



# LEGENDS OF AETHEREUS

## PLAYER GUIDE







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## 1st Age Year 0 – The First Great Skyfall The 1st Known Age Begins

1st Age, Year 7923: The first record of the Ghalian Shaman Cult

1st Age, Year 8215: The First Era Lumic Civilization forms

## 1st Age, 10222nd year: The Second Great Skyfall The 2nd Age Begins

2nd Age, Year 215: The warlike Venatan Tribes form

2nd Age, Year 721: Rekindling of the Lumic civilization

2nd Age, Year 812: The Ghalian Shaman Cult is reborn and spreads across Ghalia

2nd Age, Year 947: Lumic Cultural Dominance - peace period – White Lion era

2nd Age, Year 1121: Rise of the Venatan Empire – Chieftains united by great warlord

2nd Age, Year 1327: First Venatan – Lumic Wars

## 2nd Age, 1515th year: The Third Great Skyfall The 3rd Age Begins

3rd Age, Year 18: The Ghalian Shaman Cult unites the Khagal Tribes

3rd Age, Year 22: The Nexus City-State is founded and built an ancient city site in Shi-Luma

3rd Age, Year 36: The Venatan begin to explore and retake their old Colonies

3rd Age, Year 112: The Venatan Empire rises again and begins to annex small provinces

3rd Age, Year 187: The Ghalian Shaman and Venata sign a trade treaty

3rd Age, Year 201: The Venata proclaim all non-loyal provinces rebels

3rd Age, Year 222: A small group of Lumic decedents re-forms the White Lion Tribe

3rd Age, Year 248: The White Lion Tribe rebels from Venatan tyranny

3rd Age, Year 251: After a two year war the Venatan Empire and the White Lion Tribe sign a non-aggression treaty

3rd Age, Year 252: The Venata betray the treaty and sack and slaughter all the villages in the White Lion region (Alana's father is the leader of the White Lion resistance and is killed in the attacks). General Zhorgal (then Captain Zhorgal) leads the secret and vicious assault killing every man, women and child in their wake.

3rd Age, Year 252: A few White Lion Tribe survivors escape to the small and hidden Nexus City-State (Alana (age 5) is adopted by the Nexus City-State Governor)

3rd Age, Year 261: The astrographer Acralantis discovers ancient texts revealing the power of the Skyfall Gems and ancient technology. This sparks a mad search from the Venata and the Ghalian Shaman to find these Relics. The Venatan War Council appoints General Zhorgal to find the relics by any means necessary. If he is successful he will be granted the kingdom of Ghalia.

3rd Age, Year 264: Clues of these relics begin to be discovered by the Nexus outdoorsmen that go to the wilderness of Ghalia searching for Aether Gems.

3rd Age, Year 269: The Venata establish a small embassy in the Nexus and begin searching for the ancient Skyfall Relics in the untamed Ghalian wilderness.

3rd Age, Year 273: The Venatan High Council reprimands General Zhorgal for his failure to find the Relics after 15 years of searching and greatly limit his resources. Many of the Venatan High Council believe the legends of the relics are not true and considers it a waste of time.

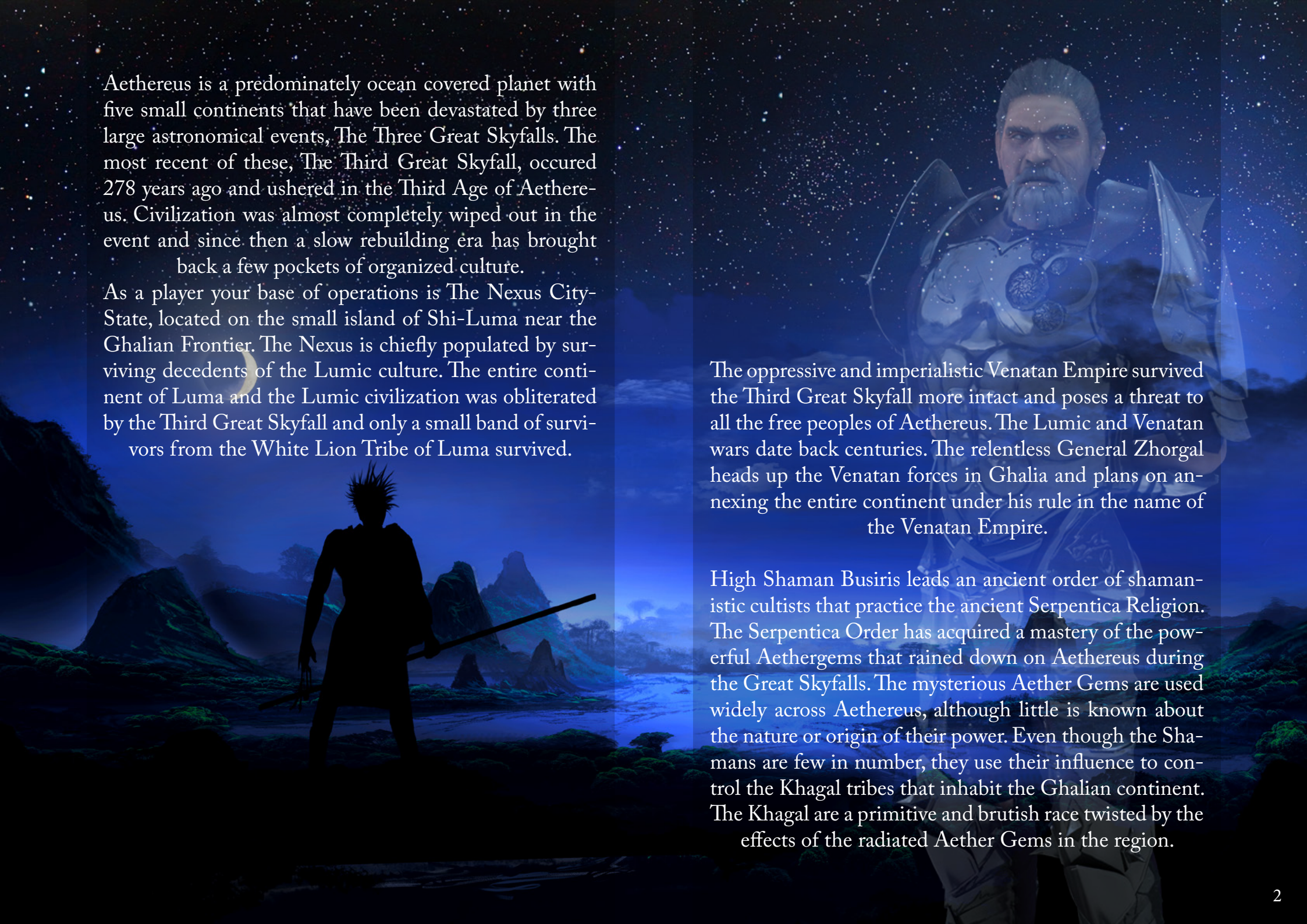
3rd Age, Year 275: General Zhorgal returns to the Venatan capital to plead his case. He is given five years to find the relics or he will be exiled as a traitor. General Zhorgal Recruits a crack regimen of the most elite and ruthless Venatan soldiers, promising them fortune and glory. He names this legion the The Zhorgal Sicarii.

3rd Age, Year 278: The Ghalian Shaman uncovers the famous Gauldron Stone Text that reveals the answer to the location of the Lost Moon Pyramid. It is located in an ancient temple in the Lochana region of Ghalia. The Zhorgal Sicarii begin a tireless search in Lochana, killing and torturing anybody or anything that gets in the way of their search for the temple.

The Nexus City-State Senate decides they must prevent the Venata from finding the relics to ensure their freedom and autonomy. They create a secret force, led by Alana, now former Arena Champion and Captain of the City Guard. This Guard, the *Nexus Secret Expeditionary Force* is their only chance....the race is on!

3rd Age, Year 279: *Present Time*



The background of the page is a dark, atmospheric landscape under a starry night sky. In the foreground, a silhouette of a person with spiky hair, wearing a simple tunic and holding a long staff, stands on a rocky shore. In the background, there are jagged, dark mountains and a body of water reflecting the starlight. A large, faint image of a Venatan soldier in armor is visible on the right side of the page.

Aethereus is a predominately ocean covered planet with five small continents that have been devastated by three large astronomical events, The Three Great Skyfalls. The most recent of these, The Third Great Skyfall, occurred 278 years ago and ushered in the Third Age of Aethereus. Civilization was almost completely wiped out in the event and since then a slow rebuilding era has brought back a few pockets of organized culture.

As a player your base of operations is The Nexus City-State, located on the small island of Shi-Luma near the Ghalian Frontier. The Nexus is chiefly populated by surviving decedents of the Lumic culture. The entire continent of Luma and the Lumic civilization was obliterated by the Third Great Skyfall and only a small band of survivors from the White Lion Tribe of Luma survived.

The oppressive and imperialistic Venatan Empire survived the Third Great Skyfall more intact and poses a threat to all the free peoples of Aethereus. The Lumic and Venatan wars date back centuries. The relentless General Zhorgal heads up the Venatan forces in Ghalia and plans on annexing the entire continent under his rule in the name of the Venatan Empire.

High Shaman Busiris leads an ancient order of shamanistic cultists that practice the ancient Serpentica Religion. The Serpentica Order has acquired a mastery of the powerful Aethergems that rained down on Aethereus during the Great Skyfalls. The mysterious Aether Gems are used widely across Aethereus, although little is known about the nature or origin of their power. Even though the Shamans are few in number, they use their influence to control the Khagal tribes that inhabit the Ghalian continent. The Khagal are a primitive and brutish race twisted by the effects of the radiated Aether Gems in the region.



Eighteen years ago the famous Gyptican Astrographer Acralantis uncovered and deciphered The Gauldron Tablets containing ancient texts dating back before the first age of Aethereus. These tablets revealed the existence of powerful relics formed from Ancient Skyfall Aether Gems. These relics hold the secret to ancient technology and knowledge that will give ultimate power to those that possess them.

Since this discovery, all the peoples of Aethereus have been obsessed with finding the Ancient Skyfall Relics. The mad chase has traced the relics to the continent of Ghalia, just off the doorstep of the Nexus. General Zhorgal and High Shaman Busiris will stop at nothing to acquire their power.

As a member of the Nexus Secret Expeditionary Force you will be entrusted with the critical undertaking of procuring the Ancient Skyfall Relics. You will report directly to Alana, Captain of the Nexus Guard, who will provide you with your secret orders. Everything depends on your success in this undertaking, for failure surely spells doom for the Nexus and all the remaining bastions of freedom on Aethereus.







Aethereus is a predominately ocean covered planet with five small continents that have been devastated by three large astronomical events, The Three Great Skyfalls.

It consists of five small continents: Roh-Lok, Gyptica, Luma, Venata and Ghalia. Since the Third Great Skyfall only minor contact has recently begun again between the peoples of the various continents.

As a player you are based in the Nexus City-State which is located on the small island of Shi-Luma off the main continent of Ghalia. The expeditions in your quest lines will be focused on the Ghalian continent searching for the lost Skyfall Relics.





# The Officers

## CLAN DESCRIPTION

The Guild of Officers is a widespread assembly of combat professionals, ranging from gladiators to high ranking elite soldiers. The guild teaches combat techniques utilizing the power of Aether Gems through a mental focus, passed down through the guild quarters shared among Guild Quarters on the continents of Aethereus. The Guild's purpose is the preservation of their techniques and upholding servitude in honor.

Officers utilize a number of different traps and weapons in combat. Depending on the material used, the skills will prove more or less efficient. They also specialize in specific combat arts passed down through the Officer's Guild since ancient times. These combat techniques consume the radiant power of the Aether Gems to temporarily give the Officer extraordinary strength and agility in times of need.



