narrow side street, waited as a wagon loaded with huge casks of rum trundled by, then continued across to the alley on the other side.

Before responding, Sparrow glanced about to ensure that they were alone and then moved close to his master's side.

"But if he had discovered you were cheating. . . ." the boy whispered.

Dysart stopped and looked down at Sparrow, flashing a disappointed frown.

"Sparrow," he scolded. "You know I hate that word. I didn't cheat. I simply adjusted the odds slightly in my favor."

"I imagine the count would use the former definition."

"It isn't my fault that the count's young maid took a liking to me. And if she wished to assist me in knowing which cards the count held via a system of clever hand signals, of her own devising I might add, who was I to deny her? The fact that this happened to work to my advantage is just a fortunate coincidence."

"But sir, what if he finds out?"

"Not if he finds out, Sparrow. When he finds out. The Count is an intelligent man. When the drink wears off, he's sure to put the pieces together. That is precisely why finding a crew is of the utmost importance!"

Dysart must have recognized the worried look on Sparrow's face, for he tousled the boy's dusty blonde hair.

"Don't worry, Sparrow. I've never failed you, have I?"

"You mean other than the incident with the Bankers Guild in Hericos?"

"Right," Dysart agreed. "Other than that."

"Or the time I had to spring you from the dungeons of Elbray Keep after the, erm, misunderstanding regarding

Lady Marianne?"

"Fine Sparrow, you've made your point."

"Or the—"

"That's quite enough, lad. If we're going to pull this off we need positive attitudes. Anyhow, even if things don't always go as planned, they've always worked out in the end, haven't they?"

Dysart cracked a mischievous grin, the one that always meant their excitement was just beginning. Sparrow couldn't help but smile. In the two years since his thirteenth birthday, the day Dysart took him under his wing after catching Sparrow picking his pocket, Dysart had always come through in the end, no matter how absurd the scheme.

"Very well, sir," Sparrow conceded. "So where is it that we're going?"

"Here," Dysart said with a dramatic sweep of his arm. They stood before a filthy tavern with cracked windows, crooked walls, and a roof missing so many tiles that light shone through from within. Over the door, hanging from a single rusty chain, was a sign painted with an obscene depiction of a scantily clad elven lady straddling a keg.

"The Pinched Keg," Dysart continued. "A tavern frequented by the finest sailors in all of Callios, or so I've been told."

"The finest sailors, sir?"

"Well, not the finest perhaps but the most available, which considering our situation is what we need."

"But sir, wouldn't the ship's current crew be better suited to sail her?"

"As it turns out, Sparrow, Phensral's Glory didn't come with a crew. I might have complained about that had I not considered it prudent to make a swift exit after winning our little wager."

Reaching into his coat Dysart produced a folded square of dark blue felt. With a snap of his wrist the cloth unfurled into the unmistakable crown and folds of a three-cornered cap.

"What's that sir?" Sparrow asked.

"My captain's hat. Unlike the crew, it did come with the ship," Dysart said. He fitted it onto his head, placed his hands on his hips, and puffed out his chest. "How do I look?"

"Um, like a captain?" Sparrow ventured.

"Excellent," Dysart said.

With a vigorous shove, he threw open the door to the tavern and slipped inside, leaving Sparrow—once again—scrambling to keep up.

TO BE CONTINUED

SKULK, GIANT

Large monstrosity, unaligned

Armor Class 12

Hit Points 39 (6d10 + 6)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP) **Proficiency** +4

Prehensile Tail The giant skulk can use its tail to grab, push, pull, and drag objects. It does not have enough control over its tail to attack with it, using it primarily to drag paralyzed prey back to its lair. The giant skulk may grab an object as an action then move at full speed. It may attack while dragging an object.

Swimming Leap The giant skulk's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start, as long as it begins its turn in the water.

Amphibious The giant skulk can breathe air and water.

ACTIONS

Multiattack The giant skulk uses its Paralytic Spit, if available, to subdue a target, then makes one attack with its bite to any target not paralyzed if unable to escape with its prey.

Bite *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 7 (1d6 + 4) bludgeoning damage.

Paralytic Spit (*Recharge 4-6*) *Ranged Weapon Attack:* +6 to hit, range 15/30 ft., one target. *Hit:* 4 (1d4 + 2) acid damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poisoned condition on a success.

The giant skulk is an amphibious, snake-like creature with two legs on the forward portion of its body. It grows to between 10-feet and 15-feet long with a body up to 3-feet in diameter. It prefers to ambush its prey from the water, striking quickly, paralyzing the victim with its Paralytic Spit, and then using its prehensile tail to drag the doomed individual back to its lair.



WORLD OF AETALTIS: PATREON 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.

CHAMPIONS

Chris Anderson, Eric Brace

HEROES

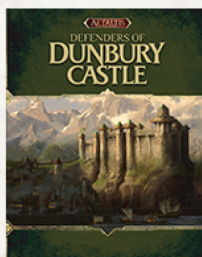
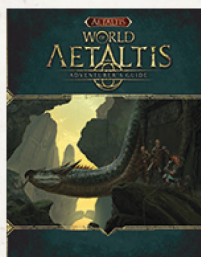
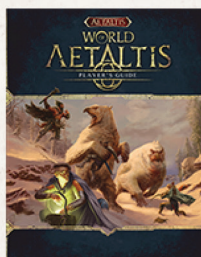
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