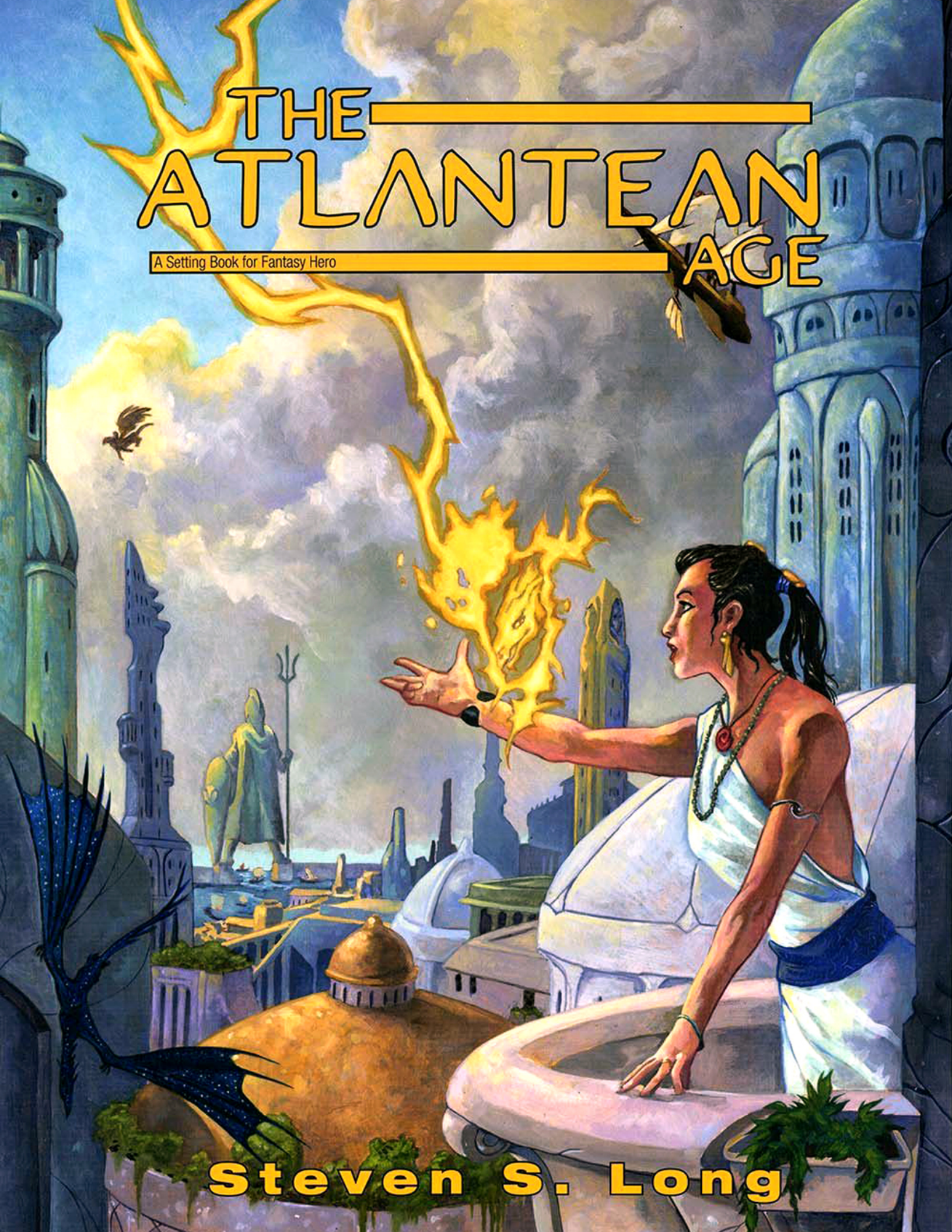


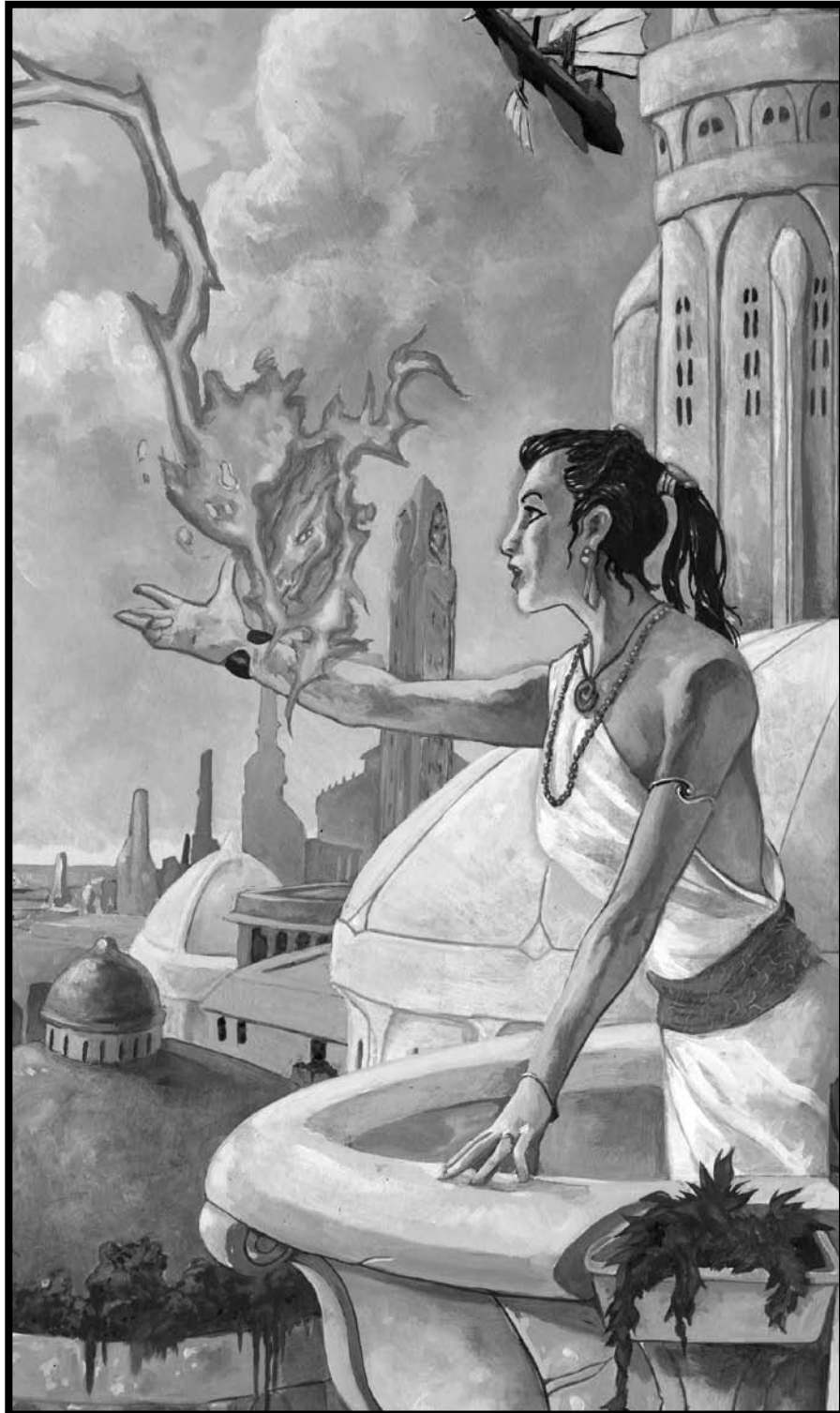
THE ATLANTEAN AGE

A Setting Book for Fantasy Hero



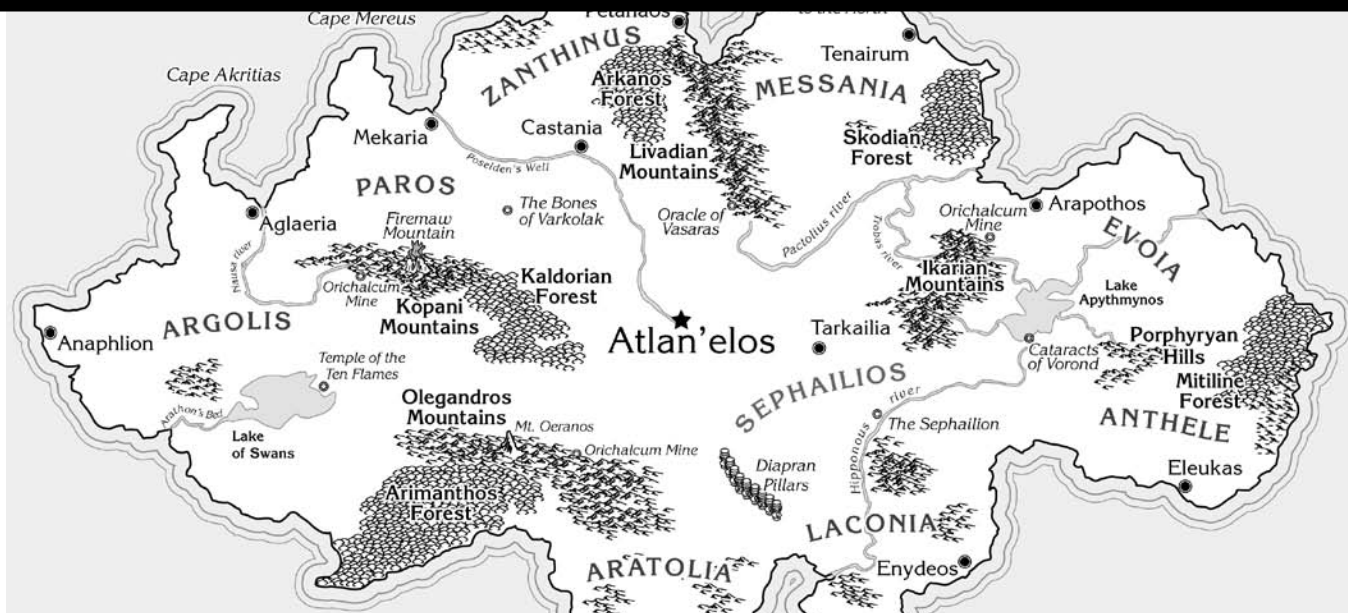
Steven S. Long

THE ATLANTEAN AGE



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A SETTING BOOK FOR FANTASY HERO

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INTRODUCTION



Many have heard the story of Atlantis, the island that sank beneath the waves, whose people have ever since lived underwater. But few know of the time before the Cataclysm, when the Dominion of Atlantis used its powerful enchantments to rule most of the world, and its armies clashed with those of the rival empire of Lemuria. It was a time of magic high and deep, when wizards were like unto gods and the gods themselves mingled with mortal men.

But for all its wonders, this is still a world in need of heroes. Powerful magic begets powerful monsters, and only a true hero can hope to oppose and slay them. The Lemurian Empire plots and schemes, hoping to steal the magical secrets of Atlantis for itself and wrest control of the world away from Atlan Vondarien and his nine brothers. Demons and dark gods view the world from without, hoping to corrupt or conquer it. Without heroes, the Atlantean Age may quickly crumble from the heights of mystical power and sophistication into ruin and despair.

The Atlantean Age describes this wondrous setting for your *Fantasy Hero* games. Chapter One, *Before The Cataclysm: A History Of The Atlantean Age*, discusses how the Dominion of Atlantis

evolves from the year 35000 BC, when the god Poseidon gives the island to his followers Evenor and Leucippe, until the year 32098, when Vondarien takes the throne for good.

Chapter Two, *The Peoples Of The Atlantean Age*, covers not just the Atlanteans, but the other races that inhabit the world: the dangerous Lemurians; the dark men of Kaphtor; the Hazarians and the Tellat, who maintain their own empires in defiance of Atlantis; the swarthy Saravonans; the fur-clad Northlanders; and more.

Chapter Three, *Lands And Realms Of The Atlantean Age*, reviews the world Atlantis rules (or at least dominates). First it describes Atlantis itself, in all its glory and wonder. Next it describes the lands of the Dominion. Then it goes on to cover the other empires that exist in the world, and to describe the distant frontier lands that even the Atlanteans barely know about.

Chapter Four, *Life In The Atlantean Age*, discusses what it's like to live in Atlantis in the year 32098 BC — casual but important details about family and social life, technology, and more. It includes a lengthy section about how Atlantis fights and the military devices it uses to maintain its empire.

Chapter Five, *Atlantean Character Creation*, reviews the *HERO System* game elements you need to create an Atlantean character. It has Package Deals, notes on Skills and Disadvantages, and a section on equipment.

Chapter Six, *The Gods Of Atlantis*, discusses the ten major gods worshipped by the Atlanteans, and their religious customs and practices. In a world where the gods sometimes interfere in the affairs of mortals, proper worship is a must!

Chapter Seven, *Atlantean Magic*, presents a comprehensive description of Atlantean magic, which is the foundation of Atlantis's power. In addition to the system itself, it includes dozens of spells and enchanted items for Atlantean characters. The second section of the chapter covers the magic of the Lemurians, the Kaphtorans, and other civilizations.

Chapter Eight, *Gamemastering The Atlantean Age*, is for the GM only. It discusses the history of Atlantis after 32098 C (including Atlantis's decline, Cormar's rebellion, and the war between Sharna-Gorak and Atlan Vondarien that leads to the Cataclysm), provides a "GM's Vault" of secret information for GMs, and has suggestions and advice on running campaigns in the Atlantean Age setting.

Chapter Nine, *Atlantean Adversaries*, provides the GM with character sheets for Atlantean villains and monsters to challenge the PCs with.

So get ready for magic and wonder unlike any you've ever experienced in a *Fantasy Hero* campaign. It's time to enter... *The Atlantean Age*!

THE ATLANTEAN AGE

CHAPTER ONE

A HISTORY OF THE ATLANTIAN AGE

A HISTORY OF ATLANTIS



In a time beyond time, long before the Earth took its modern form, magic existed in the world. The greatest empire of this time was the realm of Valdoria, though it was but a small thing compared to the far greater empires to come. Valdoria's wizards possessed much power and lore, yet far less than those who had once trod the world and those who would tread it in later years. Its priests worshipped many gods, but those gods were cold and distant powers who did little to help their followers.

All things must pass, and over the course of years Valdoria's power weakened. The world became a place of petty kingdoms and cruel tyrants. But despite these mean circumstances, a wondrous thing began to occur — magic slowly but surely arose in the world once more. No Man knew it at the time, but the gods did.

One of the most powerful gods of that time was Poseidon, a sea-god worshipped by a small cult that lived in a distant land. Poseidon decided the time had come to reward his followers for their devotion. He appeared before the leaders of the cult — a farmer named Evenor and his wife Leucippe — and bade them accompany him. With bowed heads and humble hearts, they agreed, and in a rush of power Poseidon whirled them up and away from their homes.

When at last they could see and hear again, they were on the shore of a green and wondrous land of rolling hills, deep forests, and sun-dappled fields. The very air smelled sweet, and game was plentiful. "This island I have created for you," Poseidon said. "Here you will dwell for long and long, and worship me. Gifts of wondrous power shall be yours, and if you use them aright great power in the world shall follow. Remain true to the gods, and fortune shall be your constant companion."

THE TEN BROTHERS

Soon Leucippe gave birth to a daughter, Cleito, whose beauty outshone that of all other women in the world. The small family lived easily in the paradisaical land, raising or hunting the food they needed. They discovered the mystical metal *orichalcum* and learned some of its properties.

Sadly, Evenor and Leucippe died not long after Cleito reached adulthood. Bereft, and all alone on the island, she called upon Poseidon to help her. The god responded... and when he saw how beautiful she was, he instantly fell in love with her and proposed marriage. When she agreed, he used his powers to create a home for them on a small hill several miles from shore. He raised up hills and lakes around the house to ensure some measure of privacy (and protection from wild beasts), and he created two freshwater springs — Thernos, whose water was always hot, and Krios, whose water was always icy cold. Today those springs exist still, at the center of the city of Thermiom, and are one of the most sacred places on all of Atlantis.

At Poseidon's command, abundant crops sprang from the Earth to feed him and his bride, and soon they had a rich and pleasant household. But a house without children is a sad place, and so Poseidon and Cleito filled their home with offspring. They had five pairs of twin sons, each a strong warrior and commander. Their first pair was Vondarien and Gadrius; the second pair Ampheres and Euaemon, the third Mneseus and Autochthon, the fourth Elasippus and Mestor, and the youngest twins Azaes and Diaprepes.

Each of Poseidon's sons grew to be tall and handsome, and a master of whatever interested him. Vondarien, the eldest and greatest of the Ten Brothers, seemed skilled in all things, but particularly leadership; Mestor and Diaprepes were great scholars; Autochthon a farmer and miner; Ampheres a hunter; Azaes and Elasippus warriors; Euaemon a mariner and trader; Mneseus a smith.

As the sons of Poseidon, each was mighty, far stronger and more powerful than other Men. They could wield powerful magics, and were immortal.

Poseidon made Vondarien King over all the others, though each received a tenth of the island as his birthright. Their word for "first among equals" was *Atlan*, and so the island became known as *Atlantis*, "the land ruled by the Atlan." But in those early days, there was little need for kingship. Poseidon brought the other cultists from the distant land to Atlantis, that his sons might have wives and followers, but there were still few people on the island. For centuries the Ten Brothers hunted the wild beasts and monsters of the island, and studied those things that interested them; each also took several wives and sired children. They mastered the use of orichalcum, and using the mysterious metal built weapons and devices powered by their own divine energies and the mighty magics Poseidon himself taught them before Cleito died and he once again departed the mortal world.

THE AGE OF EXPLORATION

But in time even the wonders of fair Atlantis paled, and the Ten Brothers began to wonder what lay beyond the shores of their island home. They went forth on voyages of exploration and adventure, to experience what the wide world had to offer. Even Vondarien himself traveled the world, appointing one of his brothers (usually Mestor) to serve as Atlan in his stead for decades or centuries. Even today, tales of the Ten Brothers' adventures in the lands before the coming of the Dominion are told reverently around hearths and campfires throughout the Atlantean realms. Some of the best-known include:

VONDARIEN AND THE CLEVER QUEEN

During one of his many journeys of exploration, Vondarien came to a land ruled by a queen tall and proud. Esharra was her name, and her beauty was surpassed only by her guile and wit. Yet she was not the most lovely woman in the land, for she had a daughter, Alita, more beautiful still than she.

When Vondarien presented himself to the queen as a suitor for her daughter's hand, Esharra scorned him. "Never have I heard of this 'Atlantis' that you claim to rule, adventurer. I see little about you that suggests the nobility of a king, only the trappings and bluster of a wanderer."



Now at that time, Vondarien had not yet come into his full power, but even then he was mighty enough to destroy the queen's palace and everyone in it as repayment for her insolence and foolery. Yet he knew if he did that, Alita would nevermore look upon him with favor. So he bethought himself of another way to win through to his goal. "If you doubt me, majesty, set for me tasks, that I may prove my value to you and my worthiness for your daughter's fair hand."

The queen gave some thought to this. Many monsters and perils menaced her land, defying the efforts of her mightiest warriors. Surely this outlander could do no better! And even if he did succeed, other ways could be found to dispose of him. "Very well, if you insist on meeting your doom in my lands. Three tasks I will set you, each more difficult than the last. An you complete them all, my daughter's hand in marriage you shall have."

The Task Of The Sharakkian Ram

"The first task is this: go forth from this place, to the mountains of the north, and capture alive the Sharakkian Ram and bring him back to my herds." Vondarien scoffed when he heard this, for how difficult could it be to catch one mountain-ram? He set out with a will, and reached the mountains in but two days. Nor did he have

to hunt long for the Ram, which soon sensed his presence and came against him. Gigantic it was, with terrible round horns and sharp-edged hooves. Casting aside his sword, for to kill the Ram was not his desire, Vondarien leapt forth to grapple the beast and bring it to ground. Great was his surprise when the fearsome beast threw him aside like a dog shaking water from its fur, and then charged him!

For the rest of that day, Vondarien and the Ram fought, neither able to defeat or elude the other. The beast resisted both strength and spell alike, but Vondarien's cleverness and speed kept it from scoring a telling blow against him. As night fell the two parted, knowing they would rejoin battle the next day.

As he rested by his campfire that night, Vondarien had a visitor: the Princess Alita! "Listen carefully," she said, "for I have not much time. As you now know, the Sharakkian Ram is a magical creature, created by the gods of these mountains. To defeat it, you must have a special magic." She pressed into his hand a length of ribbon, slender and fragile-looking. "Use this, which I have taken from my mother's hoard. Cast it about the Ram's neck and it shall bend readily to your will." With that she departed and returned to her home.

The next morning Vondarien arose early and went once more in search of the Ram. When he found it, it charged him, eager to destroy him once and for all. But he deftly stepped out of the path of the charge and threw the ribbon over the Ram's neck. Instantly the Ram became tame and docile, ready to obey his commands.

Vondarien was well-satisfied, but he knew he could not bring the Ram to Queen Esharra this way, lest she learn her daughter had given him the ribbon. So he built himself a forge, melted down his orichalcum sword, and crafted from the metal a set of heavy chains. Then he crafted himself a chariot from the wood of nearby trees, placed the chains on the Ram, and removed the ribbon. As powerful as it was, the Ram could not break orichalcum chains... and so Vondarien forced it to pull his chariot all the way back to the queen! "Here, my lady, is the Ram that you requested, for the betterment of your herds. I await your next task." And standing next to her mother's throne, Princess Alita smiled a secret smile.

The Task Of Slaying The Giant

"As your second task," said Queen Esharra, "you must slay the three-headed Giant of Naxonnath, who has ravaged the southern parts of our realm for many years."

Since he had melted down his sword to form the Ram's chains, Vondarien took his spear and shield and went in search of the monster. After he journeyed south for several days, he came upon the desolation wreaked by the giant. Following the trail of destruction and death he found a cave, and he could hear within the cave a loud snoring. He banged his spear upon his shield and shouted, "Come forth, come forth, fell Giant, and meet thy doom!"

Out from his lair the Giant lumbered. Four times as tall as a man, he was wearing the heaviest armor Vondarien had ever seen, and his weapon was a gargantuan axe. The two joined battle, and Vondarien quickly found himself in peril. The Giant's armor and leathery skin were enough to turn aside even his enchanted spear, and his own magics were potent enough to thwart most of Vondarien's spells. Several times that day the Giant's axe came within a hair's-breadth of lopping off one of Vondarien's limbs, or even his head. As dusk fell the two retired from the field, agreeing to fight again in the morning.

As he nursed his wounds by his campfire, Vondarien had a visitor: the Princess Alita! "Listen carefully," she said, "for I have not much time. As you now know, the Giant is so well-protected that you cannot harm him. But I have heard tales that say the weakest part of his armor is the top of his helmets, since he has no fear of being attacked by anyone taller than he. Use this knowledge to your advantage." With that she departed and returned to her home.

The next morning Vondarien arose early and joined the Giant on the field of battle. As the Giant charged, his axe whistling in the wind, Vondarien executed a mighty leap, and as he passed over the Giant he drove his spear down into the middle head and into the Giant's body. The Giant fell over dead. Vondarien used the Giant's own axe to chop off his three heads to take back to the queen as proof of his deed. "Here, my lady, are the heads of the Giant you bid me slay. I await your next task." And standing next to her mother's throne, Princess Alita smiled a secret smile.

The Task Of The Heart's Desire

"The third task is the hardest of all," said Queen Esharra. "If you would win the hand of my daughter, you must bring me... my heart's desire!"

Vondarien despaired, for he had no way of reading the cold queen's heart and knowing what she desired the most. He searched the land for the most beautiful flowers, but the Queen just shook

her head. He dug in the mountains for the largest, prettiest gemstones, but the Queen just shook her head. He crafted works of art beautiful enough to make a man weep, and even enchanted items of power for her, but all she would do was shake her head.

As he sat glumly by his campfire, trying to think of another gift he could try, Vondarien had a visitor: the Princess Alita! "Listen carefully," she said, "for I have not much time. The thing my mother desires most is obvious to all but yourself: your death!"

"But how can I accomplish that, and still win your hand?" Vondarien said.

"You cannot... or at least, you cannot alone. Together we can defeat her. Take this," she said, pressing a small phial into his hand. "There is a woman at court who is a witch, and she has made me this potion. Drink it, and you shall be as one dead for an hour. When you awaken, you can claim me as your bride-to-be." With that she departed and returned to her home.

Dubious of the weak and petty magic of a non-Atlantean, Vondarien realized he had no choice. He went to a place in the palace where he knew someone would find him and drank the potion. Soon word reached the queen that the great hero was dead! Her servants brought Vondarien's body into the throne room, and she crowed with delight to see her nemesis laid low. But when one hour had passed, Vondarien awakened and arose. "You have had your heart's desire, though it lasted but an hour," he said. "Now grant me mine — the hand of your daughter fair and wise."

Gritting her teeth in anger, the queen realized she had no choice. To Vondarien she gave the Princess Alita in marriage. Vondarien took her back with him to noble Atlantis, where she was one of his favorite wives for many years and bore him many fine children.

MESTOR AND THE SUNFIRE DEMON

During those times when he explored the world, Mestor the Scholar was ever looking for new lore, new spells, and greater wisdom. No subject was small enough to avoid his gaze.

One day in a distant land he heard tell of a wizard said to be skilled at the conjuration of demons from the Nether Realms, and he determined to visit this man and learn from him. He set out in the direction of the wizard's town, walking as he preferred to do. Several days later, as he approached his destination,

he saw a plume of smoke in the sky. Not long after, groups of men and women began hurrying past him, running away from the smoke.

He stopped one of the fleeing men and asked him what had happened. "Our wizard's tower was destroyed in a mighty blast of flame!" the man cried in fear and anguish. "A terrible demon is there now, and it will slay us all if we do not escape!" With that he tore himself loose from Mestor's grasp and continued running.

Mestor hurried onward and soon came to the remnants of a town. Most of the buildings were burned or burning, and the large stone tower in the very center of the town was shattered. And at the top of the tower, burning like the flame at the tip of a candle, was the largest fire demon Mestor had ever seen.

Before he could move, the fire demon saw him and swooped down on him. "Ho, ho, little manling!" it said in a voice like the crackling of flames. "It seems that you were too foolish not to flee, and now I shall roast you and feed on your essence!"

"Perhaps," said Mestor. "But you may find out you have bitten off more than you can chew. Where is your master?"

Taken aback by Mestor's confident air, the fire demon snarled, "Dead! Dead like all others who have dared to stand against me!"

"You are indeed the mightiest of your kind that I have ever seen. Are you a prince among demons?"

"Never before, but I shall be soon! The wizard who lived here called me up to do his bidding. All was going as planned — and then Lord Helios carelessly dropped one of his sunbeams, and it fell into me! I became too strong for the old wizard to hold, and he died for his insolence. Now I am stronger than any fire demon has ever been, and I will destroy you and any others who get in my way!" With that the fire demon lashed out at Mestor — only to find its blast blocked by Mestor's protective magics! With a fiery snarl the demon struck again and again, but Mestor's power thwarted it every time.

For hours the battle raged, neither able to gain the upper hand. Night came, and fair Selene the moon began her journey across the sky. Knowing that moonlight would be the opposite of sunlight, beseeched her: "Lady Selene, father-sister, illuminator in the darkness, give now this demon one of your beams as Lord Helios did earlier to-day!"

Hearing his plea, and finding it good, the Lady Selene hurled one of her beams at the fire demon. It struck him, and the power of Helios's sun-fire withered. Reduced in stature to an ordinary fire demon, the creature was no match for Mestor's magics.

EUAEMON AND THE TREACHEROUS LEMURIAN

One of the most peripatetic of the Ten Brothers was Euaemon, called the Mariner for his love of sailing, exploration, and trade. His greatest joy was new seas and new lands, hearing and learning a tongue that was strange to him, and meeting the other peoples of the world. But once his wanderlust nearly spelled his doom, when he was the first Atlantean to meet a son of the Lemurian Empire.

Euaemon and his crew had sailed far to the West, into the sea now called the Tellaric, and had made port at a city none of them had ever visited before. As they mingled with the strange people and ate their strange food, a man approached Euaemon. Handsome he was, with a noble bearing, and he introduced himself as Voralus of Lemuria, a merchant. "I see that you have come to port with a large ship that rides low in the waves. I am a trader, the richest in all this land, ever eager for new goods to offer my customers. As newcomers to this land I think you must have wondrous things no one here has ever seen, and I will offer you the best price for them in trade."

Flattered by his kind words, Euaemon took the man on a tour of his hold, showing him the goods he'd brought from Atlantis for trade — wines, furs, delicate craftworks, and much more. Suitably impressed, Voralus quickly concluded a deal to exchange cloth, some fine drink, and two books of lore for Euaemon's wine.

That night Euaemon and his crew celebrated at a nearby hostel, where they spent the night to escape the rocking of the waves. But when they went down to the docks the next morning, a horrible sight greeted them: their ship had sunk into the water! Euaemon struggled aboard to discover his hold entirely empty, and a large hole cut in the side. It took little thought to realize what had happened: Voralus the Lemurian had used some magic spell or device to open the hull and steal all the goods, knowing from his tour of the hold where best to enter!

Enraged, Euaemon went in search of Voralus, only to discover



that he'd set sail in the middle of the night. Returning to his damaged ship, Euaemon used his magical powers to lift the vessel out of the water and then repair the hole in its side. He and his men rushed aboard and set out in pursuit of the treacherous Lemurian.

Euaemon called down the winds to fill his sails, sending his ship over the waters with the speed of an arrow. In just a few hours the Lemurian ship was in sight. As the Atlanteans' ship closed, Voralus commanded his crew to fire their Pyrobombards. But their fiery missiles were not enough to stop one of the Ten Brothers. Euaemon's power flung the fireballs aside. Then he called forth a gigantic hand of water that grabbed the Lemurian ship and held it fast. The Atlanteans swarmed aboard, slaughtering the Lemurians who dared to resist them and driving the others overboard. Euaemon himself slew Voralus, who proved to be no mean sorcerer, and pinned his corpse to the deck with a harpoon. After the Atlanteans emptied the Lemurian ship's cargo hold, Euaemon placed a spell of homeseeeking on it so that the Lemurians would see the folly of tricking or attacking Atlanteans. And then he sailed for home, bringing a rich cargo and warning word of a people who would become Atlantis's greatest foe.

AZAES AND THE TARANTH

Though not so great a hunter as his brother Ampheres, Azaes always enjoyed the chase, and in his travels always sought for beasts that could challenge him. One day while traveling in the lands east of Atlantis he heard from an old man about a fearsome monster known as the *taranth*. "As large as a house it is," the old man said. "Its body is that of a bull, with the scales, neck, head, and wings of dragon. Its feet have claws instead of hooves, and its tail is a venomous serpent. It belches forth poisoned vapors to blind and stun its foes, and then tears them to shreds and devours their flesh. Beware!"

Azaes could not resist such a challenge and went in search of the monster, asking everyone he met where it might

be found. Soon he came near its lair and heard the sound of its bellowing, louder than a brass gong. Following the sound, he approached a cave. Not wanting to fight the monster in there, he began to hurl large stones inside. Soon the monster lumbered forth to do battle.

The *taranth* was even larger and more fearsome than Azaes had heard, but his heart did not quail. With a great battle cry he leaped forward, raising his sword high and slashing down on the monster's neck to cut off its terrible head. But its dragons' scales were proof even against an orichalcum blade forged in fair Atlantis, and Azaes's attack was thwarted. He leaped aside as the monster clawed at him. They battled back and forth, neither able to gain advantage over the other... and then the *taranth* breathed forth its poisonous vapors! Blinded and in pain, Azaes barely escaped the monster's clutches, vowing to return the next day and finish what he'd started.

Realizing he needed to use cleverness as much as strength, Azaes bethought him of a cunning stratagem: his sword could not pierce the monster's scales... but what about its own claws and fangs? And if vulnerable to its own fangs, might it not also be vulnerable to its own venom? He went out to confront the monster once more. This time after he threw stones into its cave, he ran up and stood above the cave's mouth. When the *taranth* came forth he leaped down upon its back and grabbed its tail. Terrible was the struggle, pitting Azaes's muscles against the monster's mighty thrashing, but the hero prevailed, dragging the tail down and stabbing the *taranth* in the back with it. The serpent's fangs pierced its scales easily, and the monster's roar of pain told Azaes that the venom was doing its work. He leaped clear of the monster and watched as it stumbled and clawed at itself, wounding itself as it tried to get rid of the agony. At last it crashed to the ground, dead. Azaes sawed off its head for a trophy and continued on his journeying.

THE AGE OF CONQUEST

In time the Ten Brothers' explorations ceased, and they began instead to think of conquest and power. Their own kingdoms on Atlantis were prosperous and secure, but elsewhere things were not so well. They had seen much in their travels that they deemed wrong: impoverished peoples oppressed by petty tyrants; the terrible power of Lemuria; folk who lived in fear of monsters and beasts. The light and enlightenment of Atlantis needed to shine upon the world.

THE EAST

First the Brothers turned their eyes eastward, to the forested, mountainous lands of western Pelasgar. When they landed their fleet of a dozen ships on the shores of the land now known as Kartalia, they met a king who scoffed at them, for his army was ten times the size of theirs. But size is not power, as the king learned to his grief when Atlantean warriors capparisoned in enchanted armor and wielding magical blades and spears slaughtered his men like a farmer scything wheat.

Word soon spread of the might and power of the Atlanteans, and the benevolent terms of their rule. Some kings in that region opposed them, such as the rulers of the stubborn Regnarian tribes, and had to be taught their error at the point of a spear. Others recognized the folly of fighting and sought terms, becoming Atlantean vassals in exchange for keeping some measure of their former power. Soon western Pelasgar had become the first part of the Dominion of Atlantis, with native warriors flocking to Atlantean banners and the common folk shouting paeans of praise for the Ten Brothers.

The Battle Of Tardanian Pass

Having seen how easy conquest was, several of the Brothers and many of their warriors returned home to Atlantis, leaving further tasks of war to those who enjoyed them the most: Elasippus, Azaes, Ampheres, Mneseus. But overconfidence nearly cost them dearly in the Tardanian Pass, when they strove to push the Dominion into eastern Pelasgar.

The kings and lords of that region had heard tales of the Atlanteans, and while they had little liking for each other had even less desire to be ruled

by outlanders. They banded together, creating an alliance able to field an army thousands strong. Knowing the Atlanteans would have to come through the Pass, the army marched for it to hold them there.

A small force of Atlanteans — the four Brothers and a handful of their best warriors — found themselves confronted by an army that outnumbered them several hundred to one. Yet they did not fear or falter. Crying “For Atlantis! For Vondarien!” they charged forward. Now seasoned in battle after several campaigns in the west, they fought with greater skill and power than ever. Though thousands were arrayed against them, their enchanted arms and armor, plus the magical powers of the Brothers, made them unstoppable. After several hours of terrible slaughter, the Pelasgaran army broke and ran, abandoning its commanders and kings to their fate. The Brothers rounded them up and beheaded them.

It took a few months for the Brothers to overcome other opposition, put down new petty kings, and stop banditry, but in time peace came to eastern Pelasgar. Looking over the nobles of each land, the Brothers chose the wisest and bravest to be the new princes of those lands, holding them in the name of Atlantis and obedient to the Atlan’s laws.

THE SOUTH

Their desire for conquest temporarily sated, the Ten Brothers set to the task of learning about and administering their new lands. But even an immortal cannot maintain his interest in such things very long, when there are new lands to conquer, new challenges to face, and more injustices to end. Little more than two centuries passed before the Ten Brothers and their soldiers grew restless. This time the warm lands of the South drew their attention, and once more the war-fleets of Atlantis set sail.

But the second wave of conquests did not go so easily as the first. Having seen how easily Pelasgar fell, the kings of the South had marshalled their resources in succeeding years, and prepared for inevitable war. Their wizards had worked hard to develop magics to blunt the Atlanteans’ mystic power — they couldn’t wholly stop or contain the Ten Brothers and the arcane armaments of their soldiers, but they could stand against them with some hope of victory.

Ras Shamra

The Ten Brothers first came against Ras Shamra, a small empire in the northern part of the continent of Tel’Ramas. Long had Atlantean galleys visited there for trade, so Atlanteans were familiar with the area and its peoples. The emperor mounted a valiant defense, and at first he thwarted the Atlanteans with a combination of power and guile. But his soldiers were not numberless, and Atlantean magic seemed to know no limits. Within a few months his armies were worn down to almost nothing, just a small garrison endeavoring to hold the royal palace in a last, desperate bid for victory. But it was not to be. The Atlanteans swarmed into the palace, slaying the defenders with ease. Elaspippus himself killed the emperor in single combat, and then with one blow of his mighty fist smashed the man’s throne into flinders. At his command the imperial capital was razed to the ground, not a single stone left standing on another, to show the world the price of defying Atlantis. Appointing as prince from among the Shamran nobles one who’d come over to Atlantis’s side early, the Lord Choresh, the Atlanteans departed, the Dominion now even larger.

The Wise King Of Karshemish

Elaspippus and Azaes turned their armies east, riding over the fields of Ras Shamra into Karshemish. An ancient land of much lore and wisdom, Karshemish was ruled by a king named Arvand. Having seen how easily his brother to the west was dispatched by the Atlantean army, small though it was, he had no desire to see the same thing happen to him. Gathering his soldiers to him, he put on his finest regalia and went out to meet the foe. As the two armies neared, he rode out ahead of them, accompanied by his leading nobles and court wizards. Gadrius, Autochthon, and Elaspippus went out to meet them. “Noble Atlanteans!” King Arvand said when the two parties came within speaking distance, “I desire parley with you.”

“Speak,” said Gadrius, intrigued.

“Assembled before me is the Atlantean army, and mighty it is! But not so mighty that my own cannot give it a strong fight, and perhaps win through to victory. Many of my men and your own will die before the day is done, if fight we must. But I seek a different course! Make me prince of this land, leave my rule undisturbed, and I will join your Dominion about bloodshed.”

Recognizing intelligence and insight when they saw it, and having no desire to spill blood needlessly, the Brothers agreed, and King Arvand became Prince. Many of his soldiers willingly joined the Atlantean forces, and some of his people went to live in Atlantis itself. Gadrius took the king’s eldest daughter as his wife. And to this day, Karshemish remains one of the most loyal and important parts of the Dominion.

Eshuna

The Atlanteans spent a few years absorbing their new conquests into the Dominion, then continued the path of conquest. South and east of Karshemish lay the land of Eshuna where, legend claimed, men had lived in the city of Mursali for thousands of years. It was said the Eshunans possessed chronicles of the times when Lemuria still existed above the waves and creatures stranger than the monsters slain by the Ten Brothers regularly stalked the land.

Knowing he could not oppose the Atlanteans with force of arms, the king of Eshuna turned to his wizards for a solution. Working together they cast a mighty spell that thrust the entire kingdom forward one second in time, creating an unbreachable barrier around the land. For nearly two years the Atlanteans battered themselves against that wall, and fought the armies of strange conjured creatures that the Eshunan wizards somehow sent out against them. Then finally Diaprepes discovered the secret behind the time-spell and broke it, dragging Eshuna one second back in time to match the rest of the world. Knowing he had failed to save his kingdom, the king surrendered. The Atlanteans beheaded him for his defiance, but to honor the humility of his surrender spared his kingdom.

The priests of Orikailos god of magic cast an augury to determine who should become prince of Eshuna. The spell led them to Herromdeshi, a simple farmer. Astonished to see a delegation of the Atlantean army at his farm, Herromdeshi was even more surprised to learn why they’d come. Dressing him in rich robes, they escorted him to Mursali and installed him on the throne. His line served Atlantis as the princes of Eshuna for nearly a thousand years, and are accounted some of the greatest rulers in the land’s history.



Parinda

A few years after the conquest of Eshuna, the land of Parinda, a patchwork of several small kingdoms, petitioned Atlantis for entry into the Dominion. The Parindan kings had taken note not only of how easily Atlantis had conquered nearby realms, but of how becoming part of the Dominion had enriched those realms through trade and Atlantean magic. Atlan Mneseus (who held the throne at that time while his brother Vondarien was off adventuring) accepted their petition, with one proviso: they must choose one from among their number to serve as prince.

The situation threatened to turn ugly, with each king prepared to go to war to earn the title of prince, when King Shulgur suggested a different way: an athletic competition. All of the kings would compete in a series of athletic events; the overall winner would become prince, and the other kings his nobles. Each of the kings consented and the games began... and to the surprise of no one who knew him well, clever Shulgur won. During his reign the Parindan Games became an annual event; they're held to this day in the late spring of every year, and the Atlan and other rulers from around the world shower the winners with prizes.

Kalla'har And Kapthor

Several decades after absorbing Parinda into the Dominion, Atlantis again began to harbor designs of conquest. Diaprepes, Mneseus, and Azaes landed in Parinda and marched south, into the land known as Kalla'har. But almost as soon as they entered it, something felt... wrong. A shadow lay over the land, growing ever darker the further south they went. All the Atlanteans could sense it; Diaprepes, with his wizardly perceptions, was particularly hard-struck by the shadow and soon fell ill because of it. Some of the commanders and soldiers wanted to press on, but most felt it wasn't worth it, and soon the expedition returned to Atlantis — the first, but not the last, time the armies of the Dominion would be thwarted.

Tellat

Atlantis suffered the next setback to its plans of empire a few years later when it crossed the Dardessos River to conquer the Empire of Tellat. They met the Tellat army on the field expecting an easy victory like the ones they'd achieved so many times before... only to find that the Tellats had power. While most Tellat soldiers were ordinary footmen, horsemen, or archers, more than a few of the Tellat warriors possessed magical powers and weapons rivaling those of the

Atlanteans, and the Tellat wizards were skilled at countering Atlantean magics, or even twisting Atlantean spells to their own ends. The battle shifted back and forth over the course of the day, neither side gaining a substantial advantage for every long. But when evening fell and the armies separated, Elasippus decided to withdraw from Tellat rather than risk the lives of more of his soldiers. The Ten Brothers would have to learn the secret of Tellat's power before attacking it again.

THE WEST

For over a thousand years, Atlantis remained quiescent. The Dominion danced a wary dance with the Empire of Lemuria, whose own lands extended into the continent of Sangobar and thus came near the western side of the Great Island. But by about the year 33100 BC the momentum had shifted in the Dominion's favor. As Atlantis continued to grow in learning and wealth, while Lemuria remained essentially stagnant, more and more realms began to see the benefits of belonging to the Dominion.

Many of these lands, beginning with the northerly realms of Hernicia, Varinia, and Avaria, joined the Dominion much like Parinda had, through voluntary petition. Known as the Bloodless Conquest, this period brought most of eastern Sangobar into Atlantis's

fold. The Hazarian tribes, then as now, remain stubbornly independent.

The southwestern lands of Darvilos and Gardarica were tougher nuts to crack. After absorbing Ystria, Atlantis gazed greedily over the mighty Ractoris River at the green and prosperous lands to the west. A series of minor clashes between Atlantean and Lemurian forces in the 33000-32860 BC resulted in those two kingdoms breaking away from Lemuria and becoming part of the Dominion... though a sometimes fractious and reluctant part.

THE ANGER OF THE GODS

In 32615 BC Atlantis experienced a tragedy far worse than anything in her history. A major trade and diplomatic expedition to Tellat set out from Thermiom, but in their haste to make the tide the priests accompanying the expedition skimmed many of the necessary sacrifices and rites, including some to Poseidon himself, and performed others badly. Fury filled Mt. Oeranos, and the gods proceeded to demonstrate their displeasure in ways the Atlanteans would never, ever forget. First they raised a terrible storm that destroyed the expedition and ravaged the southern coasts of Atlantis... but that was just the beginning.

For the next twenty-five years Atlantis suffered the gods' wrath. Magical powers and weapons were weakened, leaving Atlanteans around the world vulnerable to their enemies. Crops failed, and widespread famine was only narrowly averted through clever use of what magics remained to Atlantean wizards. Plague stalked the land, leaving lucky Atlanteans bedridden for a week and putting the unlucky and weak ones in their graves. Earthquakes, landslides, and tidal waves were frequent.

In 32590 BC a young hero named Rihardos, who'd lost both his parents and nearly all of his siblings to

the plague and other woes, visited the Vasaran Oracle to seek a way to appease the gods. Many had tried this before, and all had failed, so great was the gods' anger. But the goddess Ereastaia was at last moved to take pity on men, and she sent a vision to the priestesses. "Seek ye the chest of the captain who led the ships to Tellat, and take it to the Deathbringer's Bed."

Taking with him only the enchanted sword, spear, and armor forged for him by his father, Rihardos set out on his quest. He could find no vessel willing to take him in search of the lost ships, for everyone believed them cursed, so he swam for many days, untiring and unafraid. When at last he came to the spot where he believed the ships went down, he dove and dove, searching great spans of the sea floor for his prize. At long last he found it... but it was not unguarded. A terrible sea-monster, like unto a gigantic serpent with the legs of a lizard and claws so large and sharp they could effortlessly slice through a ship's hull, lived among the cursed wreckage. Long they fought, and hard, and the monster battered and clawed Rihardos badly. But he persevered as all true heroes will, and in time the monster faltered and left itself exposed. Rihardos drove his sword up through the sea-serpent's lower jaw and into its brain, killing it.

With the chest in hand, Rihardos returned to Atlantis. But now his path was not so clear — who was the Deathbringer, and where was his bed? He thought and he pondered — where would the creator of all of death and despair Atlantis had suffered sleep? He finally realized the prophecy referred to the god Ares, whose sobriquet was *Thanofer*, or "Bringer of Death." Atlantean legends claimed that Ares often bathed and slept in a small, isolated glade deep in the Kaladorian Forest. Rihardos took the unopened chest there, left it in the center of the glade, and departed. Their mysterious mandate fulfilled, the gods forgave the Atlanteans, and prosperity and power returned once more to the Great Island.

THE FIRST LEMURIAN WAR

With Atlantis still (comparatively) weak, the Empire of Lemuria increased the pressure on the Dominion, hoping to regain not only the lands it had lost in recent centuries, but the prestige and fear it had once enjoyed in the world. It started skirmishes it would never have dared essay before, spread foul rumors about citizens of the Dominion, waylaid Atlanteans, and prepared for war.

It got its wish. In 32500 BC, Atlantis felt it had regained enough of its strength and power to strike back. Atlanteans would later call this struggle the First Lemurian War, and it lasted a hundred years. During most of that time the conflict was confined to economic warfare and minor battles in the Tellaric Sea and the land surrounding it, but a few major campaigns and battles did occur. The Lemurians pitted their pisciremes, ornithopters, ophidhopters, hepatizon giants, crystallocolossi, and other mighty magicconstructs of war against the Atlanteans' sky-ships and spells. At times the battles rocked the very ground they were fought upon and set the sky itself on fire with power.

The most devastating engagement of the war was fought on the southern tip of Sangobar and pitted nearly half of the Lemurian forces against an equivalent Atlantean force. By the time the three-day battle was done, the delta of the Ractoris River had been obliterated; even today the river flows over what amounts to a small cliff directly into a bay. The Lemurians won that fight, but barely, and in nigh-Pyrrhic fashion. After the Battle of Ractoris, they slowly but steadily lost influence and had to give ground on the seas and in the skies. Atlantean forces even raided into key areas of the Lemurian Empire on Saravon and Deoghar on several occasions.

The climactic confrontation of the war, in 32398 BC, was the Battle of Mt. Akontios on Tel'Ramas. The Lemurians had allied with the Empire of Tellat, which was willing to make common cause with the Lemurians in the hope of taking Ras Shamra or even Karshemish for itself. Fought near, on, under, and around Mt. Akontios, the second-highest peak in the world, it was a titanic clash that at one point literally cracked the mountain; even today the faultline created by a particularly powerful Atlantean spell can still be seen. After nearly twelve hours of furious fighting that saw tens of thousands war-

rriors die, Atlantean magical might won the day, destroying so many Lemurian magiconstructs that the Lemurians had no choice but to withdraw or suffer annihilation. Still, it was a near thing, and but for several acts of heroism by brave Atlantean warriors and wizards, the Lemurians and Tellats might have swept the lifeblood of the Dominion from the field.

After Mt. Akontios, both sides were all too willing to have peace. After several weeks of negotiation, the Lemurians agreed to give up their lands in western Tel'Ramas; the Tellat Empire, as punishment for its involvement, also ceded some land. The Dominion created the principality of Chagaria out of these two pieces, and both sides retired to lick their wounds... and plan for another day.

The Prophecy Of The Thrones

From an Atlantean perspective, one of the most remarkable things about the First Lemurian War is that it was the first conflict where none of the Ten

Brothers directly participated as a commander or warrior. As Atlantis prepared for war, the Ten Brothers planned to join them and wield their awesome magics and enchanted weapons against the enemy. But before the Atlantean forces could leave the island, a group of three priests from the Temple of the Ten Flames approached them. "Woe unto you, sons of Cleito," the priests intoned. "We bring words from the gods themselves, who descended from Mt. Oeranos to appear in the eternal flames of our temple. Nevermore, they say, may the Ten Brothers go adventuring or to war. If ever you leave your thrones, weakness shall befall you, and never again shall your powers return. Listen, and obey." Then they departed without saying another word or taking so much as a morsel of food.

Ever since that day, Vondarien and his brothers have remained on Atlantis. Some of them believe the Prophecy of the Thrones is further

punishment from the gods, while others wonder if perhaps the gods fear that they will become too powerful... but none of them have dared try the truth of the priests' pronouncement.

REIGN OF THE ATLAN

Today it is 32098 BC. Vondarien is Atlan of the Dominion of Atlantis, the mightiest empire of the world. To commemorate the Battle of Mt. Akontios he has established a new calendar declaring this the first year. Atlantis enjoys a golden age, her mystic power matched by her political strength. But the world is not as calm as many Atlanteans would believe. The Lemurian Empire remains powerful, Atlantis's chief enemy and rival. The ambitious Tellats ever seek ways to augment their prestige and power, and in dark Kaphtor sinister magics are at work. It is a world in need of heroes... heroes such as you.

THE ATLANTEAN AGE

CHAPTER TWO

THE PEOPLES OF THE ATLANTEAN AGE

THE ATLANTEANS



The Atlanteans are the predominant people of the Age named for them — a chosen people gifted by the gods with a wondrous home, the capacity for immense magical power, and personal attributes that are the envy of all other humans. Compared to ordinary humans, Atlanteans have longer lifespans and are, on the average, more athletic, smarter, and better-looking. Ironically, they're not even a majority on their home island, thanks to influxes of immigrants from conquered lands... but there's no question that they're firmly in control, socially, politically, and economically. Non-Atlanteans are very much second-class citizens on the Great Island — but even allowing for that, life is so good on Atlantis that many people want to go live there.

Atlantean males are usually 5'10" to 6'6" tall; the women range from about 5'6" to 6'0". Both genders tend to be slender, with well-proportioned figures.

Atlanteans have blonde, brown, or black hair (though in some times and places Atlantean women magically color their hair in all sorts of exotic shades, such as purple and teal). Women typically keep their hair long (often waist length, or even longer), sometimes binding it up in elaborate coifs held in place with jeweled pins, delicate bone or shell hair-combs, or the like. Both genders tend to have blue, green, or hazel eyes; dark eyes (which are common in all other

parts of the world, including Lemuria) are regarded in Atlantean culture as a sign of low character and a reason to distrust that person.

Atlantean men usually wear a mid-thigh length, short-sleeved tunic, shoulderpieces from which hang a cloak, bracers, pants, and boots; some add a headband or other headwear to keep the hair out of the eyes. Atlantean women typically wear a two-piece garment called a *vakiri*. The top part covers the breasts, shoulders, and upper arms, and often has a plunging neckline. If she wishes to wear a cape, brooch-like clasps fit on either side of the neck to hold it. The bottom part is an ankle-length skirt held at the waist with a sash. (Thus, her midriff is bare, as is most of her arms.) On her feet she has elegant sandals. She often adorns herself with several pieces of delicate, beautifully-made jewelry.

ALARII PACKAGE DEAL

Abilities

Cost	Ability
2	+2 STR
6	+2 DEX
4	+2 CON
13	Wings: Flight 10"; Restrainable (-½)

Total Cost Of Package Abilities: 25

Other Atlantean Races

The Atlanteans share their island with three native species who are suitable as player characters for some Atlantean Age campaigns: the winged Alarii; the centaurs; and the satyrs.

THE ALARII

During their early exploration of the forests and mountains of the Great Island, the Atlanteans encountered a race of winged men known as the Alarii (sing. Alar). Regarding them as children of the gods, the Atlanteans treated them with kindness and respect. In time an alliance was formed, and today many Alarii serve Atlantis in its armies and other special jobs.

ATLANTEAN PACKAGE DEAL

Abilities

Cost	Ability
1	+1 STR
3	+1 DEX
2	+1 CON
3	+3 INT
3	+3 PRE
1	+2 COM
2	Atlantean Longevity: Life Support (Longevity: 400-year lifespan)

Total Cost Of Package Abilities: 15



Alarii look more like ordinary men than Atlantean men, though they tend to be tall and slender. Their hair and eyes are both usually dark; members of both genders generally keep their hair cut short. Large, feathered wings sprout from their shoulderblades, allowing them to fly.

Alarii tend to dress in layers so they can protect themselves against the chill of the upper airs but strip down to light clothing when on the ground during warm weather. Both genders typically wear leather pants, soft (but durable) cloth shoes, light shirts, a vest, and a leather coat. When near the ground in warm weather men typically wear nothing but pants, women pants and a light sleeveless shirt.

The Alarii are a reclusive folk who prefer to remain in their own communities, only venturing into the lands of men when duty calls or they need something. But their preference for privacy doesn't mean they're unfriendly or hostile; they're happy to welcome Atlantean visitors when circumstances require.

THE CENTAURS

Centaurs are half-man, half-horse creatures; they have the upper torso, arms, and head of a man projecting from the front of a horse's body where the horse's neck and head would normally be. They're large, heavy, strong, and can run with great speed, but their form makes some tasks difficult. For example, they have trouble climbing narrow or winding staircases, and cannot sit in chairs or climb trees.

As with the Alarii and the satyrs, the Atlanteans first encountered the centaurs, who live in the meadowlands and fields of parts of the Great Island, during the early years of exploration. In those early days centaurs were far more bestial than they are now, and far more dangerous to the Atlanteans. Through centuries of contact the centaurs gradually came to learn and adopt the Atlanteans' ways and establish a true society. They'll never be as "tame as a two-legs" (as they call humans), for even today their culture involves a lot of rough behavior: sports challenges (particularly wrestling and racing); insult competitions; accepting and completing dangerous dares; drinking to excess (they particularly enjoy wine, and easily get drunk on it); and more. But they have become civilized enough to interact with the Atlanteans in a friendly and diplomatic manner.

More than a few centaurs serve as heavy cavalry or scouts in the Atlantean army. As fighters they prefer the bow, the heavy spear, and the battle-axe. To be

CENTAUR PACKAGE DEAL

Abilities

Cost	Ability
10	+10 STR
6	+2 DEX
8	+4 CON
8	+4 BODY
10	<i>Horse's Legs:</i> Running +5"
6	<i>Heavy:</i> Knockback Resistance -3"
7	<i>Kick/Rear:</i> HA +2d6; Hand-To-Hand Attack (-½)

Total Cost Of Package Abilities: 55

Disadvantages

Value	Disadvantage
5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
5	Physical Limitation: Prone To Intoxication (-3 on CON Rolls to resist drunkenness) (Infrequently, Slightly Impairing)
5	Physical Limitation: Unusual Form (makes some tasks difficult or impossible) (Infrequently, Slightly Impairing)

Total Value Of Package Disadvantages: 15

given a bow by the centaurs is a mark of their great favors, though centaur bows have such heavy pulls that only the greatest human heroes can actually use them.

THE SATYRS

Satyrs are creatures with the upper bodies of men, the legs of goats, and short goat's horns growing from their heads. They usually have dark skins and short, pointed beards. They inhabit the light woodlands and fields of parts of Atlantis. When men first began exploring Atlantis, the satyrs avoided them, fearing they were dangerous. As their fear slowly wore away, they began playing pranks on men. When they discovered the wondrous man-created delicacy that is wine, they revealed themselves and began trading for it. Like the centaurs, over time they emulated the Atlanteans, developing a society more akin to theirs than the freewheeling satyr lifestyle of old.

Even compared to the Alarii and the centaurs, the satyrs are reclusive. They tend to live together in bands of no more than a dozen; many are loners. The stereotypical satyr prefers a life of indolence and ease, wandering the woodlands, playing music, eating fruits and nuts and small game, and sometimes working magic. (Though satyrs are rarely powerful wizards, they are

SATYR PACKAGE DEAL

Abilities

Cost	Ability
3	+3 STR
15	+5 DEX
10	+5 CON
5	+5 PRE
4	<i>Goat's Legs:</i> Running +2"
9	<i>Perceptive:</i> +3 PER with all Sense Groups
5	<i>Satyr's Eyes:</i> Nightvision

Total Cost Of Package Abilities: 51

inherently magical creatures and often have a knack for spellcasting.) But occasionally one decides to join human society and becomes an entertainer, soldier, adventurer, or the like.

Lemurians

The Lemurians, a proud and ancient people, often seem like a dark mirror image of the Atlanteans. They average about 6'0" to 6'2" for the males, and 5'4" to 5'10" for the females. They tend toward black or brown hair and dark eyes. Among men, hair is kept short and stylish beards and moustaches are common. Lemurian women, like their Atlantean counterparts, favor long hair kept under control with stylish arrangements.

The typical fashion for Lemurian males is a knee-length, long-sleeved tunic that buttons down the center to the belt. Compared to an Atlantean tunic it's made of sturdier material and most often comes in dark colors, such as burgundy or navy blue. Matching pants and a set of high leather boots complete the outfit, but as an added touch high-ranking Lemurians wear a sword and dagger most of the time. Warfare among Lemurian houses is not uncommon, so a wise man is prepared to protect himself. If possible the swords are decorated and enchanted, for example the hilts might be gold and display a martial motif (like a hawk's head for a pommel, or a guard in the shape of a serpent).

Lemurian women dress more simply and elegantly. The standard garment is a single-piece ankle-length gown in a muted color (like mist green, pale blue, or dove grey) that leaves her arms bare; it's belted at the waist with a decorative cord or sash. Sandals serve as footwear, and she accentuates the whole with a few pieces of jewelry (usually not so fine or valuable as those worn by Atlantean women).



LEMURIAN PACKAGE DEAL

Abilities

Cost	Ability
2	+1 CON
1	+1 INT
3	+3 PRE
2	Lemurian Longevity: Life Support (Longevity: 300-year lifespan)

Total Cost Of Package Abilities: 8

LEMURIAN REPTILIAN THROWBACKS

On rare occasions, a Lemurian child is born who's a throwback to the time before the "great spell" (page 56). Instead of looking human, they're reptilian. At the very least they have scaly skin and serpentine eyes; some "regress" even further and have claws, fangs, tails, or the like. Typically they're physically powerful, and many possess other strange reptilian or mystical powers. A few even have the old Lemurian power of shapeshifting. While they don't like to look at them, regular Lemurians consider the throwbacks to be important members of their society and often groom them for leadership positions in the military or other important institutions.

Empyreans

The Empyreans — the immortal residents of the hidden city of Arcadia — are described on page 142 (and in even more detail in *Hidden Lands*). They sometimes leave their beloved City of Gold to mingle in disguise with humanity, whether to learn, to spy, to trade, or for some other purpose. Therefore it's possible that in some games the GM might allow a player to play an Empyrean character (though this means raising the point totals for all other PCs, or allowing one PC to be built on more than 350 points, since the Empyrean Package Deal is worth 377 points all by itself).

Empyreans have no particular stereotypical appearance (other than "extremely good-looking") — in many ways they're the ultimate individualists. Some could pass for Atlanteans, other favor bizarre hair and eye colors that set them apart from everyone else on the planet; some dress like humans, others have their own unique fashion sense.

EMPYREAN POWERS

The following templates, each containing 100 Real Points' worth of abilities, represent some "typical" Empyrean power suites. Every

LEMURIAN REPTILIAN THROWBACK PACKAGE DEAL

Abilities

Cost	Ability
10	+10 STR
9	+3 DEX
20	+10 CON
5	+5 PRE
10	+10 PD
8	+8 ED
9	Reptilian Skin: Damage Resistance (10 PD/8 ED)
5	Reptilian Eyes: Nightvision

Total Cost Of Package Abilities: 76

Disadvantages

Value	Disadvantage
10	Distinctive Features

Total Value Of Package Disadvantages: 10

Options

Cost	Power
10	Claws: HKA ½d6 (up to 1d6+1 with STR)
5	Fangs: HKA 1 point (up to ½d6 with STR)
20	Venomous Bite: Drain CON 2d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate Life Support [Immunity]; +1), Personal Immunity (+¼); Fangs Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾), 4 Charges (-1) plus RKA 1d6, NND (defense is appropriate Life Support [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), Fangs Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾), Linked (to Drain CON; -½), 4 Charges (-1)
24	Shapechanging: Shape Shift (Sight, Hearing, and Touch Sense Groups, any humanoid shape), Imitate; Affects Body Only (-½)

Empyrean is distinct, with powers that often relate to his special interests, so you should tailor or customize these as you see fit. But they're a good way to quickly create Empyrean NPCs if necessary. Most Empyreans have other powers as well; see *Hidden Lands* for many examples.

EMPYREAN PACKAGE DEAL

Abilities

Cost	Ability
20	+20 STR
30	+10 DEX
20	+10 CON
10	+5 BODY
5	+5 INT
10	+5 EGO
10	+10 PRE
5	+10 COM
10	+1 SPD
37	<i>Flight</i> : Flight 15", Reduced Endurance (½ END; +¼)
46	<i>Empyrean Physiology</i> : Life Support (Diminished Eating: only has to eat once a month; Immunity: all terrestrial diseases and biowarfare agents, all terrestrial poisons and chemical warfare agents; Longevity: Immortal; Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum; Self-Contained Breathing)
10	<i>Empyrean Toughness</i> : Damage Resistance (10 PD/10 ED)
3	<i>Empyrean Physiology</i> : Lack Of Weakness (-3) for Resistant Defenses
10	<i>Empyrean Physiology</i> : Power Defense (10 points)
10	<i>Empyrean Mental Shielding</i> : Mental Defense (10 + (EGO/5)) points
3	Lightsleep
20	Universal Translator
18	Contact: The Empyreans (very useful Skills or resources, very good relationship, organization) 11-
100	Powers Template (see below)

Total Cost Of Package Abilities: 377

Options: Many Empyreans spend more points on some of their abilities to fly faster, lift more weight, be more resistant to injury, and so on. A few have lesser natural abilities to compensate for more powerful abilities of other sorts.

BIO-ENERGY EMPYREAN

Cost	Power
15	+5 DEX
10	+10 ED
60	<i>Bio-Energy Powers</i> : Multipower, 60-point reserve
6u	1) <i>Bio-Energy Blast</i> : Energy Blast 12d6
6u	2) <i>Bio-Energy Field</i> : Force Wall (12 PD/12 ED)
3u	3) <i>Bio-Energy Storm</i> : Energy Blast 6d6, Explosion (+½), Personal Immunity (+¼); No Range (-½)

Total cost: 100 points

MENTAL EMPYREAN

Cost	Power
5	+5 INT
20	+10 EGO
60	<i>Mental Powers</i> : Multipower, 60-point reserve
6u	1) <i>Mindblast</i> : Ego Attack 6d6
6u	2) <i>Mental Control</i> : Mind Control 12d6
3u	3) <i>Mindsapes</i> : Mental Illusions 7d6

Total cost: 100 points

STRONG EMPYREAN

Cost	Power
20	+20 STR
10	+5 CON
10	+5 BODY
10	+10 PD
10	+10 ED
10	Increase Empyrean Toughness to Damage Resistance (20 PD/20 ED)
2	Increase Empyrean Physiology to Lack Of Weakness (-5)
10	Knockback Resistance -5"
18	Leaping +18"

Total cost: 100 points

SWIFT EMPYREAN

Cost	Power
27	+9 DEX
10	+5 CON
5	+5 PD
20	+2 SPD
38	Increase Flight to Flight 30"

Total cost: 100 points

TELEKINETIC EMPYREAN

Cost	Power
60	<i>Telekinetic Powers</i> : Multipower, 60-point reserve
6u	1) <i>Telekinesis</i> : Telekinesis (40 STR)
5u	2) <i>Precise Telekinesis</i> : Telekinesis (30 STR), Fine Manipulation
5u	3) <i>Telekinetic Blast</i> : Energy Blast 10d6
4u	4) <i>Telekinetic Spear</i> : RKA 3d6
20	<i>Telekinetic Shield</i> : Force Field (10 PD/10 ED)

Total cost: 100 points

TRANSMUTER EMPYREAN

Cost	Power
100	<i>Transmutation</i> : Major Transform 3d6+1 (anything to anything, heals back through another application of this or a similar power), Improved Results Group (+1)

Total cost: 100 points

HUMAN CHILD OF EMPYREAN PARENT PACKAGE DEAL

Empyreans can mate with Humans, but this does not result in low-powered "crossbreeds." One such birth in a thousand is an Empyrean (what the Empyreans refer to as the "Third Generation"). The other 999 are ordinary Humans — though they almost always are remarkably attractive, healthy, and intelligent.

HUMAN CHILD OF EMPYREAN PARENT PACKAGE DEAL

Abilities

Cost	Ability
3	+3 STR
3	+1 DEX
6	+3 CON
5	+5 INT
3	+3 PRE
2	+4 COM

Total Cost Of Package Abilities: 22

Deogharans

Deoghar is a mostly tropical/sub-tropical continent (though its furthest reaches and mountainous areas can become quite cold during the winter months). As a result, the average Deogharan tends to be shorter and duskier-skinned than the typical Atlantean or Lemurian. A Deogharan male usually stands 5'6" to 5'10" tall. In the warmer climes his clothing often consists of just a loincloth and headcloth, though in cooler weather (or if wealthy) he favors robes in a variety of styles and colors. He keeps his black hair short and is more likely clean-shaven than not, though certain classes, professions, or religions prefer (or require) beards. His eyes are dark.

Deogharan women have black hair, dark eyes, and dusky skin like Deogharan men, though they let their hair grow to shoulder length. It's characteristically straight, and only rarely curly (either by nature or design). If lower class, she wears a knee-length skirt, plus a simple band of cloth around her breasts; she doesn't have any footwear or headwear. Women of higher class or greater means may change the cut or style of these garments, but still retain the basic two-piece arrangement. Their jewelry typically runs to simple necklaces or bracelets of silver or gold; standard sizes of these items are often used as a form of currency.



Deogharans



Hazarians

Hazarians

The people of the Empire of Hazaria are a sometimes-fractious group of clansmen linked by a common ethnicity, language, and religion. They're similar to, though apparently not related to, the Northlanders of Pelasgar. Compared to average humans Hazarians tend to be strong, sturdy, and healthy. They have white skin, similar to that of Atlanteans.

A Hazarian male is usually around six feet tall, broad-shouldered, and barrel-chested. His hair is most likely blonde, though brown is also common (and red regarded as a sign of good or bad fortune, depending on the person's date of birth), and it's usually cut short in a simple style. He wears a well-tanned, long-sleeved leather tunic with laced thongs up the front half of the

chest; if he's of the upper classes or well-off, it will have fine embroidery along the hems and cuffs. He also has equally well-made leather pants and boots, and in inclement weather a fur cape.

The Hazarian female is a little shorter — 5'7" to 5'10" — and usually considered attractive. She has the same color hair (though blonde is by far the most common shade for her) that she usually wears loose and unstyles. It's most often straight, but someone women do have a bit of curl and bounce to their hair. She wears a single-piece, long-sleeve dress of fine linen with an attractive décolletage, plus hard-soled slippers on her feet. During cold weather she adds a sort of fur overcloak, and may wear pants-like leggings underneath her dress for additional warmth.

THE BORALANS

Possibly related to the Hazarians, but possibly a distinct people of unknown origins, the residents of the Borala Islands look much like their Hazarian neighbors. However, their skin tends to be ruddier, they're on average an inch or three shorter, and their faces tend to be rounder-looking (and their bodies generally just a bit more prone to pudginess).

Kaphtorans

The people of Kaphtor (and to a lesser extent the similar people of Kalla'har) are widely regarded with suspicion. It's said that Kaphtorans practice strange, unwholesome rites to propitiate their dark gods, that their mages are masters of strange shadow magics, and that Kaphtoran assassins are the most skilled killers in the world (though the poisoners of Ka'lesh loudly dispute the latter claim). Few people venture into Kaphtor willingly; the Kaphtorans must travel from their homeland if they wish to trade. Fortunately for them, they have many goods desired by people of other lands (see page 51).

The average Kaphtoran male is about 5'8" tall. He has dark skin, darker even than that of a Deogharan. His hair is short and black; so are his beard and moustache (very few men are clean-shaven, and beards are sometimes dyed unusual colors, especially by mages). His typical garb is a dark-colored robe with a flared collar and long, wide sleeves, plus a wrapped headcloth. He usually wears one of the distinctively wavy-bladed Kaphtoran daggers on one hip... and only he knows how many other daggers he might have hidden on his person.

Kaphtoran woman are slightly shorter than the men — 5'2" to 5'5", typically. They have the same skin tone and black hair as the men, but by

HAZARIAN PACKAGE DEAL

Abilities

Cost	Ability
1	+1 STR
4	+2 CON
2	+1 BOD

Total Cost Of Package Abilities: 7



religious and social custom must wear their hair long (at least just below the shoulder, and waist length or longer is not uncommon). Her clothing, which is usually in much brighter colors than men's clothing, is a two-piece outfit similar to that of Atlantean women but even more revealing most of the time. Kaphtoran women are sometimes regarded as exotically beautiful by men of other lands, but anyone who goes to Kaphtor in search of a bride is taking his life into his own hands — the men of Kaphtor do not respond pleasantly to efforts to “steal their women.”

KAPHTORAN PACKAGE DEAL

Abilities

Cost	Ability
1	+1 INT
2	+2 PRE

Total Cost Of Package Abilities: 3

Northlanders

“Northlander” is an Atlantean term for the men who live in the northern parts of Pelasgar. For the most part it refers to the Regnarians and Truscorans (especially the latter), though some Atlanteans include Larasans, Baltarians, and even Skraythans in the Northlander category.

Northlanders are often thought to be similar to or related to Hazarians, but in truth there seem to be more than enough differences to distinguish the two. A Northlander man is about 5’8” to 5’11” tall on average. His build is a sort of cross between the Atlantean and the Hazarian — not as broad-shouldered and deep-chested as the Hazarian, but moreso than the Atlantean. He has black or brown hair usually worn no longer than shoulder length, and a full beard. His skin has a slightly sallow tone, and his face is a touch rounder and flatter than that of the Hazarian. His clothing is a simple, but effective, heavy leather tunic and pants, plus a

NORTHLANDER PACKAGE DEAL

Abilities

Cost	Ability
3	+1 DEX
2	+1 CON
2	+1 BODY

Total Cost Of Package Abilities: 7

hooded full-length cloak and leather boots; the boots and cape are fur-lined. He usually carries a hand axe or a knife tucked into his heavy leather belt.

The Northlander woman is 5’6” to 5’10” (nearly as tall as the man), but her frame is a little more heavyset and rounded. Her hair is dark brown or black and typically cut short. Her clothing is a sort of two piece ensemble: a long-sleeved, ankle-length dress showing little décolletage, over which she wears a tabard-like garment in a complementary color. In colder weather she adds a hooded cloak.

Pelasgarans

The Atlantean term “Pelasgaran” refers to the peoples of Pelasgar south of the Northlands, though it’s something of a misnomer. Pelasgar is a large continent with many peoples who do not all speak the same language or share the same customs, though they do seem to have the same basic appearance. Most Atlanteans lump them all together on that basis, though a man of Khirbet is different in many important ways from, say, an Amoriant or a Therek.

The stereotypical Pelasgaran male is 5’8” to 5’10” tall with short, dark hair, a simple dark beard and moustache, dark eyes, and a skin tone somewhat darker than an Atlantean but not nearly as dark as Deogharan (much less a Kaphtoran). Fashions vary slightly across the continent, but the characteristic clothing is a long tunic (reaching to mid-calf), a cloth or leather belt, boots, and a vest. The vest often matches the belt, and among the upper classes both articles may have complementary embroidery or other decorations. Southern Pelasgaran men often wear short-brimmed hats to keep the fierce equatorial sun off their heads; northern Pelasgarans are less likely to need headwear.

The typical Pelasgaran female is 5’3” to 5’6” with dark hair (usually at least shoulder length, though some families or clans favor short hair), dark eyes, and the same skin color as the male. She typically wears a wide, frilly blouse that falls unbelted to mid-thigh (short-sleeved or long-sleeved depending on the weather) plus a long skirt and slippers (sometimes sandals). Jewelry is uncommon compared to some other cultures (though more common in southern Pelasgar than the north), but lace, embroidery, and the like are often used to accentuate the clothing. Women in western Pelasgar sometimes adopt a more Atlantean style of clothing.

Saravonans

Despite its location relatively far from the equator, Saravon is warmed by some significant oceanic currents (and in Vangkor, by magic as well), giving it a climate more like that of Deoghar than many people expect. Saravonans display a wide variety of skin tones, from a white just a little darker than that of an Atlantean or Hazarian to duskiest shades about like those of the Deogharans.

A Saravonan man is of average height (about 5’6” to 5’10”) and usually has dark hair and eyes, though lighter shades of hair are common in some areas and a few peoples sometimes have lighter eyes as well. Facial hair varies from land to land, but beards and moustaches are more common than not. Clothing styles also vary; the most common, seen in most parts of Khen-dai, Udongar, and Vastam, is a loose shirt, pants, boots, and a vest. Compared to the clothing worn by men in other lands, Saravonan clothing tends to be brightly-colored.

Saravonan women are a few inches shorter than their men on the average, but are more likely than they to have brown or blonde hair. Long hair is usually bound up in simple styles held in place with wooden or ivory sticks or ivory combs. In warm weather, the typical garb is a calf-length skirt and a loose blouse; in colder weather the skirt lengthens, and both pieces of clothing become heavier.

SERPENT-MAN PACKAGE DEAL

Abilities	
Cost	Ability
4	+2 CON
4	+2 BODY
4	+2 EGO
3	+3 PRE
10	Fangs: HKA ½d6
2	Serpent-Man Skin: Damage Resistance (2 PD/2 ED)
5	Tail: Extra Limb, Inherent (+¼); Limited Manipulation (-¼)
1	Swimming +1”
Total Cost Of Package Abilities: 33	

THE SERPENT-MEN OF VANGKOR

The most unusual inhabitants of Saravon are the Serpent-Men of Vangkor — ophidian humanoids who have occupied these lands for as long as Lemurians and Atlanteans can remember. They look like thick-bodied serpents with slender arms and legs; the lower part of the body trails off into a tail. Their heads are entirely serpent-like, with reptilian eyes and a fanged mouth. Their clothing (if they wear any at all) is a simple robe worn loose.

The Tellats

The people of the Empire of Tellat are a proud, even arrogant, race who seem to think it’s their destiny to rule the world despite having had no success achieving that goal since the Empire was declared.

The Tellat male is upwards of 6’0” tall with white skin and brown or blonde hair (darker shades are far less common). His garment primarily consists of a long strip of cloth wrapped around the body (similar to an Earth toga, though it doesn’t look exactly like one). The style of wrapping and the fineness and color of the cloth indicate social status and/or wealth.

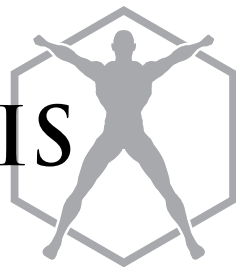
The Tellat woman is about 5’5” to 5’8” tall; her hair is blonde or brown (or, more rarely, black or red) and usually worn below shoulder length (though elaborate hairstyling may conceal this). Her main garment is a long, unbelted dress (long- or short-sleeved depending on the weather), plus a cloth wrapping similar to the male’s but which only covers her upper body and upper arms. Cloth headcoverings are often worn to indicate modesty, and jewelry is relatively uncommon in public but often lavish at private functions.

THE ATLANTEAN AGE

CHAPTER THREE

LANDS AND REALMS OF THE ATLANTEAN AGE

ATLANTIS



The island of Atlantis, seat of the Dominion and center of the world, occupies the north-central body of water known as the Atlantean Sea almost equidistantly between the continents of Pelasgar, Sangobar, and Tel'Ramas. It's approximately 400 miles across at its widest point north-south and 700 miles at its widest extent east-west (making it a little larger in area than present-day Alaska).

In its earliest days Atlantis was mostly magical wilderness, a place where the Ten Brothers could grow into their power, satisfy their earliest stirrings of wanderlust, and learn to be heroes. As they have aged and more people have come to live on the Great Island, it's become far less wild and much more settled, though many dark forests, treacherous mountains, deep lakes, and rushing rivers still exist as homes for great beasts, monsters, and other threats. An Atlantean hero-to-be need not leave his homeland to begin his life of adventure!

The Ten Brothers long ago divided Atlantis into ten kingdoms or provinces, one for each of them. Atlanteans often argue long and hard about which realm is the best or most pleasant, but in truth all are wondrous places, and their inhabitants the envy of all other peoples of the world.

ATLAN'ELOS

At the very center of the island of Atlantis sits its capital, Atlan'elos, the City of the Crown, seat of the *Atlan* and his tenth of the island. It's said in other parts of the world that the streets of Atlan'elos are paved with marble and lit at night with lamps made from diamonds the size of a man's head, that its citizens fly instead of walking, that delicious food and drink are available for any who want it. While none of this is true, Atlan'elos is a city of wonders and magic unlike any in the world.

LAYOUT

Atlan'elos is arranged as a perfect circle with a five-mile radius. A series of

three additional walls separate the city into districts one mile wide (referred to as the First, Second, and Third *Stathoi*, or Rings, respectively) and a central district two miles in diameter (the *Kaintro*, or City Center). Running through the center of each "ring" is a broad paved road; smaller roads, some paved and some not, branch out from these "ring roads" to shops, houses, and neighborhoods. Additionally, four major roads bisect the city north-south, east-west, northwest-southeast, and southwest-northeast, passing through ornate arches cut in the interior walls. Thus, viewed from above Atlan'elos looks vaguely like a pie cut into eight equally-shaped pieces.

Cutting northwest through the city from Atlan's Hill, through the Outer Wall, and then onward to the sea is Poseidon's Well, a mighty river created by the god's power. By the power of the Atlan's magic, water from Poseidon's Well is sent through pipes to most buildings in the city, providing free running water to anyone who wants it.

Most of the city is relatively flat and featureless, though there are outcroppings of stone here and there that Atlantean sculptors long ago turned into works of art. But as one goes further into the city, the land gradually slopes upward until it rises sharply to form Atlan's Hill in the very center.

The Outer Wall

Atlan'elos's protective Outer Wall is itself a wonder to behold. One hundred feet (15") tall and 32 feet (5") thick, they're made primarily of an orichalcum-infused alloy (and thus could, in time of dire need, serve the city's wizards as a source of mystical "fuel" for their spells, though doing this would weaken the wall). Vondarien himself created them with the help of some friendly giants who were sons of Phestos, god of the forge.

The Outer Wall has four entrances, one at each cardinal point of the compass, and each can be sealed with a mighty outer gate and a series of inner gates nearly as large. Additionally, there is a series of river gates where Poseidon's Well passes through the barrier. At most

times all of these gates are left open even at night, for what power would dare to challenge Atlantis in the very heart of the realm?

The Stathoi

Each of the three *Stathoi*, or ring districts, has its own distinct character, inhabitants, and "feel" despite being part of greater Atlan'elos and its overall culture. The First Ring, the one that abuts the Outer Wall, includes barracks, houses, and training facilities for the Atlantean military, similar facilities for the City Guard, and storage buildings for military vehicles and equipment. Non-military personnel who live there tend to be either retired soldiers or people who serve the military in some capacity, such as by running a tavern that caters to soldiers.

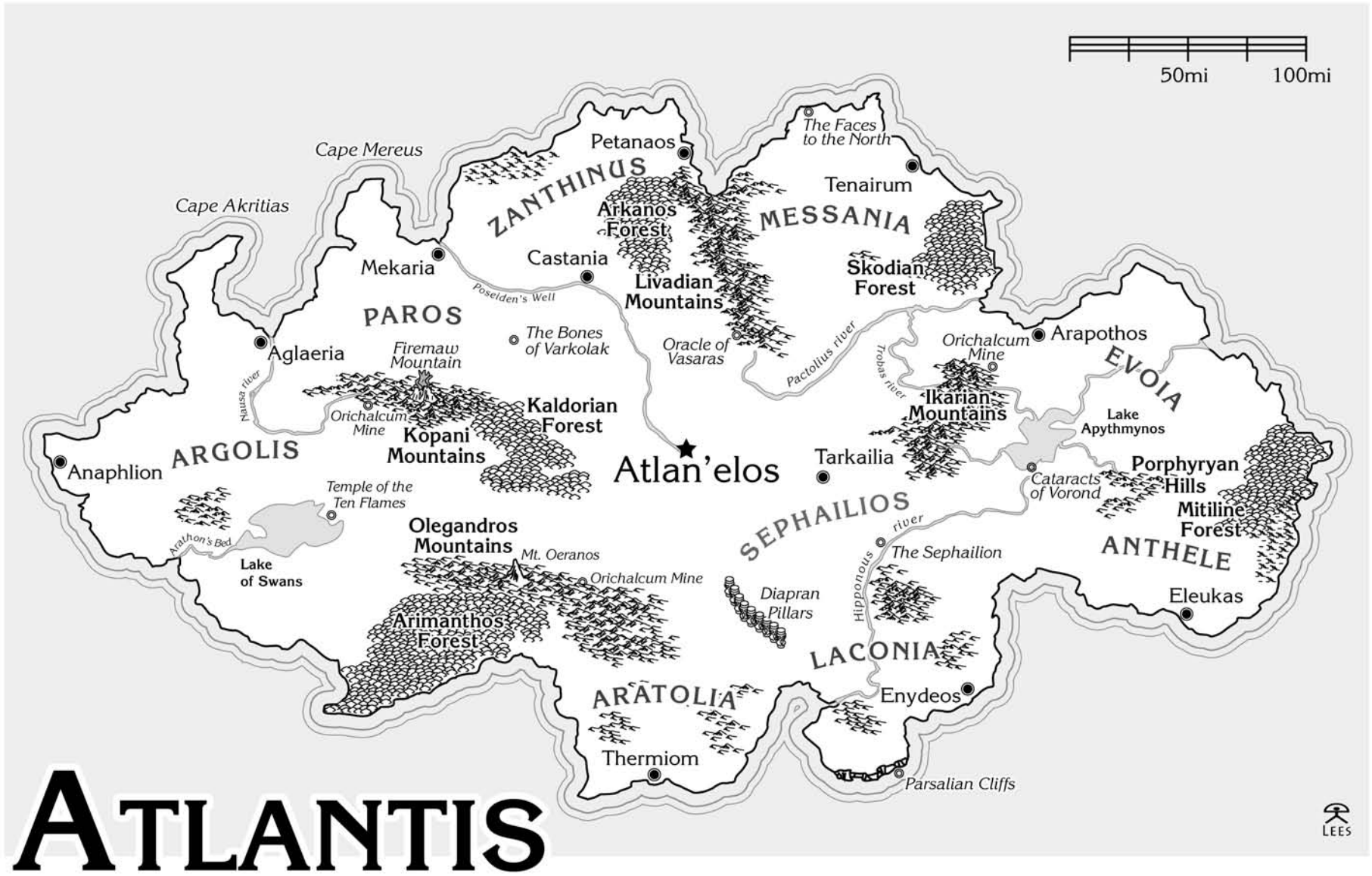
The Second Ring is mostly residential, though it also features some shops, schools for parents who can afford to send their children to one, and similar facilities. Generally speaking, the more north and west one goes, the larger, more ostentatious, more mystical, and more valuable the houses become... though even the poorest districts still seem luxurious compared to the way most non-Atlanteans live elsewhere in the world.

The Third Ring includes most of the city's shops, businesses, and other commercial facilities. The heart of it is the Grand Marketplace, which occupies all of the east-southeast eighth of the Ring. Sellers from all over the world set up booths and compete to sell their wares in a cacophony of shouted sales pitches and oily blandishments. The Ring features other marketplaces devoted to specific types of wares (such as the Farmers' Marketplace, which only sells foodstuffs), but only in the Grand Marketplace can you find it all.

The Kaintro And Atlan's Hill

The *Kaintro*, or central area of Atlan'elos, is the heart of the city, and at its very center is a rocky rise known as Atlan's Hill. Compared to the rest of the city the Kaintro is relatively open and uncrowded. It contains many fora where citizens can assemble in public to conduct meetings, hold debates, or listen to speeches, various government buildings, a large hippodrome for horseracing and similar events, athletic fields where the Atlantean Games are held every other autumn, and several open-air auditoriums where plays and musical performances can take place.