### Ferocious Stomp

Using a powerful Officer technique and mental harmony, Officers can manifest a ground-shaking shockwave around them with a single powerful stomp. This stomp will unbalance and damage foes.



### Power Strike

Using both hands, the Officer focuses all energy into their palms and produces a powerful discharge of energy from within their palms. The Power Strike will send any enemy struck by the power surge flying away from the Officer and deal significant damage.



### Carnal Strength

The Officer reaches into the ground and draws up a huge chunk of earth and throws it at nearby enemies. This causes a massive Shock Force that can scatter large groups but does not cause overwhelming damage.



### Fearsome Shout

The Fearsome Shout is a loud piercing roar that temporarily shocks and stuns nearby enemies, causing them to be scared and lose effectiveness.



### War Cry

The War Cry is an Officer skill that increases the Strength and Damage dealt by the Officer and all party members within a certain range deal for a short duration.



### Inspire

Inspire is an Officer Skill that increases the Agility and Defence bonus of the Officer and all party members within a certain range, for a short duration.



### Hymns

The Hymns Skill increases the Health Regeneration level of the Officer as well as all party members within range for a certain duration.



### Grim Resolve

The Grim Resolve Skill allows the Officer to lose Concentration instead of Health when taking damage. The Officer can activate this skill for a limited duration.



### Mesmerizing Chant

The Mesmerizing Chant causes all enemies in a certain range around the Officer to become stunned and confused for a short duration.



### Blinding Flash

This Skill uses stored energy to create a large power burst that blinds and stuns enemies within a radius surrounding the Officer.



### Terrifying Aura

The Terrifying Aura Skill causes all the enemies in a range around the Officer to become uneasy and lose armor value for a short duration.



### Shield Charge

This skill requires a shield to be equipped. The Officer sprints forward with their shield, smashing into nearby enemies causing massive Shock Force and Impact Damage.



### Dismembering Hack

Dismembering Hack requires a two-handed axe to be equipped and deals a powerful forward strike that causes a great deal of Impact Damage and Shock Force in a long area in front of the Officer.



### Trailing Strike

Trailing Strike requires a one-handed sword to be equipped and deals a quick swirling strike that does damage in a large circular area encompassing the Officer.



### Crushing Chop

Crushing Chop requires a one-handed axe to be equipped and causes massive damage and Shock Force in a large area directly in front of the Officer.



### Pummeling Smite

Pummeling Smite requires a one-handed mace to be equipped and deals a powerful roundhouse strike that causes massive Shock Damage in a large circular area encompassing the Officer.



### Carving Gash

Carving Gash requires a two-handed sword to be equipped and deals a powerful backhand swirling strike that causes a great deal of Impact Damage and Shock Force in a large circular area in front of the Officer.





### Barriers

The Barrier is a deployable light-weight but very sturdy pavise, used as a mobile defence by Officers in the field.



The barrier can be used to block off approaching enemies or protect against projectiles.



The Barrier Skill gives the Officer the ability to create quick defensive structures for the entire coop party.



By leveling your Barrier Skill Mastery you can increase the number of barriers you can place, boost the level of damage they can withstand before they are destroyed, speed up how fast you can deploy these items as well as add to the types of new materials you can make them from.



Barriers made from heavy materials will take longer to deploy but will be sturdy defensive emplacements.



Lighter materials will make barriers that are quicker to deploy but will be easily destroyed by enemy fire or hits.



### Javelins

Javelins are a main skill of the Nexus Forces. Javelins can be fashioned from a variety of materials.



By increasing your Javelin Mastery Level you can increase your throwing speed and distance as well as raise the amount of damage you cause with each javelin cast.



Javelins deal a great deal of damage and contain a powerful stopping force.



Javelins can be an effective method of stopping an enemy at short range as well as a powerful long distance ranged attack.



The damage dealt and shock force of a javelin is greatly affected by its material.



A heavy steel javelin will deal massive damage and cause a large shock force when a successful hit is made but these heavy javelins will be harder to throw and control.



A lighter birch javelin will be easy to throw long distances but will cause much less damage and shock force.



### Caltrops

Caltrops are staple defensive measure employed by armed forces hailing from both Nexus, Venata and Gryptica. Caltrops are small dragon teeth that are designed to penetrate the feet of oncoming enemies. These items are thrown across the ground. They slow down and hurt anyone walking into them.



The biggest advantage of the caltrops are that they can be deployed very fast.



The main effect is that they slow down and can even stop enemies.



You can level your Caltrops Mastery which can increase the effectiveness of this potent defense measure.



Caltrops can also be formed from a variety of materials.



Your level of Caltrops Mastery as well as the material used greatly affect their usefulness. Caltrops made of sturdy materials will do more damage and remain intact on the battlefield for repeated hits, while weaker materials will be destroyed after the first hit.



# The Inventors

## CLAN DESCRIPTION

The Inventor's Guild is a gathering of artificers, weapon technicians and those dedicated to the technological marvels made possible with the power of the Aether Gems. The Guild has workshops available in most of Aethereus' major cities and its members work to serve their settlements through the development of technology and using it to tame the wild surroundings.

The Inventor's skills are contraptions used to deliver and trigger explosives made from Aether Pebbles. Depending on the type of Aether Pebbles used, different effects will be realized.

### Inventor Skills



#### Timed Bombs

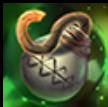
Timed bombs will explode when the fuse burns down and is the most powerful of the three thrown bombs. The explosive effect delivers an Aether-powered explosion within a medium radius.



By increasing your Time Bomb Mastery Levels you can improve your prowess with Time Bombs. You can increase the damage, speed in which you release the bomb and augment the radius of effect when a bomb is detonated.



Time Bombs carry a powerful punch and will cause Shock Damage as well as be enhanced by the Aether effects depending on the Aether Pebbles used to power them.



Time Bombs are especially useful when dealing with large groups of enemies as you can deal damage to several enemies at once.



To master Timed Bombs you will need to time the fuse duration and throw them with good timing. When enemies are close you can hold the bomb until the fuse is almost burnt down but be careful - if it burns all the way down, it will detonate in your hand.



#### Impact Bombs

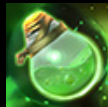
Impact Bombs are designed to rapidly deliver explosive power on a specific target or area. They have a smaller radius of effect than Timed Bombs but do more damage in a more concentrated area.



By increasing your Impact Bomb Mastery Levels you can achieve a more devastating result. You can increase the damage, speed in which you release the bomb as well as the chance of Aether effects.



Impact bombs are especially useful against a large and formidable target. You can focus the damage on a target by hitting it directly.



Since Impact bombs do not have a fuse but explode on first impact they allow you to quickly put lethal force on a target.



If multiple enemies are present you also have the ability to throw the Impact Bomb on the ground or a wall in the middle of several enemies causing damage to all within range.



#### Mines

Mines are one of the most powerful explosive devices available to the Inventors. They are deployed on the ground and explode when pressure is applied to them.



Mines contain a massive punch and can be devastating when triggered.



By increasing your Mine Mastery Levels you can become more effective with your mine placement. You can increase the damage, speed with which you deploy the mine, increase the amount of mines that can be active as well as place mines that are almost invisible to enemies making them more likely to be triggered.



One of the great functions of mines is to block off an area or to set an alarm so you are aware if enemies have entered the nearby area.



To be most effective with mines you will have to have a good insight into where the enemies will enter the area. Some enemies are quite clever and will go around mines if they notice them so it is important to conceal them as best as possible.



#### Lantern Bombs

Lantern Bombs offer several advantages when attacking enemies. When a lantern is detonated it not only explodes but also drops a rain of Aether Damage.



This allows you to send lanterns over walls and barricades and then shoot them to rain down damage on otherwise protected enemies.



The Lantern Bomb Mastery Levels allow you to increase damage, rate of deployment as well as the number of lanterns you can have active.



Lanterns can also be an effective method of lighting up an area and investigating zones that are dark before entering. Before you move down that dark path you can simply deploy a lantern to fly into it causing the area to light up.



All things considered, Lantern Bombs are one of the most unique and useful Inventor Skills. Learn to use them wisely and you will vanquish your enemies.







## Satchel Charges

Satchel Charges are packages of high-powered explosives which can be triggered remotely, making them perfect for ambushes.



Once you have deployed the Satchel Charge you can detonate it remotely at the perfect moment.



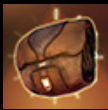
You can increase your Satchel Charge Mastery Levels to achieve a more powerful result. You can elevate the damage, speed with which you deploy the Charges, make the charges more camouflaged as well as raise the number of Satchels that can be active at one time.



Luring in your enemies and then detonating the charges is one of the most effective methods to use Satchel Charges.



Since the Satchel Charge poses an intimidating threat they can also be used to deter your enemies from entering into your zone.



## Sticky Bombs

Sticky Bombs are specialized bombs that attach to objects and enemies they come into contact with. Like a Timed Bomb they use a fuse and will detonate when the fuse burns down.



By increasing your Sticky Bomb Mastery Levels you can achieve a more devastating result. You can increase the damage, speed in which you release the bomb as well as the chance of Aether effects.



Sticky Bombs deal an incredibly high amount of damage but in a short blast arc. The most common use of these bombs is to throw them directly at enemies, which causes the bomb to attach. When it detonates, a massive amount of damage and Shock Force is dealt to the enemy the Bomb is fastened to.



Other useful techniques include throwing the bombs and attaching them in doorways or other bottlenecks to ambush enemies as they try and move through the spaces.



## Bombards

Bombards are in-field set-up guns. Once this item is deployed any player can use the bombard to shoot a number of low powered bombs. These set-up guns can be devastating and perfect for causing mass destruction by laying massive amounts of fire power out quickly.



The Bombard Mastery Levels allow you to increase damage, rate of deployment as well as the number of Bombards you can have active.



An Inventor can place a number of these powerful devices out in the field so that everybody in their party can use them simultaneously, creating a devastating barrage of great firepower.



When used correctly the Bombard Skill can elevate the firepower of a party enabling them to take on large groups of enemies with great success.



## Rockets

Rockets are a devastating ordnance that can be used effectively at both long and short range. The Rockets ignite quickly and have a long range making them effective enemy-stopping weapons at close range as well as giving the Inventor the ability to barrage enemies at quite a distance.



You can increase your Rockets Mastery Levels to achieve a more powerful result. You can elevate the damage, speed with which you shoot the rockets and improve their accuracy.



Rockets are not, however, an exact science and can often fly out of control making them dangerous to shoot when friendlies are near your desired targets.



To use the Rockets Skill to its full potential a mastery of aiming and timing must be learned. Once you have a good understanding for the dynamics involved, Rockets can be used to rain down massive amounts of destruction on enemies.





The Nexus City-State is your home base in Legends of Aethereus. This is the staging point from which you may venture out on bold expeditions seeking fame and glory. As a player you are a member of the Nexus Secret Expeditionary Force and you will be entrusted with the critical undertaking of procuring the Ancient Skyfall Relics. You will report directly to Alana, Captain of the Nexus Guard, she will provide you with your secret orders.

# *The Nexus*

*\*The Arena\**

*Officer's  
Barracks*

*Alana's  
City Guard*

*Academy  
Astrometrica*

*Animist  
Lounge*

*Inventor's  
Workshop*

*Blacksmith*

*Apartment*

*\*The Docks\**

*Harbor  
Master*



# Characters of the Nexus City-State

As an agent in the Nexus Secret Expeditionary Forces you will be charged with searching for the Ancient Skyfall Relics. You will need the aid and guidance from several allies on your quest. Some of the more important of these are listed below. You will need all the help you can get if you are to succeed on your mission.



*Alana*  
*Captain of the City Guard*

As Captain of the City Guard and leader of the Nexus Secret Expeditionary Force, Alana will be your main contact for expeditions related to hunting down the Ancient Skyfall Relics.

