



PTOLUS™

THE WORLD OF PRAEMAL

By Monte Cook



WWW.PTOLUS.COM



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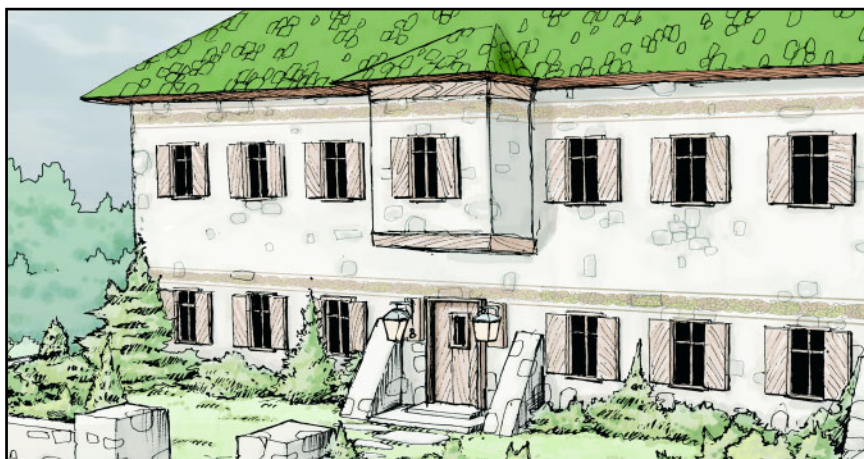
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GUIDE TO THE PTOLUS PDFS

Throughout this book you will find references in the text and in the side-panels to other books in the PT series of *Ptolus* PDF editions. For your convenience, here’s a listing of all the titles in the series and their corresponding title codes:

<i>A Player’s Guide to Ptolus</i>	PT1
<i>The World of Praemal</i>	PT2
<i>Organizations</i>	PT3
<i>Districts of the City, Vol. 1</i>	PT4
<i>Districts of the City, Vol. 2</i>	PT5
<i>DM’s Companion</i>	PT6
<i>Beneath the Streets</i>	PT7
<i>Adventures</i>	PT8
<i>The Spire</i>	PT9

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INTRODUCTION

Ptolus is an exciting city, but in order to truly understand the place, one has to understand its context, both in relation to the world around it and to the events that have come before now—even those that occurred before the city existed.



PAGE NUMBERING TIPS

Two sets of page numbers appear at the top of the pages that come after this introduction. The main page numbers correspond to this book's table of contents. The ones in parenthesis correspond to the page numbers of the Ptolus print book. They are there so you can properly check the side-panel cross-references of important words that you'll find boldfaced throughout this book. These cross-references tell you where to find more information about a given term, character, or place. They direct you to either a page number in this book, a chapter in another book, or a page number and title code of another installment of the PT series. We reference the page numbers from the print book so that, whatever edition of Ptolus you have, you can discuss page references with friends and not risk any confusion. Look for a rundown of all PT title codes in this book's Table of Contents.

Welcome to *The World of Praemal*, designed to introduce you to the larger setting of which the City of Ptolus is a part. The material in this book corresponds directly to Chapters 2–5 in *Ptolus: Monte Cook's City by the Spire*.

This is one in a series of nine Ptolus PDF releases from Malhavoc Press. When used together, they comprise the entirety of the Ptolus print book. Each one is also usable on its own for city-based fantasy d20 roleplaying campaigns.

WHERE DO I START?

If you've purchased this book as a general sourcebook and you're not sure what *Ptolus* is, check out the sidebar on the next page for a primer on the product and the city it details. If on the other hand you're starting to plan your own Ptolus Campaign, here are a few guidelines on how to get started.

Whether you are a player or a DM, **start by reading *A Player's Guide to Ptolus***. That book—free to download as a PDF at www.ptolus.com—provides a quick overview of everything else in the book. Of course, it doesn't go into any of the secrets of the setting—

those are for the DM to reveal as time goes on. DMs should **print out a copy for each player**. Let everyone have a chance to learn about the city and get a feel for the setting.

Where you go next depends on how you're going to use Ptolus. If you want it to be your campaign setting, start reading this book and **learn all the basics of the world**.

If Ptolus is destined to become a city in your existing world, jump straight to the **Districts of the City** PDFs and read about the various parts of town.

If you only want to mine the setting for ideas, flip through the various PDF releases that interest you and look at whatever strikes your fancy. You'll find interesting city locales, strange and fascinating NPCs, dungeon complexes, evil fortresses, haunted ruins, complex organizations, a few new races, monsters, prestige classes, spells, and a lot more.

Ready-made adventures for characters of level 1 to 4 are available in PT8, *Adventures*. For those of you who need adventures beyond those offered there, check out the ninety-six-page *Night of Dissolution* Ptolus adventure. It provides an exciting Ptolus-based adventure for 4th- to 9th-level characters.

If you want to read every last bit of information available on the city, look for two Ptolus-related products previously released by Malhavoc Press: *The Banewarrens* and *Chaositech*.

To delve even deeper into Ptolus, check out the official comic book, published by DB Pro, available from Diamond Comics. We're also proud to offer metal miniatures from Paizo Publishing, specialty map products from cartographer Ed Bourelle's SkeletonKey Games, and the *Ptolus Counter Collection* from Fiery Dragon Productions.

ENTER THE WORLD OF PRAEMAL

This book contains a wealth of detail to establish the background of Ptolus. In its pages you'll learn about the world of Praemal: the lands around Ptolus, the languages spoken there, and more. You'll discover new facts about the races of the Ptolus Campaign. You'll read about the creation of the world and its relationship to other worlds and planes, as well as about the various gods—especially the most popular, the god Lothian. And finally, you'll delve deeply into the ten-thousand-year history of Praemal, discovering many amazing and significant events.