Atlan's Hill features several government buildings, but is dominated by the enormous structure at the very



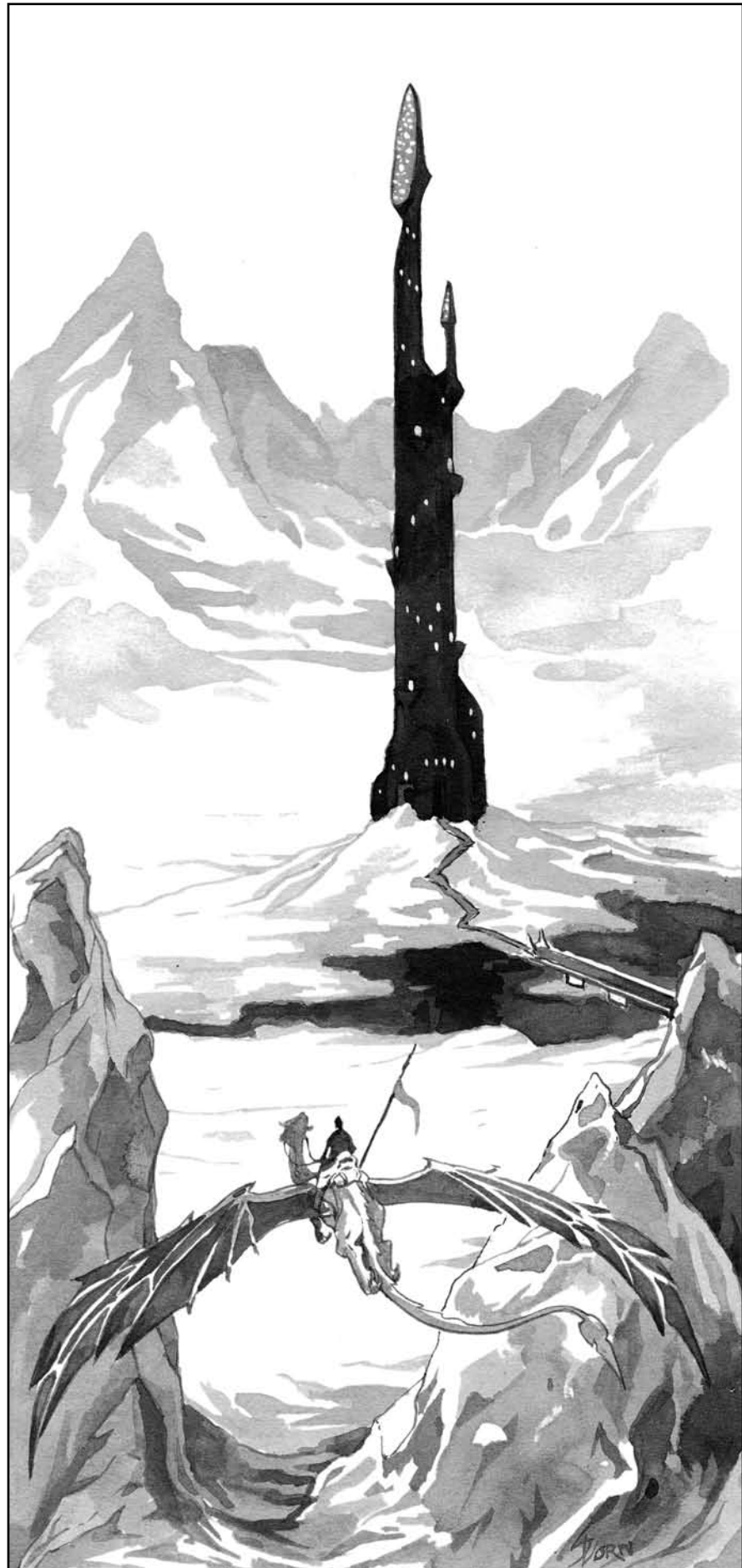
THE WIZARDS' FAIR

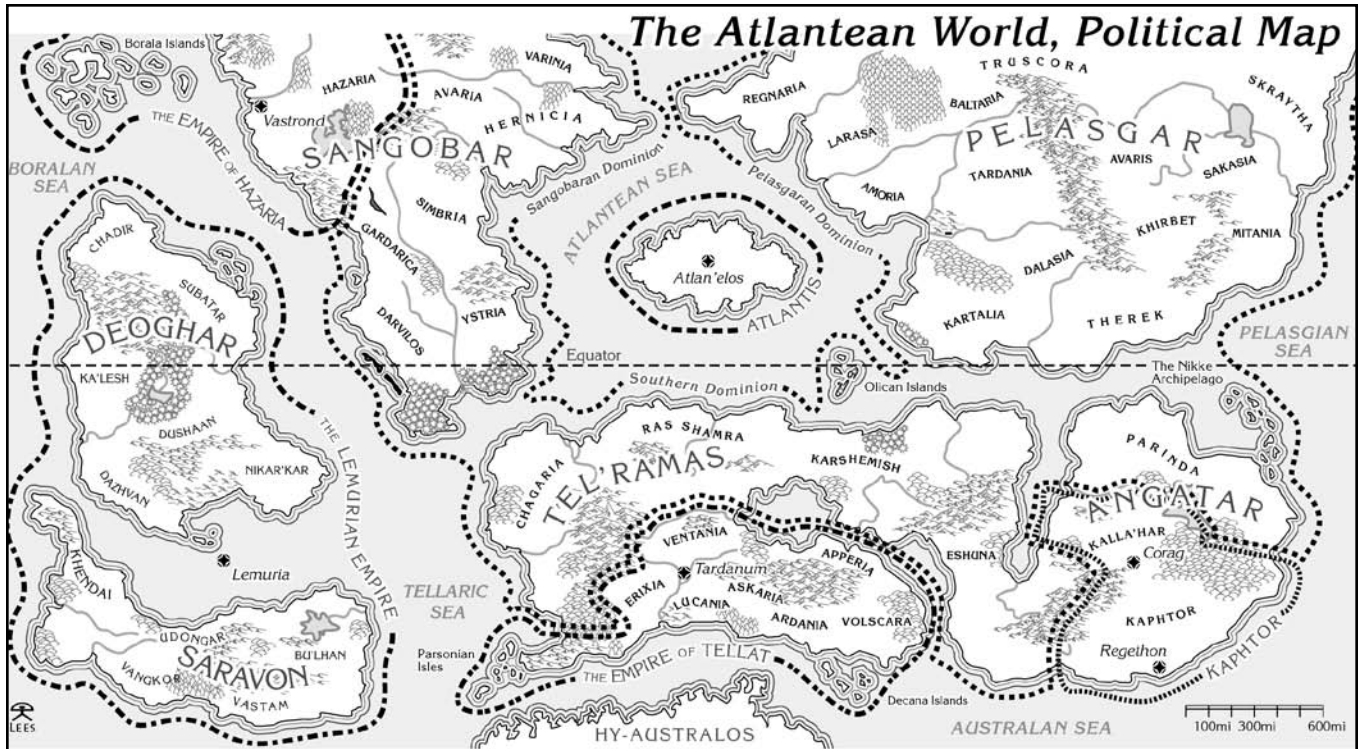
Perhaps the most spectacular event to grace the fora and auditoriums of the Kaintro is the Wizards' Fair, held at the height of summer every year. At this time wizards from around Atlantis, and some even from other parts of the world whom the Atlan will permit to enter his city, come to buy and sell the appurtenances of the arcane. Enchanted items, books of lore, powerful demons bound to service, spell-inscribed tablets of long-lost ages, relics of the gods, and a thousand other marvels are put up for sale by wizards turned merchant, and sums worth a king's ransom exchange hands for their purchase. At night the visiting wizards often put on displays of their power for the people of Atlan'elos, and the most acclaimed sometimes earn the right to entertain the Atlan and earn rewards and favors from him if their performance is particularly impressive.

top: the *Maglorenos*, the temple-palace of Atlan Vondarien. The widest, largest staircase in the world leads up to two grand entrances. The one to the left leads to the Temple of Poseidon, where Poseidon's Well begins as a large, ever-bubbling fountain whose waters flow out to become the mighty river. Even the most cynical or jaded man cannot but be moved by the sacred tranquility and awesome beauty of the Temple's interior, which often moves the faithful to tears of joy. The right-hand entrance leads into the Atlan's palace proper, and is designed to evoke feelings of awe instead of worshipfulness. Every column, every fresco, every piece of furniture seems to echo the Atlan's power and majesty. His throne room, where Vondarien sits on an enormous throne that looks down on the room from a high dais, is so large that people can (and often do) fly inside it. (See Chapter Nine for more information on Vondarien.)

STYLE

In terms of its architectural style and look, Atlan'elos is like no other city in the world, and perhaps not even in world history. Atlanteans design their buildings as "works of art" and expressions of power and wealth as much as utilitarian things. The style reflect the intensely magical nature of Atlantis, its people, and its society. Buildings tend to feature columns, rounded and pyramid-like domes, large impressive doors, and tall, thin towers. Many buildings feature structures impossible under





conventional engineering which are made possible by magic, such as “hanging garden” patios projecting from an upper story with no columns or braces to support them. Even ordinary buildings like warehouses are often ornate in their own way, and palaces, government buildings, and shops are lavishly decorated with scrollwork, gargoyles, frescoes, mosaics, and similar features.

The interior rooms of buildings, particularly the residences of the wealthy and powerful, are equally as baroque. To an Atlantean, a room is as much a work of art as a place to be, so rooms tend to have high ceilings, murals and tapestries on the walls, wooden or marble floors, elaborate furniture, lots of artwork, and so on.

Compared to every other city of the Atlantean Age, Atlan'elos is remarkably green — the builders and citizens have not filled every available space with roads, towers, and buildings. Small lawns and patches of trees are common, and every ring has its share of parks.

While they're not made of diamonds, Atlan'elos has many magical lamps placed on streetcorners and other prominent places. They automatically light up when darkness falls, giving the city a wondrous faerie glow at night. The Atlan can alter the color of the lamps for holidays and other festive occasions.

FAMOUS PLACES AND LANDMARKS

The philosopher Aginor once famously observed, “In Atlan'elos, all places are landmarks.” While that's not strictly true, no one can deny that the City of Crowns holds many marvels that people travel from all over the world to see. Some of them include:

The Phantom Falls

One of the fora in the Kaintro features a wondrous fountain whose source is four waterfalls that appear out of thin air fifty feet above the ground. The water cascades over several statues and sculptured rocks that also float unmoving in midair, so that when it finally hits the ground it makes relatively little noise. Many citizens enjoying coming to the Phantom Falls on hot days to bask in the cooling sprays of water droplets.

The Growing Tower

In the Third Ring, centuries ago the wizard Kalomaki began growing a wondrous tower as if it were some gigantic tree. Today the beautiful tower is over fifty feet tall, and the very top of the front door has finally cleared the ground. In just a few more years Kalomaki can go inside (the magics that create the tower prevent anyone from entering before it's fully grown). Some wizards and oracles have darkly opined that the tower may contain something dangerous, but Kalomaki seems confident that there will be no trouble.

Monument To The Lemurian War Dead

To honor the brave Atlantean soldiers who gave their lives in the Lemurian war, an enormous monument was created in the Kaintro. It consists of a sunken plaza ringed by statues of the greatest heroes of the war. Every day at noon, thousands of miniature Atlantean and Lemurian soldiers made of stone and animated by wizardry stream out onto the plaza and recreate the battle in precise detail. Citizens can stand around the edge of the plaza and watch as Atlantean magic and might drive the Lemurians from the field.

The Adagagio

Of all of Atlan'elos's fine schools, none is so highly acclaimed as the Adagagio, in the Second Ring. Boasting the finest teachers and most demanding curriculum in the city, it likewise commands the highest tuition, so only wizards, nobles, and wealthy merchants can afford to send their children there. Education at the Adagagio is regarded as an Atlantean's first step into power and prestige; most graduates of its ten-year program of study go on to careers in Dominion government or the Atlantean military. The academy also offers introductory courses in wizardry for those who intend to pursue the Secret Sciences (usually wizards' children who will then apprentice with their parents).

Azaes And The Taranth

One of the parks in the Second Ring features a hundred foot-tall statue of Azaes fighting the monstrous *taranth*

by the famed sculptor Athansios. Depicting Azaes on the monster's back, grappling with its tail and trying to stab it, the statue looks so real that people sometimes expect it to come to life.

The Grand Library

Piercing the wall that separates the Third Ring from the Kaintro, this massive domed building is the largest library in the world. Atlantis is a far more literate society than any other in the world, but most Atlanteans own just a few books and scrolls at most — they come to the Grand Library if they want to read.

Upon going through the doors of the Grand Library, a visitor enters an enormous open-air rotunda that goes up a dozen floors to the building's enormous domed roof. Painted on the inside of the dome are murals depicting the gods (particularly Orikailos, god of learning, wisdom, and magic). Surrounding the rotunda on each level are rooms containing shelves of scrolls, books, tablets, and other reading materials. The top two levels contain the Library's enormous collection of grimoires and other magical tomes; only wizards who have received special dispensation may study here, and they may not remove any books or materials from the building.

VISITING ATLAN'ELOS

Atlan'elos is open to all citizens of the Dominion, though the city guards are quick to turn away anyone who looks suspicious or like he might cause trouble. They're also prone to asking potential visitors who they know in the city, or what their business in Atlan'elos is, and forbidding entrance to anyone who can't provide a satisfactory answer.

Visitors who don't have friends or family to stay with can find lodging at one of the city's inns, most of which are in the Second Ring or parts of the Third Ring. They're an important part of the city's social life, since most of them feature a tavern that serves food and drink in addition to rooms. The cheapest Atlan'elos inns are comfortable and cozy by world standards; the most expensive are sybaritically luxurious. A visitor with enough money can dine on the finest foods, be waited on hand and foot by lovely servant girls, and sleep on soft silken sheets.

VONDARIEN					
Atlan Of Atlantis					
Val	Char	Cost	Roll	Notes	
60	STR	80	21-	Lift 100 tons; 12d6 HTH damage [6]	
25	DEX	45	14-	OCV: 8/DCV: 8	
40	CON	80	17-		
20	BODY	20	13-		
30	INT	20	15-	PER Roll 15-	
25	EGO	30	14-	ECV: 8	
40	PRE	40	17-	PRE Attack: 8d6	
30	COM	10	15-		
25	PD	18		Total: 25 PD (20 rPD)	
25	ED	22		Total: 25 ED (20 rED)	
6	SPD	35		Phases: 2, 4, 6, 8, 10, 12	
20	REC	0			
150	END	70			
70	STUN	0	Total Characteristics Cost: 470		
Movement:		Running:	20"/40"		
		Swimming:	10"/20"		
		Leaping:	12"/24"		
Cost	Powers				END
—	The Lesser Powers: Variable Power Pool (Atlantean Lesser Powers Pool), 30 base + 15 control cost, No Skill Roll Required (+1)				var
30	Air Spells Multipower: Multipower, 300-point reserve				
12	All twelve spells described in Chapter Seven				
30	Earth Spells Multipower: Multipower, 300-point reserve				
10	All ten spells described in Chapter Seven				
30	Fire Spells Multipower: Multipower, 300-point reserve				
9	All nine spells described in Chapter Seven				
30	Water Spells Multipower: Multipower, 300-point reserve				
8	All eight spells described in Chapter Seven				
60	Light Spells Multipower: Multipower, 300-point reserve				
9	All nine spells described in Chapter Seven				
60	Order Spells Multipower: Multipower, 300-point reserve				
7	All seven spells described in Chapter Seven				
150	Arcane Spells Multipower: Multipower, 300-point reserve				
6	All six spells described in Chapter Seven				
17	Cure Blindness (see Chapter Seven)				24
8	Cure Illness (see Chapter Seven)				24
15	Heal Wounds (see Chapter Seven)				24
Martial Arts: Atlantean Spearfighting					
	Maneuver		OCV	DCV	Damage/Effect
4	Block		+2	+2	Block, Abort
5	Jab		+1	+3	Weapon Strike
5	Overhand Skewer		-2	+1	Weapon +4 DC Strike
4	Slash		+2	+2	Weapon +2 DC Strike, Must Follow Block
4	Thrust		+0	+2	Weapon +2 DC Strike
Martial Arts: Wrestling					
	Maneuver		OCV	DCV	Damage/Effect
4	Choke		-2	+0	Grab One Limb; 2d6 NND(2)
4	Escape		+0	+0	75 STR vs. Grabs
3	Hold		-1	-1	Grab Two Limbs, 70 STR for holding on
4	Reversal		-1	-2	75 to Escape; Grab
3	Slam		+0	+1	12d6 +v/5; Target Falls
3	Take Down		+2	+1	12d6 Strike; You Fall, Target Falls
Martial Arts: Pankration					
	Maneuver		OCV	DCV	Damage/Effect
4	Bend Joint		-1	+1	2d6 NND(7)
4	Break Bone		-2	+0	HKA ½d6 (1d6+1 with STR)
4	Crush		+0	+0	16d6 Crush, Must Follow Grab
3	Kick/Punch		+1	+0	14d6 Strike
3	Legsweep		+2	-1	13d6 Strike; Target Falls

53	<i>Orichalcum Crown</i> : Aid Characteristics 4d6, all Characteristics at once (+2), Delayed Recovery Rate (points fade at the rate of 5 per Hour; +1); OAF (-1), 4 Charges (-1)	[4]
40	<i>Orichalcum Crown</i> : Endurance Reserve (400 END, 40 REC) for magic powers/spells; OAF (-1)	0
45	<i>The Staff Of Rule</i> : Multipower, 90-point reserve; all OAF (-1)	
4u	1) <i>Command</i> : Mind Control 18d6; OAF (-1)	9
4u	2) <i>Conquer</i> : Ego Attack 9d6; OAF (-1)	9
4u	3) <i>Control</i> : Telekinesis (60 STR); OAF (-1)	9
4u	4) <i>Crush</i> : Energy Blast 14d6, Indirect (always from above; +¼); OAF (-1)	9
112	<i>Æntos, Blade Of Vondarien</i> : Multipower, 225-point reserve; all OAF (-1)	
4u	1) <i>The Blade</i> : HKA 6d6 (7d6+1 with STR), Reduced Endurance (0 END; +½); OAF (-1), STR Minimum (40; -1)	0
4u	2) <i>Power-Blast</i> : RKA 6d6; OAF (-1)	9
4u	3) <i>The Atlan's Power</i> : STR +40 and CON +25; OAF (-1)	4/0
5u	4) <i>Field Of Shining Light</i> : RKA 2d6, Area Of Effect (8" Radius; +1), Continuous (+1), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); OAF (-1), Concentration (½ DCV throughout use; -½), Gestures (must hold sword overhead throughout; -½), Lockout (-½), No Range (-½) plus Sight Group Flash 6d6, same Advantages and Limitations	8
8u	5) <i>Stabbing The Earth</i> : Energy Blast 18d6, Explosion (-1 DCV/3"; +1), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); Extra Time (Full Phase; -½), Only Affects Targets On The Ground (-¼), Only Does Knockdown, Not Knockback (-0)	10
28	<i>The Kingspear</i> : HKA 3d6 (4d6+1 with STR), Range Based On STR (+¼), Reduced Endurance (0 END; +½); STR Minimum (40; -1) plus Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), Only To Cause Damage (-½), No Velocity Damage (-¼)	0
27	<i>The Dominion Aegis</i> : Sight Group Flash 8d6, Area Of Effect (9" Cone; +1); OAF (-1), No Range (-½), 8 Charges (-½)	[8]
30	<i>Tallos</i> : Endurance Reserve (300 END, 30 REC); OAF (-1)	0
20	<i>Tallos</i> : Endurance Reserve (200 END, 20 REC); OAF (-1)	0
8	<i>The Dominion Aegis</i> : Multipower, 25-point reserve; all OAF (-1), STR Minimum (40; -1)	
1u	1) <i>Defense</i> : +5 DCV; OAF (-1), STR Minimum (40; -1)	
1u	2) <i>Shield Bash</i> : HA +5d6; OAF (-1), HA (-½), STR Minimum (40; -1), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)	
18	<i>The Dominion Aegis</i> : Force Field (10 PD/10 ED/10 Power Defense), Reduced Endurance (0 END; +½); OAF (-1), Only Versus Limited Type Of Attack (magic; -½)	
61	<i>Orichalcum-Chased Armor</i> : Armor (14 PD/14 ED) (see page 127)	0
20	<i>Mystic Spells Of Protection</i> : Damage Resistance (20 PD/20 ED)	0
50	<i>Favored Son Of Poseidon</i> : Life Support (Total, including Longevity: Immortality)	0
15	<i>Favored Son Of Poseidon</i> : Mental Defense (20 points total)	0
20	<i>Favored Son Of Poseidon</i> : Power Defense (20 points)	0
10	<i>Eyes Of Helios</i> : Sight Group Flash Defense (10 points)	0
10	<i>Fearless</i> : +20 PRE; Only To Protect Against Presence Attacks (-1)	0
7	<i>Swift Healing</i> : Healing 1d6 (Regeneration; 1 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn; -1¼), Self Only (-½)	0
38	<i>Swiftness Of Aeraeia</i> : Running +14" (20" total)	3
10	<i>Swiftness Of Poseidon</i> : Swimming +8" (10" total)	1

Perks

10	Atlantean Wizard
56	Contact: Poseidon 11- (very useful Skills/resources, good relationship with Contact, Spirit Contact)
5	Grand Library Access
20	Lordship: Atlan of the Dominion of Atlantis
15	Money: Filthy Rich
20	Orichalcum Supply (4,000 END worth of sairoi per month)
12	Reputation: ruler of Atlantis and the most powerful man in the world (throughout the world) 14-, +4/+4d6

Background/History: See Chapter One.

Personality/Motivation: Vondarien is uniquely suited to be ruler of half the world. As the eldest son of Poseidon he has the bearing, wisdom, strength of will, tolerance, and diplomacy to be a great ruler. But beyond that he has a great love for his people (many of whom are his descendants, albeit very, very distant ones) and his homeland. He feels the burdens of rulership strongly and often pushes himself to do more, more, more for them even when it would be better for him to rest or to delegate responsibilities. The Prophecy of the Thrones angers and upsets him, since it prevents him from visiting or serving the distant parts of his realm, and since it fell upon him he's become shorter-tempered and more easily frustrated than he previously was.

Quote: "Let the word go forth, from Atlanëlos to the furthest corners of the world, that the might of Atlantis stands as a bulwark between the safety and prosperity of her people, and all those who would threaten them."

Powers/Tactics: As the firstborn son of Poseidon and Cleito, Vondarien is the most powerful of the Ten Brothers, and probably the most powerful man in the world (though the Prophecy of the Thrones prevents him from leaving Atlantis with his powers intact). His divine heritage makes him immensely strong and fast, difficult to hurt, and competent at many pursuits. He's one of the most powerful and learned wizards in Atlantean history, and has also been given divine powers and other gifts by his father.

If he doesn't want to rely on his own powers, Vondarien has many weapons he can wield in battle. The first two are his symbols of office, the Orichalcum Crown (which is made with several *talloi*) and the Staff of Rule (an enchanted staff that grants him many powers which are rare in Atlantean magic, such as Mind Control, Ego Blast, and Telekinesis). When he knows he must fight, he usually sets those objects aside, dons his Orichalcum-Chased Armor, and picks up his weapons: the sword *Æntos*, considered one of the most powerful magical items in the world; the *Kingspear*, forged for him by his uncle Phestos; and the shining *Dominion Aegis*. He also owns two large *talloi*, and many of the orichalcum talismans and other items he wears function as *sairoi* (once consumed they crumble to dust as usual, but court servants replace them as soon as possible).

Talents

- 20 Animal Friendship

Skills

- 20 +2 Overall
 32 +4 with All Combat
 3 Breakfall 14-
 3 Deduction 15-
 10 Defense Maneuver IV
 3 Fast Draw (Common Melee Weapons) 14-
 3 High Society 17-
 3 KS: Atlantean History And Culture 15-
 3 Oratory 17-
 3 Persuasion 17-
 3 PS: Emperor 15-
 3 Stealth 14-
 3 Tactics 15-
 4 TF: Equines, Atlantean Aerial Animals, Atlantean Aerial Vehicles
 4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 1,467

Total Cost: 1,937

300+ Disadvantages

- 20 Hunted: enemies of Atlantis 14- (Less Pow, NCI, Capture/Kill)
 15 Physical Limitation: bound by the Prophecy of the Thrones (Infrequently, Fully Impairing)
 20 Psychological Limitation: Burdens Of Rulership (see text; Very Common, Strong)
 15 Psychological Limitation: Atlantean Honor (Common, Strong)
 1,567 Experience Points

Total Disadvantage Points: 1,937

Campaign Use: As the Atlan of Atlantis, Vondarien is most likely to interact with your PCs as a patron — someone who asks them to undertake missions on his behalf and lavishly rewards them when they succeed. If they somehow become opposed to Atlantis, they'll find him an implacable enemy.

Vondarien is probably the most powerful man in the Atlantean world, so you shouldn't have to change him much. If he doesn't measure up to that standard for the campaign you have in mind, keep improving him until he does.

Although he can't leave Atlantis himself, Vondarien commands the Atlantean army and the Atlantean spy corps, so taking him as a Hunted is a dangerous thing to do. If he truly becomes focused on capturing or killing someone, odds are he'll succeed.

Appearance: Vondarien, Atlan of Atlantis, is the very epitome of immortal Atlantean royalty. Six and a half feet tall, he's got rugged, handsome good looks and a head of ash-blond hair. When conducting official business he wears the royal robes of Atlantis, a gorgeous garment in scarlet, royal purple, gold, and blue sewn with many gemstones of inestimable wealth and talismans forged of the purest orichalcum. The chief symbol of his office is the fabulous Orichalcum Crown. He carries the Staff of Rule, a magical artifact of great power made in the same style as the Crown.



ANTHELE

Anthele, located on the southern half of Atlantis's eastern peninsula, is the domain of Euaemon. From his capital city of Eleukas, one of the busiest ports on the world, Atlantean ships fare forth to trade with Pelasgar, Angatar, and Tel'Ramas, bringing back to the Great Island all that is best in those parts of the world. Compared to most other Atlantean cities, Eleukas is a cosmopolitan place where tongues other than Atlantean are often heard... and it's the only city in Atlantis with a major temple to Nomismon, god of commerce.

Anthele is a pleasant land of rolling fields, small forests, and many birds. Narrow, shallow rivers flow down from the hills, and the river-gods who inhabit them jealously protect their beautiful naiad daughters from Atlantean youths who try to win them as wives. The quarries of the Porphyryan Hills supply Atlantean sculptors with porphyry of a rich purple-red hue that's seen in monuments, statues, and fountains throughout the Great Island.

THE ANTHELEAN WYRM

The great Mitiline Forest and swamp on the northeastern frontier of Anthele is home to a fearsome monster, the Anthelean Wyrms (see page 169). Favored by Ares, the Wyrms are powerful and wily, and has so far evaded all attempts to bring it to bay, trap it, or slay it. Every year it kills dozens of Antheleans and Eivoians, slaughters herds of cattle, and withers crops with its foul breath. Afraid of drawing the wrath of Ares down on his head, King Euaemon awaits a hero brave and bold enough to finally destroy the monster.

KING EUAEMON

One of the oldest of the Ten Brothers, Euaemon is also one of the most practical. He got over the love of adventuring much earlier than most of his brothers. His great love is exploration and trade, so the Prophecy of the Thrones has fallen on him hard; he chafes under his "confinement" and sometimes wonders if it wouldn't be worth the loss of his powers to walk the world once more. In the meantime he contents himself with meeting traders from far lands and discussing the events of the day with them. It's well-known throughout the world that anyone who first brings news of interest or import to King Euaemon can expect a rich reward!

Euaemon is an accomplished linguist said to have learned every language spoken in the world (unlike his brothers, who usually use translation-spells, he has actually learned the languages he knows in the mundane manner). His magic is not particularly powerful compared to some of his brethren... but even a weak Brother is more than a match for any non-Atlantean sorcerer!

ARATOLIA

Aratolia, the domain of King Mestor the Wise, is the southernmost part of Atlantis. Compared to some other parts of the island it can be rocky, hilly, and a little dry, but nevertheless possesses great natural beauty. The Aratolian people are known as olive-growers, sheep- and goat-herders, and expert potters, but under the tutelage of Mestor more than a few of them have grown up to become powerful wizards.

On behalf of Atlan Vondarien, Aratolia jointly controls the orichalcum mine in the Olegandros Mountains with Sephailios. They maintain a careful guard on the place, since the lands between them and Atlanelos are something of a frontier and inhabited by wild beasts and monsters, some of whom lust for the magical ore. (Aratolian heroes often earn their fame by slaying one of these creatures.) To make transportation of the orichalcum easier and safe, King Mestor long ago used his spells to bore an enormous tunnel through from the mines to the southern edge of the mountains. From there sky-wagons manned by Aratolian soldiers transport the ore to Thermiom.

THERMIOM, THE SACRED CITY

King Mestor's seat is Thermiom, one of the most sacred places in Atlantis. It was here that Poseidon built a house for Cleito, and created the cool spring Krios and the hot spring Thernos, and where the Ten Brothers were all born. The royal palace, built almost entirely of marble and carved with detailed sculptures, is a sort of U-shape around an open paved courtyard where the two springs bubble peacefully. Citizens and visitors may come to the courtyard to be bathed in the springs by an order of priests of Poseidon who dwell in the city. This washing-ritual is a part of many pilgrimages and holy quests; sinners seeking absolution from the gods undergo it, as do many adventurers and soldiers who are leaving the Great Island to seek fortune and fame abroad.

Located near the royal palace is the Street of the Temples, a crescent-shaped boulevard lined with temples to the ten major gods of the Atlantean pantheon, as well as many lesser gods. Poseidon's temple is the largest, though Orikailos's is scarcely smaller due to the king's generous patronage. Near the lore-god's temple is the Academos Mnomera, a famous school. The artist-philosopher Kantro teaches there, as does the sculptor Belpheides.

KING MESTOR

Mestor, known as the Wise for his keen insight and sage counsel, is one of the most scholarly of the Ten Brothers, and likewise one of the most mystically powerful. It's generally acknowledged among the Ten that he's the most powerful wizard of them all, though Diaprepes sometimes disputes that contention, and Vondarien's overall power dwarfs Mestor's. The evidence of his mystic might is writ plain on the world: he created the Mestorian Canal with a single spell and bored a tunnel through the Olegandros Mountains. The tale is often told of how he was once offended by a haughty noble of Karshemish, and in retaliation summoned a flock of birds so large that it blotted out the sun. With his people freezing and starvation a threat, the nobleman humbled himself and begged forgiveness, and Mestor sent the birds on their way.

Mestor wields Ashlarn Arexes, the Staff Without Peer, a magical weapon so potent that some compare it to Vondarien's sword Æntos. It looks like a six foot-long rod of purest orichalcum topped with a fiery red crystal, but this deceptively simple appearance cannot mask its power to anyone with wizard's sight. Should Mestor choose to unleash its full power, it could reduce a mountain to rubble, reverse rivers in their course, or destroy a fleet of ships with a rain of fire.



ARGOLIS

The largest of the ten Atlantean domains, Argolis is ruled by Vondarien's twin Gadrius, who enjoys the Atlan's special favor. It's also one of the most beautiful, with rolling green hills, grassy plains, thick forests, and rivers teeming with fish.

ANAPHLION AND AGLÆRIA

Unlike every other Atlantean kingdom, Argolis boasts two major cities. The largest, and the king's seat, is Anaphlion, the westernmost city on the Great Island. Like Eleukas, it's an active port, though it trades mostly with lands to the west and southwest of Atlantis. The entrance to its harbor is flanked by peninsulas of rock. At the end of each peninsula is a three hundred-foot tall statue carved by King Gadrius himself. Each depicts a fierce Atlantean warrior gazing out over the sea — an open warning to Lemuria and her ilk not to trouble Atlantis. Some claim the statues can come to life to protect Anaphlion if necessary.

Aglæria, at the mouth of the Nausa River, is a quieter, sleepier city than bustling Anaphlion. It grew from what was once a cattle- and horse-trading post, and even today it's known for the quality of its animal market (including exotic animals from around the world, such as Dushaanian golden leopards). Aglæria also has a fine hippodrome, where horse races are held weekly for generous prizes.

THE TEMPLE OF THE TEN FLAMES

One of the holiest places in all Atlantis is in Argolis — the Temple of the Ten Flames, on the shore of the Lake of Swans. Nestled into the rolling, lightly-forested hills surrounding the lake is a large temple complex. The main temple, which has a central circular structure with several "wings" projecting off it on the sides, occupies a small cliff directly overlooking the lake. From the marble "porch" overlooking the lake a small, beautiful waterfall that starts as a fountain deeper within the temple falls into the waters of the lake. Surrounding this main temple on the various hills and outcroppings around it are other buildings — dormitories, dining halls, a library, pilgrims' quarters, and the like. All of the buildings, no matter how pedestrian their purpose, are beautiful and ornate, with columns, domes, porches, and similar structures.

The temple takes its name from the fact that it is dedicated to *all* of the major gods of Atlantis, not just one like most temples. The central room is enormous and perfectly circular. About one-fifth of the way in from the walls (which are decorated with mosaics depicting tales of the triumphs of the gods over monsters and demons) is a circle of large, equidistantly-spaced, ornately carved columns. The circle of columns breaks in two places: at the front of the room (where people enter through two massive doors); and exactly opposite this, where the room opens into a roofed “porch” overlooking a beautiful lake surrounded by rolling hills.

In the center of the room is a large object that’s sort of a cross between an altar and a fountain. Like the other altars in the room, it has a large eternal flame burning on top of it, but immediately behind the altar a large, beautiful fountain rises. It creates a pool of water around the altar, and then runs down a precisely-sculpted channel out the back end of the room, over the “porch,” and into the lake. This altar/fountain is dedicated to Poseidon, god of water and the sea. Spaced around the room, four to the right of the central altar and five to the left, are nine other altars. Each has its flame, and is dedicated to one of the other nine gods; none of these other altars (which are all equal in size) has a fountain.

The priests who serve at the Temple of the Ten Flames are among the most devout in all of Atlantis. Many of them are accomplished wizards and healers as well. Since they typically prefer to remain at the temple complex, anyone seeking their aid must travel to them, such as when the hero Xylon came to them so they could heal the festering wound in his thigh caused by the envenomed spine of the Locarian Hydra.

FIREMAW MOUNTAIN

Located near the eastern end of the Kopani Mountains is Firemaw Mountain, the largest volcano on Atlantis. Centuries ago it posed a terrible threat to the Great Island with its eruptions and the clouds of noxious vapors it sometimes belched into the sky. Determined to protect his kingdom from this danger, Atlan Vondarien worked a mighty spell that “leashed” the volcano. Now Firemaw can no longer erupt (though pools of lava still bubble at its top), and the heat from it is magically carried to the Atlan’s palace to warm it in cool weather.

The Lake of Swans itself is also sacred, and the birds that give it its name are said to be protected by the gods. Killing one of them, even by accident, is a sin that the gods will punish by sending misfortune and anguish. At its western end it pours out into the rocky, swift-flowing river called Arathon’s Bed after the temperamental, irascible river-god who lives there.

KING GADRIUS

Eldest of the Ten Brothers save for Vondarien himself, Gadrius is a kind-hearted and often jovial soul who’s allowed his looks to gradually age so that he looks like a handsome, rugged middle-aged man heading into his golden years. His passion is Art, in all its forms, and he can both appreciate it and create it. He’s a master sculptor, a skilled painter and mosaicist, a superb musician and singer, and a gifted poet. He is the patron of many an artist, and their works adorn Anaphlion, making it one of the most beautiful cities in Atlantis. Artists from all over the world flock to his city hoping to earn his favor. He’s also an insightful philosopher, and often has long, rollicking conversations/debates with Mestor and Diaprepes about the nature of Man, Life, Truth, Justice, and Honor.

Although he’s no match for Vondarien generally, for Mestor as a wizard, or for Azaes and Elasippus as warriors, Gadrius is enormously powerful, as befits the second son of Poseidon and Cleito. He takes after his father strongly, and commands Water magics that are as powerful as Mestor’s. He enjoys spending time under the sea and has visited their father’s court more often than any of his brothers.

EVOIA

Evoia is a green and fruitful land of light forests, broad meadows split by streams and shallow rivers, and low hills. It has a slightly cool climate and gets lots of rain, especially in the spring and autumn. Evoian farmers have found that this makes many parts of the kingdom perfect for growing wine-grapes. Sold in distinctively-shaped long, two-handled pottery jugs, Evoian wine is shipped all over Atlantis (and even beyond) and is often considered the best in the world.

Arapathos, the king’s seat of Evoia, is known as the “City of Palaces” thanks to King Azaes’s penchant for building (see below). Even the poorest sections of the city are full of well-made stone

buildings, and the domains of the wealthy and powerful are some of the largest, most elaborate, most rococo residences in all of Atlantis. Legend says that the moonlight reflecting off all of the white marble used in the city shines back into the heavens so brightly that the gods can see it from Mt. Oeranos.

Evoia controls one of Atlantis’s three main orichalcum mines. King Azaes protects it with walls, guards, and mystic wards almost as strong as those that defend the Atlan’s palace!

LAKE APYTHMYNOS

Many of the rivers and streams of western and southern Evoia flow not into the sea, but into mighty Lake Apythmynos, the largest body of fresh water in Atlantis. Many Evoians fish its rich waters, while others hunt the shorebirds that cluster along its banks. Several centuries ago a flock of monstrous raptors, the Geraxian Hawks, plagued the lake and nearby communities by preying on birds, livestock, and even small children. A noble hero named Kreusos devised a cunning plan whereby he lured the wicked birds into a trap, killing nearly twenty of them and driving the survivors away for good. The Geraxian Hawks have never been seen again.

At its southern end Lake Apythmynos’s waters pour over a massive cliff to form the most spectacular waterfall in the world, the Cataracts of Vorond. The sound of the falls can be heard ten leagues distant, and is so loud close-up that no conversation can be conducted within a mile of them. Waters taken directly from the falls (typically with the help of a levitation-spell) are considered both delicious and especially healthy.

KING AZAES

Azaes is ruler over Evoia. Renowned in song and legend as a mighty warrior, he’s said to be the strongest of the Ten Brothers. Stories claim that he can hurl a spear farther than any ballista, kill an ox with a single blow from his massive fist, and pick up gigantic boulders and fling them at his enemies the way a common soldier slings stones. His sword Gevarus is so large most men can’t swing it, and his shield Gesteron so heavy they can’t even lift it!

Like his brother Euaemon Azaes has found the ban of the Prophecy of the Thrones troubling... though not so troubling that he’d risk losing his powers and birthright by leaving Atlantis. No longer able to make war or go on adven-

tures, he's turned his considerable gifts to architecture, earning the sobriquet "Azaes the Builder." Partly through ordinary means and partly through his own magic and strength, he's built hundreds of buildings, ranging from sturdy, functional warehouses on Arapathos's waterfront to shining, many-towered palaces for his nobles. He gives buildings as gifts to those he favors the way other kings give jewelry or weapons.

LACONIA

Between the mighty Hippolous River and the Atlantean Sea is Laconia, a hilly and in some places rocky land. Some of the hills are deep and wild, with caves where fearsome wild beasts or even monsters dwell. The most infamous of these was the Aulean Serpent, a gigantic, poison-spitting snake with fangs and scales of adamant. It was slain centuries ago by the hero Dereus, but in recent years some Laconian hunters have reported seeing a creature suspiciously like the Serpent. Perhaps before its death it sired a brood that has only now grown to adulthood; if so, Laconia will soon find itself in need of heroes once more.

Beyond the hills, Laconia softens into a land of meadows and streams. Many of its people live simple lives as herders of sheep and goats. The king's seat of Enydeos is relatively isolated (it has a small,

poor harbor) and considered something of a "backwater" among the snootier elements of Atlantean society.

THE HIPPOLOUS RIVER

The Hippolous River forms the border between Laconia and Sephailios. At its headwaters in the Ikarian Mountains it starts slow and shallow, and it stays that way for many miles until the Cataracts of Vorond feed into it. From the waterfall all the way to the ocean the Hippolous is wide, deep, swift, and often turbulent. Nowhere is it bridged, and crossing it without the aid of magic is a difficult task; the crossers often end up far downriver from their starting point.

The Hippolous gets its name — "Birther-of-Horses" — from an old legend. It's said that as the Ten Brothers explored Atlantis in their youth, one day Elasippus and Mestor came upon the fast-flowing river. They feared to cross, lest they be swept under and drowned. Suddenly a strong, handsome horse leapt out of the water. "I am a gift from the god of the waters to whosoever of you can tame and ride me." For three days the two brothers tried to catch and tame the mighty beast, Elasippus using his athletic skills and speed, and Mestor his magics and cleverness. In the end it was Elasippus who succeeded by getting close enough to leap onto the horse's back and then holding on until it calmed down. When he had triumphed, the horse said, "Now I am

yours, and I shall bear you wheresoever you wish to go." That was how Elasippus won his horse Ernakus, who can run over the water or through the sky as if they were level ground. And to this day, horses who graze along the banks of the Hippolous are especially strong and fit.

THE FOREST OF THE SINGING TREES

Along the river near Laconia's northern border is a marvelous wood, the Forest of the Singing Trees. Many years ago there lived near the Forest a handsome young wizard named Hylos, who loved a beautiful maiden named Perigone, who scorned him. For many years he tried to win her favor, bringing her gifts and doing whatever seemed to him most likely to please her. It was all for naught, until one day he crafted for her a wonder. Near her house was a grove of trees where she liked to walk in twilight and listen to the wind beneath the branches. Hylos enchanted the trees, giving them a semblance of true life and the power to "sing" in harmony with the breezes, and even create their own gentle melodies. So astonished was Perigone by what he had done for her that her heart at last melted, and she became his wife. Though Hylos and Perigone are long dead, the Forest remains, and is often visited by Atlanteans in love. Many weddings are held there, particularly in the summertime.



THE PARSALIAN CLIFFS

The tallest cliffs in Atlantis are on the Laconian coast. Along much of its southern and southeastern coast Laconia's landscape rises, rather than descending to gentle beaches. At the Parsalian Cliffs it towers hundreds of feet over the waves, creating a sight that sailors and wizards go out of their way to see. Every few decades a person in the grips of misfortune and despair commits spectacular suicide by hurling himself from the top of the Cliffs to the jagged rocks below.

KING ELASIPPUS

King Elasippus is a tall, noble-looking man with a nose and steely gaze that suggests to many an eagle or a hawk. Quick-witted and observant, he seems to notice everything going on all around him and to be able to pay close attention to three different things simultaneously. He has no trouble keeping track of all the petty intrigues at his court in Enydeos, and often seems to know more about what various conspirators plan to do than they do themselves!

Like his younger brother Azaes, Elasippus earned great fame as a warrior and adventurer, though his strengths lie in different areas. Compared to Azaes he's not quite as strong or sturdy, but he's a gifted tactician who can command armies better than any of the Ten save Vondarien himself. An extremely skilled spearfighter, he wields the enchanted spear Rekselon ("Far-Hurler") that can pierce any armor and returns to his hand after being thrown. The spear, and his glittering golden armor, were forged for him by the god Phestos himself as a present for his 20th birthday.

Since he's no longer able to lead Atlantis's armies (unless Lemuria or some other enemy were foolish enough to attack the Great Island directly), Elasippus has found other ways to satisfy his love of conflict. Twice a year he and King Azaes hold a gigantic mock battle on the shores and waters of Lake Apythmynos. Their soldiers are protected by spells that prevent them from suffering any injury, but which simulate the pain and effects when they're struck so that a soldier knows when he's been "killed" or "hurt." Over the years it's become an immense, glorious spectacle that attracts spectators from all over Atlantis; some years other Brothers bring their armies and join in the fun. The last soldier standing at the end of each battle wins a rich prize from both kings.

MESSANIA

Between the Livadian Mountains and the Trobas River lies Messania, a land of forested hills, cloudy weather, and much rain. Many Atlanteans consider Messania "gloomy" compared to the sunnier southern regions of the Great Island, but Messanians often tell you they wouldn't want to live anywhere else. To keep the chill off they're fond of drinking *sagona*, a sort of mulled wine they claim promotes health, longevity, wakefulness, and virility.

Messania has many thick woodlands, including the Skodian Forest where King Mneseus often hunts the quick and canny Skodian deer and the large, fearsome redtusk boar. Sometimes one of the animals grows to such size and power that it becomes a monster and ravages the countryside until some hero lays it low.

Messania's capital is Tenairum, known as the "City of the Flyers." Centuries ago it became fashionable there to have one's palace or house floating in the sky rather than resting on solid ground. Even today many new buildings are lofted into the air by magic. As a result, it's difficult (at best) to get around and get things done if one doesn't have a levitation-spell or a sky-chariot. Those who live in the floating buildings often scorn Tenairians who can only travel on the ground, calling them *ontikoi* (literally meaning "rats," because they spend their days scurrying around in the shadows created by the floating buildings).

THE MESSANIAN JEWELERS

While it may not possess one of the island's three main orichalcum mines, Messania is otherwise rich in mineral wealth. The gold, silver, and iron mines of the Livadian Mountains keep Atlantean metalworkers well-supplied, and the superb gemstones dug out of other parts of the peaks have made Atlantean jewelry the envy of all other lands. Every year the jewelers compete to craft the most beautiful, precious item of jewelry. These items are presented to the queen (*i.e.*, whichever of King Mneseus's wives is currently his favorite), who picks the winner, which then becomes part of her jewelry collection. King Mneseus gives the other entrants away as gifts throughout the course of the year. The winning jeweler receives a prize and becomes the Royal Jeweler until the next competition, a prestigious post that brings much attention and business.

THE FACES TO THE NORTH

One of the most spectacular wonders of Messania is a length of three dozen miles of rocky seaside cliffs on its northernmost coast. Hundreds of years ago an enigmatic wizard named Eprapontes came to Messania preaching a message of doom from the northern sea. Sometimes he claimed an oracle had described this to him, at other times he said he'd seen it in a dream... but whatever the source, he was convinced of the danger. Unable to persuade others, he traveled to the coast to do what he could to protect Atlantis from the threat. For a year and a day he stood there, casting a mighty spell, and when he was done hundreds of large stone faces sprouted out of the cliffs. They remain there to this day, unchanging and unweathered. No two faces are alike, though all have large, prominent, unblinking eyes. Though they resonate with powerful magic, their true purpose and nature cannot be discerned even by Atlan Vondarien himself. But if the menace he feared ever does come, Eprapontes will not see it: so potent was his spell that the casting of it drained the very life from him.

KING MNESEUS

The ruler of Messania is King Mneseus, the fifth of Cleito's sons. Unlike his brothers he was never much one for travel or adventuring; though he did see some of the world when he was younger, he was the first to come home to stay, and is the only one who cares little about the effects of the Prophecy of the Thrones. His main interest lies in the arts and crafts of the working man, particularly blacksmithing. A gifted wizard as well as smith, he's forged most of the enchanted weapons used by his brothers, sons, nephews, and other Atlantean heroes. Even today you're as likely to find him in his forge — the largest and best-equipped in all of Atlantis — as in his throne room.

Thanks to long hours in the forge, Mneseus is nearly as strong as his younger brother Azaes, and he looks even tougher and burlier. He's got a short black beard and hair, his skin often has the grime of the smithy on it, and when he's angry his eyes glow like embers in a fire. In battle he wields the enchanted hammer Thrægos, which he forged himself.

PAROS

Paros, sometimes referred to by Atlantean poets as “the Northwest Kingdom,” is a sun-dappled land of plains, streams, and small forests. It starts with the high elevations of the Kopani Mountains to the south, and gradually slopes downward to Poseidon’s Well. Much of it is perfect land for farming and herding, making Paros the breadbasket of Atlantis.

The Parosian royal seat of Mekaria, at the mouth of Poseidon’s Well, is Atlantis’s main port of call for traders from northern Sangobar, and even northern Pelasgar (since Tenairum is a poor harbor). The Well can be sailed almost all the way to Atlanelos, making it easy for Mekarian merchants to send goods inland for a tidy profit.

THE BONES OF VARKOLAK

One of the most amazing sites in Paros — or indeed, all the world — are the bones of a gargantuan dragon. Three centuries ago the monster Varkolak attacked Atlantis. None know from whence he came. Some say he was a thing bred by the Lemurians, a last desperate stab at the Great Island after their defeat in the war; others believe Varkolak is the spawn of a Kaphtoran god or some fiend in reptilian form escaped from Ares’s underworld domain. Whatever his source, he came against Atlantis, and the Atlanteans trembled. So vast was his body that it blotted out the sun, and his claws were as long as ships; the fire of his breath could char a forest.

Vondarien and his brothers Azaes and Elasippus met the beast in the skies above Paros. Long and fierce was the battle, and none of the three walked away from it unscarred. But in the end the Atlan’s power and magic prevailed, and Varkolak crashed lifeless from the sky, creating an enormous crater. Today his remains — nothing but bones — lie there still. A tribe of Alarii makes its home among the highest reaches of the monster’s skull and ribcages. If asked politely the winged men may carry an Atlantean up with them so he can see the countryside for dozens of leagues around from the curved top of Varkolak’s spine.

THE KALADORIAN SHADOW

Just outside Paros’s borders is the hilly Kaladorian Forest, where since time immemorial the kings of Atlantis have gone to hunt. The animals of the Kaladorian are larger and fiercer than

most on the Great Island and give fine sport for huntsmen. According to legend the most terrible of these was the Kaladorian Panther, a ferocious cat slain by King Autocthon himself over a millennia ago.

In recent years the number of monstrous beasts has increased, much to the delight of hunters but the concern of wizards. They sense a shadow growing within the Kaladorian hills, though they know not its true form or nature and cannot precisely locate it. Autocthon and his advisors keep a close eye on the place even though it’s not part of Paros strictly speaking.

KING AUTOCTHON

King Autocthon is a handsome man with the burly, athletic, raw-boned sort of look one often associates with people who spend a lot of time outdoors — which he does. Like his twin Mneseus, Autocthon likes to work with his hands. First and foremost he’s a farmer, able to clear, plow, and plant ground faster than any ten ordinary men put together. Under his tutelage the Parosians have learned how to raise larger crops more quickly and easily than any other Atlanteans. But he also enjoys assisting the miners of the Kopani with their mining, his herdsman with their herding, and his builders with their building. He cares little for formality or pomp, preferring an honest day’s labor or the joy of hunting to the drudgery of court.

SEPHAILIOS

The land of Sephailios is wedged in between Atlanelos, the Hipponous River, and Aratolia. Its royal seat, Tarkailia, is closer to Atlanelos than any other, creating strong ties between them. Atlan Vondarien is more apt to visit his brother Diaprepes than any of the other eight; many’s the night they’ve stayed up late drinking wine, playing *akaki* (Atlantean chess) and discussing matters of kingship.

Geographically Sephailios is part of the great Atlantean plain that starts in Paros and comes down through Atlanelos into this region and on into parts of Aratolia and Laconia. Farming and herding are the primary occupations of the working classes. It tends to be a little dry except in the regions adjoining the mighty Hipponous River.

About a thousand years ago King Diaprepes and his brother King Mnesticor got into a heated argument about some point of mystical lore (neither of them can remember what it was anymore). The argument eventually spilled over into other areas, including a longstanding quibble about the exact boundary between their two kingdoms. To enforce his views on the subject, Diaprepes cast a mighty spell that raised out of the ground a line of sculpted pillars dozens of miles long. The argument has long since been forgotten, but the Diapran Pillars remain to mark where one kingdom ends and another begins.

THE SEPHAILION

For many Atlanteans, the greatest attraction of Sephailios is the Sephailion, a prestigious academy of learning founded by King Diaprepes in the early years of his rule. Located on a beautiful hillside overlooking the Hipponous, it attracts students from all over Atlantis. The teachers there are among the wisest in the world, and more than a few are accomplished wizards to boot; the King himself sometimes teaches an especially promising group of students. It also boasts a library larger than any in the world save for the Grand Library in Atlanelos. Non-students may come to study at the library, but only with the direct permission of the King.

KING DIAPREPES

The youngest of the Ten Brothers, Diaprepes doesn’t look quite like any of his kin. He and Azaes are unquestionably twins, but over the years they’ve aged differently thanks to their different interests and pursuits. Azaes is a warrior and builder who remains fit and muscular despite having lived for millennia. Diaprepes is a scholar, and as time has passed has become thin and a touch pallid. He’s still quite handsome, just like his brothers, but it’s the handsomeness of the aesthete and man of refinement, rather than that of the warrior or nobleman.

Diaprepes considers the responsibilities of kingship something of a burden, since they tend to keep him away from his precious books and scrolls. He’s prone to griping and complaining about it all, but usually in a good-natured sort of way. In his heart of hearts he enjoys being king and feels a strong sense of responsibility toward his people and Atlantis.



ZANTHINUS

Occupying the lands between the Lividian Mountains and Poseidon's Well, Zanthinus is mostly elevated. The eastern half of the country is a sort of plateau that eventually slopes down sharply to the river. As a result the eastern half tends to be cooler and wetter, with the rains turning into streams and rivers that become tributaries of the Well and water the western farmlands nicely. Forests are primarily evergreen; the largest is the great Aranikos Forest that fills much of the eastern plateau.

The royal seat, Castania, overlooks Poseidon's Well, but not for any reason of commerce (though it's well-situated for that). King Ampheres chose the site for its appearance, and had the city designed and built to complement the natural attractiveness of the region. It is a city of leisure, where a large upper class of powerful, handsome nobles are served by countless slaves. Art, gossip, games, and all sorts of idle diversions keep the nobles occupied. Many Atlanteans consider the place at least slightly decadent and don't like going there.

THE PETANAOS

Ironically, the kingdom known for its sybaritic capital also has one of the most sacred places in all of Atlantis. Built on the rocky coastline

near the northern end of the Lividian Mountains, the Petanaos ("Place of the Stone") was built where the priest Anstiss saw an enormous stone fall from the heavens in a shower of flame. He believed it to be a gift from the gods, and that they wanted him to build a temple where it fell. And so he did, after persuading the priesthood in Atlan'elos of the veracity of his vision.

Despite its isolated (and often rainy) location, the Petanaos has become second only to the Temple of the Ten Flames in importance as a site of the worship of all the gods. The sky-god Astranar receives special attention, since it was he who sent the star-stone, but all of his godly kin are propitiated at the Petanaos. Kings and nobles journey from all over Atlantis to pray there and bring gifts to the priests.

The star-stone has become an important resource for the Petanaos. Smiths use it to make holy relics for the temple, but many a wizard comes to the temple to bargain for some of it, since it's the perfect (and sometimes required) metal for forging enchanted weapons and other objects. The stone is about half the size it was when it fell, and the priests have become increasingly careful (or some would say greedy) about who they'll give some of the metal to, and why.

THE ORACLE OF VASARAS

At the southern end of the Lividian Mountains, at the headwaters of the Trobas River, a strange cleft splits earth and stone. So deep that no one has ever found its bottom, the cleft from time to time emits strange-smelling vapors. Most people simply find them unpleasant, but in some people they induce prophetic visions (see page 90). It was in one of these visions that the name of the place, *Vasaras*, was learned; it's a word that has no meaning in any language known to any scholar of Atlantis.

Over the years an order of priests has built a small temple complex next to the cleft. These priests (and priestesses) are all people who receive visions from the vapors. Some only receive visions of certain things — warfare, crops, love, trade — while some can foresee almost anything about anyone. The wealthy, powerful, and simply desperate come to the oracle of Vasaras and petition the priests for aid, usually bringing lavish gifts to "persuade" them to help. If the chief priests look favorably on the request, they choose the priest or priestess who seems most suited to answer the petitioner's question. That priest(ess) exposes himself to the vapors at the next opportunity... and, if the gods are willing, the petitioner soon has his answer. Unfortunately

the priests' visions are rarely as clear as the petitioners would like; they're usually delivered in strange rhyming couplets that are often difficult to interpret except in hindsight.

KING AMPHERES

Ampheres king of Zanthinus is the third eldest of the Ten Brothers. From his earliest days exploring the island he found the region to his liking and was quick to choose it when the Ten divided Atlantis among themselves. A strikingly handsome blonde, short-bearded man who looks like he's in his early thirties, he's a great lover of wine, women, and song and has more wives (and children!) than any of his other brothers. But he's no soft sybarite; his greatest pleasure is hunting, and he spends many a day by himself in the fields and forests of Zanthinus stalking dangerous wild game singlehandedly. Back when he could leave Atlantis he was known as a great slayer of monsters; his feasting-hall in Castania is lined with the heads of many of them, including the Amor-ian Boar, the Four Truscoran Hinds, the Pelasgian Kraken, and the Karshemish Horror (which is covered up during feasts to prevent sensitive people from fainting).

MOUNT OERANOS

Located in the wilderlands between Argolis, Aratolia, and Atlan'elos, Mt. Oeranos is the home of the gods. High atop its cloud-shrouded peaks they have built their glittering palaces (though some, such as Poseidon, have other homes as well), and at the very pinnacle of the mountain stands the Haegalos, their meeting-hall. Custom dictates that no man, not even the Atlan, may climb Mt. Oeranos to commune with the gods unless they request it, nor may any man fly near the mountain. Those for whom custom holds no sway are kept away by common sense, for it's well-known that the gods do not take kindly to men who would trespass on their domain. All Atlanteans have heard the story of Chalkos of Sephailios, a wizard who decided one day that he was worthy to visit the gods unasked. As he flew toward the summit of the mountain, Astranar took aim and flung one of his lightning-spears at the arrogant mage, instantly killing him. The spot where Chalkos's body landed can still be seen; nothing ever grows there.

LANDS OF THE DOMINION



Atlantis rules over half of the civilized world. Its territory is known simply as the Dominion of Atlantis, since it doesn't control its client realms the way empires like Lemuria and Tellat do. When Atlantis conquers a foreign kingdom, whether through force of arms or a simple show of force, it chooses one prominent person in that kingdom — the current king, a powerful nobleman, a noteworthy soldier, or the like — to rule. Besides competence to rule, the main quality it looks for is a willingness to be loyal and deferential to Atlantis (qualities the Atlanteans can test for with magic). The chosen ruler, who has the title Prince, answers to an "overlord" — one of the Ten Brothers (other than Vondarien). The Brothers have parceled the world among themselves, ensuring that each of them has whatever degree of say he wants in the governing of the Dominion. Some Brothers are actively involved; others barely participate.

A foreign ruler has wide latitude in governing his people, provided that:

- he enforces the Atlantean code of laws. With his overlord's permission he can declare illegal things that are legal on Atlantis, but he cannot make legal things the Atlanteans outlaw.
- unless he has permission from his overlord to keep them, he removes the walls from around all cities in his land
- he obeys the commands of his overlord
- he protects Atlanteans visiting or living in his realm from native crime and similar threats. If he fails to do so, his overlord often requires him to recompense the victims out of his own pocket.
- he provides all necessary assistance to the Atlantean military and Atlantean diplomatic envoys (which can become quite expensive)
- he gives preferential treatment to Atlantean traders (such as not charging them certain tariffs or taxes), and adopts Atlantean coinage as the currency of the realm

- he and his realm adopt the Atlantean religion

A prince of the Dominion who satisfies these obligations might govern for years without receiving any direct orders from his overlord. As long as things run smoothly the Ten Brothers prefer not to interfere in "local matters." But if something goes wrong, or word reaches an overlord that his "vassal" is not doing his job properly, woe unto the prince. More than one prince has simply committed suicide rather than face Atlantis's wrath over some failure.

"Ruling" his brother overlords as "emperor" is Atlan Vondarien himself. Typically the Ten Brothers can reach agreement on Dominion matters among themselves, but by millennia-old custom all issues not settled that way are decided by the Atlan.

Atlantean attitudes about the Dominion vary. Some Atlanteans consider any part of the world other than their island to be a barbarian backwater populated by fools or savages (possibly both). At the opposite end of the political spectrum are Atlanteans who believe Atlantis should use its power and wealth to make all of its subject peoples as educated and sophisticated as Atlanteans themselves. Some of the latter group are hawkish enough to argue that Atlantis should continue its long-dormant campaigns of conquest and take over the rest of the world. The middle ground is occupied by Atlanteans who find the "outside world" fascinating and full of opportunities for trade and adventure (this includes most traders, explorers, and heroes), and a large group of Atlanteans who just don't think or care about the Dominion too much.

The current lands of the Dominion aren't always the same as they were when first conquered. Some (like Karshemish) are identical; in other cases the Atlanteans have reorganized things as they saw fit, breaking some kingdoms in two, combining parts of several lands into a new kingdom, and so on.

THE PELASGARAN DOMINION

The Dominion is strongest on the eastern continent of Pelasgar, which it controls entirely. The main geographic feature of Pelasgar is the Sharakkian Mountains, which effectively split the continent in two. The drier, windier eastern half of the continent, which is mostly plains and steppes, enjoys more freedom from Atlantis's influence; the rainier western half, a green and forested land, is the most "Atlanteanized" part of the Dominion.

AMORIA

Overlord: Azaes
Prince: Geldon
Capital: Andermott
Languages: Amorian
Resources: Farming, fishing, trade, craftwork

Thanks to its proximity to eastern Atlantis, Amoria has been enriched by trade with the Great Island. Inland realms such as Baltaria and Tardania send goods down the Angettor River to Andermott, which sits at its mouth, so they can be shipped onward to Atlantis. The Amorian princes — currently Geldon the Foresighted, a canny and clever man said to have glimpses of the future in his dreams — encourage this by sponsoring marketplaces and fairs, and keeping taxes low.

The Amorians are well-known for the quality of their woodcarving, cabinetmaking, and furniture-making. In their land grows a type of tree found nowhere else, the Amorian oak, whose wood is not only hard and durable, but easily stained to achieve a wide range of colors (from an almost-white blonde to a rich dark brown). Functional and decorative items from Amorian woodcarvers' shops grace many an Atlantean home.

AVARIS

Overlord: Diaprepes
Prince: Margano
Capital: Tamyr
Languages: Avarin
Resources: Fishing, trade, hunting

Between the Markalena and Saka Rivers lies the land of Avaris, a windswept and often chilly land of prairies and scrub forests. Its western regions are more hilly as it approaches the mountains, but few people live there; most Avarins cluster in the eastern half, particularly in and around the prince's seat, Tamyr. The capital was once little more than a fish-

ing camp that had grown into a town as trade across the Sea of Allakh increased. Wanting a central trading point on the lake, the Ten Brothers used their magic to raise an entire city out of the ground overnight. Originally the new Tamyr had a distinctively Atlantean style and look to it, but over the centuries the Avarins have added buildings of their own and redone others to suit their preferences so that now the city has a strange, eclectic look not quite like any other place in the world.

Avarins who don't reside in or near Tamyr usually live in small communities, or isolated, round-roofed houses known as *jurets* which are sunk partly into the ground for protection against wind, storms, and cold. They usually survive through a combination of farming and hunting the *rakats*, a large herd animal whose meat is delicious and whose fur and hide make excellent clothing.

The current ruler of the Avarins is Prince Margano, who answers to King Diaprepes. He was born in a small western town and as a young man joined the Avarin Guard, which protects the realm from Sakasian and Skraythan raiders. He did well and rose through the ranks, and when the old prince died without heirs Diaprepes saw him as a worthy successor. So far he's proven his overlord right with a firm but fair style of rule.

BALTARIA

Overlord: Azaes
Prince: Torvo
Capital: Regava
Languages: Baltarian
Resources: Lumber, hunting, craftwork, fishing

Baltaria is a small, almost backwater realm between the mountains, Truscoran lands, Larasa, and the Angettor River. Originally its people were semi-nomadic tribes, but they quickly fell to the might of Atlantis. The Atlanteans forced them to settle down, build towns and villages, and learn farmwork, timber harvesting, crafts, and other civilized pursuits. Even today, centuries later, there are Baltarians who hear stories of "the way things used to be" that have been handed down through their families for generations and come to resent the Atlantean yoke.

The Baltarians lead a sort of split existence. In the late spring and summer they farm, hunt, cut timber from the Spessorian Greatwoods, and prepare for the coming cold weather by salting away as much meat, vegetables, and fish as they can. (Baltarian cuisine does not

enjoy a good reputation among most other peoples, but the Baltarians themselves love the saltiness of it.) During the long, harsh winters they stay inside as much as possible and create craftworks they can sell. They're particularly known for the quality of the illuminated books they produce (almost entirely for the Atlantean market) and for their finely-woven baskets.

Regava, the Baltarian capital, is shared with the kingdom of Larasa. A small river runs down the center of the town, dividing it into two districts. The Baltarian and Larasan residents often compete with one another in the name of district pride, though both princes usually stop things before any violence results.

Prince Torvo of Baltaria is an educated and diplomatic man who studied history, literature, and magic in Atlantis before succeeding his father on the throne. While he's no match for an Atlantean wizard he commands significant powers; once he diverted a tremendous rainstorm away from Regava to save the town from being flooded.

DALASIA

Overlord: Elasippus
Prince: Kendern
Capital: Oravos
Languages: Tardanian
Resources: Mining, herding, farming

Cooler than Kartalia and Therek due to its higher elevation, but not as wet as the lands north of the Tardanian Pass, Dalasia is a pleasant land where many Atlanteans take "rustic vacations" from time to time. The Dalasians themselves are mostly farmers and herders, though they do some mining in the mountains.

Dalasia has a wealth of natural springs, mostly cold but some hot. The waters of a few of them are thought to have magical properties and are sought by wizards in need of materials to help with water demon-summoning spells and the like. Some of the springs are guarded by water-gods, nymphs, or monsters who aren't always well-disposed toward menfolk.

The local ruler, Prince Kendern, is a somber man somewhat at odds with his court, which enjoys a certain amount of pomp and spectacle despite being the nobles of a relatively small, poor realm. The only thing that truly seems to awaken his interest is magic, for which he has no gift himself despite many years of study. A wizard who comes to his court and works wonders will earn a lavish reward as well as



much praise. For example, the Atlantean wizard Korathos recently used a spell to renovate the Prince's castle, making it even more beautiful and comfortable than before, and the Prince granted him a Dalasian noble title and lands to show his favor!

KARTALIA

Overlord: Elasippus
Prince: Saronno
Capital: Roslan
Languages: Kartalian
Resources: Fishing, farming, craftwork

The southern realm of Kartalia is a warm, in some places subtropical, land inhabited by a simple people who raise crops and livestock. The capital Roslan, at the mouth of the Harelga River, is considered one of the most humid and uncomfortable cities in the Dominion. Atlanteans who have to live there use spells to cool their houses and spare themselves the worst of the heat.

Kartalia is known throughout the world for the quality of its glassware, both decorative and practical. Some of the Kartalian beaches have particularly fine sand that the kingdom's glassblowers use to make beautiful, delicate glass objects. The glass market in Roslan attracts buyers from all over the Dominion, though a knowledgeable trader or collector develops a direct relationship with one or more skilled artisans.

Prince Saronno of Kartalia is a large man, once known as a skilled hunter and warrior but now far too plump for such activities. He spends much of his time at feasts or entertainments, leaving his strong-willed wife Princess Andra to run the affairs of the kingdom. King Elasippus isn't entirely happy with this state of affairs, but as long as Andra keeps the kingdom on an even keel he won't object.

KHIRBET

Overlord: Euaemon
Prince: Hamurran
Capital: Areshken
Languages: Khirbetan
Resources: Mining, herding

The highland kingdom of Khirbet occupies a plateau between the southern Sharakkian Mountains and a range of hills and cliffs that create a natural border with Mitania and Saskia. There are only three ways to reach it by land. The most common is the upland route from Therek, often known as "the Khirbet Stair." There's also a narrow pass through the hills from Mitania, though this is a dangerous route not only because of the potential for rockslides but because several monsters live nearby and prey on unwary travelers. The worst of these is a gigantic, monstrous eagle named Rudara, who can carry away objects as large as a horse in a single enormous talon. As intelligent as a

man and seemingly gifted with magical powers of invisibility, Rudara has eluded all attempts to kill it or drive it away. Lastly, there's a route from Saskia through a gap between the mountains and the hills, but few travelers use this wilderness route.

The Khirbets are a small, quiet people who prefer to keep to themselves; most of them don't seem to care for visitors, not even traders. Typically they farm during the short growing season and herd long-haired goats the rest of the year. Atlantean legends claim that the Khirbets were once mighty wizards with a unique style of magic that involved calling on demons the sorcerers called *lamsara*, but the invading Atlanteans crushed the Khirbets so forcefully that knowledge of *lamsara* magic was lost forever.

After the conquest, the Atlanteans appointed a tractable noble from the House of Khat to rule in the Atlan's name. (Khirbet nobility is organized into dozens of groups the Atlanteans call "houses," but a better term would be "network" since a House is linked by marriage and commercial relationships, not just blood ties.) The Khat princes have ruled ever since, making theirs the longest dynasty in Pelasgar. The current Prince, Hamurran, is a proud and arrogant man who does as little as possible to attract the attention of King Euaemon so that he doesn't have to be directly reminded of the fact that he must follow the orders of another man.

LARASA

Overlord: Azaes
Prince: Vandaris
Capital: Regava
Languages: Larasan
Resources: Lumber, fishing, herding

Larasa is a northwestern Pelasgaran kingdom little known among Atlanteans or most other peoples. In the past the Larasans were a minor tribe that warred frequently with the Baltarians to the northeast, and even today resent having to share a capital city with them (see above). Many Larasans won't even refer to the city as Regava, which is a Baltarian word; they think of "Regava" as the eastern half of the city that belongs to the Baltarians, and call their western half *Saramra* (a Larasan word meaning simply "Our City").

Unlike his Baltarian counterpart, Prince Vandaris seems to enjoy fomenting competitions between his subjects and the Baltarians, and loudly supports his subjects until the point where it looks like things might turn ugly. Then

he quickly backs off so that King Azaes can't blame him for causing trouble, leaving his people to mutter about his inconsistent and cowardly ways.

The Larasan people mainly support themselves through fishing in their land's many small rivers and streams, woodcutting, and raising herds of pigs. The herds descend from the wild boars that live in the western part of the Spessorian Greatwoods, which are especially large, strong, and fierce and thus an attractive quarry for hunters.

MITANIA

Overlord: Elasippus
Prince: Kalvahr
Capital: Tornat
Languages: Mitanian
Resources: Fishing

Mitania is a sleepy kingdom of fisher-folk and boat-builders that's never attracted much attention from anyone — even Sakasian raiders usually ignore it, since it doesn't have much worth stealing. Compared to his peers, Prince Kalvahr is a simple man who often helps out on a friend's fishing-boat or project. His loyalty to Atlantis is strong because the Atlanteans do such a good job maintaining the peace so he doesn't have to deal with anything unpleasantly serious.

In recent years Mitania has had a problem with sea-monsters, who've been attracted to the area by all the defenseless fishermen plying their trade. Several times an Atlantean hero has come to the area and slain one... but inevitably another arrives to take its place. Prince Kalvahr has come to believe there's some sinister force behind the attacks, and he'd give a lavish reward to anyone who could prove his theory and stop the attacks.

REGNARIA

Overlord: Mneseus
Prince: Carlen
Capital: Salacar
Languages: Northlander
Resources: Fishing, herding, horses

Regnaria is a cold and often storm-wracked peninsula with a short growing season. Known to Atlanteans as "the civilized Northlanders," the Regnarians were once tribesmen who lived by fishing, herding, and warring with the neighboring Truscorans and Larasans (and at times with each other). The Atlantean invasion unified the tribes, but all for naught; it took less than an hour for the Atlan's soldiers to utterly crush all opposition. Initially the Regnarians resisted becoming part of the Dominion, but centuries of effort by

Atlantis have transformed it into a relatively peaceful place and a complacent member of Atlantis's empire.

To most Atlanteans, Regnaria is known as a land of horse-breeders. The Regnarian steed is built for size and power, not swiftness like Atlantean horses, and thus makes a superb war-horse for a rider strong enough to keep it under control. Regnarian horses are known to be temperamental and prone to biting, but some warriors consider that an asset rather than a problem.

Prince Carlen of Regnaria is a big, bluff, larger-than-life sort of fellow whose windburned face shows how many wintry days he's spent out at sea and gnarled fists show how many brawls he's been in. He's established a good relationship with King Mneseus and can generally do as he pleases when it comes to governing his people, provided he doesn't go overboard skirmishing with Truscoran raiders. He has three wives and somehow keeps them all happy and contented, a feat more than one Atlantean king envies him for.

SAKASIA

Overlord: Diaprepes
Prince: Administrator Menessipus
Capital: Camp Tarases
Languages: Sakasian
Resources: Herding

The plains and fields of Sakasia would make superb land for farming... if the Sakasians were farmers. Unfortunately they're a semi-nomadic people whose culture revolves around two things: herding a horned sheep called a *corun*; and raiding other Sakasians and other peoples to steal their goods. Repeated attempts by the Atlanteans to pacify the Sakasians as they did the Regnarians and Truscorans have only partly succeeded. The Sakasians acknowledge Atlantean rule... as long as there's an Atlantean army in the vicinity. Once the army leaves they return to their ancient ways. On several occasions the Atlanteans have arrived in force and slaughtered thousands of Sakasians to force them to obey, and it usually works for a decade or two. Then the Sakasians go back to raiding.

The Atlanteans have never found the right man to make prince over the Sakasians, so instead they have appointed an administrator: Menessipus, an Atlantean noble with the blood of Ampheres in his veins. No one's quite sure why Menessipus, a minor wizard and skilled dramatist, was given such a thankless assignment, but whatever the reason he strives to do his best to civilize the Sakasians. He's pretty sure he'll die of old age before he succeeds.

SKRAYTHA

Overlord: Diaprepes
Prince: Arnza
Capital: N/A
Languages: Skraythan
Resources: Herding

The Skraythans are, if anything, even more intractable than the Sakasians, though they have at least had a prince appointed to “rule” them, the great chieftain Arnza. Since the natural barriers of the Markalena River and Sea of Allakh prevent the Skraythans from posing as much threat to the rest of the Dominion as the Sakasians, Atlantis simply doesn’t worry about them much — as long as they acknowledge the overlordship of Diaprepes and don’t cause serious trouble, they can live their lives the way they want to.

The Skraythans have been embroiled in a long and bitter conflict with the eastern Truscora for as long as anyone alive can remember. The Skraythan religion centers on the deer-god Avinus, and they only capture or kill the great northern deer (see below) with his permission following the performance of special rituals. The Truscora, on the other hand, hunt the deer whenever they please, which the Skraytha find blasphemous and offensive. As a result the two peoples are constantly fighting.

The Skraytha do not use horses; instead, they know secret ways to tame captured northern deer, which are as large as horses and make good riding animals for them. When preparing for battle the Skraythan sharpen their deers’ horns and decorate them with twists of gold and silver wire. (In game terms, use Horse character sheets for the deer, but give them an HKA 1d6 representing their horns.)

TARDANIA

Overlord: Ampheres
Prince: Adigon
Capital: Stalden
Languages: Tardanian
Resources: Mining, trade, farming

Tardania is a large, temperate realm between the Angettor and Vabad rivers and the Sharakkian Mountains. It possesses an abundance of game, a generous growing season, and many other natural resources. Its capital, Stalden, sits at one end of the Tardanian Pass, giving Tardania the lion’s share of trade from eastern Pelasgar.

Early in its history, Tardania wasn’t a single realm but a patchwork of small kingdoms united in a loose confederacy. The Atlanteans found it relatively easy pickings because they could exploit longstanding grudges between the various kings. Seeing this prompted the Avarin rulers and nobles to the west to band together more effectively, leading to the Battle of Tardanian Pass (see Chapter One). The Tardanians tried to revolt and join the battle by attacking the Atlanteans from behind, but the small garrison of soldiers the Ten Brothers left behind in what was then the town of Stalden was enough to crush the nascent rebellion before it could accomplish anything. As an eternal reminder of the folly of defying Atlantis, they heaped the bodies of the rebels into a pile and then transformed them to stone. That “pyramid” now stands in a courtyard in Stalden; the expressions of agony on the faces of the bodies can still be seen quite clearly.

Today Tardania is a well-pacified realm and a staunch member of the Dominion. Trade with Atlantis has enriched it, creating a powerful upper class of merchants and nobles. The Prince, Adigon, is one of the wealthiest men in the land despite a well-deserved reputation for lavish generosity and throwing sumptuous feasts and elegant balls on a regular basis. He’s also a lover of music and an accomplished lyre-player himself.

Tardania’s most famous trade-good is marble quarried from the Sharakkians. Tardanian marble is used by master sculptors around the world, but particularly in Atlantis, where its even, creamy white color is considered particularly appealing.

THEREK

Overlord: Euaemon
Prince: Emanngol
Capital: Korrag
Languages: Therekian
Resources: Fishing, herding, mining

The southernmost land of Pelasgar, Therek ranges from relatively cool uplands near the Sharakkian Mountains to swelteringly hot lowlands in the south. Uplanders are generally miners and herdsmen, midlanders and lowlanders farmers or fishermen.

Although it fell to Atlantis quickly millennia ago, Therek has been something of a “problem child” within the Dominion ever since. The Thereks have long accepted most of the dictates of the Atlan, but have stubbornly refused to give up their own gods — Hranos the sky-god and Hagari the earth-goddess — in favor of the Atlantean pantheon. In public the Thereks pay lip service to Atlantis’s gods, but in private many of them still perform ceremonies in honor of Hranos and Hagari. Periodically the Atlanteans root out a nest of these “pagans” and have them publicly executed, but this seems to have little effect.

The current prince, Emanngol, is an unpopular ruler. The Atlanteans put him on the throne over a decade ago when they discovered that the former prince was a Hranos-worshipper and killed him by slow torture. The people consider Prince Emanngol a puppet of Atlan’elos and a pathetic bootlicker, and obey him only because they have to. King Euaemon is keeping a close eye on the situation and would have no qualms about replacing the Prince if a more suitable candidate whose loyalty could be assured came along.

TRUSCORA

Overlord: Mneseus
Prince: High Chief Gronar
Capital: N/A
Languages: Northlander
Resources: Horses

Related to the Regnarians, the Truscorans have never really settled down the way they did. They’re a nomadic people who live on the steppe/tundra of the far north, riding their heavy, shaggy-haired horses in pursuit of the great northern deer that is their chief source of food and goods. They don’t build cities; at best they have temporary encampments to wait out the worst of the winter weather.

The Truscorans are generally divided into two types, eastern and

western. The two types are largely similar, but speak slightly different dialects of the Northlander tongue and have a few other cultural differences. Both groups have adopted the Atlantean pantheon, though filtered through their own world-view so that they exalt a few gods (Ares as god of hunting, Hipparchus god of horses) over all the others. The western Truscora, who trade with the Regnarians and Baltarians, are considered somewhat more “civilized” than the eastern Truscora, who are mainly known for their longstanding conflict with the Skraythans (see above).

As “prince” over all Truscorans the Atlanteans have created a “High Chief” position that’s mostly hereditary but can be won from the current holder by a combat challenge. The current High Chief is Gronar, a powerful brute of a warrior whose crude manner masks an intelligent, insightful mind... as his foes find out too late.

THE SANGOBARAN DOMINION

The lands of Sangobar came to the Dominion later than those of Pelasgar, but as with Pelasgar their proximity to Atlantis has allowed Atlantean culture to take firm hold through trade and intermingling. However, the presence of the Empire of Hazaria in the northwestern corner of the continent acts as a countering influence.

Sangobar lacks any major mountain ranges, though it does have some high hills and small mountains in the farthest north. The land tends to be low-lying and is often prone to flooding, especially along the Ractoris River. There are no cities along the Ractoris, save for Anskar at its very mouth; the river-folk live in villages and towns built on high ground or with buildings on pilings so they don’t get flooded out. They ship trade-goods down the river by raft and boat, and from Anskar they can be sent anywhere in the world.

AVARIA

Overlord: Autocthon
Prince: Caluvar
Capital: Neibel
Languages: Hazarian
Resources: Farming, fishing

Avaria is one of three northern realms founded by the Hazarian tribes millennia ago. Exposure to Simbrian, and later Atlantean, ideas and technologies led them to abandon the original Hazarian lifestyle in favor of a more

“civilized” life. Avaria was created by the mighty warrior Avar, who claimed the lands along the Shulgar River and built a village, Neibel, that later grew into a sizable town and the seat of the Avarian prince.

Avaria’s early history mainly revolves around skirmishes and minor wars with Hernicia, with whom it’s often disputed borders and other matters. But ultimately the two kingdoms had much in common, and were driven closer together when the Lemurians conquered most of Sangobar. With Varinia they stubbornly resisted Lemurian rule as best they could, though they could not stand against the Empire in a pitched battle. As Lemuria’s fortunes and influence waned, the three Hazarian kingdoms looked around them and saw the rising threat of Hazaria to the west, and the growing power of Atlantis to the east. Realizing one or the other would likely overwhelm them one day, they decided to choose the lesser of two evils. Recognizing Atlantis’s sophistication, wealth, and might as the greater and more beneficial, they sent a delegation to Atlanelos to petition for admittance into the Dominion. The Atlan granted their request, naming their royal families as hereditary lines of princes.

Since then Avaria has been a relatively peaceful and prosperous place, though it must occasionally call on Atlantis for help to resist some scheme or incursion from Hazaria. Its people mostly farm and fish, though Neibel has become a trade center of minor importance since the Shulgar is navigable by large ships all the way up to it. The current Prince, Caluvar, is a practical-minded man who’s always looking for ways to increase his wealth and influence while keeping a relatively low profile.

Onitrios Keep

To protect Avaria and Hernicia from Hazarian aggression, several hundred years ago the Atlantean general Onitrios, of the line of Azaes, built an enormous keep on the borderlands. Although its primary purpose is still defensive, over the years a bustling little town has grown up around it and it’s become a sort of trading post between the Dominion and the Hazarian Empire. Despite this, much of the land around it remains wild and beast-infested, and to the west are many dangerous Hazarian tribes, so visitors must remain wary.

DARVILOS

Overlord: Gadrius
Prince: Rastado
Capital: Anskar
Languages: Darvilan
Resources: Fishing,

The southernmost land of Sangobar is Darvilos, a humid tropical/sub-tropical land where, so the Atlantean stereotype has it, most people seem to devote their energies to avoiding work. The Darvilans aren’t actually any lazier than anyone else, but they’re also not stupid enough to do any more work during the heat of the day than they have to. Many of them live like night owls, sleeping through the daytime and working at night.

The Darvilan capital of Anskar is a relatively young city. The original Anskar was further south and was destroyed during the Battle of Ractoris in the First Lemurian War. The Atlanteans rebuilt the city on the edge of the cliff over which the Ractoris River now poured. To keep the city a viable port, it built a large series of docks at the water’s edge below. The docks are shielded from the falls’ turbulence with magic, and Atlantean wizards crafted an enchanted Levitating Platform to carry goods and people up and down the cliff face. By edict of the Atlan use of the Levitating Platform is free; none may tax it or charge for it. The current Prince, Rastado, is a greedy, calculating man who chafes under this law but doesn’t dare to break it.

Many Darvilans are fishermen, particularly along the western coast, where the Darvilan Reefs create a home for some of the most varied marine life in the world. Most fish using traditional methods, but a special class of fishermen, the *achtharons*, have chosen a different route. Using strange magical spells which they guard jealously, they give themselves the power to breathe underwater for a short time, fish-like fins instead of feet to make swimming easier, and the power to see clearly beneath the waves. Armed with special harpoons, they hunt the reefs for the most valuable fish and resources, such as the gold-and-red-scaled *uturu*-fish whose meat is so loved by Atlantean chefs. Most prized of all are the enormous pearls created by the reef’s giant clams, but only the cleverest and most skilled *achtharons* can retrieve a pearl without falling victim to the clam’s crushing grasp or mysterious hypnotic powers.

GARDARICA

Overlord: Gadrius
Prince: Zarmos
Capital: Nystria
Languages: Gardarican
Resources: Farming, fishing, craftwork

Like Darvilos, Gardarica was essentially conquered away from Lemuria and into the Dominion. Until the late 32000s it was a province of Lemuria, one of the under-sea empire's main sources of certain types of food, including wheat. Eager to augment its own holdings and harm Lemuria, Atlantis fought a series of minor wars in western Sangobar with its ancient enemy. Spiridon's Chasm is but one of many remnants of those wars still visible today.

After inflicting several telling defeats on the Lemurians, the Atlanteans gave the Gardaricans and Darvilans a choice: join the Dominion or suffer the same fate as the Lemurian armies. The Darvilans hemmed, and hawed, and tried to negotiate, but in the end capitulated. The Gardaricans were even more reluctant. "The luck of battle can go to either side," they said, "and it may be that next time the Lemurians will defeat you, and punish us harshly if we acquiesce to your demands. Prove to us that the greater power is yours, that Lemuria cannot hope to defeat you, and we will judge your demands just."

Without saying a word, Elaspiss, who commanded the Atlantean forces, left the king's hall and strode to the shore. He raised his arms and began casting a mighty spell. The ground rumbled and shook, and waves lashed the shore... and at his command, a new island rose above the waters just off the Gardarican coast. The earthquakes and enormous waves that resulted greatly damaged Nystria, but never again did the Gardaricans question the power of Atlantis. Today the island is the site of a large temple to Poseidon.

Since joining the Dominion, Gardarica has been loyal, though at times something of a thorn in King Gadrius's side. The Gardarican princes, such as the current ruler Prince Zarmos, have a tendency to question, quibble, and complain. They do not disobey commands, but they have a knack for interpreting them in ways that favor themselves.

The Gardaricans are known to be great lovers of music. The public performances sponsored every month by the Prince (or a notable noble) often attract Atlantean listeners, and more than one Atlantean player has proudly used a fine Gardarican instrument. Some folk claim that a skilled Gardarican bard can weave spells with his songs, but others dismiss this as nonsense.

HERNICIA

Overlord: Autocthon
Prince: Larinos
Capital: Arnica
Languages: Hazarian
Resources: Fishing, farming, craftwork

The history of Hernicia largely parallels that of Avaria (see above). A breakaway kingdom from what would in time become the Empire of Hazaria, much of its early history revolves around minor conflicts with Avaria (and to a lesser extent Varinia). Facing the threats of the Lemurians and the Hazarians, Hernicia chose to protect itself by petitioning the Dominion for admittance.

Like Avaria and Verinia, Hernicia has adopted many aspects of Atlantean culture in place of its original Hazarian customs. For example, among the people in general and the noble classes in particular, Atlantean names have largely replaced Hazarian ones, and even though Hazarian remains the standard language most people speak at least some Atlantean. Walking down the streets of Arnica one sees as many people wearing Atlantean-style clothing as traditional Hernician garb.

Prince Larinos exemplifies this trend to an extreme. Something of a fop, he wears only clothing imported from Atlantis, and he refuses to speak any language but Atlantean in his court. Many of his nobles have a poor opinion of him, but no one dislikes him so strongly that they'd disobey him or start a revolt.

SIMBRIA

Overlord: Gadrius
Prince: Cyriac
Capital: Eradon
Languages: Simbrian
Resources: Farming, herding, fishing, craftwork

Located between the Ractoris and the sea in the midsection of Sangobar, Simbria is a pleasantly temperate land of lightly wooded fields and low hills. Its long growing season and copious natural resources have made it a wealthy land and a mainstay of the Dominion.

Unlike the realms to its north, Simbria did not join the Dominion as part of the Bloodless Conquest. After absorbing the three Hazarian kingdoms, Atlantis began to look south. In 33080 BC it sent an envoy to the king's court at Eradon with the thinly-veiled message that Simbria should join the Dominion, or it would be made to join. The proud Simbrians decided to fight, and their army met the Atlanteans at the Fields

of Korav. The overconfident Atlanteans were lured into a trap and several dozen of them killed by Simbrian spears and magic. Enraged, Azaes and Mestor unleashed the full extent of their powers and obliterated most of the Simbrian army. Awed and humbled, Simbria immediately surrendered and joined the Dominion. To commemorate the sacrifice made by the brave Atlantean warriors who were slain, Mestor used his magic to gather up their arms and armor and form them into a large metal obelisk. The Koravian Obelisk stands there to this day, untarnished.