As former Arena Champion and adopted daughter of Mayor Miraba of the Nexus, Alana is a powerful ally with many contacts. Alana has a long history and deep hatred for the Venata, especially General Zhorgal leader of the Venatan forces in Ghalia.

Alana's father Jameron was leader of the White Lion Clan of Luma. He led many successful campaigns against the Venatan forces in the White Lion Rebellion of 3A248 year. After the treaty was signed, the Venata broke it and slaughtered the most of the White Lion Tribe in a secret night attack. General Zhorgal, then Captain Zhorgal, led and devised the evil sneak attack and killed Alana's family when she was just a child. After that she escaped to the Nexus with a small band of the White Lion Tribe and was adopted by now Mayor Miraba of the Nexus.



*Officer Drenn*  
*Officer Guild Master*

Officer Drenn heads up the military training grounds just outside the Arena. Born and raised in the Nexus, he is involved and knowledgeable in city politics and has a vast knowledge of the Ghalian frontier. As a former Arena fighter and experienced military leader he is well versed in war techniques. He has quests and expeditions usually focused on driving out the Khagal Tribes from Nar-Ghal and Lochana.



*Kaperneus*  
*Fabricator of the Inventor's Guild*

Kaperneus fled from Gyptica as a child with his parents to start a new life with his grandfather Amnion, who was the founder of the Nexus Inventor's Guild. Kaperneus took on the duties of his grandfather as age forced the old man to retire.

Kaperneus is a laid-back fabricator of the Inventor's Guild, popular among his own kind but his easy-going nature frustrates the high-ranking politicians in Nexus. Yet his work is of irrefutable value to the city. He has built upon the legacy of his grandfather and expanded the Inventor's Guild, which is providing arms and technology to the city.

As cheerful as Kaperneus may be, the Guild's history haunts him. The vast powers that come with control of the Aether elements have corrupted men and women in ages past. This drives Kaperneus to a restless search for knowledge lost and he has lead an aggressive yet fruitless campaign to comb the ruins within Ghalia for clues to the legacy of the Inventors and the technology forlorn in the cataclysm known as the Third Skyfall.



*Erland*  
*Harbor Master*

Erland is located on the dock in the Harbor. He will provide you with transportation to your expedition and quest locations on the Ghalian Continent. Erland knows all about what comes in and out of the Nexus. He will have no problem providing you with some form of transport to anywhere you need to go. Getting back alive is the hard part.



# Arch Enemies of the Nexus City-State

As one of the last bastions of freedom and hope on planet Aethereus the Nexus City-State is not without peril. Shaman Busiris and the Serpentica Order pose a constant threat, while the Venatan Empire led in the region by the merciless General Zhorgal would love nothing more than to annex the Nexus and put it under Venatan rule.



*High Shaman Busiris*  
*Ghalian Mystic*

Busiris is the infamous High Shaman of the Serpentica, the cult that holds the throne of power in Ghalia, controlling large Khagal tribes by use of the Aether Gems. Rumors say that he came to Ghalia a mere cultist, but raised a Khagal army which he used to take control of the cult. This in turn has been used to further his search for the Skyfall Relics and Ghalia's other lost riches. While no one in Nexus has seen Busiris, his mastery in harnessing the Aether Gems is said to be rivaled only by his thirst for power.



*Captain Igacleas*  
*Venatan Inventor*

Igacleas is a former leader of the Gyptican Inventor's Guild, who betrayed his guild to bring its secrets to the Venatan military. The treason earned him a high-ranking position within the Venatan Special Circumstances Division, a small group of Venatan specialists who are deployed to solve diplomatically sensitive matters. Under Igacleas' leadership, the Special Circumstances have been sent to Ghalia to operate in the shadows and locate a specific relic, presumed lost in the chaotic fall of Luma.



*General Zhorgal*  
*Leader of the Venatan Forces*

General Zhorgal heads up the Venatan forces in Ghalia and plans on annexing the entire continent under his rule in the name of the Venatan Empire. After his accolades during the conquering of the White Lion Tribe he has been focused on procuring the Ancient Skyfall Relics. He formed the Zhorgal Sicarii and set up a Venatan base of operations in the Morm-Ghal Basin. He will stop at nothing to acquire the Relics and place himself as ruler of all of Aethereus.



*Champion Marcanus*  
*Venatan Arena Champion*

Champion Marcanus is General Zhorgal's right-hand man. He is the fiercest and most renowned warrior amongst the Venatan and is often found spearheading the search for the Ancient Skyfall Relics in the Ghalian frontier. Rumors have it that he is immortal and has overwhelmed every opponent he has come into contact with. With the crack Zhorgal Sicarii Troops at his disposal he is a serious force to be reckoned with.



# Nexus City-State Sites



*The Blacksmith*

The Harbor Blacksmith's Shop is located in the harbor just above the dock. The door is marked with a glowing effect. Use the "E" Interact key to enter the Blacksmith's Shop. Once you enter the Blacksmith's Shop you will be greeted by Atarom the town Blacksmith. You may purchase or sell Gear, Materials, Aether Gems, and Consumables in the Harbor Blacksmith's Shop. Furthermore the Shop also has a crafting bench that you can use to craft your own Weapons and Gear.



*The Player Apartment*

The Player Apartment is located in the Harbor and is each player's customization center. Here you can personalize the Nexus using the banner maker and city painter. There are also apartment customization features. Furthermore, it is where you can store all your extra gear in your player's chest. There is also a Player Log Book that documents a wide range of your player statistics and achievements.



*The Arena*

The Arena is entered by using the "E" interact key when standing in proximity to the Arena Master. The Arena includes the Tutorial level Combat Trainer as well as a variety of PVP and PVE game types. In the Last Stand you play against waves of enemies in single player or Co-op mode. The goal is to survive as long as you can against increasing difficult waves of enemies.



*Arena Sundry Stand*

The Arena Sundry Stand is run by Agmar. Use the "E" Interact key to interact with him.

You may purchase or sell a variety of Gear, Materials, Aether Gems, and Consumables at the Stand.



*The Statue Maker*

The Statue Maker game feature allows you to make a variety of different statues at several Statue Maker podiums located throughout the Nexus.



# Nexus City-State Sites



*The Serpentican Temple*

The temple is located just inside the lower Nexus Gate by the fountain square. It contains the local cult of shamans and devotees that practice the Serpentican religion of Ghalia. You can often see them standing outside the temple chanting or preaching sermons to passers-by looking to recruit new cult members.



*The Venatan Embassy*

The Venatan Embassy is located just inside the lower Nexus Gate by the fountain square. As Nexus-Venatan relations have been strained over the last years this small embassy usually maintains a very small political contingent and military guard entourage. Many in the Nexus want to close the embassy and cast out the Venatan, but in the name of trying to keep up peaceful negotiations Mayor Miraba has allowed the embassy to stay active within the Nexus.



*The Harbor*

The Harbor is the main departure area whenever you want to embark on expeditions or quests into the Ghalian frontier. Talk to Erland, the harbor master, and he will arrange all your transport needs.

The common methods of transport are by airship or boat.



# Character Attributes

The Character Attributes are balanced using a bilateral system. The total attribute score of paired attributes is 100. So, for example, you cannot be both ultra-quick and massively strong at the same time. This balance creates interesting choices when customizing your character.



## Strength

Strength increases your melee damage. Impact Damage, Aether Damage and Shock Force will all be elevated as you add Strength. Your player speed, which effects all your movement and attack speed, are based on a ratio of your Strength and total weight of all your equipped gear. So raising your strength can also influence your player speed positively.

## Constitution

Constitution affects your maximum Health and Stamina levels. By maxing out your Constitution you can make a durable character that does not tire easily. With maximum health being such a critical element of a strong character, Constitution is a must in a successful character build.

## Willpower

Willpower increases your overall regeneration capabilities. By adding Willpower you improve the rate at which you regain Health, Stamina and Concentration. Your Willpower also enhances your blocking ability by increasing the duration of time you can perform a perfect block, which deflects the shock force to the attacker.

## ATTRIBUTES

Krosis

Officer 36

STRENGTH

50

AGILITY

43

CONSTITUTION

16

PERCEPTION

16

WILLPOWER

16

INTUITION

16

44 POINTS LEFT

DAMAGE

ARMOR

Close

Confirm Points

## Agility

Agility increases your armor. Your Impact Armor, Aether Armor and Shock Armor will all increase as you add Agility points. Your Agility also affects your reload speed. The more Agility you have the faster you will reload your ranged weapons.

## Perception

Perception is an attribute that bolsters your ranged capability, Critical Hit bonus and Parry ability. By increasing your aim speed and adding extra bonus for critical headshots, it is a vital attribute for a character that wants to focus on ranged attacks. Perception also increases the time your parry remains active, helping to enhance your parry abilities.

## Intuition

Intuition raises both your maximum Concentration level as well as your Concentration regeneration. All your skills require Concentration so this attribute is a must for a player build based on frequently using skills.



# Master Craftsman

*With a massive crafting and materials system you can forge not hundreds, not thousands, but literally millions of different combinations of gear and weapons.*

The Legends of Aethereus combat system is based on three different kinds of damage:

*Shock Force, Aether Damage and Impact Damage.*

Shock Force causes knock back and interrupts your enemy's actions allowing you to get the upper hand. Aether Damage powered by Skyfall Aether Gems which causes persistent damage like burn or venom damage. Impact Damage is your more traditional based melee or ranged damage that simply deducts hit points from your enemies.



## Materials and 'Pushing your Luck'

When crafting weapons and armor you can choose through a variety of materials. Each of these materials has special qualities that make them unique. Some materials are strong against Aether Damage but weak against Shock Force and Impact Damage and so on.

Furthermore each weapon or gear piece consists of two or more components. Each of these has their own qualities and material cost. By combining these materials and components you can customize your equipment specifically for your player character's needs.

There is also a 'Push Your Luck' feature which allows you to push your forging skills to the limit. When you are successful you will receive increased statistics for your crafted item. It does come at a risk: if you fail, your item breaks and you lose half of the materials you were using.





# Consumables

Consumables are found throughout the wilderness of the planet Aethereus.

Fruits have healing attributes and can be consumed to increase and restore your health.

Mushrooms have characteristics that can temporarily increase your Strength and Agility as well as boost your Concentration and Stamina massively.

Herbs are commonly consumed to boost resistance to Aether effects such as Fire and Venom.



*Kism Plant*

**Regenerates Health**

The Kism Plant is named for its ever sun-colored fruits. The fruits started appearing in Ghalia after the Great Skyfall and quickly proved a popular trade good, not least because of its revitalizing effect.



*Venatan Rose*

**Immunity to Aether Effects / Lowers Health**

The Venatan Rose is a poisonous plant, which center is encrusted by mildew. While hazardous to consume, the plant has the rare effect of making the consumer immune to most kinds of Aether Damage.



*Stone Limb*

**Max Stamina for a short duration**

The Stone Limb fungus grows on rock formations throughout the wild regions of Aethereus. This fungi gives you unlimited energy for a short duration after it is ingested.



*Meadowskull*

**Boosts Strength**

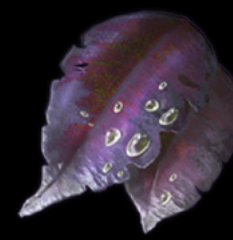
The meadowskull has black spots covering its glossy surface, not rarely forming the image of a skull. Despite grim appearances, the Meadowskull is harmless and a popular amongst gladiators for its strength-enhancing effects.



*Pollevia*

**Greatly Regenerates Health**

Pollevia Berries are rare but much sought after for their amazing and instant healing properties. They are most commonly found deep within the ancient forests of Aethereus.