Much of the information in *The World of Praemal* is of interest to players, but most of it should remain a secret at first. For example, consider the majority of the cosmological details privileged information—facts the PCs might discover as the campaign progresses.

Throughout *The World of Praemal*, all references to spells, feats, and other rules come either from this book or from the v. 3.5 revision of the three Core Rulebooks: the *Player's Handbook*, *DMG*, and *MM*. This book is protected content except for items specifically called out as Open Game Content on the Legal page. For full details, please turn to the Appendix. Open content is not otherwise marked in the text of this book.

Bonus source material and ideas to augment the information in the *Ptolus* PDFs appear on my website. Find the links to these free web enhancements, my campaign journal, and much more online at <www.ptolus.com>.

Thanks for trying the Ptolus Campaign! I hope you enjoy it as much as I do.



ACKNOWLEDGMENTS

These people and things played a significant part in the creation of Ptolus, even if indirectly, and thus they have my thanks:

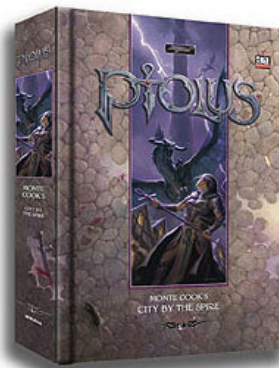
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WHAT IS PTOLUS?

If you were to imagine the most deluxe roleplaying game products ever, what would be in it? More than 600 pages of fantasy source and adventure material from one of the industry's greatest designers? Check. Glorious full-color art? Check. Double-sided poster map? Player handouts? A CD-ROM packed with bonus material? Check, check, and check.

As a book, Ptolus is many things all at once. It is . . .

- The ultimate fantasy campaign in which adventurers plumb the depths of a gigantic underground labyrinth filled with treasure, monsters, and traps—or try to make names for themselves in a city filled with intrigues, politics, and mystery.
- The very first and longest-running 3rd Edition campaign, run by one of the game's designers for industry celebs including two editors of *Dragon*® magazine, two editors of *Dungeon*®, three Wizards of the Coast roleplaying designers and three editors, and even the former D&D business manager.
- A detailed city setting crammed with characters, locations, and enough adventures to take characters from 1st to 20th level.
- A work of unsurpassed usability, featuring extensive indexing and cross-referencing throughout, designed and tested by the author of the *Dungeon Master's Guide* and the "Dungeoncraft" column in *Dungeon* to make play even easier and more fun.
- The most deluxe RPG package ever designed; the 672-page print book includes more than 130 pages of color artwork and maps, three bound-in fabric bookmarks, four tear-out card-stock bookmarks, two dozen handouts, and a CD-ROM containing 700 pages of additional bonus products, Ptolus adventures, reference documents, and source material.
- For our readers who prefer electronic (PDF) versions of roleplaying products, we've made the entire book available as a series of PDFs: the PT series (see page 3). When you buy all nine PDFs, you have the same print items available in the physical *Ptolus* book.



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Sample file



THE WORLD

The world of Ptolus is called Praemal, a name that comes from its creator, Praemus—although today only a few people have ever heard the name Praemus. Most don't even know he exists; they believe in the divergent creation myths of their homelands. Folks simply call the world "The World," and leave it at that.



Vallis, page 47

FROM MY CAMPAIGN TO YOURS

The disappearance of the Vallis moon heralded the change from Second Edition to Third Edition in my original Praemal campaign. For more on this moon, see page 60.

Return of the Vallis moon: See Night of Dissolution, page 60

Traditionally, people from the east (such as the Prust) believe that nights when Rogue passes in front of Lunas are unlucky. Conversely, those who hail from western lands (such as Cherubar and Rhoth), feel that such an event brings good tidings.

Praemal is a medium-sized world, just a bit smaller than Earth. (Its circumference is slightly less than twenty thousand miles.) It is cool in temperature, with encroaching ice from the north and the south threatening to consume the rest of the land. About four-fifths of the world is ocean. A major continent lies on the opposite side of the world from Ptolus, but it exists only in rumor and conjecture from the point of view of most people. The continent of which Ptolus is a part, located in the world's northern hemisphere, has had many names but currently is called simply "the Empire," referring to the Empire of Tarsis that has ruled most of it for the last seven hundred years.

Praemal's days are twenty-four hours long, and its year has three hundred sixty-four days. (See the Appendix in this book for a calendar.)

THE MOONS AND THE STARS

The world of Praemal has three moons, although most people only know about two of them. The largest moon, which appears bluish-white in the sky, is called Lunas. Much smaller, but far too large to be a star in the night sky, is Rogue. Rogue has a strange and erratic elliptical orbit and usually ranges much farther away from the world than Lunas.

The third moon, Vallis, disappeared from orbit ten thousand years ago, although it was invisible even when it circled the world. Vallis is the moon of magic and a keystone of the world. Its disappearance changed the way that magic worked on Praemal, cementing the current systems in place today. **Should it ever return**, things would certainly change again.

THE EMPIRE

For more than seven hundred years, the Empire of Tarsis has ruled most of the known world. Currently, however, it is an Empire in decline. In fact, some say that the Empire has actually fallen, but no one yet realizes it. Three different people claim the Lion-Guarded Throne; the technology that once cemented the power of the Empire is on the wane; and the capital city of Tarsis still rebuilds after a barbarian invasion.

Still, the Empire directs much of daily life. The distinction between Imperial citizens and noncitizens remains important in most lands, with citizens afforded more rights under the law in all cases. Imperial law dominates even in places where it is enforced mainly by non-Prustan peoples. The Empire brought much peace and prosperity to the lands it ruled, so those under its sway seek to hold onto certain