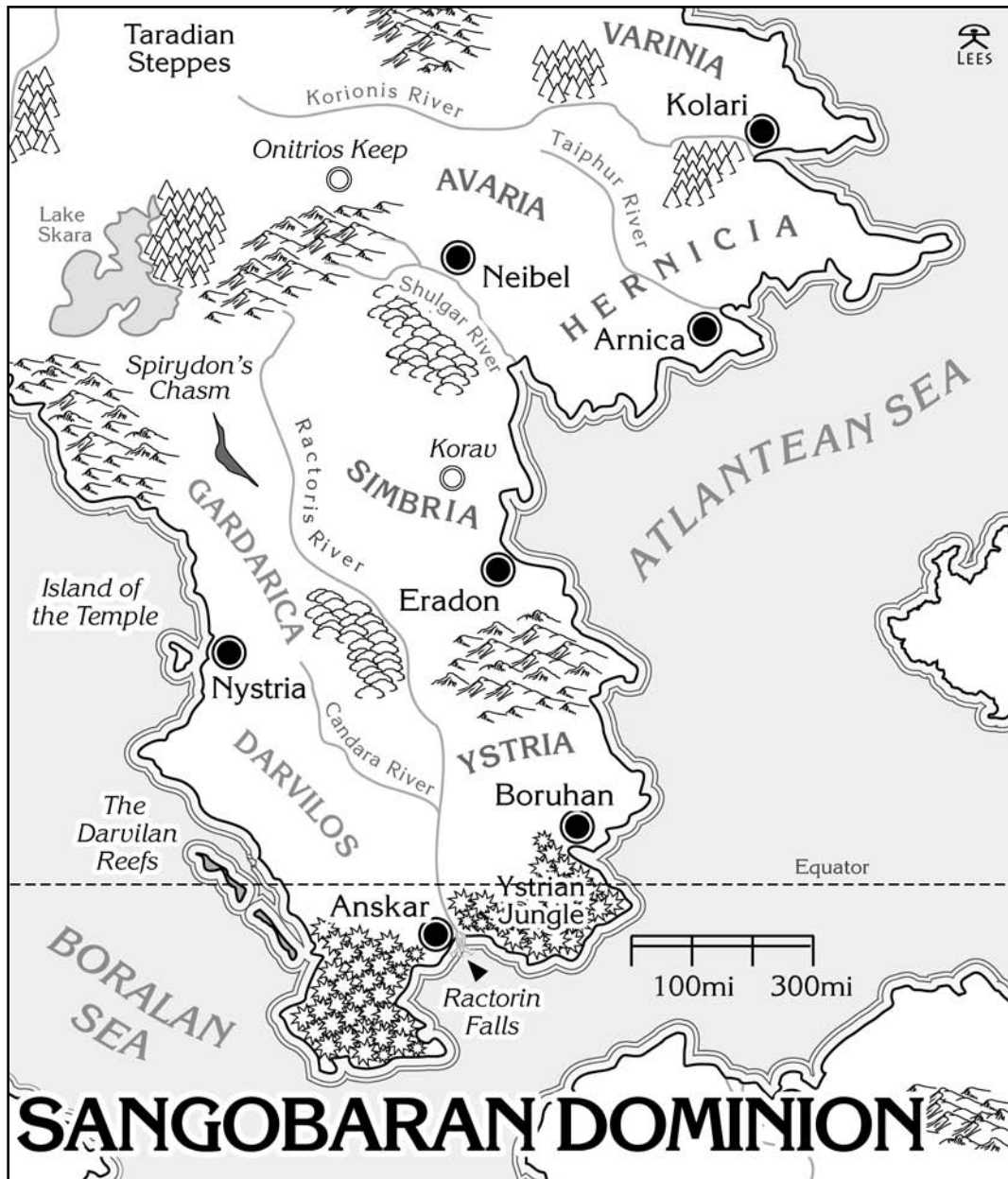
Today Simbria is a much more peaceful land and valued member of the Dominion. The current Prince, Cyriac, is the latest scion of a family that took the throne nearly four centuries ago and has held it ever since due to the quality of their rule. While Prince Cyriac is not without his pride and arrogance, he's an insightful man who's well-versed in the arts of diplomacy and negotiation. He's skilled at keeping the various factions in his kingdom happy... or at least not disgruntled.

Simbrian society is strongly divided along class lines. By ancient traditions members of various professions are segregated into the lower, middle, or upper class depending upon how valuable or distasteful society considers that profession. Someone born into a particular class doesn't get to leave it, and must marry within it. Most people accept this, but as time as gone on more have come to question it. In particular merchants and certain craftsmen, who tend to rank at the low end of the "middle class" but who sometimes become immensely wealthy, have agitated in recent years to be elevated in society. Whether anything will come of this unrest remains to be seen; neither Prince Cyriac nor King Gadrius seem particularly sympathetic to their pleas.

VARINIA

Overlord: Autocthon
Prince: Arhons
Capital: Kolari
Languages: Hazarian (Varinian dialect)
Resources: Fishing, herding, craftwork

The history of Varinia largely parallels that of Avaria (see above). A breakaway kingdom from what would in time become the Empire of Hazaria, much of its early history involves fending off attacks from Hazarian tribes and armies. Since no rivers, hills, or other natural barriers shield Varinia from Hazaria, it was a natural target for raiding and attempts at reconquest.



Facing the threats of the Lemurians and the Hazarians, Varinia decided it preferred to join the Dominion, and it was responsible for convincing Hernicia and Avaria to do the same.

Living as they do at the “roof of the world” (as they say), the Varinians are a hardy folk accustomed to self-reliance and stoicism. “Hard as a Varinian winter, hard as a Varinian heart,” the Atlantean philosopher and world traveler Attricus once put it, and many others have echoed his sentiments. Despite this, if one can break through their outer shell, Varinians can become deeply loyal friends and, in their own quiet way, fun-loving. Their favorite recreations seem to be drinking *kispa*, an amber-colored alcoholic beverage, and playing *filec*, a semi-oracular game using a variety of carved stone pieces thrown like

dice. They speak Hazarian like their neighbors to the south, but with a heavy dialect that sometimes makes it difficult for other Hazarian speakers to understand.

Most Varinians do a little farming, a little fishing, and a lot of herding of the shaggy Varinian cattle and domesticated deer. They spend the long winter indoor hours working on some sort of craft like woodcarving, weaving, or the like. They worship the Atlantean pantheon, but pay far more attention to a few minor gods, such as Heinara goddess of winter, than to the main gods favored by the Atlanteans themselves. Their ruler, Prince Arhons, is a quiet man with few burdensome duties since his people are so self-disciplined and tradition-bound.

YSTRIA

Overlord:	Ampheres
Prince:	Jarahal
Capital:	Boruhan
Languages:	Ystrian
Resources:	Farming, fishing, craftwork

Ystria was the last realm to join the Dominion as part of the Bloodless Conquest. After seeing how Simbria fared in its attempt to stand against Atlantis, when the Atlan’s envoys approached the King of Ystria he was quick to agree to their “proposals.” Most Ystrians were quick to adjust, though the Atlanteans did have to brutally suppress some efforts to maintain the worship of the vast and diverse traditional Ystrian pantheon. But that was centuries ago and for nearly all Ystrians totally forgotten. Today Ystria is a loyal province of the Dominion, and its ruler, Prince Jarahal,

THE OLCAN ISLANDS

South and east of Atlantis, astride the very equator, lies a small archipelago, the Olican Islands. Renowned for their warmth, wide beaches, and crystal blue seas, the Olicans are a favorite “vacation destination” for wealthy Atlanteans. Typically visitors bring magical accommodations of some kind, since there are no houses or other structures there. Atlanteans not interested in swimming can hunt the island’s large wild boars.

The Olicans are also known for having an enormous population of beautifully-plumed birds. No Atlantean scholar has ever cataloged them all, for it seems that each trip into the jungle uncovers new species. Atlantean tailors often hunt the birds, capturing them with small nets so they can be safely killed and their feathers harvested for use in clothing.

is well thought of in the halls of power in Atlantis.

To many Atlanteans, Ystria is known as the “Land of Perfumes.” It has a wide variety of beautiful, sweet-smelling flower species that have become the basis for an industry of perfumers. The perfumers in turn have discovered various fish oils and other substances they can use in their quest for ever more exotic, intoxicating scents. Shipped in small, distinctively-shaped bottles, Ystrian perfumes can be found in the boudoirs of many an Atlantean woman.

THE SOUTHERN DOMINION

Although it does not exercise total control over either Tel’Ramas or Angatar, Atlantis has significant holdings on both continents. It keeps a careful eye on these lands, and many soldiers stationed there, since Lemuria’s always eager to regain lost territory, the Empire of Tellat is always ambitious, and the shadowy land of Kaphtor always causes concern.

CHAGARIA

Overlord: Gadrius
Prince: Ashader
Capital: Istakhar
Languages: Atlantean, Tellat
Resources: Fishing, trade, farming, mining

The Dominion province of Chagaria was once two separate realms: Chaghandia, a land north of the Akontine River controlled by Lemuria; and Eltar, the land south of the Akontine, which was part of the Empire of Tellat. After Lemuria and Tellat were defeated at the Battle of Mt. Akontios, Atlantis forced them to cede these lands to the Dominion. By decree of the Atlan they were combined into a single realm, Chagaria. Their former capital cities were razed to the ground and a new seat, Istakhar, built at the mouth of the Akontine by Atlantean engineering and magic.

Chagaria is something of a work-horse province for the Dominion. Its sturdy, hardworking people farm, fish, and labor in the mines to provide food and goods for other parts of the Dominion, and it’s one of the main trade channels between the Sangobaran lands and Tellat. Every day, it seems, a caravan leaves Istakhar to make the sometimes-dangerous journey through the Erixian Hills to Tardanum. Despite the best efforts of Atlantean heroes and adventurers, the Hills remain unusually plagued with monsters and fearsome beasts. The current prince, Ashader, was once one of the traders who made that trip; he was chosen for the throne based on his nigh-proverbial honesty after his predecessor died childless in a riding accident.

Since taking over this land, the Dominion has ruthlessly suppressed any use of the Lemurian tongue. It forced the people to learn Atlantean, and as of 32098 BC Lemurian isn’t spoken anywhere in Chagaria. However, some people in the southern part of the land still speak Tellat as well, in part because doing so makes it easier to trade with Tellat merchants.

ESHUNA

Overlord: Mestor
Prince: Heshekem
Capital: Mursali
Languages: Eshunan
Resources: Farming, trade, fishing, craftwork

The ancient land of Eshuna is a place of exotic legends, mysterious lore, and a civilization that accounted itself old when the Dominion was just a-born-ing. It fell to the conquering armies of Atlantis when they overcame its powerful magics (see Chapter One), though for many years thereafter pockets of rebellion existed. One by one the Atlanteans found them and crushed them, and now, over two millennia later, it has become a firm and loyal part of the Dominion without losing its unique culture.

The capital of Eshuna is Mursali on the Sivrek River, thought by some wizards to be the oldest continually-inhabited city in the world. Dominating the elaborate (and sometimes confusing) cityscape is the Great Tower at the city’s center, seat of Eshuna’s government and palace of its prince. The Tower is enormous, as big at its base as a city block, and rises up and up until its pinnacle cuts the clouds. The higher one’s office or chambers, or the higher one is allowed to climb in the Tower, the more powerful or favored one is.

Prince Heshekem, the current ruler, is an intelligent and capable man, though it’s sometimes said his fondness for women and wine is a bit too strong for his own good. He spends most of his time in the Great Tower, rarely venturing outside.

Most Eshunans are farmers or fishermen, but trade is an important part of the province’s economy. Goods from all the lands around the Gulf of Eshuna come to Mursali and are then transported overland by caravan to western ports, where they are put on ships that sail to the Inland Sea of Khotar and thence to Tel’Ramas or Atlantis. Eshuna produces many goods of its own, and is particularly known for its distinctive jewelry, which comes into fashion in Atlantis every few decades.

While they’re rarely as powerful as Atlantean mages, Eshunan wizards have a well-deserved reputation for learning, wisdom, and skill. Their arcane lore dates back millennia and is usually recorded in large scrolls that are passed from master to favored apprentice over the generations. Compared to Atlantean magic, Eshunan magic focuses on the

conjunction of monsters and demons, and on spells that require inscribed talismans (*i.e.*, an Expendable Focus) to unleash their power. Eshunan wizards often use rings to hold spells and enchantments; it's not uncommon for an accomplished wizard to have two or more rings on all ten of his fingers.

Zhargond's Vortex

Nearly 300 years ago wizards all over the world felt a strange disturbance, like a *snap* in the arcane energies surrounding them. Responding to this feeling, several of them were able to trace it to a source in southern Eshuna. Where once had stood the tower of the wizard Zhargond, an accomplished practitioner of Eshunan wizardry, now stood a swirling purple vortex of mystic energies. It wasn't spreading and it wasn't hurting anything, but its exact cause was (and remains) a mystery. Several wizards tried to stop it or contain it; none succeeded, and several were injured when their spells backfired on them. To this day spells cast in the vicinity of the Vortex sometimes fail to work properly, often to the caster's detriment. And Zhargond himself has not been seen since that day, though oracles differ as to whether he died or left Atlantis's plane of reality.

Atlan Vondarien has decreed that no one may approach closer to the Vortex than five miles without permission from him. A series of stone markers has been placed warning the curious not to go further in.

Anzir

Concerns about Kaphtoran schemes and evil have plagued Eshuna for centuries. To guard its border with the shadowy kingdom to the east, Eshuna constructed the fortress Anzir (which means "the Mighty One" in Eshunan). Built on top of (and into) a bluff that can easily be approached only from one side, Anzir stands as a silent but unmistakable warning to the Kaphtorans. A small town has grown up near it to cater to the needs of the soldiers assigned there.

KARSHEMISH

Overlord: Mestor
Prince: Arvandall
Capital: Ekbatahn
Languages: Shem
Resources: Farming, trade, fishing, craftwork

Some wizards believe the Karshemish civilization is nearly as old as Eshuna's, though it's never been as stable — based on historical records and the visions of seers, until about 4,000 years ago the region was inhabited by various tribes who spoke similar tongues but often fought with one another. The mighty warrior Baldir arose, defeated all who stood against him, and made himself king over the Shems. To this day the rulers of Karshemish (as well as many Shem nobles) claim to be descended from Baldir, though privately they have to admit there's no actual proof of an unbroken lineage extending over the millennia.

Karshemish was the first realm to enter the Dominion voluntarily, thanks to the wisdom of King Arvand, who became its first prince (see Chapter One). Aside from the Urguts (see below), the Shem are loyal citizens of the Dominion who have adopted much of Atlantean culture but blended it with their own ancient ways. For example, the Shem style of architecture runs to large but short structures that impress the onlooker with their size and grandeur; they're not quite like anything else in the world. In centuries past they built ziggurat-like temples to the Shem gods, and even now when they worship the Atlantean pantheon their holy buildings look more like the ones of old than their counterparts on Atlantis.

The seat of Karshemish is Ekbatahn, a relatively young city that was built on the shores of the Mestorian Canal after King Mestor created it. As the gateway to trade with the southern lands, Ekbatahn is a cosmopolitan place with a marketplace to rival Atlanelos's own and inns famed for the crisp Shem ale they serve. Despite the best efforts of the Prince's men and King Mestor's soldiers, thievery is rampant, with rival gangs of burglars and pickpockets competing to see who can acquire the most illicit wealth.

Karshemish's other major city is Biltis, at the mouth of the Zosar River in the east. A much quieter place, it's the center of the Shem weaving industry. Shem cloth is renowned for its fineness and rich colors, and many a noble of other lands proudly boasts of having a tunic or cloak from Karshemish.

The Mestorian Canal

About a thousand years ago, Atlantis found itself frustrated by the slow pace of trade from the southern lands. At the same time it was dealing with the latest in a long series of border disputes between Ras Shamra and Karshemish. Mestor decided to solve both problems at once.

Traveling to Tel'Ramas, he went to the place where the two provinces were fighting. Ordering the armies to withdraw, he cast a mighty spell. The power of his magic began digging a channel a hundred yards wide and deep enough for the heaviest ships. It started where he was standing, at the shore of the Inland Sea of Khotar, and continued northward. It took two days, but eventually the force of the spell reached the Atlantean Sea... and the Mestorian Canal was born. Ever since, trade has flowed freely from the south to Atlantis, and neither Ras Shamra nor Karshemish has raised any concerns about their border.

The Urguts

The Maradin Mountains on the eastern border of Karshemish are home to a tribe called the Urguts. They prey on travelers going through the aptly-named Urgut Pass and are known to commit atrocities against their victims, whom they regard as sub-human. Often victims are kidnapped and then sacrificed to the Urgut gods in bloody, torturous ceremonies.

After Karshemish entered the Dominion, Atlantis sent a military expedition to wipe out the Urguts. But as the soldiers approached the mountains they began to feel ill, and the closer they got the worse they felt. Eventually a priest accompanying the expedition revealed to the commander that the gods had spoken to him and declared that the Urguts must be spared. Those whom they attacked could fight back, but any army or heroes that came against them would suffer the same debilitating illness. So to this day the Urguts remain a thorn in Karshemish's side.

PARINDA

Overlord: Euaemon
Prince: Tavidra
Capital: Konra
Languages: Parindan
Resources: Farming, herding, craftwork

Like other southern lands, Parinda has been inhabited for millennia, before even the creation of Atlantis. As discussed in Chapter One, it was once a region of many small kingdoms that traded, competed, and sometimes fought with one another. Ancient Parindan chronicles, written in books with pages made of thin, finely-tooled leather, describe countless battles and wars using the elegant, flowery Parindan script.

Since the Atlanteans unified the region into a single province ruled by a prince, the former tiny kingdoms have become administrative districts. To help them oversee their vast population, the Parindan princes have over the centuries created a large and efficient bureaucracy that starts with the nobility and runs all the way down to legions of scribes. This machinery of government usually works well, but not quickly; “swift as a Parindan bureaucrat” is a common saying for “slow.”

The current Prince is Tavidra, known as “the Golden” for his love of lavish displays of wealth. In his youth a fit, active man and accomplished warrior, he’s aged into a paunchy, good-natured fellow whose *joie de vivre* is most often expressed at the feasting-table. The elaborate meals he puts on, particularly on holidays, have become legendary; even the Atlan has graced his dining hall a time or two.

The Parindan people are quite numerous; they believe that having large families honors the gods. As a result the kingdom often flirts with starvation when the harvest isn’t large, disease takes the herds, or the schools of fish find other waters to enjoy for awhile. On two occasions in the past 500 years the Atlan has personally intervened by using the magic of the Ten Brothers to create enormous amounts of food to

tide the Parindans over until their situation improved. He doesn’t like to do this, since he wants his provinces to be self-reliant, but he doesn’t want to see tens of thousands of his subjects dying of starvation... particularly the subjects who form so much of the bulwark against potential Kaphtoran aggression.

The Black Needles

Forming a long line across Parinda are three large obelisk-like structures that seem to be made of featureless obsidian. They’re called the Black Needles (*Abnusalai*, in Parindan). No one knows where they came from or who created them; they’re mentioned in the earliest Parindan histories. What is known is that they emit potent magical energies. Parindan mages have devised spells to “tap” those energies, and cast their other spells by drawing on the Needles’ power. This makes Parindan mages very strong in their own land but very weak anywhere else. (See Chapter Seven for more information about Parindan magic.)

The Tombs Of Gastu Vahno

One of the old Parindan kingdoms (now administrative districts) was Gastu Vahno, in the southern end of the country, north of the Red Forest and east of Lake Girpali. Unlike most Parindans, whose custom is to burn their dead on pyres (the wealthier or more noble the deceased, the more elaborate the pyre), the Vahnans buried theirs in underground chambers. The Tombs of Gastu Vahno is the largest surviving necropolis from the old days. It’s a series of underground hallways lined with thousands of chambers holding the remains and grave-goods of the early Vahnans nobles. Elaborate traps and magics often protect the bodies, and due to his concern about the Tombs being used by Kaphtoran shadow-mages Atlan Vondarien has established a special group of a dozen Atlantean soldiers, the Vahana Guard, to protect the Tombs and see to the general security of the region.

RAS SHAMRA

Overlord: Mestor
Prince: Choreshe XVII
Capital: Rhidassa
Languages: Shamran
Resources: Farming, herding, craftwork

Ras Shamra, the only southern realm to field an army against Atlantis, is a warm, dry land of plains and fields. It has few large stands of forest and no large inland bodies of water. Despite occasional problems with drought the climate is well-suited for certain types of agriculture, and for herding cattle and goats. Its people tend to live in villages or small towns.

Rhidassa, the prince’s seat of Ras Shamra, is a large, bustling city built after the Atlantean conquest that attracts traders from all over the world. Its merchants are known for their cleverness and wiles; few outsiders can ever claim to have gotten the better of a Rhidassan merchant! But they’re also known for their greed; a few rumors even claim that some Rhidassan merchants regularly traffic with Lemurian traders despite the fact that regular contact with the subjects of the Empire is frowned upon by the Dominion.

The other major city in Ras Shamra is Daraghan, at the mouth of the Darag River. It conducts a lively trade with southern Sangobar and even some parts of Saravon. It’s known as the “City of Doors” because the local custom is to decorate one’s door with beautiful carvings and bright colors both as a way of welcoming visitors and of displaying one’s prosperity to the world.

Prince Choreshe, the seventeenth ruler of Ras Shamra to bear that name since the conquest, is one of the Dominion’s most colorful rulers. In his youth he was infamous for riding his beloved horse Hasikar everywhere (even indoors). As prince he’s occasionally made courtiers come to court in costume, formed his pet monkeys into a special military unit complete with uniforms, and once decreed a national day of mourning for dead

HY-AUSTRALOS

Far to the south lies the land of Hy-Australos, which is so inhospitable no one lives there or claims it. Hy-Australos is bitterly cold and perpetually covered in ice and snow. Winds that can freeze a man's beard solid whistle down off tall, jagged mountain peaks. The only things that live there are seals, walruses, and waterfowl inured to the cold, and a species of enormous white bear that preys on them. Atlantean hunters sometimes venture to Hy-Australos in search of walrus ivory or bear pelts, but that's more so they can brag about having been there than for the value of such things.

hopes and dreams. Many people, including several of the Ten Brothers, are convinced that he's totally insane... and yet he seems to be quite gifted at running Ras Shamra. For all of his tomfoolery he keeps the government functioning smoothly and makes difficult decisions well. Atlan Vondarien considers him merely "eccentric" and has chosen to ignore his behavior as long as he continues to rule properly.

The Ruined Temple Of Bel'hamasa

When Atlantis conquered Ras Shamra, Elasippus had the entire Ras Shamran capital razed to the ground. However, one building, the Great Temple of Bel'hamasa, defied the efforts of both his engineers and his wizards thanks to the potent spells of protection placed upon it by the Shamran gods. In deference to their (now weakened and ultimately doomed to "die") heavenly brethren, the gods of Atlantis told Elasippus to cease his efforts, and so the Temple was abandoned forever.

In the thousands of years since, time and the elements have done what the Atlanteans could not. The protective spells have gradually failed, and the temple has slowly but surely fallen to ruin. Stories whispered around Shamran campfires and in the taverns of Rhidassa claim that strange beasts warped by the lingering magics and monsters drawn by the place's ancient power and wealth dwell there now, a dire peril to all who would explore the ruins of the vast temple complex.

BEYOND THE DOMINION



Beyond the boundaries of the Dominion lie several other empires and realms that have long stood against Atlantis or avoided its attentions. Today all pose some threat to Atlantis, or offer it opportunities in the years to come.

THE EMPIRE OF HAZARIA

Ruler: Emperor Areld Halfhanded
Capital: Vastrond
Languages: Hazarian
Resources: Farming, herding, craftwork, mining

Occupying the northwest corner on maps produced in Atlantis, the small but doughty Empire of Hazaria has remained free despite occasional threats from both the Dominion and the Lemurians. Though it has never succeeding in expanding beyond its present borders or retaken the lands it lost when the three kingdoms to its east joined the Dominion, its people still stand proud, ready to face their enemies with heads held high and swords at the ready.

HISTORY

The Hazarians are a loose grouping of four closely-related tribes who each speak basically the same language: the Drondor; the Gelkings; the Agdorons; and the Alvdars. In early Hazarian history these four tribes occupied all the northern lands of Sangobar, roughly from west to east in the order listed. The Alvdars were the most numerous, but were eclipsed in fighting prowess by both the Drondor and the Gelkings.

In time the tribes grew larger and more powerful, and warfare between them more frequent. Some Hazarians reveled in warfare, but cooler heads realized the senseless slaughter could be avoided. The Hazarian *volo* (wizard) Engbur, wise in all things, counseled the leaders of the four peoples and convinced them to form a compact. Thus united, under the rule of a high king, they could accomplish far more and leave their children a

better world to grow up in. Swayed by his eloquence and wisdom, the four chieftains agreed. One of them, Helget of the Gelkings, was chose by Engbur to become high king, and the other three agreed... though not without some grumbling.

Under the rule of Helget and his successors, tribal warfare diminished considerably (though it never ceased) and the Hazarian civilization began to rise and flower. Freed from the demands of fighting, the Hazarians were able to develop their technology, art, and culture to unheard-of levels. Many of the great Hazarian sagas and epic poems, telling tales of heroes and monsters and wars in the heavens, date from this time. The high king, seeing that he ruled over many peoples and lands, changed his title to Emperor (a title that some, including many Atlanteans, still scoff at).

Eventually, though, schisms arose. The Alvdars were never happy at not ruling the Hazarians, since there were more of them than any other tribe, and over the years their trade with Simbria and lands further south had exposed them to new ideas and beliefs. Under the leadership of the mighty warrior Avar, the lands now known as Avaria, Hernicia, and Varinia declared themselves free of Hazarian rule.

Years of warfare followed, but for once the powerful Hazarian soldiers were thwarted. The eastern lands won their freedom for true, leaving Hazaria to lick its wounds and hope for a better result next time. Unfortunately, the Hazarian Empire has never achieved that result — but nor has it lost anything else. For some reason the Atlanteans have never tried to conquer it, though it seems they easily could if they so chose. The Lemurians have made several half-hearted attempts, but the mighty Hazarian knights have fought them and their magiconstructs off each time. No one knows what the future may hold, but for now Hazaria is safe and secure.

GEOGRAPHY

Hazaria occupies the northwest corner of Sangobar; to its south is Gardarica, its east the three “Hazarian kingdoms” of the Dominion, and its north the endless hyperborean wastes. Most of its land is northern grasslands and hills, broken up here and there by small, swift, cold rivers and patches of forest. Many of the trees are evergreens, but a few hardy oaks and other deciduous trees also exist. Aside from the Hazarians’ domesticated horses and cattle, the major animals are a large species of deer (similar to the one that exists in northern Pelasgar) and an equally-large species of wolf that often terrorizes Hazarian homesteads but also serves the Hazarian military (see below).

Vastrond

The capital of the Hazarian Empire is Vastrond, which straddles the ice-cold Ivling River at its mouth. An often grey and depressing place of dirty streets and squat brown and white buildings, it brightens up considerably when the flowers bloom during the short Hazari summers. The city’s center is located on an island in the middle of the river that can only be reached by two bridges, one to each shore. The bridges are designed so the Hazarians can easily block or cut them to defend the Imperial Palace, which occupies the hill at the center of the island.

The biggest and tallest building in the city, the Palace is a confusing mass of towers, wings, and alcoves that’s a testament to the number of rulers who’ve occupied it. Each emperor added his own “personal touch” in the form of a new structure, tearing down an old part of the building and replacing it, or the like. Since no central plan was ever followed, it’s easy for almost anyone, even someone who’s visited it many times, to get lost.

The centerpiece of the Palace is the Throne Room, which becomes the Feast Room on high state occasions. A long, rectangular room, it has a mezzanine where archers stand guard over the Emperor whenever he’s there; the columns supporting the mezzanine are carved in the shape of famed Hazarian heroes, monsters of legend, and the like. The wooden floor is inlaid with an enormous copy of the symbol of the Empire, a sword inside a sunburst.

The Boralan Islands

To the west of the Empire are the Boralan Islands, inhabited by a people known as the Boralans who may be related to the Hazarians (see page 20). The Hazarians conquered the islands

easily centuries ago, for the Boralans are not a warlike race. But the rocky, wind-swept islands have little to offer, and so the Hazarians leave them and their people alone... provided the emperor receives his annual tribute of walrus ivory and other goods.

CULTURE

The former tribal society of the Hazarians has evolved into a more sophisticated clan structure of extended families (though disagreements and feuds between clans, mirroring the tribal conflicts and clashes of old, are not uncommon). A typical Hazarian family lives in a wooden house with a central fire-pit for warmth and cooking. Related families live nearby, forming a loose sort of “town” in which everyone’s related as part of a small clan. Clans get together with other nearby clans several times a year for socializing, trading, and entertainment. Marriages are usually arranged at these events by the respective parents, with the wife joining her husband’s family after the wedding. The newlyweds live with the husband’s family for a few months until their own house can be built.

The Hazarians divide jobs and duties between the genders along strict lines. Men do the farming, hunting, fighting, guard duty, building, and other heavy labor, and are generally considered “head of the family” with the power to speak for it in legal matters. Women take care of domestic chores, cooking, raising children, gardening, and the like, and quite often have far more say in what a family does and says than any husband is willing to publicly admit to. Children typically have only a few chores (at most) to do until age 10, at which point they undergo the “adulthood ceremony” and start to become a much more important part of overall family life, with various duties and responsibilities.

ECONOMY

The Hazarians trade extensively among themselves. Typically the south, which has a longer growing season and better farmland, trades foodstuffs to the north for herd animals, furs, amber, and other goods. Most trades involve barter, but the Hazarians do have a currency in the form of small silver bars about the size of an adult man’s middle finger. (The Hazarian silver bar is worth about half an Atlantean *boullios*, or gold coin, and thus equal to five Atlantean *drakahms* [silver coins].) Hazarian merchants often travel beyond their empire’s borders to

trade in Deoghar and northern Sangobar. They usually carry ivory, amber, furs, Hazarian ale, and gemstones from the northwestern mountains, which they exchange for fine Atlantean cloth, wine, musical instruments, jewelry, and other high-priced luxury items that the Hazarian nobility desires.

GOVERNMENT

The ruler of the Hazarian Empire is Areld Halfhanded, who earned his nickname when he lost two fingers on his left hand to a Lemurian’s sword during a skirmish in his youth. Like many Hazarian emperors, he came to the throne by killing his predecessor in a challenge combat. He hopes to leave it to his son, also named Areld and known as “the Red” for the color of his hair, but it’s possible some ambitious nobleman will try to take the empire from the younger Areld by combat as well.

Although he holds the title “Emperor,” Areld doesn’t really have any more power or wealth than a typical Atlantean prince (or even many Dominion nobles). He rules mainly by edict, with little in the way of a court or bureaucracy to assist him. Like most Hazarian rulers he’s learned to be wary of establishing new laws or policies, since the Hazarians are an independent-minded folk who don’t take too well to having their government try to actually govern them too closely. As long as Emperor Areld doesn’t overstep his traditional bounds and properly enforces the existing laws, his people will respect him (even if they don’t necessarily always like him); if he goes beyond those bounds, feuds, vendettas, and even rebellion could result.

The Hazarian nobility consists of the heads of the larger clans (and even some important extended families). By longstanding custom they are the *de facto* rulers of the region they live in, despite the absence of a traditional feudal system or the like. Since tending to their administrative duties often makes it difficult for them to farm or do other work, they often get by on gifts from people seeking their favor... which creates a delicate balancing act of interests and perceptions.

Despite their reputation for feuding and settling matters with duels, the Hazarians are actually a people of laws. They have a lengthy and often elaborate legal code that’s written down in large books kept at the Emperor’s court. Local nobles are expected to know the law (or to have

an advisor who does) and to hold court at least once a month to resolve legal disputes. Anyone not satisfied with a noble's ruling can appeal to the Emperor, who holds court for one week every three months. The Emperor's decision is final, and if necessary will be enforced by his army.

MILITARY

Hazaria doesn't maintain a large military force anymore, since it's given up on trying to retake Avaria and the other kingdoms to its east by force, and Lemuria rarely threatens it with military force any more. But the Emperor needs soldiers to enforce his will and protect the land from monsters and other perils, and so an army exists.

Rather than having a large body of lightly-armored infantry, Hazaria relies on a small army of highly-trained, heavily-armored warriors that can be considered "knights" (though they don't follow any code of chivalry, just their own general code of honorable conduct). Hazarian knights are unusual in two respects. First, they're more heavily armored than other warriors of the Atlantean Age. Unlike, say, an Atlantean or Tellat fighter, who wears a breastplate, greaves, vambraces, and a shield, the Hazarian knight wears what amounts to plate armor. Second, instead of riding horses, Hazarian knights ride semi-domesticated giant Hazarian wolves. Managing one of these brutes is difficult (in game terms, it requires TF: Hazarian Riding Wolf) and tends to involve brute strength and blows to the animal's head rather than soothing words and treats. In the heat of battle, an injured or weakened knight may find his wolf turning on him! But despite these risks, the Hazarians prefer wolves to horses because (a) to them the ability to "tame" and ride a wolf indicates manliness and skill, and (b) the sight of wolf-mounted cavalry tends to terrify the opposition.

MAGIC

The Hazarian *voló*, or wizard, practices a style of magic not quite like any in the world. Mainly involving lengthy rituals instead of easily-cast "combat magic," Hazarian wizardry involves drawing out the ambient magical energies in certain substances and materials, such as ivory, amber, gold, blood (human or otherwise), fangs and claws, certain flowers and herbs, oddly-shaped stones, and the like. The *voló* gathers up the substances that relate to the type of spell he wants to cast — such as gold

for a spell of luck, or blood for a spell to make a man brave — and prepares them, often by tying them together with special cords he weaves himself. Hard, durable substances like ivory may be carved with arcane sigils to heighten their power. Once all the materials are prepared, the ritual is performed. In most cases this involves casting the spell right then and there in a process that destroys the substances (typically by burning them or throwing them into a body of water). But in some cases the *voló* "charges" the item(s) with magical energy for use at a later time, creating a sort of one-use "fetish" that can affect his foes in battle.

KAPHTOR

Ruler: Priest-King Modaroc III
Capital: Regethon
Languages: Kaphtoran
Resources: Farming, trading, craftwork, mining, herding

"Dark Kaphtor, where shadows lie/ Even when Helios rides the crest of sky," wrote the poet Domikos, neatly summarizing most Atlanteans' opinion of the land to the far south. Despite their low opinion of the land, its people, and its customs, the Atlanteans and other kingdoms trade extensively with Kaphtor because of its unique and highly-desired goods.

HISTORY

The early history of Kaphtor is not well-known; the Kaphtorans themselves aren't very forthcoming with other peoples, and few scholars have cared to venture into Kaphtor to learn more for themselves. What is known (or at least surmised) is that Kaphtor's early history was marked by struggles between various tribes and petty kingdoms. One day, without warning, a gigantic purple crystal, now known as the Noctis Shard, appeared in midair over the castle of one of the petty kings, Nirblis. He interpreted this as a divine revelation and sign of favor from one of the gods — the god the Kaphtorans worship today, and whom they do not name. Abandoning the worship of all other gods, he recruited to his side both priests and warriors, and a crusade began.

A thousand years later, the petty kingdoms were no more, and Kaphtor and Kalla'har as they exist today had come into being. United under the rule of Priest-King Nirblis, and watched over by its unnamed dark

god, the land became more powerful and prosperous than ever. In time Nirblis's descendants abandoned his seat and built a new capital, Regethon, on the coast to make trade easier. But the Noctis Shard remains, watching over the Kaphtorans and giving power to their wizards. Some say as long as it stays there, Kaphtor cannot fall... but if it ever disappears, or is destroyed, Kaphtor will soon follow suit.

GEOGRAPHY

Located well beneath the equator, Kaphtor is a temperate land with warm springs and summers, and cool autumns and winters. Snowfall tends to be heavy during the winter months; many Kaphtoran wagons are built so that wheels can easily be replaced with runners to turn them into sleighs if necessary.

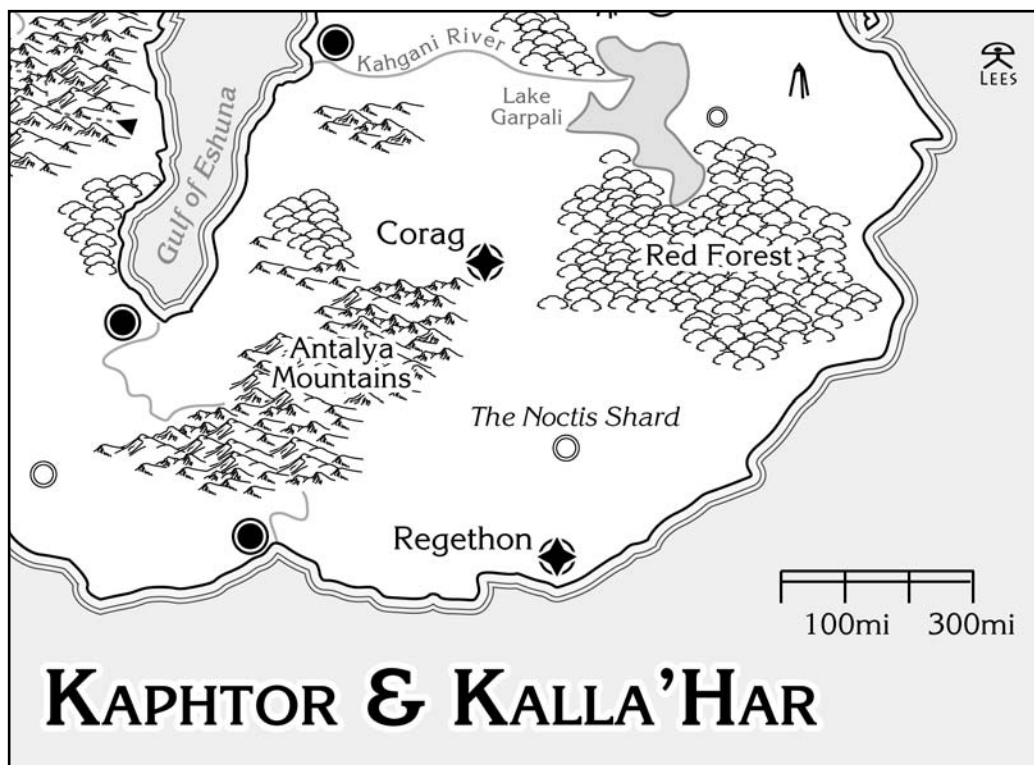
Most of Kaphtor is lightly-forested grasslands ideal for both farming and raising herd animals; water (in the form of small rivers and lakes) is plentiful and the soil fertile. To the west are the Antalya Mountains where the Kaphtorans mine valuable ore and quarry stone; to the northeast is the vast Red Forest, full of quality timber and game animals... and more than a few monsters for Kaphtoran heroes to slay.

Kalla'har

Kalla'har, to the north of Kaphtor, is nominally a separate kingdom ruled by King Gerenshar. In truth it's really just a province of Kaphtor, providing the Priest-King and his followers with foodstuffs and other goods in the form of tribute. King Gerenshar does nothing important until he consults with the Priest-King, and always does as the Priest-King instructs. Aside from his own personal guard he has few soldiers; instead "military advisors" from Kaphtor provide him with any fighting men he happens to need.

Regethon

The royal seat of Kaphtor is a city of dark grandeur. Perhaps in an attempt to emulate the Atlanteans, the builders of Regethon favored large structures, tall towers, and open plazas. Of particular note is the great temple at the very heart of the city, where the noble and wealthy come to worship the Kaphtoran god at weekly ceremonies. Lower-class folk must stay in the plaza outside and worship from afar. This pattern repeats throughout Regethon again and again, with the lower classes barred from many places.



CULTURE

Kaphtoran society is rigid and oppressive. The Priest-King and his priests are the greatest power in the land, with spies and influence everywhere. Anyone who does not comply with their wishes — which include devout worship of the unnamed god and attendance at all scheduled worship services — soon finds himself dragged inside the inner recesses of a temple... and no one ever hears from or sees him again.

Ranked below the priesthood is the nobility, which includes possessors of hereditary titles, wealthy men who've bought their way into power, and heroes who've performed services for the Priest-King and been awarded noble rank. Typically a noble is in charge of some place or project assigned to him by the Priest-King. One might rule over all the people in a particular district or city of the kingdom, another might lead part of the army, while a third is in charge of all trade expeditions to Tel'Ramas. A noble who can't perform his duties satisfactorily will soon find himself replaced (and few displaced nobles survive for long).

Below the nobles are a middle class of valued craftsmen and other professionals. After them comes the vast mass of the Kaphtoran people, the lower classes. Doomed to a life of poverty and oppression, they have little to look forward to and often live

a worse life than the slaves who serve the nobility. Slaves, who are common and often horribly abused, are the lowest rung on the Kaphtoran social ladder. By law any nobleman or craftsman can kill a slave for any reason, and the only penalty he has to pay is recompense to the slave's owner.

Kaphtoran women generally occupy a position not much better than that of slaves. In Kaphtor women are subservient to men of equal social rank. A woman cannot marry without her father's consent, cannot leave the house without her husband's consent, cannot own property, and has no real say in society. Particularly among the lower classes women basically exist to serve the whims of their men, leading to short, miserable lives. Men can have multiple wives and can divorce a wife at will with no penalty; women cannot initiate divorce.

Among the upper classes, favor-courrying, influence-peddling, intrigue, and assassination are commonplace. In Kaphtor two people having a serious difference tend to hire assassins to settle the matter. Sometimes all that's required is for an assassin to show the target that he can get to him; the smart target then backs away from the situation. In other cases the dispute ends only with the death of one of the parties. When someone is assassinated, all his assassination contracts immediately expire,

thus sparing his enemy (assuming word of this reaches the other assassin in time). By the "code of honor" Kaphtoran assassins follow, an assassination has to be obvious; there's no such thing as "making it look like an accident"... though that doesn't necessarily mean the identity of the assassin or his employer will be obvious.

ECONOMY

Ordinarily Kaphtor would find itself in difficult economic straits because few people like to visit it. However, Kaphtor possesses several unique trade-goods desired by the folk of other lands. Typically the Kaphtorans still have to mount trade expeditions to go to other lands; it's a brave or greedy merchant who'll come to Regethon to trade.

Besides typical items like food-stuffs and furs, Kaphtor has three trade items that are difficult or impossible to find anywhere else. First, miners in the Antalya Mountains occasionally find *lupek* stones. Lupek is a high-quality gemstone that ranges in color from a sort of teal to a rich blue-purple; it's unlike anything else in the world, and prized for its beauty and value. Second, other miners quarry *shertaf* stone from the mountains. Shertaf is a marble-like stone that comes in a variety of colors and is desired for interior flooring, decor, and artworks. Lastly, in parts of the Red Forest grow the trees that

give it its name: the Kaphtoran cedar, treasured for its pleasant odor, rich luster, and carvability. Items made of Kaphtoran cedar, from small decorative boxes to large pieces of furniture, grace many an Atlantean home.

GOVERNMENT

The ruler of Kaphtor is Priest-King Modaroc III, who's the head of the priesthood as well as the secular government. His chief advisor is High Priest Yogen, who oversees most day-to-day temple business and commands the priesthood. Modaroc's other assistants include nobles who serve as court functionaries, various courtiers who curry favor and create a social life for Regethon, and so forth. The Priest-King's word is law, enforced as needed as needed by the priesthood or his soldiery.

The laws in Kaphtor are strict and harsh, as many a visitor has learned to his regret. Evildoers, people who incite trouble, blasphemers, and those who openly worship other gods are usually put to death after being captured. Those who are spared the headsman's axe end up with a lifetime of slavery to look forward to.

MILITARY

The Priest-King maintains a large and well-trained army, despite the current lack of external threats to his kingdom. For the most part they serve as guards in his cities, patrol the roads to prevent banditry, collect taxes, and see to it that the people remain docile.

The typical Kaphtoran soldier wears a chainmail hauberk and gauntlets plus boots and a helmet, and also carries a shield. Most soldiers favor the sword, but battle-axes, maces, and other weapons aren't unknown. Additionally most soldiers carry a spear that can be thrown or used as a melee weapon. Cavalry wears a lighter hauberk and has a longer, heavier spear. Archers wear studded leather armor and stay as far back from the main fighting as they can, since they only have a short sword or dagger in addition to their compound bows.

It's said the Priest-King has an enormous corps of spies who keep a close eye on his people and on other lands. Some of these spies come from the ranks of Kaphtor's vaunted assassins and can do more than just gather information. Others are masters of disguise, possibly even students of Dushaanian shapechanging magic (see page 132).

MAGIC

Kaphtoran magic is similar to Atlantean in most respects, but with some important differences in terms of which spells Kaphtoran mages can cast and how they cast them. See Chapter Seven for specifics, but there are two primary differences. First, Kaphtoran mages have easier access to Shadow and Chaos spells. Second, they depend on enchanted staffs to help them cast their spells; deprived of his staff, a Kaphtoran mage is significantly less powerful.

THE EMPIRE OF TELLAT

Ruler: Emperor Doracantos
Capital: Tardanum
Languages: Tellat
Resources: Farming, craftwork, trading, herding, mining

Occupying half of the continent of Tel'Ramas, the Empire of Tellat has been a persistent source of trouble for Atlantis. Unable to conquer the southern upstarts, the Dominion must now confront the fact that Tellat may choose to ally with Lemuria, giving the undersea realm new life and power.

HISTORY

Unlike present-day Hazaria, Tellat is a true empire. Its beginnings lie with two peoples, the Erixo and the Ventani (or Ventanians), who controlled the lands south and north of the Sinessa River, respectively. Although linked by trade and a common language, the two peoples often fought with one another for territory, over some slight real or imagined (raids across the river for cattle or women being the most common spark), or to obtain a trade advantage.

It came to pass that both peoples were led by kings of exceeding wisdom: Berreket of Erixo and Tagal of Ventani. After one particularly vicious conflict, both men realized the situation could not be allowed to continue. With most of their noblemen dead in the fighting, both were in a position to exert great power within their lands. Working at first in secret, but later in the open, they began to negotiate an end to the hostilities. It was agreed that Berreket's daughter would marry Tagal's son, and their son would rule a united land. They called this land *Tellat*, a word in their language taken from the term for "union" or "coming together."

The peace lasted — barely — long enough for old hatreds to die away with those who'd held them and new generations to grow up having never known anything but Tellat. Jokes were still made about "filthy Erixians" and "barbaric Ventani," but in effect the two people had become one. Within a few decades they were beginning to come into their power and cast covetous eyes eastward. The Lucanians, who dwelt in the lands east of the Sinessa, were the first people to "join" Tellat, and the overproud Tellat King Ammicar wasted no time declaring himself "Emperor."

Nor were the Lucanians the last people absorbed into the Empire. When the vicious Askari held out against the Tellat armies in their mountain highlands, the Ardanians to their south and Volscarans further east were unable to resist Tellat strength. Turning north, the Tellat armies next took Apperia, destroying so many Apperian towns and villages that for years the region was a virtual wasteland.

With the other nearby lands pacified, Tellat returned to the thorny problem of the Askari, sending so many troops against them not even the fierce mountain folk could hope to hold out for long. One by one the Askari strongholds fell, though none easily and none without price for the Tellats. In the final conflict of the war, the Tellat army confronted a much smaller Askari force that it had pinned against the edge of a precipice along with many Askari women and children. As the Askari warriors slowly gave ground, the women and children willingly leaped off the cliff to give their men more room to fight. When all were dead the anguished soldiers threw themselves at their opponents with renewed fury, but for all their boldness they were swiftly cut down.

Though the main work of conquest was done, it took centuries for the conquered peoples to become truly pacified. Revolts flared occasionally, and the Tellat emperors put them down. To keep soldiers in fighting trim, expeditions were mounted to conquer the lands northwest of the Erixian hills and north of the Dardessos, though with mixed results at best and no permanent holdings for the most part. At times the Empire expanded, and later it contracted back, but it never lost its core lands.

During the First Lemurian War, Tellat allied with Lemuria, one of its strongest trading partners. The Tellats had long been envious of Atlantean power and prestige and hoped for the

chance to humble them. They very nearly did at the Battle of Mt. Akontios (page 13), but ultimately the Atlanteans won the battle despite the Lemurian magiconstructs and Tellat countermagics. As the price for its defeat Tellat was forced to cede its lands west of the Erixian Hills. At the time many Tellats were glad that price was so small, but today more and more of them wonder if there might not be a way to turn that long-ago defeat into a victory and take the place of both the Atlanteans and the Lemurians as the chief actors on the world stage.

GEOGRAPHY

The Empire of Tellat encompasses all the lands east of the Erixian Mountains and Hills and south of the Daessos River and the Inland Sea of Khotar. Most of the land is flat, fertile grasslands, though around the two mountain ranges and to the far north along the river there are ranges of wild hills where few men live; wild beasts and even monsters dwell there, sometimes coming down into the civilized lands to wreak havoc. For example, just a few decades ago a gigantic serpent left the hills near the Apperians, lured by the succulent taste of Tellat sheep... and Tellats! Its foul breath and steel-hard scales made it nearly impossible to kill; over a dozen soldiers and heroes died trying. Finally the hero Hodesh, skilled in archery, slew it by firing an enchanted arrow down its gullet.

Tardanum

Built at the confluence of the Sinessa and Ventana Rivers, the Tellat capital of Tardanum is effectively landlocked since a series of turbulent rapids makes the Sinessa unnavigable by ships all the way to the city. Known simply as “the City” to Tellats, it’s also called the City of Bridges because Tellat engineers have built so many spans over the city’s two rivers.

The heart of Tardanum is the Great Plaza just to the north of where the two rivers meet. Ringed by the Imperial Palace, the Hall of Councilors, and the Temple of Maritra, it’s where all important official business takes place. When the weather is fine most of the city’s movers and shakers can be found there, debating policy or transacting business; in foul weather the conversations and deal-making move indoors.

North of the Great Plaza is where the wealthiest and influential citizens live. Across the rivers, and the fur-

ther south one goes, the poorer and and more squalid the neighborhoods become. The wealthy rarely venture into those parts of the city without an armed guard.

Other Cities

The Empire has two other major cities of note (as well as many other smaller cities, towns, and villages). Mendria sits at the mouth of the Sinessa River, on its west bank (the east bank is much lower and swampier; the swamps provide waterfowl and fish for the city). Since trading ships can’t sail upriver to Tardanum, Mendria is the Empire’s chief trading port. From its northern gate caravans carry goods to the capital and elsewhere.

The other two cities — Telamon, on the coast between Ardanian and Volscara, and Ventanium, on the Inland Sea — are also important ports, but more limited in scope. Telamon mainly sees trade from Kaphtor and Eshuna, whereas Ventanium is the port that gets traders who come from the north through the Mestorian Canal. Atlantean visitors who arrive in Tellat by ship usually disembark in Ventanium.

The Decana Islands

Off the coast of Volscara lies a small archipelago, the Decanas, that the Empire claims. Although not particularly hospitable (especially during the long, cold winters), the Decanas are home to Tellat settlers because of the silver mines there. For some reason the silver mined from these islands is magically “potent,” and thus perfect for use in crafting enchanted items. It’s not unknown for a powerful wizard to visit the islands to personally choose exactly which silver ore or vein he wants because of the way it “feels” to him mystically.

CULTURE

The Tellats are known as a proud, even arrogant, people. Many of them believe their Empire is destined to rule the world, though there seems to be little chance of this ever happening and the Emperor isn’t planning any campaigns of conquest. They tend to look down on other peoples, even Atlanteans, as “barbaric” to some extent.

Perhaps related to that trait, the Tellats are great talkers, debaters, and thinkers. It sometimes seems as if every Tellat has an opinion on each issue, and that no two opinions agree! Many famous philosophers are from Tellat, and the Tellats have a rich body of legend, song, and poetry. More than one

skilled versifier has earned enormous sums of money as gifts from wealthy Tellats who enjoyed his work.

In contrast to many societies of the Atlantean Age, Tellat is mostly gender-neutral. While a woman cannot rule as sole Empress, women can own property, participate in public debates, have a say in who they will marry, and initiate divorce proceedings. Even Atlantean women sometimes envy them their freedoms.

ECONOMY

The Tellat Empire enjoys a broad-based economy that’s able to provide most of its own needs. Its copious, fertile farmlands provide so much food that it can export grain and animals to other lands if necessary; its mines produce most of the ore it needs, and it has many other natural resources to draw upon. It most often trades for lumber (which it has relatively little of) and luxury items. Its potters, sculptors, and swordsmiths are highly thought of and their products often traded for.

Tellat trades extensively ties with Lemuria. Having a common enemy in Atlantis has brought the two empires closer together, and that’s led to a lot of exchange. For example, Lemuria is Tellat’s chief market for surplus foodstuffs.

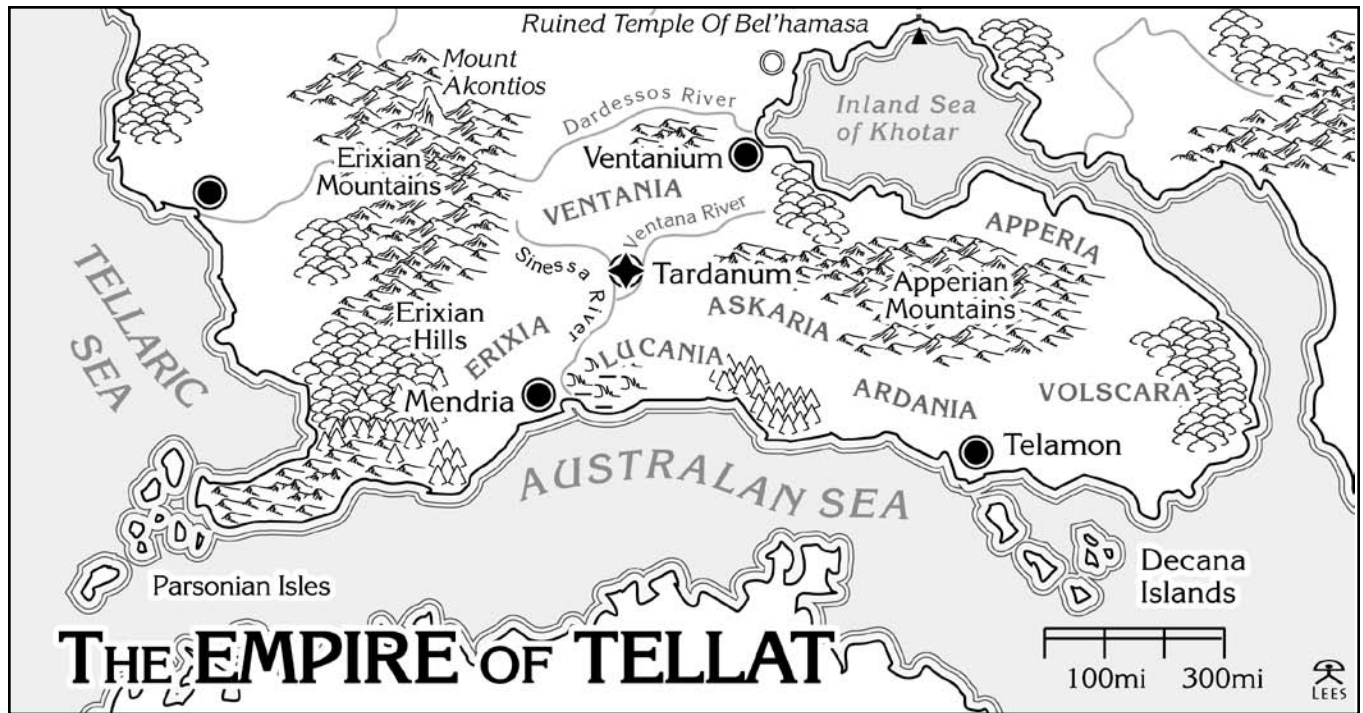
GOVERNMENT

The Tellats are ruled by an emperor who supposedly has unquestioned authority. The current ruler, Emperor Doracantos, is an accomplished man skilled in the arts of war, diplomacy, and remembering the names and birthdates of his 26 children. It’s said he yearns to expand the borders of the Empire, but neither Chagaria, nor Eshuna, nor Kaphtor presents a particularly enticing target.

Assisting the Emperor is the Council of Nobles, which meets monthly (and sometimes daily) in the Hall of Councillors. The Council is supposed to advise and assist the Emperor in the running of the Empire, but in practice it sometimes goes beyond that. There have been periods in Tellat history when the Council, not the Emperor, really ran things. This is not one of those periods, though the Council is powerful and popular enough that Doracantos can’t simply ignore or circumvent it.

MILITARY

Tellat maintains a large army and navy, though given the current state of world affairs the military mostly per-



forms guard duty, accompanies trading expeditions, and the like. Like Atlantean soldiers, Tellat soldiers typically wear a breastplate, greaves, vambraces, and a helmet, and carry a spear, sword, and shield. But stylistically the two are different, no one could ever mistake a Tellat warrior for an Atlantean one.

To augment their soldiery the Tellats employ battle-beasts. Some are species native to the Tellat lands that are trained (and sometimes armored) for fighting, while others are tamed monsters or specially bred by Tellat wizards. Examples include the battledon (a crea-

ture like a large, multi-horned, spined, reptilian rhinoceros), the *skréa*-hawk, armored war-wolves, the Tellat battlehound, and the warvoren (a dragon-like creature about the size of a chariot with needle-sharp fangs and talons, a venomous sting in its tail, and a vicious disposition). A specially-trained soldier known as a *beastmaster* controls each battle-beast.

MAGIC

Tellat mages practice a style of magic that's similar to Atlantean wizardry, though generally weaker and

with one important difference: for reasons the Atlanteans cannot discern (possibly something to do with their god Maritra), Tellat mages can learn and cast Arcane spells more easily than their Atlantean brethren. Among other things, they've used this to develop an elaborate body of counter-magics and spell-stealing spells. This gives them the mystic clout to take on Atlantean wizards even though they otherwise lack the raw power to do so; often the Atlantean wizard finds that his spells won't work... or are being used against him!

THE EMPIRE OF LEMURIA



Atlantis's chief rival, and at times enemy, during the Atlantean Age is the Empire of Lemuria. Once the most powerful realm in the world, Lemuria is slowly but surely being eclipsed by the Dominion... but it remains mighty, and the final outcome of the struggle between the two is by no means certain. Not even the Vasaran oracles can predict what will ultimately come to pass in this titanic conflict.

LEMURIA, THE LAND BENEATH THE WAVES

The heart of the Lemurian Empire is, of course, Lemuria itself. Once a land like any other, it now exists deep beneath the waves of the Tellaric Sea.

HISTORY

Relatively little is known of Lemurian history, for the Lemurians are a private, even secretive, people who don't necessarily want outsiders to know about them or their land. What chronicles do exist tend to contradict one another on various points, and often make claims so outlandish that no reputable scholar can credit them.

Nevertheless, one who studies what is available can create what seems to be a plausible, consistent outline of Lemurian history. Thousands of years before Poseidon gave the new land of Atlantis to Evenor and Leucippe, Lemuria was founded by a powerful sorcerer named Falarlem. Falarlem was a great philosopher and scientist who discovered the four basic foundations of Lemurian elemental magic, the mystic substances *ignaetium*, *corusqua*, *crystallos*, and *fulminor*. Using them to fuel an army of soldiers and a fleet of ships, he conquered the archipelago that he christened Lemuria.

With the power of the four mystic substances behind it, Lemuria's fortunes rose. In the centuries after its founding, Lemuria went on to conquer much of the known world: Saravon, Deoghar, Sangobar, western Tel'Ramas. It would have extended its reach further, but

hubris and ambition led to a number of disasters that weakened or stymied the Lemurians. First, the chronicles speak of a "great spell" intended to give all Lemurians immortality and vast mystic powers. But something went wrong with the working of it, and the Lemurians were crippled instead (though they did succeed in extending their lifespans). Exactly how they are crippled is unclear, but their anguish over the results of the "great spell" comes through in every chronicle and record available to Atlantean scholars.

Apparently the taste of immortality they received only whetted the Lemurians' appetite, for soon they went to war with the gods themselves to obtain the secret of life eternal! In their fiery workshops the sorcerer-scientists of Lemuria built vast magiconstructs designed to let them storm the citadels of heaven itself. One assault after another was repulsed, until at last the Lemurians designed the greatest weapon the world had ever seen: the *Mandragalore*. The nature and purpose of the *Mandragalore* are uncertain, but it seems it was designed to shake the land of the gods and destroy it, much like an earthquake or great storm ravages the earth. But such power was not meant for mortal hands. The Lemurians activated the super-weapon and prepared to rejoice in the downfall of their enemies... but something went wrong. Waves of arcane energy exploded from the device, ravaging Lemuria itself as the Lemurians had meant to ravage heaven. Then the *Mandragalore* detonated, scattering pieces and fragments of itself all over the world. The explosion was so powerful that it killed thousands of Lemurians and shattered their largest island.

But that was not the worst of it. Lemuria's sorcerers soon realized the explosion had destabilized the archipelago and that it was beginning to sink beneath the waves! They tried to halt the disaster, but their spells were not strong enough to overcome the effects of the *Mandragalore*. Soon they turned their attention not to saving Lemuria, but preserving it. They erected vast domes of *crystallos* over the Lemurian

capital and *ignaetium* mines so that the Lemurians could live and thrive beneath the waves.

It took several centuries for Lemuria to overcome the effects of the disaster and learn to live beneath the waves. During that time many parts of its empire broke away from it to chart their own course in the world. When Lemuria was once again ready to assert itself in the world, its first task was to reconquer those lost lands. This it did swiftly and harshly, cruelly punishing those who'd dared to turn away from it in its time of troubles. When the reconquest was complete, Lemuria marched on to take new lands.

Had things continued in that wise, Lemuria would no doubt rule the world today, despite having to cope with the difficulties of living underwater. But a new power arose in the world — Atlantis, whose mystical might was a match for Lemuria's own. Since then Atlantis's power in the world has waxed and that of Lemuria has waned; the Lemurian Empire has contracted, with the lost lands becoming part of the Dominion of Atlantis. But the struggle between the two is far from over, and Lemuria has many weapons at its disposal that could spell doom for the Great Island and her people.

GEOGRAPHY

Lemuria itself is an undersea kingdom protected from the crushing weight of the Tellaric waters by magical domes made of *crystallos*. While living underwater imposes many difficulties on the Lemurians, it also offers them unprecedented security. No Atlantean spy has ever succeeded in getting close to penetrating the Lemurian dome, nor could any existing army or navy bring significant force to bear against it without employing magic on a level that even the Atlanteans have never tried.

The main Lemurian dome is a full 10 miles in diameter and contains all the buildings and facilities the Lemurians need for daily life, including magical engines that draw oxygen from the water. Extending off from the main dome are tunnels to some smaller domes that protect the *ignaetium* mines or farming areas. Within the dome the buildings have an unusual style, one that would strike modern human eyes as being a sort of combination of Baroque and Art Deco styles — onion-shaped domes, intricate mosaics, lots of carved stone, many buildings sheathed in bronze, brass, or copper plating.



Important features include the palaces of each noble house (see below), the immense palace of the Priest-King, the four ziggurat temples of the Lemurian gods (see below), and the Amphitheater, where the “fossilized” skeletons and clothing of the nobles who witnessed the Mandragalore’s destruction sit in mute testimony to the weapon’s power.

Aside from Lemuria itself, the Lemurians control a surface empire that as of 32098 BC is confined to the continents of Saravon and Deoghar. See below for more information on the empire.

LEMURIAN SOCIETY AND CULTURE

Lemurian society consists of two groups: the Lemurian nobles and the Mole-Men. These two populations live very different lives. Lemurian nobles devote themselves entirely to whatever pursuit they choose — typically sorcery or warfare, but sometimes sports, philosophy, or the like. They live lives of ease and pleasure.

The Mole-Men, subhuman servants descended from the people who originally inhabited the Lemurian archipelago, only stop toiling to eat and sleep. They are the ultimate slaves, never questioning or rebelling, just working, working, working without complaint. They live underneath Lemuria in exten-

sive warrens which also contain much of the magicomachinery that ensures Lemuria’s continued existence.

To a Lemurian, a Mole-Man is *not* a sentient being. He is a thing, a golem of flesh and blood, and possesses much less value than a magi-construct (after all, a Mole-Man is ugly and not the creation of Lemurian sorcery). Any behavior that hints of a Mole-Man’s conduct, even minor things such as traveling underground, is beneath a Lemurian noble — he would rather die than act that way.

The Noble Houses

Lemurian society revolves around the noble houses, of which there are said to be nearly fifty. Each is named for one of the founders or early notables of Lemurian history. A patriarch (or matriarch) leads each House, and only he can take the name of the house as his surname (all other members take a diminutive or altered form as their surname). For instance, Kerevar Shorg is the patriarch of the House of Shorg, and no other member of the House could use the name, Shorg, in his own name until Kerevar is no longer the patriarch.

The patriarch is often the oldest member of the family, but sometimes he’s one of the elder members with the most prestige, influence, or power. The Priest-King must approve all appointments to patriarch, but the actual decision is made by vote of the adult members of the family. The patriarch holds great power, not only over his own House but Lemurian society, for the members of the Council of Patriarchs serve as the chief advisors to the Priest-King and often sway his opinion.

Lemurian marriages are arranged entirely by the House patriarch and elders (often certain women in particular); they have nothing to do with love, and love rarely results from the unions. Often marriages are arranged to seal economic or social deals. The woman becomes a part of her husband’s House and moves to its palace, though her true loyalty may remain with her birth-House.

A House usually only has five or six traditional given names for its children. Since a House consists of dozens of individuals, the members use epithets (either ones they choose, or ones given to them) to differentiate themselves from others of their House with the same name. A House raises children communally — the idea of a discrete set of parents raising a child is alien to the Lemurians; a child is the son or daughter of the House as a

whole, not two individuals.

Each House has a reputation among its fellows, both for the great feats of their ancestors and more often for the infamous ones. For example, the House of Shorg is known for producing great warriors... but the story most often told of them is the ignoble and disgusting death suffered by Tregon Shorg at the Battle of Mt. Akontios.

Conflicts and conspiracies between nobles Houses are not uncommon. Duels and assassination resolve some of the difficulties quickly, while other rivalries and hatreds fester for decades or centuries.

Daily Life

Nearly all Lemurian nobles pursue either the arts of war or sorcery, and typically they devote every day to the task of perfecting these skills. Few Lemurians create art, write poetry, or dedicate themselves to hobbies. To the Lemurian mind, only two fields of activity — sorcery and war — are worthy of a Lemurian's time. Doing anything else is considered aberrant and even disgraceful, so it takes a strong personality and a willingness to endure scorn to choose other endeavors.

The warrior spends his day drilling, observing the construction and repair of war machines, and reading the histories of past military campaigns. Occasionally warriors go hunting in the surface realms or hold war games, usually recreations of historical battles the Lemurians won, using Mole-Men as troops.

A the sorcerer's day is much more bookish — he spends most of his time in a library, either his House's or that of another. Other days he spends in his estate's workshops, conducting experiments. What experiments he chooses to perform and avenues of research he chooses to follow are up to him, but usually his House, not to mention the Priest-King, will have "suggestions" about the best ways he can spend his time. Unlike a stereotypical surface world wizard, who prefers to horde his knowledge and guards it jealously from his own kind, most Lemurian sorcerers love to discuss magic with their fellow Lemurians. However, the communal nature of Lemurian sorcery sometimes gives rise to the cabals and conspiracies that plague Lemuria's internal history.

All of a House's members gather for dinner in the palace's grand hall at six o'clock, where they discuss the day's doings and goings-on. If a House member misses the dinner he must explain why and make apologies to the House's patri-

arch as soon as possible — missing dinner is considered disgraceful. The only reasonable excuses for missing dinner are serious illness and being outside Lemuria entirely. A dinner is solely for House members; other Lemurians, including the Priest-King, are never invited.

Masks

When outside their palaces or receiving guests, all Lemurian nobles wear masks — either a half-mask covering the upper part of his face or a full one covering his entire face. Each House has a Lemurian heraldic demon or creature for its symbol, and the mask is typically a stylized representation of that symbol. The masks are always fierce in appearance, with sharp fangs, horns, or like attributes. The most ancient masks possess mystical properties. Materials vary greatly, but the oldest are often of materials Lemurians rarely use in their metal-working, such as black iron and steel.

Lemurian Religion

The Lemurian religion has four gods, one for each of the alchemical marvels that form the backbone of Lemurian mechano-mysticism: Nolor-Khan, Dweller in Smoke, lord of *fulminor*; Rareesha the Scorched Goddess, queen of the pantheon and goddess of *ignaeum*; Manteen, Lord of the Shard, god of *crystallos* (and thus by extension of protection and security, since *crystallos* domes preserve Lemuria underwater); and Og-Slyntal, the Voice of Lightning, god of *corusqua*.

The Priest-King is the head of the Lemurian church, though his duties are mostly ceremonial. The priesthood, which is small in number compared to most other societies of the Atlantean Age, is divided into four groups, one devoted to each of the gods. Bickering and rivalries between the four are commonplace, sometimes escalating to vicious mischief or even gangs of disguised priests who corner a rival priest on the street and beat him. Typically the priests remain in their respective zigurats, endlessly performing rituals to propitiate their god; they also conduct magical research involving their god's element, since many priests are also sorcerers.

ECONOMY

The Lemurian economy mostly involves trade among the various provinces of the Empire, which supply Lemuria with most of the goods and services it needs. In effect Lemuria uses its Empire as a vast storehouse and captive market. External trade is mostly

conducted with Tellat and Kaphtor, since Atlantean merchants usually deal warily with Lemurians and the Empire of Hazaria doesn't have much that Lemuria desires. Sometimes Lemurian merchants disguise themselves so they can obtain more favorable terms with Atlanteans, or work through intermediaries so the Atlanteans don't know the ultimate recipient of the trade-goods.

Internally, the Lemurian economy involves barter among the noble Houses. They don't buy things from one another with money (which is used only for transactions in the surface world). Trades most often involve services ("If you'll repair my ornithopter, I'll send 100 of my Mole-Men to assist with your construction project"), since the Houses treasure their possessions (many of which have thousands of years of history) and rarely dispose of them. To some extent a House's Mole-Men serve as a sort of *ad hoc* currency, used most frequently in gambling, but the exchange of Mole-Men is mostly symbolic since to a Lemurian noble Mole-Men have no value at all.

GOVERNMENT

Lemuria is an empire with a rigid, autocratic system of government. The leader of all Lemurians and ruler of the empire is the Priest-King, Kalagar Lorr. The ruler retains the title "Priest-King" in deference to Lemurian tradition, even though "Priest-Emperor" would be more accurate. The Priest-King's word is law, and to defy him is to risk exile, execution, or whatever other punishment he deems fit.

Assisting the Priest-King are two organizations. The first is a vast bureaucracy made up partly of nobles and partly of priests. They see to the day-to-day running of the empire. Nobles are usually involved as governors ruling the various provinces of the empire, generals commanding its armies, or similar important positions. Priests serve as the day-to-day bureaucrats; they keep records, assist governmental officers, and in general keep the machinery of government running smoothly. Rivalries between the four factions of priests sometimes disrupt the government for this reason, which is why the Priest-King does his best to keep any conflicts from getting out of hand.

The second is the Council of Patriarchs, a sort of senate composed of the patriarchs of all the noble Houses. Technically the Council has a purely advisory role, but sometimes its power eclipses that of the Priest-King and its "suggestions"

virtually have the effect of law. When Kalagar Lorr came to the throne the Council was in a period of ascendancy, and he's struggled hard over the decades to regain some of his office's traditional power. As of 32098 BC, power has become evenly balanced between the two, but the political momentum seems to be in the Priest-King's favor.

Lemurian Laws

Lemuria has no legal code. The only crimes are embarrassing one's House or the Priest-King, and usually this embarrassment results from failure. The only punishments are ostracism, exile, and execution. A House patriarch sentences a noble to ostracism, and he lets the family know of his judgment at the House dinners. The patriarch always sits at the head of the table; a Lemurian's status dictates how near he sits to the patriarch. An ostracized House member sits alone at the very end of the table. To further embarrass a member of his House, a patriarch can give the noble a epithet that serves as a reminder of his shame.

Only the Priest-King can sentence a Lemurian to exile or execution. He does so at his discretion (or whim, as the case may be).

MILITARY

Lemuria maintains a large and powerful military that it uses to keep peace throughout its empire... and hopefully in time to extend the borders of that empire once more. The backbone of Lemurian military might is magi-constructs, ranging from large vehicles (like ornithopters, ophidopters, and pisciremes), to personal craft (*Gullop-Steeds* and *Flynq-Sharks*), to individual weaponry and armor (ignaeiots and carapixes, for example), to massive war-engines that dominate the battlefield (such as hepatizon giants and crystal-colossi). The massed Lemurian army or navy is an awe-inspiring sight that literally glows with the power of all the magic involved.

See page 144 for more information about the Lemurian war machine.

MAGIC

Lemurian sorcery primarily involves control and use of four mystical elements (*ignaeitium*, *corusqua*, *crystallos*, and *fulminor*). Through various alchemical and mystico-engineering processes, Lemurian sorcerer-scientists draw the power out of these elements and use it to cast spells or power magi-constructs of every shape, size, and function. See Chapter Seven for more information.

LEMURIA'S EMPIRE

Lemuria controls the continents of Deoghar and Saravon. At one time its empire was much larger, but it's lost ground to Atlantis. Lemuria's noble warriors are ever-eager for another chance to clash with the Dominion, and hopefully to regain some of the empire's lost territories.

The Lands Of Deoghar

Deoghar straddles the equator, making it a mostly tropical/subtropical continent that fades to temperate in its northern and southern reaches, though the peaks of the Ogat Mountains are very cold even at the height of summer. Away from the mountainous or hilly areas the land tends to be low-lying, or even swampy.

CHADIR

Ruler: Governor Hogrem (House Gryz)
Capital: Coromen
Languages: Chadiri
Resources: Farming, herding, mining

The northernmost and coolest land of Deoghar, Chadir has a higher elevation than most of the continent. This makes it less prone to flooding and better for various types of crops and herd animals (cattle in the lowlands, goats and sheep in the southern hills).

Hogrem, of House Gryz, rules Chadir from the country's only major city, Coromen. An ambitious man of unflinching bravery, he gazes hungrily across the sea at Sangobar and wishes he could convince the Priest-King to invade and conquer it... with, of course, himself as general of the triumphant armies. His most prized possession (besides his weapons and armor, of course!) is the Amberstar Talisman, an ancient necklace of his House that protects the wearer against magic. (In game terms, it provides a Force Field (15 PD/15 ED/15 Mental Defense/15 Power Defense, Invisible Power Effects (Fully Invisible), 0 END; OAF [Personal Focus, but works for any member of House Gryz].)

DAZHVAN

Ruler: Governor Kosarhd (House Lort)
Capital: Naihat
Languages: Dazhvani
Resources: Farming, herding, craftwork

Dazhvan, in the southwestern corner of Deoghar, is a land of grassy plains and small forests. Both in the Empire and the Dominion it's known as a land of herdsmen and weavers. The Dazhvani raise a special species of shaggy goat whose long hair is ideal for making thread and cloth. The robes, tapestries, and carpets created by Dazhvani weavers are valued throughout the world, whether designed for function or as works of art.

Most of the textile trade takes place in the capital, Naihat, located on the southern bank of the Op'tai River at its mouth. A busy cloth market is held outdoors in a large plaza every week, and the shops of tailors and weavers ring the plaza. Overseeing all this trade is Governor Kosarhd, of the House Lort. A military man of precise bearing, he makes sure his men oversee all aspects of the cloth trade and that the Priest-King receives every last bit of tax money due him. Tax cheats and other criminals are executed on the first of every month in an elaborate ceremony.

DUSHAAN

Ruler: Governor Tregad (House Enek)
Capital: Vra'dor
Languages: Dushaani
Resources: Farming, fishing

Dushaan is a low-lying land bordered by the Serpent Hills, the U'tan River, and the great central jungle. For years it's disputed control of the eastern part of the jungle with Ka'lesh, but circumstances, military force, and the Lemurian governors have all favored Ka'lesh. Dushaani peasants must content themselves with chopping wood illegally and poaching game. In other parts of the country, fertile soil and plentiful rainfall make farming rice and certain other crops successful. The infamous Dushaani golden leopard, a large predatory cat, makes herding difficult in some places, but provides good hunting for Lemurian nobles interested in such things.

Dushaan is known for its wizards, who practice a type of magic they call *serpentdancing*. It involves shapechanging and similar trickery, making it very different in style and tone from other forms of magic prac-

ticed in the Atlantean Age. Many spellcasters, particularly Lemurian ones, would dearly love to learn the lore of serpentdancing, but by nature serpent-dancers are secretive, difficult to find, and even more difficult to coerce.

Governor Tregad, scion of House Enek, is an unhappy man. He dislikes being sent away from Lemuria and considers it a punishment (though for what he can't find out). The heat and humidity are oppressive, the women are ugly, the food is bad, and no one can play a decent game of Lemurian chess. He rarely leaves the governor's palace in Vrador, and even more rarely the city. He'd welcome just about any sort of a distraction, even a troublesome one.

KA'LESH

Ruler: Governor Chored (House Myrt)
Capital: Johorr
Languages: Kaleshi
Resources: Farming, fishing, herding, craftwork

Located in the western-central part of Deoghar, Ka'lesh competes with Subatar to be the most prosperous realm on the continent. Much of its wealth derives from controlling the large central jungle (which it calls the Ka'lesh Jungle). However, the woodcutters, fruit-pickers, and hunters who make their living in the jungle must always be wary, for even today many dangerous beasts and monsters dwell beneath the emerald canopy.

The capital of Ka'lesh is Johorr, the largest city on the continent. Built on a cliffside in the middle of the jungle, it overlooks a large, impressive waterfall. The Op'tai River is navigable almost to the falls; from the stopping point goods are carried by cart, porter, or beast of burden into the city. The city itself is a warren of squat buildings with rounded, dome-like roofs. There are only a few large, easily-used roads, and only here and there does a tower or large building serve as a landmark to help travelers. Despite the best efforts of the often-exasperated Governor Chored, thieves are commonplace in the city; wise visitors keep a *very* close eye on all their possessions.

Like Kaphtor and Lemuria, Ka'lesh is a society where assassination is regarded as an acceptable (if not pleasant) method of resolving differences and climbing the ladder. Ka'leshi assassins are masters of poisons and venoms, scorning less subtle methods of killing. A deft poisoning often earns the assassin not the anger of society but a subdued admiration for the quality of his work.

NIKAR'KAR

Ruler: Governor Belizor (House Zren)
Capital: Goregon
Languages: Nikarese
Resources: Farming, herding, fishing, craftwork

Nikar'kar, in the southeastern corner of Deoghar, is a marshy lowland suitable for agriculture and the breeding of disease-bearing insects. Most Nikarese are farmers, fish in the swamps or sea, or herd water buffalo. However, Nikar'kar is also known for the quality of its craftworks. These include lacquered wood panels and boxes (the lacquer is made from a special type of mangrove sap) and the elaborate calligraphy used to write Nikarese, which in the hands of a master scribe can turn a simple letter into a work of art.

Belizor of House Zren serves as governor here. He rules with a firm but fair hand, and compared to most Lemurian governors is popular with his people. Some of this may have to do with the fact that he has a crescent moon-shaped birthmark on the back of his right hand, which the Nikarese regard as a sign of good fortune and power.

SUBATAR

Ruler: Governor Lamrican (House Stonn)
Capital: Ab'dahn
Languages: Suba
Resources: Farming, mining, trade, fishing

Subatar is a large, prosperous realm. Its land makes it ideal for farming and herding, it controls rich mines in the Ogat Mountains, and its capital Ab'dahn is the continent's main port for trade with Sangobar.

Unfortunately it's also a restless land. Resentment has lingered for centuries over the many atrocities the Lemurians committed in conquering the proud, stubborn Suba people, and even today Governor Lamrican often finds himself confronted with subtle... or not so subtle... signs of disrespect. It might not take much of a spark to light the fires of rebellion here.

The Lands Of Saravon

Located far south of the equator, Saravon is an often cold and inhospitable place. Nevertheless, men — and one other species — have found ways to live and thrive here.

BU'LHAN

Ruler: Governor Tereghar (House Drex)
Capital: Dzangtep
Languages: Lhanese
Resources: Farming, herding, fishing

Bu'lhan is a land divided in two. Toward the south and west, as one approaches the Altalai Mountains and the hills running off them, it's a plateau where the people tend to live as herders and farmers. But about halfway through the country the plateau descends sharply, in some places through chains of cliffs (like the Fire Cliffs, so named for their reddish stone), and the lowlands begin. Here the people live as farmers (with different crops than the uplands) and fishermen. Tension between the needs of the uplanders and the needs of the lowlanders has fueled many conflicts and civil wars over the centuries, particularly since the rulers of Bu'lhan, based at the lowland capital of Dzangtep, tend to favor the lowlander point of view.

The Lemurian conquest put an end to most of these sectional quarrels, since the Lemurians wouldn't tolerate unrest and put it down quickly and viciously. To this day the governors assigned to Bu'lhan keep a tight hand on the reins of power. The current Governor, Tereghar of House Drex, is bitterly hated, largely because of his tendency to take any beautiful Lhanese women he sees back to Dzangtep to serve as "palace slave girls."

Although they've been forced to worship the Lemurian gods, the Lhanese once had a strange religion that involved worship (or more accurately, placation) of various demons ranging from minor troublesome spirits to devil-princes. It's said that Lhanese wizards are experts at summoning and controlling demons due to knowledge of thousands of years' worth of Lhanese devil-lore.

KHENDAI

Ruler: Governor Helkaen (House Jyln)
Capital: Siahai
Languages: Khendai
Resources: Farming, fishing

North of the turbulent Shangkam River lies the land of Khendai, said to be one of the most ancient and mysterious of lands. The Khendai people are secretive and quiet (at least among outsiders), and their language is extremely complex and difficult to learn, so few people have ever become familiar with Khendai society and culture. The Lemurian governors, such as the current Lord Helkaen of House Jyln, typically ignore the placid populace and amuse themselves with whatever pursuits they prefer. In Helkaen's case, that tends to be hunting the large, dangerous Khendai black-furred bear. Sometimes these bears grow to monstrous size; Helkaen yearns to hunt such a bear, not caring that it would kill dozens of Khendai and possibly destroy villages and towns before he got to it.

The northern part of Khendai is a hilly peninsula, and the people who live there are known as the Hill-Men. A particularly fierce and independent group, they've never acknowledged the overlordship of Lemuria. Periodically the Lemurians send an expeditionary force into the hills to destroy them, but the Hill-Men simply abandon their villages and fade into the landscape they know so well. Their highly-skilled archers, who have the magical power to

transform their arrows into darts of fire, can then pick at the Lemurians until the Lemurians decide it's not worth the effort and leave.

UDONGAR

Ruler: Governor Temgath (House Reng)
Capital: Baroda
Languages: Udoni
Resources: Farming, fishing, craftwork

A green, temperate land between the Banag and Shangkam Rivers, Udongar is a tranquil place where the people — mostly farmers and fishermen — live their lives much as their ancestors did centuries and millennia ago. It's most noted for its wines; Udoni wines grace many a Lemurian table and are even sold and consumed in Atlantis.

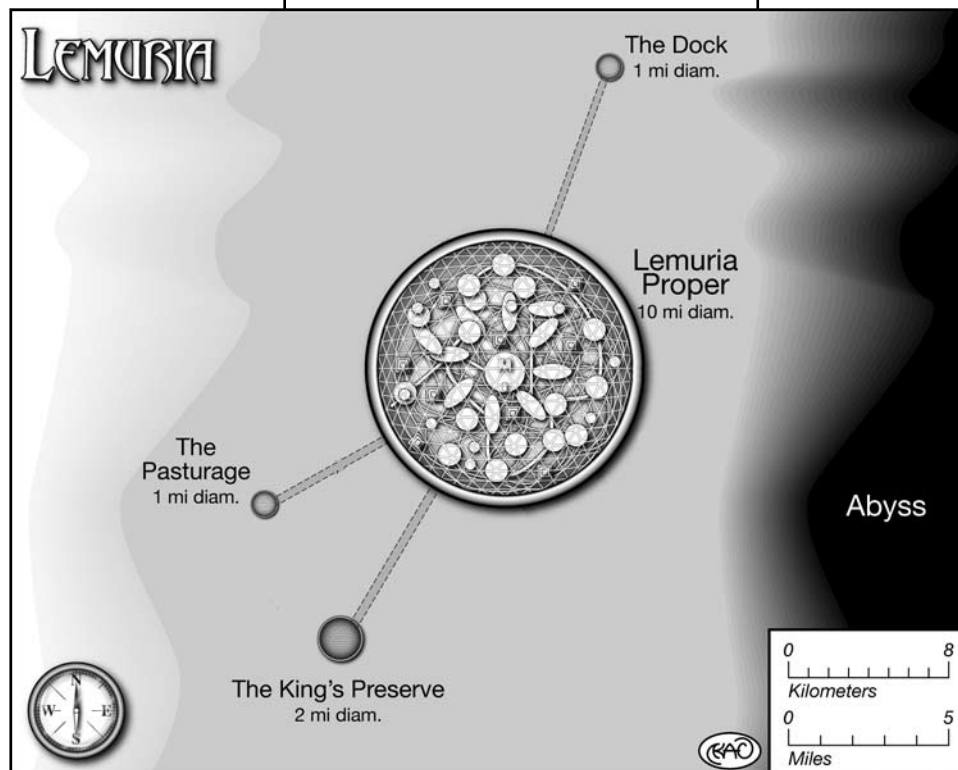
Governor Temgath is one of the highest-ranking nobles of House Reng and noted in Lemurian society for his wit, grace, and good looks. He was exiled to Udongar after he accidentally offended another noble who was a close friend of the Priest-King. He and his friends back home are constantly scheming to get him back to Lemuria. Currently he's focusing his efforts on an ancient Udoni legend that the earliest Udoni people, whom they call the Great Fathers, possessed great treasures and awesome magical powers that were lost long ago. He believes he may find some of these treasures, and the power they contain, in the forested hills to the west, and has begun searching them eagerly.

VANGKOR

Ruler: Vaash-la Taa'thess
Capital: Srithshal
Languages: Serpent-Man
Resources: Mining, craftwork

Vangkor is unique in the world as the only realm held by non-humans. Its inhabitants are the Serpent-Men, reptilian people who've lived there ever since either the Lemurians or Atlanteans can remember. When the Lemurians first began to conquer the lands around their archipelago, the Serpent-Men sought alliance with them, and for reasons unclear to the rest of the world received it. Alone of all the provinces of the Empire they have a large measure of self-rule. They must answer to the Priest-King, obey his orders, and send him a yearly tribute, but otherwise can see to their own affairs. In all the years since they joined the Empire, they've remained its loyal and helpful subject, often lending their mystic power and insidious cleverness to ensure the success of its enterprises.

Ordinarily the Serpent-Men would prefer lands nearer the equator, but for some reason have settled in and refuse to leave chilly Vangkor. To make their land more comfortable for them, they have used powerful spells to tap sources of underground heat to warm Vangkor. Crossing the border into Vangkor one can easily notice the sudden increase in temperature and humidity. The Vangkoran concept of





“hell” is a high place of eternal cold and snow; the Serpent-Men do not care for mountains.

The Serpent-Men have a rich and ancient culture. They organize society into many different classes, and class distinctions are prominent, rigid, and usually unwavering. A Serpent-Men born into a high class has the unquestioned right to abuse, give orders to, and in some cases even kill lesser-ranking Serpent-Men with impunity. The nobles entertain themselves with many strange pastimes, including gladiatorial combats pitting purchased or captured slaves (which are common in Vangkor) against one another or beasts.

The Serpent-Men are known to possess great magical power. Their sorcerers usually wear distinctive skull-caps, and robes of a dull yellow (a color restricted by law to their use) marked with the symbol of their brotherhood, a five-branched rune whose true meaning is known only to them. Most of them are solitary, but a few work in groups of two to seven on a regular basis, and annual conclaves are held in major cities to share lore and fellowship. Circles needed for ritual castings assemble whenever and however the initiating sorcerer can manage it. Sorcerers have high rank within Serpent-Men society, and are usually feared by ordinary Serpent-Men.