*Murm Leaf*

**Venom Resistance**

Hailed as the saver of many lives, the murm plant's purple leaves which, when crushed and eaten, drive poisons out of the body and resist the effects of venom.



*Toad Pod*

**Boosts Agility**

Pods grow in moist areas, usually near rivers or small ponds. Eventually their appearance is reminiscent of a toad's, hence their name. The mushroom has the effect of increasing coordination and clarity.



*Sky Drops*

**Light Resistance**

The beautiful Skydrop fruits are common in the Aetherean mountains and sheds a faint light to attract animals to it. It is a favorite food of Tusk Boars and causes increased resistance to Light Aether effects.



*Slaani Ruhm-Hat*

**Max Concentration for a short duration**

The Slanii Ruhm-Hat is a fluorescent mushroom which glows vaguely in the dark. Eating it will provide a heightened sense of focus. As such, it has proven a popular amongst Inventors.



*Sickle Weed*

**Fire Resistance**

The Sickle Weed grows across all of Ghalia and in addition to being a healthy snack, has the strange side effect of reducing sensitivity to heat and fire.

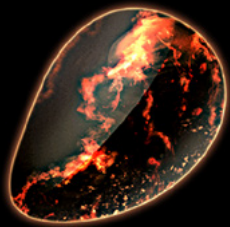


# Aether Gems

Aether Gems are an important part of your character's build. Each Aether Gem type has its unique characteristics, making it valuable depending on the situation.

Placing Aether Gems in your armor will enhance resistance to the relative Aether effects.

Customizing a variety of weapons and infusing them with Aether Gems can add a powerful element to your attacks. Weapons can be infused with just one Aether Gem so choose wisely when placing them in your favorite weapons. When a weapon is infused with an Aether Gem it gains the ability to trigger the Aether Effect on every successful strike.

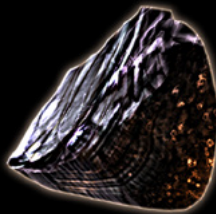


## Fire Gems

Aether Gems of fire glow like seething embers and when they react, the heat they expunge set the very air around them ablaze. Drag and drop Aether Pearls onto gear to embed them.

*Embedded in Armor: Provides protection against fire.*

*Embedded in Weapons: Sets those struck aflame when it reacts.*

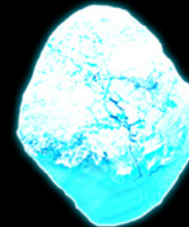


## Earth Gems

When holding an Earth Gemstone to the ear, one can discern a distant chthonian rumbling: Upon reaction, the vibrations unleash powerful forces. Drag and drop Aether Pearls onto gear to embed them.

*Embedded in Armor: Protects against aether earth effects.*

*Embedded in Weapons: When it reacts, an embedded earth gem will cause a massive shockwave.*

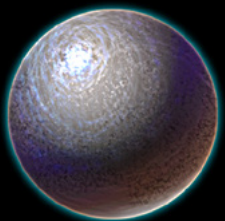


## Light Gems

Aether Gems of Light glow faintly in the dark. When they react, they shed a strong light, capable of temporarily blinding those nearby. Drag and drop Aether Pearls onto gear to embed them.

*Embedded in Armor: Protects against blinding effects.*

*Embedded in Weapons: Light gems will cause a blinding flash when they react.*



## Water Gems

Aether Gems of water soothe and chill those at touch. Drag and drop Aether Pearls onto gear to embed them.

*Embedded in Armor: Provides protection against aether water effects.*

*Embedded in Weapons: Causes the armor of those struck to become rigid and ineffective when it reacts.*



## Venom Gems

Venom Aether Gems itch upon touch and will miscolor cloth. When they react, the air around them becomes toxic. Drag and drop Aether Pearls onto gear to embed them.

*Embedded in Armor: Protects against venom*

*Embedded in Weapons: When a venom gem reacts, those struck by it are temporarily poisoned.*



## Time Gems

The center of Time Gems looks like a maelstrom, always in motion. When they react, time warps around them. Drag and drop Aether Pearls onto gear to embed them.

*Embedded in Armor: Protects against Aether Time effects.*

*Embedded in Weapons: When it reacts, a time gem will warp time around those hit, slowing their movements.*

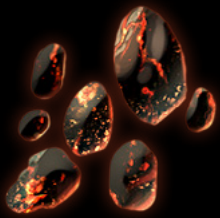


# Aether Gem Pebbles

Aether Gem Pebbles are used to power a variety of skills and ordnance. Each Aether Gem type has its unique characteristics making it uniquely relevant in certain situations. Some enemies are resistant to one or more Aether effects, so skill and experience is needed to learn when to use each Aether type to get the most out of your attacks. A wide variety of skills and ordnances allowing for a variation in Aether Damage effects will need to be acquired to overcome all the enemies and hazards in the wild and unfriendly places on planet Aethereus.



## Fire Gem Pebbles



Aether Gems of fire glow like seething embers and when they react, the heat they expunge set the very air around them ablaze. Aether Pebbles are small pieces of gemstones, usable in crafting and in combination with specialist skills.

*Fire Pebbles can power a variety of skills. When they are dispersed successfully they will cause a persistent fire damage that continues for a duration based on the power of the ordnance.*

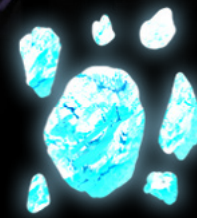
## Earth Gem Pebbles



When holding an Earth Gemstone to the ear, one can discern a distant chthonian rumbling. Upon reaction, the vibrations unleash powerful force. Aether Pebbles are small pieces of gemstones, usable in crafting and in combination with specialist skills.

*Earth Pebbles can be used to power many skills. A skill utilizing Earth Pebbles will cause massive Shock Force causing knock back and interrupting enemies.*

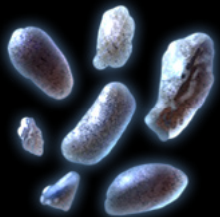
## Light Gem Pebbles



Aether gems of Light glow faintly in the dark. When they react, they shed a strong light, capable of temporarily blinding those nearby. Aether pebbles are small pieces of gemstones, usable in crafting and in combination with specialist skills.

*Light Pebbles when deployed through a skill will cause the effected party to be blinded. They also will leave a reminance of light so they can be used to lighten up a dark area.*

## Water Gem Pebbles



Aether Gems of water soothe and chill those that touch. When they react, they radically lower the temperature of nearby materia, making it fragile and rigid. Aether Pebbles are small pieces of gemstones, usable in crafting and in combination with specialist skills.

*Water Pebbles have the effect of lowering the armor of enemies. When a successful Water Pebble attack is scored the effected enemies armor value will drop making them more susceptible to attacks.*

## Venom Gem Pebbles



Venom Aether Gems itch upon touch and will miscolor cloth. When they react, the air around them becomes toxic. Aether Pebbles are small pieces of gemstones, usable in crafting and in combination with specialist skills.

*Venom Pebbles can power a variety of skills. When they are dispersed successfully they will cause a persistent venom damage that continues for a duration based on the power of the ordnance.*

## Time Gem Pebbles



The center of Time Gems looks like a maelstrom, always in motion. When they react, time warps around them. Aether Pebbles are small pieces of gemstones, usable in crafting and in combination with specialist skills.

*Time Pebbles can power several skills and ordnances. When an enemy is struck by a successful Time Pebble attack they will be slowed down for a duration depending on the strength of the ordnance used.*



# Ghalia

*The Ghalian continent is broken up into seven main areas: The Morm-Ghal Basin, The Great Holt, The Morroden Swamps, The Durm Mountains, The Ki-Roch Marshes, Lochana and Nar-Ghal.*

## Morm-Ghal Basin

The Morm-Ghal Basin is a forest-dominated archipelago, a rocky coast off the Holtslan Bay. In the northern region the Khagal Gorgo, Tribe of Light, live in the lower mountains and on the exposed coastline. In the south the Khagal Mal, Tribe of Earth, has a stronghold just north of Lochana. The Venatan Expeditionary Forces, led by General Zhorgal, have also established a base on the islands in the eastern region facing the Finaur Crossing. The sparsely populated and confusing archipelago also make it a common hideout for pirates and bandits.

This heavily forested area contains both high mountain passes as well as large lush valleys. There are a large number of ancient ruins and structures located throughout the region. This is the most heavily contested area in Ghalia. With the Khagal Tribes moving down from the north, the Nexus expeditionary troops moving up from the south and General Zhorgal's Venata forces coming from the east, Lochana is being squeezed on all fronts as these three opposing forces converge on the area seeking the Skyfall Relics.

## Lochana

## Great Holt

The Great Holt is a treacherous mountain region that is populated by the most organized and fierce of the Khagal Tribes; Aebon Ominar, the Tribe of Ruin. Little is known or charted about this region and few come back alive who venture there.

## Morroden Swamps

This area is a thickly vegetated swamp region littered with a maze of paths and tunnels created by the inhabitants, the Khagal Morroden, Tribe of Blight. Although the region is heavily infested with the Khagal Morroden there is also a host of dangerous wildlife making it one of the least traveled areas of Ghalia.

## The Durm Mountains

The fearsome Khagal Repara, Tribe of Fire, inhabit the Durm Mountain region. Their love of the Fire Aether Gem which is found plentifully in the area is the basis for their fierce defense of the region. A complex maze of caves and chasms exist throughout the region which the Repara often use for surprise attacks. They actively patrol the region as well as send organized raids into the nearby regions of Ki-Roch and Lochana.

## The Ki-Roch Marshes

This dank and unpleasant area is a combination of thick overgrown swamps and more lightly forested marshes. Furthermore it is filled with a variety of inhospitable wild creatures as well as inhabited by pockets of small and disorganized Khagal Marsh Tribes. Its close vicinity to the Nexus makes it one of the more accessible areas to venture to, but its disagreeable and treacherous environment means that nobody goes there unless they absolutely have to.

## Nar-Ghal

Nar-Ghal is the southernmost tip of Ghalia and contains the Nexus Outpost. This area is the staging ground and stronghold of the Nexus forces. Filled with long inlets, lush valleys and ore-filled mountains, it is also the most inhabitable location on the continent. Previously this area was quite safe but recently the Khagal have been staging raids further and further south into Nar-Ghal. In the current state of affairs, with all frantically seeking the Skyfall Relics, there seems to be no safe location left in Ghalia. In the last year, many of the Nexus-based settlers have decided to leave Nar-Ghal due to the constant raids and increasing danger.







# The Khagal Aebon Ominar

## THE HAND OF WAR TRIBE

Infamous Cult of Khagals with close ties to the most powerful Serpentican shamen who are spread thin across the north coast of Ghalia. They wear war paint made from wolf blood, painted like an eye. The Aebon Ominar, "Hand of War", are the most fearsome Khagals in Ghalia, who plunder lesser Khagal, Venatans and Lumic Colonists all alike. They are by far the most organized of the Khagal and have learned a mastery of all the Aether Gems. Little is known about the Aebon Ominar, that inhabit The Great Holt Region, in Shi-Luma as few have returned alive after an encounter with them.

### Ominar Shaman

#### Mystical Aether Overlords

Serpentic Aebon Ominar Shaman control the Khagal tribes through the disbursement of the highly addictive Serpentic Aether Tincture. They prefer to attack from a distance with a ranged Aether Attack. They will avoid close combat but stunning nearby enemies with a powerful Staff Aether Shock attack.

Weapons: Astarian Light Infused Staff

Impact Armor: 60  
Aether Armor: 80  
Shock Armor: 130  
Resistances: Light, Earth, Fire, Venom  
Aether: Light, Earth, Fire, Venom, Time  
Health: 320

### Serpentican Cultist

#### Melee Devotees

Aebon Ominar Cultists are lesser devotees to the Serpentic Cult. They use their Staffs to perform a powerful melee attack and also use a powerful Staff Aether Shock attack to disrupting nearby enemies before moving in to strike.

Weapons: Cultists Staff

Impact Armor: 20  
Aether Armor: 60  
Shock Armor: 50  
Resistances: Light, Earth, Fire, Venom  
Aether: Light, Earth, Fire, Venom, Time  
Health: 120

### Ominar Chieftain

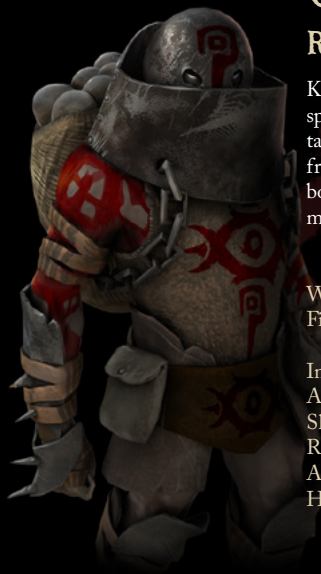
#### Battle Warlords

Khagal Aebon Ominar Chieftains are usually massive Khagal aberrations that have been heavily dosed with the Serpentic Aether Tincture but either by chance or fortitude they have withstood the side effects that normally transform them into mindless berserkers.

Weapons: Heavy one and two-handed maces, axes and clubs

Impact Armor: 90  
Aether Armor: 40  
Shock Armor: 150  
Resistances: Light, Earth, Fire, Venom  
Aether: Light, Earth, Fire, Venom, Time  
Health: 520





## Ominar Bomblobber

### Ranged Bomb Warrior

Khagal Aebon Ominar Bomblobbers are specially trained Khagal that have been taught how to fashion crude Aether bombs from the Serpentica Cult. They will throw bombs at their foes or revert to a hand melee attack at close range.

Weapons: Aether Light Bombs and Iron Fist

Impact Armor: 20  
Aether Armor: 50  
Shock Armor: 110  
Resistances: Light, Earth, Fire, Venom  
Aether: Light, Earth, Fire, Venom, Time  
Health: 80



## Ominar Rocklobber

### Ranged Warrior

Khagal Aebon Ominar Rocklobbers are ranged units of the Khagal forces. They carry a basket of rocks on their backs. They will throw rocks at a distance or use their metal fist attack in close range.

Weapons: Rocks and Iron Fist

Impact Armor: 20  
Aether Armor: 50  
Shock Armor: 20  
Resistances: Light, Earth, Fire, Venom  
Aether: Light, Earth, Fire, Venom, Time  
Health: 80



## Ominar Infused Harbinger

### Aether Infused Melee Warrior

Khagal Aebon Ominar Infused Harbingers are oversized due to over consumption of the Serpentica Aether Tincture. The side effect is that are wild berserkers focused on hate and destruction. They have been taught to use infused weapons and are immune to the Aether Effects they give off.

Weapons: Heavy infused one and two handed maces, axes and clubs

Impact Armor: 50  
Aether Armor: 20  
Shock Armor: 40  
Resistances: Light, Earth, Fire, Venom  
Aether: Light, Earth, Fire, Venom, Time  
Health: 180



## Ominar Hulk

### Massive Oaf

Khagal Aebon Ominar Hulks are mutated and deformed due to over consumption of the Serpentica Aether Tincture as well as inbreeding. They are mindless and monstrous oafs that can throw large chunks of earth, stomp and strike with massive force.

Weapons: Earth and Fists

Impact Armor: 50  
Aether Armor: 20  
Shock Armor: 220  
Resistances: Light, Earth, Fire, Venom  
Aether: none  
Health: 500



## Ominar Harbinger

### Melee Berserker

Khagal Aebon Ominar Harbingers are oversized due to over consumption of the Serpentica Aether Tincture. The side effect is that are wild berserkers focused on hate and destruction. They will fight toe to toe using only their bare fists.

Weapons: Iron Fists

Impact Armor: 50  
Aether Armor: 20  
Shock Armor: 40  
Resistances: Light, Earth, Fire, Venom  
Aether: none  
Health: 180



## Ominar Warrior

### Melee Warrior

Khagal Aebon Ominar Warriors are fierce and will charge their enemies wildly. This makes them dangerous but also leaves them open to counter attacks. They are the core element of the Khagal forces.

Weapons: Infused one handed maces, axes and clubs

Impact Armor: 30  
Aether Armor: 20  
Shock Armor: 20  
Resistances: Light, Earth, Fire, Venom  
Aether: Light, Earth, Fire, Venom, Time  
Health: 120





# The Venatan Empire

The Venatan Empire is determined to control the whole of planet Aethereus. This Expansionistic focus has led to several large military campaigns during the last decades. They have a well-oiled war machine and utilize a systematic and calculated approach to battle. Their experience has led to the development of three basic but diverse units. The Venatan Foot Soldier is the core of their forces and is heavily armored and equipped with a thick shield, often used as a weapon, as well as a short sword. The Javelin Scouts wield powerful iron throwing javelins that can penetrate most armor and also carry a short sword for close combat. The Elite Soldiers carry long two-handed broadswords that deal enormous amounts of damage and give them a range advantage in melee combat. They also use trained morbid war wolves which they have equipped with heavy armor. Since their focus in Ghalia is the search for the Ancient Skyfall Relics and not war they have adapted their tactics and often comb the landscape searching for clues.

## General Zhorgal

### Heavy Melee Boss

General Zhorgal is a battle hardened veteran of the field. His lust for the power of The Ancient Skyfall Relics has been his obsession ever since he heard of their possible existence. He will let nothing stand in his way and he leads the search from the front lines, weapon drawn, giving no quarter to any enemy.

Weapons: Legendary two-handed Axe

Impact Armor: 110  
Aether Armor: 70  
Shock Armor: 110  
Resistances: Light, Fire, Water, Time  
Aether: Light, Fire  
Health: 560

## Captain Igacleas

### Venatan Inventor

Captain Igacleas is one of the most adept Inventors that has ever existed on planet Aethereus. His betrayal of the Gypicans was the Venatan's gain. He is formidable enemy with a variety of Inventor Skills up his sleeve. He is rarely outfoxed and usually gets the drop on his enemies. On can never be sure what to expect from Igacleas.

Weapons: Able to use all Inventor Skills

Impact Armor: 30  
Aether Armor: 140  
Shock Armor: 40  
Resistances: Aether Light, Fire  
Aether: Light, Fire  
Health: 240

## Venatan Elite Soldier

### Heavy Melee Unit

Elite Soldiers that relish melee combat. Trained from childhood in ancient Venatan sword techniques they use large two-handed broadswords with such a skill that they seem to be extensions of their own bodies. It is said that many of the Venata Elite sleep with their swords.

Weapons: Two handed broadsword

Impact Armor: 80  
Aether Armor: 30  
Shock Armor: 80  
Resistances: Aether Light, Fire  
Aether: Light, Fire  
Health: 240

## Venatan Javelin Scouts

### Light Ranged Spear Thrower

Venata Javelin Scouts are both deadly warriors and experienced trackers. They often scout out unseen forming a perimeter around the main Venata forces. They often travel in pairs or accompanied by war wolves. They are extremely accurate from both long and short range with their heavy javelins and are also skilled swordsman.

Weapons: Javelins and a short sword

Impact Armor: 20  
Aether Armor: 10  
Shock Armor: 20  
Resistances: Light, Fire  
Aether: Light, Fire  
Health: 120

## Venatan Foot Soldier

### Mid Melee Unit

These Soldiers carry a sword and shield and are heavily armored. They are battle hardened warriors with a thirst for blood. They use a variety of sword and shield attacks and will systematically march towards their foes like machines.

Weapons: One handed sword and shield

Impact Armor: 70  
Aether Armor: 30  
Shock Armor: 70  
Resistances: Aether Light, Fire  
Aether: Light, Fire  
Health: 200



# Creatures of Ghalian Forests

The Ghalian Forests are both majestic and treacherous. In the lower plains areas they are sparsely forested with meadows and lakes and densely populated with Tusk Boars and Morbid Wolves. In the deeper and darker old growth regions massive trees and rugged terrain prevails. This is the domain of the malevolent creatures of the forest.

## Timber Troll

### Massive Rogue Beast

The Timber Troll is king of the forest. With no predators it goes where it wants, when it wants. These huge beasts cause massive Shock Force and Impact Damage with their Strikes and Stomps. They are ancient creature that act more on instinct than conscious thought.

Weapons: Claws and Feet

Impact Armor: 80  
Aether Armor: 60  
Shock Armor: 350  
Resistances: Aether Water  
Aether: none  
Health: 440

## Ghalian Troglodyte

### Lunging Forest Creatures

The Ghalian Troglodyte is a forest dwelling throwback to the ancient world. Although slow moving, it is capable of long lunging attacks where it strikes with its jagged claws. Some are also capable of an Aether Water spit attack. Their unconventional movement and attack style makes them awkward to fight against.

Weapons: Claws and Aether Spit Attack

Impact Armor: 10  
Aether Armor: 50  
Shock Armor: 10  
Resistances: Aether Water  
Aether: Water  
Health: 60

## Bush Boggard

### Little Monsters

Boggards are an ancient survivor of planet Aethereus from before the First Great Skyfall. They inhabit every nook and cranny of the planet and have adapted and mutated into several different forms. They are usually in small packs and if they have numbers will swarm anything using sharp claws and blow guns.

Weapons: Claws and Blow Guns

Impact Armor: 0  
Aether Armor: 5  
Shock Armor: 0  
Resistances: Aether Water  
Aether: Water  
Health: 20



## Morbid Wolf

### Forest Pack Animals

Morbid Wolves are fierce canines that travel in packs across much of Ghalia. They are fast moving and can detect enemies a long distance. They have a vicious bite attack and at times will make a large bound for the neck region. They are difficult enemies to parry and often come in to extremely close range.

Weapons: Claws and Blow Guns

Impact Armor: 0  
Aether Armor: 0  
Shock Armor: 0  
Resistances: Aether Water  
Aether: none  
Health: 25

## Serpent Vine

### Stationary Ranged Spitters

Serpent Vines grow throughout many of the continents of Aethereus. They are irritating foes especially when in large numbers. Although plant-like and stationary they can detect enemies and defend their territory fiercely. They have an Aether-based spit attack and will bite if approached.

Weapons: Bite and Aether Spit Attack

Impact Armor: 0  
Aether Armor: 10  
Shock Armor: 100  
Resistances: Aether Water  
Aether: Water  
Health: 30

## Ghalian Tusk Boar

### Large Herd Animals

Tusk Boars are large herd animals that are the main diet of Morbid Wolves and other large predators of Aethereus. Although they are not predators they will defend their grazing grounds with great rigor. They have a large dangerous horn and when invoked will charge or gash at their enemies.

Weapons: Horn

Impact Armor: 40  
Aether Armor: 20  
Shock Armor: 210  
Resistances: none  
Aether: none  
Health: 190

## Blue Slough Boar

### Massive Herd Animals

The Blue Slough Boar is a giant that has been mutated through the effects of the Water Aether Dust that is prevalent on Ghalia. Their massive size makes and inhospitable demeanor makes them extremely dangerous. They fear nothing and if they do score a hit with their bulky horn it will cause a massive amount of damage.

Weapons: Horn

Impact Armor: 60  
Aether Armor: 30  
Shock Armor: 650  
Resistances: Aether Water  
Aether: none  
Health: 580





# The Khagal Mal Tribes

## TRIBE OF EARTH

The Mal tribe has the closest connections to the Venatans and it is rumored that Shaman Shyl-laga, ruler of the Mal settlements, has struck an alliance with the Venatan forces stationed in the area (this rumor is false, however). The Mal tribe are strong and sturdy, infuse earth gems and are known to use Hulks in their war efforts. Theories circulate that the strong presence of Earth gems have led to their unproportionately large amount of Hulks. The Khagal Mal are painted with a purple color and are known to be heavy handed warriors dealing great Shock Force in their attacks.