The Serpent-Men are ruled by a *Vaash-la*, a word in their language which translates roughly as “priest-king.” The *vaash-la* is the political leader, war chieftain, and high priest of his people; most of his bureaucrats, government officials, and military officers are priests (or at least have some strong

connection to the temple). Substantial “donations” to the temple (and thus ultimately to the *vaash-la* in most cases) are necessary if an individual Serpent-Man wants to transact significant business with the government (for example, to get the *vaash-la*’s permission to finance and lead a trade expedition or a slave raid). The current *Vaash-la*, *Taa’tness*, is an exceedingly clever Serpent-Man who’s constantly scheming and conniving to obtain greater power, wealth, and influence for himself.

VASTAM

Ruler:	Governor Gelledan (House Felv)
Capital:	None (see text)
Languages:	Vasta
Resources:	Herding

Vastam is a long “strip” of grasslands between the Altalai Mountains and the sea. It’s home to a nomadic people, the Vasta, known for their skill at riding horses and herding the semi-domesticated sheep that are the foundation of the land’s economy. A Vasta man’s days are occupied by hunting, herding, skirmishing with rival clans, and similar pursuits. Twice yearly the Vasta assemble at great conclaves to trade, conduct business, resolve disputes without bloodshed, and arrange marriages.

The Lemurians conquered Vastam easily, since few of the clans are willing to work together for long, and even as a united people the Vasta couldn’t have held off the Lemurian army. However, Vastam has little of value to Lemuria, so the Lemurians are content to leave the Vasta to their traditional lifestyle provided they pay a monthly tribute of sheep to the Governor (currently

THE BARBARIAN FRONTIER

Far away from Atlantis, on the opposite side of the world, lie other lands, strange lands barely known to either the Atlanteans or Lemurians. Both have visited these lands — two small continents and several large islands — to explore and to trade, but rarely go there anymore. Lemuria claims them, (Atlantis has neither disputed nor acknowledged that claim), but has only sent a few governors there since its early campaign to conquer the many petty, squabbling kingdoms. Both of the continents contain many ruins, indicating that they once supported thriving and perhaps powerful civilizations, but whatever they were like those civilizations fell long ago.

The northern continent, called Abzin from its most prominent kingdom, is mostly plains and prairies, though there’s a large region of jungles and swamps to the east and two prominent mountain ranges. The southern continent is drained by several large rivers, and at their mouth is a decrepit village named Alweer that sits amid the ruins of what must have once been a great and powerful city. Alweer is a common destination for Lemurian and Atlantean ships that come to trade; so is Etha, the seat of the kingdom of Abzin.

Gelledan of House Felv). Since the Vasta do not build cities (or even permanent villages), the Lemurians constructed Governor’s Tower (actually more of a keep) at a defensible position in the hills. Other than occasional patrols to ensure all is well, the Lemurians stay in the Tower and hope to be re-assigned to a better posting soon.

THE ATLANTEAN AGE

CHAPTER FOUR

DAILY LIFE IN ATLANTIS



Life in Atlantis moves according to rhythms and social customs laid down over centuries. Thanks to their power and wealth, the Atlanteans have had the opportunity to develop their culture to an unprecedented level. To the average Atlantean, this is just the way things are; to an outsider, the Atlanteans live in a land of wonders.

THE CALENDAR

The Atlanteans (and the provinces of their Dominion) measure time with a calendar of twelve months of 30 days each, plus a five-day period at the end of the year known as the “Gods’ Time” (see *Holidays And Festivals*, below). Each month is named after the sign of the zodiac visible in the center of the sky during that time. See the accompanying table for more information.

The Atlanteans put great store in astrology and the significance of the signs of their zodiac. Most wizards have a firm grasp of the subject, and many ordinary people have more than a passing knowledge of it. See page 79 for Package Deals reflecting a character’s birth-sign if you want to incorporate

this into character creation.

Atlantean Holidays And Festivals

Thanks to the fact that magic and a dominant position in the world give them lives of (relative) ease and luxury, Atlanteans have a lot of festivals, holidays, and other annual events that everyone looks forward to. These include:

The Feast Of The New Year: The Atlantean year starts around the vernal equinox (at the beginning of Loso), and celebration of it caps the general festivities of the Gods’ Time (see below). Atlanteans celebrate by holding enormous, sumptuous feasts for family and close friends. The wealthy and powerful compete to hold the biggest, most lavish feast (and thus to be the talk of Atlanēlos for days afterward). Being invited to the Atlan’s New Year feast is one of the most prized honors in the entire Dominion.

The Adoration Of Helios: On the summer solstice the Atlanteans attend special worship ceremonies in honor of the sun-god, praising him for blessing them with sunshine for the past year and asking that he continue to send his gifts

of light and warmth throughout the coming year. After the ceremony street festivals and feasts are held in all the cities of Atlantis, often accompanied by athletic competitions.

The Wizards’ Fair: See page 26. While not strictly a holiday, and not exactly “open to the public,” this event does attract plenty of onlookers.

Tribute Day: Under the terms of most Atlantean treaties, provinces of the Dominion and other tributary entities must send their annual tribute to arrive on a day in late Araxos. Much of the population of Atlanēlos gathers in the Kaintro to watch the procession of tribute-bearing delegations and see what they brought for the Atlan. A general day of rest from work is declared throughout Atlantis.

The Adoration Of Poseidon: At the end of Siklos Atlantis holds a series of special worship ceremonies and festivals to honor its forefather and greatest patron god, Poseidon, lord of the seas and waters. Throughout Atlanēlos and other Atlantean cities, all fountains and running water stop operating at five minutes before noon, then resume at the very stroke of noon in a splendid cascade of cool water. Water-based events, such as races by swimmers and boats, are common, as are feasts where no wine is drunk, only water.

The Atlantean Games: Every other year at in mid-to-late Delpha Atlantis holds the Atlantean Games, which attract athletes from all over the world (though the vast majority of participants, not to mention victors, are Atlantean). Track and field events, wrestling, and chariot races are among the events.

Harvest Festival: Toward the end of Skotari Atlantis holds an island-wide festival to commemorate the just-completed harvest and thank the gods for the bounty they’ve showered on the Great Island. The priests offer the first fruits of the crops to the gods as sacrifices, and after the ceremony is finished the rest of the day is spent in glorious feasting. Some communities host wine competitions.

Day Of Remembrance: In mid-Raikonos the Atlanteans set aside a day to honor the departed. They visit the family cemetery, clean it, polish the gravestones and mausoleums, and tell fond stories of deceased loved ones and legendary family ancestors.

The Gods’ Time: The Atlantean year ends with five days of festivities honoring the gods. The deeply devout celebrate primar-

THE ATLANTEAN CALENDAR

Name	Modern Correspondence	Significance
Mikna, The Swan	January/Capricorn	Calm, serene, stick-in-the-mud
Arathos, The Runner	February/Aquarius	Quixotic, flexible, socially adept
Aiklos, The Eagle	March/Pisces	Proud, stubborn, martial
Loso, The Lion	April/Aries	Cunning, cruel, predacious
Akontios, The Spear	May/Taurus	Temperamental, aggressive, bold
Kionos, The Pillar	June/Gemini	Steadfast, responsible, calm
Araxos, The Spider	July/Cancer	Sly, clever, tricky
Siklos, The Sickle	August/Leo	Curious, pious, insightful
Delpha, The Oracle	September/Virgo	Smart, wise, bookish
Skotari, The Shield	October/Libra	Just, loyal, honest (to a fault)
Raikonos, The Dragon	November/Scorpio	Strong-willed, stubborn, passionate
Skathos, The Ship	December/Sagittarius	Venturesome, wanderlust, eager



ily by attending temple ceremonies, but most Atlanteans go to parties and feasts — often unusual or even raucous ones. These five days of excess segue into the Feast of the New Year... and then the whole cycle begins all over again.

Other Calendars

The Lemurian calendar is a classic example of Lemurian precision. It's similar to the Atlantean but even more accurate because it's based on measurements taken by Lemurian sorcerer-scientists over millennia. Since the Lemurians can no longer easily view the sky, they rely on an elaborate magiconstruct, the Shadow Gnomon, to keep track of the passage of time. (Some Lemurians do use viewing-devices to see the night sky, but it's said to be a poor experience compared to studying them out of doors.)

The Hazarians have a lunar calendar with 13 months. It doesn't synchronize with the Atlantean calendar, so a given day in the Hazarian year "migrates" through the Atlantean calendar over the course of centuries. Many Hazarian clans have a large, carved "calendar stone" to help them keep track of the weeks and months.

In Kaphtor the astrologers long ago devised a calendar with eight months of 45 days each, divided into nine five-day weeks. Typically every third five-day is a week of leisure... at least for those who can afford such things. At the end of the year (which occurs at the summer solstice), there's a period of five days which are considered "capricious." Luck goes awry and none can predict what will happen, save that the results will be extreme. Usually this means extremely *bad* luck, but sometimes a Kaphtoran has extreme good fortune in a venture that takes place during the Endyear. It's a favorite time for gamblers to "go for broke."

In the Empire of Tellat they use a twelve-month calendar similar to the Atlantean, but without a five-day period at the end. Instead the first, third, fifth, seventh, and ninth months have an extra day at the end, giving them 31 instead of 30. Exactly why it was set up this way no one seems to know.

FAMILY LIFE

The family is one of the most important institutions in Atlantis — after all, the very forefathers of the Atlanteans are a large family of brothers! The typical Atlantean family has one to three children, but larger families aren't uncommon, particularly among the wealthy who can afford them.

Most Atlanteans maintain close ties with their extended family, which in smaller communities often leads to there being just three to four "super-families" to which all citizens belong. Relationships through the mother's side are traditionally considered strongest and most important, so children are more likely to be close to (and spend time with) their cousins on their mother's side than on their father's. But the distinction is usually trivial; most extended families have a firm bond regardless of who comes from which part of the family.

By Atlantean custom and law, a child is considered an adult at age 14. Most families have elaborate adulthood ceremonies to welcome the former child to the world of grown-up responsibility and privilege.

COURTSHIP AND MARRIAGE

Among all classes of Atlantean society, marriage typically occurs when the husband is 18-20 and the wife is 16-18. Marriage at an earlier age is not unheard of, particularly among nobles and the wealthy who use marriages to seal deals or cement alliances. A woman who remains unmarried by age 20 without good reason is considered a problem; a man who's still single at 24 is usually urged to go into the priesthood to avoid continuing to shame his family. Marriages are arranged by the parents of the prospective bride and groom, often with the help of "matchmakers" — busybody old women who know a lot of people and claim to have a knack for knowing who makes a good fit with whom. The potential couple often aren't consulted at all, or at best only cursorily. Despite this, more than a few marriages end up becoming loving relationships after the couple's gotten to know one another well.

Once a couple becomes betrothed, there's an elaborate series of social customs and rituals that follows, beginning with a first meeting for the two of them. Various parties and other events over the course of six months to a year help to prepare the couple for their wedding ceremony and life together. The cer-

emony itself is a feast, as elaborate a one as the two families can afford, at which a priestess of Erestaia symbolically ties the couple's hands together with a consecrated red leather cord and has them drink from the same winecup. Atlan Vondarien has been known to "drop in on" weddings unexpectedly to wish the newlyweds good fortune. This is considered highly auspicious and a sign of imperial favor, though in truth he usually never sees the couple again.

EDUCATION

The Atlanteans are a learned people and consider education important. Even the children of the poorest families receive three to six years of basic schooling at various academies established and funded by the Atlan. Students who show promise at these academies often receive "scholarships" to go on for further schooling.

Middle and upper class families pay for their children to attend private academies, which feature better instructors and a broader, more rigorous curriculum. Some of these schools are extremely expensive and have some of Atlantis's most famed naturalists and philosophers as instructors. A student who excels at one of these institutions can usually look forward to a career in government, as an academic, or even as a wizard.

BURIAL CUSTOMS

Among all but a few Atlanteans in whom the blood of the Ten Brothers runs strong, death from old age comes eventually, even if it takes much longer to reach them than it does the other peoples of the world. The Atlantean custom is to cremate the body on a large funeral pyre — the wealthier or more important the deceased, the more impressive the pyre. The ashes are then collected in a special bronze urn which is placed in the family mausoleum (for wealthy and noble families) or an Atlantean gravestone (which has niches carved into it for this purpose).

The traditional mourning period in Atlantis is two years for a husband, one year for a wife, and six months for a child or sibling. (A person may also go into mourning for other relatives, such as aunts, grandparents, or cousins, in which case the period usually lasts six months.) During this time the mourner dresses in somber clothing, avoids most forms of entertainment and socialization, and eats and drinks modestly. Some older Atlanteans complain that modern Atlanteans have begun skimping on these rituals, shortening mourning periods, and generally not respecting the deceased as they should.

SOCIAL LIFE

Atlantis enjoys a rich, varied, and thriving social life.

THE SOCIAL HIERARCHY

Like most societies Atlantis divides into classes, though due to the general prosperity class distinctions aren't nearly as pronounced or rigid as they are in other parts of the world. At the top of the social ladder is the imperial family: Atlan Vondarien; his nine Brothers; their immediate families and favored descendants. Over the centuries the Ten Brothers have had so many children by so many wives that they simply can't keep track of all of their great-great-great-ad nearly infinitum relations. Many Atlanteans have some connection to the imperial family, perhaps even a fairly close one, but aren't actually "part" of it (though their blood ties to the Atlan may make it easier to gain a royal audience; see the *Imperial Bloodline* Perk in Chapter Five). The only ones who can be considered "part of the imperial family" are those whom the Ten know about and particularly favor for some reason.

One step down from the imperials is the nobility, which mostly consists of two types of people: descendants and relatives of the Ten Brothers (by far the largest part); and lesser Atlanteans who've raised themselves up into the noble ranks. The latter category includes mostly merchants who've become extremely wealthy, and accomplished wizards. Nobles perform all sorts of functions in Atlantean society. Many of them serve as officers in the Atlantean army or navy, while others are ambassadors, hold some sort of imperial office, or otherwise assist with the administration of the Dominion. Nearly all of them are wealthy to some degree, and even the poorest Atlantean noble tends to be fabulously rich by the standards of the rest of the world. As such, many of them don't work very hard (if they have a job at all); they simply enjoy a life of indolent luxury and idle entertainments.

The largest class in Atlantis is what modern-day humans would call the "middle class": the merchants, shopkeepers, craftsman, and prosperous farmers who form the backbone of society. A few of them look enviously at the nobility and wish they had more wealth and power, but most of them are well aware of how good their lives are compared to people in the rest of the world and are perfectly content with their lot in life.

Atlantis's lower class is small, and by the standards of any other society in the world would be considered "middle class" or better. There's no true poverty or squalor in Atlantis; no Atlantean citizen goes hungry. The lower classes just don't have as much property as the middle classes, or work at jobs which are not well thought-of (such as tanning leather and certain types of farm work).

Slavery

However, the lower classes are not the bottom level on Atlantis's social hierarchy. That position belongs to the

ADVENTURERS AND ADVENTURING

Adventurers — usually referred to simply as "heroes" once they become known for some great deed — are a fact of life in the Atlantean Age. While they're not common, there are more than a few of them in the world. Inspired by the legends of his ancestors and the Ten Brothers, many a young Atlantean nobleman (or occasionally noblewoman) has left Atlantis behind to seek fame, glory, and perhaps fortune as a wandering adventurer. The average Atlantean probably sees or meets adventurers several times in his life; the average non-Atlantean may meet one or two. (Obviously some people, such as innkeepers, are much more likely to encounter heroes.)

While they often praise them, especially after they've saved the local village from some horrible monster, most people are a little wary of heroes. These are people of great power and great destiny, who often do things that perhaps mortals never should (like speaking with or even fighting the gods). However good their intentions may be, they often bring trouble with them, or stir up trouble that might otherwise lie quiet. While they can do much good for a community, they can also kill people (often with impunity) and wreak other forms of havoc. One mis-cast Fire spell and the entire village may go up in flames! That's why everyday folk often look askance at adventurers, and even take pains to avoid them. While adventurers may find a warm welcome in cities and inns that want their coin, or in places where some of their fellows once saved the land, in many other villages and towns they may get a cold reception. For Atlantean heroes this is particularly true when they travel in lands controlled by rivals or enemies like Lemuria and Tellat, who automatically suspect Atlanteans of being spies or soldiers for the Atlan.

slaves, of which Atlanteans own many (though not as many as in Lemuria, Tellat, or some other realms). Atlantean slaves are typically either (a) prisoners of war, or (b) citizens from other parts of the Dominion who have agreed to work as slaves for a chance to live in Atlantis. In both cases, a slave typically earns his freedom after 20 years of labor, at which point he's an Atlantean citizen and may continue to live on the Great Island. The only slaves who remain slaves for life are those sentenced to slavery for some crime (and crime is rare in Atlantis).

Atlantean slaves enjoy legal rights and protections not available to slaves outside the Dominion. While they are considered the property of their owner, and thus can be bought and traded, they cannot be deliberately harmed or abused (though they can be forced to work at dangerous jobs, such as some types of mining). They have the right to bring a legal complaint against their owner (or anyone else) before Atlantean officials, and can own a small amount of property (though not their own slaves). Their owner must feed, clothe, and house them. And they have the right at any time to buy themselves out of slavery if they can somehow earn enough money.

LEISURE AND ENTERTAINMENT

Atlanteans have a lot of time to enjoy themselves, and have many favored leisure pursuits.

Art

First, Atlanteans are active patrons of the arts. Every city has at least one amphitheater where plays are performed almost nightly; many cities have multiple amphitheaters that compete to attract the most attention. Playwrights and actors alike can become famous and wealthy, sometimes almost overnight if a new play happens to catch the public's fancy. As of 32098 BC, the most popular dramatists in Atlantis are Hyraeus, Koros the Scribe, Meleander, and Xylon. Meleander and Hyraeus are bitter rivals who on more than one occasion have gone so far as to try to sabotage each others' plays.

If the play's not the thing, music also holds many charms. On any given night, and even during the day, Atlantean bards and choruses can be found performing everywhere from the nicest amphitheaters to the lowliest taverns. The lyre, aulos, and pipes are the most popular instruments, and most playing includes vocal accompaniment either by the bard himself or a companion singer.

Many nobles have "house bards" who play for them at meals, parties, feasts, and other occasions. The greatest of these, and the most renowned bard in all Atlantis, is the Atlan's personal musician, Telegon of the Silver Tongue.

Atlanteans also enjoy displays of works of art. The main static art form in Atlantis is sculpture, whether it's freestanding statues or carvings on the sides of buildings. The unveiling of a new work by a noted sculptor, such as Danaeos of Anthele, can attract nearly as much attention as Tribute Day.

Sports And Games

But Atlanteans don't just define leisure as sitting and being passively entertained; they also enjoy sports and games that they can actively participate in. Personal honor dictates that no magic be used by people playing sports and games; all competitors must rely solely on the strength and speed of their bodies.

The favored Atlantean sports are what modern humans would call "track and field" events, such as footraces over distances up to and including 50 miles, hurling the discus and javelin, and distance leaping. These events are the centerpiece of the Atlantean Games and most other athletic competitions.

Horse and chariot racing are almost as popular as footracing (and in some places, more popular). In cities with a hippodrome, a winning chariot racer can become a major "celebrity," asked to attend feasts at the homes of the rich and powerful nearly every night.

Many Atlantean men wrestle or box as a way of keeping in shape (and in the case of soldiers, keeping in practice). Skilled fighters can go on to compete at the games and perhaps win rich prizes. (In game terms, for Atlantean wrestling buy the *Wrestling* Martial Arts package, and for boxing buy the *Pankration* Martial Arts package; you can find both in *The Ultimate Martial Artist*.)

Among the nobility, hunting is a favorite pastime. Deer and boar are the most common quarries, but the fierce Atlantean lion is also pursued at times. Some dedicated hunters even travel to other lands in search of more difficult or dangerous prey... and the truly skilled and daring pursue monsters.

Atlanteans of more sedentary disposition favor board, riddle-, or guessing-games. The most popular of these is *sokaki*, which is comparable to modern chess in most respects. Lemurian chess, *guranda*, is also popular in some circles.

GOVERNMENT AND LAWS

Although it calls itself a "Dominion," Atlantis is unquestionably an empire — it controls over half of the civilized world and has imposed much of its laws and culture on the lands it has conquered or absorbed into its sphere. While it conducts imperial affairs differently, and in most cases with a lighter hand, than Lemuria, in the final analysis it is still an imperial government.

The ruler of the Dominion is Atlan Vondarien, whose word is law. However, he rarely makes important decisions by himself, partly out of respect for his nine Brothers and partly because he's wise enough to realize that no man knows or understands everything. On crucial matters he consults with one or more of his Brothers to seek their counsel. In the end he may follow his own mind, but the others know he listens carefully to what they say.

As described in Chapter Three, each of the Atlan's nine Brothers rules a part of Atlantis and the greater Dominion. Within his kingdom and lands, he rules absolutely, subject only to having the Atlan countermand him (which almost never happens). However, in all Atlantean realms the people have the means to bring matters to their king's attention. All of the nine hold days of "open court," when any of their subjects can bring a grievance to their attention. If enough people favor some course of action, it's not unknown for them to assemble in a mob outside the royal palace and shout for what they want. The kings rarely respond to such provocations directly, but knowing of the peoples' strong support for something may sway their own thinking.

The laws laid down by the Atlan are recorded by scribes in large books. The original is kept in the imperial palace, and copies are made and distributed throughout the Dominion. Atlantis has a large (and often detailed) body of laws which scholars and philosophers study and argue about. Atlantean soldiers serving as guardsmen enforce the laws and patrol the streets to ensure public safety.

TECHNOLOGY AND MAGIC

Atlantis has some of the most advanced technology in the world — though it's not truly "technology" in the modern sense of the word, or even in the Lemurian sense of magiconstructs and alchemical engineering. Instead the Atlanteans use magic to improve their standard of living and their ability to get things done. This is more common in Atlanelos and the other major cities than it is in the countryside, and it's not pervasive — most Atlanteans work the same way other people do, by the strength of their arms and the sweat of their brows. It's just that sometimes they have a little help from Atlantean magic. Examples include:

- many Atlanteans, particularly the noble and wealthy, own flying chariots or carts that make travel easy, fast, and safe. At any time of the day in Atlanelos you can look into the sky and see several air-chariots whisking their owners away on some errand or to a meeting. One of the dreams of many middle-class Atlanteans is to somehow save up enough money to have a sky-chariot enchanted for them (and then to afford the orichalcum to fuel it).
- all Atlantean cities have at least some districts where the streets are lit at night by enchanted lamps, and the houses have a constant supply of running water due to Water magics.
- most Atlanteans of at least the middle class, and more than a few of lower classes, know a few trivial spells to ease the day's work. For example, housewives can heat water with a simple Fire cantrip, and laborers can lift heavier than normal loads without difficulty thanks to an Earth spell. Farmers often know many short invocations to improve the crops and enhance the fertility and health of herd animals.
- any Fire wizard can create a *pyrostone*, a fist-sized rock that emits enough heat to warm up an entire room when the owner speaks a command word.
- spells placed on most major cities by wizards diminish the chance of a house-fire starting, and significantly decrease the chance that it will spread to other buildings.

TRADE

Atlantis enjoys the largest, most active economy in the world, dwarfing even that of much-older Lemuria. Its fields and mines are extremely productive, its goods are desired all over world, and it receives enormous amounts of tribute from its provinces and those who wish it well. Atlantis typically exports craftworks, wine, and some foodstuffs; it imports craftworks, various raw materials (fur, cloth, lumber), luxury items, and some foods it cannot produce itself.

Atlantean *emaeroi*, or traders, travel throughout the world in search of new goods and the best deals. Adventurous souls who love seeing new sights and discovering new places, they bring Atlantean culture and goods to the far corners of civilization, and beyond.

ATLANTEAN CURRENCY

Atlantis uses three coins, each made of a different metal with a depiction of the Atlan in profile on one side and Atlantis's symbol, the flame-shrouded trident, on the other. The lowest denomination is a bronze coin, the *aesk*; next is the silver coin, or *drakahm*; and the most valuable of all is the gold coin, or *boullios*. Each coin is worth ten of the previous coin, so 10 *aesk* = 10 *drakahm* = 1 *boullios*. Most transactions involve *drakahms* or *aesks*; *boullioi* are usually saved for large commercial deals or major purchases. Many Atlanteans go their entire lives without ever seeing a *boullios*.

Other Currencies

The Lemurian currency, which they use only in dealings on the surface world and not among themselves, is a large gold coin called a *róka* and a small silver coin called a *tisfa*. It takes 100 *tisfa* to make one gold *róka*.

The Hazarians use small silver bars about the size of an adult man's middle finger as their currency. Each is worth five Atlantean *drakahms*, or half a *boullios*.

Tellat uses a complex system of currency that features (from lowest to highest value) tin, bronze, iron, silver, and gold coins, plus an even rarer and more valuable special gold coin set with a smaragd. The values of these coins tend to fluctuate based on supply, demand, and the general whims of the merchant class; periodically the Emperor issues an edict that "locks" the value of all the coins for a few years until the whole process starts again. Typically a Tellat gold coin has about two-thirds the value of an Atlantean *boullios*, and a Tellat silver coin about half that of an Atlantean *drakahm*.

The Kaphtorans use both silver and gold coins, with the silver coins being large and roughly half the value of the smaller gold coins. Both are stamped on each side with the likeness of the Priest-King who minted them. Some priest-kings' coins are widely regarded as being of better (or worse) quality due to the metal used and other factors, and thus have a slightly hire value in day-to-day transactions even if "officially" all the coins are the same.

ATLANTIS AT WAR



Although as of 32098 BC Atlantis is not at war with any other realm and has no specific plans to engage in further campaigns of conquest, it maintains what most people consider to be the most powerful military in the world. Its might derives not from numbers — Atlantis actually has a much smaller number of soldiers than Lemuria or Tellat — but from magic, which makes each soldier extremely powerful compared to his opponent.

ATLANTEAN FORCES

Atlantis maintains both an army and a navy. The army consists of troops who fight on the ground, including spear- and sword-armed infantrymen and archers. The navy includes both seagoing vessels and Atlantis's "air force" of sky-cavalrymen who ride pegasi, sky-chariots and -ships, and war-dragons. Compared to the forces of Lemuria and Tellat, Atlantis uses little in the way of engines of war or battle-beasts; it relies on the strength and skill of its human warriors and wizards.

See Chapter Five for a Package Deal for Atlantean soldiers.

THE ARMY

The Atlantean army primarily consists of soldiers known as *logaloi* (roughly translated, "lancers" or "spear warriors"). Many of them are the sons of noble or middle-class families seeking a way to nobly serve and defend their homeland, or just looking for a taste of adventure in what would otherwise be a routine life.

An Atlantean young man (virtually all soldiers are men, though there's no law forbidding women to join the army) enrolls in the army at age 14, when he becomes an adult. Except in times of war when the need for reinforcements is great, he spends a full two years training, practicing, and learning his craft. His training includes the use of his weapons, basic riding and/or use of flying vehicles (and advanced training for cavalry troops), how to fight multiple opponents at once, wrestling

maneuvers in the unlikely event he's disarmed, small- and large-unit tactics, and other information.

One other reason an Atlantean soldier's "basic training" lasts so long is that throughout the process each soldier is subtly molded, transformed, and improved by Atlantean magic. When training is done, the soldier can lift four times as much as a normal warrior and is also much swifter and tougher... not to mention skilled with weapons and other accouterments of Atlantean warfare.

The Atlantean soldier is armed with, at a minimum, an Atlantean Warriorblade, an Atlantean Fire-Spear, a suit of Golden Armor, and a Trident Aegis (see below for more information on all of this equipment). A warrior who can afford to provide better gear for himself is welcome to do so unless his commander feels this would cause problems. Because they're so well-equipped all Atlantean soldiers are the equivalent of heavy infantry (or cavalry); there's no light infantry or peasant levies among the Atlantean forces. However, there are units of archers, though they comprise a relatively small percentage of the overall army.

The end result of this training, magical augmentation, and enchanted equipment is that a single Atlantean soldier tends to be a match for a large number of ordinary opponents. The historical chronicles are full of incidents in which a mere handful of Atlantean spearmen held off or defeated much larger enemy forces.

Unit Organization And Tactics

For most conflicts the Atlantean kings and commanders organize their soldiers into 20-man units known as *kivotoi*, literally meaning "boxes" (because they often march into battle in a four-by-five formation that looks like a box). Each *kivoto* is subdivided into four five-man squads if necessary.

Because they're trained to fight more than one opponent at a time, Atlantean soldiers generally don't fight in formation the way most of their enemies do. They approach the foe in

their *kivotoi*, but once they're reasonably close they break ranks and charge, shouting their fearsome *uluuloi* battle-cry that by itself has caused more than one army to break and run from them. (In game terms, the battle-cry is a Presence Attack intended to scare away the enemy, and it's often highly effective.) When they reach the enemy they simply leap in among him and begin hewing and stabbing. It's not uncommon for an experienced soldier to kill an enemy with every swing of his sword or thrust of his spear.

THE NAVY

Atlantis prefers to fight on land, but its existence as an island nation, the need to protect its shipping, and the fact that its main foe is located underwater have driven it to create a powerful navy. Though it has fewer ships than one might expect, each of those ships is an orichalcum-fueled powerhouse worth a dozen ordinary warships (see *Riding Beasts And Vehicles*, below). Additionally, the Atlantean Navy includes the Great Island's aerial forces: "sky cavalrymen" riding sky-chariots, pegasi, and war-dragons, plus sky-ships manned by specially-trained archers.

Atlantean sailors are well-trained, but not as magically-augmented or well-equipped as their brethren on land. Typically they wear magically-enhanced light leather armor and carry a sword (they do not use shields or spears); their bodies are improved with magic during their basic training but not to the same extent as soldiers'. However, many ships do have one or more squads of archers on board.

WIZARDS IN WARFARE

While the Atlantean army doesn't have a "corps" of military wizards or anything of the sort, it's a rare Atlantean fighting force that doesn't take to the field without a wizard or three to help it. First, many military commanders have some training in spellcraft and can bring their powers to bear against the enemy. Second, many wizards regard a battle as the one place where they can *really* cut loose, show what they can do, and maybe even experiment a bit. Third, if the Atlanteans believe the enemy intends to employ magic/wizards of its own, it will definitely make sure that it has enough arcane firepower to counteract (and if possible overwhelm) the enemy's sorceries.



WEAPONS AND ARMOR

Standard Equipment

Here's what the standard equipment carried by *logaloi* looks like in game terms. See the *Enchanted Items* section of Chapter Seven for other magical weapons and armor they might have.

ATLANTEAN WARRIORBLADE

Effect: HKA 2d6
Target: One character
Duration: Instant
Range: No Range
END Cost: 0
Breakability: 9 DEF
STR Min.: 10

Description: This is the standard enchanted blade issued to Atlantean soldiers and guardsmen who don't possess a better weapon or the means to acquire one. It's as long and large as a greatsword, but thanks to the magics placed upon it can be wielded with one hand by an ordinary fighting man. The blade and furniture are often fancifully designed or decorated; it's rare for two Warriorblades to look exactly alike.

Game Information: HKA 2d6 (up to 4d6 with STR), Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), STR Min (10; -½). Total cost: 18 points.

ATLANTEAN FIRE-SPEAR

Effect: HKA 2d6 + Stretching 1"
Target: One character/Self
Duration: Instant
Range: No Range/Self
END Cost: 0/4
Breakability: 9 DEF
STR Min.: 13

Description: This is the standard Atlantean enchanted spear, which gets its name because the enchantments on it make its head glow as if on fire.

Game Information: HKA 2d6 (up to 4d6 with STR), Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), STR Minimum (13; -½) (total cost: 18 points) **plus** Stretching 1", Reduced Endurance (0 END; +½) (7 Active Points); OAF (-1), Always Direct (-¼), No Noncombat Stretching (-¼), Only To Cause Damage (-½), No Velocity Damage (-¼) (total cost: 2 points). Total cost: 20 points.

GOLDEN ARMOR

Effect: Armor (10 PD/10 ED) on various parts of the body, plus Armor (+2 PD/+2 ED) overall if all pieces are worn

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Breakability: 12 DEF

Description: Atlantean soldiers wear this suit of armor: a helmet, solid breastplate, vambraces, and greaves made of bronze but laced with orichalcum in such a way that they end up with a beautiful golden sheen. Each piece protects part of the body, and if all six are worn, they generate an additional field of mystic energy that protects the entire body.

Atlantean helmets cover the entire head, but have an opening in the front for the eyes, nose, and mouth (targeting this opening is an OCV -10 penalty). Some have elaborate crests or combs on top as a way of setting their wearers apart. Similarly, some soldiers have their chestplates shaped to show designs or even scenes of battle. (However, in both cases, any soldier who can afford to have distinctive armor made can probably also afford better enchanted armor than the standard Golden Armor.) Underneath the armor the soldier wears a tunic in the distinctive Atlantean blue.

Game Information:**Cost Power**

- 9 *Golden Armor — Helmet:* Armor (10 PD/10 ED) (30 Active Points); OIF (-½), Activation Roll 8- (covers Hit Locations 3-5; -2)
- 12 *Golden Armor — Breastplate:* (10 PD/10 ED) (30 Active Points); OIF (-½), Activation Roll 11- (covers Hit Locations 9-13; -1)
- 9 *Golden Armor — Vambraces:* Armor (10 PD/10 ED) (30 Active Points); OIF (-½), Activation Roll 8- (covers Hit Locations 7; -2)
- 9 *Golden Armor — Greaves:* Armor (10 PD/10 ED) (30 Active Points); OIF (-½), Activation Roll 8- (covers Hit Locations 15-16; -2)
- 4 *Golden Armor — Full Suit Enchantment:* Armor (+2 PD/+2 ED) (6 Active Points); OIF (character must wear all six pieces of armor; -½)

Total cost: 43 points.

Options:

1) **Atlantean Sailor Armor:** Reduce the Armor of all pieces to 5 PD/5 ED. Total cost 4 + 6 + 4 + 4 + 4 = 22 points.

2) **Atlantean Archer Armor:** Reduce the Armor of all pieces to 6 PD/6 ED. Total cost 5 + 7 + 5 + 5 + 4 = 26 points.

TRIDENT AEGIS

Effect: DCV +3; HA +3d6

Target: Self/One character

Duration: Constant/Instant

Range: Self/No Range

END Cost: 0/1

Breakability: Unbreakable

STR Min.: 20

Description: A Trident Aegis is a large round shield bearing the device of Atlantis, the Fire-Shrouded Trident. It offers a high degree of protection to the wielder, and also allows him to perform shield-bashes. Additionally, once per day the wielder can cause the fire depicted on the outside of the shield to flare up and blind his foe.

Game Information:**Cost Power**

- 5 *Trident Aegis:* Multipower, 15-point reserve; all OAF (-1), STR Minimum (20; -1)
- 1u 1) *Defense:* +3 DCV; OAF (-1), Real Armor (-¼), Mass (Half Mass; -½), STR Minimum (20; -1)
- 1u 2) *Shield Bash:* HA +3d6; OAF (-1), HA (-½), Real Weapon (-¼), STR Minimum (20; -1), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)
- 9 *Fire-Flare:* Sight Group Flash 8d6 (40 Active Points); OAF (-1), No Range (-½), 1 Charge (-2)

Total cost: 16 points.

ATLANTEAN WARBOW

Effect: RKA 3d6

Target: One character

Duration: Instant

Range: 395"

Charges: 20 Recoverable Charges

Breakability: 16 DEF

Description: With a bowstave made of orichalcum-infused copper enchanted for flexibility and power and a string made from the sinews of a bear, the Atlantean Warbow is the most powerful bow in the world. It requires the strength of an Atlantean soldier just to draw and fire it! Its range is approximately twice that of any other bow used in the Atlantean Age, giving the Atlantean army a major tactical advantage in many situations.

The Warbow can be used from horseback, but with some difficulty due to its size (OCV -3 penalty). For cavalymen (sky or ground), the Atlanteans issue a smaller, weaker bow (RKA 2d6, STR Min 17) intended for use on horseback.

Game Information: RKA 3d6, 20 Recoverable Charges (+¾) (79 Active Points); OAF (-1), Concentration (½ DCV; -¼), STR Min (20, STR Min Doesn't Add Damage; -1½), Two-Handed (-½). Total cost: 19 points.

Other Equipment

An Atlantean commander can provide his men with additional gear if he thinks it's necessary. Some possibilities include:

FIRE-THROWER

Effect: RKA 2d6

Target: 7" Cone

Duration: Instant

Range: No Range

Charges: 12 Charges

Breakability: 12 DEF

Description: Sometimes the Atlanteans have to face large numbers of low-powered foes, such as conjured beasts or certain Lemurian magiconstructs. In that case it's simpler to destroy a lot of them at once than for Atlantean soldiers to fight them one at a time. For that task the Atlanteans use Fire-Throwers, which are a sort of magic wand that can emit 16 conical blasts of flame per day. The soldiers simply march forward in a line formation, using their Fire-Throwers in unison on command.

Game Information: RKA 2d6, Area Of Effect (7" Cone; +1) (60 Active Points); OAF (-1), No Range (-½), 16 Charges (-0). Total cost: 24 points.

SANDALS OF LEAPING

Effect: Leaping +12"

Target: Self

Duration: Constant

Range: Self

END Cost: 1

Breakability: 2 DEF

Description: These enchanted sandals give Atlantean soldiers greater mobility on the battlefield and allow them to bypass obstacles easily.

Game Information: Leaping +12" (12 Active Points); OIF (-½). Total cost: 8 points.

SANDALS OF THE SPIDER

Effect: Clinging (normal STR)

Target: Self

Duration: Constant

Range: Self

END Cost: 0

Breakability: 2 DEF

Description: If the Atlantean army is besieging a city or has to scale a cliff quickly, these sandals let the soldiers literally walk up walls.

Game Information: Clinging (normal STR) (10 Active Points); OIF (-½). Total cost: 7 points.

RIDING BEASTS
AND VEHICLES

In addition to the Pegasus (see *The HERO System Bestiary*, page 106) and the Warhorse (pages 169-71 of the *Bestiary*), here are some of the riding animals and vehicles the Atlantean military uses.

Riding Beasts

WAR-DRAGON				
Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
18	DEX	24	13-	OCV: 6/DCV: 6
22	CON	24	13-	
18	BODY	16	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
15	PD	9		Total: 15 PD (15 rPD)
15	ED	11		Total: 15 ED (15 rED)
4	SPD	12		Phases: 3, 6, 9, 12
10	REC	0		
44	END	0		
50	STUN	6		Total Characteristics Cost: 118
Movement:		Running:	6"/12"	
		Flight:	15"/30"	
Cost Powers				END
15	<i>Fangs:</i> HKA 1d6 (2d6 with STR)			1
10	<i>Front Talons:</i> HKA ½d6 (1d6+1 with STR)			1
15	<i>Rear Talons:</i> HKA 1d6 (2d6 with STR)			1
15	<i>Scales:</i> Damage Resistance (15 PD/15 ED)			0
25	<i>Wings:</i> Flight 15", Reduced Endurance (½ END; +¼); Restrainable (-½)			1
6	<i>Draconic Senses:</i> +2 to PER Rolls with all Sense Groups			0
Skills				
3	Riding 13-			
3	Stealth 13-			
Total Powers & Skills Cost:		89		
Total Cost:		207		
75+ Disadvantages				
15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)			
5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)			
15	Psychological Limitation: Loyal To Its Rider; Must Obey Him (Common, Strong)			
97	Experience Points			
Total Disadvantage Points:		207		
OPTIONS				
Cost Power				
7	<i>Barding:</i> Armor (6 PD/6 ED) (18 Active Points); OIF (-½), Activation Roll 11- (-1)			

Ecology: Atlantean war-dragons are bred by the Atlantean army for military purposes. Millennia ago the line started as captured dragons adapted for military purposes, but over the centuries they've essentially become domesticated. In times of peace, war-dragon-mounted soldiers are used as couriers, ferrying important government messages and small cargoes all around the Great Island and beyond. War-dragons are sometimes pressed into service as guard animals as well, particularly when they become too injured or old to serve on the front lines.

Personality/Motivation: Normal animal motivations for the most part, though the bond between war-dragon and rider is strong. The army pairs a rider with a war-dragon when the beast is young, and the two train together for years. Thanks to this conditioning, the war-dragon finds it difficult to disobey any order its rider gives it, even a suicidal one. Riders often become so attached to and affectionate about their war-dragons that they've been known to weep openly when the war-dragon dies.

Powers/Tactics: War-dragons mainly serve as mounts to get a sky cavalryman into a position to shoot arrows at the enemy or engage in HTH combat with other flyers, but they can also fight themselves if necessary. Their fangs and rear talons are large and sharp, and the talons on their front legs cannot be ignored. Additionally, the war-dragon is trained to help its rider keep his seat (*i.e.*, to use its Riding roll as a Complementary Skill to the cavalryman's Riding roll when appropriate). A sky cavalryman may have his war-dragon swoop in on top of a large target to make a Multiple Power Attack with fangs and claws.

Appearance: This noble beast looks roughly like a traditional four-legged dragon, though its two front legs are stunted and significantly smaller than its rear legs, making it difficult for the war-dragon to walk (it's most comfortable flying). It also has a longer tail and slightly larger wings than a traditional dragon of its size. Its scales range in color from dull gold, through various shades of red, to rarer greens, blues, purples, and black. In battle it may be outfitted with golden barding specially made for it.

Vehicles

Atlantean vehicles are faster and more powerful than other vehicles, but that power comes at a price: they require orichalcum. This sometimes presents logistical problems for the Atlantean military... and a sky cavalryman who doesn't keep a close eye on his sky-chariot's "fuel" may find himself plummeting from the clouds to his death.

ATLANTEAN SKY-CHARIOT

Val	Char	Cost	Notes
2	Size	10	1.6" x .8"; -2 KB; -1 DCV
20	STR	0	Lift 400 kg; 4d6 HTH [0]
18	DEX	24	OCV: 6/DCV: 6
15	BODY	3	
6	DEF	10	Does Not Protect Some Occupants (-¼)
4	SPD	12	Phases: 3, 6, 9, 12

Total Characteristic Cost: 59

Movement: Ground: 0"/0"
Flight: 15"/120"

Abilities & Equipment

Cost	Power	END
27	<i>Orichalcum-Powered Flight:</i> Flight 15", x8 Noncombat; Costs Endurance (which comes from orichalcum; -½)	4
-12	<i>No Ground Movement:</i> Running -6" (0" total)	

Total Abilities & Equipment Cost: 15

Total Vehicle Cost: 74

Value Disadvantages

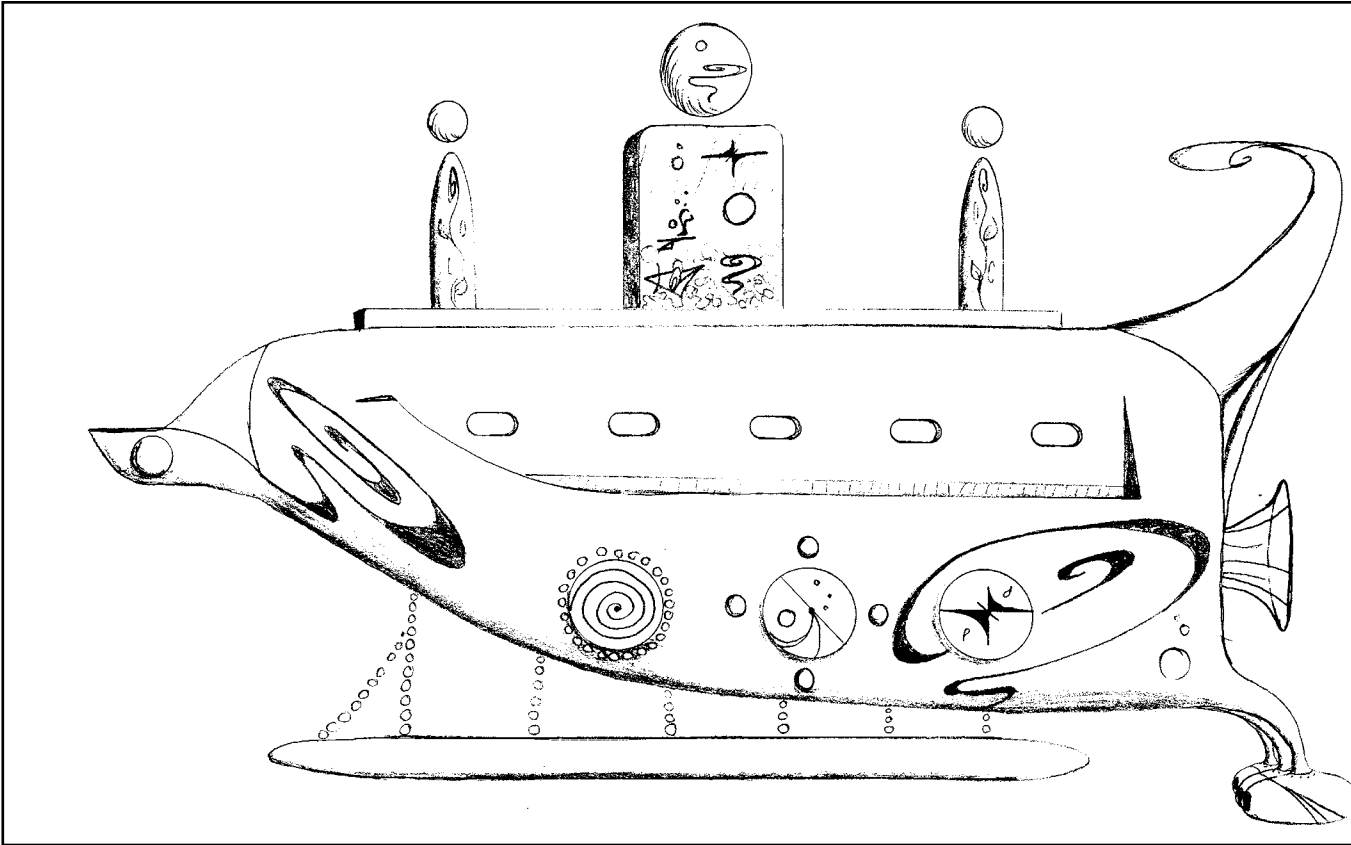
None

Total Disadvantage Points: 0

Total Cost: 74/5 = 15

Description: This is the standard vehicle of the Atlantean sky-cavalry. It resembles the body of a ground-based chariot, but it has no tow-bar, no wheels, and no animals to pull it — it simply flies as directed to by the will of the user. Typically it carries two soldiers, one to fly it and one to fight from it, but some sky cavalrymen are skilled enough to fly and fight at the same time.

Because the riders aren't fully enclosed in a Sky-Chariot, the vehicle's DEF doesn't ordinarily protect them. However, if the car's sides do come up to about waist level on the front and sides. Depending on the angle of attack and the Hit Location rolled, the GM may allow the vehicle's DEF to apply to an attack against a passenger.



ATLANTEAN SKY-SHIP

Val	Char	Cost	Notes
13	Size	65	20" x 10"; -13 KB; -8 DCV
75	STR	0	Lift 800 tons; 15d6 HTH [0]
15	DEX	15	OCV: 5/DCV: 5
23	BODY	0	
10	DEF	19	Does Not Protect Some Occupants (-¼)
4	SPD	15	Phases: 3, 6, 9, 12

Total Characteristic Cost: 114

Movement:	Ground:	0"/0"
	Flight:	10"/80"

Abilities & Equipment

Cost	Power	
------	-------	--

Propulsion Systems

20	Orichalcum-Powered Flight: Flight 10", x8 Noncombat; Costs Endurance (which comes from orichalcum; -½)	3
-12	No Ground Movement: Running -6" (0" total)	

Tactical Systems

40	Enchanted Ballistae: RKA 4d6, +1 Increased STUN Multiplier (+¼), 30 Charges (+¼); OIF Bulky (-1), Limited Arc Of Fire (360 degrees above ship; -¼)	[30]
10	Enchanted Ballistae: three more ballistae (total of four)	[30]

Total Abilities & Equipment Cost: 58

Total Vehicle Cost: 172

Value Disadvantages

25	Distinctive Features: Atlantean warship (Not Concealable; Causes Extreme Reaction [fear])
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Total Disadvantage Points: 25

Total Cost: 147/5 = 29

Description: An Atlantean sky-ship has a bottom part that looks something like a Greek trireme, and then rising up from that is a further hull shaped roughly like that of a galleon. Instead of masts and sails it has three metallic, bronze-colored pillars — a large central one, and smaller ones about halfway fore and aft — inset with arcane runes made of orichalcum and topped with a powerful, sky blue mystic crystal called an *aerosin*. Mounted along the sides are small enchanted ballistae; on some models, larger ballistae are mounted on a poop deck-like structure aft or fore.

ATLANTEAN WAR-GOLEM

Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 HTH damage [4]
18	DEX	24	13-	OCV: 6/DCV: 6
10	CON	0	11-	
25	BODY	30	14-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	—	ECV: N/A
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
18	PD	45		Total: 18 PD (18 rPD)
18	ED	51		Total: 18 ED (18 rED)
4	SPD	12		Phases: 3, 6, 9, 12
11	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 196

Movement: Running: 6"/12"
Leaping: 9"/18"

Cost Powers

15	<i>War-Golem's Axe:</i> HKA 3d6 (4d6+1 with STR); OAF (-1), STR Minimum (25; -1)	4
15	<i>Golem's Body:</i> Does Not Bleed	0
10	<i>Golem's Body:</i> No Hit Locations	0
45	<i>Golem's Body:</i> Takes No STUN	0
22	<i>Tireless:</i> Reduced Endurance (0 END; +½) on STR	0
6	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
4	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
54	<i>Body Of Metal:</i> Damage Resistance (18 PD/18 ED)	0
90	<i>Body Of Metal:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
36	<i>Heavy:</i> Knockback Resistance -6"	0
50	<i>War-Golem's Body:</i> Life Support: Total (including Longevity: Immortality)	0

END**Skills**

- 15 +3 Hand-To-Hand
- 1 Climbing 8-
- 2 Language: Atlantean
- 2 WF: Common Melee Weapons

Total Powers & Skills Cost: 368

Total Cost: 564

75+ Disadvantages

- 20 Physical Limitation: Human Size, Weighs 6,400 kg (All The Time, Greatly Impairing)
- 15 Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
- 454 Experience Points

Total Disadvantage Points: 564

Description: While not a "vehicle," the Atlantean War-Golem is generally stored with vehicles so the Atlanteans sort of think of it as one. If necessary it can carry up to half a dozen soldiers in its arms.

Campaign Use: With a minor tweak here and there, you can use this character sheet for a wide variety of Lemurian magiconstructs. The Lemurians employ war-golem-like magiconstructs far more often than the Atlanteans do, and many of theirs come equipped with fire-blasters as well as HTH Combat weapons.

Appearance: An Atlantean war-golem is a nine-foot-tall magical construct made of hepatizon (a magical metal) and powered by orichalcum and spells. It looks like a stylized Atlantean warrior in many respects. Spiked bands of metal encircle its arms at shoulder and wrist, its waist as a sort of belt, and its legs at the top of its "boots." Its weapon is an enormous double-bladed axe, one far too big and unwieldy for any human to use.

Atlantean Ship			
Val	Char	Cost	Notes
13	Size	65	20" x 10"; -13 KB; -8 DCV
75	STR	0	Lift 800 tons; 15d6 HTH [0]
13	DEX	9	OCV: 4/DCV: 4
23	BODY	0	
10	DEF	19	Does Not Protect Some Occupants (-¼)
3	SPD	7	Phases: 4, 8, 12
Total Characteristic Cost: 100			
Movement: Ground: 0"/0"			
Swimming: 10"/40"			
Abilities & Equipment			
Cost	Power		END
Propulsion Systems			
9	Oricalchum-Powered Sailing: Swimming +8", x4 Noncombat; Costs Endurance (which comes from oricalchum; -½)		1
-12	No Ground Movement: Running -6" (0" total)		
Tactical Systems			
40	Enchanted Ballistae: RKA 4d6, +1 Increased STUN Multiplier (+¼), 30 Charges (+¼); OIF Bulky (-1), Limited Arc Of Fire (360 degrees above ship; -¼)		[30]
10	Enchanted Ballistae: three more ballistae (total of four)		[30]
Operations Systems			
4	Scrying-Stone: Active Sonar; OIF Bulky (-1), Affected As Sight Group As Well As Hearing Group (-½), Only Usable Underwater (-1)		0
Total Abilities & Equipment Cost: 51			
Total Vehicle Cost: 151			

Value Disadvantages

25 Distinctive Features: Atlantean warship (Not Concealable; Causes Extreme Reaction [fear])

Total Disadvantage Points: 25

Total Cost: 126/5 = 25

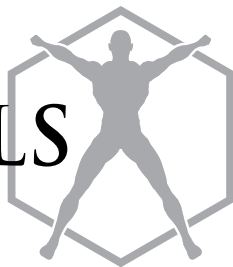
Description: A typical Atlantean naval vessel is about the same size as a sky-ship, and has a similar appearance and equipment. However, it only requires one central pillar, topped with a sea-green mystic crystal called an *aquarin*, as part of its propulsion system. It also comes equipped with a scrying-stone that allows the captain to “see” underwater and thus detect the approach of Lemurian pisceremes.

THE ATLANTEAN AGE

CHAPTER FIVE

ATLANTEAN CHARACTER CREATION

PACKAGE DEALS



For most players in an Atlantean Age campaign, the first step in character creation is to pick the Racial, Background, and Professional Package Deals that define a PC. You can find the Racial Package Deals in Chapter Two. In most cases the PCs in an Atlantean Age campaign will be Atlanteans, and thus take the Atlantean Package Deal, but other choices are perfectly all right as long as the GM doesn't object.

BACKGROUND PACKAGE DEALS

The following three Background Package Deals are for Atlantean characters. They don't apply to characters of other races, not even if those characters were born and raised on Atlantis by parents who immigrated to the Great Island.

DEMIGOD PACKAGE DEALS

As every Atlantean knows, there are times when the gods walk among mortals... and perhaps even fall in love with them. All the gods have on occasion sired or given birth to children conceived with mortal lovers, and those children often possess a bit of the divine spark. Some of Atlantis's greatest heroes have had the blood of the gods running in their veins.

This Package Deal (or, more accurately, ten Package Deals written in one easily-referenced format) represents characters with divine ancestry (typically this means having a god as one's parent, but it could represent divine grandparents, great-great-grandparents, or the like). For gods not listed, the GM can create additional Package Deals if desired. As an optional Disadvantage, the child of a particular god may be Hunted by that god's divine enemies or rivals, who will try to make his life difficult or even kill him.

DESCENDANT OF THE TEN PACKAGE DEAL

While it's not quite as useful as being the child of a god, being the son, daughter, or descendant of one of the Ten Brothers also provides a character with abilities and advantages not available to most Atlanteans... not to mention the potential for great social prestige and wealth. (The last two attributes are not part of the Package Deal, but the special effect of "King So-and-So [or "The Atlan"] is my father/grandfather/whatever" is a good explanation for buying Money and many other Perks.) On the other hand, being associated with one of the Ten may attract unwanted attention from the parent's/ancestor's rivals and/or enemies of Atlan-

tis (which the character can represent with a Hunted or other Disadvantages).

With the GM's permission, a character can take this Package Deal more than once, indicating that he has two or more ancestors among the Ten. This isn't common — usually one bloodline predominates — but it has been known to occur.

NOBLEMAN PACKAGE DEAL

Atlantean nobles are among the wealthiest, most sophisticated, and most educated people in the world. Although many of them are content to while away their days in idle luxury, others serve their kingdom by joining the military, hunting fierce beasts and monsters, financing trade and exploration expeditions, working in the government, or advising the kings and Atlan.

ZODIAC PACKAGE DEALS

This Package Deal (or, more accurately, ten Package Deals written in one easily-referenced format) represents the qualities and attributes an Atlantean obtains from the star-sign under which he's born.

DEMIGOD PACKAGE DEALS

Abilities

Cost

Ability

General Demigod Abilities

1	<i>Semi-Divine Lifespan:</i> Longevity (+1 point, giving an Atlantean a lifespan of 800 years)
3	<i>Divine Resistance:</i> Power Defense (3 points)
1	+1 STR
3	+1 DEX
2	+1 CON
1	+1 INT
2	+1 EGO
3	+3 PRE
2	+4 COM
God-Specific Abilities	
20	<i>Child Of Ares:</i> +10 STR, +5 CON
20	<i>Child Of Astranar:</i> Lightning Aegis (see below), +3 STR, +3 DEX, +1 INT
20	<i>Child Of Eordica:</i> +5 CON, +5 EGO
20	<i>Child Of Ereastaia:</i> +2 CON, +3 INT, +3 EGO, +2 COM, +3 REC
20	<i>Child Of Helios:</i> Aura Of Helios (see below), Sight Group Flash Defense (5 points), +3 PRE, +2 COM, +2 ED
20	<i>Child Of Orikailos:</i> Power Defense (6 points), +1 with all Magic Spells, +5 INT, +3 EGO
20	<i>Child Of Phastos:</i> +5 STR, +5 CON, +5 ED
20	<i>Child Of Poseidon:</i> Life Support (Breathe Underwater), Swimming +5", +5 CON
20	<i>Child Of Selene:</i> Nightvision, Moon-Magic (see below), +2 PRE
20	<i>Child Of Tikarion:</i> +5 STR, +5 INT, +10 PRE

Total Cost Of Package Abilities: 38

Lightning Aegis: Armor (10 ED) (15 Active Points); Only Versus Limited Type Of Attack (lightning/electricity; -1). Total cost: 7 points.

Aura Of Helios: Sight Group Images 1" radius, +4 to PER Rolls (22 Active Points); No Range (-½), Only To Create Light (-1). Total cost: 9 points.

Moon-Magic: Aid Magic 2d6, all Magic spells/powers simultaneously (+2), Delayed Return Rate (points fade at the rate of 5 per Hour; +1) (80 Active Points); Only At Night (-½), Only During The Full Moon (-2), Self Only (-½), 1 Charge (-2). Total cost: 13 points.

DESCENDANT OF THE TEN PACKAGE DEALS

Abilities

Cost	Ability
	General Brethren Abilities
1	<i>Semi-Divine Lifespan</i> : Longevity (+1 point, giving an Atlantean a lifespan of 800 years)
2	+1 CON
1	+1 INT
1	+1 PRE
1	+2 COM
	Brother-Specific Abilities
3	<i>Line Of Ampheres</i> : +1 STR, +1 INT, +1 PRE
3	<i>Line Of Autochthon</i> : +1 STR, +1 CON
3	<i>Line Of Azaes</i> : +3 STR
3	<i>Line Of Diaprepes</i> : +1 INT, +1 EGO
3	<i>Line Of Elasippus</i> : +1 DEX
3	<i>Line Of Euaemon</i> : +1 EGO, +1 PRE
5	<i>Line Of Gadrius</i> : +1 DEX, +1 INT, +1 PRE
3	<i>Line Of Mestor</i> : +3 INT
3	<i>Line Of Mneseus</i> : +2 STR, +1 INT
12	<i>Line Of Vondarien</i> : +1 STR, +1 DEX, +1 CON, +1 INT, +1 EGO, +3 PRE

Total Cost Of Package Abilities: 9 (11 for Line Of Gadrius, 18 for Line Of Vondarien)

ATLANTEAN NOBLEMAN PACKAGE DEAL

Abilities

Cost	Ability
3	+3 INT
5	+5 PRE
3	Conversation
3	High Society
6	6 points' worth of Skills or Perks from the following list Acting, Bureaucratics, Concealment, Gambling, Oratory, Persuasion, Riding, Seduction, Stealth, Survival, Tracking, Trading, Weapon Familiarity, any Background Skill, Well-Connected, Contact
6	Fringe Benefit: Lordship
5	Money: Well Off

Total Cost Of Package Abilities: 31

Options

Cost	Option
var	<i>Higher Rank</i> : Increase Lordship Fringe Benefit
+20	<i>Palace</i> : Add a 100-point Base
+5	<i>Rich Demesne</i> : Increase Money to 10 points' worth
+10	<i>Vast, Rich Demesne</i> : Increase Money to 15 points' worth
-5	<i>Genteel Poverty</i> : Remove Money
var	Rivalry or other Disadvantage appropriate to station

ATLANTEAN ZODIAC PACKAGE DEALS

Abilities

Cost	Ability
	Sign-Specific Abilities
3	<i>Mikna, The Swan</i> : +1 EGO, +1 PRE
3	<i>Arathos, The Runner</i> : +1 INT, +2 PRE
3	<i>Aiklos, The Eagle</i> : +1 STR, +1 EGO
3	<i>Loso, The Lion</i> : +2 STR, +1 PRE
3	<i>Akontios, The Spear</i> : +1 CON, +1 PRE
3	<i>Kionos, The Pillar</i> : +1 INT, +1 EGO
3	<i>Araxos, The Spider</i> : +1 PRE, +1 with Stealth
3	<i>Siklos, The Sickle</i> : +1 to PER Rolls with all Sense Groups
3	<i>Delpha, The Oracle</i> : +1 INT, one KS at 11-
3	<i>Skotari, The Shield</i> : +1 EGO, +1 PRE
3	<i>Raikonos, The Dragon</i> : +1 EGO, +1 PRE
3	<i>Skathos, The Ship</i> : +1 CON, +1 INT

Total Cost Of Package Abilities: 3

PROFESSIONAL PACKAGE DEALS

These Package Deals represent a character's "profession," even if it's not something most people would consider a regular "job." They're organized into five categories: Priest, Rogue, Warrior, Wizard, and Miscellaneous.

Priest Package Deals

ATLANTEAN PRIEST PACKAGE DEALS

The following Package Deals cover the gamut of Atlantean priests. In addition to the skills and learning which are common to all priests, a priest has a special ability granted to him by the god he primarily worships:

Ares: Priests of Ares are expected to train as soldiers, to learn the use of weapons, and to become skilled in battle. They often accompany the Atlantean army to war.

Astranar: Priests of Astranar have the power to control the weather to a limited degree. It takes 20 minutes of intense concentration to begin the process. Once the spell has been cast, the weather slowly alters to the desired state in 1d6 hours. It remains like that for another 1d6 hours and then returns to what it was like before the priest changed it in 1d6 x 10 minutes.

Eordica: Priestesses of Eordica have the power to make a person, animal, or plant more fertile for a short period. This doesn't guarantee conception or enhanced growth, but it definitely makes it more likely.

Erestaia: Priestesses of Erestaia are skilled at the domestic arts. Wealthy families often hire them to look after the children.

Helios: Priests of Helios can create light, bringing the god's power into dark places.

Orikailos: Priests of Orikailos are almost always wizards as well, and the god has gifted them with a particular skill for spellcasting.

Phestos: Priests of Phestos are skilled craftsmen, particularly at the forge.

Poseidon: Priests of Poseidon can hold their breath for an extremely long time, and can even extend this power to other people. They're also the most highly-regarded of all Atlantean priests and have great sway within society.

ATLANTEAN PRIEST PACKAGE DEALS

Abilities

Cost	Ability
3	+3 INT
10	+5 EGO
3	+3 PRE
3	KS: Atlantean Theology And Divine Lore (INT)
1	Literacy
3	Oratory
3	Persuasion
2	PS: Atlantean Priest 11-
2	PS: Perform Sacrifice 11-
3	Fringe Benefit: Religious Rank
1	Fringe Benefit: Right To Marry
6	6 points' worth of Skills from the following list Acting, Conversation, Deduction, High Society, Paramedics (Healing), Riding, Stealth, Weapon Familiarity, any Background Skill
10	Deity-specific ability (see below)

Total Cost Of Package Abilities: 50 (51 for Astranar priests)

Deity-Specific Abilities

Cost	Ability
10	Ares: +1 with All Combat; 2 points' worth of WFs
11	Astranar: <i>Alter Weather</i> : Change Environment (alter the weather) 2" radius, +/-3 Temperature Levels, Multiple Combat Effects, Long-Lasting (see text), Varying Combat Effects, Varying Effect (+1), MegaArea (1" = 1 km broad and wide; +¼) (92 Active Points); Concentration (0 DCV throughout casting; -1), Extra Time (20 Minutes; -2½), Gestures (two hands throughout casting; -1), Gradual Effect (see text; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x2 END; -½), No Range (-½), Spell (-½)
10	Eordica: <i>Increase Fertility</i> : Minor Transform 6d6 (fertile person, animal, or plant to much more fertile; heals back normally) (60 Active Points); Concentration (0 DCV throughout casting; -1), Extra Time (1 Minutes; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x2 END; -½), Limited Target (fertile living beings as described; -½), No Range (-½)
10	Erestaia: 10 points' worth of PS pertaining to homemaking and child-rearing
10	Helios: <i>Brand Of Helios</i> : Sight Group Images 1" radius, +5 to Sight Group PER Rolls (25 Active Points); No Range (-½), Only To Create Light (-1)
10	Orikailos: +3 with Magic Spells; +1 to any one Background Skill roll pertaining to magic or theology
10	Phestos: PS: Blacksmith 11- plus 8 points' worth of PS pertaining to arts and crafts
10	Poseidon: <i>At Home In The Water</i> : Life Support (Extended Breathing: 1 END per Minute), Usable Simultaneously (up to 8 people; +1); Reputation: Priest Of Poseidon 14-, 2/+2d6
10	Selene: <i>Brand Of Selene</i> : Sight Group Images, +2 to Sight Group PER Rolls, Increased Size (2" radius; +¼) (20 Active Points); Only To Create Light (-1)
10	Tikarion: +5 PRE, +1 EGO, +3 INT

Disadvantages

Value	Disadvantage
25	Psychological Limitation: Devotion To The God And His Purposes (Very Common, Total)
20	Social Limitation: Subject To Orders (Very Frequently, Major)

Total Value Of Package Disadvantages: 45

Options

Cost	Option
20	<i>God-Given Powers</i> : 20 Character Points' worth of healing spells (see Chapter Seven)
+2	<i>Skilled Sacrificer</i> : Increase PS: Perform Sacrifice to INT +1)

Selene: Priestesses of Selene can also create light, though their light is softer and dimmer, and they can create it at range if desired.

Tikarion: Priests of Tikarion are known for their impressive demeanor, leadership skills, and insight.

ORACLE PACKAGE DEAL

Some people, most of them priests, are gifted by the gods with the ability to foresee the future. However, this gift comes with restrictions. First, it takes time and effort; the oracle must enter a trance to receive a vision of the future. Second, it requires a triggering mechanism of some sort. The most famous is the mists from the cleft at the Oracle of Vesaras in Zanthinus; other oracles use pools or bowls of water, cast bones, the smoke from a fire prepared with certain types of fuel, the reflections of light on an orichalcum mirror, or the like. Third, even the most skilled oracle's visions tend to be vague and subject to multiple interpretations; often their accuracy and wisdom can only be seen in hindsight.

ORACLE PACKAGE DEAL

Abilities

Cost	Ability
9	<i>Oracular Visions</i> : Clairsentience (Sight Group), Precognition (40 Active Points); OIF (either a truly Inaccessible Focus like the Vesaran cleft, or any of a particular object of opportunity; -½), Concentration (0 DCV throughout; -1), Extra Time (minimum of 1 Turn, and often much longer; -1¼), Vague And Unclear (-½)

Total Cost Of Package Abilities: 9

Rogue Package Deals

“Rogues” are people who survive by their wits, cleverness, and guile... and sometimes dishonesty, wickedness, and cruelty. Here are Package Deals for some of the more common rogues in the Atlantean Age.

ATLANTEAN BARD

Atlantean bards are renowned throughout the world for the quality of their composition and playing. Their instruments are the lyre, the aulos (pipes, played singly or doubly), syrinx (or panpipes), and small drum. Typically they do not sing while they play; vocal accompaniment, if any, is provided by a separate singer or chorus.

While the greatest of the Atlantean bards are usually attached to some royal court, noble household, or renowned amphitheater, the type of bard represented by this Package Deal is more likely to be found in lesser venues. He often wanders Atlantis or even the world in search of adventure and subjects for his songs. In the process he tends to get into trouble from time to time... but in the end that just makes for even better songs!

ATLANTEAN BARD PACKAGE DEAL

Abilities

Cost	Ability
3	+1 DEX
3	+3 INT
3	+3 PRE
3	Conversation
3	High Society
2	AK: Atlantis 11-
3	KS: Atlantean Poetry, Song, And Legend (INT)
3	Persuasion
3	PS: Play Lyre (DEX)
2	PS: Play Aulos 11-
2	PS: Singing 11-
2	PS: Play Small Drum 11-
2	PS: Play Syrinx 11-
3	Seduction
6	6 points' worth of Skills from the following list: Acting, Bureaucratics, Combat Skill Levels, Concealment, Cramming, Gambling, Lip-reading, Lockpicking, Security Systems, Skill Levels, Sleight Of Hand, Streetwise, Weapon Familiarity, any Background Skill, Contacts

Total Cost Of Package Abilities: 43



ATLANTEAN SPY

It is not by magic alone that Atlantis maintains her power. A wise empire learns all that it can about its enemies (or potential enemies)... and that's where the Atlantean spy comes in. Sent into the world to ferret out secrets about the Tellats, the Kaphtorans, and most especially the Lemurians, he prefers to rely on his skills and wits rather than wizardry, for casting Atlantean spells would surely give him away.

GARDARICAN BARD

Bards from Gardarica play most of the same instruments as Atlantean bards, but unlike Atlantean bards are highly trained in the use of the voice. Not only do they sing beautifully, but they can perform other vocal tricks if necessary.

KA'LESHI POISONER

The assassins of Ka'lesh are justly famed for their deadliness and skill. They specialize in the use of poisons, but are capable of dealing death to their targets in many ways. A Ka'leshi killer knows how to brew poisons to put in drink, in food, on blades or needles, or even that can poison the victim on contact. As part of their training they learn how to disguise themselves so they can get close enough to a victim to poison him. They're also trained with weapons and in a variety of other skills.

ATLANTEAN SPY PACKAGE DEAL

Abilities

Cost	Ability
9	+3 DEX
3	+3 INT
3	+3 PRE
3	Bribery
3	Conversation
3	Cryptography
3	Deduction
3	Disguise
3	Shadowing
3	Stealth
9	9 points' worth of Skills from the following list: Acting, Bureaucratics, Climbing, Combat Skill Levels, Concealment, Cramming, Forgery, Gambling, High Society, Lip-reading, Lockpicking, Martial Arts, Navigation, Persuasion, Security Systems, Seduction, Skill Levels, Sleight Of Hand, Streetwise, Tracking, Weapon Familiarity, any Background Skill, Contacts

Total Cost Of Package Abilities: 45

Disadvantages

Value	Disadvantage
20	Hunted: enemies of Atlantis 8- (Mo Pow, NCI, Kill)

Total Value Of Package Disadvantages: 20

GARDARICAN BARD
PACKAGE DEAL

Abilities	
Cost	Ability
3	+3 INT
3	+3 PRE
3	Conversation
3	High Society
2	AK: Southern Sangobar 11-
3	KS: Gardarican Poetry, Song, And Legend (INT)
3	Mimicry
3	Persuasion
4	PS: Singing (INT +1)
2	PS: Play Lyre 11-
2	PS: Play Aulos 11-
2	PS: Play Small Drum 11-
3	Seduction
3	Ventriloquism
6	6 points' worth of Skills from the following list: Acting, Bureaucratics, Combat Skill Levels, Concealment, Cramming, Forgery, Gambling, Lipreading, Lockpicking, Skill Levels, Sleight Of Hand, Streetwise, Weapon Familiarity, any Background Skill, Contacts
Total Cost Of Package Abilities: 45	

KA'LESHI POISONER
PACKAGE DEAL

Abilities	
Cost	Ability
6	+2 DEX
3	+3 INT
3	Acting
3	Disguise
3	Mimicry
6	PS: Brew Poison (INT +3) (see <i>Fantasy Hero</i> , pages 173-75)
3	Sleight Of Hand
3	Stealth
3	Streetwise
5	WF: Common Melee Weapons, Blowgun, Garrote, Thrown Daggers
9	9 points' worth of Skills and Perks from the following list Bureaucratics, Combat Skill Levels, Concealment, Cramming, Deduction, High Society, Interrogation, Lipreading, Literacy, Lockpicking, Penalty Skill Levels, Security Systems, Shadowing, Weapon Familiarity, any Background Skill, Well-Connected, Contact
Total Cost Of Package Abilities: 27	
Disadvantages	
Value	Disadvantage
5	Rivalry: Professional, with other poisoners
Total Value Of Package Disadvantages: 5	

KAPHTORAN ASSASSIN

The Ka'leshi aren't the only people with a tradition of assassination. In Kaphtor the art of murder for hire has reached its own heights. Unlike their Ka'leshi brethren, the assassins of Kaphtor tend to rely on stealth, ambush, and the use of weapons, though they're not ignorant of poisons.

KAPHTORAN
ASSASSIN
PACKAGE DEAL

Abilities	
Cost	Ability
9	+3 DEX
6	+3 CON
3	+3 INT
3	+3 PRE
3	Bribery
3	Climbing
3	Fast Draw (Common Melee Weapons)
3	Lockpicking
3	Stealth
3	Streetwise
6	WF: Common Melee Weapons, Common Missile Weapons, Blowgun, Garrote
15	15 points' worth of Skills and Perks from the following list Acrobatics, Acting, Breakfall, Bureaucratics, Combat Skill Levels, Concealment, Contortionist, Cramming, Deduction, Defense Maneuver, Disguise, High Society, Interrogation, Lipreading, Literacy, Mimicry, Penalty Skill Levels, PS: Brew Poison, Rapid Attack, Security Systems, Shadowing, Sleight Of Hand, Two-Weapon Fighting, Weapon Familiarity, any Background Skill, Well-Connected, Contact
Total Cost Of Package Abilities: 60	
Disadvantages	
Value	Disadvantage
5	Rivalry: Professional, with other assassins
Total Value Of Package Disadvantages: 5	

SHEM THIEF

The thieves of Karshemish are generally acknowledged as the best in the world. Most live in the royal seat Ekbatan, where they organize themselves into large gangs that compete (and fight) with one another. More than a few of the gangs have existed for centuries, giving them a longevity and body of traditions and lore far in excess of many legitimate merchant companies. The oldest and best-established of these gangs have headquarters whose

existence is a thinly-veiled secret, though the authorities would never dare to raid them for fear of the traps and other trickery awaiting invaders. These lairs are where the gang stores its loot, hides members who are wanted by the city guard, and trains new thieves. By Shem underworld custom, all thieves are taught seven arts of stealing: climbing walls; picking locks; defeating traps; uncovering hidden items; pickpocketing; purse-slitting; and stealthy movement.

SHEM THIEF
PACKAGE DEAL

Abilities	
Cost	Ability
1	+1 STR
15	+5 DEX
6	+3 CON
3	+3 INT
3	Climbing
3	Concealment
3	Lockpicking
3	Security Systems
3	Sleight Of Hand
3	Stealth
5	Streetwise (PRE +1)
3	WF: Common Melee Weapons, Thrown Daggers
9	9 points' worth of Skills and Perks from the following list Acrobatics, Acting, Breakfall, Bribery, Bureaucratics, Combat Skill Levels, Contortionist, Conversation, Cramming, Cryptography, Deduction, Disguise, Eavesdropping, Fast Draw, Forgery, Gambling, High Society, Interrogation, Lipreading, Literacy, Mimicry, Penalty Skill Levels, Persuasion, PS: Appraising, Seduction, Shadowing, Survival (Urban), Trading, Ventriloquism, Weapon Familiarity, any Background Skill, Jack Of All Trades, Well-Connected, Contact
Total Cost Of Package Abilities: 60	
Disadvantages	
Value	Disadvantage
5	Rivalry: Professional, with other thieves
20	Social Limitation: Subject To Orders (Very Frequently, Major)
Total Value Of Package Disadvantages: 25	

Warrior Package Deals

These Package Deals represent the fighting men of the Atlantean Age — from the matchless Atlantean spearman to Lemurian noble warriors, Tellat beastmasters, and more.

ATLANTEAN LANCER

The Atlantean *logalos*, or lancer, is the strongest, best-trained, and best-equipped warrior in the world. See the *Atlantis At War* section of Chapter Four for details about their training, weapons, and armor.

Related to the Lancer are two other types of fighters. The Atlantean Archer uses a similar Package Deal but isn't as broadly trained. The Sky Cavalryman has some training from both the Spearman and the Archer, but is primarily known for his ability to use flying mounts and vehicles.

ATLANTEAN LANCER PACKAGE DEAL

Abilities

Cost	Ability
10	+10 STR
24	+8 DEX
20	+10 CON
10	+5 BODY
5	+5 PRE
10	+2 HTH
5	Defense Maneuver II
22	Martial Arts: Atlantean Spearfighting
13	Martial Arts: Wrestling (Hold, Reversal, Slam, Takedown)
3	Tactics
1	TF: Equines
3	WF: Common Melee Weapons, Javelins And Thrown Spears
2	Fringe Benefit: Lordship: Lancer
4	<i>Battle-Cry</i> : +10 PRE; Incantations (-¼), Only For Fear-/Intimidation-Based Presence Attacks On The Battlefield (-1½)

Equipment

Cost	Power
18	Atlantean Warriorblade
20	Atlantean Fire-Spear
43	Golden Armor
16	Trident Aegis

Total Cost Of Package Abilities And Equipment: 229

Disadvantages

Value	Disadvantage
10	Distinctive Features: Style (Not Concealable; Noticed And Recognizable; Perceivable By Large Group)
20	Social Limitation: Subject To Orders (Very Frequently, Major)

Total Value Of Package Disadvantages: 30

ATLANTEAN ARCHER PACKAGE DEAL

Abilities

Cost	Ability
10	+10 STR
24	+8 DEX
10	+5 CON
10	+5 BODY
5	+5 PRE
5	+1 HTH
9	+3 with Bows
12	+6 versus Range Modifier with Bows
13	Martial Arts: Wrestling (Hold, Reversal, Slam, Takedown)
3	Tactics
1	TF: Equines
4	WF: Common Melee Weapons, Common Missile Weapons
2	Fringe Benefit: Lordship: Lancer

Equipment

Cost	Power
20	Atlantean Fire-Spear
19	Atlantean Warbow
26	Golden Armor (Archer version)

Total Cost Of Package Abilities And Equipment: 173

Disadvantages

Value	Disadvantage
10	Distinctive Features: Style (Not Concealable; Noticed And Recognizable; Perceivable By Large Group)
20	Social Limitation: Subject To Orders (Very Frequently, Major)

Total Value Of Package Disadvantages: 30

ATLANTEAN SKY CAVALRYMAN PACKAGE DEAL

Abilities

Cost	Ability
10	+10 STR
24	+8 DEX
16	+8 CON
10	+5 BODY
5	+5 PRE
5	+1 HTH
3	+1 with Bows
5	Combat Piloting (DEX +1)
13	Martial Arts: Wrestling (Hold, Reversal, Slam, Takedown)
5	Riding (DEX +1)
3	Tactics
2	TF: Equines, Atlantean Aerial Animals, Atlantean Aerial Vehicles
4	WF: Common Melee Weapons, Common Missile Weapons
2	Fringe Benefit: Lordship: Lancer

Equipment

Cost	Power
18	Atlantean Warriorblade
19	Atlantean Warbow
22	Golden Armor (Navy version)
16	Trident Aegis

Total Cost Of Package Abilities And Equipment: 182

Disadvantages

Value	Disadvantage
10	Distinctive Features: Style (Not Concealable; Noticed And Recognizable; Perceivable By Large Group)
20	Social Limitation: Subject To Orders (Very Frequently, Major)

Total Value Of Package Disadvantages: 30

HAZARIAN KNIGHT

The “knights” of Hazaria are skilled fighting-men best known for two things. First, they’re the only warriors in the Atlantean Age to wear what a modern scholar would call “full plate armor.” Instead of limiting themselves to just the breastplate and other pieces commonly worn by Atlantean Age warriors, they sheath their entire bodies in cleverly-articulated metal suits. (In game terms this is ordinary equipment that provides DEF 8, though a knight will have his armor enchanted if he can; they also carry large shields [+3 DCV].) Second, instead of horses they ride the enormous Hazarian wolf.

HAZARIAN KNIGHT
PACKAGE DEAL

Abilities	
Cost	Ability
5	+5 STR
15	+5 DEX
10	+5 CON
10	+5 BODY
3	+3 PRE
5	+1 HTH
2	Animal Handler (Canines)
3	Riding
3	Tactics
1	TF: Hazarian Riding Wolf
3	WF: Common Melee Weapons, Lance
9	9 points' worth of Skills and Perks from the following list Analyze, Breakfall, Bureaucratics, Combat Skill Levels, Cryptography, Deduction, Fast Draw, Gambling, High Society, Interrogation, Literacy, Martial Arts, Navigation, Oratory, Paramedics, Penalty Skill Levels, Stealth, Survival, Tracking, Trading, Two-Weapon Fighting, Weapon Familiarity, Weaponsmith, any Background Skill, Contact
Equipment	
Cost	Power
—	Plate armor (DEF 8)
—	Large Shield (DCV +3, HA +3d6)
—	Lance (HKA 2d6, STR Min 15)
—	Other HTH weapons of choice (typically sword, axe, mace, and/or warhammer)
Total Cost Of Package Abilities And Equipment: 69	
Disadvantages	
Value	Disadvantage
20	Social Limitation: Subject To Orders (Very Frequently, Major)
Total Value Of Package Disadvantages: 20	

KHENDAI ARCHER

The Hill-Men of Khendai are said to be matchless archers. Not only are they lethally accurate with a bow, but they know a special magic spell that transforms their arrows into bolts of even deadlier fire! This is tiring (it costs 7 END), so they can't do it repeatedly or frequently during a battle, but even a few volleys of fire-arrows is enough to drive away most foes.

LEMURIAN NOBLE WARRIOR	
This Package Deal, intended more for the GM's use than the players', represents a typical Lemurian nobleman who's devoted himself to the arts of war. Some of these Noble Warriors, eager to hone their skills in	

KHENDAI ARCHER
PACKAGE DEAL

Abilities	
Cost	Ability
5	+5 STR
30	+10 DEX
10	+5 CON
10	+5 BODY
3	+3 PRE
12	+4 with Bows (includes <i>Fire-Arrows</i> power)
12	+6 versus Range Modifier with Bows (includes <i>Fire-Arrows</i> power)
3	Stealth
2	Survival (Temperate/Subtropical)
1	TF: Equines
4	WF: Common Melee Weapons, Common Missile Weapons
27	<i>Fire-Arrows</i> : RKA 3d6, Armor Piercing (+½) (67 Active Points); OIF (any bow and arrows of opportunity, each use of the power consumes one fired arrow; -½), Concentration (½ DCV throughout loading and firing process; -½), Gestures (two hand needed to fire bow; -½)
Equipment	
Cost	Power
—	Heavy Longbow (RKA 2d6, +1 RMod, 30 arrows)
—	HTH weapons of choice (typically sword, dagger, and/or axe)
—	Studded leather armor (DEF 3)
Total Cost Of Package Abilities And Equipment: 119	
Disadvantages	
Value	Disadvantage
20	Social Limitation: Subject To Orders (Very Frequently, Major)
Total Value Of Package Disadvantages: 20	

a time when Lemuria's not fighting too many open wars, go out into the world and become “mercenaries” for a time. See the *Lemuria At War* section of Chapter Eight for details on their weapons, armor, training, the *Bellascra* Martial Art, and more.

LEMURIAN NOBLE
WARRIOR PACKAGE
DEAL

Abilities	
Cost	Ability
5	+5 STR
18	+6 DEX
10	+5 CON
4	+2 BODY
10	+10 INT
10	+5 EGO
10	+10 PRE
2	+2 PD
14	Raise SPD to 4
5	+10 END
12	+12 STUN
10	+2 HTH
3	Combat Piloting
3	Fast Draw (Lemurian Weapons)
3	High Society
3	Interrogation
1	Literacy
2	KS: Bellascra 11-
26	Martial Arts: Bellascra
3	Riding
3	Sleight Of Hand
3	Tactics
10	Two-Weapon Fighting (HTH)
3	WF: Lemurian Weapons, Off Hand
9	9 points' worth of Skills and Perks from the following list Analyze, Breakfall, Bureaucratics, Combat Skill Levels, Cryptography, Deduction, Navigation, Oratory, Paramedics, Penalty Skill Levels, Stealth, Survival, Weapon Familiarity, Weaponsmith, any Background Skill, Contact
Equipment	
Cost	Power
28	Ignatior
29	Coruscator
30	Caraprix
Total Cost Of Package Abilities And Equipment: 269	
Disadvantages	
Value	Disadvantage
10	Distinctive Features: Style (Not Concealable; Noticed And Recognizable; Perceivable By Large Group)
5	Rivalry: Professional, with other Lemurian nobles
Total Value Of Package Disadvantages: 15	

TELLAT BEASTMASTER

To balance the power of Atlantean magic and Lemurian magicon-structs, the Tellat army relies on large, ferocious *battle-beasts* that it captures or breeds for military purposes. Specially-trained soldiers known as “beastmasters” (*Belundom* in Tellat) control these creatures and see to their care. It’s not the safest of professions, since a wounded battle-beast may turn on its master... but as long as he maintains control of his charge(s), the beastmaster is one of the most powerful warriors on the battlefield.

TELLAT BEASTMASTER PACKAGE DEAL

Abilities

Cost	Ability
5	+5 STR
12	+4 DEX
10	+5 CON
6	+3 BODY
3	+3 INT
10	+10 PRE
4	+2 OCV with Beastmaster Goad
15	Animal Handler (Bovines, Canines, Dragons, Elephants, Equines, Felines, Raptors, Ursines) (PRE +3)
3	Breakfall
5	Riding (DEX +1)
3	Tracking
9	9 points’ worth of Skills and Perks from the following list Analyze, Bureaucratics, Combat Skill Levels, Cryptography, Deduction, Fast Draw, Gambling, Interrogation, Literacy, Navigation, Oratory, Paramedics, Penalty Skill Levels, Stealth, Survival, Trading, Two-Weapon Fighting, Weapon Familiarity, Weaponsmith, any Background Skill, Contact

Equipment

Cost	Power
—	Heavy Bow (RKA 1½d6, 30 arrows)
—	Beastmaster Goad (HKA 1½d6/HA +4d6, STR Min 13, +1 to Disarm)
—	Other HTH weapons of choice (typically sword, dagger, and/or axe)
—	Chain mail armor (DEF 6)

Total Cost Of Package Abilities And Equipment: 85

Disadvantages

Value	Disadvantage
20	Social Limitation: Subject To Orders (Very Frequently, Major)

Total Value Of Package Disadvantages: 20



A Beastmaster’s main weapon is usually his goad, a sort of four foot-long haft with a blunt metal tip ringed by large, sharp hooks and curved blades. He typically uses it to control large, tough battle-beasts like the battledon (see Chapter Eight), but it’s a perfectly functional weapon.

TRUSCORAN AXEMAN

Among the Truscoran peoples of northern Pelasgar are certain warriors known for their strength, skill, and ferocity. Known as *kapelta’orneksi*, which usually translates into Atlantean as “axemen” or “axe berserkers,” these axe-wielding warriors work themselves into a fury and stride across the battlefield slaughtering everything in their path... sometimes even allies!

TRUSCORAN AXEMAN PACKAGE DEAL

Abilities

Cost	Ability
10	+10 STR
15	+5 DEX
20	+10 CON
20	+10 BODY
10	+10 PRE
16	Berserk Fury (see <i>Fantasy Hero</i> , page 104)

Equipment

Cost	Power
—	Truscoran Battle Axe (HKA 2d6, STR Min 13)
—	Any other HTH weapons desired (typically sword, dagger, and/or spear)
—	Armor (traditionally cuir bouilli, but chain mail if he can get it)

Total Cost Of Package Abilities And Equipment: 91

Wizard Package Deals

Many of the most powerful men and women in the Atlantean Age are wizards who command the awesome powers of magic. Here are some Package Deals representing different types of spellcasters found in the world.

ATLANTEAN WIZARD

Atlantean wizards are the most skilled and powerful spellcasters in the world. Their lore is deep, their repertoire of spells vast, and their arcane might unparalleled. Beyond that it's hard to stereotype them; they run the gamut from somber and serious to lighthearted and puckish. They're a fractious lot, often debating the finer points of arcane and mundane lore endlessly, even to the point where serious hatreds arise.

ATLANTEAN WIZARD PACKAGE DEAL

Abilities

Cost	Ability
6	+2 DEX
6	+3 CON
10	+10 INT
20	+10 EGO
10	+10 PRE
2	Cryptography; Translation Only (-½)
3	Deduction
3	Inventor: Spell Research
3	KS: Arcane And Occult Lore (INT)
1	Literacy
7	Power: Atlantean Magic (INT +2)
3	Trading
6	6 points' worth of Skills and Perks from the following list Acting, Analyze Magic, Animal Handler, Bureaucrats, Concealment, Conversation, Cramming, Cryptography, Embalming, Forgery, Gambling, High Society, Oratory, Paramedics, Persuasion, Sleight Of Hand, Stealth, Weapon Familiarity, any Background Skill, Contact
10	Perk: Atlantean Wizard (includes Arkanoi Legoteros VPP for free; see Chapter Seven)
10	Perk: Orichalcum Supply
60	Arkanoi Segalos (Greater Powers) Multipowers and spells (see Chapter Seven)

Total Cost Of Package Abilities: 160

Disadvantages

Value	Disadvantage
5	Rivalry: Professional, with one or more other Atlantean wizards

Total Value Of Package Disadvantages: 5

Kaphtoran Sorcerer

Kaphtoran sorcerers use the same Package Deal as Atlantean wizards, except that they remove both Perks and add one of the following abilities (character's choice at character creation):

Cost	Ability
30	<i>Kaphtoran Sorcerer's Staff (Basic):</i> Endurance Reserve (300 END, 30 REC); OAF (-1)
40	<i>Kaphtoran Sorcerer's Staff (Advanced):</i> Endurance Reserve (400 END, 40 REC); OAF (-1)
50	<i>Kaphtoran Sorcerer's Staff (Master's):</i> Endurance Reserve (500 END, 50 REC); OAF (-1)

Eshunan Mage

Eshunan mages use the same Package Deal as Atlantean wizards, except that they remove both Perks and may buy a Multipower of conjuring spells (like the ones in the *Conjururation* section of *The Fantasy Hero Grimoire*) at the same time, and for the same cost, as their Air, Earth, Fire, and Water Multipowers.

DUSHAANIAN SERPENTDANCER

Dushaanian wizards practice a type of magic known as *serpentdancing*. Involving shapechanging, illusions, beguilement, and similar trickery, it's very different from Atlantean magic (and any other type of magic in the Atlantean Age, for that matter). Part

DUSHAANIAN SERPENTDANCER PACKAGE DEAL

Abilities	
Cost	Ability
12	+4 DEX
6	+3 CON
8	+8 INT
5	+5 PRE
7	Concealment (INT +2)
7	Power: Dushaanian Magic (INT +2)
3	Sleight Of Hand
7	Stealth (DEX +2)
3	Trading
5	Resistance (5 points)
7	+15 PRE; Only To Resist Presence Attacks (-1)
10	Mental Defense (10 points + (EGO/5))
45	<i>Serpentdancing:</i> Shape Shift (Sight, Hearing, and Touch Groups, any humanoid shape), Imitation, Costs Endurance Only To Activate (+¼)
50	Spells and other magical powers

Total Cost Of Package Abilities: 175

of the serpentdancer's training and art delves into how to conceal his activities and keep his secrets; wizards who try to force a serpentdancer's lore from him always end up frustrated.

LEMURIAN SORCERER

The Lemurian sorcerer is one of the most respected members of his society and the repository for the ancient lore of his people. Sorcerers are divided into two types: *true sorcerers* and *sorcerer-scientists*.

The vast majority of Lemurian sorcerers are "true sorcerers." They cast spells similar to those of the Atlanteans, but different in some ways (see Chapter Seven). They use amounts of the four elemental substances to "fuel" their spells, rather than orichalcum.

Lemurian Sorcerer-Scientist

Sorcerer-scientists possess no personal magical abilities. They are basically scholars who've dedicated their lives to the study of the elemental substances that are the basis for Lemurian alchemy and mechano-

LEMURIAN TRUE SORCERER PACKAGE DEAL

Cost	Ability
9	+3 DEX
5	+5 INT
10	+5 EGO
5	+5 PRE
3	+1 with Lemurian Sorcery
3	Inventor
3	KS: Lemurian History And Culture (INT)
3	KS: Lemurian Arcane And Occult Lore (INT)
1	Literacy
3	Mechanics
7	Power: Lemurian Magic (INT +2)
10	Perk: Lemurian Sorcerer (includes Minor Magics VPP for free; see Chapter Seven)
5	Perk: Corusqua Supply
5	Perk: Crystallos Supply
5	Perk: Fulminor Supply
5	Perk: Ignaetium Supply
60	<i>Lemurian Sorcery:</i> Arkanoi Segalos (Greater Powers) Multipowers and spells (see Chapter Seven)

Total Cost Of Package Abilities: 142

Disadvantages

Value	Disadvantage
5	Rivalry: Professional, with one or more other Lemurian sorcerers

Total Value Of Package Disadvantages: 5



LEMURIAN SORCERER-SCIENTIST PACKAGE DEAL

Cost	Characteristic
3	+1 DEX
3	+3 INT
4	+2 EGO
7	Inventor (INT +2)
3	KS: Lemurian History And Culture (INT)
5	KS: Lemurian Arcane And Occult Lore (INT+2)
1	Literacy
7	Mechanics (INT +2)
3	PS: Sorcerer-Scientist (INT)

Total Cost Of Package Abilities: 36

Disadvantages

Value	Disadvantage
5	Rivalry: Professional, with one or more other Lemurian sorcerers or sorcerer-scientists

Total Value Of Package Disadvantages: 5

mysticism. Just like their true sorcerer peers, they can create and repair Lemurian equipment — if anything, they're actually better at it — and because of this, they perform a valuable function in society in general, and military matters in particular. Most Lemurians treat sorcerer-scientists with respect (some true sorcerers view them with contempt), but fewer of them exist than the true sorcerers

simply because it's frustrating to study magic for a lifetime and never gain the ability to use it fully.

In game terms, a sorcerer-scientist doesn't have the *Lemurian Sorcerer* Perk (and thus no Minor Magics VPP) and doesn't buy spells. However, he does buy the various *Lemurian Magical Substances* Perks, using the substances to create potions, enchanted items, and magiconstructs.

Miscellaneous Package Deals

ATHLETE

The Dominion of Atlantis is famous for its athletic competitions, in which not only Atlanteans but peoples from all parts of the world compete for both prizes and fame. Atlantean Age athletes generally do not “specialize”; they're trained to compete in all of the standard events at the games: racing on foot and in the water; hurling the discus and javelin; jumping for distance; and wrestling. Boxing competitions are separate, but many Athletes compete in them as well.

ATHLETE PACKAGE DEAL

Abilities

Cost	Ability
2	PS: Throw Discus 11-
2	PS: Throw Javelin 11-
6	Running +3”
2	Swimming +2”
2	Leaping +2”
21	Martial Arts: Wrestling (all Maneuvers from <i>The Ultimate Martial Artist</i> , page 61)

Total Cost Of Package Abilities: 35

Disadvantages

Value	Disadvantage
5	Rivalry: Professional, with one or more other athletes

Total Value Of Package Disadvantages: 5

Options

Cost	Ability
20	<i>Atlantean Boxing</i> : 20 points' worth of Pankration maneuvers (see <i>The Ultimate Martial Artist</i> , page 48)

ATLANTEAN EMAEROS

The *emaeroi*, or adventuring traders, are some of the most colorful characters in all of Atlantis... though many of them spend little time on the Great Island. They travel the world, typically on their own ships but sometimes on the ships of others, in search of new products to trade and the best deals. An *emaeros* is frequently searching for the latest luxury product that he hopes will catch the fancy of Atlantean society and make him, rich, but he never overlooks something he might profit from: the relics of ancient civilizations; enchanted items and substances; old books; fine art.

ATLANTEAN
EMAEROS
PACKAGE DEAL

Abilities	
Cost	Ability
3	+1 DEX
3	+3 CON
3	+3 INT
5	+5 PRE
3	Bribery
3	Bureaucratics
10	10 points' worth of AKs, CKs, and CuKs
4	4 points' worth of Languages
1	Literacy
3	Navigation (Land, Sea)
2	PS: Trader 11-
7	Trading (PRE +2)
3	TF: Riding Animals, Atlantean Water Vessels
5	Money: Well Off
6	6 points' worth of Skills from the following list Acting, Animal Handler, Concealment, Combat Sailing, Conversation, Gambling, High Society, Oratory, Riding, Seduction, Streetwise, Survival, Weapon Familiarity, any Background Skill, Contact, Money
Equipment	
Cost	Power
var	Vehicle: his own ship
Total Cost Of Package Abilities And Equipment: 61 (plus cost of Vehicle)	
Disadvantages	
Value	Disadvantage
5	Rivalry: Professional, with other merchants and traders
Total Value Of Package Disadvantages: 5	

DARVILAN ACHTHARON PACKAGE DEAL

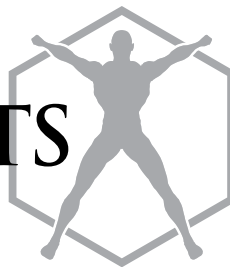
Abilities	
Cost	Ability
3	+1 DEX
8	+4 EGO
2	AK: Darvilan Reefs 11-
2	PS: Achtharon 11-
3	Stealth
1	Life Support (Extended Breathing: 1 END per Turn while holding breath)
3	Mental Defense (3 points + (EGO/5))
1	Swimming +1"
2	Breath Of The Fish (see below)
1	Feet Of The Fish (see below)
4	Eyes Of The Fish (see below)
Equipment	
Cost	Power
—	Darvilan Harpoon (HKA 1d6+1, STR Min 8, Can Be Thrown)
Total Cost Of Package Abilities And Equipment: 30	
Disadvantages	
Value	Disadvantage
5	Rivalry: Professional, with other achtharons
Total Value Of Package Disadvantages: 5	
Spells	
Cost	Power
2	<i>Breath Of The Fish</i> : Life Support (Breathe Underwater) (5 Active Points); Extra Time (1 Turn to activate; -¾), Costs Endurance (to activate; -¼), 1 Continuing Charge lasting 1 Hour (-¼)
1	<i>Feet Of The Fish</i> : Swimming +3" (3 Active Points); Extra Time (1 Turn to activate; -¾), 1 Continuing Charge lasting 1 Hour (-¼)
4	<i>Eyes Of The Fish</i> : Infrared Perception (Sight Group) (5 Active Points); Extra Time (1 Turn to activate; -¾), Costs Endurance (to activate; -¼), Only Works Underwater (-½), 1 Continuing Charge lasting 1 Hour (-¼) (total cost: 2 points) plus Ultraviolet Perception (Sight Group) (5 Active Points); same Limitations

DARVILAN ACHTHARON

The *achtharons* of Darvila are pearldivers and fish-hunters who use secret spells to breathe underwater, swim at great speed, and see deep beneath the surface. They're also skilled swimmers in their own right,

and must have strong willpower to resist the hypnotic powers of the giant clams of the Darvilan Reefs. An achtharon keeps all of his skills and powers secret, only passing them on to the apprentice(s) he trains (usually one or more of his sons).

GAME ELEMENTS



Here are some notes and ideas about how the standard *HERO System* game elements function in the Atlantean Age setting.

CHARACTER CREATION

The Atlantean Age is a Superheroic campaign with powerful characters and powerful magic. Atlantean Age characters are built on 350 Character Points: 300 Base Points plus up to 50 points from Disadvantages. This allows players to create powerful PCs with an emphasis on “heroics” who aren’t heavily restricted by in-game complications. As always, players should feel free to add appropriate Disadvantages to a character even if they don’t receive points for them as a way of defining the character and helping the GM come up with adventure ideas.

Atlantean Age characters do not have to pay Character Points for ordinary equipment. They do have to pay Character Points for enchanted items or any “special” equipment, and can start the game with such items if they want to pay for them. If the characters find enchanted items after the game begins, they cannot carry and use them on a regular basis unless they pay Experience Points for them (or the GM permits them to).

CHARACTERISTICS

The Normal Characteristic Maxima rules apply to Atlantean Age campaigns, but the breakpoint for cost doubling of Primary Characteristics is 30, not 20 as usual for most *Fantasy Hero* campaigns. There’s no limit on how high a character can buy his Characteristics (other than the amount of points he has to spend), but Primary Characteristics above 30 (and particularly above 40) are usually a sign of demigodhood, a *theorison* (a gift from the gods), a powerful enchantment, or the like.

For Figured Characteristics, the cost doubling thresholds are: PD 20;

ED 20; SPD 5; REC 15; END 80; and STUN 80. For movement they’re Running 15”, Swimming 8”, and Leaping 10”.

SKILLS

Here are some notes and ideas about how the standard *HERO System* Skills function in the Atlantean Age setting.

EVERYMAN SKILLS

The standard Fantasy Everyman Skills listed in the sidebar on page 84 of *Fantasy Hero* apply to Atlantean Age campaigns.

TECHNOLOGY SKILLS

Skills related to electrical devices and similar high technology, such as Computer Programming, Electronics, most aspects of Systems Operation, and the like, have no place in the Atlantean Age campaign... even though the setting features some enchanted items that mimic the features of that sort of technology. Mechanics is a viable Skill for Lemurian sorcerer-scientists and others who build magiconstructs, as well as for mundane uses like repairing broken chariots.

BUREAUCRATICS

The courts and administrative systems of Atlantis, Tellat, and many other realms are large and complex enough to make this Skill useful. Non-Lemurians

attempting to use this Skill to deal with Lemurian officials (assuming they even get the opportunity) suffer a standard -2 penalty due to Lemurians’ disdain for other peoples.

COMBAT DRIVING, COMBAT PILOTING

Combat Driving is used in its regular form for chariot racing and the like, and in the alternate form *Combat Sailing* for maneuvering water vehicles in crisis or combat situations. (See *The Ultimate Vehicle*.) Combat Piloting is used by sky cavalymen riding in sky-chariots, the captains of sky-ships, and the like.

HIGH SOCIETY

Non-Atlanteans attempting to mingle with Atlanteans suffer a -1 penalty when using this Skill, due to Atlanteans’ general attitude about their own superiority and upbringing. Non-Lemurians attempting to mingle with Lemurians suffer a -2 penalty.

LANGUAGE

The accompanying Atlantean Language Familiarity Table shows the relationships of the major languages in the Atlantean Age setting. Literacy is not standard in the Atlantean Age; characters who want to be able to read and write must pay for that skill.

MARTIAL ARTS

In Atlantis, only three formal fighting styles are known: Pankration (boxing) and Wrestling (both of which you can read about in *The Ultimate Martial Artist*); and Atlantean Spearfighting, which is described in the accompanying text box. With the GM’s permission characters can take other “styles” that reflect general weapon skills, like Weapon Combat.

ATLANTEAN SPEARFIGHTING

Used with Polearms Weapons Group; Polearm Weapon Element is Free

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Block	½	4	+2	+2	Block, Abort
Jab	½	5	+1	+3	Weapon Strike
Overhand Skewer	½	5	-2	+1	Weapon +4 DC Strike
Slash	½	4	+2	+2	Weapon +2 DC Strike, Must Follow Block
Thrust	½	4	+0	+2	Weapon +2 DC Strike

Skills

KS: Atlantean Spearfighting

Optional Rules: The Jab, Slash, and Thrust all take 3d6 Hit Location rolls.

Special Abilities: The *Legalostrobilos* (“Lancer’s Whirlwind”): HKA 2d6 (plus STR), Area Of Effect (One Hex Doubled; +¾), Personal Immunity (+¼) (60 Active Points); Extra Time (Full Phase; -½), Side Effects (character gets no DCV bonus from his shield, always occurs; -½). Total cost: 30 points.

TRANSPORT FAMILIARITY

Atlantean characters can learn any of the following new TFs: Atlantean Aerial Animals (a 1-point subcategory under Riding Animals which covers pegasi, war-dragons, and the like); Atlantean Aerial Vehicles (a 1-point subcategory under Air Vehicles which covers sky-chariots, sky-ships, and similar vessel); and Atlantean Water Vessels (a 1-point subcategory under Water Vehicles covering Atlantis’s orichalcum-powered watercraft).

WEAPON FAMILIARITY

Lemurian warriors learn *WF: Lemurian Weapons*, which covers the ignaetior, coruscator, and other Lemurian personal weapons. Characters lacking this WF suffer the standard -3 OCV penalty when trying to use the Lemurians’ weapons against them.

PERKS

Here are some notes and ideas about how the standard *HERO System* Perks function in the Atlantean Age setting.

ATLANTEAN WIZARD

Atlantean characters who want to cast spells must buy this 10 Character Point Perk. It gives them access to their lesser spells, as described in Chapter Seven.

CONTACT: IMPERIAL BLOODLINE

Imperial Bloodline is a special form of Contact with one of the Ten Brothers based on being the Contact’s descendant. If a character takes one of the *Descendant Of The Ten* Package Deals described above, he can buy a Contact with that Brother for a -1 Character Point cost. This represents the fact that the Brother gives the character special consideration based on their blood ties.

FRINGE BENEFIT: LORDSHIP

The accompanying table shows noble titles and ranks for Atlanteans/ the Dominion, Lemurians, Tellats, and Kaphtorans.

GRAND LIBRARY ACCESS

Some wizards are privileged to have access to the grimoires and magical tomes kept on the upper two floors of the Grand Library (page 26). You can represent this with a 5 Character Point Perk, *Grand Library Access*. For purposes of performing research, think of the Grand Library as having Atlantean Magic 25- and KS: Arcane And Occult Lore 25-; a character performing research there can make those rolls as Complementary Skills to his own Skills.

ORICHALCUM SUPPLY

This Perk represents a wizard’s access to supplies of orichalcum. He might get it by buying it from the Atlan (or as a gift from him), from his own small private orichalcum mine somewhere in the Atlantean mountains, as tribute from extradimensional spirits he holds in thrall, or the like. Whatever the special effect, the amount of Character Points spent on the Perk defines how much END worth of *sairoi* (consumable spheres of orichalcum) he receives per game month. The GM defines which sizes of *sairoi* the character receives; by default he receives all his *sairoi* in golf ball-sized spheres.

ORICHALCUM SUPPLY

Value	END Worth Of Orichalcum Sairoi Per Month
1	125
2	250
5	500
10	1,000
15	2,000
20	4,000

Lemurian Magical Substances

Lemurian sorcerers have to buy not one Perk to supply them with the material they need to cast spells, but *four*, one for each of the elemental distillations they use: ignaetium; crystallos; corusqua; and fulminor. The costs (and END acquired) are the same as for the *Orichalcum Supply* Perk, but the Lemurian sorcerer has to buy it four times. See page 105 for more information.

ATLANTEAN AGE LORDSHIP

Value	Atlantean	Lemurian	Tellat	Kaphtoran
2	Legalos (Lancer)	Sieur	Vaestor	Soval
4	Aronos	Baron	Irandos	Kral
6	Komos	Count	Ectar	Hesav
8	Thokas	Duke	Torex	Duruk
10	Vasilos	Prince	Prince	Azadi
15	King	Priest-King		
20	Atlan	Emperor	Emperor	

TALENTS

For the most part the Talents in the main rulebook and *Fantasy Hero* work fine for Atlantean Age campaigns. (Turn Undead is one notable exception; Atlantean characters don’t have that sort of power over the undead, who are relatively uncommon during the Atlantean Age as compared to, say, the Turakian Age.) Here’s a setting-specific one:

VASARAN ORACLE

This Talent represents a character who’s capable of receiving visions at the Oracle of Vasaras (page 37). The exact nature of the visions he receives whenever he exposes himself to the Vasaran vapors is up to the GM, and often depends on who’s asking him the question, the question itself, and what the gods think of the matter. It costs 6 Character Points (Clairsentience, Precognition (40 Active Points); OIF Immobile (Cleft of Vasaras; -1½), Concentration (0 DCV throughout; -1), Extra Time (minimum of 5 minutes, and often longer; -1½), Precognition Only (-1), Time Modifiers (-½), Vague And Unclear (-½)).

DISADVANTAGES

Most of the Disadvantages in *The HERO System 5th Edition, Revised* rulebook work fine in Atlantean Age campaigns. Here are setting-specific notes on a few.

AGE

Atlantean characters shouldn’t take this Disadvantage due to their long lifespans. The same applies to Lemurian characters. Characters from other races can take Age with the GM’s permission, but he’ll have to adjust the Normal Characteristic Maxima threshold for the Disadvantage to reflect the standards of the campaign.

PHYSICAL LIMITATION

Physical Limitations are rare among Atlantean characters. Most long-term/permanent physical maladies can be cured by priestly magic... or, for the greatest of heroes, by the gods themselves.

PSYCHOLOGICAL LIMITATION

Some Psychological Limitations specific to the Atlantean Age include:

Atlantean Honor

The Atlanteans have their own conception of “honor” and a code to enforce it, and many Atlantean char-



acters take this as a Psychological Limitation. The precepts of Atlantean honor include:

- treat foes with the respect and courtesy due a fighting man. Declare your intention to fight and give your foe the chance to ready his weapons; ambushes and sneak attacks are beneath a hero.
- the law of hospitality — if you have shelter, food, a campfire, or other comforts, and someone in need asks to share them, share them. If you ask for and receive hospitality, treat your host with courtesy and respect. Neither the host nor the guest may insult or attack the other, even if they are bitter enemies in other circumstances. Obey these precepts, and the gods will look favorably upon you.
- cowardice shames you, your family, your commander, and your Atlan. Even if you feel fear, never show it.

- live life to the fullest, but not to excess. Give generously of what you have, not only money and food but your wisdom, bravery, and strength of arm to those who have them not. As an Atlantean you are gifted beyond other mortals, and should not shirk to use these gifts to help other, less fortunate, peoples.
- opportunities to learn, and to have adventures, are gifts from the gods; do not ignore them.

Hazarian Honor

The code of honor followed by Hazarian “knights” dictates:

- your actions reflect not just on yourself, but on your family, clan, and leaders; do not shame them by acting in an ignoble, selfish, or cowardly manner.
- never ask for quarter, but give it if an honorable foe requests it.
- seek help if you truly need it, but rely on yourself as much as you can.

- do not show pain or weakness, lest an enemy take advantage of your vulnerability.

- death before dishonor

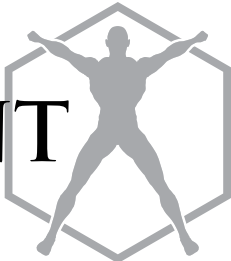
SOCIAL LIMITATION

Some Social Limitations in Atlantean Age campaigns include:

Non-Atlantean (Minor, Occasionally; 5 points): On Atlantis, non-Atlanteans can be citizens, but they don't enjoy the full range of social privileges and access that true Atlanteans do. Even in the lands of the Dominion, an Atlantean can usually get things done easier, and enjoys more advantages, than the natives of the land he's visiting.

Slave (varies): Slavery in Atlantis is a relatively mild condition (Major, Occasionally; 10 points). In many other societies it's a far more onerous state of existence (Very Frequently, Major; 20 points).

EQUIPMENT



While equipment isn't as important a part of Atlantean Age campaigns as it is in most *Fantasy Hero* campaigns, due to the power Atlantean characters possess, it's still crucial in many situations. Equipment falls into two categories: ordinary and magical. Characters can have ordinary equipment (such as the everyday weapons and gear discussed in the *Fantasy Hero* genre book) for free; they don't pay Character Points for it.

Magical equipment is different — if characters want to have enchanted items, they must pay Character Points for them. Atlantean characters can begin the game with enchanted items due to the prevalence of magic in Atlantean society. But for the same reason, enchanted items in the Atlantean Age setting are not built using the *Independent* (-2) Limitation, and are usually defined as Universal

Foci rather than Personal Foci. If characters find magical items during the course of the campaign (say, by retrieving them from the corpses of their enemies), they cannot use them unless they pay Character Points for them (or the GM permits otherwise). You can use the price list on pages 144-48 of *Fantasy Hero* for Atlantean Age campaigns, substituting boullioi for "gold pieces," drakahms for "silver pieces," and so forth.

WEAPONS

Most weapons listed on pages 164-66 are used somewhere in the Atlantean Age world (crossbows and gunpowder weapons being two notable exceptions). The most common weapons by far are the spear, longsword, battle axe, and bow. These four weapons are used universally, others (such as maces, warhammers, greatswords, and other types of polearms) are usually confined to

one specific area, group, or culture. The accompanying table provides game information for several Atlantean Age-specific weapons. The Centaur Bow is a type of bow used by Atlantean centaurs. Not only does it have too strong a draw for most humans to use, it's too large for them; centaurs typically brace the bottom part of the bow on the ground with their right front hoof. The Kaphtoran Dagger is basically a normal dagger with a distinctive "wavy" blade that makes it a little more difficult than normal to throw (-1 OCV) but which Kaphtoran fighters and assassins claim increases bleeding from wounds. The Tellat Beastmaster Goad is described on page 85.

ARMOR

Most types of armor described in *Fantasy Hero* are available somewhere in the Atlantean Age world. Atlantean, Tellat, and Kaphtoran warriors typically wear a suit of armor consisting of helmet, solid breastplate, vambraces, and greaves (covers Hit Locations 3-5, 7, 9-13, and 15-16), plus a large shield (+3 DCV). Lemurians and some other races favor chainmail. Only the Hazarian knights wear full plate armor; other warriors consider it too uncomfortable, confining, and restrictive.

ATLANTEAN AGE WEAPONS TABLE

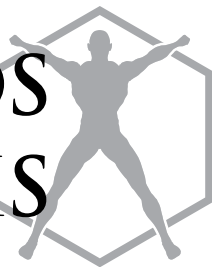
Weapon	OCV	RMod	Dmg	STUNx	STR Min	BODY	DEF	Mass	A/R Cost	Length	Notes
Centaur Bow	+1	+1	2½d6	+0	20	3	3	2.2	60/14	N/A	2H, Conc, 20 RC, range 300"
Kaphtoran Dagger	+0	+0	1d6	+0	8	3	5	0.8	22/8	S	Can Be Thrown (-1 OCV)
Beastmaster Goad											
Club	+0	+0	4d6 N	—	13	4	5	1.6	25/14	M	+1 to Disarm
Blades	+0	+0	1½d6	+0	13						

For explanations of the columns and notations on this table, see pages 163-66 of *Fantasy Hero*.

THE ATLANTEAN AGE

CHAPTER SIX THE GODS

THE GODS OF ATLANTIS



The Atlanteans worship a pantheon of ten primary gods, plus dozens of other, lesser gods who are mainly invoked by people in need and are not the subject of religious ceremonies.

The Ten Gods

The gods of Atlantis, sometimes known as the Oeranians, are:

ARES

God of War, Hunting, and Death

Ares is the Great Warrior, the god of the fighting man, the irresistible soldier. He usually appears to his worshippers as a gigantic warrior wearing Atlantean-style armor and wielding his spear Skorazon, which can shatter mountains in a single blow, and a mighty shield. In Atlantean portrayals all his gear is colored red, representing the fact that it's drenched in the blood of the demons and other foes he slaughters.

But there are other aspects to Ares than just fighting. As the wielder of spear and bow he's also the patron of hunters, the god men pray to for success in finding and bringing down game. As the maker of death on the battlefield, he's also the god of the underworld. (See *Cosmology*, below.) Besides his glittering, martial-themed palace on Mt. Oeranos, he maintains a much darker, more somber residence in Dardaros, where he rules over the hosts of the dead.

According to Atlantean tales, Ares tends to be temperamental, fickle, and even capricious — much like the fortunes of war itself. He'll take a fancy to something, a beautiful Atlantean maiden for instance, and pursue it ardently, becoming furious if he cannot obtain it. But once he obtains it, he tends to grow tired of it quickly and move on to something else.

ASTRANAR

God of the Sky, Storms, and Air

Astranar rules over the sky and all that exists within it or falls from it: air, clouds, rain, snow, the stars, and storms in general. It is to him that Atlantean farmers pray when they want rain... and soldiers pray when they *don't* want rain. Relatively few stories are told about him; compared to the other gods he's remote and unlikely to mingle with mortals.

When he does manifest in vision or in person, Astranar most often appears to his worshippers as a middle-aged Atlantean male of noble appearance and mien. He's dressed like an Atlantean warrior, but his clothes and armor are the grey of a stormy sky (matching his

eyes). Tiny bolts of lightning lick around the armor periodically. His weapon is a "staff" that's nothing but a pure thunderbolt. On his shoulder sits his bird, the falcon; many of his priests take up falconry to honor him.

EORDICA

Goddess of Earth, Agriculture, and Fertility

While she's not often thought of often by city-dwellers, Eordica is one of the most important members of the Atlantean pantheon to farmers and herders. It is she who quickens the earth so that crops flourish, who makes plants and trees grow strong and tall, who ensures that the herds are fecund. Women who have difficulty conceiving children pray to her as well.

Atlantean art most often depicts Eordica as a short, plump, but matronly beautiful woman wearing clothes similar to those of a prosperous farmer's wife. She's often accompanied by small animals and birds, and may hold a sheaf of wheat (or other fruits of the field) in her arms. Many artists portray her together with her sister Ereستاia.



ERESTAIA**Goddess of Home, Hearth, Family, Children, and Women**

If Ares in his strength, power, and bluster can be considered, in some respects, the god of men-folk, his opposite number is Erestia, the Atlantean goddess of women, home, family, and domestic matters in general. She radiates calm and tranquility; not even the Deathbringer, with his infamous temper, can remain angry in her presence. And it is she who prepares the food and makes the divine wine for the gods' feasts, so she is beloved by all the Oeransians.

Erestia often appears to mortals in distress to comfort them, though her appearance varies. At times she's almost the twin of her sister Eordica, though she dresses more like a citydweller. At other times she's a beautiful maiden, or an attractive young mother. Her symbol, a flame on a hearth, is carved in iconic form into the mantelpiece over almost every Atlantean fireplace.

HELIOS**God of the Sun and Light**

Magnificent Helios, handsomest of the gods, brings the lifegiving rays of the sun to man. Every morning Helios rises and, after receiving permission from Astranar to walk in his realm, puts on the Sun Crown and treads across the sky. At the end of the day he steps off the path, bringing darkness to the world and clearing the way for his sister Selene's own journey.

Atlantean legends still tell of a time long ago when Astranar, angry with Helios for paying too much "attention" to one of his sky-nymph daughters, refused the sun god permission to walk in the sky. For days the enraged sky-god kept the sun from the sky until mortals, freezing and starving, won through to him with their prayers and he once again allowed Helios to make his travels on the celestial road.

When Helios appears to mortals he must use magic to "diminish" his appearance, for so handsome is he, and so bright the Sun Crown, that his mere presence would blast a person to ashes in an instant. Instead he assumes the form of an extremely handsome young man wearing a red tunic whose blonde hair shines like the sun. When evil confronts the gods Helios dons his golden armor and wields the Sunstone, a weapon that can emit beams of light so powerful they can cut through anything, even armor forged by his brother

Phestos. He also has a bow that fires deadly beams of sun-fire. His symbol is the Sun Crown itself, from which seven rays of light project.

ORIKAILOS**God of Magic, Knowledge, Wisdom, and Learning**

Wisest and most learned of the gods is Orikailos, who wields magic more awesome and powerful than that of any god or mortal. Some say it is he, and not Tikarion, who truly rules the heavens, for who can resist the spells of the All-Knowing God? Atlantean wizards in particular revere him, frequently using his thousand and one names as part of their incantations.

Orikailos most often appears to mortals in visions and dreams; unlike most of his brothers he has little interest in consorting with mortal maidens. The Atlanteans say, "Thrice-heeded is a warning from the All-Knowing," for no one would dare to ignore one of Orikailos's messages... but they also say, "Mysterious as a god's message," for Orikailos's sendings are not always as clear as the recipient might like.

When manifesting to mortal eyes, Orikailos usually chooses the form of a venerable Atlantean sage dressed in sumptuous wizards' robes of purple and gold adorned with his symbol, the unblinking eye of knowledge. But it's said he can take on any shape he chooses, and that in various guises he often travels the world, testing men and giving gifts to those who earn his favor by displaying wisdom or insight.

PHESTOS**God of Fire, the Forge, Arts, And Crafts**

Fire is the earliest of man's tools, and man owes its knowledge of fire, and indeed of all goodly crafts and arts, to the god Phestos, who gave it them as a gift and sign of his good grace. Appearing to men as a kindly old smith of immense strength, he taught them how to work clay, wood, and metal, both to craft things they needed and to create works pleasing to the eye.

Atlantean legends claim that Phestos is so skilled he can create metal men who live and breathe, swords and spears that can fight by themselves without a man's hand to guide them, a palace so intricately put together it can be folded up and carried in one's pocket, and a thousand other marvels. Heroes (and those who would be heroes) often pray to Phestos for gifts of enchanted weapons and armor with which to destroy

monsters and the enemies of Atlantis. The god's symbol, a hammer, is carved into the lintel of the doorway of every smithy on the Great Island.

POSEIDON**God of the Sea, Rivers, Water, and Horses**

Most revered of all the gods on Atlantis is Poseidon the sea-god, who gave Atlanteans two great gifts: the island of Atlantis itself; and the horse, bearer of burdens and carrier of men into battle. He protects Atlantis and Atlantean ships from storms and sees mariners safely to their destination. If angered — and he seems to be rather touchy at times — he can afflict men with drought, storms, floods, tidal waves, and even a poisoning of the waters.

Poseidon enjoys the company of mortals, particularly his sons (the Ten Brothers) and their descendants, and often visits them in disguise. Most often he appears as an old mariner eager for the comforts of a fire and a chance to tell tales of days past on the sea. Anyone who receives him courteously and listens his (often long-winded) stories earns his favor and perhaps a gift or blessing; those who shirk their responsibilities under the laws of hospitality incur his wrath (and had best not undertake a sea voyage anytime soon!). At other times the sea-god prefers to mingle with beautiful mortal women, often siring children on them who go on to become great heroes.

In Atlantean art Poseidon is most often depicted rising from the sea, either under his own power or in a chariot being pulled by four mighty sea-horses. He's barechested, with shoulder-length hair and a thick beard. He carries in his right hand his weapon, the trident Earthbreaker, which is also his symbol (and has likewise become part of the symbol of Atlantis).

SELENE**Goddess of the Moon, Night, and Love**

As Helios ends his journey each day, his silvery sister Selene arises from her couch, dons her crescent-shaped Moon Crown, and with Astranar's permission starts her own journey through the night sky. Her travels only end when she reaches the other side of the sky and it's time once more for Helios to illuminate the world.

While she's best known to Atlanteans as the goddess of the night and the moon, Selene oversees other spheres as well. In one aspect she's the goddess of love, since loving words are so often whispered at night. In

some respects she's also a goddess of women, since women seem to have a special link to the moon.

Selene rarely appears to mortals, but when she does usually resembles a long-haired Atlantean woman of soft beauty wearing a glowing, silvery gown. When enemies threaten the gods she becomes a warrior-maiden dressed in silver armor and wielding a silver spear whose merest touch is death to aught that is evil, foul, or corrupt.

TIKARION

God of Rulership, Justice, Law, Truth, Hospitality, and Honor

The eldest of the gods, and their king, is Tikarion the Justice-Bringer, who gave to the Atlanteans the laws that are the foundation of their society. It's said by some that Tikarion looks on Atlan Vondarien with as much favor as if he were the god's own son, and often visits the ruler of Atlantis in quiet moments to offer advice or observations.

Beyond those visits, Tikarion loves to mingle with his mortal worshippers to judge whether they're living up to his precepts. As accomplished a shapechanger as Orikailos, he usually takes on the form of some weak or helpless being: a feeble old man; a poor child; an injured animal. If the person he's testing does the right thing, he reveals himself and commends him, perhaps blessing him or giving him some sort of gift. If he does not do the right thing, or tries to exploit the situation for his own gain, the Justice-Bringer punishes him, often severely.

Atlantean artists usually show Tikarion as a handsome middle-aged man with brown hair and beard wearing robes of royal blue and carrying a staff like those traditionally held by Atlantean judges when hearing cases. When he goes to battle Tikarion wears golden armor whose breastplate is shaped to look like a lion's head, and he wields the sword Judgment and the impenetrable shield Righteousness.

Lesser Atlantean Gods

Besides the Ten Gods there are many other gods the Atlanteans worship or propitiate in some manner, from deities who dwell with the Ten on Mt. Oeranos all the way down to the river-gods who rule the waters of the Great Island. Some of them include:

Aeraeia, goddess of the winds

Melicros, god of mischief, trickery, and thieves

Nomismon, god of trade and merchants

Oeneiros, god of wine and revelry

Talor, who guides the spirits of the dead to Dardaros

Cosmology

According to what the gods have told the Atlanteans, the world was once nothing but a vast nothingness filled with Chaos-stuff and a gigantic blue egg. The eggshell cracked, and from it emerged Tikarion and the other gods. Looking about themselves they were disgusted with the nothingness, so they took hold of the Chaos-stuff and formed it into land, and sea, and air. Eordica populated the new world with plants and animals, and she, Phestos, and Tikarion himself made the first men and women out of clay, stones, and sea-water. Phestos gave them fire, that they might make sacrifice to the gods, and crafts, that they might build their civilization.

But the gods' work was not perfect. At times they differed with one another, or even quarrelled... and when that happened, imperfections entered into the world, becoming monsters, foul places, and other evils. One of the worst of these disputes, a fight between Ares and Helios, opened rifts in reality that allowed demons and evil creatures from other realities into the world to plague mankind. To this very day men have to deal with the consequences of the gods' actions, sometimes with the gods' help, sometimes not.

MOUNT OERANOS

The center of the world and of the Universe is Mt. Oeranos, the vast Atlantean peak whereon the gods have their palaces. Each of the Ten Great Gods, and many of the minor ones, live there in utter luxury, served by sylphs, spirits, godlings, and other beings. Some of the gods have other homes (such as Poseidon's palace under the waves, and the shadowy hall of Ares in Dardaros), but

it is to their Oeranian palaces that they eventually return. Every day the gods come forth from their homes and go to the Haegalos, their vast meeting-hall, to discuss what needs to be done that day and respond to the prayers and petitions of mortals.

DARDAROS

When Atlanteans die their souls go to Dardaros, the underworld realm ruled by Ares in his aspect as god of death. The god Talor meets the soul as it leaves the dead body and escorts it to the Caverns of Lorr, where the soul must pass through several trials to win through to the underworld or be condemned to roam the world as a restless ghost. If possible, the deceased's family includes with his funeral pyre items that may help with these tests, since by burning them at that time they allow the soul to use them. For example, one test involves winning past the gigantic fire-breathing spider Phelgarac, and the best way to do that is to bring it a drink of water from the cool river Nevos nearby. However, a soul's hands can't carry enough water to the spider, so the deceased's family includes a wine goblet on his pyre. Another requires the soul to defeat Tenebos, the Hound of Shadows, in combat, so the pyre includes a dagger or sword.

After making his way through the Caves of Lorr, the soul is then escorted into Dardaros proper and comes before the throne of Ares to be judged. If a good man in life, he gets to spend eternity in the paradisaical Sunlit Fields, and may be called upon to help the gods from time to time. If a sinner, he's consigned to the flames and tortures of the Fiery Pit, from where the screams of the damned sometimes reach as far as the Fields. Particularly egregious sinners may find that the gods have devised special tortures for them. For example, Atlantean legend tells of the merchant Korreon, a miser so greedy and grasping that he cheated everyone he met if he could obtain so much as an additional aes. To punish him the gods have placed him in a room filled with unimaginable riches... and then made him unable to move. All he can do is stand there, weeping tears of frustration and anguish, surrounded by more wealth than he can dream of but unable to possess it.

GODS AND MEN

As the Ten Brothers' parentage indicates, it's not unknown for the gods to visit mortals, either openly or (more

often) in disguise. Some gods enjoy this more than others, but all of them visit the world from time to time. Some come in search of adventure, some to test mankind, and some to find love. Several gods, such as Ares, Helios, Poseidon, and Tikarion, seem to fall in love with beautiful human women often, then use their powers to seduce them. While this is rather cavalier, and sometimes decried by offended mortals, it's also responsible for the siring of most of Atlantis's great heroes and thus is one of the foundations of her power.

At times mortals get to visit the lands of the divine, though this is rarer. A truly favored hero may be asked to a feast on Mt. Oeranos, while an unfortunate one might be sent on a quest to enter Dardaros to obtain something. Any journey to the realms of the gods, even by invitation, tends to be perilous for mortal men.

The gods are just "human" enough that sometimes men can get away with tricking or offending them. They're vain, so flattery may soothe offense given by accident or win a boon. They're proud, and so sometimes cannot resist a challenge, even from a mortal. And at times they're even greedy, making it possible to buy their favor with gifts.

Religion

Compared to many realms of the Atlantean Age, the Dominion has a relatively simple, straightforward religion, thanks largely to the fact that the gods so often speak to or interact with the Atlanteans directly.

TEMPLES

At locations revealed to them by the gods, the Atlanteans build temples. Most temples are dedicated to a single god, but some serve more than one, and a rare few (like the Temple of the Ten Flames in Argolis) propitiate them all. Atlantean temples are typically large buildings made of marble or whatever other expensive, beautiful materials are available. Walls are usually decorated with mosaics, frescoes, and/or sculpture depicting the god (often in scenes from the best-loved stories told about him, such as how Tikarion slew the Kordarian Giant).

In most temples the central structure is a large, round domed room that contains the temple's chief altar in the center. This is where the priests perform sacrifices and ceremonies. Projecting off from this central room are structures containing quarters for the priests, the

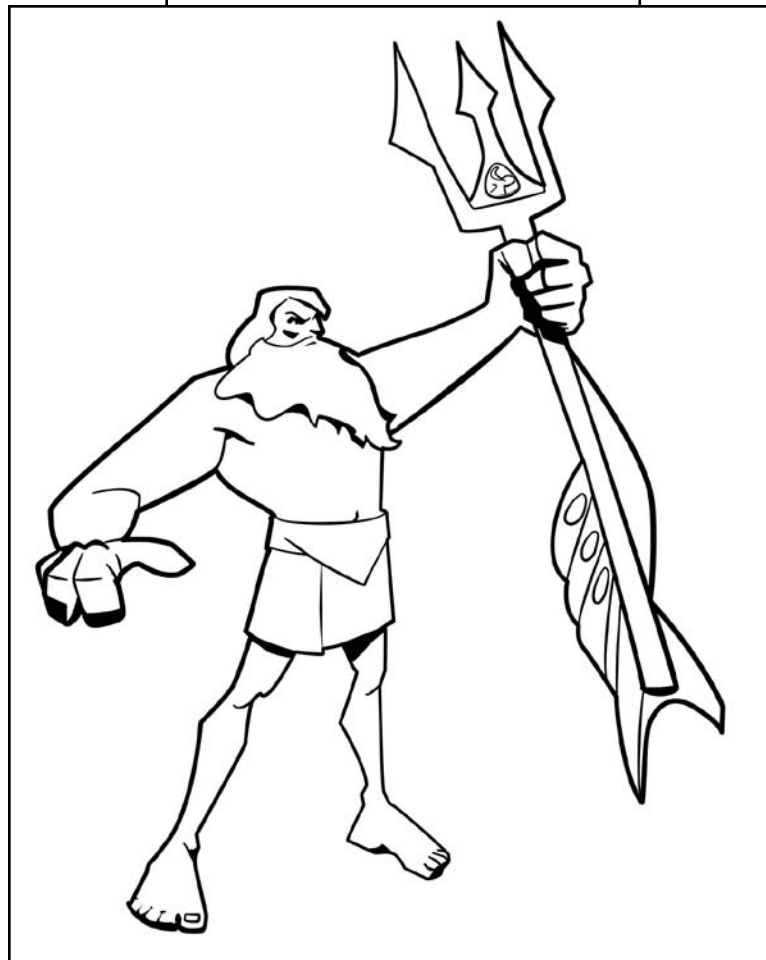
temple's library, storerooms, and more. However, some gods occasionally dictate other shapes for their temples — for example, Ares sometimes likes his temples to be long, rectangular structures.

Some temples encompass more than one building. In this case the main building of the temple complex is for worship and sacrifices, while the other buildings contain living quarters, schools, and other facilities that serve the temple. These complexes sometimes become small towns unto themselves, with nearby communities providing food and services in exchange for the temple's assistance with various matters.

PRIESTS

Serving the gods at their temples are priests (or, in the case of the goddesses, priestesses). Priests are called to the priesthood by the gods themselves, and are sometimes granted special powers by the gods (see Chapter Seven).

A priest's main function is to perform the sacrifices and worship ceremonies demanded by the god (see below). At other times he studies, meditates, practices his ceremonies, or does tasks and chores necessary to keep the temple functioning smoothly. Compared to, say, a farmer, a priest has a pretty easy



life; compared to a nobleman he works rather hard.

The Atlantean priesthood doesn't really have formal ranks. Most priests are just typical priests. A temple will have a "high priest" who's in charge of the place and appoints other priests to serve in special offices (such as keeper of the sacrificial animals, master of instruction, chief scribe, envoy to other temples, and the like). A standard priest has a 3-point *Religious Rank* Fringe Benefit, a high priest has an 8-point Religious Rank, and the others scale between those two extremes.

Atlantean priests wear elaborate robes whose basic pattern remains the same regardless of god served, but whose colors vary from deity to deity. The basic robe is a single-piece garment reaching to the ankles with long sleeves; it's belted at the waist with a cloth belt. Over the robe the priest wears a tabard-like garment consisting of a panel of cloth running down each side of his chest and then down his legs; the color and decorations of the "tabard" depend on the god served. In contrast to the Atlantean layman, who usually keeps his head uncovered, a priest at all times wears a headcovering — a short, hood-like hat whose point bends gently backward. As his badge of office, a priest carries an adamantite rod about two feet long and tipped with a crystal or symbol appropriate to his chosen god (such as a falcon for Astranar, the sky-god).

CEREMONIES

The Atlantean religion features a dizzying array of ceremonies and rituals, most performed on a specific day of the year for a specific purpose (such as to thank the gods for a good harvest, bless a newborn baby, or request the gods' favor for a military expedition). Learning the different types of ceremonies, and practicing until he can perform them perfectly, is the priests' chief preoccupation.

The central feature of most ceremonies is the sacrifice. To please the gods, Atlanteans sacrifice to them. The typical sacrifice is a sheep or goat whose throat is cut and body then burned on the altar

ATLANTEAN SACRIFICE TABLE

Often the GM should simply decide what happens when a sacrifice is performed based on the needs of the scenario and story; there are few better ways to motivate the PCs than having to make up for a botched sacrifice! However, if the GM prefers, he can roll on this table to find out what happens when the PCs perform a sacrifice (or, more accurately, take something to a priest to have it sacrificed for them). In the case of ceremonies for the entire community, like the planting and harvest ceremonies, the outcome applies to the community in general, not to any one person.

Skill Roll Result	Outcome
Succeeds by 10+	The gods are extraordinarily pleased. The character receives Luck 3d6 for a month.
Succeeds by 7-9	The gods are extremely pleased. The character receives Luck 2d6 for a week.
Succeeds by 4-6	The gods are very pleased. The character receives Luck 1d6 for a day.
Succeeds by 0-3	The gods are pleased.
Fails by 1-2	The gods are angry. The character suffers Unluck 1d6 for one week.
Fails by 3-4*	The gods are very angry. The character suffers Unluck 2d6 for one month, and may receive other punishments appropriate to the situation.
Fails by 5+†	The gods are extremely angry. The character suffers Unluck 3d6 for one year, and may receive other punishments appropriate to the situation.

Note: any Luck received immediately stops working if the character does something during that period to anger or annoy the gods. Any Unluck received immediately stops affecting the character if he does something extremely pleasing to the gods. And of course, don't forget that a character could please one god and anger another somehow, resulting in a situation where he has both Luck and Unluck or becomes a pawn in a divine struggle...

*: This result automatically applies, regardless of the priest's PS: Perform Sacrifice roll, if the gods think the character is skimping on the sacrifice or otherwise shirking his religious responsibilities.

†: This result automatically applies if a character fails to perform a sacrifice he should have performed, whether that failure is accidental (*i.e.*, he simply forgot) or deliberate (*e.g.*, he's angry at the gods and refuses to make the sacrifice).

after its body is drained of blood, but the type of sacrifice can depend on the nature of the ceremony. For example, in the ceremony performed to thank the gods for the harvest, the first fruits harvested are sacrificed. To invoke the gods' aid with a trading expedition, a merchant sacrifices something valuable that relates to his journey.

Sacrifices usually involve burning the animal or object in question; this mystically transform the sacrifice into an "essence" the gods can absorb and use. The gods are *extremely* touchy about their sacrifices. If they don't get one when they're supposed to, bad things happen. If someone seeking their aid skimps on the required sacrifice, the best that person can hope for is that the gods ignore him. And if a priest makes a mistake while performing a sacrifice (*i.e.*, he fails his PS: Perform Sacrifice

roll), the gods may take revenge, regardless of how innocent the mistake was. See the accompanying table for determining the results of a sacrifice.

SACRED WRITINGS

The Atlantean faith has no one sacred book or scroll that all priests must study. However, it has a large body of theology and lore that mostly revolves around stories about the gods and the moral messages that mortals can derive from them. Collections of these stories are kept in temple libraries, and priests spend much of their time studying and copying them. It's not uncommon for a priest to make a pilgrimage to a distant temple to study and copy their stories, since no two temples' collections are identical.

THE GODS OF OTHER LANDS



The Atlanteans often pay little attention to the gods of lands outside their Dominion, regarding them as false deities, demons, or mere fabrications. But exist they do, and they often help their worshippers the same way the Atlantean gods help the residents of the Great Island.

LEMURIA

Relatively little is known to the Atlanteans about the gods of the Lemurians, since the Lemurians keep much to themselves in their undersea realm (and, unlike the Atlanteans, strangely do not seem to force their subject peoples to follow their faith). According to the Atlanteans' best understanding, the Lemurians have four gods:

Rareesha, the Scorched Goddess of Fire and embodiment of the power of *ignae-tium*. She also serves the Lemurians as their goddess of war, the forge, craftwork, and related matters.

Manteen, Lord of the Shard, god of Earth and embodiment of the power of *crystallos*. Since *crystallos* domes protect Lemuria from the crushing weight of the sea, Manteen is also the god of security and protection from all threats, and the god of healing.

Og-Slyntal, the Voice of Lightning, god of Water and embodiment of the power of *corusqua*. He's also the god of storms, lightning, and rain (though the Lemurians care little for rain now that they live underwater). As the god of lightning Og-Slyntal is also the patron of magic, sorcerers, and magiconstructs, since *corusqua* "fuels" them.

Nolor-Khan, the Dweller in Smoke, god of Air and embodiment of the power of *fulminor*. Nolor-Khan also governs cold, the winds, and the power of flight in general.

However, dark rumors the Atlanteans have heard hint at the existence of other Lemurian gods — gods of the underworld, who rule over the Lemurians in death and are the reason the Lemurians are so obsessed with immortality. But try as they might, the Atlante-

ans cannot learn more; even their own gods seem to know nothing about this... or are unwilling to reveal the truth.

The Lemurians have a large, elaborate, and powerful priesthood that begins with the Priest-King himself. Priests and their dicta are a part of daily Lemurian existence, and most Lemurians spend hours every week at one of the ziggurat-like temples that dominate their undersea city.

HAZARIA

The Hazarian religion is a simple one revolving around a large pantheon of deities, of which only about half a dozen are "major" gods worshipped by everyone (the rest are minor deities important only to certain people in certain situations). The chief god is Dora-nin, god of the sky, valor, justice, and war. His consort is Jorada, the goddess of earth, fertility, and family. The other four major gods — Urald, god of hunting; Vokar, god of fire and the forge; Hrunor, god of magic and wisdom; and Eyara, goddess of love and beauty — are their eldest children.

The Hazarians have no priests. In fact, they have a saying, "Useless as a priest," and often capture and kill any priests of any gods who enter their lands. Their philosophy is that each man or clan defines his own relationship with the gods, and that priests are just parasites trying to manipulate men for their own ends. Similarly, Hazaria has no temples. Typically each extended family or clan has a sacred site important to it, often featuring a small stone obelisk carved with a likeness of Dora-nin. The family gathers there for whatever religious observances it wants to perform, which usually include planting ceremonies, harvest ceremonies, and a ceremony to welcome the "new sun" after the winter solstice passes.

KAPHTOR

The Kaphtorans have but one god: a dark deity of shadow whom they propitiate with many sacrifices (including human ones...) and from whom they request boons and power in return. They do not name him, referring to him simply as "the Black God." Only the priests, it is said, know the god's true name. And that is not all the priests know. In keeping with the dark powers of their god, many of them are skilled Shadow mages whom the god favors with special lore or arcane abilities.

As discussed on page 51, the priesthood wields enormous influence in society, greater even than the Kaphtoran nobility. The Priest-King himself leads the priesthood, though he pays little attention to the day-to-day functioning of the temples. That responsibility falls to his second-in-command, who holds the title *Toreph*, which roughly translates as "High Priest." Ranked below him are the *Algephs*, who oversee all the temples in a district or province, and *A'tephs*, who control individual temples, monasteries, or schools. Internal church politics is an elaborate, sometimes messy affair that seemingly involves a thousand conspiracies, secret deals, and betrayals. Rivalries between priests are often settled through long-distance magical duels or in the time-honored Kaphtoran way, assassination. The *Toreph* doesn't seem to mind any of this as long as the priests' scheming doesn't disrupt their control of the populace.

THE SERPENT-MEN

The Serpent-Men of Vangkor worship but a single god: Shaa-tæl, creator of the world, Slayer of the Demons of Da-kan, Bane of the Soft Ones, Giver of Victory. He's depicted as a six-armed Serpent-Man, most prominently in statues mounted on the tops of Serpent-Men temples. The upper two arms hold a bowl of fire above his head; the middle two hold upright spears, and the lower two reach forth to protect and help his people.

The typical Serpent-Men temple is a sort of circular pyramid constructed in such a way as to roughly resemble a coiled serpent. Priests ascend the temple by walking up the coils, much like traversing a twisting path around a mountain. At the top stands a statue of Shaa-tæl, and at the feet of the statue there's a sacrificial altar. Here the priests perform major rituals, including human sacrifice



during particularly important or powerful ceremonies. The victim's throat is cut and his blood allowed to run off the altar and back down the pyramid. Centuries' worth of sacrifices have stained the "path" the priests walk to the top a dark, evil reddish-brown — not even the sometimes-fierce rains of Saravon can wash the stones clean. Once a sacrifice's body has been drained of blood, it's fed to the temple's gigantic guardian serpents, who dwell in the vaults within to protect the temple's treasures.

The Serpent-Men don't have a formally-organized priesthood as most humans would conceive of it, but as in any other organization certain individuals become more powerful due to connections, politics, skill, influence-peddling, the respect of their fellows, sneakiness and treachery, or the like. The "high priests" of each province or

district answer to the vaash-la, who as priest-king rules the temple as well as the people, but the high priests handle day-to-day temple functions and oversee most aspects of the priesthood. Below their ranks, other priests are assigned specific duties based on their abilities, standing within the priesthood, and the needs of the people.

Serpent-Men priests wear distinctive black robes (few other Serpent-Men dress in black for that reason). They wear around their necks small amulet-statuettes resembling the statues of Shaa-tæl that stand atop the temples. Most amulets are made out of a greenish-hued stone found only in Vangkor, but wealthier or more powerful priests' amulets are often made of precious metals and gemstones. Many priests' amulets are enchanted as well.

TELLAT

The Tellat religion focuses on a single god, Maritra, who to the Atlantean mind combines aspects of Astranar, Ares, Tikarion, and Helios. The Tellats don't deny the existence of other gods, but claim they are mere spirits who serve Maritra in some capacity. However, thanks to the fact that Tellats so love to argue, the Maritran priesthood exerts relatively little influence in society — far too many Tellats want to quarrel about this or that point of doctrine or theological practice for the priests to exert much power over their minds and deeds. Maritra, for the most part, keeps his opinions to himself.

THE ATLANTEAN AGE

CHAPTER SEVEN

MAGIC IN THE ATLANTEAN AGE

ATLANTEAN MAGIC



The foundation of Atlantis's power in the world is its magic. Long ago the gods revealed special arcane secrets to the Atlanteans, and so Atlantean mages have become the most powerful in the world, and magic a fundamental part of Atlantean society. Even the most ordinary Atlantean housewife knows a cantrip or two to heat water and make her chores easier... and accomplished Atlantean wizards can literally reduce mountains to dust, stop entire armies in their tracks, and defeat the most terrifying demons.

THE BASICS OF ATLANTEAN MAGIC

Atlantean magic involves the manipulation of the four classical elements — Air, Earth, Fire, and Water — plus some other elements and raw arcane power (though the latter are rare, and often viewed with suspicion). Spells are divided into the simple, easily-cast, and relatively low-strength Lesser Powers (*Arkanoi Legoteros*); and the much more powerful, complex, and difficult to cast Greater Powers (*Arkanoi Segalos*).

Atlantean wizards (*arkanistoi*, sing. *arkanistos*) cast and write spells using a special language called *Urlogos*. Learning how to speak and write *Urlogos* is the foundation of an Atlantean wizard's studies and occupies most of his time during his apprenticeship (and a not inconsiderable amount of time thereafter). Most people can't understand advanced *Urlogos* when they hear it spoken; its words are obviously words of power, but their very power makes them incomprehensible to someone who's not equipped to wield that power.

Over the course of centuries Atlantean wizards have developed a rich body of spells and rituals that are commonly taught by masters to their apprentices. However, Atlantis is so rich in magic, and her wizards so learned, that they devise new spells every day, creating an ever-growing body of arcane lore that not even

the most puissant mage can hope to master in full. A particularly skilled wizard can even devise temporary new applications of his magical powers in mid-combat, without the need for detailed study or spell creation procedures.

However, despite its power, Atlantean magic is not unrestricted. There are some things a wizard simply cannot do. Some wizards believe these limitations come from the gods, some from the inherent nature of magic, and some from both (or another source), but regardless of the cause they exist. These restrictions include: very little in the way of travel- or movement-related magics; an inability to heal wounds or cure diseases (only priests may have these powers; see below); and a general lack of mind-affecting magics. Additionally, spellcasting tends to be very tiring; wizards typically draw on the power of orichalcum to overcome this problem (see below).

LEARNING ATLANTEAN MAGIC

Only Atlanteans can learn how to use Atlantean magic. Wizards are an idiosyncratic group to be sure, but one thing all Atlantean wizards have in common is this: they recognize that the nature of their world depends on Atlantean magic remaining exclusively Atlantean. If the secrets of Atlantean wizardry were ever revealed to outsiders, others would soon be able to match Atlantis's power. No Atlantean wizard wants that to happen — and so no Atlantean wizard, no matter how malicious or depraved, would ever think of teaching Atlantean magic to a non-Atlantean. (Even Cormar and Dalsith, at the height of their evil power, recoiled from the thought of this.) Any Atlantean wizard who broke this rule, and his student(s), would be hunted down by all other Atlantean wizards and gruesomely killed.

Most Atlantean wizards learn their craft at the feet of a master wizard through apprenticeship. (A few of the better academies do teach some magic, but only the most basic information; none of them are equipped to turn a student into an actual wizard.)

A child who shows the desire, intelligence, and natural gift for wizardry apprentices to an established wizard at age 8. At first he mostly just does chores, but as his standard education progresses the study of magic becomes part of the curriculum. By his late teens he's studying nothing but spellcraft. When his master believes he's ready, he goes before a body of three wizards who oversee apprenticeships in that Atlantean kingdom. The triumvirate sets him a task — researching a new spell, defeating a particular monster with nothing but spells, recovering a lost artifact, or the like. If he completes the task successfully, he's released from his apprenticeship and is entitled to refer to himself as "wizard." If not, he must endure one more year of apprenticeship before the board tests him again.

ATLANTEAN MAGIC IN GAME TERMS

To learn Atlantean magic, a character must first be an Atlantean — that is, he must take the *Atlantean Package Deal* from Chapter Two. Non-Atlanteans cannot learn Atlantean magic (or at least, not without the GM giving them a way to... which comes with *Hunted: Every Atlantean Wizard Everywhere* 14- for free!).

Second, he must pay for a 10 Character Point Perk, *Atlantean Wizard*. This provides the character with two things: the *Lesser Powers* Variable Power Pool; and the ability to spend Character Points to buy Multipower reserves and slots representing their *Greater Powers*, or individual spells.

THE LESSER POWERS

Atlantean wizards divide their magic into two types of spells. The first, and least powerful, are the *Arkanoi Legoteros*, or "Lesser Powers." These are a wide variety of spells of minor power — or at least "minor power" as Atlantean wizards define the term. Many of the Lesser Powers are mighty by the standards of ordinary folk, and non-Atlantean spellcasters are quite envious of Atlanteans' abilities to so effortlessly command magics they (the outsiders) consider powerful.

In game terms, the Lesser Powers are represented this way: Variable Power Pool (Atlantean Lesser Powers Pool), 30 base + 15 control cost, No Skill Roll Required (+1). While this would ordinarily cost 60 Character Points,

Atlantean wizards get this Power Pool “for free” when they buy the *Atlantean Wizard Perk*.

Although the Lesser Powers VPP is typically used for fairly trivial magics, there are no restrictions on what a wizard can do with it aside from (a) the rules governing Atlantean wizardry (see below), (b) a requirement to have a Greater Power Multipower for any category of spell the character wants to cast with his Lesser Powers VPP (for example, a character without a Light Multipower can't use his VPP to create a Light-based spell), and (c) standard *HERO System* rules (e.g., he cannot use a Lesser Power spell to augment a Greater Power spell bought in a Multipower). He could, for example, use it to blast an enemy with an RKA 2d6 lightning bolt.

Atlantean wizards typically pay the END cost of the Lesser Powers out of their personal END, since it's relatively slight (even when used for fairly powerful effects, like a lightning bolt). However, they can choose to use orichalcum END (see below) to pay for them instead.

THE GREATER POWERS

The second category is the *Arkanoi Segalos*, or “Greater Powers.” These are spells of much greater power than the *Arkanoi Legoteros* — often vastly greater power. A sufficiently accomplished wizard can devastate the world around him with but a few words and gestures... and then rebuild it as casually.

Atlantean wizards organize the *Arkanoi Segalos* into seven categories:

Air: spells that involve or manipulate the Element of Air.

Earth: spells that involve or manipulate the Element of Earth.

Fire: spells that involve or manipulate the Element of Fire.

Water: spells that involve or manipulate the Element of Water.

Light: spells that involve or manipulate the Element of Light (including the absence of Light, the Element of Shadow, though Shadow magics are considered dangerous and evil).

Order: spells that involve or manipulate the Element of Order (including the absence of Order, the Element of Chaos, though Chaos magics are considered dangerous and evil).

Arcane: spells that involve or manipulate pure magical force.

Of these categories, Air, Earth, Fire, and Water are “basic” categories — the easiest ones to learn and use. Light, Order, and especially Arcane are more difficult to master.

Buying Greater Powers Spells

In game terms, Atlantean wizards buy these categories of spells as special Multipowers. They must buy one Multipower per category, and put all spells belonging to that category in that Multipower.

A character cannot buy Multipowers for Light or Order until he has bought Multipowers for Air, Earth, Fire, and Water, and the number of points in the reserve of his Light and Order Multipowers cannot exceed the number of points in the smallest of his Air/Earth/Fire/Water reserves.

A character cannot buy a Multipower for Arcane until he's bought Multipowers for both Light and Order, and the number of points in his Arcane reserve cannot exceed the number of points in whichever of those two reserves is smallest. However, while the other Multipowers are governed by the standard rule that the Active Points of a slot may not exceed the reserve size, for the Arcane Multipower only the *Real Point* cost of the spell must fit within the reserve. The Active Points in an Arcane spell can exceed the reserve size; otherwise the high cost of most Arcane spells would prevent characters from ever buying them.

Example: *Korudon is an Atlantean wizard. Early in his career he has the following four Multipowers: Air (80 point reserve); Earth (100 point reserve); Fire (120 point reserve); Water (90 point reserve).*

After earning some Experience Points, Korudon decides he's been studying Light magics long enough to develop proficiency in them, so he buys a Light Multipower. Since the smallest of his four “basic” reserves is 80 points, his Light Multipower cannot be larger than 80 points.

A few Experience Points later, Korudon expands his magical knowledge to the field of Order. The largest Order Multipower he could have would be an 80-point reserve, but he only has enough points to buy a 60-point reserve.

A few months later Korudon reaches the pinnacle of wizardly achievement by buying an Arcane Multipower. Since his Light and Order Multipowers have 80 and 60 points in their reserves, respectively,

his Arcane Multipower can have no more than 60 points.

Greater Powers Multipowers are not bought exactly like standard Multipowers. Air, Earth, Fire, and Water Multipowers cost 1 Character Point per 10 points (or fraction thereof) in the reserve. Light and Order Multipowers cost 1 Character Point per 5 points (or fraction thereof) in the reserve. Arcane Multipowers cost 1 Character Point per 2 points (or fraction thereof) in the reserve.

The slot cost for any slot, regardless of the Multipower it's in and regardless of its Active or Real Point cost, is 1 Character Point. All slots are considered Flexible.

Using Atlantean Spells

Characters are allowed to make multiple-power attacks with two or more spells in the same Multipower if they have a sufficiently large reserve to do so. However, the spells from one Multipower cannot add to or modify the spells in another power, per the standard *HERO System* rules for Multipowers, unless the GM permits otherwise.

Example: *Korudon has paid the following for his Greater Powers Multipowers: his 80-point Air Multipower costs him 8 Character Points; his 100-point Earth Multipower costs him 10 Character Points; his 120-point Fire Multipower costs him 12 Character Points; his 90-point Water Multipower costs him 9 Character Points; his 80-point Light Multipower costs him 16 Character Points; his 60-point Order Multipower costs him 12 Character Points; and his 60-point Arcane Multipower costs him 30 Character Points. Thus, he's spent a total of 97 points.*

The *Atlantean Spells* section, below, describes some of the many spells that Atlantean wizards can buy as slots for their Multipowers. However, these are not the only Atlantean spells in existence — in fact, they're a very small sampling of the total body of Atlantean mystical lore. Characters can, with the GM's permission, create other spells. The GM should make sure that any spells created are properly defined in *HERO System* terms, and that they have any necessary and appropriate Limitations — just because the slot cost of a spell is always 1 Character Point doesn't mean characters should be allowed to design spells without Limitations that those spells ought to have. Among other



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things, as noted below almost all Atlantean spells must have the Limitations *Gestures* and *Incantations*.

Greater Powers spells do not require any sort of Skill Roll to cast (though impromptu spells do; see below), nor do they involve the use of materials or appurtenances (*i.e.*, Foci). Atlantean mages are far too powerful and competent to fail at their spellcasting the way other, lesser, spellcasters sometimes do, and they do not require “crutches” to channel their power.

IMPROMPTU SPELLCASTING

Furthermore, due to their profound understanding of mystic forces and their consummate skill, Atlantean wizards do have some ability to create and cast spells in battle or crisis situations without having previously researched and developed them. This is referred to as *impromptu spellcasting*.

To cast an impromptu spell, a wizard must have an *Atlantean Magic* Skill (which they get as part of their Package Deal). Determine the Active Point cost of the spell, and then make an Atlantean Magic Skill Roll at a -1 penalty per 10 Active Points in the spell. He must also already have a Multipower for the category the spell belongs to (for example, if a wizard doesn't have an Order Multipower, he can't create an impromptu Order spell), and the Active

Points in the impromptu spell cannot exceed the reserve of that Multipower. Impromptu spellcasting requires a Full Phase Action.

If the roll succeeds, the character casts the spell, but at a price: he takes 1 BODY damage (this damage heals normally). He does not permanently learn the spell (though if he has 1 Character or Experience Point unspent, he could spend it at that time to buy the new spell as a slot in the appropriate Multipower).

If the roll fails, the character does not cast the spell, but still takes 1 BODY damage (this damage heals normally). If it fails badly (by 4 or more), he takes the BODY damage *and* is Stunned (he recovers from this normally).

Gamemasters should monitor the use of these rules carefully to make sure they don't unbalance the game or cause other problems. In particular, characters shouldn't be allowed to create and cast “on the fly” spells if doing so will slow down the game. An impromptu spell should be pretty quick and easy to write up to keep the process from disrupting the game. Many are just raw Powers with no Power Modifiers at all; if a lot of Modifiers (and calculations) are required and thus likely to slow the game down, the GM can forbid the spell.

ENDURANCE AND THE GREATER POWERS

Typically, Greater Powers spells cost a lot of END (see below). During a sustained battle, it's more END than any wizard, no matter how powerful, can muster — if a wizard tried to pay all the END costs with his personal END, he'd quickly use up all his END and STUN and spend the rest of the battle unconscious. Thus, Atlantean wizards rely on an outside source of mystical “fuel” to power their spells: orichalcum. They can draw on orichalcum to provide the END for their spells, though this usually consumes the orichalcum. See below for more information on orichalcum and how much END it can provide.

RESTRICTIONS ON ATLANTEAN MAGIC

Though powerful, Atlantean magic is not without its weaknesses and limitations. These include:

Gesturing And Incanting

Almost all Atlantean spells (and certainly all powerful ones) require the Limitations *Gestures* and *Incantations*. Other common Limitations include *Concentration*, *Extra Time*, *Increased Endurance Cost*, and mandatory *Side Effects* (typically involving the loss of BODY or STUN).

Endurance

Because it's so powerful, Atlantean magic is tiring to use. No spell can cost 0 END — if it's based on a Power that inherently doesn't cost END, it must take the *Costs Endurance* Limitation. Many spells that cost END have the *Increased Endurance Cost* Limitation, and a spell can only take the *Reduced Endurance* Advantage at the +¼ level (half END) with the GM's permission. Atlantean wizards cannot buy Endurance Reserves or the like to provide END for their spells; they must either use personal END or the END from orichalcum (see below).

No Long-Range Travel Magics

Atlantean wizards cannot teleport vast distances, unrestrictedly fly under their own power, or the like. When the gods brought magic back into the world, they included this restriction to keep their followers humble. Thus, if an Atlantean wizard wants to travel a long distance, he uses a magical vehicle such as a sky-ship.

Restricted Healing

Also by the decree of the gods, healing spells can only be learned by their priests. An Atlantean wizard who's not a priest (*i.e.*, who has not taken the *Atlantean Priest* Package Deal and subjected himself to the restrictions and requirements that being a priest entails) cannot learn spells that heal wounds, cure diseases, and the like. And not even the most powerful priest can bring someone back from the dead; only the gods themselves can do that.

(In game terms, healing magics are bought as distinct spell-like abilities by priests; see below. Not all priests have healing powers [in fact, relatively few do], but they're the only ones who can have them.)

Defensive Magics Are Uncommon

Broad-based defensive spells are uncommon in Atlantean magic; the best of them is an Arcane spell, and not every spellcaster reaches that pinnacle of wizardly achievement. Most defensive spells are of more limited application, such as *Shield Of The Winds* (which protects the caster from fired or projected physical missiles but not HTH Combat attacks or most spells). Atlantean wizards are more likely to defend themselves from their fellow by countering their spells (*e.g.*, with a *Suppress* spell) than by simply withstanding the damage.

Body-Affecting Magics Are Rare

While Atlantean wizards do occasionally get involved in shapechanging duels, for the most part shape-shifting spells and magics based on the *Body-Affecting* Powers are rare. Shapechanging is often viewed with suspicion in Atlantean society, even among wizards, because gods and spirits so often use shape-shifting powers to trick, exploit, or harm men.

Mental Magics Are Rare

Similarly, spells based on the *Mental* Powers are rare among Atlantean mages (in part because they typically belong to the *Arcane* category, which few mages can cast spells from). *Mind-altering* magics are more the province of Lemurian, Serpent-Man, and Kaphtoran sorcerers, who have fewer scruples and a greater willingness to take the easy, corrupting path to power.

ORICHALCUM

The key to the power of Atlantean magic is *orichalcum*, a mystical metal. Minuscule fragments of orichalcum infuse the rock and soil of the entire island of Atlantis, giving the realm and its people a foundation for their mystical might. More importantly, at several places around the island concentrated amounts of orichalcum can be mined. Wizards use this orichalcum to fuel their spells and magical chariots, to craft enchanted weapons and armor, and for many similar purposes. Without orichalcum, Atlantean magic would be much weaker, and sustaining the *Dominion* would become impossible.

PROPERTIES OF ORICHALCUM

Orichalcum is often described as "copper-colored," though it's actually a somewhat deeper hue than copper. It comes in two forms: spherical pieces known as *sairoi* (pl. *sairoi*); and crystalline pieces known as *tallos* (pl. *talloi*). *Sairoi* typically range from about pea-sized to about grapefruit-sized, though some larger (and in rare cases, *much* larger) *sairoi* have been found. They're usually found clustered together like bunches of grapes, which can be broken apart with force or, more commonly, mild heating. *Talloi* range from crystals about half the size of a pencil to ones as large as greatswords (and sometimes larger); they usually occur in small bunches, with the largest one in the center surrounded by several smaller ones at the base. *Talloi* are much, much rarer than *sairoi*.

Orichalcum is as resistant to force and impact as the best steel. It does not transmit temperature; it has its own natural temperature that makes it feel slightly warm to the touch. If put in a fire, when removed it won't be any hotter and can be safely handled with ungloved hands; if left in a snowbank, when removed it won't be any colder. These properties make orichalcum extremely difficult to work under ordinary circumstances. To melt, shape, and temper it requires a special type of enchanted forge known as a *kaminoi*, plus enchanted blacksmithing tools and an anvil infused with orichalcum dust. When exposed to the power of a *kaminoi*, orichalcum becomes copper-like in consistency and easy to work. It can even be alloyed with other metals, though this is rarely done except with steel; orichalcum-steel objects are even more durable than pure orichalcum ones. Alloyed orichalcum loses its natural warmth, its resistance to extremes of temperature, and some (but not all) of its inherent magical power.

Magical Nature

Orichalcum is inherently magical, which gives it several unusual properties.

First, orichalcum generally cannot be directly affected by magic. Magic forces seem to pass through it, flow around it, or be absorbed into it (depending on who you ask, the type of magic involved, and other factors). This is why it has to be mined with hard physical labor; Atlantean wizards can't simply draw it out of the ground with magic the way they can gold, iron, and other ores.

Second, despite this resistance to sorcerous effects, orichalcum *holds* an enchantment better than any other known substance, making it ideal for crafting magical armor, weapons, vehicles, and other devices. Most Atlantean enchanted items contain some orichalcum, even if it's just a sprinkling of orichalcum dust.

Third, spellcasters can use the innate magical "energies" of orichalcum to fuel their spells. In fact, in the case of many powerful Atlantean spells this is virtually a requirement, since using the amount of energy required would knock out or kill the caster who relied on his personal strength!

ORICHALCUM IN GAME TERMS

In *HERO System* terms, raw orichalcum functions as an Endurance Reserve that can power spells, magical vehicles, and the like. *Sairoi* (spherical) orichalcum has relatively little END and

no REC — once it's used up, it crumbles to inert powder. Talloi (crystalline) orichalcum is more powerful and has both END and REC; for this reason it's coveted by sorcerers, who have been known to commit murder to obtain a choice piece. The accompanying table lists the typical END (and REC) values for various-sized pieces of orichalcum, but these are only guidelines. Sometimes a piece is unusually "strong" or "weak," and thus varies from the listed amounts. There are also recorded instances of orichalcum crystals that can augment a sorcerer's spells... or twist them in horrific ways.

Although *talloi* replenish their magical energy over time, it is possible to use it up by over-using the crystal. Every time a tallo's END drops to 20% or less of its full total, the GM rolls 3d6. If he rolls an 11-, the tallos permanently loses 5 END from its Endurance Reserve. Every Turn that a tallos remains at less than 20%, the GM makes another roll. If a tallos loses half or more of its END this way, for every further 5 END it loses thereafter it also loses 1 REC. If a tallo's END or REC ever reaches zero, it crumbles to dust just like a used-up sairos.

OBTAINING ORICHALCUM

Wizards are powerful people with many resources; more than a few of them are wealthy (and even the poorest wizard tends to be much better off than a typical commoner). Atlan Vondarien controls the orichalcum mines with an iron grasp, but Atlantean wizards usually have the means to obtain orichalcum for themselves... one way or another.

To represent his general, ongoing access to supplies of orichalcum sairoi, a character can buy the *Orichalcum Supply* Perk, described on page 90. Characters cannot obtain talloi this way. They must buy talloi individually with Character Points, which requires the GM's permission.

Atlantean wizards usually carry their sairoi in small pouches, or even extra-dimensional pockets woven into their robes — having to lug around huge sacks of the stuff would not only be tiring and inconvenient, it would interfere with a wizard's sense of style. Talloi are typically worked into enchanted items such as staffs, swords, brooches, rings, and the like.

ORICHALCUM TABLE

	Sairoi (Spherical)	Talloi (Crystalline)		
Size	END	END	REC	Real Point Cost
Pea	25	10	2	1
Marble	50	25	5	4
Golf ball	100	50	5	5
Tennis ball	200	100	10	10
Baseball	400	200	20	20
Grapefruit	800	300	30	30

ATLANTEAN SPELLS

Here are some example spells from the seven elemental categories, typically representing common and/or popular spells. Many other spells exist; trying to catalog the entire Atlantean grimoire would require a book far longer than this one! And of course many wizards have a few special spells of their own devising, or "customize" existing spells to suit their own personal taste. You can easily adapt spells from other sources, such as *The Fantasy Hero Grimoire*, *The Fantasy Hero Grimoire II*, and *The Turakian Age* to Atlantean Age campaigns simply by increasing their power level and altering the Limitations appropriately.

Each spell's Game Information includes its real cost, but remember that for Atlantean spellcasters, any spell costs just 1 Character Point as a slot in the appropriate Multipower. This applies even if the spell is built as a Multipower itself, though under the standard *HERO System* rules characters can't buy a Power Framework as a slot in another Power Framework.

Spells Of Air

AIR SPIRIT MATRIX

Effect:	Summon any one Air being built on up to 1,000 Character Points
Target:	Special
Casting Time:	20 Minutes
Casting Procedures:	Gestures, Incantations
Duration:	Instant
Range:	No Range
END Cost:	25

Description: To summon beings from other planes, Atlantean wizards use special "spirit matrices" — arcane patterns developed over millennia, subtly altered depending on the type of being the wizard wishes to summon and his own spellcasting preferences. To cast the spell, the wizard scribes the pattern on

the floor or ground (a process that takes about 20 minutes), then calls forth the being he wishes to conjure, who appears forthright. The wizard has no control over the summoned being; he must obtain what he wants from it by negotiation, force, or trickery.

This spirit matrix allows the caster to summon beings of Air, including air elementals, the much more powerful Air Demons, and so on. It's best drawn in blue and white inks on a smooth floor exposed to the open air or in a large, high-ceilinged room. (If the wizard does not satisfy these conditions, the Summoned being may get a +1 to its EGO Rolls to resist his attempts to compel its service.)

Game Information: *Summon any one Air being built on up to 1,000 Character Points, Expanded Class (any Air being; +¼) (250 Active Points); Concentration (½ DCV throughout casting; -½), Extra Time (20 Minutes; -2½), Gestures (throughout casting; -½), Incantations (throughout casting; -½). Total cost: 50 points.*

Options:

1) Lemurian Version: Rather than creating spirit matrices, Lemurian conjurors use special magiconstruct engines powered by purest *fulminor* to summon Air beings. Add OAF Immobile (-2). Total cost: 36 points.

2) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 42 points.

3) Master's Form: Increase to 1,200 point beings. 300 Active Points; total cost 60 points.

4) Adept's Form: Increase to 1,500 point beings and remove Concentration (-½). 375 Active Points; total cost 83 points.

BECALMING

Effect: Suppress Air Magics 20d6
Target: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: 750"
END Cost: 15

Description: This spell allows a wizard to diminish or negate the force of another wizard's Air spell. It typically manifests as the caster "stealing" the target's power or creating counter-winds that rob the target's spells of their strength. This spell can also "cancel" an Air Spirit Matrix, causing a conjured Air being to return to its own plane at once.

The other elements of Atlantean magic have similar spells, just with different names and a change in the power's definition and Limitations:

Earth: Breaking Of Earth

Fire: Extinguishing

Water: Stilling The Waves

Light: Dimming

Shadow: Illuminating

Order: Imposition Of Chaos

Chaos: Imposition Of Order

Arcane: Countermagic (see below)

Game Information: *Suppress Air Magics* 20d6, any two Air Magic spells/powers at once (+½) (150 Active Points); *Extra Time* (Full Phase; -½), *Gestures* (-¼), *Incantations* (-¼), *Spell* (-½). Total cost: 60 points.

Options:

1) **Kaphtoran Version:** Add OAF (Mage's Staff; -1). Total cost: 43 points.

2) **Master's Form:** Increase to any four Air Magic spells/powers at once (+1). 200 Active Points; total cost 80 points.

3) **Adept's Form:** Increase to all Air Magic spells/powers at once (+2). 300 Active Points; total cost 120 points.

CALL THE WINDS

Effect: Succor Swimming 10d6, Suppress Swimming 10d6, both Sail-Based Swimming Only
Target: One sailing vessel
Casting Time: Full Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: 250"
END Cost: 7/5

Description: This spell calls forth the wind to fill the sails of a ship and send it speeding over the waves like an arrow, or to blow contrary so the ship becomes becalmed. This has no effect on Atlantean vessels (which don't use sails).

Game Information:**Cost Power**

21 *Call The Winds:* Multipower, 75-point reserve; all Gestures (throughout; -½), Incantations (throughout; -½), Sail-Based Swimming Only (-1), Spell (-½)

2u 1) *Speed A Ship:* Succor Swimming 10d6, Ranged (+½); common Limitations

1u 2) *Stall A Ship:* Suppress Swimming 10d6; common Limitations

Total cost: 24 points.

Options:

1) **Kaphtoran Version:** Add OAF (Mage's Staff; -1). Total cost: 20 points.

FLEETNESS OF CLOUD

Effect: Running +10", Usable By Other
Target: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: No Range
END Cost: 4

Description: This spell places the swiftness of clouds moving across a wind-tossed sky on the feet of the caster (or one other person whom he chooses), allowing him to run at tremendous speeds.

Game Information: *Running* +10", *Usable By Other* (+¼) (25 Active Points); *Gestures* (-¼), *Incantations* (-¼), *Increased Endurance Cost* (x2 END; -½). Total cost: 12 points.

Options:

1) **Kaphtoran Version:** Add OAF (Mage's Staff; -1). Total cost: 8 points.

FURY OF THE WINDS

Effect: Energy Blast 12d6
Target: 10 km long, 3 km wide Line
Casting Time: Full Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: 1,350"
END Cost: 27

Description: With this spell, the wizard unleashes the full, unfettered force of the winds. At his command they come roaring down from the sky to wreak destruction and havoc over an area miles long and wide. They're so strong they can overturn vehicles, tear down buildings, scour the trees off a mountainside, or blow armies around as if the soldiers were paper dolls.

At the GM's option, if the caster succeeds with an Atlantean Magic roll, he can reduce the length and width of this spell's Area Of Effect by up to half, for a more precise attack.

Game Information: *Energy Blast* 12d6, *Area Of Effect* (10" long and 3" wide Line; +1½), *Continuous* (+1), *Double Knockback* (+¾), *MegaScale* (hexes are 1 km wide and deep and 100 feet [15"] tall; +¼) (270 Active Points); *Extra Time* (Full Phase; -½), *Gestures* (throughout; -½), *Incantations* (throughout; -½), *Spell* (-½). Total cost: 90 points.

Options:

1) **Kaphtoran Version:** Add OAF (Mage's Staff; -1). Total cost: 67 points.

IRRESISTIBLE WINDS

Effect: Telekinesis (60 STR), Only To Move Things Away From Caster

Target: One character

Casting Time: Full Phase (Attack Action)

Casting Procedures: Gestures, Incantations

Duration: Constant

Range: 450"

END Cost: 9

Description: This spell, considered by some casters a much more restricted form of Fury Of The Winds, allows the caster to call forth an immensely strong, precisely focused blast of wind to push things away from him. It's often used for practical purposes, such as moving heavy loads, though this runs the risk of damaging whatever's being moved; it's also good for smashing in the gates to a city.

Game Information: *Telekinesis (60 STR) (90 Active Points); Affects Whole Object (-¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only To Move Things Away From Caster (-½), Spell (-½). Total cost: 28 points.*

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 21 points.

2) Master's Form: Increase to Telekinesis (70 STR). 105 Active Points; total cost 32 points.

3) Adept's Form: Increase to Telekinesis (80 STR). 120 Active Points; total cost 37 points.

LEASH THE STORM

Effect: Change Environment, +/-10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect

Target: 8 km radius

Casting Time: 1 Minute (Attack Action)

Casting Procedures: Gestures, Incantations

Duration: Constant

Range: 695"

END Cost: 14

Description: This spell gives an Atlantean wizard a potent weapon: control over the weather. In the space of but a minute he can change the weather from a warm, sunny, clear day to a raging blizzard.

If two or more wizards try to use this spell to control the weather over the same area (or overlapping areas), they must engage in an Atlantean Magic Versus Atlantean Magic Contest. The winner controls the weather; the loser may try again, though this involves taking another minute to cast the spell all over.

Game Information: *Change Environment 8" radius, +/-10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect (+1), MegaArea (1" = 1 km broad and wide; +¼) (139 Active Points); Extra Time (1 Minute to cast; -¾), Gestures (-¼), Incantations (-¼), Spell (-½). Total cost: 50 points.*

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 37 points.

2) Master's Form: Increase to 16" radius. 151 Active Points; total cost 55 points.

3) Adept's Form: Increase to 32" radius. 162 Active Points; total cost 59 points.