### Shaman Cathom

#### Mystical Aether Overlords

Serpentica Cathom Shaman control the Khagal tribes through the disbursement of the highly addictive Serpentica Aether Tincture. They prefer to attack from a distance with a ranged Aether Attack. They will avoid close combat but stunning nearby enemies with a powerful Staff Aether Shock attack.

Weapons: Cathom Earth Infused Staff

Impact Armor: 30  
Aether Armor: 50  
Shock Armor: 100  
Resistances: Aether Earth  
Aether: Earth  
Health: 200

### Serpentican Cultist

#### Melee Devotees

Cathom Cultists are lesser devotees to the Serpentica Cult. They use their Staffs to perform a powerful melee attack and also use a powerful Staff Aether Shock attack to disrupting nearby enemies before moving in to strike.

Weapons: Cultists Staff

Impact Armor: 5  
Aether Armor: 40  
Shock Armor: 40  
Resistances: Aether Earth  
Aether: none  
Health: 100

### Mal Chieftain

#### Battle Warlords

Khagal Mal Chieftains are usually massive Khagal aberrations that have been heavily dosed with the Serpentica Aether Tincture but either by chance or fortitude they have withstood the side effects that normally transform them into mindless berserkers.

Weapons: Heavy one and two handed maces, axes and clubs

Impact Armor: 50  
Aether Armor: 10  
Shock Armor: 100  
Resistances: Aether Earth  
Aether: Earth  
Health: 200





## Mal Bomblobber

### Ranged Bomb Warrior

Khagal Mal Bomblobbers are specially trained Khagal that have been taught how to fashion crude Aether bombs from the Serpentica Cult. They will throw bombs at their foes or revert to a hand melee attack at close range.

Weapons: Aether Earth Bombs and Iron Fist

Impact Armor: 10  
Aether Armor: 40  
Shock Armor: 100  
Resistances: Aether Earth  
Aether: Earth  
Health: 50



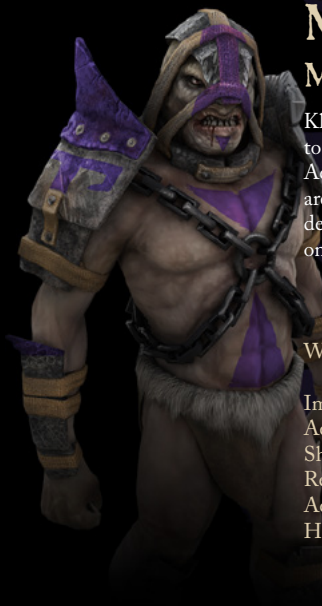
## Mal Infused Harbinger

### Aether Infused Melee Warrior

Khagal Mal Infused Harbingers are oversized due to over consumption of the Serpentica Aether Tincture. The side effect is that are wild berserkers focused on hate and destruction. They have been taught to use infused weapons and are immune to the Aether Effects they give off.

Weapons: Heavy infused one and two handed maces, axes and clubs

Impact Armor: 40  
Aether Armor: 10  
Shock Armor: 30  
Resistances: Aether Earth  
Aether: Earth  
Health: 100



## Mal Harbinger

### Melee Berserker

Khagal Mal Harbingers are oversized due to over consumption of the Serpentica Aether Tincture. The side effect is that are wild berserkers focused on hate and destruction. They will fight toe to toe using only their bare fists.

Weapons: Iron Fists

Impact Armor: 40  
Aether Armor: 10  
Shock Armor: 30  
Resistances: Aether Earth  
Aether: none  
Health: 100



## Mal Rocklobber

### Ranged Warrior

Khagal Mal Rocklobbers are ranged units of the Khagal forces. They carry a basket of rocks on their backs. They will throw rocks at a distance or use their metal fist attack in close range.

Weapons: Rocks and Iron Fist

Impact Armor: 10  
Aether Armor: 40  
Shock Armor: 10  
Resistances: Aether Earth  
Aether: Earth  
Health: 50



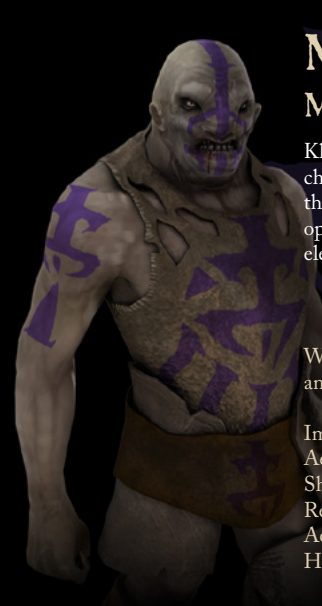
## Mal Hulk

### Massive Oaf

Khagal Mal Hulks are mutated and deformed due to over consumption of the Serpentica Aether Tincture as well as in-breeding. They are mindless and monstrous oafs that can throw large chunks of earth, stomp and strike with massive force.

Weapons: Earth and Fists

Impact Armor: 40  
Aether Armor: 10  
Shock Armor: 220  
Resistances: Aether Earth  
Aether: none  
Health: 400



## Mal Warrior

### Melee Warrior

Khagal Mal Warriors are fierce and will charge their enemies wildly. This makes them dangerous but also leaves them open to counter attacks. They are the core element of the Khagal forces.

Weapons: Infused one handed maces, axes and clubs

Impact Armor: 10  
Aether Armor: 10  
Shock Armor: 10  
Resistances: Aether Earth  
Aether: Earth  
Health: 67





## Marcanus

### Elite Melee Boss

Marcanus is the Venatan Arena Champion and renowned soldier. As General Zhorgal's most trusted soldier he is often spearheading the Venatan juggernaut in the hunt for the Ancient Skyfall Relics. Marcanus uses a crushing shield attack and powerful mace blows to overwhelm his opponents.

Weapons: One-handed mace and shield

Impact Armor: 90  
Aether Armor: 50  
Shock Armor: 120  
Resistances: Aether Light, Fire  
Aether: Light, Fire  
Health: 510



## The Zhorgal Sicarii Forces

The Zhorgal Sicarii forces were formed by General Zhorgal after the crushing of the White Lion Tribe Rebellion of 248, Third Age. It is a collection of all the best troops during General Zhorgal's successful military campaigns. In addition to a mastery of the Light Aether Gem commonly used by Venatan forces it is said that Zhorgal himself has trained them in the mastery of the dangerous and unstable Fire Aether Gem. These elite warriors are one hundred percent loyal and dedicated to General Zhorgal and committed to the search for the Ancient Skyfall Relics. The Sicarii are renowned as the most disciplined and skilled warriors on planet Aethereus. Rumors have sprung wild of many bold deeds by these stalwart soldiers. It is said that handfuls of Sicarii have stood victorious over hundreds and even thousands of foes. They are fearless, will never back down and relentless in their search for the Ancient Skyfall Relics.



## Sicarii Elite Soldier

### Elite Melee Unit

Elite Soldiers of the Sicarii forces means you are the elite of the elite. These are battle-hardened experienced warriors that have seen many a day on the battlefield. They use large two-handed broadswords and are lethal.

Weapons: Two handed broadsword

Impact Armor: 80  
Aether Armor: 30  
Shock Armor: 80  
Resistances: Aether Light, Fire  
Aether: Light, Fire  
Health: 240



## Sicarii Javelin Scouts

### Elite Ranged Spear Thrower

Sicarii Javelin Scouts are the most deadly ranged warriors on planet Aethereus. They are deadly accurate from both long and short range and often infuse their javelins with Fire or Light Aether Gems. They also carry a short sword for close combat.

Weapons: Javelins infused with Light or Fire Aether Gems and a short sword

Impact Armor: 60  
Aether Armor: 30  
Shock Armor: 60  
Resistances: Light, Fire  
Aether: Light, Fire  
Health: 100



## Sicarii Foot Soldier

### Elite Melee Unit

These Soldiers carry a sword and shield and are heavily armored. They are battle hardened warriors with a thirst for blood. They use a variety of sword and shield attacks and are infused with Fire and Aether Gems. The Sicarii are not to be taken lightly.

Weapons: One handed sword and shield

Impact Armor: 70  
Aether Armor: 30  
Shock Armor: 70  
Resistances: Aether Light, Fire  
Aether: Light, Fire  
Health: 200





# The Khagal Gorgo Tribes

## THE TRIBE OF LIGHT

The Gorgo tribe populate the inhospitable cliffs around the northern Morm-Ghal basin. Similar to Khagal Repara, the Gorgo live in settlements entirely built under ground in crags around the basin. Their subterranean life has made their eyes glow with a much stronger light than normal Khagal. The Gorgo tribe wears war paint made from the white milk of Skydrops, painted like flames across their body. The basin is said to have been hit by a huge light meteor during the last Skyfall, why the Gorgo Tribe readily infuse their weapons with Light Gems. They will often use quick Aether Light infused attacks to stun their enemies before moving in to finish them off.



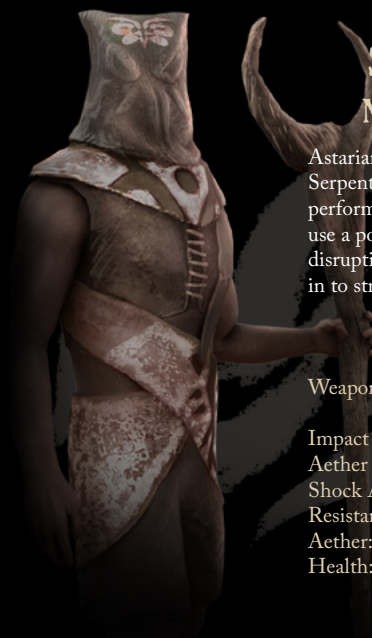
### Shaman Astarian

#### Mystical Aether Overlords

Serpentica Astarian Shaman control the Khagal tribes through the disbursement of the highly addictive Serpentica Aether Tincture. They prefer to attack from a distance with a ranged Aether Attack. They will avoid close combat but stunning nearby enemies with a powerful Staff Aether Shock attack.

Weapons: Astarian Light Infused Staff

Impact Armor: 40  
Aether Armor: 60  
Shock Armor: 110  
Resistances: Aether Light  
Aether: Light  
Health: 240



### Serpentican Cultist

#### Melee Devotees

Astarian Cultists are lesser devotees to the Serpentica Cult. They use their Staffs to perform a powerful melee attack and also use a powerful Staff Aether Shock attack to disrupting nearby enemies before moving in to strike.

Weapons: Cultists Staff

Impact Armor: 10  
Aether Armor: 50  
Shock Armor: 50  
Resistances: Aether Light  
Aether: none  
Health: 120



### Gorgo Chieftain

#### Battle Warlords

Khagal Gorgo Chieftains are usually massive Khagal aberrations that have been heavily dosed with the Serpentica Aether Tincture but either by chance or fortitude they have withstood the side effects that normally transform them into mindless berserkers.

Weapons: Heavy one and two handed maces, axes and clubs

Impact Armor: 60  
Aether Armor: 20  
Shock Armor: 110  
Resistances: Aether Light  
Aether: Light  
Health: 240





## Gorgo Bomblobber

### Ranged Bomb Warrior

Khagal Gorgo Bomblobbers are specially trained Khagal that have been taught how to fashion crude Aether bombs from the Serpentica Cult. They will throw bombs at their foes or revert to a hand melee attack at close range.