LEVITATION

Effect: Flight 12", Levitation (-½)

Target: Self

Casting Time: Half Phase (Attack Action)

Casting Procedures: Gestures, Incantations

Duration: Constant

Range: Self

END Cost: 2

Description: With this spell an Atlantean wizard can rise straight up into the air. In battlefield situations wizards often use it to get above the action so they can see what's happening everywhere and affect the entire enemy army with spells.

Game Information: *Flight 12" (24 Active Points); Gestures (-¼), Incantations (-¼), Levitation (upward Flight only; -½). Total cost: 12 points.*

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 8 points.

LIGHTNING SPEAR

Effect: RKA 4d6, AP, No Range Modifier

Target: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Gestures, Incantations

Duration: Instant

Range: 600"

END Cost: 12

Description: This is one of the Atlantean wizard's most basic attack spells. It lets him project a bolt of lightning powerful enough to kill a soldier instantly or blast a vehicle into flinders.

Game Information: *RKA 4d6, Armor Piercing (+½), No Range Modifier (+½) (120 Active Points); Gestures (-¼), Incantations (-¼), Spell (-½). Total cost: 60 points.*

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 40 points.

2) Master's Form: Increase to RKA 5d6. 150 Active Points; total cost 75 points.

3) Adept's Form: Increase to RKA 6d6. 180 Active Points; total cost 90 points.

4) Calling Forth The Lightning: A variant of this spell calls the lightning down from the sky. Change to: RKA 5d6, Armor Piercing (+½), Indirect (always from above; +¼), No Range Modifier (+½) (169 Active Points); Gestures (-¼), Incantations (-¼), Only Works Outdoors (-½), Spell (-½). Total cost: 68 points.



REAPING THE WHIRLWIND

Effect: RKA 3d6, Random Knockback
Target: 14" radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: 900"
END Cost: 18

Description: This spell conjures a tornado-like whirlwind of air that moves with such speed and force that it can tear a man, house, or tree apart. The caster controls the whirlwind's movement over the ground, but he cannot control which direction the whirlwind flings something it affects (in other words, Knockback is random; the GM might even allow it to occur straight up as the whirlwind sucks a target into the air).

Game Information: RKA 3d6, Area Of Effect (14" Radius; +1), Mobile (+1), Continuous (+1) (180 Active Points); Extra Time (must spend a Half Phase Action each Phase to maintain spell; -¼), Gestures (throughout; -½), Incantations (throughout; -½), Random Knockback (-0), Spell (-½). Total cost: 65 points.

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 48 points.

2) Master's Form: Increase to RKA 4d6 and 18" radius. 240 Active Points; total cost 87 points.

3) Adept's Form: Increase to RKA 5d6 and 23" radius. 300 Active Points; total cost 109 points.

SHIELD OF THE WINDS

Effect: Force Wall (20 PD), Self Only, Only Versus Physical Missiles
Target: Self
Casting Time: Half Phase
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: No Range
END Cost: 7

Description: To protect himself against physical missiles — arrows, sling-stones, and so on — an Atlantean wizard casts this spell, which surrounds him with swirling, powerful winds that simply blow most such missiles aside. It offers no protection against HTH Combat attacks, mystical ranged attacks such as Lightning Spear, or the like.

Game Information: Force Wall (20 PD/0 ED), Transparent (Energy attacks; +½) (75 Active Points); Gestures (-¼), Incantations (-¼), No Range (-½), Only Versus Physical Missiles (-1), Self Only (-½). Total cost: 21 points.

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 17 points.

STORM OF DESTRUCTION

Effect: RKA 4d6, Indirect (always from above), Personal Immunity
Target: 544" radius
Casting Time: Full Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: No Range
END Cost: 28

Description: When an Atlantean wizard casts this spell, the sky above him darkens for a kilometer in every direction and thousands of bolts of lightning strike down, obliterating everything they touch... except the caster, who's immune.

Game Information: RKA 4d6, Area Of Effect (544" Radius; +2¼), Continuous (+1), Indirect (always from above; +¼), Personal Immunity (+¼) (285 Active Points); Extra Time (Full Phase; -½), Gestures (throughout; -½), Incantations (throughout; -½), No Range (-½), Spell (-½). Total cost: 81 points.

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 63 points.

Spells Of Earth

CLASP OF STONE

Effect: Entangle 10d6, 10 DEF, Only Affects Targets On The Ground
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: 500"
END Cost: 10

Description: This spell causes the very ground to grow up around a target, imprisoning him in a cocoon of thick, durable stone.

Game Information: *Entangle 10d6, 10 DEF (100 Active Points); Cannot Form Barriers (-¼), Gestures (-¼), Incantations (-¼), Only Affects Targets On The Ground (-¼), Spell (-½). Total cost: 40 points.*

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 29 points.

2) Master's Form: Add No Range Modifier (+½). 150 Active Points; total cost 60 points.

3) Adept's Form: Add Stops A Given Sense Group (Sight, Hearing Groups) and No Range Modifier (+½). 180 Active Points; total cost 72 points.

DARDARIAN PRISON

Effect: Extra-Dimensional Movement, Usable As Attack
Target: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: 200"
END Cost: 25

Description: This terrifying spell imprisons the victim in a tiny, lightless, exitless cavern three miles below the surface of the earth. If he has no means of escape — and few victims do — he dies within just a day or two due to lack of food and water.

By unspoken agreement, Atlantean wizards almost never use this spell against one another, no matter how deep the hatred might run between two spellcasters. If the community of wizards learns that one of its own has used this spell against another wizard, at the very least the offending wizard will find his actions closely scrutinized. It's not uncommon for the other wizards to judge him a threat to everyone's wellbeing and simply kill him outright, though a few malfeasants have found themselves subjected to this spell as a sort of Mosaic punishment.

Game Information: *Extra-Dimensional Movement (to the "dimension" of a prison cavern, as described in the text), Usable As Attack (defenses include Desolidification, Power Defense, and Extra-Dimensional Movement; +1), Ranged (+½) (50 Active Points); Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x5 END; -2), Spell (-½). Total cost: 11 points.*

EARTH SPIRIT MATRIX

Effect: Summon any one Earth being built on up to 1,000 Character Points
Target: Special
Casting Time: 20 Minutes
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: No Range
END Cost: 25

Description: To summon beings from other planes, Atlantean wizards use special "spirit matrices" — arcane patterns developed over millennia, subtly altered depending on the type of being the wizard wishes to summon and his own spellcasting preferences. To cast the spell, the wizard scribes the pattern on the floor or ground (a process that takes about 20 minutes), then calls forth the being he wishes to conjure, who appears forthright. The wizard has no control over the summoned being; he must obtain what he wants from it by negotiation, force, or trickery.

This spirit matrix allows the caster to summon beings of Earth, including earth elementals, the much more powerful Earth Demons, and so on. It's best drawn in ochre and brown paints on level earth (either loose soil or packed dirt will do), on a flat stone exposed to the sky, or in a cave. (If the wizard does not satisfy these conditions, the Summoned being may get a +1 to its EGO Rolls to resist his attempts to compel its service; on the other hand, if the spell is cast in a cave at least 100 feet below the surface, the Summoned being suffers a -1 to its EGO Roll.)

Game Information: *Summon any one Earth being built on up to 1,000 Character Points, Expanded Class (any Earth being; +¼) (250 Active Points); Concentration (½ DCV throughout casting; -½), Extra Time (20 Minutes; -2½), Gestures (throughout casting; -½), Incantations (throughout casting; -½). Total cost: 50 points.*

Options:

1) Lemurian Version: Rather than creating spirit matrices, Lemurian conjurers use enormous "torches" made of purest *crystallos* and "lit" with *ignaetium* to summon Earth beings. Add OAF Immobile (-2). Total cost: 36 points.

2) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 42 points.

3) Master's Form: Increase to 1,200 point beings. 300 Active Points; total cost 60 points.

4) Adept's Form: Increase to 1,500 point beings and remove Concentration (-½). 375 Active Points; total cost 83 points.

EORDICA'S WRATH

Effect: Telekinesis (40 STR), Indirect, Only Affects Targets On The Ground
Target: 12 km radius
Casting Time: 1 Minute (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: 900"
END Cost: 18

Description: When the goddess Eordica becomes deeply angry with men, she often punishes them by sending devastating earthquakes. This spell gives an Atlantean wizard the same power (though one much weaker than the god-ess's). In the area affected by it, buildings tumble and fall, people are thrown to the ground (and perhaps crushed by falling debris), and even objects inside of buildings are affected. However, anything up off the ground — like a levitating wizard — is immune to all but incidental effects.

In game terms, everything in the affected area is shook by 40 STR Telekinesis every Phase as long as the caster maintains the spell, and it's fully Indirect so it can bypass walls to affect things inside buildings (like load-bearing walls and objects on shelves). This sort of sustained shaking should be enough to bring down most structures relatively quickly; they're not built to withstand this sort of impact.

Game Information: *Telekinesis (40 STR), Area Of Effect (12" Radius; +1), Indirect (see text; +¾), Mega-Area (each hex is 1 km wide and broad; +¼) (180 Active Points); Extra Time (1 Minute to cast, and a Half Phase Action to maintain each Phase thereafter; -1¾), Gestures (throughout; -½), Incantations (throughout; -½), Only Affects Targets On The Ground (-¼), Spell (-½). Total cost: 40 points.*

Options:

1) Kaphtoran Version: Decrease to Telekinesis (30 STR), 9 km radius, and add OAF (Mage's Staff; -1). 135 Active Points; total cost 24 points.

GIANT'S SLING

Effect: Telekinesis (60 STR), Only To Hurl Boulders
Target: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: No Range
END Cost: 9

Description: With this spell a wizard can hurl enormous boulders as if they were pebbles.

Game Information: *Telekinesis (60 STR) (90 Active Points); Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Instant (-½), No Range (character must be next to boulder to hurl it; -½), Only To Hurl Boulders (-1), Spell (-½). Total cost: 20 points.*

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 16 points.

2) Master's Form: Increase to Telekinesis (80 STR). 120 Active Points; total cost 27 points.

3) Adept's Form: Increase to Telekinesis (100 STR). 150 Active Points; total cost 33 points.

PARTING THE EARTH

Effect: Tunneling 12" through DEF 12 material, Limited Medium (earth/stone)
Target: Self
Casting Time: Half Phase
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: Self
END Cost: 6

Description: With but a wave of his hand and the speaking of a magic word, an Atlantean wizard can cause the very earth to part before him. Besides being helpful for creating tunnels, this spell also sees use for digging canals and the like.

Game Information: *Tunneling 12" through DEF 12 material (60 Active Points); Gestures (-¼), Incantations (-¼), Limited Medium (earth/stone; -½). Total cost: 30 points.*

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 20 points.

2) Master's Form: Also buy a naked Advantage: MegaScale (1" = 1 km wide and broad, and if desired deep; +¼) for Parting The Earth (15 Active Points); Extra Time (1 Minute; -1½), Gestures (throughout; -½), Incantations (throughout; -½), Increased Endurance Cost (x10 END; -4), Limited Medium (earth/stone; -½). Total cost: 2 points.

RAISE THE MOUNTAIN

Effect: Major Transform 4d6 (raise/lower mountain)
Target: 480" radius
Casting Time: 1 Minute (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: No Range
END Cost: 25

Description: This spell, one of the most feared in the Atlantean arsenal, allows a wizard to raise a mountain up from flat ground, or reduce an existing mountain to level ground. The transformation wreaks havoc on the region: bodies of water are diverted; structures in the affected area are generally destroyed; trees and plants are uprooted; and so on. The GM determines the exact effects.

Although it can be highly effective for many purposes — destroying an enemy fortification, for example — Raise The Mountain is not without its restrictions. First, it takes a long time to cast, 1 Minute per roll of the dice. Second, even at 5d6 of Major Transform applying to every hex in the affected area, considering that raw earth and soil has roughly 10 BODY per hex, and stone has 19 BODY per hex, the transformation of the landscape isn't an instantaneous process. Third, even for an Atlantean spell the END cost is high; the caster should have plenty of orichalcum on hand.

Game Information: *Major Transform 4d6 (raise/lower mountain, see text), Area Of Effect (480" Radius; +2¼), Continuous (+1) (255 Active Points); Extra Time (1 Minute; -1½), Gestures (throughout; -½), Incantations (throughout; -½), Limited Target (earth/stone ground, see text; -½), No Range (-½), Spell (-½). Total cost: 51 points.*

STONEWALL

Effect: Entangle 10d6, 5 DEF, Only To Form Barriers (up to 20" long and 4" tall)
Target: See text
Casting Time: Full Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: 555"
END Cost: 11

Description: With words of power and a lifting-up mystic gesture, a wizard uses this spell to cause a stone wall to rise up out of the ground. The wall can be up to 20" long and 4" tall, and within limits the caster can vary its configuration from casting to casting. (The *Varying Dimensions* +10 Character Point Adder allows the caster to vary the dimensions of the barrier from use to use. He may exchange 1" of length for 1" of height, or vice-versa, but may not more than double the standard dimensions of the barrier without the GM's permission.)

When a character casts Stonewall, he must target the hex where he wants the wall to begin. If his Attack Roll succeeds, the wall occupies the space he intended it to, if not he must use the rules for missed area-affecting attacks to determine which hex it begins in. He may shape the wall in a simple fashion — to create a curved, circular, or square barrier, for example — but can only cover up to 20 hexes (60 hex sides) with it. A Stonewall must contact the ground along at least one of its edges. The caster cannot, for example, create one in midair over a foe so that it falls on him, nor create one with the deliberate intention that it collapse and crush people.

At the GM's option, an Atlantean wizard in need of a quick defense can Abort to this spell, allowing him to cast it instantly to provide himself some cover.

Game Information: *Entangle 10d6 (standard effect: 10 BODY), 5 DEF, Larger Wall (can be up to 20" long and 4" tall), Varying Dimensions (see text) (111 Active Points); Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Only To Form Barriers (-1), Wall Must Contact The Ground On At Least One Edge (-¼), Spell (-½). Total cost: 30 points.*

STRENGTH OF EARTH

Effect: Healing BODY 6d6, Only Works On Walls; Aid DEF 4d6, Only Works On Walls
Target: One wall (see text)
Casting Time: 1 Turn (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: No Range
END Cost: 12/8

Description: This spell gives a wall on which it's cast the ability to draw on the strength of the earth it rests on for greater resilience and support. After its cast, tendrils of stone grow up the side of the wall like some sort of ultra-high-speed calcification. The new stone either repairs damage to the wall (Healing BODY) or temporarily protects the wall before crumbling away (Aid DEF).

For purposes of this spell, a "wall" is fairly narrowly defined as one single, unbroken, unbent span of wall. If the wall turns a corner, or encounters a tower or similar structure, the part beyond the corner or tower counts as a separate wall for Strength Of Earth.

Game Information:

Cost Power

- 11 *Strength Of Earth:* Multipower, 60-point reserve; all slots Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x2 END; -½), Only Works On Walls (-1), Spell (-½)
 1u 1) *Repairing Walls:* Healing BODY 6d6; common Limitations
 1u 2) *Increase Toughness:* Aid DEF 4d6; common Limitations plus Costs Endurance (-½)

Total cost: 13 points.

Options:

1) **Kaphtoran Version:** Add OAF (Mage's Staff; -1). Total cost: 12 points.



Spells Of Fire

Because Atlantean custom involves burning the dead, Necromancy spells belong to this category of magic. None are presented here (since they're relatively uncommon in Atlantis), but you can use the ones in *The Fantasy Hero Grimoire* and other Hero Games books.

FIREBALL

Effect: RKA 4d6
Target: 2" Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: 525"
END Cost: 10

Description: This classic Atlantean attack spell looks like a bolt of flame about the width of a human fist as it streaks toward the target. When it reaches the target it blossoms into an exploding ball of deadly flame about 10 feet in radius.

Game Information: RKA 4d6, Area Of Effect (One Hex Doubled; +¾) (105 Active Points); Gestures (-¼), Incantations (-¼), Spell (-½). Total cost: 52 points.

Options:

- 1) **Kaphtoran Version:** Add OAF (Mage's Staff; -1). Total cost: 35 points.
- 2) **Master's Form:** Add No Range Modifier (+½). 135 Active Points; total cost 67 points.
- 3) **Adept's Form:** Add Armor Piercing (+½) and No Range Modifier (+½). 165 Active Points; total cost 82 points.

FIRE DARTS

Effect: RKA 2d6, Armor Piercing, Autofire (5 shots)
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: 100"
END Cost: 12

Description: A favorite of Atlantean wizards who enjoy showing off their power with flashy effects, this spell creates up to five deadly "darts" of fire that he can shoot at from one to five targets, as desired. To a limited extent the caster can shape what the fiery missiles look like; some popular choices include wedge-shaped darts, tiny fireballs, arrows, and fiery little suns.

Game Information: RKA 2d6, Armor Piercing (+½), Autofire (5 shots; +½) (60 Active Points); Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x2 END; -½), Limited Range (100"; -¼), Spell (-½). Total cost: 22 points.

Options:

- 1) **Kaphtoran Version:** Add OAF (Mage's Staff; -1). Total cost: 16 points.
- 2) **Master's Form:** Remove Limited Range (-¼). Total cost: 24 points.
- 3) **Adept's Form:** Remove Limited Range (-¼) and add No Range Modifier (+½). 75 Active Points; total cost: 30 points.

Effect: Summon any one Fire being built on up to 1,000 Character Points
Target: Special
Casting Time: 20 Minutes
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: No Range
END Cost: 25

Description: To summon beings from other planes, Atlantean wizards use special "spirit matrices" — arcane patterns developed over millennia, subtly altered depending on the type of being the wizard wishes to summon and his own spellcasting preferences. To cast the spell, the wizard scribes the pattern on the floor or ground (a process that takes about 20 minutes), then calls forth the being he wishes to conjure, who appears forthright. The wizard has no control over the summoned being; he must obtain what he wants from it by negotiation, force, or trickery.

This spirit matrix allows the caster to summon beings of Fire, including fire elementals, the much more powerful Fire Demons, and so on. It's best drawn in red, yellow, and orange inks on a flat stone exposed to the sky, with something flammable (typically a piece of parchment inscribed with arcane runes) placed in the center of the matrix for the Fire being to "consume" as it arrives. (If the wizard does not satisfy these conditions, the Summoned being may get a +1 to its EGO Rolls to resist his attempts to compel its service; conversely, if the wizard offers the summoned Fire being

a human sacrifice, the Fire being suffers a -1 penalty to its EGO Rolls.)

Game Information: *Summon any one Fire being built on up to 1,000 Character Points, Expanded Class (any Fire being; +¼) (250 Active Points); Concentration (½ DCV throughout casting; -½), Extra Time (20 Minutes; -2½), Gestures (throughout casting; -½), Incantations (throughout casting; -½). Total cost: 50 points.*

Options:

1) Lemurian Version: Rather than creating spirit matrices, Lemurian conjurors use huge conjuring-bowls made of pure *crystallos* and filled with the purest *ignaetium* to summon Fire beings. Add OAF Immobility (-2). Total cost: 36 points.

2) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 42 points.

3) Master's Form: Increase to 1,200 point beings. 300 Active Points; total cost 60 points.

4) Adept's Form: Increase to 1,500 point beings and remove Concentration (-½). 375 Active Points; total cost 83 points.

FIRESTORM

Effect: RKA 4½d6
Target: 15" radius
Casting Time: Full Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: No Range
END Cost: 30

Description: This deadly and spectacular spell surrounds the caster with writhing, whipping, swirling tendrils of magefire that burn and destroy everything within 15" of him.

Game Information: *RKA 4½d6, Area Of Effect (15" Radius; +1), Mobile (moves with caster as he moves; +1), Continuous (+1), Personal Immunity (+¼) (297 Active Points); Extra Time (Full Phase; -½), Gestures (throughout; -½), Incantations (throughout; -½), Spell (-½). Total cost: 99 points.*

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 74 points.

FIST OF FIRE

Effect: RKA 3d6, Double Knockback
Target: One character
Casting Time: No time (see text) (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: No Range
END Cost: 10

Description: Useful in some combat or crisis situations because it can be instantly cast, this spell projects a short burst of mageflame at the target with both fiery and physical impact. The caster can vary the color of the flame as desired.

Game Information: *RKA 3d6, Double Knockback (+¾), Trigger (mental command, activating Trigger takes no time, Trigger requires a Half Phase Action to reset; +½) (101 Active Points); Gestures (-¼), Incantations (-¼), No Range (-½), Spell (-½). Total cost: 40 points.*

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 29 points.

IMMOLATION

Effect: RKA 2d6, NND, Does BODY
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: LOS
END Cost: 13

Description: By casting this spell an Atlantean wizard can cause any target he can see to be consumed in a raging torrent of mageflame. The target simply bursts into flame and keeps burning, regardless of armor or attempts to put out the flames, until he's dead or the wizard stops concentrating on the spell.

Game Information: *RKA 2d6, NND (defense is Power Defense; +1), Does BODY (+1), Continuous (+1), Line Of Sight (+½) (135 Active Points); Gestures (-¼), Incantations (-¼), Spell (-½). Total cost: 67 points.*

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 45 points.

2) Master's Form: Increase to RKA 3d6. 202 Active Points; total cost 101 points.

3) Adept's Form: Increase to RKA 4d6. 270 Active Points; total cost 135 points.

RAIN OF FIRE

Effect: RKA 4d6, Indirect (always from above), Hole In The Middle
Target: 544" radius
Casting Time: Full Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: 1,425"
END Cost: 28

Description: One of the ultimate expressions of a wizard's power over Fire, this spell causes fiery, comet-like missiles to rain down over an area roughly two kilometers in diameter, devastating everything (except anything in the hex the caster occupies). The missiles keep falling until the caster stops paying END for the spell.

Game Information: *RKA 4d6, Area Of Effect (544" Radius; +2¼), Continuous (+1), Hole In The Middle (+¼), Indirect (always from above; +¼) (285 Active Points); Extra Time (Full Phase; -½), Gestures (throughout; -½), Incantations (throughout; -½), Spell (-½). Total cost: 95 points.*

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 71 points.

SHIELD AGAINST FLAME

Effect: Force Field (40 ED/20 Power Defense), Hardened, Only Versus Fire
Target: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: Self
END Cost: 3

Description: This spell provides the caster with high-total protection against Fire attacks.

Game Information: *Force Field (40 ED/20 Power Defense), Hardened (+¼), Reduced Endurance (½ END; +¼) (90 Active Points); Gestures (-¼), Incantations (-¼), Only Versus Limited Type Of Attack (fire/heat; -½). Total cost: 45 points.*

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 30 points.

Spells Of Water

According to Atlantean mystical theory, the Water sphere also includes spells involving ice, and thus cold (by contrast, the Lemurians consider cold part of Air).

BLIZZARD

Effect: Change Environment + Energy Blast 4d6, NND
Target: 4 km radius
Casting Time: Full Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: No Range
END Cost: 14

Description: This spell conjures a thick blizzard over a 4 km radius area centered on the wizard. He's immune to the chilling winds, blinding snow, and deadly cold... but no one else in the area is.

Game Information: *Change Environment* 4" radius, -3 Temperature Levels and -3 Sight Group PER Rolls, Multiple Combat Effects, MegaScale (1" = 1 km broad and wide; +¼), Personal Immunity (+¼) (52 Active Points); Extra Time (Full Phase to cast; -¼), Gestures (-¼), Incantations (-¼), Linked (-½), No Range (-½), Spell (-½) (total cost: 16 points) **plus** Energy Blast 4d6, NND (defense is Life Support [Safe Environment: Intense Cold]; +1), Continuous (+1), Area Of Effect (4" Radius; +1), MegaScale (1" = 1 km broad and wide; +¼), Personal Immunity (+¼) (90 Active Points); Extra Time (Full Phase to cast; -¼), Gestures (-¼), Incantations (-¼), No Range (-½), Spell (-½) (total cost: 33 points). Total cost: 49 points.

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 12 + 24 = 36 points.

FIST OF POSEIDON

Effect: Energy Blast 12d6
Target: 30 km Line; 1 km Radius
Casting Time: 5 Minutes (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: 675"/5235"
END Cost: 13/10

Description: Coastal fortifications rarely stand a chance against Atlantean armies thanks to this spell, which calls forth a tidal wave and sends it crashing against the shore, obliterating buildings and washing people and objects out to sea.

In game terms, the Area Of Effect (Line) strikes parallel to the shore, affecting everything for 1 km inland along a wide area of the coast. Smaller objects (including PCs!) are often swept out to sea as the water recedes, and flooding may result as an aftereffect.

Game Information:

Cost Power

24 *Fist Of Poseidon:* Multipower, 135-point reserve; all slots Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only Versus Coastal Areas (-1), Spell (-½)

3u 1) *Large Wave:* Energy Blast 12d6, Area Of Effect (30" Line; +1), MegaArea (each hex is 1 km wide, broad, and deep; +¼); common Limitations

2u 2) *Small Wave:* Energy Blast 12d6, Area Of Effect (One Hex; +½), MegaArea (hex is 1 km wide, broad, and deep; +¼); common Limitations

Total cost: 29 points.

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 22 + 2 + 2 = 26 points.

FLOOD

Effect: Change Environment (create or stop a flood)
Target: 4 km radius
Casting Time: 5 Minutes (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: 360"
END Cost: 14

Description: With this spell, a wizard can cause, or stop, flooding over a 4 km radius area. In game terms, the flooding effect is represented by a reduction in Running — creatures that don't have at least Running 13" (typically due to long legs or large size) can't move on the ground (they have to swim or fly to move from place to place). Beyond that, it's possible that buildings and other objects will be damaged (or ruined by mud and saturation), people will drown, and so forth. The GM determines the exact results, which may depend on topography and other factors. Once the wizard stops concentrating on the spell (*i.e.*, stops paying END), the waters usually recede quickly, but again the results are up to the GM — in a low-lying or enclosed area the water could remain a long time.

Reversing a flood has much the opposite effect — it takes the water away so people can walk freely (though pervasive mud may impose -1" Running, -1 to some DEX Rolls, or other problems for a while), there's no danger of drowning, and everything can dry out naturally. Unless the GM rules otherwise, the spell removes the floodwaters quickly, and once removed they do not return.

Since this spell lacks MegaRange or Personal Immunity, it affects the caster unless he has a way to get out of the area (such as a Levitation spell or flying vehicle) before the floodwaters rise.

Game Information: *Change Environment* 4" radius, -12" Running, MegaScale (1" = 1 km wide, broad, and deep; +¼), Varying Effect (cause or stem flooding; +¼) (72 Active Points); Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes to cast; -1), Gestures (throughout; -½), Incantations (throughout; -½), Increased Endurance Cost (x2 END; -½), Spell (-½). Total cost: 14 points.

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 12 points.

**FRIGID DOOM**

Effect: RKA 6d6, NND, Does BODY
Target: One character
Casting Time: Extra Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: 20"
END Cost: 27

Description: This spell afflicts a living target with cold so bitter it literally freezes him solid. This is enough to instantly kill all but the strongest opponents, or those with magical protection against the spell.

Game Information: RKA 6d6, NND (defense is Life Support [Safe Environment: Intense Cold]; +1), Does BODY (+1) (270 Active Points); Extra Time (Extra Phase; -¾), Gestures (-¼), Incantations (-¼), Limited Range (20"; -¼), Spell (-½). Total cost: 90 points.

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 67 points.

PART THE WATERS

Effect: Telekinesis (90 STR), Only To Part Waters
Target: Special
Casting Time: 1 Minute (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: 5,425"
END Cost: 25

Description: This spell gives a wizard great power over bodies of water. He can, for example, part a sea to allow people to pass through, stem the flow of a river (temporarily creating a lake in the process), and possibly even hold back a tidal wave. He can move up to 6.4 kilotons of water.

Game Information: Telekinesis (90 STR), Affects Porous, Increased Maximum Range (3,625"; +¼), No Range Modifier (+½) (254 Active Points); Extra Time (1 Minute to cast, then a Half Phase Action to maintain each Phase thereafter; -1¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only To Part Waters (see text; -2), Spell (-½). Total cost: 41 points.

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 35 points.

UNLEASH THE WATERS

Effect: Energy Blast 12d6, Double Knockback
Target: 44" Cone
Casting Time: 1 Turn (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: No Range
END Cost: 32

Description: When an Atlantean wizard casts this spell, he spreads his arms wide and generates a vast torrent of water that spreads forth from where he's standing as if he were a dam that had just burst. The water flows out from him in a rough cone, striking everything in front of him and often sweeping it along. After the initial impact the water flows along the natural lay of the land and may flood low-lying areas, extinguish fires, or cause other problems at the GM's discretion.

Game Information: Energy Blast 12d6, Area Of Effect (44" Cone, Two-Dimensional [is only 1" tall]; +1), Double Knockback (+¾) (165 Active Points); Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x2 END; -½), No Range (-½), Spell (-½). Total cost: 35 points.

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 29 points.

WATER SPIRIT MATRIX

Effect:	Summon any one Water being built on up to 1,000 Character Points
Target:	Special
Casting Time:	20 Minutes
Casting Procedures:	Gestures, Incantations
Duration:	Instant
Range:	No Range
END Cost:	25

Description: To summon beings from other planes, Atlantean wizards use special “spirit matrices” — arcane patterns developed over millennia, subtly altered depending on the type of being the wizard wishes to summon and his own spellcasting preferences. To cast the spell, the wizard scribes the pattern on the floor or ground (a process that takes about 20 minutes), then calls forth the being he wishes to conjure, who appears forthright. The wizard has no control over the summoned being; he must obtain what he wants from it by negotiation, force, or trickery.

This spirit matrix allows the caster to summon beings of Water, including water elementals, the much more powerful Water Demons, and so on. It's best drawn in blue, white, and teal inks on a flat stone or wooden surface (such as the floor of a summoning-chamber). (If the wizard does not satisfy these conditions, the Summoned being may get a +1 to its EGO Rolls to resist his attempts to compel its service.)

Game Information: *Summon any one Water being built on up to 1,000 Character Points, Expanded Class (any Water being; +¼) (250 Active Points); Concentration (½ DCV throughout casting; -½), Extra Time (20 Minutes; -2½), Gestures (throughout casting; -½), Incantations (throughout casting; -½). Total cost: 50 points.*

Options:

1) Lemurian Version: Rather than creating spirit matrices, Lemurian conjurers use huge conjuring-bowls made of purest *crystallos* and filled with the purest *corusqua* to summon Water beings. Add OAF Immobility (-2). Total cost: 36 points.

2) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 42 points.

3) Master's Form: Increase to 1,200 point beings. 300 Active Points; total cost 60 points.

4) Adept's Form: Increase to 1,500 point beings and remove Concentration (-½). 375 Active Points; total cost 83 points.

Spells Of Light

Spells in this category cover both Light itself and the absence of Light (Shadow). Kaphtoran mages are specialists in Shadow magic; their Shadow spells are sometimes even more powerful than those of the Atlanteans!

ARMOR OF LIGHT

Effect:	Force Field (30 ED/10 Power Defense), Hardened, Only Versus Shadow Attacks
Target:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Gestures, Incantations
Duration:	Constant
Range:	Self
END Cost:	5

Description: This spell surrounds the caster's body with a field of shimmering light that resembles a suit of Atlantean armor. It protects him against Shadow powers, demonic attacks, and the like.

Game Information: *Force Field (30 ED/10 Power Defense), Hardened (+¼) (50 Active Points); Gestures (-¼), Incantations (-¼), Only Versus Limited Type Of Attack (Shadow damage and “evil” damage; -¼). Total cost: 29 points.*

Options:

1) Kaphtoran Version: The Kaphtoran version of this spell creates a field of “Shadow armor” that absorbs the power of Shadow damage and offers protection against Light attacks as well. Change to: Force Field (30 ED/10 Power Defense), Hardened (+¼) (50 Active Points); OAF (Mage's Staff; -1), Gestures (-¼), Incantations (-¼), Only Versus Limited Type Of Attack (Light and Shadow damage; -¼) (total cost: 18 points) **plus** Absorption 6d6 (Energy, to STUN) (30 Active Points); OAF (Mage's Staff; -1), Gestures (-¼), Incantations (-¼), Limited Phenomenon (Shadow damage; -¼) (total cost: 11 points). Total cost: 29 points.

2) Master's Form: Increase to Force Field (40 ED/20 Power Defense). 75 Active Points; total cost 43 points.

EYES OF HELIOS

Effect:	Force Field (30 Sight Group Flash Defense), Hardened
Target:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Gestures, Incantations
Duration:	Constant
Range:	Self
END Cost:	4

Description: This spell protects the caster's eyes from bright light, including the effects of many Light spells.

Game Information: *Force Field (30 Sight Group Flash Defense), Hardened (+¼) (37 Active Points); Gestures (-¼), Incantations (-¼). Total cost: 25 points.*

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 15 points.

IRRESISTIBLE FLARE

Effect:	Sight Group Flash 20d6; Major Transform 8d6 (sighted being to blind being)
Target:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Gestures, Incantations
Duration:	Instant
Range:	500"/600"
END Cost:	10/12

Description: This spell creates a beam of light so intense that it blinds the target. If the caster is merciful, the blindness is only temporary; if not, the target will never see again.

Game Information:**Cost Power**

- 60 *Irresistible Flare:* Multipower, 120-point reserve; all slots Gestures (-¼), Incantations (-¼), Spell (-½)
- 5u 1) *Dazzling Flare:* Sight Group Flash 20d6; common Limitations
- 5u 2) *Blinding Flare:* Major Transform 8d6 (sighted being to blind being, heals back through Cure Blindness spell); common Limitations, Limited Target (sighted beings; -¼)

Total cost: 70 points.

LEECHING SHADOWS

Effect: Drain CON, BODY, REC, and STUN 4d6
Target: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: 600"
END Cost: 14

Description: This spell surrounds the target's body with writhing, twisting tendrils of Shadow that leech his life-force.

Game Information: *Drain CON, BODY, REC, and STUN 4d6, four Characteristics simultaneously (+1), Continuous (+1), Range (+½) (140 Active Points); Extra Time (Full Phase to cast, and a Half Phase Action to maintain it each Phase thereafter; -¼), Gestures (-¼), Incantations (-¼), Spell (-½). Total cost: 51 points.*

Options:

1) Kaphtoran Version: Increase to Drain 5d6 and add OAF (Mage's Staff; -1). 175 Active Points; total cost 47 points.

LIGHT SPIRIT MATRIX

Effect: Summon any one Light being built on up to 1,000 Character Points
Target: Special
Casting Time: 20 Minutes
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: No Range
END Cost: 25

Description: To summon beings from other planes, Atlantean wizards use special "spirit matrices" — arcane patterns developed over millennia, subtly altered depending on the type of being the wizard wishes to summon and his own spellcasting preferences. To cast the spell, the wizard scribes the pattern on the floor or ground (a process that takes about 20 minutes), then calls forth the being he wishes to conjure, who appears forthright. The wizard has no control over the summoned being; he must obtain what he wants from it by negotiation, force, or trickery.

This spirit matrix allows the caster to summon beings of Light, such as light elementals. It's best drawn in white and gold inks on a flat stone or wooden surface (such as the floor of a summoning-chamber). (If the wizard does not satisfy these conditions, the Summoned being may get a +1 to its EGO Rolls to resist his attempts to compel its service.)

You can convert this spell to *Shadow Spirit Matrix* simply by changing some of the description and Limitations. A Shadow Spirit Matrix is typically drawn in black and purple inks on a flat stone surface in an enclosed room with virtually no light.

Game Information: *Summon any one Light being built on up to 1,000 Character Points, Expanded Class (any Light being; +¼) (250 Active Points); Concentration (½ DCV throughout casting; -½), Extra Time (20 Minutes; -2½), Gestures (throughout casting; -½), Incantations (throughout casting; -½). Total cost: 50 points.*

Options:

1) Lemurian Version: Rather than creating spirit matrices, Lemurian conjurers use *ignaeum*-lit candles floating in huge bowls of purest *crystallos* to summon Light beings (and unlit candles for Shadow beings). Add OAF Immobile (-2). Total cost: 36 points.

2) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 42 points.

3) Master's Form: Increase to 1,200 point beings. 300 Active Points; total cost 60 points.

4) Adept's Form: Increase to 1,500 point beings and remove Concentration (-½). 375 Active Points; total cost 83 points.

SHADOW-BOLT

Effect: Energy Blast 14d6 + Drain BODY 2d6
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: 350"
END Cost: 10

Description: This spell projects a writhing, twisting bolt of multiple tendrils of Shadow that strikes the target with deadly impact and also leeches away some of his soul.

Game Information: *Energy Blast 14d6 (70 Active Points); Gestures (-¼), Incantations (-¼), Spell (-½) (total cost: 35 points) plus Drain BODY 2d6, Ranged (+½) (30 Active Points); Gestures (-¼), Incantations (-¼), Linked (-½), Spell (-½) (total cost: 12 points). Total cost: 47 points.*

Options:

1) Kaphtoran Version: Add Line Of Sight (+½) to both powers, and add OAF (Mage's Staff; -1). 105 + 40 = 145 Active Points; total cost 35 + 11 = 46 points.

2) Master's Form: Increase to Energy Blast 16d6 + Drain BODY 3d6. 80 + 45 = 125 Active Points; total cost 40 + 18 = 58 points.

SUNFIRE FIELD

Effect: Sight Group Flash
12d6 + RKA 1d6, AP
Target: 12" radius
Casting Time: Half Phase (Attack
Action)
Casting Procedures: Gestures,
Incantations
Duration: Constant
Range: 900"
END Cost: 24

Description: This spell creates an area of blinding, burning light. Wizards often use it to block access to an area, since few monsters or enemy soldiers willingly enter a Sunfire Field.

Game Information: *Sight Group Flash 12d6, Area Of Effect (12" Radius; +1), Continuous (+1) (180 Active Points); Gestures (-¼), Incantations (-¼), Spell (-½) (total cost: 90 points) plus RKA 1d6, Area Of Effect (6" Radius; +1¼), Armor Piercing (+½), Continuous (+1) (56 Active Points); Gestures (-¼), Incantations (-¼), Linked (-½), Spell (-½) (total cost: 22 points). Total cost: 112 points.*

SWORD OF LIGHT

Effect: RKA 3d6 + RKA
3d6, Only Versus
Shadow/Evil Beings
Target: One character
Casting Time: Half Phase (Attack
Action)
Casting Procedures: Gestures,
Incantations
Duration: Instant
Range: 225"
END Cost: 8

Description: When a wizard casts this spell, a blindingly bright beam of light lances forth from his hands to burn and slay his enemies. It's particularly effective against Shadow beings, evil beings (including all sorts of demons and undead), and the like.

Game Information: *RKA 3d6 (45 Active Points); Gestures (-¼), Incantations (-¼), Spell (-½) (total cost: 22 points) plus RKA 3d6 (45 Active Points); Gestures (-¼), Incantations (-¼), Only Versus Shadow/Evil Beings (-1), Spell (-½) (total cost: 15 points). Total cost: 37 points.*

Options:

1) Master's Form: Increase to RKA 4d6 + RKA 4d6. 60 + 60 = 120 Active Points; total cost 30 + 20 = 50 points.

Spells Of Order**CHAOS DOOM**

Effect: RKA 4d6, NND, Does
BODY, Only Affects
Living Flesh
Target: One character
Casting Time: Full Phase (Attack
Action)
Casting Procedures: Gestures,
Incantations
Duration: Instant
Range: 25"
END Cost: 18

Description: This spell infuses a living being with raw Chaos, causing him to disincorporate into his component parts — basically he's transformed into a cloud of dead molecules. Any worn or carried items are unaffected.

Game Information: *RKA 4d6, NND (defense is Power Defense; +1), Does BODY (+1) (180 Active Points); Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (25"; -¼), No Knockback (-¼), Only Affects Living Flesh (-0), Spell (-½). Total cost: 60 points.*

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 45 points.
2) Master's Form: Increase to RKA 5d6. 225 Active Points; total cost 75 points.

CHAOS MANTLE

Effect: RKA 3d6, NND, Does
BODY, Only Affects
Unliving Objects
Target: One Hex
Casting Time: Full Phase (Attack
Action)
Casting Procedures: Gestures,
Incantations
Duration: Instant
Range: 25"
END Cost: 16

Description: This spell, sort of the opposite of Chaos Doom, infuses a small area with raw Chaos, causing all non-living objects (such as a character's equipment) to disincorporate into their component materials. For example, weapons and armor fall apart into lumps of ore, leather straps become leather dust, and glass becomes sand. Living matter is unaffected.

Game Information: *RKA 3d6, Area Of Effect (One Hex; +½), NND (defense is Power Defense; +1), Does BODY (+1) (157 Active Points); Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (25"; -¼), No Knockback (-¼), Only Affects Unliving Objects (-0), Spell (-½). Total cost: 52 points.*

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 39 points.
2) Master's Form: Increase to RKA 4d6. 210 Active Points; total cost 70 points.

CHAOS SPIRIT MATRIX

Effect: Summon any one Chaos being built on up to 1,000 Character Points

Target: Special

Casting Time: 20 Minutes

Casting Procedures: Gestures, Incantations

Duration: Instant

Range: No Range

END Cost: 25

Description: To summon beings from other planes, Atlantean wizards use special "spirit matrices" — arcane patterns developed over millennia, subtly altered depending on the type of being the wizard wishes to summon and his own spellcasting preferences. To cast the spell, the wizard scribes the pattern on the floor or ground (a process that takes about 20 minutes), then calls forth the being he wishes to conjure, who appears forthright. The wizard has no control over the summoned being; he must obtain what he wants from it by negotiation, force, or trickery.

This spirit matrix allows the caster to summon beings of Chaos, such as Chaos Demons. No two Chaos Spirit Matrices look alike, and in fact the caster changes the matrix from use to use depending on intuition, insight, and desire. A Chaos Matrix is best drawn with at least a dozen different color inks or paints on a broken, uneven stone surface. (If the wizard does not satisfy these conditions, the Summoned being may get a +1 to its EGO Rolls to resist his attempts to compel its service.)

You can convert this spell to *Order Spirit Matrix* simply by changing some of the description and Limitations. An Order Spirit Matrix is typically drawn in white and black inks on a precisely-sized flat stone surface in a featureless enclosed room.

Game Information: *Summon any one Chaos being built on up to 1,000 Character Points, Expanded Class (any Chaos being; +¼) (250 Active Points); Concentration (½ DCV throughout casting; -½), Extra Time (20 Minutes; -2½), Gestures (throughout casting; -½), Incantations (throughout casting; -½). Total cost: 50 points.*

Options:

1) Lemurian Version: Rather than creating spirit matrices, Lemurian conjurers use small amounts of the raw form of all four elemental substances to summon Chaos beings. Add OAF (-1). Total cost: 42 points.

2) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 42 points.

3) Master's Form: Increase to 1,200 point beings. 300 Active Points; total cost 60 points.

4) Adept's Form: Increase to 1,500 point beings and remove Concentration (-½). 375 Active Points; total cost 83 points.

SHAPECHANGING

Effect: VPP for shapechanging

Target: Self

Casting Time: Half Phase (Attack Action)

Casting Procedures: Gestures, Incantations

Duration: Varies

Range: Self

END Cost: Varies

Description: One of the few uses of Chaos Magic that Atlantean wizards don't regard as wholly evil (just suspicious) is shapechanging. With this spell a wizard can take on any form he chooses, ranging from imitating another person to turning into a bird or dragon.

In game terms, this spell can only fit into an Order Multipower with a reserve of at least 225 points.

Game Information: *Variable Power Pool (Shapechanging Pool), 150 base + 75 control cost, Cosmic (+2); Extra Time (always takes a minimum of a Full Phase to change shape; -½), Only For Multifform, Shape Shift, And Related Powers (-½). Total cost: 262 points.*

SHIELD AGAINST CHAOS

Effect: Force Field (20 PD/20 ED/20 Power Defense), Hardened, Only Versus Chaos Magics

Target: Self

Casting Time: Half Phase (Attack Action)

Casting Procedures: Gestures, Incantations

Duration: Constant

Range: Self

END Cost: 7

Description: This spell calls on the fundamental power of Order to protect the caster from Chaos magic.

Game Information: *Force Field (20 PD/20 ED/20 Power Defense), Hardened (+¼) (75 Active Points); Gestures (-¼), Incantations (-¼), Only Versus Limited Type Of Attack (Chaos; -½). Total cost: 37 points.*

Options:

1) Master's Form: Increase to Force Field (30 PD/30 ED/30 Power Defense). 112 Active Points; total cost 56 points.

STABILITY

Effect: Major Transform 8d6 (undo Chaos effects)

Target: Special

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Gestures, Incantations

Duration: Instant

Range: No Range

END Cost: 15

Description: This spell, perhaps the pinnacle of Order magic, undoes the effect of Chaos magic. It reverses whatever the Chaos magic did, returning the world to what it was like before the Chaos magic took effect. (At the GM's option this spell can even bring back to life a being killed by Chaos magic, or heal one who's injured by it.)

Game Information: *Major Transform 8d6 (undo effects of Chaos magic, see text; heals back through another application of appropriate Chaos magic), Improved Results Group (+¼) (150 Active Points); Extra Time (1 Turn; -1¼), Gestures (-¼), Incantations (-¼), No Range (-½), Spell (-½). Total cost: 40 points.*

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 32 points.

Spells Of Arcane

ARCANE BEAM

Effect: RKA 4d6
Target: 20" Line, Mobile
Casting Time: Full Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: No Range
END Cost: 22

Description: This spell creates a wide, purplish-white beam of pure Arcane force 20" long. It remains in existence after the caster creates it (as long as he pays END), and he can move it in a limited fashion: he can "sweep" it through a 60-degree arc as a Full Phase Action, causing damage to everyone in that area. If he moves it away from a target, that target does not continue to take damage in later Phases.

Game Information: RKA 4d6, Area Of Effect (20" Line; +1), Mobile (+1), Continuous (but see text; +¾) (225 Active Points); Extra Time (Full Phase; -½), Gestures (throughout; -½), Incantations (throughout; -½), Spell (-½). Total cost: 75 points.

Options:

- 1) **Kaphtoran Version:** Add OAF (Mage's Staff; -1). Total cost: 56 points.
- 2) **Master's Form:** Increase to RKA 5d6. 281 Active Points; total cost 94 points.
- 3) **Adept's Form:** Increase to RKA 6d6. 337 Active Points; total cost 112 points.

ARCANE DARTS

Effect: RKA 3d6, Armor Piercing, Autofire (4 shots)
Target: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: 450"
END Cost: 9

Description: This spell fires four "darts" of pure Arcane force. Typically they look like long, purple-white streamers with glittering motes around them, but the caster can alter their appearance somewhat to suit his personal preferences. He can fire all four darts at the same target, or at up to four individual targets.

Game Information: RKA 3d6, Armor Piercing (+½), Autofire (4 shots; +½) (90 Active Points); Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Spell (-½). Total cost: 36 points.

Options:

- 1) **Kaphtoran Version:** Add OAF (Mage's Staff; -1). Total cost: 26 points.
- 2) **Master's Form:** Increase to RKA 4d6. 120 Active Points; total cost 48 points.
- 3) **Adept's Form:** Increase to RKA 5d6. 150 Active Points; total cost 60 points.

ARCANE SPIRIT MATRIX

Effect: Summon any one Arcane being built on up to 1,000 Character Points
Target: Special
Casting Time: 20 Minutes
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: No Range
END Cost: 25

Description: To summon beings from other planes, Atlantean wizards use special "spirit matrices" — arcane patterns developed over millennia, subtly altered depending on the type of being the wizard wishes to summon and his own spell-casting preferences. To cast the spell, the wizard scribes the pattern on the floor or ground (a process that takes about 20 minutes), then calls forth the being he wishes to conjure, who appears forthright. The wizard has no control over the summoned being; he must obtain what he wants from it by negotiation, force, or trickery.

This spirit matrix allows the caster to summon beings of Arcane, including arcane elementals, the much more powerful Arcane Demons, and so on. It's best drawn in purple and white inks on a flat stone or wooden surface (such as the floor of a summoning-chamber). (If the wizard does not satisfy these conditions, the Summoned being may get a +1 to its EGO Rolls to resist his attempts to compel its service.)

Game Information: Summon any one Arcane being built on up to 1,000 Character Points, Expanded Class (any Arcane being; +¼) (250 Active Points); Concentration (½ DCV throughout casting; -½), Extra Time (20 Minutes; -2½), Gestures (throughout casting; -½), Incantations (throughout casting; -½). Total cost: 50 points.

Options:

- 1) **Lemurian Version:** Rather than creating spirit matrices, Lemurian conjurers use huge conjuring-bowls made of purest crystallos and filled with the purest ignae-tium, corusqua, and fulminor to summon Arcane beings. Add OAF Immobile (-2). Total cost: 36 points.
- 2) **Kaphtoran Version:** Add OAF (Mage's Staff; -1). Total cost: 42 points.
- 3) **Master's Form:** Increase to 1,200 point beings. 300 Active Points; total cost 60 points.
- 4) **Adept's Form:** Increase to 1,500 point beings and remove Concentration (-½). 375 Active Points; total cost 83 points.

COUNTERMAGIC

Effect: Suppress Magic 12d6
Target: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: 900"
END Cost: 18

Description: This spell, the most powerful of the Atlantean magic-suppressing invocations, diminishes or negates the force of *all* of another wizard's spells simultaneously.

Game Information: *Suppress Magic* 12d6, any Magic spells/powers simultaneously (+2) (180 Active Points); Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Spell (-½). Total cost: 72 points.

Options:

1) Master's Form: Increase Suppress Magic 16d6. 240 Active Points; total cost 96 points.

2) Adept's Form: Increase to Suppress Magic 20d6. 300 Active Points; total cost 120 points.

PARALYZE ARMY

Effect: Entangle 6d6, 6 DEF, Takes No Damage From Attacks
Target: 36" radius
Casting Time: Full Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: 900"
END Cost: 18

Description: As but one example of the power of Arcane on the battlefield, this spell can freeze entire armies in mid-clash.

Game Information: *Entangle* 6d6, 6 DEF, Takes No Damage From Attacks (+½), Area Of Effect (36" Radius; +1½) (180 Active Points); Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Spell (-½). Total cost: 72 points.

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1). Total cost: 51 points.

2) Master's Form: Increase to 144" Radius (+2). 210 Active Points; total cost 84 points.

3) Adept's Form: Increase to 576" Radius (+2½). 240 Active Points; total cost 96 points.

SHIELD OF ARCANE

Effect: Force Field (20 PD/20 ED/20 Mental Defense/20 Power Defense), Hardened
Target: Self
Casting Time: Full Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: Self
END Cost: 10

Description: The most potent personal defense spell in the Atlantean arsenal, Shield Of Arcane protects the caster from both mundane and mystical attacks by surrounding him with a shimmering field of pale purple force.

Game Information: *Force Field* (20 PD/20 ED/20 Mental Defense/20 Power Defense), Hardened (+¼) (100 Active Points); Extra Time (Full Phase to cast; -¼), Gestures (-¼), Incantations (-¼), Spell (-½). Total cost: 44 points.

Options:

1) Kaphtoran Version: Add OAF (Mage's Staff; -1) and Increased Endurance Cost (x3 END; -1). Total cost: 23 points.

2) Master's Form: Increase to Force Field (25 PD/25 ED/25 Mental Defense/25 Power Defense). 125 Active Points; total cost 55 points.

3) Adept's Form: Increase to Force Field (30 PD/30 ED/30 Mental Defense/30 Power Defense). 150 Active Points; total cost 67 points.

Atlantean Divine Magic

Here are some examples of the typical healing powers conferred on certain priests by the gods. Others are possible, but rare. They all have the Limitation *Only When Serving The Gods' Purposes* (-½), meaning that if the gods (or even a single god, in some cases) doesn't approve of the subject being healed, the spell automatically fails.

CURE BLINDNESS

Effect: Major Transform 8d6 (blind being into sighted being)
Target: One character
Casting Time: 5 Minutes (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: No Range
END Cost: 24

Description: Sometimes the gods give one of their priests the power to cure blindness. But even priests who possess this power rarely use it — in Atlantean society blindness is often regarded as a punishment from the gods for some sin or slight, and absent a clear message that it should be cured many priests are reluctant to tamper with it. To use this power, the priest must first sacrifice a ram to the gods (see Chapter Six for rules for sacrifices).

Game Information: *Major Transform* 8d6 (blind being into sighted being, heals back through any natural means that would cause loss of sight) (120 Active Points); Concentration (½ DCV throughout casting; -½), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x2 END; -½), Limited Target (once sighted but now blind beings; -1), No Range (-½), Only When Serving The Gods' Purposes (-½). Total cost: 17 points.

CURE ILLNESS

Effect: Major Transform
4d6 (sick person
into well person)
Target: One character
Casting Time: 5 Minutes (Attack
Action)
Casting Procedures: Gestures,
Incantations
Duration: Instant
Range: No Range
END Cost: 24

Description: By laying his hands on a sick person, a priest with this power can cure diseases, plagues, fevers, and other maladies. He must first sacrifice a goat to the gods (see Chapter Six for rules for sacrifices) as a way of asking their permission; sometimes the gods send sickness as a punishment and don't want it cured.

In game terms, this power is a Major Transform, "sick person to well person," that stops the course of a disease — once the character applies the spell, the disease inflicts no further damage (loss of CON, for example) on the victim. However, the spell does not automatically heal any STUN, BODY, CON, or other Characteristics lost to the disease prior to the spell's use. To do that (assuming the gods allow it), the priest must add up the cost of the lost abilities he wants to restore and treat them as "powers" being granted to the target by the Transform (see page 239 of *The HERO System 5th Edition, Revised* for more information).

Game Information: *Major Transform 4d6 (sick person into well person, heals back through any normal means that would cause character to contract the same disease) (60 Active Points); Concentration (½ DCV throughout casting; -½), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x4 END; -1½), Limited Target (sentient beings; -¼), No Range (-½), Only When Serving The Gods' Purposes (-½). Total cost: 8 points.*

HEAL WOUNDS

Effect: Simplified Healing
8d6
Target: One character
Casting Time: 1 Turn (Attack
Action)
Casting Procedures: Gestures,
Incantations
Duration: Instant
Range: No Range
END Cost: 24

Description: The rarest of Atlantean divine healing powers is the ability to literally heal wounds in mere seconds. The gods usually prefer to reserve this power to themselves, but sometimes a

particularly devout, worthy, or needful priest is chosen to receive it. To use it he must simply has his hands on the injury and speak a brief prayer to the god... and the wound magically closes.

Game Information: *Simplified Healing 8d6 (80 Active Points); Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x3 END; -1), Only When Serving The Gods' Purposes (-½). Total cost: 15 points.*



ATLANTEAN ENCHANTED ITEMS



Atlantean wizards are renowned for the variety and power of the enchanted items they use, and for the creativity displayed in creating them. It's not uncommon for everything a wizard carries or wears to hold some sort of enchantment. The items described below represent just a fraction of the items characters could make or obtain; see the *Enchanted Items* book for hundreds more (though you may need to increase their power, or otherwise "Atlanteanize" them, so they fit into the Atlantean Age setting better).

ENCHANTED ITEM COMMERCE

To some extent, enchanted items are common enough in Atlantis that they're bought and sold like other goods. Unique items, items with personal significance, or enchanted gifts almost never are, but "ordinary" enchanted items — ranging from mundane ones like an Ever-Lit Lamp to common weapons like the Atlantean Warriorblade — sometimes are. Usually they're quite expensive (10-100 gold boullioi, or more, per Active Point), but some quotidian ones are rather cheap.

Powerful and unique items are most often sold and bought at the Wizards' Fair, an annual gathering of Atlantean spellcasters. See page 26 for more information.

ATLANTEAN ENCHANTED ITEMS IN GAME TERMS

In *HERO System* terms, Atlantean characters create their magic items the same way characters in most *Fantasy Hero* campaigns do, by using the appropriate Powers and Power Modifiers (including the *Focus Limitation*). However, they do not use the *Independent Limitation*.

Regardless of who created them, most Atlantean enchanted items are Universal Foci, not Personal. Even if a character creates an item as a Personal Focus, it's possible for other Atlantean wizards to learn how to use it. To learn to use a Personal Focus, a wizard must study the item for one day for every 10 Active Points (or fraction thereof) used to build its most expensive power, then make an Atlantean Magic roll. If the

roll succeeds, the wizard can use the item; if it fails, he can try again after studying the item again for the same amount of time; if it fails badly (by 4 or more) he ruins or warps the item, causes a magical backlash, or otherwise makes it impossible for him to ever learn how to use it.

Atlantean enchanted items rarely have Charges; instead they're bought to cost no END. To the extent they require "fuel," it's supplied by a piece of orichalcum that can be replaced when it runs out of energy.

WEAPONS

Atlantean enchanted weapons are famed — and feared — throughout the world. Even the lowliest soldier in the Atlantean army carries a magical blade that's far superior to the commonplace swords wielded by his opponents. Atlantean nobles, wizards, and heroes often possess blades of immense power.

Swords

ATLAN'S RONEBLADE

Effect:	HKA 3d6, Penetrating (x2)
Target:	One character
Duration:	Instant
Range:	No Range
END Cost:	0
Breakability:	Unbreakable
STR Minimum:	13

Description: Atlan Vondarien gives these blades to warriors who earn his special favor and recognition. The blade is made of orichalcum alloy and etched with powerful magic runes; the hilt and guard are made of gold and wrapped with leather taken from the hides of mammoths of the hyperborean wastes and dyed scarlet; the guard has the wielder's name etched into it. The pommel is a large ruby grasped in a golden eagle's claw.

Unlike most Atlantean enchanted items, Runeblades are Personal Foci. In the hands of anyone but its intended wielder a Runeblade is just an ordinary HKA 1d6 sword.

Game Information: HKA 3d6 (plus STR), Penetrating (x2; +1), Reduced Endurance (0 END; +½) (112 Active Points); OAF (-1), STR Min (13; -½). Total cost: 45 points.

ATLANTEAN GEMSWORD

Effect:	HKA 2d6; Sight Group Flash 8d6; Entangle 4d6, 4 DEF; Armor (10 PD/10 ED); AP and Penetrating for HKA
Target:	Varies
Duration:	Varies
Range:	Varies
END Cost:	0 for blade, 4 Charges each for gem powers
Breakability:	Unbreakable
STR Minimum:	10

Description: This weapon has a hilt made of orichalcum alloy and a blade of hepatizon. Set into the blade are four gems: from top to bottom, a ruby, an emerald, a sapphire, and a diamond. Set into the center of the guard is a *tallos* of orichalcum that's magically linked to the four gems and provides the arcane "fuel" for their powers.

Four times a day the wielder of the blade can call on each gem to unleash its power. The ruby creates a blinding flash of light to disorient his foes. The emerald captures his opponent in chains of mystical force. The sapphire surrounds him with a protective force for several seconds. And the diamond envelopes the blade in a white mystic flame that gives it greater cutting and impact power.

Game Information:

Cost	Power
18	<i>Gemsword Blade:</i> HKA 2d6 (up to 4d6 with STR), Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), STR Min (10; -½)
30	<i>Gemsword Gems:</i> Multipower, 60-point reserve; all OAF (-1)
1u	1) <i>Ruby:</i> Sight Group Flash 8d6; OAF (-1), 4 Charges (-1)
2u	2) <i>Emerald:</i> Entangle 4d6, 4 DEF, Takes No Damage From Attacks (+½); OAF (-1), 4 Charges (-1)
1u	3) <i>Sapphire:</i> Armor (10 PD/10 ED), Hardened (+¼); OAF (-1), 4 Continuing Charges lasting 1 Turn each (-½)
2u	4) <i>Diamond:</i> Armor Piercing (+½) and Penetrating (+½) for Gemsword Blade, Continuous (+1); OAF (-1), 4 Continuing Charges lasting 1 Turn each (-½)

Total cost: 54 points.

STORMBLADE

Effect: HKA 3d6, AP; RKA 3d6, AP
Target: One character
Duration: Instant
Range: No Range/450"
END Cost: 0
Breakability: 18 DEF

Description: This blade isn't made of metal. Instead it's a hilt of orichalcum alloy from which several blade-length bolts of lightning project. The wielder can either strike his foes with it as if it were an ordinary sword, or by mental command he can make it shoot a blast of lightning at distant foes.

Game Information:**Cost Power**

- 45 *Stormblade:* Multipower, 90-point reserve; all OAF (-1)
 4u 1) *Lightning Blade:* HKA 3d6, Armor Piercing (+½), Reduced Endurance (0 END; +½); OAF (-1), No STR Bonus (-½)
 4u 2) *Lightning Projector:* RKA 3d6, Armor Piercing (+½), Reduced Endurance (0 END; +½); OAF (-1)

Total cost: 53 points.

TITAN'S SWORD

Effect: HKA 3d6/4d6/5d6, AP
Target: One character
Duration: Instant
Range: No Range
END Cost: 0
Breakability: 18/24/30 DEF
STR Minimum: 15

Description: According to Atlantean lore, sometimes the gods have children known as *titans*. Titans are gargantuan, magically-powerful beings who usually serve their parents in some capacity, such as guarding a treasure or fighting demons. In battle titans typically wield enormous swords. A Titan's Sword is an Atlantean magical blade that mimics those weapons in some respects. Even larger than Atlantean Warriorblades, they come in both one-handed and two-handed versions. For the *truly* heroic there's the Greater Titan's Sword, which is too heavy and unwieldy for ordinary men to even pick up!

Game Information:**Cost Power**

- 33 *One-Handed Titan's Sword:* HKA 3d6 (up to 6d6 with STR), Armor Piercing (+½), Reduced Endurance (0 END; +½) (90 Active Points); OAF (-1), STR Minimum (15; -¾)
 34 *Two-Handed Titan's Sword:* HKA

4d6 (up to 8d6 with STR), Armor Piercing (+½), Reduced Endurance (0 END; +½) (120 Active Points); OAF (-1), STR Minimum (20; -1), Two-Handed (-½)
 43 *Greater Titan's Sword:* HKA 5d6 (up to 10d6 with STR), Armor Piercing (+½), Reduced Endurance (0 END; +½) (150 Active Points); OAF (-1), STR Minimum (30; -1), Two-Handed (-½)

Spears

ARCANE FIRE SPEAR

Effect: HKA 2d6
Target: 3" Line
Duration: Instant
Range: No Range
END Cost: 0
Breakability: Unbreakable
STR Minimum: 12

Description: The long blade of this spear is surrounded by a swirl of purple arcane energy. When the wielder thrusts the spear, the arcane energy lashes out in a storm of deadly fire, injuring anyone in the three hexes in front of him.

Game Information: HKA 2d6 (up to 4d6 with STR), Area Of Effect (3" Line; +1), Reduced Endurance (0 END; +½) (75 Active Points); OAF (-1), STR Min (12; -½). Total cost: 30 points.

PHESTEAN GIFT

Effect: HKA 1½d6 + Stretching 1"
Target: One character
Duration: Instant
Range: RBS
END Cost: 0
Breakability: Unbreakable
STR Minimum: 13

Description: Said to be forged by the god Phestos himself, a Phestean Gift cannot be taken from its owner. If he throws it, it returns to his hand right after it strikes the target; if he's disarmed it returns to him almost immediately. (In game terms, it's not a Focus.)

Game Information: HKA 1½d6 (up to 3d6+1 with STR), Range Based On STR (+¼), Reduced Endurance (0 END; +½) (44 Active Points); STR Minimum (13; -½) (total cost: 29 points) **plus** Stretching 1", Reduced Endurance (0 END; +½) (7 Active Points); Always Direct (-¼), No Noncombat Stretching (-¼), Only To Cause Damage (-½), No Velocity Damage (-¼) (total cost: 3 points). Total cost: 32 points.

SPEAR OF SWIFT CROSSINGS

Effect: HKA 2d6 + Stretching 1"; Teleportation 8"
Target: One character/Self
Duration: Instant
Range: No Range/Self
END Cost: 0/4
Breakability: Unbreakable
STR Minimum: 13

Description: This spear has a minor but useful Arcane enchantment that allows the user to instantaneously move up to about 50 feet. To use this power he must perform a special spear flourish that takes one second. However, doing this too often tires him out.

Game Information:**Cost Power**

- 20 *Spearblade:* HKA 2d6 (up to 4d6 with STR), Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), STR Minimum (13; -½) (total cost: 18 points) **plus** Stretching 1", Reduced Endurance (0 END; +½) (7 Active Points); OAF (-1), Always Direct (-¼), No Noncombat Stretching (-¼), Only To Cause Damage (-½), No Velocity Damage (-¼) (total cost: 2 points)
- 5 *Swift Crossings:* Teleportation 8" (16 Active Points); OAF (-1), Extra Time (Full Phase no matter how far character moves; -¼), Gestures (-¼), Increased Endurance Cost (x2 END; -½), No Noncombat Movement (-¼)

Total cost: 25 points.

STORMSURGE SPEAR

Effect: HKA 2d6 + Stretching 1"; RKA 3d6, Indirect (always from above)
Target: One character/8" Radius
Duration: Instant
Range: No Range
END Cost: 0/5
Breakability: Unbreakable
STR Minimum: 13

Description: By raising this spear above his head the wielder can call down a lightning storm all around himself. Since the bolts strike from above, an enemy's shield offers no protection from them unless he raises it above his head... which leaves him open for a thrust from the spear's blade!

Game Information:

- 20 *Spearblade:* HKA 2d6 (up to 4d6 with STR), Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), STR Minimum (13; -½) (total cost: 18 points) **plus** Stretching 1", Reduced Endurance (0 END; +½) (7 Active Points); OAF (-1), Always Direct (-¼), No Noncombat Stretching (-¼), Only To Cause Damage (-½), No Velocity Damage (-¼) (total cost: 2 points)
- 5 *Stormsurge:* RKA 3d6, Area Of Effect (8" Radius; +1), Indirect (always from above; +¼), Personal Immunity (+¼), Reduced Endurance (½ END; +¼) (124 Active Points); OAF (-1), Extra Time (Full Phase; -½), Gestures (-¼), No Range (-½), Only Works Outdoors (-¼)

Total cost: 55 points.

Bows

The bow is the most popular Atlantean ranged weapon, though it barely edges out the thrown spear and javelin in the minds of some. See pages 166 and 170 of *Fantasy Hero* for information on creating and using bows. The crossbow does not exist in the world of the Atlantean Age.

BOW OF ETERNAL ARROWS

Effect: RKA 2½d6
Target: One character
Duration: Instant
Range: 335"
END Cost: 0
Breakability: 12 DEF
STR Minimum: 12

Description: This enchanted bow doesn't require arrows; it creates its own, as many as the shooter needs.

Game Information: RKA 2½d6, Reduced Endurance (0 END; +½) (60 Active Points); OAF (-1), Beam (-¼), Concentration (½ DCV throughout drawing/firing process; -½), STR Minimum (12; STR Cannot Add Damage; -1), Two-Handed (-½). Total cost: 14 points.

BRONZEBOW

Effect: RKA 2d6, AP
Target: One character
Duration: Instant
Range: 335"
Charges: 20 Recoverable Charges
Breakability: 13 DEF
STR Minimum: 14

Description: This bow is made of solid bronze, enchanted to have the springiness of a powerful composite bow. The arrows it fires transform into needle-sharp missiles made of solid bronze.

Game Information: RKA 2d6, Armor Piercing (+½), 20 Recoverable Charges (+¾) (67 Active Points); OAF (-1), Beam (-¼), Concentration (½ DCV throughout drawing/firing process; -½), STR Minimum (14; STR Cannot Add Damage; -1), Two-Handed (-½). Total cost: 16 points.

HELION BOW

Effect: RKA 3d6, Penetrating
Target: One character
Duration: Instant
Range: 450"
END Cost: 0
Breakability: Unbreakable
STR Minimum: 20

Description: This bow, forged by Phestos himself for some of Atlantis's greatest heroes, contains a tiny fraction of the power of the bow of the sun-god Helios. Instead of arrows it fires beams of sun-fire that burn and destroy. The bow itself is made of gold, amber, and orichalcum, with a strand of Selene's hair for a string.

Game Information: RKA 3d6, *Penetrating* (+½), *Reduced Endurance* (0 END; +½) (90 Active Points); OAF (-1), *Beam* (-¼), *Concentration* (½ DCV throughout drawing/firing process; -½), STR Minimum (20; STR Cannot Add Damage; -1½), *Two-Handed* (-½). Total cost: 19 points.

ARMOR

The typical Atlantean soldier's armor and shield (see Chapter Four) are already enchanted; here are some other types of magical armor that wealthier soldiers might use.

ORICHALCUM-CHASED ARMOR

Effect: Armor (14 PD/14 ED) on various parts of the body, plus Armor (+4 PD/+4 ED) overall if all pieces are worn
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 14 DEF

Description: This is the next step up from Golden Armor (page 70), and is largely the same except that it provides more protection. Instead of being golden it's got a more coppery sheen due to the greater amount of orichalcum used in crafting and decorating it. The breastplate is often carved with decorative or fierce designs, or even scenes of fighting warriors or ferocious beasts.

Game Information:**Cost Power**

- 12 *Orichalcum-Chased Armor — Helmet:* Armor (14 PD/14 ED) (42 Active Points); OIF (-½), Activation Roll 8- (covers Hit Locations 3-5; -2)

- 17 *Orichalcum-Chased Armor — Breastplate:* (14 PD/14 ED) (42 Active Points); OIF (-½), Activation Roll 11- (covers Hit Locations 9-13; -1)
 12 *Orichalcum-Chased Armor — Vambraces:* Armor (14 PD/14 ED) (42 Active Points); OIF (-½), Activation Roll 8- (covers Hit Locations 7; -2)
 12 *Orichalcum-Chased Armor — Greaves:* Armor (14 PD/14 ED) (42 Active Points); OIF (-½), Activation Roll 8- (covers Hit Locations 15-16; -2)
 8 *Orichalcum-Chased Armor — Full Suit Enchantment:* Armor (+4 PD/+4 ED) (12 Active Points); OIF (character must wear all six pieces of armor; -½)

Total cost: 61 points.

PHESTEAN ARMOR

Effect: Armor (20 PD/20 ED) on various parts of the body, plus Armor (+8 PD/+8 ED) overall if all pieces are worn
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 20 DEF

Description: When the gods favor a mighty warrior, they sometimes demonstrate their favor by having Phestos fashion for him a suit of powerful magic armor. Highly decorated and highly protective, it's a sure sign of a deadly opponent.

Game Information:**Cost Power**

- 17 *Phestean Armor — Helmet:* Armor (20 PD/20 ED) (60 Active Points); OIF (-½), Activation Roll 8- (covers Hit Locations 3-5; -2)
 24 *Phestean Armor — Breastplate:* (20 PD/20 ED) (60 Active Points); OIF (-½), Activation Roll 11- (covers Hit Locations 9-13; -1)
 17 *Phestean Armor — Vambraces:* Armor (20 PD/20 ED) (60 Active Points); OIF (-½), Activation Roll 8- (covers Hit Locations 7; -2)
 17 *Phestean Armor — Greaves:* Armor (20 PD/20 ED) (60 Active Points); OIF (-½), Activation Roll 8- (covers Hit Locations 15-16; -2)
 16 *Phestean Armor — Full Suit Enchantment:* Armor (+8 PD/+8 ED) (24 Active Points); OIF (character must wear all six pieces of armor; -½)

Total cost: 91 points.

ARCANE-INFUSED SHIELD

Effect: DCV +3; HA +3d6; Force Field (10 PD/10 ED/10 Power Defense), Only Versus Magic
Target: Self/One character/
 Self
Duration: Constant/Instant/
 Constant
Range: Self/No Range/Self
END Cost: 0/1/0
Breakability: 9 DEF
STR Minimum: 20

Description: This enchanted shield is infused with the power of Arcane, which grants the wielder enhanced protection against magic.

Game Information:**Cost Power**

- 5 *Arcane-Infused Shield:* Multipower, 15-point reserve; all OAF (-1), STR Minimum (20; -1)
 1u 1) *Defense:* +3 DCV; OAF (-1), Real Armor (-¼), Mass (Half Mass; -½), STR Minimum (20; -1)
 1u 2) *Shield Bash:* HA +3d6; OAF (-1), HA (-½), Real Weapon (-¼), STR Minimum (20; -1), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)
 18 *Arcane Protection:* Force Field (10 PD/10 ED/10 Power Defense), Reduced Endurance (0 END; +½); OAF (-1), Only Versus Limited Type Of Attack (magic; -½)

Total cost: 25 points.

VAMBRACES OF STRENGTH

Effect: +20 STR
Target: Self
Duration: Persistent
Range: Self
END Cost: 2 END when used
Breakability: See above

Description: This is an example of an enchantment that can be placed on part of any Atlantean suit of armor (in this case, the vambraces, or lower arm pieces). It augments the wearer's strength to immense levels. Many similar enchantments are possible for any part of a suit of armor.

Game Information: +20 STR (20 Active Points); OIF (-½). Total cost: 13 points.

OTHER ENCHANTED ITEMS

Here are a few other magical items from the Atlantean Age. You can find hundreds more appropriate items in *Fantasy Hero*, *Enchanted Items*, and other books from Hero Games.

ATLANTEAN BLASTING-WAND

Effect: Energy Blast 15d6; RKA 5d6
Target: One character
Duration: Instant
Range: 375"
Charges: 10 Charges
Breakability: 15 DEF

Description: Often described as "an Atlantean wizard's badge of office," a Blasting-Wand is a potent mystic weapon often used by mages who either (a) want to impress and cow their opponents, and/or (b) are running low on orichalcum to power their spells. It emits a potent bolt of mystic force that can kill an unprotected person.

Unlike most Atlantean enchanted items, Blasting-Wands usually are Personal Foci. Usually a wizard crafts his own Blasting-Wand; it's regarded as somewhat shameful to ask someone else to make one for you.

Game Information:

Cost Power

- 37 *Atlantean Blasting-Wand:* Multipower, 75-point reserve; all OAF (-1)
 3u 1) *Lesser Blast:* Energy Blast 15d6; OAF (-1), 10 Charges (-¼)
 3u 2) *Greater Blast:* RKA 5d6; OAF (-1), 10 Charges (-¼)
 7 *Mark Of Might:* +20 PRE; OAF (-1), Only For Fear-/Intimidation-Based Presence Attacks (-1)

Total cost: 50 points.

RING OF CHAOS

Effect: Major Transform 4d6 (anything into anything)
Target: One character
Duration: Instant
Range: Touch
Charges: 8 Charges
Breakability: 24 DEF

Description: This ring looks like threads or strands of a dozen different metals that constantly move, twist, and twine around the wearer's finger, never presenting the same appearance twice. It grants the wearer the power to infuse people or objects with Chaos at a touch and transform them into whatever he wants.

Game Information: *Major Transform 4d6 (anything into anything, heals back through another use of this item, or various countermagics), Improved Results Group (anything; +1) (120 Active Points); OIF (-½), No Range (-½), 8 Charges (-½). Total cost: 48 points.*

SELENIAN WAND

Effect: Energy Blast 12d6; Sight Group Flash 12d6; Energy Blast 6d6, NND
Target: One character
Duration: Instant
Range: 300"
Charges: 30 Charges for entire Multipower
Breakability: 15 DEF

Description: This wand, made of purest silver, is imbued with powers similar to those of the goddess Selene.

Game Information:

Cost Power

- 37 *Selenian Wand:* Multipower, 60-point reserve, 30 Charges for entire reserve (+¼); all OAF (-1)
 3u 1) *Moonbeam:* Energy Blast 12d6; OAF (-1)
 3u 2) *Moonglitter:* Sight Group Flash 12d6; OAF (-1)
 3u 3) *Moontouch:* Energy Blast 6d6, NND (defense is Power Defense; +1); OAF (-1)
 4 *Night's Grace:* +2 OCV with Selenian Wand (10 Active Points); OAF (-1), Only At Night (-½)

Total cost: 50 points.

STAFF OF THE SEVEN

Effect: Seven powers, one for each Atlantean element
Target: Varies
Duration: Varies
Range: Varies
Charges: 30 Charges for entire Multipower
Breakability: Unbreakable

Description: This staff, which like the Blasting-Wand tends to be a Personal Focus, possesses one power for each of the seven Atlantean elements. A Staff Of The Seven is typically a single piece of ivory carved from the tooth of a dragon or other monster and set with seven different gems, one for each power.

Game Information:

- 56 *Staff Of The Seven:* Multipower, 90-point reserve, 30 Charges for entire reserve (+¼); all OAF (-1)
 4u 1) *The Power Of Air:* Energy Blast 10d6, Double Knockback (+¾); OAF (-1)
 4u 2) *The Power Of Earth:* Entangle 6d6, 6 DEF, Area Of Effect (One Hex; +½); OAF (-1), Only Affects Targets On The Ground (-¼)
 4u 3) *The Power Of Fire:* RKA 6d6, Area Of Effect (One Hex; +½); OAF (-1)
 4u 4) *The Power Of Water:* Energy Blast 9d6, Area Of Effect (10" Cone; +1); OAF (-1), No Range (-½)
 4u 5) *The Power Of Light:* Sight Group Flash 9d6, Area Of Effect (10" Cone; +1); OAF (-1), No Range (-½)
 4u 6) *The Power Of Order:* Aid Characteristics 6d6, any two Characteristics at once (+½); OAF (-1)
 4u 7) *The Power Of Arcane:* RKA 3d6, Armor Piercing (+½), Auto-fire (5 shots; +½); OAF (-1)
 7 *Mystic Power:* +3 with Staff Of The Seven (15 Active Points); OAF (-1)

Total cost: 65 points.

STONE OF COMMAND

Effect: Mind Control 14d6
Target: One character
Duration: Instant
Range: LOS
END Cost: 0
Breakability: 21 DEF

Description: An example of an Atlantean mental magic, this half fist-sized stone — which usually looks like a large raw gemstone, a carved piece of ordinary granite, or the like — allows the wielder to take control of another person's mind. It's usually just held in the hand, but some wizards set it into a staff, crown, or other item.

Game Information: *Mind Control 14d6, Reduced Endurance (0 END; +½) (105 Active Points); OAF (-1). Total cost: 52 points.*

WIZARD'S ARMOR

Effect: Armor (12 PD/12 ED), Hardened
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 12 DEF

Description: This item is a set of the shoulderpieces worn by Atlantean men. Usually made of valuable materials and lavishly decorated with mystic subjects or runes, the shoulderpieces magically protect the wearer from harm.

Game Information: *Armor (12 PD/12 ED), Hardened (+¼) (45 Active Points); OIF (-½). Total cost: 30 points.*

OTHER TYPES OF MAGIC



Here's some brief information about other types of magic in the Atlantean Age.

LEMURIAN MAGIC

The Lemurian magic practiced by Lemuran "true sorcerers" is basically the same as Atlantean magic. It involves manipulation of the same elements and uses many of the same spells. However, there are some important differences.

First, Lemurian sorcery focuses almost entirely on the first four Atlantean elements: Air; Earth; Fire; Water. The Multipowers for these spells cost the same as for Atlantean wizards, 1 Character Point per 10 points (or fraction thereof) in the reserve. Light and Order Multipowers cost 1 Character Point per 2 points (or fraction thereof) in the reserve. Arcane Multipowers cost 1 Character Point per 1 point in the reserve.

Second, Lemurians sorcerers refer to their Variable Power Pool of lesser spells as a *Minor Magics* VPP. They get this for free by taking the 10-point *Lemurian Sorcerer* Perk.

Third, Lemurian sorcery depends not on the power of orichalcum but on four mystic substances discovered long ago: *ignatium* (Fire); *crystallos* (Earth); *corusqua* (Water, also associated with storms and lightning); and *fulminor* (Air). Lemurian spells and magiconstructs draw power from these substances in much the same way as Atlanteans' do from orichalcum, though the need for four materials instead of one is less efficient (and generally less powerful). Light, Order, and Arcane spells draw their power (their END) from all four substances equally (thus, if a spell from one of those categories costs 20 END, each of the caster's four substances loses 5 END worth of power; the GM should apportion fractions as he sees fit). Lemurian sorcerers buy access to these substances as a Perk (see page 90).

Fourth, Lemurian spells typically take longer to cast. The standard casting time is a Full Phase, not a Half Phase

as usual. Spells with Extra Time (Full Phase) take a Lemurian an Extra Phase to cast; other forms of Extra Time are the same.

The Four Elemental Substances

Lemurian mechano-mysticism is responsible for the wonders Lemurian sorcerers have created over the millennia. Everything from magiconstructs, to war machines, to the personal weapons of its warriors have their power because of the four elemental substances discovered long ago.

Ignatium: The first element discovered, it's also the most important — it provides the fuel for the arcane furnaces that power Lemurian devices, *and* plays a role in the creation of the three other elements. *Ignatium* looks like chips of quartz or some other crystal found in coal; it's usually pale blue, dull orange, or blood red in color. A chip of *ignatium* somehow contains the spirit of fire.

Corusqua: Sorcerer-scientists create this element by running a copper wire through salt water. The wire serves as a conduit for the energy released from burning *ignatium* and sets the water to boil. As it bubbles and steams, the water takes on a pale blue color; suspended in the liquid are crystals of incandescent blue. *Corusqua* traps the spirit of lightning in its substance and has myriad uses involving electricity, from creating the blasts a coruscator unleashes, to serving as a light source in the palaces. *Corusqua* is inert until agitated via mystic energy, generally produced by an arcane furnace.

Crystallos: This element is a substance similar in many ways to quartz, but it grows like a plant. By constraining it, the Lemurians can force it to grow into various shapes, usually flat panes. By soaking it in pigments, they can dye it various colors. A further property is that two separate pieces of *crystallos* can be grafted together simply by allowing them to set side-by-side for several hours. Once the shape is finished, *crys-*

tallos is then baked in specialized arcane furnaces, similar in shape and function to kilns. The process halts its growth and makes it one of the hardest substances known to man. Though the art of making *crystallos* as hard as the dome of Lemuria is lost, Lemurian sorcerers can still create substances ranging from DEF 10 to 20, depending on the thickness. *Crystallos* is transparent unless colored, and much lighter than steel.

Fulminor: This element is a bluish-black smoke that lends its lighter-than-air properties to any substance it remains in extended contact with. Its primary use is in ornithopters (which are held aloft by the *fulminor* trapped in their fuselages) and Bat-Wings. Lemurians create *fulminor* with a specially prepared liquid, two parts quicksilver mixed with one part *aqua regia*, thrown on smoldering coals of *ignatium*.

The materials typically used for Lemurian metalworking are bronze, brass, and copper. This is partly because of availability, but mainly because those metals interact best with the four mystic elements. Metals such as unalloyed iron and steel either crumple or grow brittle from long exposure to the arcane radiations of burning *ignatium*. More alchemically significant substances (such as gold and silver) tend to interfere with the magics of Lemurian mechano-mysticism when present in large quantities, so Lemurians only make limited use of them for decorative purposes.

Lemurian Enchanted Items

Lemurian enchanted items usually have a different appearance and “feel” from Atlantean ones. Many are “magiconstructs,” devices (often large ones) that seem to mingle the principles of magic and engineering. Here are a few examples; you can find more in Chapter Eight.

ARCANOMANTIC HARNESS

Effect: Various powers
Target: Varies
Duration: Varies
Range: Varies
END Cost: Varies
Breakability: 18 DEF

Description: An Arcanomantic Harness is a powerful item designed to be “worn” by a single sorcerer to whom it’s attuned (*i.e.*, it’s a Personal Focus). Looking something like a cross between a suit of armor and a Hepatizon Giant, its metal plates and bands cover about half the wearer’s body, making him about a foot taller and half a foot wider than he is normally. Circulating through various parts of it are reservoirs of the four Lemurian elements; these provide the Harness with its power.

The Harness has several functions. It has two main offensive powers. First, by bringing his hands together, palms facing, in front of his chest, the wearer can form an Arcane Sphere that he then fires at a target. Second, the wearer can form an Arcane Weapon — typically in the shape of a greatsword or enormous battle axe — and engage in melee combat. Beyond the offensive, the Harness protects the wearer with both an Arcanomantic Field and its sheer presence. Lastly, the Harness’s mystic fields greatly enhance the wearer’s accuracy with spells.

Game Information:

Cost	Power
40	<i>Four-Element Power:</i> Endurance Reserve (200 END; 40 REC); OIF (-½)
36	<i>Arcane Sphere:</i> RKA 3d6, Area Of Effect (One Hex; +½), Armor Piercing (+½) (90 Active Points); OIF (-½), Extra Time (Full Phase; -½), Gestures (both hands; -½)
24	<i>Arcane Weapon:</i> HKA 4d6 (60 Active Points); OIF (-½), No STR Bonus (-½), Two-Handed (-½)
27	<i>Arcanomantic Field:</i> Force Field (10 PD/10 ED/10 Mental Defense/10 Power Defense) (40 Active Points); OIF (-½)

- 6 *Protective Harness:* Armor (6 PD/6 ED) (18 Active Points); OIF (-½), Activation Roll 10- (-1¼)
- 13 *Arcane Power:* +4 with Magic Spells (20 Active Points); OIF (-½)
- 13 *Arcane Power:* +4 OCV with Arcane Sphere and Arcane Weapon (20 Active Points); OIF (-½)

Total cost: 159 points.

ASTRAL-SPARK GAUNTLET

Effect: RKA 4d6; RKA 3d6; RKA 9d6; +20 STR
Target: One character/10” Cone/One character/Self
Duration: Instant/Instant/Instant/Persistent
Range: LOS/No Range/675”/Self
Charges: 8 Charges/8 Charges//1 Charge/2 END
Breakability: 27 DEF

Description: This oversized gauntlet seems to be made out of crude plates of iron, but in fact it’s a sophisticated magical weapon of great power. Drawing on the power of *ignatium* and *corusqua*, it grants the wearer the ability to project blasts of lightning and fire, and augments his strength to prodigious levels. Most impressive of all, once per day it can draw an “astral spark” out of the aetherial realms and fire it at a target with devastating force.

Game Information:

Cost	Power
60	<i>Elemental Blasts:</i> Multipower, 90-point reserve; all OIF (-½)
4u	1) <i>Corusquating Blast:</i> RKA 4d6, Line Of Sight (+½); OIF (-½), 8 Charges (-½)
4u	2) <i>Ignatium Blast:</i> RKA 3d6, Area Of Effect (10” Cone; +1); OIF (-½), No Range (-½), 8 Charges (-½)
32	<i>Astral Spark:</i> RKA 9d6 (135 Active Points); OIF (-½), Extra Time (Extra Phase; -¾), 1 Charge (-2)
13	<i>Astral-Spark Strength:</i> +20 STR; OIF (-½)

Total cost: 113 points.

CORUSQUATING KEY

Effect:	Energy Blast 8d6, Double Knockback; RKA 5d6
Target:	One character
Duration:	Instant
Range:	350"/375"
Charges:	12 Charges for entire reserve
Breakability:	15 DEF

Description: So named because its shape vaguely suggests an oversize silver key, this device is a wand powered by *corusqua*. It can project either a blast of water or a bolt of lightning, as the user desires.

Game Information:**Cost Power**

- 33 *Corusquating Key:* Multipower, 75-point reserve; all OAF (-1), 12 Charges for entire reserve (-¼)
 3u 1) *Water Bolt:* Energy Blast 8d6, Double Knockback (+¾); OAF (-1)
 3u 2) *Lightning Bolt:* RKA 5d6; OAF (-1)

Total cost: 39 points.

MENDOMERING HELM

Effect:	Mind Control 16d6, Telepathic
Target:	One character
Duration:	Instant
Range:	LOS
END Cost:	5
Breakability:	24 DEF

Description: A favorite of some cruel Lemurians, the Mending Helm allows the wearer to invade another person's mind and take control of it. Even Atlantean soldiers fear this magiconstruct.

Game Information: *Mind Control 16d6, Telepathic (+¼), Reduced Endurance (½ END; +¼) (120 Active Points); OIF (-½). Total cost: 80 points.*

UNVINCITORY PILLAR

Effect:	Various spells
Target:	Varies
Duration:	Varies
Range:	Varies
Charges:	Varies
Breakability:	Unbreakable

Description: This enchanted staff is nearly eight feet tall and appears to be made out of plates and rods of some dark metal fused into and onto a bar of pure *crystallos*. Although heavy and bulky, it possesses vast and varies magical powers and is highly desired by most Lemurian sorcerers. Many of them spend years or decades assembling the required components and spells to craft one (it's a Personal Focus that the caster must make himself).

Game Information:

- 60 *Unvincitory Pillar:* Multipower, 120-point reserve; all OAF (-1)
 8m 1) *Ignatery Sphere:* RKA 3d6, Explosion (-1 DC/3"; +1); OAF (-1), 12 Charges (-¼)
 7m 2) *Lightning Bolt:* RKA 4d6, Armor Piercing (+½); OAF (-1), Limited Range (30"; -¼), 12 Charges (-¼)
 7m 3) *Paralysis:* Entangle 6d6, 6 DEF, Takes No Damage From Attacks (+½); OAF (-1), Cannot Form Barriers (-¼), 12 Charges (-¼)
 8m 4) *Enervation:* Drain STUN 6d6, Ranged (+½); OAF (-1), 12 Charges (-¼)
 6m 5) *Spell Of Protection:* Force Field (8 PD/8 ED/6 Mental Defense/6 Power Defense/6 Sight Group Flash Defense/6 Hearing Group Flash Defense), Reduced Endurance (0 END; +½); OAF (-1)
 3m 6) *Arcane Wall:* Force Wall (8 PD/8 ED, 3" long); OAF (-1), Extra Time (Full Phase to create, and a Half Phase to maintain each Phase thereafter; -¾), 12 Charges (-¼)
 27 *Arcane Augmentation:* Aid 4d6, all Magic spells/powers simultaneously (+2) (120 Active Points); OAF (-1), Self Only (-½), 1 Charge (-2)
 10 *Arcane Power:* +4 with Magic Spells (20 Active Points); OAF (-1)

Total cost: 138 points.

KAPHTORAN MAGIC

The Kaphtorans practice the same style of magic as the Atlanteans, with a few important differences.

First, the Kaphtorans access spells differently. Some they generally don't know at all (e.g., most of the ones listed above that lack a "Kaphtoran Version" option), and they don't have a "Lesser Powers" VPP. Second, they learn Shadow spells more easily, and often in more powerful versions, than Atlantean wizards. They can buy the Light Multipower at the same time as their Air, Earth, Fire, and Water Multipowers, and for the same cost: 1 Character Point per 10 points in the reserve. As part of their Shadow magic they often learn many spells of Black Magic (see *The Fantasy Hero Grimoire II*).

Second, Kaphtoran mages don't rely on orichalcum or other substances to provide power for their spells. Instead, during apprenticeship every Kaphtoran mage creates a powerful tool, his Wizard's Staff. His staff links him to the awesome mystic power of the Noctis Shard (page 51), thus providing the "fuel" for his spells. In game terms a Kaphtoran Wizard's Staff is an Endurance Reserve, usually with a large amount of END and a significant REC. If a Kaphtoran mage's Staff is taken away, he can only use personal END for his spells. The same would occur if a Staff's link to the Noctis Shard were somehow severed or blocked, but there are no recorded instances of this ever happening.

TELLAT MAGIC

Tellat magic is similar to Atlantean, but with some important differences.

First, the Tellats lack orichalcum or any other substance they can reliably draw on to provide END to fuel their spells. To compensate for this, they've developed a system of ritual magic that allows a spell to be cast by a single mage (if he's willing to absorb the entire END cost himself) or a group of two or more mages. In game terms, the spells are built as Multipowers with one slot containing the regular spell, and one containing the same spell with the *Requires Multiple Users* Limitation at the -¼. Unlike the standard rules for that Limitation, any number of spellcasters may work together to cast a spell, and the END cost is *divided* between them, to a minimum of one-fourth of the spell's END cost. Thus, if there are enough casters, the most END any of them pay is 25% of the spell's regular END cost.

Second, the Tellats have become

particularly skilled at dispelling and countering enemy magics. This has two effects in game terms. First, their anti-magic spells (which includes most negative Adjustment Power spells that affect “Magic spells/powers” and various Dispel Magic spells) cost only half their listed END cost. Second, solely for purposes of buying anti-magic spells (including spells like *Illuminating* and *Countermagic*), Tellat wizards can buy their Light, Order, and Arcane Multipowers at the same time as they buy their Air, Earth, Fire, and Water ones. They do so without regard for how the size of the reserves compare, but they still have to pay the standard, higher, costs for their Light, Order, and Arcane Multipowers.

OTHER MAGICS

Here are some brief notes on other types of magic practiced around the world.

DUSHAANIAN SERPENTDANCING

The basic shapechanging power of Dushaanian serpent-dancing is a part of the Package Deal on page yyy. Beyond that, you should use Sorcery spells from *The Fantasy Hero Grimoire*, with an emphasis on spells of illusion and trickery rather than mental control or attacks, for Dushaanian spellcasters.

HAZARIAN MAGIC

Hazarian magic is described briefly on page yyy. Hazarian spells tend to involve enhancing or augmenting the personal attributes of the subject, ranging from mundane things like strength and quickness to more abstract abilities like “luck.” Outright combat magic, like that practiced by Atlantean, Lemurian, and Kaphtoran spellcasters, is uncommon and usually involves some sort of fetish-as-thrown-missile procedure.

In game terms, all Hazarian spells have an Expendable Focus in the form of the substances the *volos* (wizard) draws magical energy from



to power the spell. You can use spell categories from *The Fantasy Hero Grimoire* (and *Grimoire II*) such as Alchemy, Black Magic, Druidry, Rune Magic, Shamanism, and Witchcraft to represent them (or even Voodoo spells from *The Ultimate Mystic* or Hero Plus Adventure #17, *Strange Magics: Voodoo*).

PARINDAN MAGIC

In Parinda magic is known as *Abnusalavari*, meaning “fruit of the Black Needles,” since Parindan spellcasters’ power derives from the three large, mystically powerful obelisks in their land. In game terms, Parindan magic is like Kaphtoran magic, with a few important differences. First, the Parindans don’t gain easy access to Light magics; they must buy their spell Multipowers the same way Atlanteans do (but they don’t get a “Lesser Powers” VPP). Second, their staffs only function as Endurance Reserves within the bounds of Parinda. Once they leave their native soil, Parindan mages can only rely on their personal END to fuel their spells, greatly weakening them.

SERPENT-MAN SORCERY

The magic of the Serpent-Men is briefly described on page yyy. In game terms they buy spells from *The Fantasy Hero Grimoire* (and *Grimoire II*), with the categories of Elemental Magic, Sorcery, Thaumaturgy, and Wizardry being the most common. They may buy their spells in Multipowers by category if desired, but pay the full normal price for all reserves and slots.

SHAMANISM

Some peoples of the Atlantean Age, such as the Skraythans, Truscorans, Urguts, and Vasta, practice what amounts to shamanism. You can use the *Shamanism* spells from *The Fantasy Hero Grimoire II* for them, perhaps seasoned with a bit of Witchcraft or Black Magic if necessary.

THE ATLANTEAN AGE

CHAPTER EIGHT

GAMEMASTERING THE ATLANTEAN AGE

THE LATER HISTORIES



The history in Chapter One ends in 32098 BC, when Vondarien declares the new calendar and Atlantis is in a golden age. But the Atlantean Age lasts another 1,500 years until the Cataclysm sinks the Great Island beneath the waves. This section includes a brief chronicle of those centuries for GMs who want to set their games during these less settled, more dangerous times.

THE SECOND LEMURIAN WAR

During the latter days of the Atlantean Age, Lemuria remained a constant threat to Atlantis, though one of ever-decreasing power and wealth. From 31854-31807 BC, five centuries after the last conflict between the two empires, the Second Lemurian War was fought. This one went much less well for the Lemurians, who had never fully recovered from their loss in the First War (and the loss of the Sangobaran lands to Atlantis so long ago) and their various failed attempts to wrest the secrets of immortality from the Empyreans.

The Second War began in a daring fashion, with an attack upon Atlantis itself! Anaphlion was burned to the ground, and much of Argolis ravaged, before the Atlanteans mustered enough strength to respond. The fatal mistake the Lemurians made was taking the battle to a place where the Ten Brothers could still fight. When Vondarien and his kin reached Argolis and saw what the Lemurians had done, so great was their anger that they fell upon the Lemurians without even waiting for most of their army to catch up to them. By themselves they destroyed most of the Lemurian magiconstructs and slaughtered thousands of soldiers.

Lemuria retreated to Sangobar in an effort to retake some of its long-lost holdings there, but even without the Ten Brothers to help them the forces of Atlantis were more than a match for the weakened Lemurians. Three battles were fought, the last in Dushaan on the continent of Deoghar, and the Lemurians lost each one (though not always by wide margins). This time they paid a greater price, losing to Atlantis all of Deoghar save Nikar'kar and Dazhvan.

THE THIRD LEMURIAN WAR

In 31,000 BC, Lemuria made one last, desperate bid to regain its power in the world, mustering all of its remaining forces to attack the Dominion. This attempt was even more pitiable than the Second War, and it ended just as quickly. The Lemurians pinned their hope on a terrifying magiconstruct, the Aetheric Culverin. Not existing wholly within Earth's dimension, this gigantic magical cannon floated in the air above the Lemurian army and could direct fire on the enemy from any direction, making it nearly impossible to defend against.

The Lemurians revealed the Culverin in a surprise attack on the city of Johorr. Taking the Atlanteans there unawares, they quickly conquered the city and effectively thrust the Dominion off of Deoghar. But their triumph was short-lived. The Atlanteans arrived in overwhelming force days later and obliterated the Lemurians, though the assault on the Culverin cost the lives of nearly a thousand seasoned Atlantean warriors.

As penalty for this last, futile act of aggression, Atlantis imposed harsh penalties on her enemy. First, it stripped Lemuria of all above-sea possessions, leaving the "Empire" nothing but an underwater domed city. Second, it barred Lemurian vessels from all ports of the Dominion. This left Lemuria nowhere to turn for resources but the Hazarians (who produced little that it needed) and the Empire of Tellat (which had fallen into chaos and weakness centuries before and could also offer the Lemurians little). It was the end of Lemuria as a force to be reckoned with in the Atlantean world.

THE END OF THE GOLDEN AGE

But Lemuria was not the only power to suffer after the Third War. Atlantis itself began to decline. Her people, long accustomed to lives of luxury and wealth, became dissipated and decadent. Devotion to Poseidon and the other gods was forgotten by all but a few, and instead ten other gods — the Ten Brothers themselves — were elevated in their place. The Atlanteans began worshipping their immortal wizard-kings, offering prayers and sacrifices to them. The gods, disgusted, turned their backs on Atlantis and left her people to fend for themselves.

Nor was all well among the Ten. Confined to Atlantis itself for centuries lest they lose their powers, they were discovering that the Great Island simply wasn't large enough for ten people of such power and ambition. Some turned their attention outward, attempting to more closely direct the course of their vassal states from afar, but that only brought them into conflict in other arenas. On top of all that, the adulation and worship of the people went to their heads, and some of them began to think they truly were gods. Atlan Vondarien tried mightily to maintain the peace between his brothers, to promote the bonds of family unity and encourage peaceful relations among them, but despite his best efforts it was a battle he slowly began to lose.

CORMAR THE MIGHTY

In the year 30620 BC, after over 1,400 years of uninterrupted reign, Vondarien was at last challenged — but the challenger was not one of his

nine brothers. Cormar the Mighty was a distant relation of the Atlan's, one who counted both Mneseus and Azaes among his direct ancestors. Disgusted with a ruler who couldn't leave Atlantis and personally extend the scope of the



Dominion, who couldn't keep peace among his brothers, and who seemed to him aged, weak, and totally unfit to rule, Cormar disputed the Atlan's right to hold the throne any longer. Raising an army of similarly disaffected Atlanteans, Cormar marched on Atlan'elos. His forces and Vondarien's battled ceaselessly for two days until the Atlan and his enemy met on the field of battle. In a titanic struggle, Vondarien slew Cormar. Their leader fallen, the rebels were soon scattered by Vondarien's more disciplined troops. He sent his armies to track them down, and many were found and captured while hiding in the Livadian Mountains. But a small group of rebel leaders commanded by Cormar's son — Dalsith, now called the Orphan — found refuge in a series of caves.

30,600 BC: THE COMING OF THE DESTROYER

Dalsith was a man even more arrogant and proud than his father, and the thirst for revenge burned within him. His arcane skills were great, perhaps the greatest of his generation, and in his folly he crafted the most terrible ritual ever cast on Atlantis. Drawing on his own power and the inherent magic of the Great Island, he sacrificed his soul (and those of his followers, several of whom were also mages of no mean talent) to the darkest of the Presences Beyond in exchange for power, and the power transformed him. Dalsith was no more; in his place stood Sharna-Gorak the Destroyer.

SHARNA-GORAK THE DESTROYER

Val	Char	Cost	Roll	Notes
80	STR	120	25-	Lift 1.6 ktons; 16d6 HTH damage [8]
25	DEX	45	14-	OCV: 8/DCV: 8
50	CON	120	19-	
30	BODY	40	15-	
25	INT	15	14-	PER Roll 14-
25	EGO	30	14-	ECV: 8
50	PRE	60	19-	PRE Attack: 10d6
4	COM	-3	10-	
30	PD	24		Total: 30 PD (30 rPD)
30	ED	30		Total: 30 ED (30 rED)
8	SPD	75		Phases: 2, 4, 6, 8, 10, 12
40	REC	48		
300	END	100		
100	STUN	10		Total Characteristics Cost: 710
Movement: Running: 9"/18"				
Cost Powers				
660	<i>Atlantean/Qliphothic Power:</i> Variable Power Pool, 300 base + 150 control cost, Cosmic (+2), Magic Only (-¼)			
80	<i>Soul Feeding:</i> Aid STR, CON, PRE, and SPD 4d6, four Characteristics simultaneously (+1), Trigger (when he kills a being with a soul, Trigger takes no time to use and immediately automatically resets; +1); Self Only (-½)			
30	<i>Claws:</i> HKA 2d6 (4d6 with STR)			
70	<i>Aura Of Fear:</i> Change Environment 16" radius, -10 to PRE for purposes of resisting Sharna-Gorak's fear-/intimidation-based Presence Attacks, Reduced Endurance (0 END; +½); No Range (-½)			
15	<i>Toughness:</i> Hardened (+¼) for 30 PD/30 ED			
37	<i>Toughness:</i> Damage Resistance (30 PD/30 ED), Hardened (+¼)			
60	<i>Toughness:</i> Physical and Energy Damage Reduction, 50%, Resistant			
20	<i>Mental Toughness:</i> Mental Defense (25 points total)			
20	<i>Toughness:</i> Power Defense (20 points)			
10	<i>Toughness:</i> Lack Of Weakness (-10)			
12	<i>Heavy:</i> Knockback Resistance -6"			
45	<i>Toughness:</i> Life Support (Total)			
6	<i>Long Stride:</i> Running +3" (9" total)			
17	<i>Power Sense:</i> Detect Magic 14- (no Sense Group), Discriminatory, Range, Sense			
27	<i>Life Sense:</i> Detect Human Souls 14- (no Sense Group), Discriminatory, Range, Sense, Targeting			
5	<i>Tentacular Arms:</i> Extra Limbs (6 tentacle-limbs)			
Skills				
48	+6 with All Combat			
10	Defense Maneuver IV			
23	Power: Atlantean Magic 25-			
3	Scholar			
2	1) KS: Arcane And Occult Lore 14-			
2	2) KS: Elemental Demons 14-			
2	3) KS: Atlantean History 14-			

Total Powers & Skills Cost: 1,204**Total Cost: 1,914****300+ Disadvantages**

25	Enraged:	Berserk if takes BODY damage (Uncommon), go 11-, recover 11-
25	Hunted:	Vondarien 14- (As Pow, NCI, Kill)
25	Psychological Limitation:	Devoted To Destruction, Chaos, And Evil (Very Common, Total)
25	Psychological Limitation:	Hatred Of Vondarien, His Line, And His Followers (Very Common, Total)
1,514	Experience Points	

Total Disadvantage Points: 1,914**Background/History:** See above.

Personality/Motivation: Dalsith got more than he bargained for when he trafficked with the Presences Beyond (certain Qliphothic entities). He wanted the power to destroy Vondarien, his nine Brothers, and perhaps even Atlantis itself. Instead the Presences Beyond made of him a thing to destroy the very world. The lust for destruction, chaos, and evil totally consumes him. He can control it with effort, but ultimately he's always going to give in and try to destroy whoever or whatever opposes him.

Sharna-Gorak retains most of his memories and learned skills, but others have simply been washed away by his transformation. For example, Dalsith could be suave and sophisticated when he wanted to be (Conversation, Persuasion, Seduction), and was also a clever, insightful thinker (Deduction); Sharna-Gorak has no such abilities.

Quote: "Let us find out which is sweeter: the sight of your broken, bleeding body... or the taste of your soul as it flees your fragile form."

Powers/Tactics: Sharna-Gorak is perhaps the most powerful being ever to stride the soil of Atlantis. Unlike an Atlantean wizard, Sharna-Gorak has enough vitality and personal power (*i.e.*, Endurance) to "fuel" his own spells and powers. He doesn't need to rely on orichalcum, though he'll gladly use some if it's available. Furthermore, because his powers derive partly from the Presences Beyond and not just straightforward Atlantean magic, he's not entirely subject to the same restrictions as Atlantis's wizards. For example, he can Teleport over long distances if the GM needs him to.

But Sharna-Gorak does not depend just on his magical might! He's also immensely physically powerful, able to lift thousands of tons and punch hard enough to kill ordinary warriors. The three tentacle-arms underneath each of his ordinary arms give him the ability to hold onto a foe (Grab and Squeeze), then punch/claw him in later Phases without having to let him go. The claws on his fingertips can disembowel a Tellat brontodon or tear through the hull of a sky-ship with ease. Just being near him terrifies most people (though some of that is the result of the entropic magics that created him, not just his physical presence).

Whenever Sharna-Gorak kills someone personally, he receives a temporary boost to his STR, CON, PRE, and SPD by feeding on his victim's soul. At the GM's option, if he can take his time and kill someone slowly and painfully, he

automatically gets the full 24 points of effect rather than a random roll, since that gives him the time and focus to consume the entire soul.

Campaign Use: For campaigns set at the end of the Atlantean Age, Sharna-Gorak is the ultimate villain. He should be capable of taking on your entire group of PCs and giving them a tough fight; if he's not, increase his abilities until he is (just increasing his SPD, or giving him more Damage Reduction, might be enough to do this). If he's likely to run roughshod over your PCs, give them some help from the Ten Brothers; Sharna-Gorak is *supposed* to be immensely powerful and shouldn't be reduced in power unless you also reduce Vondarien (see page 28).

While Sharna-Gorak is only likely to appear in a very specific type of Atlantean Age campaign, you can use him elsewhere if you really want to. A magical ritual or time travel disaster could thrust him forward into the modern day or far future (though if this happens before the Cataclysm and he can't be sent back, it could — literally — totally change the world). Time-traveling superheroes might find themselves in Atlantis to help Vondarien battle him.

Appearance: Sharna-Gorak is gigantic. He stands ten feet tall and is heavily muscled. He has but one large, red eye in his face, and horns resembling those of a demonic ram sprout from his forehead and curl around each side of his head. Short, sharp fangs fill his mouth, which is usually twisted in an expression of rage, hate, or lust. His hands are clawed, and under each arm several thick, strong tentacles sprout from the sides of his chest. Set into his stomach is another red eye; it resembles the one in his head but is larger. He wears a kilt-like garment around his waist and upper legs; it seems to be sewn from a leather made with human skin. His feet are taloned.

30,598 BC: THE CATACLYSM

Even Atlantean legends are not clear about the war between Sharna-Gorak and Vondarien, but it was perhaps the most destructive conflict the world has ever seen. Sharna-Gorak attacked Atlanelos with devastating force again and again, and Vondarien withstood the onslaught only after drawing on every reserve of divine and arcane energy he possessed. The resulting battle shook the entire world, shattering mountains and raising seas, and ravaging the civilizations of Man with flood and fire. (Ironically, the one

civilization to escape this was Lemuria, safe in its crystalline domes deep beneath the waves.) They fought for months, back and forth across the island, with neither side able to gain an advantage. Eventually both sides fell back, Vondarien to the walls of Atlanelos and Sharna-Gorak to a redoubt in the Livadian Mountains, to gather allies and prepare themselves for a final, devastating blow.

Vondarien sent emissaries to his nine brothers, calling on them to put aside their petty differences and unite once more in the name of their father. But envy and petty follies had consumed them, and they were slow to respond. Sharna-Gorak raised his own armies of mercenaries: remnants of the various inhuman races who had long considered humanity their enemy, particularly the Vangkoran serpent-men; monstrous beings of every variety; Lemurians who made common cause with him against the Atlantean Empire. After nearly two years of preparing for the gathering storm, Sharna-Gorak's forces swept down from the mountains and threw themselves against Vondarien's battlements.

At first, it seemed Sharna-Gorak was gaining ground, for Vondarien's forces were outnumbered; Vondarien's own spells had already been weakened by his battles with the Destroyer, and even two years was not enough to restore them to their former heights. But at the last, when fire and darkness were poised to sweep over the Earth, Vondarien's nine brothers joined the battle and contributed their own life-forces alongside his to power the spell to overcome the Qliphothic forces that fueled the Destroyer. Although all ten were consumed by the fire, they carried the Destroyer's physical form with them into destruction.

The power of their spell saved the world... but at a terrible price. Its release of energy reshaped the planet itself. Continents shifted, seas emptied and refilled across the globe, and what few men survived soon forgot all about the elder days in a struggle for sheer survival. A mighty earthquake shook the island of Atlantis from root to crown, and it sank beneath the waves into the very depths of the sea at a place that men would one day call the middle of the North Atlantic Ocean. Somehow a tiny fragment of Atlantis survived beneath the waves, even through another reshaping of the world thousands of years later, and in time became what the modern world now knows as "Atlantis." (See *Hidden Lands* for more information.)



GAMEMASTERING THE ATLANTEAN AGE



Given the size and scope of the Atlantean world, not to mention the power level of the characters involved, there are many potential campaigns you could run. Here are a few suggestions for campaign types, and general guidelines for the setting.

ATLANTEAN AGE CAMPAIGNS

Some of the more common Atlantean Age campaigns include:

SONS OF EMPIRE

The Prophecy of the Thrones (page 14) has had a profound effect on Atlantean expansion and geopolitical maneuvering. Since the Ten Brothers can no longer leave Atlantis without losing their powers, the Dominion must rely on other heroes — such as the PC — to do what must be done to keep Atlantis safe, secure, and prosperous. That could include everything from commanding armies, to leading trade expeditions, to conducting diplomacy, to overseeing the affairs of one of the Dominion's provinces.

PLOT SEEDS

Across The Dardessos: Things are turning ugly in Ras Shamra. The Empire of Tellat seems to be amassing a large army on the southern bank of the Dardessos River as if preparing to invade the southern part of the Dominion. What makes the Tellats think they have the power to overcome Atlantean arms and magic now — have they discovered or created some super-weapon, or secretly enlisted the help of Lemuria?

The Sangobaran Lion: A gigantic, monstrous lion is rampaging across southern Sangobar. Its fangs and claws are powerful enough to penetrate magical armor, its hide can turn enchanted blades, and its roar can topple castles and city walls. In times past Azaes or Elasippus would have tracked and slain it, but now they cannot. The task falls to your PCs, bold heroes who've earned a reputation for dealing with impossible situations. And just where did the Sangobaran Lion come from, anyway?

Pelasgaran Diplomacy: The situation in eastern Pelasgar is becoming grim ever since some Sakasians offended the Skraythans. It's not clear whether the offense was given by accident or deliberately, but either way the Skraythans may decide to respond with force. The Atlan sends the PCs to defuse the situation... *without* using force.

ATLANTEAN COLD WAR

Instead of using force to deal with Atlantis's enemies (such as Lemuria, Tellat, and Kapthor), the PCs could be spies and troubleshooters — covert heroes called upon by the Atlan and his brothers to uncover the enemy's secrets, undertake missions to destroy enemy resources, and perform other espionage-related tasks. Spells and enchanted items take the place of James Bond-style gadgets, but the types of stories told are often just like those in *Danger International* campaigns.

From Lemuria With Love: During an adventure one of the PCs meets a beautiful woman who helps them out of a sticky situation. The attraction between the two of them is obvious, but is it possible she's a spy working for Atlantis's enemies?

The Elasippus Identity: One of the Atlan's brothers goes missing! But soon reports surface of a man who looks and acts a lot like Elasippus working for the Lemurians to conquer new lands and thwart Atlantean heroes. The PCs have to find out if it really is Elasippus, and if so (a) how the Lemurians kidnapped and brainwashed him, and (b) how they overcame the Prophecy of the Thrones so Elasippus could use his powers away from Atlantis.

The Marathon Man: Rumors reach the Atlan that the Lemurians are planning to use the cover of the Atlantean Games to infiltrate some spies onto the Great Island and steal magical secrets (or even kidnap powerful wizards). He asks the PCs to investigate, and if necessary to stop the plot... but without disrupting the games.

IN THE SHADOWS OF ATLANTIS

Not every Atlantean Age campaign *has* to feature Atlantean PCs. Some gaming groups might find it interesting for the PCs to be underdogs — non-Atlanteans coping with life in a world where the inhabitants of the Great Island often dwarf them in power. They'll have to use cleverness, planning, and skill to overcome the might of Atlantean oppressors and tricksters.

Revolt!: One of the provinces of the Dominion revolts against the Atlan's rule. The PCs have to help the rebellion succeed, whether through force of arms, trickery, or diplomacy.

Trade War: The PCs plan to go into business as traders (or are assisting someone who is). Unfortunately Atlantean merchants have a tight grip on the routes, products, and/or markets they want to make money in. Time to find a way to loosen that grip....

The Contest Of Wonders: An eccentric old wizard who's about to die has offered to give his vast collection of grimoires, enchanted items, and mystical artifacts to the wizard who most impresses him with a new spell or wondrous object at a forthcoming competition. Several Atlantean wizards are the clear favorites... but with the old wizard's arsenal in their hands, the PCs might be able to match their Atlantean rivals in power. They've got to put their heads together and think of something that will win them the Contest.

LEMURIAN WAR

By moving the Second Lemurian War up to the present day, you can create a Fantasy Military Action campaign. The PCs could serve as commanders, front-line soldiers, or a "special forces unit" fighting on behalf of Atlantis against the hated Lemurians.

Under The Sea: Atlantis's main weakness when fighting Lemuria is that it's not as well-equipped or well-experienced at fighting underwater. The Atlan charges the PCs with the task of obtaining plans and working examples of Lemurian underwater vehicles and weapons so he can "jump-start" an Atlantean "submarine warfare" project.

The Lemurian Campaigns: Using the Mass Combat rules in *Fantasy Hero*, you could create a campaign that mixes strategic and tactical action. You run one game session determining the results of battles between Atlantis and Lemuria, then the next game session focus on the PCs and how they have to react to the outcome of those battles. What the PCs accomplish

sets the stage for the next round of Mass Combat conflicts, and so on.

A Two-Front War: The Empire of Tellat joins the war as Lemuria's ally. The PCs have to find a way to break the alliance or blunt the effectiveness of the Tellats so that Atlantis doesn't find itself caught between hammer and anvil.

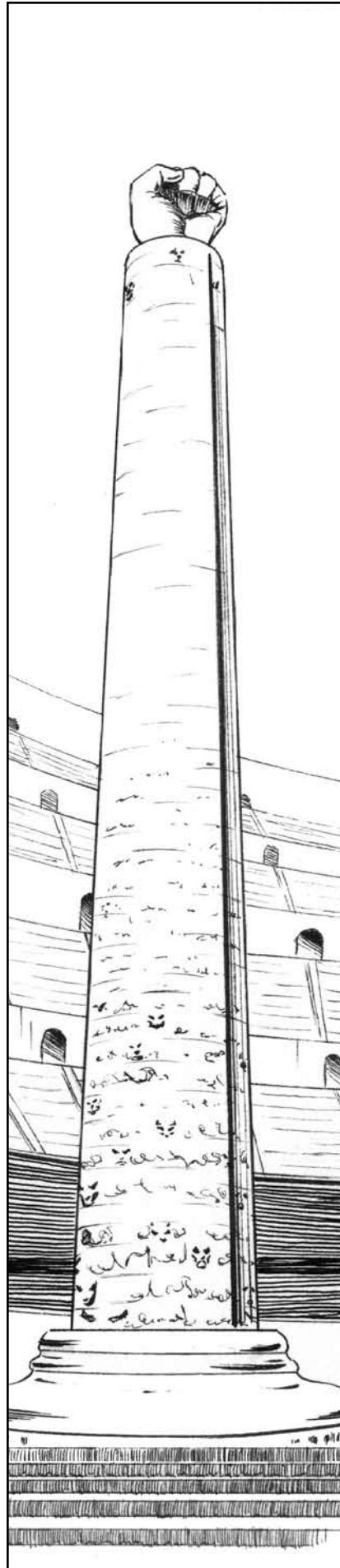
MEN AND GODS

As powerful as they are, Atlantean PCs could easily become involved in divine affairs, whether by accidentally offending a god and having to apologize somehow, falling in love with a god, being sent on a quest by a god, or helping the gods fight a battle against demons or other horrible enemies.

The Challenge Of The War-God: Ares decides the PCs might make acceptable soldiers in an upcoming war between the Atlantean gods and another pantheon. He will grant them certain gifts to make them even more powerful... *if* they succeed at, and survive, a series of "challenges" he's devised to test them.

The Fires Of Jealousy: The PCs have been shown special favor by one of the gods, and this has made one of that god's divine rivals upset and angry. He decides to punish the PCs as a way of "balancing the scales." The heroes have to figure out the source of all their troubles and find a way to smooth things over with the jealous deity.

Quelling The Catastrophes: After a botched sacrifice in Argolis angers several gods they beset the kingdom with floods, fires, and a host of other disasters. The PCs appeal to them to stop the destruction, and they agree... *provided* the PCs succeed on a difficult quest on the gods' behalf.



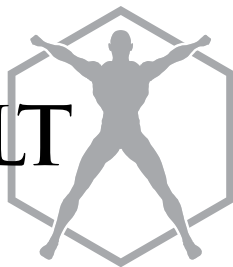
ATLANTEAN COMBAT

Generally speaking, the standard *HERO System* combat rules apply in Atlantean Age campaigns, but here are some exceptions and other information:

- Atlantean Age campaigns use Knockback, not Knockdown
- Killing Attacks and Martial Arts attacks do not add 1d6 to Knockback rolls; just roll the standard 2d6 for them
- the standard Superheroic campaign rules for the END cost for STR (1 END per 10 points) apply, as do the Superheroic rules for Pushing
- treat STR Minima and how STR adds damage to attacks the same as in Heroic campaigns; similarly, characters pay END (at 1 END per 10 STR) to wield weapons
- characters may wield any weapon they pay Character Points for without needing a Weapon Familiarity. If a character has a WF with a particular weapon, he can wield ordinary weapons of that type without having to pay Character Points for them.

Generally speaking, Atlantean Age combat should be powerful, flashy, and fun. There should be a lot of spectacular attacks, a lot of Knockback, a lot of impressive stunts, a lot of risk-taking and daring. If necessary, encourage this sort of conduct by the PCs by granting Skill Roll bonuses (or at least not imposing penalties), providing temporary dice of Luck as a reward for dramatic play, and giving the heroes plenty of opportunities to shine.

THE GM'S VAULT



This section contains additional or secret information about the Atlantean Age that's for the GM's eyes only. *If you're not a GM running an Atlantean Age campaign, don't read this section!*

If the GM's Vault doesn't comment on some part of the main text, it's usually safe to take what's written there as accurate (or left to the GM's own interpretation). But of course you're free (and even encouraged) to change anything in this book to suit your own preferences or campaign.

CHAPTER ONE

PAGE 6 — THE RETURN OF MAGIC

The earlier time of greater magic referred to is *The Turakian Age*, described in the book of the same name; the latter time is, of course, the Atlantean Age. You can read more about *The Valdorian Age* in that book. All these settings form part of the continuum of the *Hero Universe*, which you can read more about in a document available on the "Free Stuff" page at the Hero Games website, www.herogames.com.

To say that the gods were aware of the rise of magic in the world reflects what the Atlanteans believe, but it's not accurate. Magic ebbs and flows throughout the Hero Universe, sometimes rising to levels that permit spellcasting (or even super-powers), sometimes sinking to depths that make it impossible for Men to use. The Turakian Age was a time of high magic, and the Atlantean Age a period when the tide of magic has risen even higher. The Valdorian Age between them was one of magic's ebbs. Magic sunk so low during that time that the gods themselves were largely cut off from men; some fled to places only gods know, some died, and some went into a sort of "hibernation." When magic once again rose to the level that permitted them to interact with their worshippers, some old gods had died away or forgotten their previous life, and some new gods had arisen. Not even the gods themselves are entirely aware of this; they tend to think they've always been around... and always will be.

CHAPTER TWO

PAGE 22 — THE SERPENT-MEN OF VANGKOR

The Serpent-Men are more formally known among themselves as the *Ssujala*, a word they do not use when humans are near. Their original home is deep underground. They first menaced the surface world during the Turakian Age, and survived the cataclysm that ended that age by retreating back to their subterranean homelands. Millennia later, near the end of the Valdorian Age, they emerged and took control of the lands now known as Vangkor by killing all their human inhabitants. The rise of Lemuria, and later Atlantis, prevented them from continuing their planned campaign of conquest, but they still plan and scheme, awaiting the day when they can crush humanity under their serpentine heels. For more information about them see *The Turakian Age* and Hero Plus Adventure #12, *Inner-Earth*.

CHAPTER THREE

PAGE 32 — ANAPHLION

The rumors are true: the two statues guarding Anaphlion's harbor are, in fact, gigantic stone golems King Gadrus can bring to life. He's never had to do so, but if necessary they make a potent first line of defense against invaders.

PAGE 33 — THE LAKE OF SWANS

A character who kills a swan from the Lake of Swans by accident suffers Unluck 1d6 for the next 1d6+1 weeks. A character who deliberately kills one of the swans suffers Unluck 3d6 for 2d6+2 months.

PAGE 34 — THE AULEAN SERPENT

The Serpent did, in fact, have three sons, each basically identical to it, and they're now old and powerful enough to pose a real threat to Laconia. For the Serpents, use the Giant Snake character sheet on pages 116-17 of *The HERO System Bestiary*, but increase their STR to 45, their PD/ED (and Damage Resis-

tance) to 25 each, their SPD to 4, and their HKA to 2d6 (4d6 with STR); also give them the "Giant Venomous Snake" optional power.

PAGE 36 — THE KALADORIAN SHADOW

The evil in the Kaladorian Forest is a renegade Atlantean wizard named Melecertes. Seeking greater power he began to study the shadow-magic of Kaphtor, and it tainted his soul. That drove him insane, and he began to dream of deposing the Atlan and taking Atlantis for himself. Now he lives in the heart of the Forest, working his dark magics and preparing his scheme to destroy all the sons of Cleito.

PAGE 39 — GELDON THE FORE-SIGHTED

Prince Geldon is no oracle or seer. He's simply very smart and very observant, which sometimes gives him the ability to predict what will happen in the near future, or to deduce things other people can't discern. Intensely loyal to the Dominion, he's one of King Azaes's trusted advisors on foreign affairs.

PAGE 41 — KHIRBET LAMSARA MAGIC

The Khirbet style of magic has not been totally lost; a few practitioners still exist in secret, using lore handed down unchanged for dozens of generations. The *lamsara* they call upon for their powers are not literally demons, but nature spirits — in effect, Khirbet "wizards" are shamans. You can use the Shamanism spells from *The Fantasy Hero Grimoire II* for them, but increase the typical spells' effectiveness by at least 20% and eliminate the need for a Required Skill Roll (and any attendant Side Effects).

PAGE 41 — MITANIAN SEA-MONSTERS

Prince Kalvahr's theory about a source for all the sea-monsters plaguing Mitania is incorrect. They're only drawn there by the "easy pickings"; no one's conspiring to destroy Mitania (it's not worth the effort).

PAGE 42 — MENESSIPUS OF SAKASIA

Menessipus got assigned to Sakasia after he had an affair with one of Vondarien's favorite great-great-great-great-granddaughters that ended messily. The Atlan wasn't at all happy with the situation and in effect exiled the man. Menessipus would desperately like

to get back into Atlantean society and would try just about anything to make that dream come true.

PAGE 44 — THE MONUMENT AT KORAV

The Koravian Obelisk is an expression of Atlantean pride, and as so often happens that pride may come back to humble its possessor. Mestor overlooked two things when creating it. First, fusing all the orichalcum in the Atlantean soldiers' armor and weapons has effectively created an arcane "lightning rod" that draws ambient mystical energy to it. Second, the ground beneath parts of the Fields of Korav contains a complex of caverns and tunnels.

An evil Simbrian wizard named Vogar has discovered both these facts and now lives in the caves, siphoning off the Obelisk's arcane energies for his own use. Growing more powerful by the month, he plans to use his mystical might to destroy Atlantis and take the world for himself. If he's not uncovered and stopped, he could soon become as powerful as the Atlan....

PAGE 46 — THE ERIXIAN HILLS

The monsters and beasts of the Erixian Hills are the work of Kaphtor, at least in part. Kaphtoran sorcerers work their dark magics there to disrupt ties between the Dominion and Tellat, and so they can "experiment" without causing any harm in Kaphtor itself.

PAGE 47 — ZHARGOND'S VORTEX

Zhargond's Vortex arose from Zhargond's attempt to summon a particularly powerful arcane demon. When the spell started to go awry, he panicked and attempted a banishment before the summoning was complete. The interaction between the banishing-spell and the malfunctioning summoning-spell "tore" reality, killing Zhargond and the demon both and consuming his tower.

At present the Vortex is stable — barely — and poses only a minor threat to anyone who touches it (touching it inflicts an HKA 1d6 per Phase, no defense applies). However, it affects the ambient magic around it, making it harder to cast spells nearby. If a spell has a Required Skill Roll, impose a -1 on the roll if the spell is cast within 10 miles, plus an additional -1 for every mile further in (thus, -2 at 9 miles, -3 at 8 miles, and so on). If a spell fails, the Side Effect is as bad as possible; if the spell doesn't have Side Effects, the GM should make up a minor one.

If a spell doesn't have a Required Skill Roll (like Atlantean magic), then

at 10 miles out it automatically acquires one of 18-. Reduce the roll by 1 for each mile in. Making this roll is an action that takes no time, but if the spell fails, the caster suffers a minor Side Effect.

But casting spells isn't just difficult near the Vortex... it's dangerous. Right now the Vortex has 1,000 "points of stability." For every 10 Active Points' worth of spell cast within 10 miles of it, reduce that point total by 1. (On the other hand, if a spell is cast specifically to learn about or "stabilize" the Vortex, *add* the corresponding number of points in addition to whatever other effect the spell has.) If the total ever reaches 0, the Vortex destabilizes. It immediately releases an explosion of arcane energy that does 10d6 Killing Damage to everyone and everything within a mile of it; subtract 1d6 for each mile further out, like an Explosion. No defense applies to this damage. After that, the Vortex will start to expand at about the rate of a foot in diameter per month and slowly destroy the world if it's not stabilized or repaired. If the Vortex's total ever reaches 5,000 "points of stability," it disappears forever.

To make matters worse, while most responsible wizards give the Vortex a wide berth, the sorcerers of Kaphtor are fascinated by it. They think there's a way to "tap" the Vortex for magical energy that would make their powers the equal of Atlantean wizards. If they start conducting "experiments" on the Vortex, the gods alone only know what disasters might result.

PAGE 47 — THE URGUTS

The Urguts are a barbaric people who live in tribal settlements of 50-200 persons. Different tribes often quarrel with one another, but usually resolve their differences through athletic competitions between warriors or riddle-games between tribal shamans instead of warfare. They regard non-Urguts as not truly human, and therefore can do anything they want to them without feeling any sort of guilt: slaughter them, rape their women, torture them for fun, sacrifice them to the gods.

The Urguts worship basically the same gods as the Atlanteans, but recast in Urgut form with Urgut names and attributes. Their holy men are shamans who can cast Shamanism spells (see *The Fantasy Hero Grimoire II*), and who are also well-versed in the use of herbal medicines and poisons.

The Urguts enjoy the protection of the gods because of an incident that happened long ago. The god Ares

fought a fearsome, demonic giant who lived in the Moradin Mountains, and in the fight his earthly avatar was badly wounded. A group of Urgut warriors found him. Ordinarily they'd have killed a stranger in their lands outright. But they could sense that he was more than a mere mortal, so they took him back to their tribal settlement and nursed him back to health. To repay them for their hospitality Ares extended his protection to them.

In game terms, if the Urguts attack someone, that person can fight back against those who attack him without any difficulty. But if he tries to carry the fight further (such as by tracking the warriors back to their tribal settlement to destroy it), or if he takes part in any sort of offensive or expedition against them, he suffers a loss of 2d6+3 points of STR, DEX, CON, BODY, and PRE (that's points of the Characteristic, not Character Points!). This loss takes the form of a debilitating illness and begins slowly when he comes within 50 miles of the Moradin Mountains, building as he gets closer. The GM might even increase the loss beyond what's rolled on the dice if the character gets to the heart of Urgut territory deep in the mountains.

PAGE 48 — THE BLACK NEEDLES

The Black Needles are immensely ancient relics of the Turakian Age (see *The Turakian Age* for more information about this period). Created by Kal-Turak the Ravager as magical "batteries" to power some of his spells, they have often been used for evil but are not evil in and of themselves (though it would be very easy to twist them to wicked purposes, since they "remember" how they were used so many years ago). See Chapter Seven for information about how they affect Parindan spellcasting.

PAGE 48 — RHIDASSAN TRADERS

The rumors are true — there are some Rhidassan merchants who don't scruple to trade regularly with Lemuria. This is one of the major routes by which Lemuria gets goods from the Dominion it might not otherwise have access to (or at least not easy access).

PAGE 49 — THE HAZARIAN EMPIRE

Atlantis has never tried to conquer Hazaria, and Lemuria has never made a serious attempt, thanks to the spells of the *volos* (Hazarian wizards). The crafty Hazarian emperors realized long ago the threat Atlantis and Lemuria posed to his rule and turned to his

wizards for a way to protect his empire. Using their unusual magics, they cast what amounts to a subtle, long-distance curse on both Atlantis and Lemuria. The curse doesn't inflict any harm, it simply makes thoughts of conquering Hazaria distasteful. The mind tends to shy away from them, finding them unpleasant... and thus Hazaria has remained free despite having such powerful potential enemies.

PAGE 51 — KAPHTOR'S RED FOREST

There's more hiding in the Red Forest than cautious deer and fearsome monsters. Centuries ago when Nirblis was conquering the land, some people who feared him and his dark god fled into the forest, abandoning their homes for the safety of the trees. Deep within the woods they built themselves a new home, with towers of stone amid the towering trees. Using powerful magics they hid themselves from the Kaph-toran's own spells.

Sadly there were too few of these people to hold out forever against the dangers of the forest, and in time their new civilization fell. Today all that remains of it are the ruins of their buildings, where bold adventurers might find many treasures... and also many monsters who've established lairs there! As if the monsters weren't enough, the barbaric, cannibalistic remnants of the forest city's builders still lurk in the nearby woods, eager to slay anyone who intrudes in their lands....

PAGE 53 — KAPHTORAN ESPIONAGE

The rumors are true — Priest-King Modaroc does have an enormous number of spies working for him. In fact, virtually every Kaphtoran who travels abroad in the open, and all who do so secretly, gather intelligence for him in some respect. It's a safe bet that anything said to a Kaphtoran merchant will eventually make its way back to the Priest-King's ears by way of his spyhandlers.

PAGE 56 — LEMURIA

The information in Chapter Three is a summary of what's publicly known (or suspected) about Lemuria. For a full description of Lemurian history and other details, see Chapter Five of *Hidden Lands*. Some of that information (such as character sheets for some Lemurian vehicles) is reprinted in this book (with any appropriate changes), but much is not for space reasons.

Falarlem is Faltrah Lem, who discovered the basics of Lemurian magic and used them to found Lemuria. The "great spell" is Andrith's attempt to make the Lemurians immortal, which crippled them by removing their shapechanging powers. The "gods" with whom the Lemurians supposedly fought are the Arcadians.

Fragments of the Mandragalore can be found in the world during the Atlantean Age (and even in the modern-day Champions Universe, and beyond). They're potent magical items, infused with immense power. Typically they grant the user control over the element of Earth or the element of Arcane; the latter usually manifests itself in the ability to transform things at will (such as turning lead into gold, or a human into a fish).

For information about Lemurian military technology, see the next section of this chapter.

PAGE 60 — GOVERNOR BELIZOR

Belizor's auspicious birthmark is a fraud; he paints it on with cosmetics every day. If the Nikarese were to learn about this, they might become angry enough to revolt. They would definitely try to kill him using the traditional method of piercing the criminal's body with dozens of long wooden needles.

PAGE 61 — VANGKOR

The Serpent-Men are the *Ssujala*, who first appeared on Earth during the Turakian Age (see *The Turakian Age*). According to their arcane calculations, the land of Vangkor is what used to be the lands they controlled during the Turakian Age and which they consider their "surface homeland." (Their original homeland is deep underground, which is where they retreated to avoid the cataclysms that ended the Turakian era.) Therefore they refuse to leave, preferring instead to use magic to make Vangkor hospitable to them.

Vangkoran sorcery is roughly the same as Atlantean, with one important difference: the Serpent-Men have no access to orichalcum. Instead they buy large Endurance Reserves with small RECs to "fuel" their spells. If they do obtain some orichalcum, they can use its END instead the same way an Atlantean sorcerer does. In addition to the standard repertoire of elemental spells, Serpent-Men sorcerers know a series of spells to summon, control, and alter reptilian creatures and beings.

PAGE 62 — THE BARBARIAN FRONTIER

The barbarian frontier is, of course, the lands where Elweir, Valdoria, Abyzina, and other prominent realms of the Valdorian Age once existed. See *The Valdorian Age* for more information, including maps of these lands. During the Atlantean Age they're true backwaters. The only kingdoms are small, petty things nominally ruled by Lemuria but generally ignored by the Priest-King. They might provide opportunities for adventurers looking to carve out their own niche in the world, establish an empire to compete with Atlantis and Lemuria, or seek out the lost secrets of Valdorian magic.

Arcadia

One important realm is not mentioned in Chapter Three, since almost no one knows about it: Arcadia, the hidden city of the Emphyreans.

MESTOR DISCOVERS ARCADIA

During the years of Atlantis's expansion southward, the Dominion warily maneuvered with the Empire of Lemuria for dominance in the world and sought the source of Tellat's power. It was Mestor who solved the latter riddle in 33477 BC while traveling Tellat lands in disguise. He had sensed no great magics in most parts of Tellat that he'd visited, and was becoming more and more puzzled by how the Tellats could have resisted the Atlantean armies. But as he traveled the eastern parts of the Empire and neared the Apperian Mountains, the feeling of mighty power began to tickle his perceptions. Thinking he had finally located the secret of Tellat's power — a mineral like orichalcum, perhaps, or a school of wizardry — he went into the mountains, searching the isolated valleys for the secret.

He found what he was looking for, though it was nothing like what he expected. After several weeks of searching he finally stumbled across Arcadia. Only a wizard of his skill could have penetrated the spells and powers that kept Arcadia secret from the rest of the world, and the Emphyreans were shocked that anyone on Earth could have found them against their will. They cautiously welcomed Mestor as a visitor and explorer while they sought to determine his intentions. It soon became apparent that Mestor, despite being a leader of the conquering Atlanteans, was not an evil man and could be reasoned with. A

conflict between Arcadia and Atlantis would benefit no one save Lemuria, and could easily shatter the world.

Mestor, for his part, was deeply impressed by the Emphyreans' culture, power, and accomplishments. He realized they'd secretly aided the Tellat army so that the Atlanteans would not come close enough to the Apperians to perceive Arcadia. He recognized they could be a great danger to Atlantis... or a powerful ally. Both civilizations had a common enemy in Lemuria, so Mestor tried to convince the Emphyreans to join forces with the Dominion. But despite his powers of suasion the Arcadians decided it would be best to remain aloof from the world. They had no desire to be drawn into Atlantis's web of plans and schemes. In the end the two great powers signed a peace treaty, each agreeing not to go to war with the other or interfere in the other's aims (which included Atlantis forswearing its desire to conquer Tellat, provided Tellat did not attack it first).

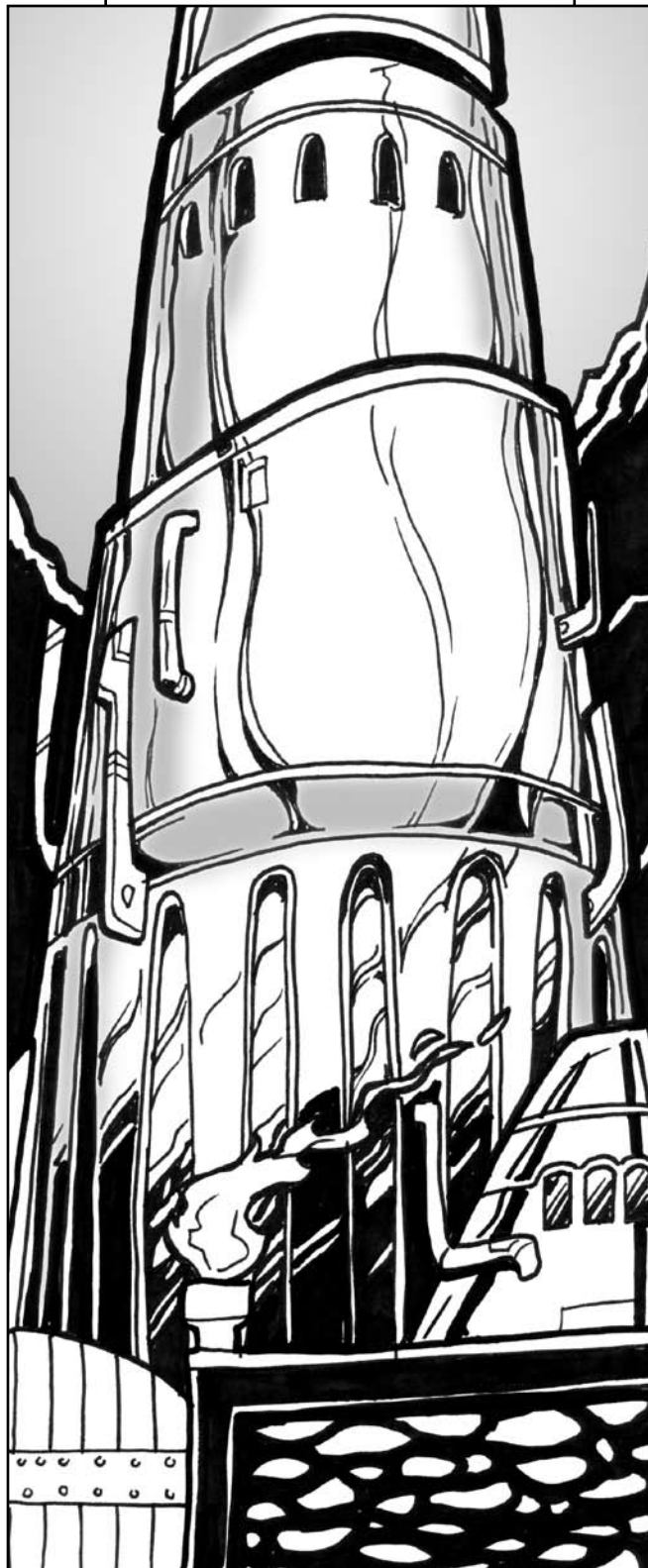
ARCADIA, THE CITY OF GOLD

The history and culture of the Emphyreans are discussed at length in *Hidden Lands*, where you can also find information about Arcadia itself. While Atlantean Age Arcadia is located in the Apperian Mountains and modern-day Arcadia in Antarctica in a world very different from that of the Dominion, the city is roughly the same in both periods in terms of layout, appearance, and function. It's oval in shape and about 8.5 miles across on the long axis; a protective "camouflaging field" hides it from outside observers (though not from highly skilled and powerful mages like Mestor). A watchtower manned by Chard, an Emphyrean with ultra-powerful senses, guards the only entrance to the city.

Once inside the city walls, a visitor is confronted with

hundreds of vast, impressive buildings that make even the structures of Atlanëlos seem small and petty in comparison. The most prominent of all is the Royal Palace at the city's center, where King Amlin, an Emphyrean possessed of vast mental and physical powers, rules over his people.

For more information on Arcadia (including a map) and Emphyrean society and history, see *Hidden Lands*.



CHAPTER SIX

PAGE 96 — COSMOLOGY

What the gods have told the Atlanteans about the creation and nature of the world isn't exactly true. The Multiverse already existed when the Atlantean gods "evolved" or "awoke." Thereafter they could to some extent shape it to suit themselves, but there are limits to what they can do. See other Hero Games products, such as *The Mystic World*, for details about the Multiverse and various beings' roles within it.

PAGE 99 — THE LEMURIAN GODS

The "underworld gods" of the Lemurians are the *Rastrinfahr*, or "Bleak Ones" — the original gods of the Lemurians, who gave them life and souls. Under the rule of Faltrah Lem, who discovered *ignaeum*, the Lemurians turned their backs on the Bleak Ones in favor of their new gods, whom Faltrah Lem had actually created whole-cloth and who don't really exist. (Which is why Lemurian priests lack the sort of powers Atlantean priests possess.) The Bleak Ones take the Lemurians' bodies and souls when they die, and no Lemurian likes to even think about what might happen then. See *Hidden Lands*, pages 100-102, for more information on Lemurian religion.

PAGE 99 — THE BLACK GOD OF KAPHTOR

The god of Kaphtor's name is Mor'daki. In the innermost recesses of Kaphtoran temples there are statues which depict him as a huge, muscular, bald man made of darkness and shadow. He has a head, but no facial features at all. He wears robes similar to those of Kaphtoran men, but they're far finer in make/style and are set with a king's ransom in emeralds.

LEMURIA AT WAR



While so far it hasn't proved able to beat Atlantis, Lemuria is by no means weak, and few Atlanteans are so overconfident as to dismiss the Empire out of hand. If necessary the Lemurians can field an impressive military force of soldiers, vehicles, and magiconstructs that could give the Atlanteans a real challenge... and perhaps even defeat them.

The one theater of conflict where Lemuria is unquestionably superior to Atlantis is underwater. As an under-sea realm Lemurian has many vehicles equipped for underwater combat, and her soldiers are well-used to fighting in a watery environment. Atlantis has tried to field a competing fleet on several occasions, but success has always eluded the Dominion due to mishaps, Lemurian spies, or lack of experience.

LEMURIAN SOLDIERS

LEMURIAN SOLDIER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
16	DEX	18	12-	OCV: 5/DCV: 5
15	CON	10	12-	
12	BODY	4	11-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
8	PD	5		Total: 18 PD (10 rPD)
8	ED	5		Total: 18 ED (10 rED)
4	SPD	14		Phases: 3, 6, 9, 12
6	REC	0		
40	END	5		
40	STUN	12		Total Characteristics Cost: 104

Movement: Running: 6"/12"

Cost Powers

10	<i>Ignatior Blade:</i>	HKA 1½d6; OAF (-1), STR Minimum (10; -½)	END 2
15	<i>Ignatior Powers:</i>	Multipower, 30-point reserve; all slots OAF (-1)	
1u	1) <i>Flaming Blade:</i>	RKA 1d6, Armor Piercing (+½), Penetrating (+½); OAF (-1), No Range (-½), Linked (to Blade; -¼), 16 Charges (-0)	[16]
1u	2) <i>Smoke Cloud:</i>	Darkness to Sight Group 3" radius; OAF (-1), Limited Range (2"; -¼), 4 Charges lasting 1 Turn each (removed by wind; -½)	[4 x 1 Turn]
1u	3) <i>Flash Burst:</i>	Sight Group Flash 5d6; OAF (-1), No Range (-½), 16 Charges (-0)	[16]
25	<i>Coruscator:</i>	Multipower, 40-point reserve, 32 Charges for entire Multipower (+¼); all slots OAF (-1)	[32]
2u	1) <i>Lightning Blast:</i>	Energy Blast 8d6; OAF (-1), Limited Range (15"; -¼)	
2u	2) <i>Electric Strike:</i>	Energy Blast 4d6, NND (defense is ED Force Field or insulated clothing; +1); OAF (-1), No Range (-½)	
32	<i>Ignatior Spar:</i>	RKA 3d6, Armor Piercing (+½), 30 Charges (+¼) (79 Active Points); OAF (-1), Two-Handed (-½)	[30]
	<i>Martial Arts:</i>	<i>Bellascra</i>	
	Maneuver	OCV DCV Notes	
4	Block	+2 +2	Block, Abort
4	Disarm	-1 +1	Disarm, 25 STR to Disarm roll
4	Dodge	— +5	Dodge, Affects All Attacks, Abort
4	Thrust	+2 +0	Weapon Strike + 2 DCs
5	Lunge	+1 +0	Weapon Strike + v/5; FMove
5	Slash	-2 +1	Weapon Strike + 4 DCs
1	Use Art with Ignatior, Coruscator		
15	<i>Caraprix Body Armor:</i>	Armor (10 PD/10 ED); OIF (-½), Activation Roll 14- (-½)	
15	<i>Caraprix Energy Absorption:</i>	Energy Damage Reduction, Resistant, 50%; OIF (-½), Activation Roll 14- (-½)	

Perks

88 Gullop-Steed (see below)

Skills

10	+2 HTH
3	Analyze Style 13-
3	Breakfall 12-
3	Combat Piloting 12-
3	Fast Draw (Lemurian Weapons) 12-
3	High Society 13-
3	Interrogation 13-
1	Literacy
2	KS: Bellascra 11-

3	Riding 12-
3	Sleight Of Hand 12-
3	Stealth 12-
3	Tactics 13-
10	Two-Weapon Fighting (HTH)
3	WF: Lemurian Weapons, Off Hand

Total Powers & Skills Cost: 290

Total Cost: 394

300+ Disadvantages

10	Distinctive Features: Style (Not Concealable; Noticed And Recognizable; Perceivable By Large Group)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
64	Experience Points

Total Disadvantage Points: 394

Description: This character sheet represents a typical Lemurian soldier, a well-equipped scion of one of Lemuria's noble houses. Armed with *ignatior*, *coruscator*, and *ignatior spar*, and protected by his Caraprix armor, he's a fearsome foe and a match for any warrior in the world.

BELLASCRA

Over the years Lemurian warriors have developed *Bellascra*, a unique fighting style for use with their *ignatior* and *coruscator*. It's superficially similar to some forms of Fencing developed millennia later, especially since it focuses on the use of two weapons rather than a weapon and shield, but some aspects of it are uniquely Lemurian. For example, while some of the maneuvers like Lunge and Slash are straightforward, others involve specialized blows with the soldier's weapons. For instance, the Disarm involves using a *coruscator* to deliver a shock to the opponent's hand that paralyzes the muscles long enough for a rapid, riposte-like follow-up strike to knock the weapon away. The Thrust does increased damage by heating the blade of the *ignatior* to infernally hot temperatures. The DCV bonus from Dodge is due as much to the small amount of dark smoke released from the *ignatior*, which obscures the wielder's position, as any evasive movement on the fighter's part.

MOLE-MAN

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
12	DEX	6	11-	OCV: 4/DCV: 4
15	CON	10	12-	
12	BODY	4	11-	
8	INT	-2	11-	PER Roll 11-
6	EGO	-8	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
4	COM	-3	10-	
6	PD	3		Total: 6 PD (0 rPD)
10	ED	7		Total: 10 ED (0 rED)
3	SPD	8		Phases: 4, 8, 12
6	REC	0		
50	END	10		
30	STUN	2		Total Characteristics Cost: 42

Movement: Running: 4"/8"
Swimming: 2"/4"

Cost Powers

30	<i>Stoking Staff:</i> Multipower, 60-point reserve; all slots OAF (-1)	END
3u	1) <i>Fiery Blast:</i> Energy Blast 8d6, 64 Charges (+½); OAF (-1), Limited Range (15"; -¼)	[64]
1u	2) <i>Shovel End:</i> HA +5d6; OAF (-1), Hand-To-Hand Attack (-½)	2
8	<i>Bat-Wings:</i> Flight 6"; OIF (-½), 1 Continuing Fuel Charge (easily-obtained fuel; 1 Hour; -0)	[1cc]
5	<i>Smoky-Lensed Goggles:</i> Sight Group Flash Defense (10 points); OAF (-1)	0
3	<i>Smoky-Lensed Goggles:</i> +4 to Sight Group PER Rolls; OAF (-1), Only To Counteract Penalties From Bright Light (-½)	0
2	<i>Resistant To Heat:</i> Life Support (Safe Environment: Intense Heat)	0
5	<i>Adapted To Underground:</i> Nightvision	0
-4	<i>Short Legs:</i> Running -2" (4" total)	

Talents

3 Bump Of Direction

Skills

6	+2 with Stoking Staff
10	<i>Small:</i> +2 DCV
3	<i>Small:</i> +2 to Concealment; Self Only (-½)
7	AK: The Tunnels Under Lemuria 15-
7	CK: Lemuria 15-
1	Language: Lemurian (basic conversation; Mole-Man Sign Language is Native)
7	Mechanics 13-
2	PS: Lemurian Slave 11-
7	Stealth 13-
6	Survival (Underground) 13-

Total Powers & Skills Cost: 112

Total Cost: 154

75+ Disadvantages

15	Physical Limitation: Poor Vision In Bright Light, suffers -4 to Sight PER Rolls in bright light (Frequently, Greatly Impairing)
5	Physical Limitation: Small (about half human size; takes +3" Knockback) (Infrequently, Slightly Impairing)
25	Psychological Limitation: Slavishly Devoted To Lemurian Nobles (Very Common, Total)
15	Social Limitation: Treated As A Sub-Species (Frequently, Severe, Only In Lemuria)
20	Vulnerability: 2 x Effect from Light-based Flash Attacks (Common)

Total Disadvantage Points: 155

Description: Mole-Men, who are often used by Lemurians as expendable infantry, are the descendants of the original human population that inhabited the rocky archipelago the Lemurians conquered thousands of years ago. They've spent much of much of those millennia underground — first simply as miners, then living entirely underground when Lemuria sunk below the ocean. After all that time they've changed radically, whether because of simple evolution, the incessant arcane energies they are exposed to as they stoke the furnaces of burning *ignae-tium*, or some combination of both. Without scientific study no one would guess a Mole-Man is a close cousin of humanity — far closer, in fact, than the Lemurians who rule over them.

A Mole-Man is short, standing between three to four feet tall. Hairless pink skin hangs in loose folds from his gawky limbs. Burns, scabs, and oozing blisters from constant exposure to the blazing heat of the arcane furnaces cover his entire body, but are most prominent on his over-sized hands and round face. His lips are blubbery, and his mouth filled with rotting black teeth that grow crookedly with wide gaps between them. His nose is small, almost vestigial, and barely protrudes from his bald head. His eyes are large and round, almost all milky-blue iris, and adapted to darkness.

The only clothing a Mole-Man typically wears is a loincloth, dusty from coal and stained with soot. Around his neck dangle crude goggles with lenses of smoky glass to protect him from the glare of the furnaces, and he also wears the goggles when outside the caverns where he lives. His only other equipment is a Stoking Staff and his Bat-Wings. A Stoking Staff is three-foot-long tube of bronze with a flat blade for shoveling on one end. The other end can unleash a fiery blast for blazing through rock, increasing the heat of an arcane furnace, or fighting in battle. Mole-Men use Bat-Wings to fly up to the tops of arcane furnaces and traverse vertical underground passages. Two two foot-long "wings" unfurl from the back of the harness, providing the wearer with limited maneuverability, and the whole apparatus rattles and smokes with *fulminor*.

DAILY LIFE

Mole-Men spend their days working impossibly hard, toiling at the behest of their masters or to ensure their continued existence in their harsh environment. They never complain — not even to themselves.

Mole-Men are conditioned from the day they're born to obey each and every command of a Lemurian, and if they can be said to have gods, those deities are the Lemurian nobles. This devotion to the Lemurian nobility is a deep-rooted compulsion, reinforced by a culture that has developed over forty millennia. A Mole-Man finds the idea of disobeying a Lemurian noble impossible — it's not an idea that would even occur to him.

The Mole-Men have developed a culture of their own, although not a sophisticated one. They live in family enclaves, each family occupying one underground warren. Though they're devoted to their families, life is cheap to a Mole-Man and they consider death a matter-of-fact occurrence, certainly nothing worthy of mourning. They spend what little free time they have painting the walls of their homes and telling the children in the enclaves fantastic stories. They paint with pigments made from the earth, the ashes of *ignae-tium*, and fungus taken from the Pasturage. The scenes mainly depict daily life and are used to educate the young in their duties. The stories they tell in their unique sign language are of a different sort entirely. These are incredible tales of the surface world, impossibly handed down through the millennia from the days before the Lemurians came and made the Mole-Men slaves.

What Lemurians would find most surprising is how well the Mole-Men understand the mechano-mystical workings of Lemurian magic — they actually require no supervision to construct ornithopters, pisciremes, magiconstructs, and the like. Their language includes terms to describe such activities, and these terms are so fundamental to the language that Mole-Men frequently employ them in metaphors and similes. This knowledge allows the Mole-Men to keep their Tunnelers and the Atmosphere Evokers in good repair, and to make their Stoking Staves and Bat-Wings. (Lemurians just assume, on the rare occasions when they consider the matter, that their ancestors built these devices so well that they never break down, and that Stoking Staves and Bat-Wings are handed down from one generation to the next.)



LEMURIAN WEAPONS AND ARMOR

Personal Weapons And Armor

IGNAETIOR	
Effect:	HKA 1½d6; RKA 1d6, Armor Piercing, Penetrating, Linked to HKA; Darkness to Sight Group; Sight Group Flash 5d6
Target/Area Affected:	One character/one character/3" Radius/one character
Duration:	Instant/Instant/1 Turn/Instant
Range:	Touch/Touch/2"/Touch
Charges END Cost:	2 END/16 Charges/4 Continuing Charges/16 Charges
Breakability:	6 DEF

Description: This sword-like weapon is a three-foot-long blade of *crystallos* attached to a long hilt. In the hilt and pommel is a small arcane furnace. The blade, scorched-black in color, is shot through with small holes. When the warrior depresses a stud on the hilt, he can make the furnace emit flames, smoke, or a blinding flash through the holes.

Game Information:

Cost	Power
10	<i>Ignae-tior Blade:</i> HKA 1½d6; OAF (-1), STR Minimum (10; -½)
15	<i>Ignae-tior Powers:</i> Multipower, 30-point reserve; all slots OAF (-1)
1u	1) <i>Flaming Blade:</i> RKA 1d6, Armor Piercing (+½), Penetrating (+½); OAF (-1), No Range (-½), Linked (to Blade; -¼), 16 Charges (-0)
1u	2) <i>Smoke Cloud:</i> Darkness to Sight Group 3" radius; OAF (-1), Limited Range (2"; -¼), 4 Charges lasting 1 Turn each (removed by wind; -½)
1u	3) <i>Flash Burst:</i> Sight Group Flash 5d6; OAF (-1), No Range (-½), 16 Charges (-0)

Total cost: 28 points.

CORUSCATOR

Effect: Energy Blast 8d6;
Energy Blast 4d6,
NND

Target/Area Affected: One character

Duration: Instant

Range: 15"/Touch

Charges: 32 Charges

Breakability: 10 DEF

Description: A coruscator is the same size as a long-bladed dirk, and worn the same, but the “blade” is made of mystically-strengthened copper and shaped like a rod. It has a bell guard, often decorated with black iron or silver filigree, that covers the whole hand, and a hilt shaped like the pistol grip on a fencing foil. A bulbous part of the weapon just above the guard holds a measure of *corusqua*. A warrior can use the coruscator as a parrying weapon, to fire a blast of lightning, or deliver a stunning strike of electricity.

Game Information:**Cost Power**

25 *Coruscator:* Multipower, 40-point reserve, 32 Charges for entire Multipower (+¼); all slots OAF (-1)

2u 1) *Lightning Blast:* Energy Blast 8d6; OAF (-1), Limited Range (15"; -¼)

2u 2) *Electric Strike:* Energy Blast 4d6, NND (defense is ED Force Field or insulated clothing; +1); OAF (-1), No Range (-½)

Total cost: 29 points.

IGNAERIAN SPAR

Effect: RKA 3d6, AP

Target: One character

Duration: Instant

Range: 395"

Charges: 30 Charges

Breakability: 16 DEF

Description: Rather than using bows or similar weapons, the Lemurians are more likely to rely on this magicon-struct, which looks something like a polearm with a cluster of irregularly-shaped *crystallos* crystals where the blade would be. At the user's mental command it fires a deadly blast of *ignae-tium*-fueled fire.

Game Information: RKA 3d6, *Armor Piercing* (+½), 30 Charges (+¼) (79 Active Points); OAF (-1), *Two-Handed* (-½). Total cost: 32 points.

Options:

1) Smaller Spar: This form of Spar is slightly less powerful but can be wielded with just one hand. Change to RKA 2d6 and remove *Two-Handed* (-½). 52 Active Points; total cost 26 points.

2) Power-Spar: Much more difficult and expensive to make, and thus only issued to a Lemurian warrior in special circumstances, a Power-Spar is even deadlier than a regular Spar. Change to RKA 3d6, *Area Of Effect* (One Hex; +½), *Armor Piercing* (+½), *Autofire* (5 shots; +1½), 60 Charges (+½) (180 Active Points); OAF (-1), *Two-Handed* (-½). Total cost: 72 points.

CARAPRIX

Effect: Armor (10 PD/10 ED); Energy Damage Reduction, Resistant, 50%

Target/Area Affected: Self

Duration: Persistent

Range: No Range

END Cost: 0

Breakability: 10 DEF

Description: Caraprix is the armor a warrior wears into battle. It consists of a breastplate, greaves, and helmet made from *crystallos*. Usually silvery black or indigo in color, the *crystallos* is grown around a mesh of mystically-strengthened copper wires, and this mesh leads to three copper fins set vertically on the breastplate's back. In addition to being extraordinarily hard, the copper mesh also absorbs energy attacks. When it does so, the energy is conducted along the wires to the fins on the back and released harmlessly as heat. Smaller fins on the upper arms and calves perform this same function for other areas the armor covers. The helmet of a suit of caraprix incorporates the demonic creature of a wearer's House into its design.

Game Information:**Cost Power**

15 *Body Armor:* Armor (10 PD/10 ED); OIF (-½), Activation Roll 14- (-½)

15 *Energy Absorption:* Energy Damage Reduction, Resistant, 50%; OIF (-½), Activation Roll 14- (-½)

Total cost: 30 points.

Battle Magiconstructs

CHALA-LION

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
0	EGO	—	9-	ECV: 0
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
10	PD	24		Total: 10 PD (10 rPD)
10	ED	27		Total: 10 ED (10 rED)
4	SPD	10		Phases: 3, 6, 9, 12
8	REC	0		
20	END	0		
—	STUN	—		Total Characteristics Cost: 143

Movement: Running: 9"/18"
Leaping: 6"/12"

Cost	Powers	END
22	<i>Spiked Body:</i> HKA 1d6, Continuous (+1), Damage Shield (+½), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Activation Roll 14- (-½), No STR Bonus (-½)	0
37	<i>Chala-Fangs:</i> HKA 1½d6 (3d6+1 with STR), Reduced Endurance (0 END; +½)	0
24	<i>Chala-Claws:</i> HKA 1d6+1 (2½d6 with STR), Reduced Endurance (0 END; +½); Reduced Penetration (-¼)	0
30	<i>Steel Skin:</i> Damage Resistance (10 PD/10 ED)	0
36	<i>Heavy:</i> Knockback Resistance -6"	0
15	<i>Construct's Body:</i> Does Not Bleed	0
10	<i>Construct's Body:</i> No Hit Locations	0
45	<i>Construct's Body:</i> Takes No STUN	0
15	<i>Tireless:</i> Reduced Endurance (0 END; +½) for STR	0
9	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
3	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
45	<i>Construct's Body:</i> Life Support: Total	0
6	<i>Construct's Legs:</i> Running +3" (9" total)	0
5	<i>Construct's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Construct's Eyes:</i> Ultraviolet Perception (Sight Group)	0

Skills

10	+2 HTH
3	Stealth 13-

Total Powers & Skills Cost: 321

Total Cost: 464

300+ Disadvantages

10	Physical Limitation: Enormous (8m long; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
15	Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
25	Psychological Limitation: Must Obey Controller (Very Common, Total)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
99	Experience Points

Total Disadvantage Points: 464

Description: A *chala*-lion is a magiconstruct built to mimic the nigh-extinct Lemurian great cat of the same name. A huge construct of silvery metal plates and coils, its head and body are covered with spikes, so that even attempting to block its ferocious attacks can cause its victim injury. The Lemurians use them as shock troops, and sometimes assassins.

CRYSTALLOCOLOSSUS

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
30	BODY	40	15-	
10	INT	0	11-	PER Roll 11-
0	EGO	0	—	ECV: N/A
40	PRE	30	17-	PRE Attack: 8d6
10	COM	0	11-	
18	PD	42		Total: 18 PD (18 rPD)
18	ED	51		Total: 18 ED (18 rED)
4	SPD	10		Phases: 3, 6, 9, 12
14	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 243

Movement: Running: 10"/20"
Leaping: 12"/24"

Cost	Powers	END
45	<i>Corusqua-Energized Fists</i> : RKA 6d6; No Range (-½), 8 Charges (-½)	[8]
30	<i>Stomp</i> : Area Of Effect (One Hex; +½) for 60 STR, Reduced Endurance (0 END; +½); Extra Time (Full Phase to use; -½)	0
15	<i>Colossus's Body</i> : Does Not Bleed	0
10	<i>Colossus's Body</i> : No Hit Locations	0
45	<i>Colossus's Body</i> : Takes No STUN	0
30	<i>Tireless</i> : Reduced Endurance (0 END; +½) on STR	0
6	<i>Tireless</i> : Reduced Endurance (0 END; +½) on Running	0
6	<i>Tireless</i> : Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless</i> : Reduced Endurance (0 END; +½) on Swimming	0
54	<i>Body Of Crystallos</i> : Damage Resistance (18 PD/18 ED)	0
90	<i>Body Of Crystallos</i> : Physical and Energy Damage Reduction, Resistant, 25%	0
36	<i>Heavy</i> : Knockback Resistance -6"	0
45	<i>Colossus's Body</i> : Life Support: Total	0
12	<i>Long Legs</i> : Running +4", Reduced Endurance (0 END; +½)	0
5	<i>Colossus's Eyes</i> : Infrared Perception (Sight Group)	0

Skills

15	+3 HTH
3	Climbing 13-
2	Language: Lemurian
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 452

Total Cost: 695

300+ Disadvantages

15	Physical Limitation: Enormous (-4 DCV, +4 to PER Rolls to perceive, weighs 6,400 kg) (Frequently, Greatly Impairing)
15	Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
25	Psychological Limitation: Must Obey Controller (Very Common, Total)
340	Experience Points

Total Disadvantage Points: 695

Description: A Crystallocolossus is a twenty-foot tall golem made primarily of chunks of *crystallos* fitted together and held in place partly by Lemurian sorcery and partly by armor-like metal plates attached to the thing's body in strategic places. It makes a sort of grinding noise when it moves that most enemy combatants find terrifying (hence its high PRE). Besides using its vast STR and size to great effect on the battlefield, it can charge its fists with *corusqua* to deliver lethal punches.

LEMURIAN GOLEM

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
18	BODY	16	13-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	—	ECV: N/A
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
9	PD	18		Total: 9 PD (9 rPD)
9	ED	24		Total: 9 ED (9 rED)
3	SPD	0		Phases: 4, 8, 12
10	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 117

Movement: Running: 6"/12"
Leaping: 8"/16"

Cost Powers**END**

24	<i>The Golem's Embrace:</i> HKA 1d6, Continuous (+1), Damage Shield (+½), Penetrating (x2; +1), Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½), No STR Bonus (-½), Only Versus Grabbed Foes (-½), No Knockback (-¼)	0
15	<i>Golem's Body:</i> Does Not Bleed	0
10	<i>Golem's Body:</i> No Hit Locations	0
45	<i>Golem's Body:</i> Takes No STUN	0
20	<i>Tireless:</i> Reduced Endurance (0 END; +½) on STR	0
6	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
4	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
27	<i>Body Of Metal:</i> Damage Resistance (9 PD/9 ED)	0
90	<i>Body Of Metal:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
36	<i>Heavy:</i> Knockback Resistance -6"	0
45	<i>Golem's Body:</i> Life Support: Total	0
5	<i>Golem's Eyes:</i> Infrared Perception (Sight Group)	0

Skills

15	+3 HTH
3	Climbing 13-
2	Language: Lemurian
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 350**Total Cost: 467****300+ Disadvantages**

15	Physical Limitation: weighs 6,400 kg (Frequently, Greatly Impairing)
15	Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
25	Psychological Limitation: Must Obey Controller (Very Common, Total)
112	Experience Points

Total Disadvantage Points: 467

Description: Lemurian golems are magiconstructs that look like seven foot tall humanoids made of thick, dark grey metal plates (almost like plate armor crafted in the Lemurian aesthetic). The glow from the internal furnace that runs them can be seen leaking through the gaps between the plates as a dull orange glow. The furnace makes their bodies so hot that when they Grab a foe, they inflict terrible, often deadly, burns.

LEMURIAN VEHICLES

FLYNQ-SHARK

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [0]
24	DEX	42	14-	OCV: 8/DCV: 8
10	CON	0	11-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
0	EGO	0	—	ECV: N/A
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
10	PD	24		Total: 10 PD (10 rPD)
10	ED	27		Total: 10 ED (10 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
8	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 137

Movement: Swimming: 12"/24"

Cost Powers

		END
15	<i>Flynq-Shark's Body:</i> Does Not Bleed	0
10	<i>Flynq-Shark's Body:</i> No Hit Locations	0
45	<i>Flynq-Shark's Body:</i> Takes No STUN	0
3	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
15	<i>Tireless:</i> Reduced Endurance (0 END; +½) for STR	0
40	<i>Coruscator:</i> Energy Blast 6d6, NND (defense is ED Force Field or insulated clothing; +1); OIF (-½), 16 Charges (-0)	[16]
15	<i>Flynq-Shark's Body:</i> Hardened (+¼) for 10 PD/10 ED	0
37	<i>Flynq-Shark's Body:</i> Damage Resistance (10 PD/10 ED), Hardened (+¼)	0
60	<i>Heavy:</i> Knockback Resistance -10"	0
50	<i>Flynq-Shark Vitality:</i> Life Support (Total, including Longevity: Immortality)	0
10	<i>Fast Swimmer:</i> Swimming +10" (12" total)	0
-12	<i>Water Only:</i> Running -6" (0' total)	

Skills

10	+2 HTH
1	Riding 14-; Complementary To Rider's Skill Only (-1)

Total Powers & Skills Cost: 300

Total Cost: 437

Value Disadvantages

5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
15	Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
25	Psychological Limitation: Must Obey Controller (Very Common, Total)

Total Disadvantage Points: 60

Total Cost: 377/5 = 75

Description: *Flynq*-Sharks serve personal vehicles in underwater engagements — typically they and their riders act as “skirmishers” in naval engagements or as a piscireme’s lifeboats. Similar in appearance to a Great White Shark but lacking a fin, it has a depression along the top where the rider lays and operates the magiconstruct’s controls. In the shark’s “mouth” is a large Coruscator.

Though the back of the *Flynq*-shark is shaped to conform to a rider’s body, the rider is totally exposed and must wear an underwater breathing apparatus, which works on the same principles of a dome’s condensers and provides Life Support (Self-Contained Breathing) so long as the wearer is underwater.

Like the *Gullop*-steed, the *Flynq*-shark does not require a rider — it can be dispatched just like a *Chala*-lion or other magiconstruct, and performs as ordered (given its limited intelligence). Typically the Lemurians send riderless *Flynq*-sharks to retrieve Lemurian survivors of a destroyed piscireme or to attack survivors of an enemy vessel.

GULLOP-STEED

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 HTH damage [0]
24	DEX	42	14-	OCV: 8/DCV: 8
10	CON	0	11-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
0	EGO	0	—	ECV: N/A
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
12	PD	27		Total: 12 PD (12 rPD)
12	ED	33		Total: 12 ED (12 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
10	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 166

Movement: Running: 15"/30"
Leaping: 8"/16"

Cost Powers

	END
15 <i>Gullop-Steed's Body:</i> Does Not Bleed	0
10 <i>Gullop-Steed's Body:</i> No Hit Locations	0
45 <i>Gullop-Steed's Body:</i> Takes No STUN	0
20 <i>Corusqua Horseshoes:</i> Energy Blast 4d6, NND (defense is ED Force Field or insulated clothing; +1); OIF (-½), No Range (-½), 16 Charges (-0)	[16]
18 <i>Gullop-Steed's Legs:</i> Running +9" (15" total)	0
15 <i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
4 <i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1 <i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
20 <i>Tireless:</i> Reduced Endurance (0 END; +½) for STR	0
18 <i>Gullop-Steed's Body:</i> Hardened (+¼) for 12 PD/12 ED	0
45 <i>Gullop-Steed's Body:</i> Damage Resistance (12 PD/12 ED), Hardened (+¼)	0
60 <i>Heavy:</i> Knockback Resistance -10"	0
50 <i>Gullop-Steed Body:</i> Life Support: Total (including Longevity: Immortality)	0

Skills

10	+2 HTH
1	Riding 14-; Complementary To Rider's Skill Only (-1)

Total Powers & Skills Cost: 332

Total Cost: 498

Value Disadvantages

5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
15	Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
25	Psychological Limitation: Must Obey Controller (Very Common, Total)

Total Disadvantage Points: 60

Total Cost: 438/5 = 88

OPTIONS

Cost Ability

16 *Pegaso-Gullop:* Add Flight 12"; Restrained (-½)

Description: A *Gullop-Steed* is a magi-construct Lemurian warriors ride in battle. Modeled after a creature long extinct, a *Gullop-Steed* is as large as a war-horse and has two small horns protruding from behind its ears and a long line of horns running down the back of its neck where a horse's mane would be. The saddle's built into the steed's body, and its forehooves are shod with *corusqua*-filled *crystallos* horseshoes that can deliver a paralyzing electrical strike when the steed kicks an opponent (typically this attack with used as multiple-power attack with a normal HTH Strike, but that's not required). Because of its horseshoes, the *Gullop-Steed* kicks up sparks as it runs.

HEPATIZON GIANT			
Val	Char	Cost	Notes
13	Size	65	20" x 10"; mass 800 tons; -13 KB; -8 DCV
75	STR	0	Lift 800 tons; 15d6 HTH [0]
18	DEX	24	OCV: 6/DCV: 6
35	BODY	12	
15	DEF	49	Hardened (+¼)
4	SPD	12	Phases: 3, 6, 9, 12
Total Characteristic Cost: 162			
Movement: Ground: 32"/64"			
Abilities & Equipment			
Cost	Power		END
Power Systems			
75	Elemental Power:	Endurance Reserve (500 END, 100 REC); OIF Bulky (-1)	
Propulsion Systems			
4	Hepatizon Limbs:	Extra Limbs (4 — two legs, two arms); Limited Manipulation (-¼)	0
45	Hepatizon Limbs:	Running +26" (32" total), No Turn Mode (+¼); Costs Endurance (-½)	6
Tactical Systems			
116	Ignatian Cannons:	RKA 5d6, Area Of Effect (One Hex; +½), Armor Piercing (+½), Autofire (5 shots; +1½); OIF Bulky (-1), Limited Arc Of Fire (180 Degrees forward; -¼)	26
5	Ignatian Cannons:	One more Cannon (total of two)	26
30	Hepatizon Spears:	HKA 4d6 (7d6+1 with STR), Ranged (+½); OAF Bulky (-1½), 8 Charges (-½)	[8]
55	Stomp:	Area Of Effect (One Hex; +½) for 75 STR, Reduced Endurance (0 END; +½)	0
Skills			
15	+3 HTH		
Total Abilities & Equipment Cost: 345			
Total Vehicle Cost: 507			
Value Disadvantages			
25	Distinctive Features:	Lemurian war-vehicle (Not Concealable; Causes Extreme Reaction [fear])	
Total Disadvantage Points: 25			
Total Cost: 482/5 = 96			

Description: A Hepatizon giant is a a 30 foot-tall humanoid magiconstruct with a broad, deep chest. One Lemurian soldier sits in a concealed compartment in the chest and “drives” it by mental command (which requires TF: Hepatizon Giant). It can fire devastating beams of magi-cal heat from its “eyes” (which are really ignaetian cannons) and carries a “quiver” of enormous metal spears on its back that it can fling at enemies. Additionally, many Giants have “baskets” mounted on their shoulders and other parts of their bodies where Lemurian soldiers can ride and add the fire from their Ignaetian Spars to that of the Giant’s cannons.

MOLE-MAN TUNNELER

Val	Char	Cost	Notes
4	Size	20	2.5" x 1.5"; mass 1.6 tons; -4 KB; -2 DCV
50	STR	20	Lift 25 tons; 10d6 HTH [0]
12	DEX	6	OCV: 4/DCV: 4
30	BODY	16	
10	DEF	16	Does Not Protect Occupant (-½)
3	SPD	8	Phases: 4, 8, 12

Total Characteristic Cost: 86

Movement: Ground: 6"/12"
 Swimming: 0"/0"
 Tunneling: 6"/12"

Abilities & Equipment

Cost	Power	END
4	<i>Four Arms And Two Legs:</i> Extra Limbs (6 — two arms with pincers for picking things up, two arms with drills, two legs); Limited Manipulation (-¼)	0
5	<i>Extensors:</i> Clinging (normal STR); OIF Bulky (-1)	0
45	<i>Drills:</i> Multipower, 45-point reserve	
3u	1) <i>To Break Rocks:</i> HKA 3d6; No STR Bonus (-½)	0
4u	2) <i>To Tunnel:</i> Tunneling 6" through 11 DEF material	0
-2	<i>Ground Movement Only:</i> Swimming -2"	

Total Abilities & Equipment Cost: 59

Total Vehicle Cost: 145

Value Disadvantages

- 25 Distinctive Features: Lemurian tunneler (Not Concealable; Causes Extreme Reaction [fear])
- 15 Physical Limitation: Constant Malfunctions (Frequently, Greatly Impairing)

Total Disadvantage Points: 40

Total Cost: 105/5 = 21

Description: A Mole-Man Tunneler looks like 13 foot (2") tall crudely-made golem with no head, four arms, and two legs. Mole-Men use tunnelers to break new tunnels and to mine. Two of the arms end in square pincers with which the driver can pick up large rocks and other objects; the other two end in drills. Rungs lead up the tunneler's chest and allow a Mole-Man to climb to the shoulders. Atop the shoulders is a seat surrounded by long levers. A Mole-Man sits in the seat and works the levers to control the tunneler. On the back of the tunneler is an open compartment where the operator can store large chunks of ore. From under the arms extend four sharp-tipped extensors the tunneler uses to climb vertical passages.