Weapons: Aether Light Bombs and Iron Fist

Impact Armor: 20  
Aether Armor: 50  
Shock Armor: 110  
Resistances: Aether Light  
Aether: Light  
Health: 60



## Gorgo Rocklobber

### Ranged Warrior

Khagal Gorgo Rocklobbers are ranged units of the Khagal forces. They carry a basket of rocks on their backs. They will throw rocks at a distance or use their metal fist attack in close range.

Weapons: Rocks and Iron Fist

Impact Armor: 20  
Aether Armor: 50  
Shock Armor: 20  
Resistances: Aether Light  
Aether: Light  
Health: 60



## Gorgo Infused Harbinger

### Aether Infused Melee Warrior

Khagal Gorgo Infused Harbingers are oversized due to over consumption of the Serpentica Aether Tincture. The side effect is that are wild berserkers focused on hate and destruction. They have been taught to use infused weapons and are immune to the Aether Effects they give off.

Weapons: Heavy infused one and two handed maces, axes and clubs

Impact Armor: 50  
Aether Armor: 20  
Shock Armor: 40  
Resistances: Aether Light  
Aether: Light  
Health: 120



## Gorgo Hulk

### Massive Oaf

Khagal Gorgo Hulks are mutated and deformed due to over consumption of the Serpentica Aether Tincture as well as in-breeding. They are mindless and monstrous oafs that can throw large chunks of earth, stomp and strike with massive force.

Weapons: Earth and Fists

Impact Armor: 50  
Aether Armor: 20  
Shock Armor: 220  
Resistances: Aether Light  
Aether: none  
Health: 400



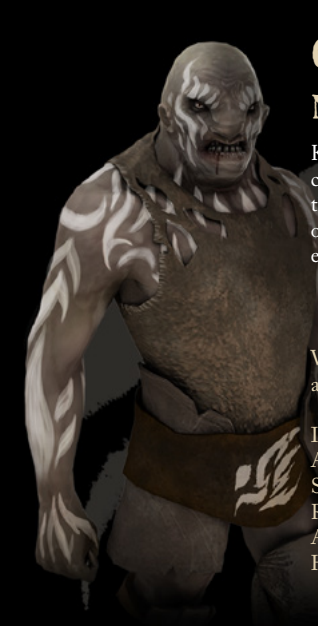
## Gorgo Harbinger

### Melee Berserker

Khagal Gorgo Harbingers are oversized due to over consumption of the Serpentica Aether Tincture. The side effect is that are wild berserkers focused on hate and destruction. They will fight toe to toe using only their bare fists.

Weapons: Iron Fists

Impact Armor: 50  
Aether Armor: 20  
Shock Armor: 40  
Resistances: Aether Light  
Aether: none  
Health: 120



## Gorgo Warrior

### Melee Warrior

Khagal Gorgo Warriors are fierce and will charge their enemies wildly. This makes them dangerous but also leaves them open to counter attacks. They are the core element of the Khagal forces.

Weapons: Infused one handed maces, axes and clubs

Impact Armor: 30  
Aether Armor: 20  
Shock Armor: 20  
Resistances: Aether Light  
Aether: Light  
Health: 80



## Creatures of the Ghalian Caves

The Caves of Ghalia contain some of the most treacherous and diabolical creatures on planet Aethereus. Many of these have been mutated by over exposure the Fire Aether Gem that is found so prevalently underground, especially in the Durm Mountains and Great Holt regions. Exposure to the Fire Aether Gem induces violence and elevates temper. All the creatures of Fire are more volatile than their counterparts and easily roused to a blind rage.

### Cavern Wolf

#### Cavern Pack Animal

Cavern Wolves are fierce canines that travel through the Ghalian Caves and rugged mountain regions. They are fast moving and can detect enemies a long distance. They have a vicious bite attack and at times will make a large bound for the neck region. They are difficult enemies to parry and often come in to extremely close range.

Weapons: Claws and Blow Guns

Impact Armor: 0  
Aether Armor: 0  
Shock Armor: 0  
Resistances: Aether Fire  
Aether: none  
Health: 35

### Albino Boggard

#### Small Creature

Boggards are an ancient survivor of planet Aethereus from before the First Great Skyfall. They inhabit every nook and cranny of the planet and have adapted and mutated into several different forms. They are usually in small packs and if they have numbers will swarm anything using sharp claws and blow guns.

Weapons: Claws and Blow Guns

Impact Armor: 0  
Aether Armor: 15  
Shock Armor: 0  
Resistances: Aether Fire  
Aether: Fire  
Health: 30

### Pit Troll

#### Massive Rogue Beast

The Pit Troll is a menacing Beast that is always on the prowl for prey. Pit Trolls are highly territorial and will only venture out to kill for food. These huge beasts cause massive Shock Force and Impact Damage with their Strikes and Stomps. Their an ancient creature that acts more on instinct than conscious thought.

Weapons: Claws and Feet

Impact Armor: 100  
Aether Armor: 80  
Shock Armor: 460  
Resistances: Aether Fire  
Aether: none  
Health: 480



A large, green, plant-like creature with a long, thick, segmented body. The head is a large, open mouth with sharp, white teeth and a dark interior. The body is covered in a rough, scaly texture. It is positioned on the left side of the page, with its head facing right.

## Snake Vine

### Stationary Ranger Spitters

Snake Vines grow throughout many of the Caves of Aethereus. They are irritating foes especially when in large numbers. Although plant-like and stationary they can detect enemies and defend their territory fiercely. They have an Aether based spit attack and will bite if approached. Snake vines can set an entire area ablaze in a matter of seconds.

Weapons: Bite and Aether Spit Attack

Impact Armor: 0  
Aether Armor: 18  
Shock Armor: 108  
Resistances: Aether Fire  
Aether: Fire  
Health: 38

A large, grey, amphibious creature with a long, thick, segmented body. The head is a large, open mouth with sharp, white teeth and a dark interior. The body is covered in a rough, scaly texture. It is positioned in the center of the page, with its head facing right.

## Trench Troglodyte

### Lunging Cave Creatures

The Trench Troglodyte is a cave dwelling throwback to the ancient world. Although slow moving, it is capable of long lunging attacks where it strikes with its jagged claws. Some are also capable of an Aether Water spit attack. Their unconventional movement and attack style makes them awkward to fight against.

Weapons: Claws and Aether Spit Attack

Impact Armor: 18  
Aether Armor: 90  
Shock Armor: 18  
Resistances: Aether Fire  
Aether: Fire  
Health: 78





# The Khagal Reparal Tribes

## TRIBE OF FIRE

The Khagal Reparal are painted in sun-like patterns in yellow Kism plant color. They infuse Fire Aether Gems in their elites' weapons and are generally known to be stronger than lesser Khagal tribes. They primarily inhabit the Durm Mountains and often are found in the extensive cave systems there mining for Fire Aether Gems which are rich in the region. The Reparal are known to have furious tempers and be hot tempered, even for Khagal.

### Shaman Atlach

#### Mystical Aether Overlords

Serpentica Atlach Shaman control the Khagal tribes through the disbursement of the highly addictive Serpentica Aether Tincture. They prefer to attack from a distance with a ranged Aether Attack. They will avoid close combat but stunning nearby enemies with a powerful Staff Aether Shock attack.

Weapons: Atlach Fire Infused Staff

Impact Armor: 30  
Aether Armor: 50  
Shock Armor: 100  
Resistances: Aether Fire  
Aether: Fire  
Health: 200

### Serpentican Cultist

#### Melee Devotees

Atlach Cultists are lesser devotees to the Serpentica Cult. They use their Staffs to perform a powerful melee attack and also use a powerful Staff Aether Shock attack to disrupting nearby enemies before moving in to strike.

Weapons: Cultists Staff

Impact Armor: 5  
Aether Armor: 40  
Shock Armor: 40  
Resistances: Aether Fire  
Aether: none  
Health: 100

### Reparal Chieftain

#### Battle Warlords

Khagal Reparal Chieftains are usually massive Khagal aberrations that have been heavily dosed with the Serpentica Aether Tincture but either by chance or fortitude they have withstood the side effects that normally transform them into mindless berserkers.

Weapons: Heavy one and two handed maces, axes and clubs

Impact Armor: 50  
Aether Armor: 10  
Shock Armor: 100  
Resistances: Aether Fire  
Aether: Fire  
Health: 200





## Repara Bomblobber

### Ranged Bomb Warrior

Khagal Repara Bomblobbers are specially trained Khagal that have been taught how to fashion crude Aether bombs from the Serpentica Cult. They will throw bombs at their foes or revert to a hand melee attack at close range.

Weapons: Aether Earth Bombs and Iron Fist

Impact Armor: 10  
Aether Armor: 40  
Shock Armor: 100  
Resistances: Aether Fire  
Aether: Fire  
Health: 50



## Repara Infused Harbinger

### Aether Infused Melee Warrior

Khagal Repara Infused Harbingers are oversized due to over consumption of the Serpentica Aether Tincture. The side effect is that are wild berserkers focused on hate and destruction. They have been taught to use infused weapons and are immune to the Aether Effects they give off.

Weapons: Heavy infused one and two handed maces, axes and clubs

Impact Armor: 40  
Aether Armor: 10  
Shock Armor: 30  
Resistances: Aether Fire  
Aether: Fire  
Health: 100



## Repara Harbinger

### Melee Berserker

Khagal Repara Harbingers are oversized due to over consumption of the Serpentica Aether Tincture. The side effect is that are wild berserkers focused on hate and destruction. They will fight toe to toe using only their bare fists.

Weapons: Iron Fists

Impact Armor: 40  
Aether Armor: 10  
Shock Armor: 30  
Resistances: Aether Fire  
Aether: Fire  
Health: 100



## Repara Rocklobber

### Ranged Warrior

Khagal Repara Rocklobbers are ranged units of the Khagal forces. They carry a basket of rocks on their backs. They will throw rocks at a distance or use their metal fist attack in close range.

Weapons: Rocks and Iron Fist

Impact Armor: 10  
Aether Armor: 40  
Shock Armor: 10  
Resistances: Aether Fire  
Aether: Fire  
Health: 50



## Repara Hulk

### Massive Oaf

Khagal Repara Hulks are mutated and deformed due to over consumption of the Serpentica Aether Tincture as well as in-breeding. They are mindless and monstrous oafs that can throw large chunks of earth, stomp and strike with massive force.

Weapons: Earth and Fists

Impact Armor: 40  
Aether Armor: 10  
Shock Armor: 220  
Resistances: Aether Earth  
Aether: Fire  
Health: 400



## Repara Warrior

### Melee Warrior

Khagal Repara Warriors are fierce and will charge their enemies wildly. This makes them dangerous but also leaves them open to counter attacks. They are the core element of the Khagal forces.

Weapons: Infused one handed maces, axes and clubs

Impact Armor: 10  
Aether Armor: 10  
Shock Armor: 10  
Resistances: Aether Fire  
Aether: Fire  
Health: 67



# Creatures of the Ghalian Swamp

The Swamps and Marshes of Ki-Roch and Morroden are inhospitable environments that are heavily overgrown, filled with unruly creatures and covered in dense fog. The prevalent thought is to avoid the swamps at all costs. Although there are few who will enter them, the main reason for those that do is to collect the potent and valuable mushrooms that grow in the region. Recently long forgotten ancient ruins have been discovered within the swamps that have enticed the more adventurous treasure hunters to venture into the region. These unsuspecting wayfarers often fall prey to the hostile environment and truculent creatures.

## Bog Wolf

### Swamp Pack Animals

Bog Wolves are fierce canines that travel through the Ghalian Swamps. They are fast moving and can detect enemies a long distance. They have a vicious bite attack and at times will make a large bound for the neck region. They are difficult enemies to parry and often come in to extremely close range.

Weapons: Claws and Blow Guns

Impact Armor: 0  
Aether Armor: 0  
Shock Armor: 0  
Resistances: Aether Venom  
Aether: none  
Health: 30

## Mire Boggard

### Little Monsters

Boggards are an ancient survivor of Planet Aethereus from before the First Great Skyfall. They inhabit every nook and cranny of the planet and have adapted and mutated into several different forms. They are usually in small packs and if they have numbers will swarm anything using sharp claws and blow guns.

Weapons: Claws and Blow Guns

Impact Armor: 0  
Aether Armor: 10  
Shock Armor: 0  
Resistances: Aether Venom  
Aether: Venom  
Health: 25

## Swamp Troll

### Massive Rogue Beast

The Swamp Troll is a menacing Beast that is always on the prowl for prey. With no predators it goes where it wants when it wants. These huge beasts cause massive Shock Force and Impact Damage with their Strikes and Stomps. Their an ancient creature that acts more on instinct than conscious thought.

Weapons: Claws and Feet

Impact Armor: 90  
Aether Armor: 70  
Shock Armor: 370  
Resistances: Aether Venom  
Aether: none  
Health: 440





## Venom Vine

### Stationary Ranged Spitters

Venom Vines grow throughout many of the marsh areas of Aethereus. They are irritating foes especially when in large numbers. Although plant-like and stationary they can detect enemies and defend their territory fiercely. They have an Aether based spit attack and will bite if approached.

Weapons: Bite and Aether Spit Attack

Impact Armor: 0  
Aether Armor: 15  
Shock Armor: 100  
Resistances: Aether Venom  
Aether: Venom  
Health: 35



## Ooze Troglodyte

### Lunging Forest Creatures

The Ooze Troglodyte is a swamp dwelling throwback to the ancient world. Although slow moving, it is capable of long lunging attacks where it strikes with its jagged claws. Some are also capable of an Aether Water spit attack. Their unconventional movement and attack style makes them awkward to fight against.

Weapons: Claws and Aether Spit Attack

Impact Armor: 10  
Aether Armor: 80  
Shock Armor: 10  
Resistances: Aether Venom  
Aether: Venom  
Health: 70



## Slough Boar

### Large Herd Animals

Slough Boars are large herd animals that are the main diet of Morbid Wolves and other large predators of Aethereus. Although they are not predators they will defend their grazing grounds with great rigor. They have a large dangerous horn and when invoked will charge or gash at their enemies.

Weapons: Horn

Impact Armor: 45  
Aether Armor: 25  
Shock Armor: 225  
Resistances: none  
Aether: none  
Health: 190



## Green-Lipped Slough Boar

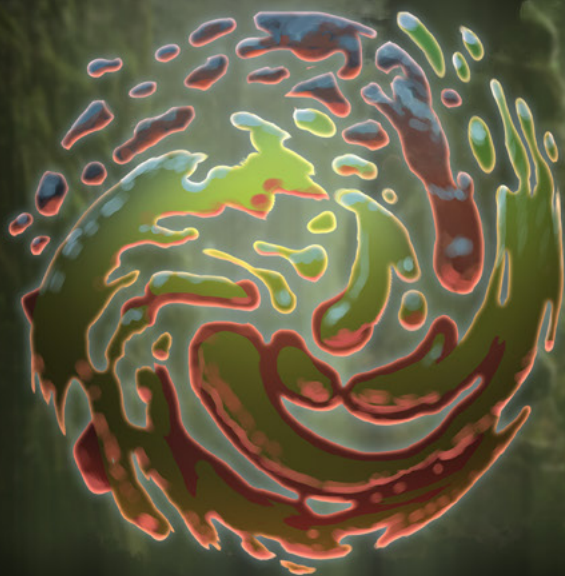
### Massive Herd Animals

The Green-Lipped Slough Boar is a giant that has been mutated through the effects of the Venom Aether Dust that is prevalent the Morroden and Ki-Roch areas of Ghalia. Their massive size and inhospitable demeanor makes them extremely dangerous. They will charge any creature that they come across.

Weapons: Horn

Impact Armor: 65  
Aether Armor: 40  
Shock Armor: 660  
Resistances: Aether Venom  
Aether: none  
Health: 610





# The Khagal Morroden Tribes

## TRIBE OF BLIGHT

The Morroden tribe of Khagals living in the marsh region of Morroden, “middle of Ghalia”. They paint themselves with a bright war paint made from the floating swamp spores. The spores remains in their war paint make them immune to Aether Venom. The Morroden swamps are rich in Venom Aether Pebbles so it is commonly infused in Morroden weapons. Khagal Morroden are known to be quick and agile warriors.

### Shaman Lamorias

#### Mystical Aether Overlords

Serpentica Shaman control the Khagal tribes through the disbursement of the highly addictive Serpentica Aether Tincture. They prefer to attack from a distance with a ranged Aether Attack. They will avoid close combat but stunning nearby enemies with a powerful Staff Aether Shock attack disrupting nearby enemies.

Weapons: Lamorias Venom Infused Staff

Impact Armor: 40  
Aether Armor: 60  
Shock Armor: 110  
Resistances: Aether Venom  
Aether: Venom  
Health: 240

### Serpentican Cultist

#### Melee Devotees

Lamorias Cultists are lesser devotees to the Serpentica Cult. They use their Staffs to perform a powerful melee attack and also use a powerful Staff Aether Shock attack to disrupting nearby enemies before moving in to strike.

Weapons: Cultists Staff

Impact Armor: 10  
Aether Armor: 50  
Shock Armor: 50  
Resistances: Aether Venom  
Aether: none  
Health: 120

### Morroden Chieftain

#### Battle Warlords

Khagal Morroden Chieftains are usually massive Khagal aberrations that have been heavily dosed with the Serpentica Aether Tincture but either by chance or fortitude they have withstood the side effects that normally transform them into mindless berserkers.

Weapons: Heavy one and two handed maces, axes and clubs

Impact Armor: 60  
Aether Armor: 20  
Shock Armor: 110  
Resistances: Aether Venom  
Aether: Venom  
Health: 240





## Morroden Bomblobber

### Ranged Bomb Warrior

Khagal Morroden Bomblobbers are specially trained Khagal that have been taught how to fashion crude Aether bombs from the Serpentica Cult. They will throw bombs at their foes or revert to a hand melee attack at close range.

Weapons: Aether Light Bombs and Iron Fist

Impact Armor: 20  
Aether Armor: 50  
Shock Armor: 110  
Resistances: Aether Venom  
Aether: Venom  
Health: 60



## Morroden Rocklobber

### Ranged Warrior

Khagal Morroden Rocklobbers are ranged units of the Khagal forces. They carry a basket of rocks on their backs. They will throw rocks at a distance or use their metal fist attack in close range.

Weapons: Rocks and Iron Fist

Impact Armor: 20  
Aether Armor: 50  
Shock Armor: 20  
Resistances: Aether Venom  
Aether: Venom  
Health: 60



## Morroden Infused Harbinger

### Aether Infused Melee Warrior

Khagal Morroden Infused Harbingers are oversized due to over consumption of the Serpentica Aether Tincture. The side effect is that they are wild berserkers focused on hate and destruction. They have been taught to use infused weapons and are immune to the Aether Effects they give off.

Weapons: Heavy infused one and two handed maces, axes and clubs

Impact Armor: 50  
Aether Armor: 20  
Shock Armor: 40  
Resistances: Aether Venom  
Aether: Venom  
Health: 120



## Morroden Harbinger

### Melee Berserker

Khagal Morroden Harbingers are oversized due to over consumption of the Serpentica Aether Tincture. The side effect is that they are wild berserkers focused on hate and destruction. They will fight toe to toe using only their bare fists.

Weapons: Infused one handed maces, axes and clubs

Impact Armor: 30  
Aether Armor: 20  
Shock Armor: 20  
Resistances: Aether Venom  
Aether: none  
Health: 80



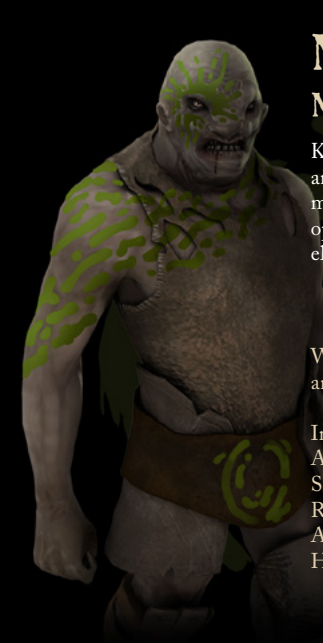
## Morroden Hulk

### Massive Oaf

Khagal Morroden Hulks are mutated and deformed due to over consumption of the Serpentica Aether Tincture as well as in-breeding. They are mindless and monstrous oafs that can throw large chunks of earth, stomp and strike with massive force.

Weapons: Earth and Fists

Impact Armor: 50  
Aether Armor: 20  
Shock Armor: 220  
Resistances: Aether Venom  
Aether: none  
Health: 400



## Morroden Warrior

### Melee Warrior

Khagal Morroden Warriors are fierce and will charge their enemies wildly. This makes them dangerous but also leaves them open to counter attacks. They are the core element of the Khagal forces.

Weapons: Infused one handed maces, axes and clubs

Impact Armor: 30  
Aether Armor: 20  
Shock Armor: 20  
Resistances: Aether Venom  
Aether: Venom  
Health: 80



## Quest Storylines

### *Obatymos Legacy*

Only a few Inventor's Guilds remain in the world of Aethereus. Times of duress and war has diminished their kind ever since the fall of their first establishment in Shilum, the great city of the west which fell to a tsunami during the first Skyfall.

The adventurers are contacted by Kaperneus, a seasoned artificer who established and leads the Nexus Inventor's guild, in order to investigate sensitive matters related to Khagal interceptions of his expeditions sent to gather relics of the past in Ghalia. Further investigation unravels that a Venatan Special Circumstances Officer is surveying the area, looking to acquire the same information.

One of Ghalias best kept mysteries is the whereabouts of the legendary Artificer Obatymos' final rest. Obatymos was rumored to have fled Shilum during its final hours, bringing with him a portion of the Inventor Cinder Legion and stealing a mysterious piece of wondrous technology only mentioned in passing as a thing that could spell ruin or victory for the city. For what will soon be obvious reasons, Obatymo tried to hide these relics away forever from both the Venata and the Cinder Legion of Shilum.

The clues soon paint a more complete picture of a hidden route through the mighty Durm mountains into a valley where Obatymo supposedly hid his lair. The adventurers will travel far to seek out the secrets of Obatymo, racing to find the ominous relics before the Venatan special forces and the Serpentican cult gains control of them.

### *Search for the Ancient Skyfall Relics*

Eighteen years prior to the present day on planet Aethereus the Astrographer Acralantis discovered ancient texts revealing the power of the Skyfall Relics and other ancient technologies. When the stories of this spread across Aethereus many adventurers begin to search for clues to the whereabouts of these valuable items.

The clues pointed to an ancient civilization that existed before the First Great Skyfall. As more clues began to surface it was confirmed that many ancient temples and pyramids contained secret chambers that could be unlocked. Powerful objects, maps, scrolls and other clues were discovered which seemed to have confirmed Acralantis' initial findings that the Ancient Skyfall Relics did exist and that they had such power that whoever could possess these objects would surely have ultimate power.

This sparks a mad search from the Venatan Empire and the Ghalian Serpentican Cult to find these Relics. The leaders of the Nexus City-State decided that they must act and try and discover the Ancient Skyfall Relics before they fell into the wrong hands. They created the Nexus Special Expeditionary Forces and placed Alana as its leader and secretly recruited new agents such as you to join in the search. For if the Serpentican Cult or the Venatan Empire was to wield such power it would surely spell the doom for the Nexus and all the free peoples of Aethereus.