Lemurians generally do not use Mole-Man Tunnelers in their infantry. However, if some hapless Atlantean heroes stumble into a Mole-Man tunnel, the Mole-Men use the tunnelers to attack the "invaders."

ORNITHOPTER

Val	Char	Cost	Notes
6	Size	30	4" x 2"; mass 6.4 tons; -6 KB; -4 DCV
40	STR	0	Lift 6,400 kg; 8d6 HTH [0]
21	DEX	33	OCV: 7/DCV: 7
20	BODY	4	
12	DEF	30	
5	SPD	19	Phases: 3, 5, 8, 10, 12
Total Characteristic Cost: 116			

Movement:	Ground:	6"/12"
	Swimming:	12"/96"
	Flight:	30"/240"

Abilities & Equipment

Cost	Power	END
Propulsion Systems		
70	<i>Propulsion Systems:</i> Multipower, 70-point reserve; 1 Continuing Fuel Charge (difficult to obtain fuel; 4 Hours; -0) for entire reserve	[1cc]
7u	1) <i>Fulminor And Wings:</i> Flight 30", x8 Noncombat	
2u	2) <i>Submersible:</i> Swimming +10" (12" total), x8 Noncombat	
Tactical Systems		
64	<i>Giga-Coruscator:</i> Energy Blast 15d6, Area Of Effect (44" Line; +1½), 64 Charges (+½); OIF Bulky (-1), Limited Arc Of Fire (0 degrees forward; only on same horizontal level; -1), No Range (-½)	[64]
35	<i>Ignatium Bombs:</i> Energy Blast 12d6, Explosion (1 DC per 2"; +¾); OIF Bulky (-1), Dropped (-½), 8 Charges (-½)	[8]
Personnel Systems		
15	<i>Sealed Environment:</i> Life Support (Self-Contained Breathing; Safe Environments: High Pressure, Intense Cold, Low Pressure/Vacuum)	0
5	<i>Communication System:</i> HRRP (Radio Group); OIF Bulky (-1), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
2	<i>Fulminor Aero-Descender (Pilot):</i> Gliding 6"; OIF Bulky (-1), Limited Movement (character cannot gain altitude, and must move 12" downward for every 1" forward; -½), 1 Continuing Charge (lasts until character hits the ground; -¾)	
2	<i>Fulminor Aero-Descender (Passenger):</i> Another Fulminor Aero-Descender	
Skills		
8	<i>Highly Maneuverable:</i> +4 with Flight	
Total Abilities & Equipment Cost: 210		
Total Vehicle Cost: 326		

**Value Disadvantages**

- 25 *Distinctive Features:* Lemurian ornithopter (Not Concealable; Causes Extreme Reaction [fear])
- 15 *Physical Limitation:* Constant Malfunctions (Frequently, Greatly Impairing)

Total Disadvantage Points: 40**Total Cost: 286/5 = 57**

Description: Made of bronze and chased with silver, ornithopters look like stylized birds, typically the *tallar-falcons* of ancient times. *Fulminor* holds them aloft — the engine creates more to raise the vehicle, or releases the bluish-black smoke to descend. (Since it emits smoke when it descends, some surface worlders have taken this to mean an ornithopter is crashing — much to their surprise when the ornithopter pulls out of its dive and turns on them.) Just below the tail are two arcane furnaces that provide thrust; two moveable wings help guide the craft. The beak is open as if screeching a warning of impending doom, and the inside of the “mouth” sparks with electricity from the Giga-Coruscator, its main weapon.

The pilot sits in a cockpit shielded with *crystallos* just behind the ornithopter's head. An ornithopter can seat two, but only requires one person to pilot it. In major military operations a sorcerer occupies the second seat and uses his *Sharnel's Mechano-Mystic Enhancer* spell to increase the effectiveness of the ornithopter. In the event of an impending crash, they can use the Fulminor Aero-Descenders — ejection seat-like devices that perform the same function as parachutes. The wearer can control his fall to a limited extent by spreading his arms and legs.

An ornithopter can perform vertical take-offs and landings, and can hover — in short, it's as maneuverable the bird it resembles. When it's not in flight, the wings fold along the ornithopter's fuselage, and the landing gear resembles stylized talons.

OPHIDOTHOPTERS

Lemurian forces sometimes use a similar vehicle, the serpentine *Ophidothopter*, in battle. The main differences are (a) the Ophidothopter doesn't have wings, and (b) in place of the Ornithopter's weapons an Ophidothopter has several powerful Pyrobombards mounted on the deck and the hull:

Cost	Ability
40	<i>Pyrobombards:</i> RKA 4d6, Explosion (+½); OIF Bulky (-1), Limited Arc Of Fire (180 degrees above or below ship, depending on where it's mounted; -¼)
15	<i>Pyrobombards:</i> up to eight Pyrobombards

PISCIREME

Val	Char	Cost	Notes
20	Size	100	100" x 50"; mass 100 ktons; -20 KB; -13 DCV
110	STR	0	Lift 100 ktons; 22d6 HTH [0]
15	DEX	15	OCV: 5/DCV: 5
35	BODY	5	
16	DEF	54	Hardened (+¼)
4	SPD	15	Phases: 3, 6, 9, 12
			Total Characteristic Cost: 189

Movement: Ground: 0"/0"
Swimming: 16"/32"

Abilities & Equipment

Cost	Power	END
Propulsion Systems		
8	<i>Propeller-Driven Underwater Craft:</i> Swimming +14" (16" total); Side Effects (propeller does KA 2d6 to anyone coming in contact with bottom stern of vehicle, occurs automatically, only affects environment around vehicle; -¾)	0
-12	<i>Water Only:</i> Running -6" (0" total)	0
Tactical Systems		
95	<i>Giga-Coruscator:</i> Energy Blast 15d6, Area Of Effect (64" Cone; +1½), 128 Charges (+1); OIF Bulky (-1), Limited Arc Of Fire (forward 180 Degrees above ship; -¼), No Range (-½)	[64]
10	<i>Giga-Coruscators:</i> 3 more Giga-Coruscators (forward 180 Degrees below ship, rear 180 Degrees above ship, rear 180 Degrees below ship)	[64]
100	<i>Ignatium Bomb Launcher:</i> Energy Blast 20d6, Explosion (1 DC per 2"; +¾), Indirect (arched fire; +¼), Increased Maximum Range (5,000", or about 6 miles; +¼); OIF Bulky (-1), Limited Arc Of Fire (forward 180 Degrees; -¼), 16 Charges (-0)	[16]
5	<i>Ignatium Bomb Launcher:</i> another Ignatium Bomb Launcher	[16]
Personnel Systems		
15	<i>Sealed Environment:</i> Life Support (Self-Contained Breathing; Safe Environments: High Pressure, Intense Cold, Low Pressure/Vacuum)	0
5	<i>Communication System:</i> HRRP (Radio Group); OIF Bulky (-1), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
16	<i>Mystic Sensors:</i> Danger Sense (general area, out of combat)14-; OIF Bulky (-1)	
15	<i>Oraculus:</i> Clairsentience (Sight Group), Reduced Endurance (0 END; +½); OIF Bulky (-1)	0



Total Abilities & Equipment Cost: 257
Total Vehicle Cost: 446

Value Disadvantages

- 25 Distinctive Features: Lemurian piscireme (Not Concealable; Causes Extreme Reaction [fear])
15 Physical Limitation: Constant Malfunctions (Frequently, Greatly Impairing)

Total Disadvantage Points: 40

Total Cost: 406/5 = 81

ADDITIONAL VEHICLES

Cost	Vehicle
72	<i>Ornithopters:</i> 8 Ornithopters (see above)
52	<i>Quattropede:</i> 4 Quattropedes (see below)
97	<i>Flynq-Sharks:</i> 16 Flynq-sharks (see below)
103	<i>Gullop-Steeds:</i> 8 Gullop-steeds (see below)

Description: The piscireme is a submersible, similar in size to a surface world battleship; it resembles a demonic sperm whale made of bronze. A piscireme's "tail" and "fins" are made from narrow bands of metal that move and serve as a rudders; and two propellers sit on either side of the base of the tail. The piscireme is captained by a Lemurian commander and requires a crew of twenty Mole-Men. It has staterooms for twelve other nobles, and it carries Mole-Men infantry in its bowels. The quarters for Mole-Men are cramped and inhumane — a piscireme can carry a thousand Mole-Men packed in like sardines.

The "eyes" of a piscireme are sheathed in opaque *crystallos*, and roll back to reveal the two Ignatium Bomb Launchers. The launcher itself is a large barrel that extends from the eye socket and leads back into a gunnery compartment where Mole-Men load the bombs. An Ignatium Bomb is a large cratered rock. When fired, it begins to crack and the cracks glow red from the burning *ignatium* inside. When the bomb impacts with the target, it explodes in a fiery destructive burst, and the launchers can fling a bomb for six miles, choosing either to arc their fire over intervening obstacles or shoot in a straight line. Located at the back of the bulbous "head" of the piscireme is a shallowly-arched dome of *crystallos*; this slides open to reveal a flight deck from which ornithopters can launch and land. When the piscireme beaches, the "mouth" creaks open and a ramp extends from within to allow Mole-Men and land vehicles to emerge.

QUATTROPEDE

Val Char Cost Notes

7	Size	35	5" x 2.5"; mass 12.5 tons; -7 KB; -4 DCV
60	STR	15	Lift 100 kg; 12d6 HTH [0]
18	DEX	24	OCV: 6/DCV: 6
30	BODY	13	
15	DEF	39	
4	SPD	12	Phases: 3, 6, 9, 12

Total Characteristic Cost: 138

Movement: Ground: 12"/24"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
Propulsion Systems		
12	<i>Legs:</i> Ground Movement +6" (12" total)	0
-2	<i>Cannot Swim:</i> Swimming -2" (0" total)	
Tactical Systems		
82	<i>Omnidirectional Giga-Coruscator:</i> Energy Blast 15d6, Area Of Effect (44" Line; +1½), 64 Charges (+½); OIF Bulky (-1), Limited Arc Of Fire (360 degrees around vehicle, but only at or below the level of the vehicle's body unless target is at least 40" from vehicle; -¼), No Range (-½)	[64]
Personnel Systems		
15	<i>Sealed Environment:</i> Life Support (Self-Contained Breathing; Safe Environments: High Pressure, Intense Cold, Low Pressure/Vacuum)	0
5	<i>Communication System:</i> HRRP (Radio Group); OIF Bulky (-1), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0

Total Abilities & Equipment Cost: 113**Total Vehicle Cost: 250****Value Disadvantages**

25	Distinctive Features: Lemurian quattropede (Not Concealable; Causes Extreme Reaction [fear])
15	Physical Limitation: Constant Malfunctions (Frequently, Greatly Impairing)

Total Disadvantage Points: 40**Total Cost: 210/5 = 42**

Description: Quattropedes are four-legged walkers that serve as command centers for Lemurian infantry and fighting platforms for sorcerers. The body of the Quattropede is a half-sphere: a 2.5" diameter geodesic dome of *crystallos* set atop a disc of mystically-hardened bronze. At the front of the body is an open battlement that gives a sorcerer partial cover from attacks so he can provide magical support to the infantry. From the body extend four legs. Each leg is 5" long, has four joints, and ends in a flexible circular pad. From the bottom of the body extends an articulated arm terminating in a Giga-Coruscator.

THE ATLANTEAN AGE

CHAPTER NINE ATLANTEAN ADVERSARIES

VILLAINS



Here are a few villains from the Atlantean Age to get you started creating plots and challenges for your PCs. You can easily adapt villains from other Hero Games books, such as *Nobles, Knights, And Necromancers* and *The Turakian Age*, by “Atlanteanizing” them with different names and clothes, more powerful spells, and setting-appropriate enchanted items. For example, Lady Valyndra Garaithe and Druathek the Maleficent (NKN, pages 29 and 120) would make a good scheming Atlantean courtier and evil Kaphtoran mage, respectively.

HALIRIS ATAL

Lemurian Commander

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [3]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
14	BODY	8	12-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	
10	PD	7		Total: 20 PD (10 rPD)
10	ED	6		Total: 20 ED (10 rED)
4	SPD	10		Phases: 3, 6, 9, 12
7	REC	0		
40	END	2		
40	STUN	9		
Total Characteristics Cost: 126				

Movement: Running: 9"/18"

Cost Powers

45	<i>Ataline Gauntlets:</i>	Multipower, 67-point reserve; all OIF (-½)	
3u	1) <i>Power-Blast:</i>	RKA 3d6, +2 Increased STUN Multiplier (+½); OIF (-1), 4 Charges (-1)	[4]
1u	2) <i>Power-Punch:</i>	HA +6d6; OIF (-½), Hand-To-Hand Attack (-½)	3
1u	3) <i>Augmented Might:</i>	+30 STR; OIF (-½), 4 Charges lasting 1 Turn each (-½)	[4x1 Turn]
12	<i>Ignatior Blade:</i>	HKA 2d6 (2d6+1 with STR); OAF (-1), STR Minimum (10; -½)	3
15	<i>Ignatior Powers:</i>	Multipower, 30-point reserve; all slots OAF (-1)	
1u	1) <i>Flaming Blade:</i>	RKA 1d6, Armor Piercing (+½), Penetrating (+½); OAF (-1), No Range (-½), Linked (to Blade; -½), 16 Charges (-0)	[16]
1u	2) <i>Smoke Cloud:</i>	Darkness to Sight Group 3" radius; OAF (-1), Limited Range (2"; -¼), 4 Charges lasting 1 Turn each (removed by wind; -½)	[4 x 1 Turn]
1u	3) <i>Flash Burst:</i>	Sight Group Flash 5d6; OAF (-1), No Range (-½), 16 Charges (-0)	
25	<i>Coruscator:</i>	Multipower, 40-point reserve, 32 Charges for entire Multipower (+¼); all slots OAF (-1)	[32]
2u	1) <i>Lightning Blast:</i>	Energy Blast 8d6; OAF (-1), Limited Range (15"; -¼)	
2u	2) <i>Electric Strike:</i>	Energy Blast 4d6, NND (defense is ED Force Field or insulated clothing; +1); OAF (-1), No Range (-½)	
32	<i>Ignatiorian Spar:</i>	RKA 3d6, Armor Piercing (+½), 30 Charges (+¼); OAF (-1), Two-Handed (-½)	[30]

Background/History: Haliris Atal has never been one to do what's expected of her. Born into one of Lemuria's oldest and proudest noble houses, she was supposed to grow up living the demure life of a Lemurian noblewoman, marry well, have children, and enjoy the luxuries of her position. But it turned out that pre-programmed destiny didn't appeal to her. She was more interested in *Gullop*-steeds and warriors' deeds than the pastimes normally associated with Lemurian women... and to her mother's horror, her father was willing to indulge his daughter's interests, teaching her swordplay and other skills suited to a Lemurian fighter.

Haliris proved to have a natural gift for matters of warfare, and ambition to match. She was married in the traditional Lemurian style, to the patriarch of House Atal, who at first tried to make her act more like an ordinary Lemurian noblewoman but soon stopped butting his head against her stubbornness and decided to support her instead. Compared to her birth-house, House Atal was far more accepting of her, and so in another defiance of Lemurian tradition she gave her loyalty fully to it rather than secretly helping her old family.

When Haliris's husband died unexpectedly in an accident, it was expected that she'd step down as duchess to allow a House elder to take over... but again she did the unpredictable thing. Calling in countless favors, using her powers of persuasion, blackmailing a few enemies, and quietly disposing of a few more, she kept control of the reins of power. In effect she is now the House elder, which upsets many hidebound Lemurians both inside House Atal and out. Nor has she neglected her military career. Although her beauty and relative shortness makes some of her colleagues doubt her, in truth she's one of the most skilled, capable, and powerful captains Lemuria has.

Personality/Motivation: Three things define Haliris Atal's personality. First, she's a maverick who can't be counted on to do what's expected of her, whether that's in Lemurian society or on the battlefield. She couldn't care less about "tradition"; she finds ways to do what she wants to do and pursue the subjects that interest her.

Second, she's a devout Lemurian patriot. She loves her homeland and people (particularly compared to the average Lemurian, whose loyalty often lies more with his House than Lemuria as a whole). The long, slow decline that Lemuria's been on for centuries angers

Martial Arts: Bellascra

	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Disarm	-1	+1	Disarm, 35 STR to Disarm roll
4	Dodge	—	+5	Dodge, Affects All Attacks, Abort
5	Jab	+0	+3	Weapon Strike + 2 DCs
4	Thrust	+2	+0	Weapon Strike + 4 DCs
5	Lunge	+1	+0	Weapon Strike + 2 DCs + v/5; FMove
5	Slash	-2	+1	Weapon Strike + 6 DCs
8	+2 Damage Classes (already added in)			
1	Use Art with Ignatior, Coruscator			
15	<i>Caraprix Body Armor:</i> Armor (10 PD/10 ED); OIF (-½), Activation Roll 14- (-½)			
15	<i>Caraprix Energy Absorption:</i> Energy Damage Reduction, Resistant, 50%; OIF (-½), Activation Roll 14- (-½)			
6	<i>Fast:</i> Running +3” (9” total)			

Perks

88 Gullop-Steed (see below)

Perks

8 Lordship: Lemurian Duchess
4 Military Rank: Captain in the Lemurian army
10 Money: Wealthy

Skills

10 +1 Overall
15 +3 HTH
3 Analyze Technique 13-
3 Combat Piloting 13-
3 Deduction 13-
10 Defense Maneuver IV
3 Fast Draw (Lemurian Weapons) 13-
3 High Society 13-
3 Interrogation 13-
1 Literacy
2 KS: Bellascra 11-
3 Paramedics (Healing) 13-
3 Persuasion 13-
5 Rapid Attack (HTH)
3 Riding 13-
3 Sleight Of Hand 13-
3 Stealth 13-
5 Tactics 14-
2 TF: Lemurian War-Vehicles
10 Two-Weapon Fighting (HTH)
3 WF: Lemurian Weapons, Off Hand

Total Powers & Skills Cost: 417

Total Cost: 549

300+ Disadvantages

10 Distinctive Features: Style (Not Concealable; Noticed And Recognizable;
Perceivable By Large Group)
15 Hunted: various traditionalist Lemurians who'd like to see her disgraced
or removed from society 8- (As Pow, NCI, Ruin)
20 Psychological Limitation: Ardent Lemurian Patriot (Very Common, Strong)
10 Psychological Limitation: Ambitious Nonconformist (Common, Moderate)
5 Rivalry: Professional, with certain other Lemurian nobles and commanders
20 Social Limitation: Subject To Orders (Very Frequently, Major)
169 Experience Points

Total Disadvantage Points: 549

her intensely, and she wants to reverse it. She wants to see lost lands of the Empire reconquered and drive the Atlanteans screaming from the battlefield. Nothing pleases her more than defeating or humiliating Atlanteans.

Third, she's ambitious. She's already achieved heights of power that are almost unprecedented for a Lemurian woman, and she wants more: more troops to command; more subjects to obey her. She would never betray her Emperor, but if she should see a clear path to the Lemurian throne, she'd find a way to take it.

Quote: “Atlantean scum! Lemuria existed long before your pitiful island, and it will still exist after you and your kind have been swept from the world.”

Powers/Tactics: Haliris Atal has been trained in the standard Lemurian arts of war, ranging from *bellascra* to how to operate typical Lemurian vehicles. She carries the standard Lemurian weapons (*ignatior*, *coruscator*, and *ignarian spar*), but adds one extra to her arsenal: the Ataline Gauntlets, a powerful enchanted item belonging to her House. The Gauntlets can fire power-blasts, enhance her strength, and allow her to deliver devastating punches.

In personal combat, Haliris at first fights defensively, using her Jab and other DCV-enhancing maneuvers, to gauge her opponent's skill. She'll also make an Analyze Technique roll, if appropriate. After a Phase or two of that, she either shifts to the offensive (if she thinks she has the upper hand), disengages, or tries a tactic to overcome or neutralize her opponent's strengths. She has no qualms about using “dirty tricks” (like throwing sand in a foe's eyes) if they can help her.

Campaign Use: Haliris Atal is intended to be a solid foe for your PCs — not necessarily personally (though she should be a match for any one of them), but because of a combination of her power and the resources she can command (troops, vehicles, and more). If she doesn't do this for your heroes, improve her abilities or give her more enchanted items until she does. Increasing her Martial Arts is one good way to improve her ability to do damage; increasing her DEX and SPD are other quick solutions.

As a Hunter, Haliris is determined but not fanatical. She knows that sometimes pursuit of a goal can blind a commander to danger, so she won't commit too much of her own personal resources or her troops to chasing a quarry unless she has to or believes the odds are strongly in her favor.

Appearance: Haliris Atal is richly known as a beauty, even among Lemurian women who tend to be better-looking than most women. She keeps her black hair cut short so that it more easily fits under a helmet; her eyes are dark.

In the field Atal wears an elaborate *caraprix* — a suit of Lemurian armor consisting of a breastplate, greaves, and helmet made from *crystallos* (magical crystal) — that's a distinctive shade of purple. Three copper fins are set vertically into the breastplate's back, and there are similar fins on the pieces that protect the upper arms and the calves. Her helmet is shaped like a demon's head — the demon her noble House has as its patron. At times she also dons the Ataline Gauntlets, powerful magical gloves made of *crystallos* and hepatizon.

HALIRIS ATAL PLOT SEEDS

The classic Haliris Atal plot: Haliris and her army are tasked with obtaining something for Lemuria, or accomplishing some military goal. The PCs want the same thing, or have been ordered to stop her.

Haliris decides it's time to marry again, and in her greatest act of nonconformity to date decides that one of the PCs would make the perfect husband. All she has to get him to do is betray his homeland... which may require the help of Lemurian sorcery.

Eager to foment trouble between Lemurian and Atlantis to further her own military career, Haliris goes “off the reservation” and launches a plot designed to start a war. She arranges for a series of grisly murders to take place in Ras Shamra that seem to have been done by Lemurians, while framing the Atlanteans for similar attacks in Dushaan. The PCs have to figure out what's *really* going on to prevent the deaths of thousands.



GERILAH NASK

Lemurian Sorcerer

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
16	DEX	18	12-	OCV: 5/DCV: 5
15	CON	10	12-	
12	BODY	4	12-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
6	PD	4		Total: 26 PD (20 rPD)
8	ED	5		Total: 28 ED (20 rED)
4	SPD	14		Phases: 3, 6, 9, 12
5	REC	0		
50	END	10		
30	STUN	5		Total Characteristics Cost: 101

Movement: Running: 6"/12"

Cost Powers

—	<i>The Minor Magics:</i> Variable Power Pool (Lemurian Minor Magics Pool), 30 base + 15 control cost, No Skill Roll Required (+1)		
20	<i>Air Spells Multipower:</i> Multipower, 200-point reserve		
1	Becalming		
1	Blizzard		
1	Call The Winds		
1	Irresistible Winds		
1	Leash The Storm		
1	Levitation		
1	Lightning Spear		
1	Reaping The Whirlwind		
1	Shield Of The Winds		
25	<i>Earth Spells Multipower:</i> Multipower, 250-point reserve		
1	Breaking Of Earth		
1	Clasp Of Stone		
1	Earth Spirit Matrix		
1	Eordica's Wrath		
1	Giant's Sling		
1	Parting The Earth		
1	Stonewall		
1	Strength Of Earth		
25	<i>Fire Spells Multipower:</i> Multipower, 250-point reserve		
1	Extinguishing		
1	Fireball		
1	Fire Darts		
1	Fire Spirit Matrix		
1	Fist Of Fire		
1	Immolation		
1	Shield Against Flame		
20	<i>Water Spells Multipower:</i> Multipower, 200-point reserve		
1	Fist Of Poseidon		
1	Flood		
1	Stilling The Waters		
1	Unleash The Waters		
90	<i>Order Spells Multipower:</i> Multipower, 180-point reserve		
1	Chaos Doom		
1	Chaos Mantle		
1	Imposition Of Chaos		
1	Shield Against Chaos		
60	<i>Unvincitory Pillar:</i> Multipower, 120-point reserve; all OAF (-1)		
8m	1) <i>Ignaeory Sphere:</i> RKA 3d6, Explosion (-1 DC/3"; +1); OAF (-1), 12 Charges (-¼)		
7m	2) <i>Lightning Bolt:</i> RKA 4d6, Armor Piercing (+½); OAF (-1), Limited Range (30"; -¼), 12 Charges (-¼)		

END

var

Personality/Motivation: Gerilah chose sorcery over the sword largely because he's a snivelling coward. He does his best to hide this fact in public (and in fact has largely succeeded), but in private he's quick to cower or flee if confronted with force he can't strike back against. He works hard to arrange his encounters with his enemies so that he has the upper hand and can prevent them from hurting them. When he thinks he has an opponent at a disadvantage, or when dealing with someone obviously his inferior (like a Mole-Man), he's a vicious bully given to mocking comments and playing cat and mouse.

Quote: "A clever trap, no? Now I shall teach you new definitions of pain in my work-room."

Powers/Tactics: Gerilah Nask is an accomplished Lemurian sorcerer who knows a wide variety of elemental and Chaos magics. In addition to his spells, Gerilah has several powerful enchanted items acquired (by one means or another) over the course of his career. He's crafted for himself an Unvincitory Pillar and uses it frequently, particularly for its defensive powers. He wears the Ring of Rijn, a potent magical weapon so ancient it predates the Lemurian people. It can summon lions, sharks, or eagles to fight for Gerilah, fire a deadly beam of energy, trap his enemies in bands of arcane force, or even teleport Gerilah to safety. His Shieldrobe thwarts many attacks against him, though it's of no use against some types of magic (*i.e.*, it doesn't provide Mental Defense or Power Defense).

If confronted by an opponent he hasn't had time to prepare for or doesn't feel capable of defeating easily, Gerilah has no qualms about fleeing (though he'll try to avoid looking like a total coward if there are other Lemurians watching). He can use the Teleportation power of his Ring to do this, though he'll save that for a true emergency if he has another, more reliable, escape route handy. He keeps one of the Floating Fixed Locations on his rings set to his main sanctum in Lemuria, and another to a smaller, secret sanctum not in Lemuria.

Fortunately for his peace of mind and image, Gerilah usually *is* prepared to deal with his enemies. His sanctum has a number of traps both mundane and mystical to alert him to danger and keep his foes off-balance, and he often has a summoned Earth or Fire being with him to serve as his "bodyguard." Given enough time he can prepare all sorts of surprises for his adversaries using his mechano-

[12]

[12]

7m	3) <i>Paralysis</i> : Entangle 6d6, 6 DEF, Takes No Damage From Attacks (+½); OAF (-1), Cannot Form Barriers (-¼), 12 Charges (-¼)	[12]
8m	4) <i>Enervation</i> : Drain STUN 6d6, Ranged (+½); OAF (-1), 12 Charges (-¼)	[12]
6m	5) <i>Spell Of Protection</i> : Force Field (8 PD/8 ED/6 Mental Defense/6 Power Defense/6 Sight Group Flash Defense/6 Hearing Group Flash Defense), Reduced Endurance (0 END; +½); OAF (-1)	0
3m	6) <i>Arcane Wall</i> : Force Wall (8 PD/8 ED, 3" long); OAF (-1), Extra Time (Full Phase to create, and a Half Phase to maintain each Phase thereafter; -¾), 12 Charges (-¼)	[12]
27	<i>Arcane Augmentation</i> : Aid 4d6, all Magic spells/powers simultaneously (+2) (120 Active Points); OAF (Unvincitory Pillar; -1), Self Only (-½), 1 Charge (-2)	[1]
105	<i>The Ring Of Rijn</i> : Multipower, 157-point reserve; all OIF (-½)	
5u	1) <i>Summoned Beasts</i> : Summon up to 16 animals built on up to 250 Character Points each, Expanded Class (lions on land, sharks in the water, eagles in the air; +¼), Slavishly Loyal (+1); OIF (-½), 1 Charge (-2)	[1]
6u	2) <i>Negative Energy Beam</i> : RKA 5d6, Line Of Sight (+½), Penetrating (+½); OIF (-½), 4 Charges (-1)	[4]
7u	3) <i>Arcane Shackles</i> : Entangle 6d6, 6 DEF, Area Of Effect (8" Radius; +1), Selective (+¼); OIF (-½), 8 Charges (-½)	[8]
1u	4) <i>Teleport To Safety</i> : Teleportation 10", MegaScale (1" = 10,000 km, can scale down to 1" = 1 km; +1½); OIF (-½), Can Only Teleport To Fixed Locations (-½), 1 Charge (-2)	[1]
7	<i>The Ring Of Rijn</i> : Two Floating Fixed Locations for Teleportation; OIF (-½)	0
40	<i>Shieldrobes</i> : Armor (20 PD/20 ED); OIF (-½)	0
2	<i>Lemurian Longevity</i> : Life Support (Longevity: 300-year lifespan)	0

Perks

10	Perk: Lemurian Sorcerer
10	Perk: Corusqua Supply (1,000 END worth per month)
15	Perk: Crystallos Supply (2,000 END worth per month)
10	Perk: Fulminor Supply (1,000 END worth per month)
20	Perk: Ignaetium Supply (4,000 END worth per month)

Skills

3	+1 with Lemurian Sorcery
10	<i>Arcane Power</i> : +4 with Magic Spells; OAF (Unvincitory Pillar; -1)
3	Inventor 13-
3	KS: Lemurian History And Culture 13-
3	KS: Lemurian Arcane And Occult Lore 13-
1	Literacy
3	Mechanics 13-
7	Power: Lemurian Magic 15-

Total Powers & Skills Cost: 611

Total Cost: 712

300+ Disadvantages

15	Psychological Limitation: Sadistic (Common, Strong)
10	Psychological Limitation: A Coward And A Bully (Common, Moderate)
5	Rivalry: Professional, with one or more other Lemurian sorcerers
382	Experience Points

Total Disadvantage Points: 712

Background/History: Gerilah Nask is one of the foremost Lemurian sorcerers of his day, and the extent of his various plots, schemes, and machinations to obtain greater power and wealth almost equal the extent of his knowledge of Lemurian arcana. In his younger days, as a grandee of House Nask, he chose wizardry rather than warfare as his chief pursuit, but that made him no less popular with the ladies. Unfortunately he has not aged well. Decades of stooping over his desk reading by the light of Lemurian glow-globes, of trafficking with beings and spirits best left unmentioned, and dealing with secrets man was not meant to know have seemingly aged him... though he's not really "elderly" thanks to his Lemurian vitality. In truth he remains as clever, scheming, and cruel as ever, as more than one of his enemies and rivals has learned to his regret.

magical skills.

Campaign Use: Gerilah Nask is intended as an adversary for a team of PCs based not so much on raw personal power as cleverness, resources, and preparation. When fighting him the PCs should always be reacting to his plans and preparations, and thus unable to take the fight directly to him. Otherwise they can probably overwhelm him pretty quickly.

To make Gerilah more powerful, increase the size of his spell Multipower reserves and beef up his arsenal of spells. Another enchanted item or two, perhaps one that enhances his Primary Characteristics and SPD, could also help. To weaken him, remove the Ring of Rijn and/or reduce the Armor provided by his Shieldrobes.



Gerilah rarely Hunts anyone; if enemies get away from him he chalks it up to experience and moves on. However, some opponents make him angry enough that he looks for ways to strike back. Since he's not an aggressive or bold man by nature, he approaches the chase cautiously, with lots of study and planning... then he strikes when the best opportunity presents itself.

Appearance: Gerilah Nask is an old-looking, wizened man with no hair on his head (or face) and a sort of reptilian, malicious look to him. He wears dark robes with wide sleeves, several large necklaces of *crystallos* (magical crystals) crystals that loop down as far as his chest and stomach, golden bracers on his wrists, and rings on several of his fingers. One hand clutches his Unvincitory Pillar.

GERILAH NASK PLOT SEEDS

Gerilah decides to start studying Light magics. To jump-start his learning he wants to use the grimoire of a long-dead Kaphtoran mage named Evasskarn. It's said to be buried in Evasskarn's Tomb, the location of which is hidden in an obscure riddle. Not willing to risk the dangers of finding and exploring the tomb himself, Gerilah hires the PCs to do it for him.

After the PCs strike a blow against Lemuria and become wanted enemies of the Empire, Gerilah decides to curry favor with the Emperor by capturing them. He prepares an elaborate trap involving a legendary magical sword, a monstrous toad-monster that can swallow a man in one gulp, a beautiful young Tellat sorceress, and a mysterious locked chest.

After one of his experiments goes awry and nearly destroys Lemuria, Gerilah is banished from the domed kingdom. Angry and bitter, he turns against his homeland and offers to show the PCs how to get to Lemuria, sneak inside, and destroy it. If the offer's legitimate it could be a major turning point in the Atlantis-Lemuria struggle... but if not, a deadly trap!

CORMAR THE MIGHTY

Val	Char	Cost	Roll	Notes
40	STR	40	17-	Lift 6,400 kg; 8d6 HTH damage [4]
25	DEX	45	14-	OCV: 8/DCV: 8
25	CON	30	14-	
20	BODY	20	13-	
25	INT	15	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
30	PRE	20	15-	PRE Attack: 6d6
20	COM	5	13-	
18	PD	10		Total: 38 PD (20 rPD)
18	ED	13		Total: 38 ED (20 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
15	REC	4		
100	END	35		
60	STUN	7		Total Characteristics Cost: 279

Movement: Running: 9"/18"

Cost Powers

—	<i>The Lesser Powers:</i> Variable Power Pool (Atlantean Lesser Powers Pool), 30 base + 15 control cost, No Skill Roll Required (+1)
25	<i>Air Spells Multipower:</i> Multipower, 250-point reserve
1	Air Spirit Matrix
1	Becalming
1	Call The Winds
1	Fleetness Of Cloud
1	Fury Of The Winds (lesser version: Energy Blast 10d6)
1	Irresistible Winds
1	Leash The Storm
1	Levitation
1	Lightning Spear
1	Reaping The Whirlwind
1	Shield Of The Winds
25	<i>Earth Spells Multipower:</i> Multipower, 250-point reserve
1	Breaking Of Earth
1	Clasp Of Stone
1	Dardarian Prison
1	Earth Spirit Matrix
1	Eordica's Wrath
1	Giant's Sling
1	Parting The Earth
1	Stonewall
1	Strength Of Earth
28	<i>Fire Spells Multipower:</i> Multipower, 280-point reserve
1	Extinguishing
1	Fireball
1	Fire Darts
1	Fire Spirit Matrix
1	Fist Of Fire
1	Immolation
1	Shield Against Flame
22	<i>Water Spells Multipower:</i> Multipower, 220-point reserve
1	Blizzard
1	Fist Of Poseidon
1	Flood
1	Stilling The Waters
1	Unleash The Water
40	<i>Light Spells Multipower:</i> Multipower, 200-point reserve
1	Armor Of Light
1	Dimming
1	Eyes Of Helios
1	Illuminating
1	Irresistible Flare
1	Leeching Spirit

END

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1	Light Spirit Matrix	
1	Shadow-Bolt	
1	Sword Of Light	
40	<i>Order Spells Multipower:</i> Multipower, 200-point reserve	
1	Chaos Doom	
1	Chaos Mantle	
1	Imposition Of Chaos	
1	Imposition Of Order	
1	Shield Against Chaos	
1	Stability	
100	<i>Arcane Spells Multipower:</i> Multipower, 200-point reserve	
1	Arcane Darts	
1	Countermagic	
1	Paralyze Army	
1	Shield Of Arcane	
	Martial Arts: <i>Atlantean Spearfighting</i>	
	Maneuver	OCV DCV Damage/Effect
4	Block	+2 +2 Block, Abort
5	Jab	+1 +3 Weapon Strike
5	Overhand Skewer	-2 +1 Weapon +4 DC Strike
4	Slash	+2 +2 Weapon +2 DC Strike, Must Follow Block
4	Thrust	+0 +2 Weapon +2 DC Strike
	Martial Arts: <i>Wrestling</i>	
	Maneuver	OCV DCV Damage/Effect
4	Choke	-2 +0 Grab One Limb; 2d6 NND(2)
4	Escape	+0 +0 55 STR vs. Grabs
3	Hold	-1 -1 Grab Two Limbs, 50 STR for holding on
4	Reversal	-1 -2 55 to Escape; Grab
3	Slam	+0 +1 8d6 +v/5; Target Falls
3	Take Down	+2 +1 8d6 Strike; You Fall, Target Falls
	Martial Arts: <i>Pankration</i>	
	Maneuver	OCV DCV Damage/Effect
4	Bend Joint	-1 +1 2d6 NND(7)
4	Break Bone	-2 +0 HKA ½d6 (1d6+1 with STR)
4	Crush	+0 +0 12d6 Crush, Must Follow Grab
3	Kick/Punch	+1 +0 10d6 Strike
3	Legsweep	+2 -1 9d6 Strike; Target Falls
101	<i>Aurumgast:</i> Multipower, 202-point reserve; all OAF (-1)	
4u	1) <i>The Blade:</i> HKA 5d6 (6d6+1 with STR), Reduced Endurance (0 END; +½); OAF (-1), STR Minimum (20; -1)	0
5u	2) <i>Cutting At Range:</i> RKA 5d6, Reduced Endurance (0 END; +½); OAF (-1), Gestures (must slash at target with sword, as if striking him in HTH Combat; -¼)	0
6u	3) <i>Dancing Sword:</i> HKA 5d6, Continuous (+1), Reduced Endurance (0 END; +½); OAF (-1), Lockout (-½), No STR Bonus (-½)	0
7u	4) <i>Five Twin Swords:</i> HKA 5d6, Autofire (5 shots; +½), Reduced Endurance (0 END; +1); OAF (-1), No STR Bonus (-½)	0
3u	5) <i>Impenetrable Defense:</i> Force Wall (12 PD/12 ED), Reduced Endurance (0 END; +½); OAF (-1), No Range (-½), Self Only (-½)	0
45	<i>Cormar's Blasting-Wand:</i> Multipower, 90-point reserve; all OAF (-1)	
4u	1) <i>Lesser Blast:</i> Energy Blast 18d6; OAF (-1), 12 Charges (-¼)	[12]
4u	2) <i>Greater Blast:</i> RKA 6d6; OAF (-1), 12 Charges (-¼)	[12]
8	<i>Cormar's Blasting-Wand — Mark Of Might:</i> +25 PRE; OAF (-1), Only For Fear-/Intimidation-Based Presence Attacks (-1)	0
60	<i>Cormar's Mighty Armor:</i> Armor (20 PD/20 ED), Hardened (x2; +½); OIF (-½)	0
30	<i>Tallos:</i> Endurance Reserve (300 END, 30 REC); OAF (-1)	0
15	<i>Tallos:</i> Endurance Reserve (150 END, 15 REC); OAF (-1)	0
5	<i>Descendant Of The Ten:</i> Longevity (Immortality)	0
6	<i>Trained Runner:</i> Running +3" (9" total)	1

Perks

10	Atlantean Wizard
5	Grand Library Access
10	Lordship: Vasilos of Atlantis
15	Money: Filthy Rich

300+ Disadvantages

10	Distinctive Features: Style (Not Concealable; Noticed And Recognizable; Perceivable By Large Group)
20	Psychological Limitation: Proud And Arrogant (Very Common, Strong)
20	Psychological Limitation: Hates The Ten Brothers (Very Common, Strong)
811	Experience Points

Total Disadvantage Points: 1,161

Background/History: Cormar the Mighty is one of the most powerful nobles in Atlantis. The grandson of Azaes and great-grandson of Mne-seus, he has a bloodline matched by few in Atlantis (he holds the rank of *Vasilos*, or Prince, though he's several steps removed from any throne). Groomed for power from his earliest days, he's been a part of the Atlantean social and political scene for centuries. He's fought in wars both on the front lines and as a commander, competed at the highest level in the Atlantean Games, advised the Atlan and other nine Brothers, plays the lyre, composes poetry, and is nearly matchless with a blade. He's never failed to achieve anything he's turned his hand to.

Personality/Motivation: Cormar is a proud, and often arrogant, man who secretly nurses a bitter anger and intense hatred. There is *one* thing he's never obtained: true power. For centuries he's been forced to play second fiddle to his grandfathers and grand-uncles, and it gnaws at him like a cancer. *He* should be a king. *He* should command armies and direct the fate of the Dominion. *He* should crush the Lemurians beneath his gloriously booted heel. The fact that the Ten Brothers hold their thrones eternally, never stepping aside for a younger (and in his mind, more powerful and better qualified) generation of rulers rankles him. The Prophecy of the Thrones makes his frustration even worse; the Ten can't even lead their own armies abroad, an obvious crippling flaw, and yet *still* they hold onto the reins of power. For now he disassembles and plays the good friend and wise advisor to all, but the day is coming when he will seize the reins of power for himself....

Quote: "Power is meant for those whose hands are fit to wield it."

Powers/Tactics: Cormar is one of the most powerful men in Atlantis, trained in both the arts of war and the ways of magic. In addition to his high Characteristics and numerous spells, he wields the legendary

20 Orichalcum Supply (4,000 END worth of sairoi per month)

Skills

20 +2 Overall
 32 +4 with All Combat
 16 +2 with All Noncombat Skills
 3 Breakfall 14-
 3 Conversation 15-
 3 Deduction 14-
 5 Defense Maneuver II
 3 Fast Draw (Common Melee Weapons) 14-
 3 High Society 15-
 3 Interrogation 15-
 3 KS: Atlantean Arcane And Occult Lore 14-
 3 KS: Atlantean History And Culture 14-
 3 Oratory 15-
 3 Paramedics (Healing) 14-
 3 Persuasion 15-
 2 PS: Play Lyre 11-
 2 PS: Throw Discus 11-
 2 PS: Throw Javelin 11-
 3 Stealth 14-
 3 Tactics 14-
 4 TF: Equines, Atlantean Aerial Animals, Atlantean Aerial Vehicles
 4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 882

Total Cost: 1,161



CORMAR PLOT SEEDS

Cormar wants Atlantis to return to the path of conquest and empire-building. He thinks the best way to get that started would be to have to put down a revolt in part of the Dominion. He hires the PCs to explore a site in Kartalia that is, unknown to them, of great sacred significance. When word leaks out, the Kartalians will revolt... and the heroes will be right in the middle of it.

Cormar decides it's time to take another wife, and a female PC strikes him as the perfect bride. An ardent course of wooing begins, and he keeps it up no matter how many denials he receives because he's not the sort of person to take "No" for an answer. Either the PCs are going to gain a powerful enemy or find themselves embroiled in Atlantean politics on a high level... or both.

The Atlan asks Cormar to head a diplomatic delegation to the Empire of Tellat, and "requests" that he take the PCs along. Burdened with these "young pups," Cormar does his best to make their lives miserable... and then tries to engineer a diplomatic incident he can pin on them.

magical blade Aurumgast, a relic of his house. It looks slender and weak, but is in fact one of the most powerful weapons in Atlantis. In addition to its magically sharp blade, it carries several enchantments. First, it moves of its own volition to protect Cormar from attacks (the Force Wall slot, which he can use at the same time as the Blade slot). Second, it can slash and cut at range — Cormar doesn't have to be in HTH Combat range of a target to skewer him. Third, Cormar can turn the sword loose to fight under its own power, freeing him to do other things (like cast spells). Fourth, Aurumgast can create four duplicates of itself that strike as it strikes, inflicting five wounds on the target instead of just one.

Besides Aurumgast, Cormar possesses several other enchanted items. His suit of armor is extremely tough and protects his entire body with a magical field (between it, and the Force Wall power of his sword, he doesn't bother to carry a shield, except occasionally just for appearance's sake). His Blasting-Wand is more powerful than most wizards'. To power his spells he owns several strong *talloi* in addition to his monthly supply of *sairoi*.

In his arrogance and pride Cormar thinks few foes have much chance against him, so he tends to meet challenges and confrontations directly. He

won't back down from a fight, though he'll try to disengage if it becomes apparent he's overmatched (usually by numbers, not any one person's skill). He loves making Presence Attacks.

Campaign Use: As revealed in the histories, Cormar eventually rebels against Vondarien and is defeated... but there's no reason you can't move his attempt to grab power up to the time of your Atlantean Age campaign. Suddenly the world of Atlantis is riven as two mighty men contend for the throne, and your heroes have to help the Atlan hold off the challenge!

To make Cormar tougher (for example, if you want him to server as a master villain who can fight all your PCs at once), increase all his spell Multipowers to 280-point reserves (and give him more spells) and have his enchanted armor provide Physical and Energy Damage Reduction, 50%, Resistant. He probably also needs some straightforward Mental Defense and Power Defense. To weaken him, reduce his spell Multipowers to 150-200 points each (or less) and his SPD to 4, and remove his Martial Arts packages.

Cormar makes an interesting Hunter. He's quick to take offense and seek revenge, but he has to be very, very circumspect about it lest he expose his dark side to Atlantean society. Rarely does he involve himself in any of his schemes directly; he has underlings, hirelings, flunkies, and Summoned beings to do his dirty work for him.

Appearance: Cormar is an Atlantean noble, and he looks the part: he's 6'4" tall and extremely handsome, with blonde hair and blue eyes, plus a sort of arrogant way of standing and speaking borne of the confidence engendered by decades of

having never failed at anything he's tried. Powerful in both wizardry and war, he wears an enchanted golden breastplate and matching bracers. A scarlet cape hangs from the shoulderpieces he wears to complement the breastplate. He carries on his hip the legendary magical blade Aurumgast, which looks scarcely larger or more durable than a rapier.

DALSITH

Dalsith, Cormar's eldest son, is very much his father's child. Their attitudes and conduct are virtually identical, and they're thick as thieves, often more like brothers than parent and sibling. But if anything, Dalsith's personal traits are even *more* extreme than Cormar's. He realizes that even if Cormar succeeds in attaining greater power, he (Dalsith) will *still* have to wait centuries upon centuries for his own turn. As a result, his beliefs, and his methods of dealing with problems, are even *more* extreme.

Dalsith's character sheet is similar to his father's, with a few key changes. First, he's sublimated a lot of his frustrations and anger into acquiring greater personal power, and as a result is an even mightier wizard than Cormar (though no one besides Dalsith, not even Cormar, realizes this). His Multipower reserves are: Air 280, Earth 250, Fire 280, Water 250, Light 240, Order 240, Arcane 230. (And of course he knows any spells his father can't buy due to reserve size restrictions.) He's studied Shadow and Chaos magic, two subjects many Atlanteans regard as suspicious if not taboo, extensively, and has even spent time in disguise among the Eshunans learning their arts of Conjuratation.

Second, his enchanted items are different. His armor is similar to Cor-

mar's, but not quite as powerful (Armor [16 PD/16 ED], Hardened). Instead of Aurumgast he wields the magic spear Icetooth, whose large, distinctively-shaped head is recognized throughout Atlantis and the world. In addition to its thrust (HKA 4d6, Armor Piercing, STR Minimum 25) it has a variety of ice- and cold-based powers: Icy Blast (Energy Blast 16d6); Storm Of Jagged Hail (RKA 3d6, Indirect [from above], Area Of Effect [12" Radius], Continuous); Freezing Slumber (Energy Blast 8d6, NND [defense is LS (Safe Environment: Intense Cold)]). He rarely carries his spear, since he's not much of a warrior and it's large and ungainly, but does sometimes have his Spar of Attunement, a powerful magical crystal about a foot long, with him as he goes here and there in Atlantean society. (It provides +6 with Magic spells/powers and an Aid Magic 6d6, all Magic spells/powers simultaneously, that he can use six times per day.) His Blasting-Wand is Atlantean standard. Lastly, he wears an amulet known as the Talisman of Blessed Fortune (Luck 6d6, OAF).

Dalsith looks very much like his father, but his hair and eyes are dark, and so is his countenance — he always seems to have a look of bitterness or envy about him, despite being one of the best-known and most-accomplished nobles in the Dominion. He wears an Atlantean tunic and pants in his favorite color, sea green, but dispenses with the typical shoulderpieces and simply wears his black cloak wrapped tightly around his shoulders; he clasps it at his throat with a cloak-pin in the shape of a hawk's head. So that he doesn't have to have flesh-to-flesh contact with others, he wears flared gloves on his hands most of the time.

ATLANTEAN MONSTERS



Here are a few monsters from the Atlantean Age that you can use to threaten your players. Beyond this small sampling there are plenty of creatures in *The HERO System Bestiary*, *Monsters*, *Minions*, *And Marauders*, and other Hero Games books that are appropriate. Some, such as the Harpy, Lamia, Leomachus, Mer-Folk, Sphinx, and Roc, are suitable pretty much just as they are. For others you may need to make them tougher, more powerful, or more magical. In some cases, as with the Anthelean Worm described below, you can create a great Atlantean monster by taking a standard monster, making it bigger and mightier, and giving it an Atlantean “hook” like a connection to one of the gods or being the subject of a Vasaran prophecy. For example, a giant from *Monsters*, *Minions*, *And Marauders* might be the son of a god, and thus gifted with even greater strength and some unusual magical powers that make it a real challenge for your heroes.

The Anthelean Worm

THE ANTHELEAN WORM

Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 HTH damage [4]
20	DEX	30	13-	OCV: 7/DCV: 7
35	CON	50	16-	
30	BODY	40	15-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
30	PRE	20	15-	PRE Attack: 6d6
8	COM	-1	11-	
20	PD	11		Total: 20 PD (20 rPD)
20	ED	13		Total: 20 ED (20 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
16	REC	0		
70	END	0		
75	STUN	4		Total Characteristics Cost: 222

Movement:	Running:	15"/30"
	Leaping:	0"/0"
	Swimming:	10"/20"
	Tunneling:	10"/20"

Cost Powers

22	<i>Fangs:</i>	HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
121	<i>Venomous Bite:</i>	Drain CON 5d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Fangs Must Do BODY (-½), Extra Time (onset time begins 1 Segment after victim is bitten; -½), Gradual Effect (5 Segments; 1d6/1 Segment; -¼), Linked (to RKA; -½) plus RKA 6d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), Fangs Must Do BODY (-½), Extra Time (onset time begins 1 Segment after victim is bitten; -½), Gradual Effect (6 Segments; 1d6/1 Segment; -¼)	[4]
22	<i>Tail Stinger:</i>	HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
121	<i>Venomous Sting:</i>	same as Venomous Bite	[4]
20	<i>Scaly Skin:</i>	Damage Resistance (20 PD/20 ED)	0
60	<i>Favor Of Ares:</i>	Physical and Energy Damage Reduction, 50%, Resistant	0
13	<i>Favor Of Ares:</i>	Mental Defense (15 points total)	0
15	<i>Favor Of Ares:</i>	Power Defense (15 points)	0
18	<i>Heavy:</i>	Knockback Resistance -9"	0

75+ Disadvantages

- 10 Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 10 Physical Limitation: Huge (16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 691 Experience Points

Total Disadvantage Points: 826

Ecology: The Anthelean Worm is a monster that's haunted the wild parts of Anthele for decades, if not centuries. It consumes large animals, often cattle and sheep, but enjoys human flesh as well.

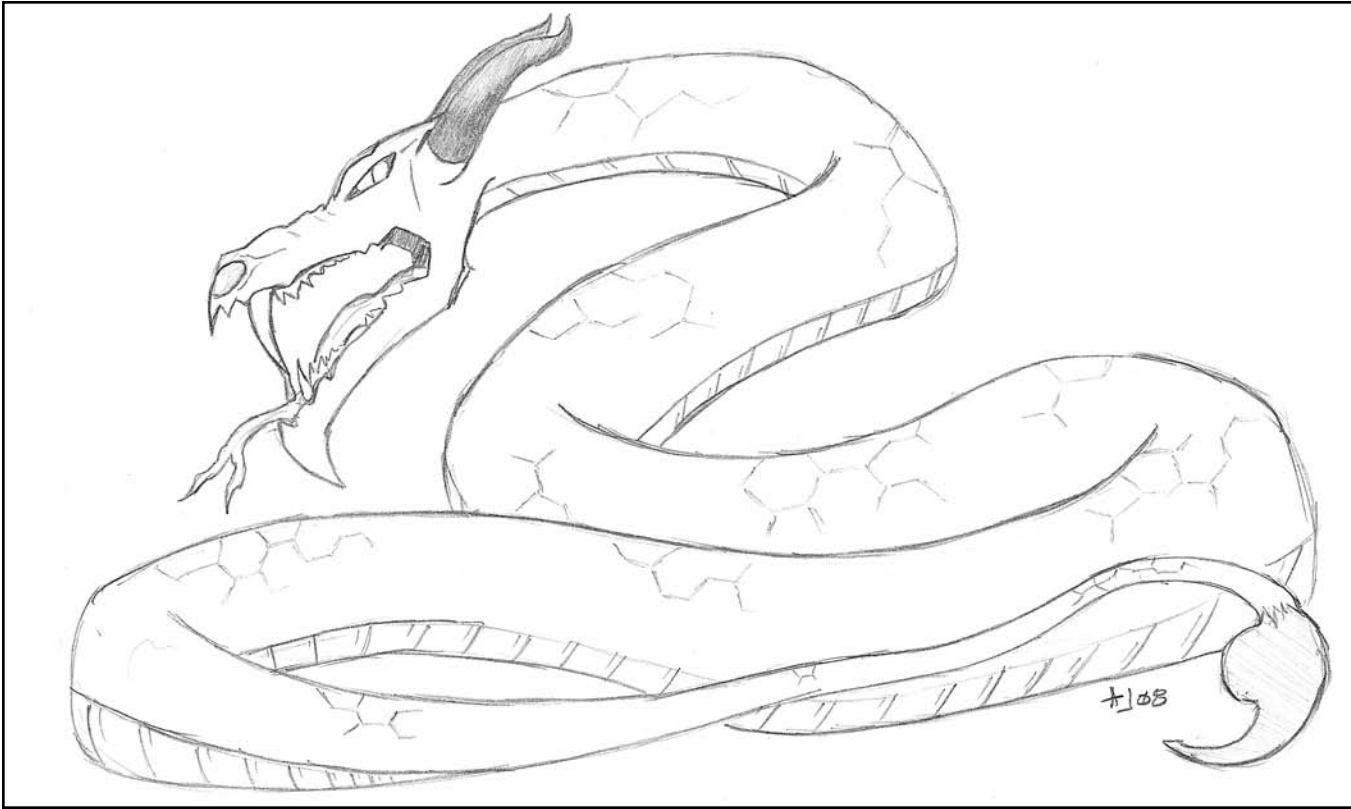
Personality/Motivation: Normal animal motivations, though it also seem to be motivated by a certain malice.

Powers/Tactics: The Anthelean Worm enjoys the favor of Ares for some reason, which makes it extremely difficult to kill. Many a hero has lost his life to the Worm's incredibly lethal bite and sting... and even those who found a way to wound it before dying discovered the monster heals with great swiftness.

The Worm is bold and aggressive, but surprisingly stealthy given its size, and clever to boot. If possible it lies in wait for those who hunt it, then turns the tables on them with an ambush. It picks the biggest, toughest-looking target first and goes right after him, often using a multiple-power attack to bite and sting him simultaneously. It flees only if reduced to 25% of its BODY or less, using its Burst Of Speed to escape pursuers and then hiding via Stealth or Tunneling.

Campaign Use: The Anthelean Worm is an example of how to take an “ordinary” monster — in this case a giant serpent — and “Atlanteanize” it, making it a unique monster specific to the Atlantean Age setting. Its greater power and the favor of the god Ares make it a more “mythical” and deadly beast than ordinary gigantic reptiles.

Appearance: This fearsome monster haunts the forests and swamps of Anthele. It resembles a gigantic serpent, its body twice as big around as that of a large man and dozens of feet long. Its head looks something like that of a traditional European dragon, with long, sharp fangs that constantly drip deadly venom. Tipping its tail is an equally deadly sting.



22	<i>Rapid Healing:</i> Healing 3d6 (Regeneration; 3 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn; -1¼), Self Only (-½)	0
15	<i>Very Brave:</i> +30 PRE; Only To Protect Against Presence Attacks (-1)	0
18	<i>Long Body:</i> Running +9" (15" total)	2
12	<i>Burst Of Speed:</i> Running +15" (30" total); Increased Endurance Cost (x4 END; -1½)	12
8	<i>Long Body:</i> Swimming +8" (10" total)	1
60	<i>Fast Digger:</i> Tunneling 10" through DEF 10 materials, Fill In	6
9	<i>Animal Senses:</i> +3 to PER Rolls with all Sense Groups	0
20	<i>Favor Of Ares:</i> Luck 4d6	0

Skills		
20	+4 HTH	
5	Concealment 13-; Self Only (-½)	
3	Stealth 13-	

Total Powers & Skills Cost: 604
Total Cost: 826

Battledon, Tellat

TELLAT BATTLEDON

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [5]
15	DEX	15	12-	OCV: 5/DCV: 5
35	CON	50	16-	
35	BODY	50	16-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
30	PRE	20	15-	PRE Attack: 6d6
8	COM	-1	11-	
25	PD	15		Total: 25 PD (20 rPD)
25	ED	18		Total: 25 ED (20 rED)
4	SPD	15		Phases: 3, 6, 9, 12
20	REC	6		
70	END	0		
80	STUN	4		Total Characteristics Cost: 220

Movement: Running: 12"/24"
Leaping: 0"/0"

Cost Powers

30	<i>Horn:</i> HKA 2d6 (4d6 with STR)	3
19	<i>Body Spikes:</i> HKA 1d6, Continuous (+1), Damage Shield (+½), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Activation Roll 11- (-1), No STR Bonus (-½)	0
50	<i>Charge And Trample:</i> Area Of Effect (Trail; +1) for 50 STR	5
20	<i>Thick Skin:</i> Damage Resistance (20 PD/20 ED)	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
10	<i>Braced For Impact:</i> +20 PD; Only To Protect Against Damage Taken When Performing Move Throughs (-1)	0
12	<i>Long Legs:</i> Running +6"	1
-10	<i>Can't Leap:</i> Leaping -10" (0" total)	
-1	<i>Poor Swimmer:</i> Swimming -1" (1" total)	
12	<i>Burst Of Speed:</i> Running +15" (27" total); Increased Endurance Cost (x4 END; -1½)	12

END

3

0

5

0

0

0

0

1

12



Skills

8 +4 OCV with Move Through

Total Powers & Skills Cost: 174

Total Cost: 394

75+ Disadvantages

- 25 Enraged: Berserk if takes more than 5 BODY in an attack (Uncommon), go 11-, recover 11-
- 25 Enraged: Berserk if loses more half its BODY (Uncommon), go 11-, recover 11-
- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 5 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 10 Physical Limitation: Enormous (8m; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 25 Psychological Limitation: Must Obey Controller (Very Common, Total)
- 199 Experience Points

Total Disadvantage Points: 394

Ecology: The battledon has been bred over millennia from a rhinoceros-like creature native to the Shamran and Shem plains. It now dwarfs its native cousin in size, strength, and ferocity.

Personality/Motivation: Normal animal motivations, except that it's been conditioned to obey its controller.

Powers/Tactics: Under the control of a beastmaster (who may ride it in a specially-crafted saddle), a battledon is a veritable engine of destruction. It charges into a battle, leaving a trail of death behind it as it goes. It usually aims for some large enemy target, like a war-machine, magiconstruct, or hero who isn't paying enough attention to what's going on around him, and does a Move Through on it. If badly injured by a single blow, or over the course of a battle, it has a tendency to become crazed with pain and fear, causing it to lash out at everyone and everything around it.

Appearance: A battledon is a strange and fearsome creature. In modern human terms it can best be described as sort of like a rhinoceros, but 50% larger, with three horns, three rows of spines down its back (one jutting directly up from the spine, plus one on each side at about a 45 degree angle), no tail, and taloned feet.

Dragon, Atlantean

ATLANTEAN DRAGON

Val	Char	Cost	Roll	Notes	
60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]	
18	DEX	24	13-	OCV: 6/DCV: 6	
30	CON	40	15-		
30	BODY	40	15-		
13	INT	3	12-	PER Roll 12-	
15	EGO	10	12-	ECV: 5	
40	PRE	30	17-	PRE Attack: 8d6	
6	COM	-2	10-		
25	PD	13		Total: 22 PD (16 rPD)	
25	ED	19		Total: 22 ED (16 rED)	
4	SPD	12		Phases: 3, 6, 9, 12	
20	REC	4			
60	END	0			
75	STUN	0		Total Characteristics Cost: 243	
Movement: Running: 6"/12"					
Leaping: 6"/12"					
Cost Powers					END
108	Three Heads: Duplication (creates three 488-point Duplicates); Cannot Recombine (-0)				0
30	Bite: HKA 2d6 (4d6 with STR)				3
15	Claws: HKA 1d6 (2d6 with STR)				1
168	Deadly Breath: Multipower, 210-point powers; all Limited Range (6"; -¼)				
10u	1) Poisonous Breath: RKA 4d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Area Of Effect (One Hex; +½); Limited Range (6"; -¼), 6 Charges (-¾)				[6]
3u	2) Acidic Breath: RKA 1d6, Area Of Effect (One Hex; +½), Continuous (+1), Penetrating (x2; +1), Uncontrolled (see text; +½); Limited Range (6"; -¼), 6 Charges (see text; -¾)				[6]
16	Scaly Skin: Damage Resistance (16 PD/16 ED)				0
30	Tough: Physical and Energy Damage Reduction, 25%, Resistant				0
18	Heavy: Knockback Resistance -9"				0
5	Draconic Senses: Infrared Perception Perception (Sight Group)				0
5	Draconic Senses: Ultraviolet Perception (Sight Group)				0
6	Draconic Senses: +2 PER with all Sense Groups				0
6	Tail: Extra Limb, Inherent (+¼)				0

Talents

3 Lightsleep

Skills

20 +4 HTH

Total Powers & Skills Cost: 443

Total Cost: 686

75+ Disadvantages

- 10 Physical Limitation: Huge (16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 15 Psychological Limitation: Greedy; Loves Treasure And Shiny Objects (Common, Strong)
- 566 Experience Points

Total Disadvantage Points: 686



ATLANTEAN DRAGON'S HEAD

Val	Char	Cost	Roll	Notes	END
40	STR	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]	
18	DEX	24	13-	OCV: 6/DCV: 6	
25	CON	30	14-		
10	BODY	0	11-		
13	INT	3	12-	PER Roll 12-	
15	EGO	10	12-	ECV: 5	
40	PRE	30	17-	PRE Attack: 8d6	
6	COM	-2	10-		
22	PD	14		Total: 22 PD (16 rPD)	
22	ED	17		Total: 22 ED (16 rED)	
4	SPD	12		Phases: 3, 6, 9, 12	
15	REC	4			
50	END	0			
45	STUN	2		Total Characteristics Cost: 174	
Movement:					
	Running:		6"/12"		
	Leaping:		6"/12"		
Cost Powers					
30	<i>Bite:</i>	HKA 2d6 (4d6 with STR)			3
168	<i>Deadly Breath:</i>	Multipower, 210-point powers; all Limited Range (6"; -¼)			
10u	1) <i>Poisonous Breath:</i>	RKA 4d6, NND (defense is appropriate			
		LS [Immunity]; +1), Does BODY (+1), Area Of Effect (One Hex; +½);			
		Limited Range (6"; -¼), 6 Charges (-¾)		[6]	
210					
3u	2) <i>Acidic Breath:</i>	RKA 1d6, Area Of Effect (One Hex; +½), Continuous (+1),			
		Penetrating (x2; +1), Uncontrolled (see text; +½); Limited Range (6"; -¼), 6			
		Charges (see text; -¾)		[6]	
16	<i>Scaly Skin:</i>	Damage Resistance (16 PD/16 ED)			0
30	<i>Tough:</i>	Physical and Energy Damage Reduction, 25%, Resistant			0
18	<i>Heavy:</i>	Knockback Resistance -9"			0
5	<i>Draconic Senses:</i>	Infrared Perception Perception (Sight Group)			0
5	<i>Draconic Senses:</i>	Ultraviolet Perception (Sight Group)			0
6	<i>Draconic Senses:</i>	+2 PER with all Sense Groups			0
Talents					
3	Lightsleep				
Skills					
20	+4 Hand-To-Hand				
Total Powers & Skills Cost: 314					
Total Cost: 488					
75+ Disadvantages					
0	Physical Limitation:	Human Size			
5	Physical Limitation:	Reduced Leap, can only leap half as far as STR indicates			
		(Infrequently, Slightly Impairing)			
15	Physical Limitation:	Very Limited Manipulation (Frequently, Greatly Impairing)			
15	Psychological Limitation:	Greedy; Loves Treasure And Shiny Objects (Common, Strong)			
378	Experience Points				
Total Disadvantage Points: 488					

OPTIONS

Cost	Atlantean Dragon Options
19	<i>Spines Or Spikes:</i> HKA 1d6, Continuous (+1), Damage Shield (+½), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Activation Roll 11- (-1), No STR Bonus (-½)
-108	<i>One-Headed:</i> Remove Duplication

Ecology: Atlantean dragons typically live in caves, dark forests, wastelands, and similar areas. They venture forth from their lairs to hunt for food (usually humans or large animals such as cattle) and to acquire more treasure for their hoards.

Personality/Motivation: Atlantean dragons aren't ordinary beasts. Intelligent and clever, they're almost always cruel and predacious, and enjoy toying with their victims before slaughtering them. A few are more kindly, sometimes even helpful to men. Most of them seem to have an appreciation for fine art and fine wine, and can sometimes be lured into a trap, or bribed to let a captive go free, with either.

Powers/Tactics: An Atlantean dragon fights by attacking with its multiple heads (up to three, though some only have one). Since the heads are bought with Duplication, each one counts as a separate character, giving the dragon three separate attacks in each Phase! Typically some heads Hold their Actions so the dragon can attack its target repeatedly over several consecutive Segments.

The Continuous and Uncontrolled effect of the Acidic Breath means the substance keeps damaging an affected target for a specific period of time. This lasts until 1d6 Phases pass (the 6 Charges in this case governs how many times per day the dragon can breath acid; it doesn't dictate how many Phases the damage lasts). A victim can also stop the damage by immersing himself fully in water. This stops the acid damage on the victim's next Phase (the immersion gets rid of the acid immediately, but the reaction also inflicts an additional immediate attack on the victim).

Appearance: There are many types of Atlantean dragons, but the typical one seems to be more like (in modern terms) a hydra than a dragon. It's got a large central body sort of like that of a lizard — elongated and flatter than that of a traditional dragon. The body may have spines or barbs. From the back end of the body projects a long, flexible tail the creature can wield as a deadly whip. From the front end comes from one to three necks, each reaching upward in a sort of S-curve, with a fanged serpentine head at the end. Each head can breath a cloud of poisonous or acidic vapors.

Elemental Demons

Elemental Demons are demons whose bodies are formed from one of the seven Atlantean elements — Air, Earth, Fire, Water, Chaos, Shadow, and pure Arcane force. They represent the negative, destructive, evil aspects of those elements. They are immensely powerful, and therefore very dangerous... but their power makes them attractive to wizards as servants and assassins. For example, one of the few ways that an Atlantean wizard can travel long distances quickly is to summon an Air Demon and have it transport him swiftly through the air — so even though the Air Demon is hard to control and potentially dangerous, they're so useful wizards call on them from time to time.

Ecology: Elemental demons dwell in two places. First, many of them live in parts of their respective planes of existence (such as the Elemental Realm of Fire for Fire Demons). Second, sometimes they come to Dardaros, the Atlantean underworld, to torment the hapless souls of sinners.

To the extent they need to “eat,” elemental demons thrive on the destruction they cause. Air Demons consume the air sucked from the lungs of their victims, Fire Demons eat the smoke given off by burning flesh and souls, and so forth.

Personality/Motivation: As demons, elemental demons are thoroughly evil, wicked, and depraved. They delight in death, destruction, and causing harm. Left to their own devices they're usually no cause for concern, since they cannot enter Atlantis's plane under their own power. But if they're invited here by a wizard, and that wizard loses control of them, they're free to work their evil in this world.

Aside from that, an elemental demon's personality tends to mirror its element. Earth Demons are ponderous and brutish; they love to intimidate humans with their size and powers. Chaos Demons are quixotic to the extreme, unable to focus on anything for more than a few minutes unless it's an opportunity to wreak evil or hurt people. Shadow Demons are lurkers and sneaks.

Powers/Tactics: Elemental demons use their vast elemental powers (see individual character sheets) to battle their foes. Because of their elemental bodies, they're highly resistant to injury. Furthermore, they lack bodily structures



and organs as humans know them, and so have the *No Hit Locations* Automaton Power, though they're not Automatons.

Campaign Use: Player characters typically encounter elementals as the servants, bodyguards, or soldiers of powerful wizards. Heroic wizards who gain sufficient magical prowess may learn to summon elementals of their own,

though as indicated by the summoning spells in Chapter Seven this is a dangerous undertaking even for accomplished spellcasters.

All seven elemental write-ups assume an elemental who's roughly human size. You can make them larger or smaller by applying the appropriate *Size* template from the Appendix of the rulebook.

AIR DEMON

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 HTH damage [1]
25	DEX	45	14-	OCV: 8/DCV: 8
25	CON	30	14-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
30	PRE	20	15-	PRE Attack: 6d6
8	COM	-1	11-	
10	PD	10		Total: 10 PD (0 rPD)
10	ED	5		Total: 10 ED (0 rED)
6	SPD	25		Phases: 2, 4, 6, 8, 10, 12
20	REC	30		
100	END	25		
50	STUN	17		Total Characteristics Cost: 249

Movement:	Running:	0"/0"
	Leaping:	0"/0"
	Flight:	30"/240"

Cost Powers

30	<i>Air Demon Powers:</i> Elemental Control, 60-point powers
30	1) <i>Destructive Winds:</i> Energy Blast 12d6
40	2) <i>Windgust:</i> Energy Blast 8d6, Double Knockback (+¾)
47	3) <i>Whirlwind Of Destruction:</i> Energy Blast 8d6, Area Of Effect (6" radius; +1), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); No Range (-½)
30	4) <i>Lack Of Air:</i> Energy Blast 4d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Continuous (+1)
21	5) <i>Airtheft:</i> Change Environment 2" radius (see text), -6 Temperature Levels, Usable As Attack (defense is Life Support [Self-Contained Breathing]; +1), Ranged (+½); Lockout (see text; -½)
120	6) <i>Stormhowl:</i> Drain PRE 6d6, Area Of Effect (9" Radius; +1), Personal Immunity (+¼), Reduced Endurance (½ END; +¼)
60	7) <i>Manipulating Winds:</i> Telekinesis (40 STR), Reduced Endurance (0 END; +½)
20	8) <i>Body Of Air:</i> Desolidification (affected by magic), Reduced Endurance (0 END; +½); Cannot Pass Through Solid Objects (-½)
110	9) <i>Windspeed:</i> Flight 30", x8 noncombat, Rapid Noncombat Movement (+¼), Combat Acceleration/Deceleration (+¼), Reduced Endurance (0 END; +½)
75	<i>Body Of Air:</i> Physical Damage Reduction, Resistant, 75% plus Energy Damage Reduction, Resistant, 25%
30	<i>Body Of Air:</i> Armor (0 PD/30 ED); Only Versus Air Attacks (-½)
45	<i>Body Of Air:</i> Life Support: Total
10	<i>Elemental Demon Body:</i> No Hit Locations
-12	<i>True Flyer:</i> Running -6"
-2	<i>True Flyer:</i> Swimming -2"

Skills

12	+4 with Air Demon Powers attacks
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Total Powers & Skills Cost: 666**Total Cost: 915****75+ Disadvantages**

0	Physical Limitation: Human Size
25	Psychological Limitation: Utterly Evil (Very Common, Total)
25	Susceptibility: to holy places and objects, takes 2d6 damage per Phase elemental demon is on holy ground, in a holy place, or within 1" of a holy object (Common)
10	Vulnerability: 2 x STUN from Earth Attacks (Uncommon)
10	Vulnerability: 2 x BODY from Earth Attacks (Uncommon)
770	Experience Points

Total Disadvantage Points: 915

Description: An Air Demon looks like a pillar of roiling stormclouds. Two demonic eyes peer out of the mists at the top, but it has no other facial features, nor any limbs. (If necessary it can manifest two limbs of cloud, but it usually just uses its Telekinesis to manipulate objects.)

Powers/Tactics: An Air Demon embodies the evil and dangerous aspects of Air. First and foremost this means the power of air and wind to destroy — to knock people head over heels, to tear the roofs off houses, to create tornadoes, or even the chilling sound of stormwinds outside one's window at night. But it also means *absence* of Air, as represented by two of the Air Demon's powers. The first, *Lack Of Air*, is a Continuous NND that Knocks an air-breathing target out through lack of oxygen.

The second, *Airtheft*, lets the Air Demon create a pocket of total airlessness — the Air Demon not only withdraws the air from around the target (making that area chillingly cold), it literally draws the oxygen out of the target's lungs and blood. This forces the target to hold his breath, denying him Recoveries and causing him to spend a minimum of 1 END per Phase (and, eventually, STUN and BODY instead). Since *Airtheft* is bought Usable As Attack, the effect moves with the target as he moves. However, the Air Demon cannot use any of its other powers within the 2" radius of the Change Environment, or the power immediately stops functioning. For example, the Air Demon cannot enter the area or hold the victim with its *Manipulating Winds* — either would involve introducing air back into the 2" radius and negate the power.

END

EARTH DEMON

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
20	DEX	20	13-	OCV: 7/DCV: 7
30	CON	40	15-	
25	BODY	30	14-	
13	INT	3	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
25	PRE	15	14-	PRE Attack: 5d6
6	COM	-2	10-	
25	PD	13		Total: 25 PD (25 rPD)
25	ED	19		Total: 25 ED (25 rED)
4	SPD	10		Phases: 3, 6, 9, 12
20	REC	4		
100	END	20		
70	STUN	0		Total Characteristics Cost: 238

Movement:	Running:	6"/12"
	Leaping:	0"/0"
	Tunneling:	12"/24"

Cost Powers

30	<i>Earth Demon Powers:</i>	Elemental Control, 60-point powers	
70	1) <i>Crush Of The Avalanche:</i>	Energy Blast 10d6, Area Of Effect (5" Radius; +1); Side Effects (fills the affected area with loose rock and earth, always occurs; -0)	10
30	2) <i>Smash Of Stone:</i>	Energy Blast 12d6	6
20	3) <i>Grasp Of The Earth:</i>	Entangle 6d6, 6 DEF; Only Versus Targets Standing On The Ground (-½)	6
75	4) <i>Earthwalking:</i>	Tunneling 12" through 12 DEF material, Fill In, Reduced Endurance (0 END; +½)	0
25	<i>Body Of Earth:</i>	Damage Resistance (25 PD/25 ED)	0
60	<i>Body Of Earth:</i>	Physical and Energy Damage Reduction, Resistant, 50%	0
30	<i>Body Of Earth:</i>	Armor (0 PD/30 ED); Only Versus Earth Attacks (-½)	0
6	<i>Heavy:</i>	Knockback Resistance -3"	0
45	<i>Body Of Earth:</i>	Life Support: Total	0
-12	<i>Earth Demon Body:</i>	Leaping -12"	
5	<i>Earth sight:</i>	N-Ray Perception (Sight Group; cannot perceive through organic matter); Only To See Through Earth And Stone (-1)	0
10	<i>Elemental Demon Body:</i>	No Hit Locations	0
4	<i>Limbs Of Stone:</i>	Extra Limbs (as many as needed), Limited Manipulation (-¼)	0

Skills

12	+4 with Earth Demon Powers attacks
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Total Powers & Skills Cost: 400**Total Cost: 638****75+ Disadvantages**

5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
25	Psychological Limitation: Utterly Evil (Very Common, Total)
25	Susceptibility: to holy places and objects, takes 2d6 damage per Phase elemental demon is on holy ground, in a holy place, or within 1" of a holy object (Common)
10	Vulnerability: 2 x STUN from Air Attacks (Uncommon)
10	Vulnerability: 2 x BODY from Air Attacks (Uncommon)
483	Experience Points

Total Disadvantage Points: 638

Description: An Earth Demon looks sort of like a pile of small boulders and other stones. However, it can control its own shape to some degree; for example it can rear up, sort of like a snake, to then come smashing down on a foe, and it can extrude short "tentacles" of living rock. It has no eyes, face, or permanent limbs that humans can see.

Powers/Tactics: An Earth Demon embodies the evil and dangerous aspects of Earth — the crushing power of the avalanche, the impact of a rock that hits you in the face, the strength of the walls oppressors use to keep people imprisoned. Compared to other Elemental Demons wizards rarely summon them, but they are useful for building projects, digging into the earth to locate lost treasure, and so forth.

FIRE DEMON

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 HTH damage [1]
24	DEX	42	14-	OCV: 8/DCV: 8
25	CON	30	14-	
18	BODY	16	13-	
13	INT	3	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
30	PRE	20	15-	PRE Attack: 6d6
12	COM	1	11-	
10	PD	10		Total: 10 PD (0 rPD)
10	ED	5		Total: 10 ED (0 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
20	REC	30		
100	END	25		
50	STUN	19		Total Characteristics Cost: 227

Movement:	Running:	6"/12"
	Leaping:	0"/0"
	Flight:	20"/40"

Cost Powers

30	<i>Fire Demon Powers:</i>	Elemental Control, 60-point powers	END
30	1) <i>Fire Blast:</i>	RKA 4d6	6
49	2) <i>Fireball:</i>	RKA 3d6, Area Of Effect (One Hex Doubled; +¾)	8
77	3) <i>Maelstrom Of Flame:</i>	RKA 3d6, Area Of Effect (10" Radius; +1), Continuous (+1), Personal Immunity (+¼); No Range (-½)	15
20	4) <i>Withering Dessication:</i>	Energy Blast 3d6, NND (defense is LS [Safe Environment (Intense Heat)]; +1), Area Of Effect (5" Radius; +1), Continuous (+1); No Range (-½)	6
90	5) <i>Soulburn:</i>	RKA 2d6, NND (defense is Power Defense or not having a soul; +1), Does BODY (+1), Continuous (+1)	12
30	6) <i>Flight Of Fire:</i>	Flight 20", Reduced Endurance (0 END; +½)	0
47	7) <i>Burning Touch:</i>	HKA 1½d6, Continuous (+1), Damage Shield (does damage in HTH combat; +¾), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), No STR Bonus (-0)	0
13	<i>Ignite:</i>	RKA 1 point, Continuous (+1), Penetrating (+½), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Uncontrolled (lasts until extinguished or flammables burn themselves out; +½); Only Works On Flammable Objects (-½)	0
90	<i>Body Of Fire:</i>	Energy Damage Reduction, Resistant, 75% plus Physical Damage Reduction, Resistant, 50%	0
30	<i>Body Of Fire:</i>	Armor (0 PD/30 ED); Only Versus Fire (-½)	0
45	<i>Body Of Fire:</i>	Life Support: Total	0
10	<i>Elemental Demon Body:</i>	No Hit Locations	0
5	<i>Heat Vision:</i>	Infrared Perception (Sight Group)	0
17	<i>Brightness Of Flame:</i>	Sight Group Images, +3 to PER Rolls, Increased Size (4" radius; +½), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), No Range (-½), Only To Create Light (-1)	0

Skills

12	+4 with Fire Demon Powers attacks
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Total Powers & Skills Cost: 595**Total Cost: 822****75+ Disadvantages**

0	Physical Limitation:	Human Size
25	Psychological Limitation:	Utterly Evil (Very Common, Total)
25	Susceptibility:	to holy places and objects, takes 2d6 damage per Phase elemental demon is on holy ground, in a holy place, or within 1" of a holy object (Common)
10	Vulnerability:	2 x STUN from Water Attacks (Uncommon)
10	Vulnerability:	2 x BODY from Water Attacks (Uncommon)
677	Experience Points	

Total Disadvantage Points: 822

Description: A Fire Demon looks like a pillar of flame. It can change the color of the flame, though it usually prefers a typical yellow-orange. Two demonic eyes peer out of the fires at the top, but it has no other facial features, nor any limbs.

Powers/Tactics: A Fire Demon embodies the evil and dangerous aspects of Fire — the destruction of burning, the agony of flame's touch upon the skin, desiccating and blistering heat. It's the deadliest of all the Elemental Demons, and in many ways the most difficult type to control — but it's so powerful wizards often cannot resist summoning it.

WATER DEMON

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 1,600 kg; 8d6 HTH damage [4]
25	DEX	45	14-	OCV: 8/DCV: 8
28	CON	36	15-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
15	PD	7		Total: 15 PD (15 rPD)
15	ED	9		Total: 15 ED (15 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
20	REC	12		
100	END	22		
60	STUN	6		Total Characteristics Cost: 239

Movement:	Running:	6"/12"
	Leaping:	8"/16"
	Swimming:	32"/256"

Cost Powers

30	<i>Water Demon Powers:</i> Elemental Control, 60-point powers	
30	1) <i>Water Blast I:</i> Energy Blast 12d6	6
53	2) <i>Water Blast II:</i> Energy Blast 8d6, Area Of Effect (14" Line; +1), Double Knockback (+¾); No Range (-½)	11
40	3) <i>Whirlpool:</i> Energy Blast 8d6, Area Of Effect (9" Radius; +1), Continuous (+1), Personal Immunity (+¼); No Range(-½), Only Against Targets In The Water (-1)	13
30	4) <i>Drowning:</i> Energy Blast 4d6, NND (defense is Life Support [Breathe Underwater or Self-Contained Breathing]; +1), Continuous (+1)	6
21	5) <i>Water Bubble:</i> Change Environment 2" radius (see text), -6 Temperature Levels, Usable As Attack (defense is Life Support [Breathe Underwater or Self-Contained Breathing]; +1), Ranged (+½); Lockout (see text; -½)	6
50	6) <i>Water Manipulation:</i> Telekinesis (40 STR), Affects Porous, Reduced Endurance (0 END; +½); Only Against Water And Objects On/In The Water (-½)	0
20	7) <i>Engulf:</i> RKA 1d6, NND (defense is Life Support [Breathe Underwater or Self-Contained Breathing]; +1), Does BODY (+1), Continuous (+1); Only Works On Foes Water Demon Has Grabbed (-½)	6
20	8) <i>Body Of Water:</i> Desolidification (affected by magic), Reduced Endurance (0 END; +½); Cannot Pass Through Solid Objects (-½)	0
10	9) <i>Wavespeed:</i> Swimming +30" (32" total), x8 noncombat, Rapid Noncombat Movement (+¼), Combat Acceleration/Deceleration (+¼), Reduced Endurance (0 END; +½)	0
15	<i>Body Of Water:</i> Damage Resistance (15 PD/15 ED)	0
75	<i>Body Of Water:</i> Physical Damage Reduction, Resistant, 75% plus Energy Damage Reduction, Resistant, 25%	0
30	<i>Body Of Water:</i> Armor (0 PD/30 ED); Only Versus Water Attacks (-½)	0
10	<i>Elemental Demon Body:</i> No Hit Locations	0
45	<i>Body Of Water:</i> Life Support: Total	0
45	<i>Body Of Water:</i> Stretching 6", Reduced Endurance (0 END; +½)	0

Skills

12	+4 with Water Demon Powers attacks
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Total Powers & Skills Cost: 536**Total Cost: 775****75+ Disadvantages**

0	Physical Limitation: Human Size
25	Psychological Limitation: Utterly Evil (Very Common, Total)
25	Susceptibility: to holy places and objects, takes 2d6 damage per Phase elemental demon is on holy ground, in a holy place, or within 1" of a holy object (Common)
20	Vulnerability: 2 x STUN from Fire Attacks (Common)
20	Vulnerability: 2 x BODY from Fire Attacks (Common)
610	Experience Points

Total Disadvantage Points: 775

Description: A Water Demon looks sort of like a pillar of storm-tossed waters. Two demonic eyes peer out of the waters at the top, but it has no other facial features, nor any limbs.

Powers/Tactics: A Water Demon embodies the evil and dangerous aspects of Water — floods, drowning, being swept away by the tide, and more. It can attack by projecting blasts of water, by filling the target's lungs with water, or by surrounding the target in a bubble of icy water that causes him to drown (this works like the Air Demon's *Airheft* power; see above). It prefers to remain in or near large bodies of water so that it can retreat into the depths if the fight goes against it.



CHAOS DEMON

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 HTH damage [1]
25	DEX	45	14-	OCV: 8/DCV: 8
25	CON	30	14-	
18	BODY	16	13-	
13	INT	3	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
4	COM	-3	10-	
15	PD	15		Total: 15 PD (15 rPD)
15	ED	10		Total: 15 ED (15 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
20	REC	30		
100	END	25		
50	STUN	19		Total Characteristics Cost: 230

Movement:	Running:	0"/0"
	Leaping:	0"/0"
	Flight:	20"/40"

Cost Powers

30	<i>Chaos Demon Powers:</i>	Elemental Control, 60-point powers	
30	1) <i>Chaos Blast I:</i>	Energy Blast 12d6	6
90	2) <i>Chaos Blast II:</i>	Energy Blast 8d6, NND (defense is Power Defense; +1), Does BODY (+1)	12
30	3) <i>Chaos Unravelling:</i>	RKA 4d6	6
20	4) <i>Chaos Envelopment:</i>	RKA 1d6, NND (defense is Power Defense; +1), Does BODY (+1), Continuous (+1); Only Works On Foes Chaos Demon Has Grabbed (see text; -½)	6
40	5) <i>Unmaking The Physical:</i>	Major Transform 6d6 (anything into its raw components or materials; heals back by being re-assembled, healed, or the like); No Range (-½)	9
30	6) <i>Unmaking The Magical:</i>	Dispel Magic 20d6, any one Magic spell/power at a time (+¼); No Range (-½)	7
20	7) <i>Body Of Chaos:</i>	Desolidification (affected by magic), Reduced Endurance (0 END; +½)	0
45	<i>Object Manipulation:</i>	Telekinesis (20 STR), Reduced Endurance (0 END; +½)	0
15	<i>Body Of Chaos:</i>	Damage Resistance (15 PD/15 ED)	0
90	<i>Body Of Chaos:</i>	Energy Damage Reduction, Resistant, 75% plus Physical Damage Reduction, Resistant, 50%	0
30	<i>Body Of Chaos:</i>	Armor (0 PD/30 ED); Only Versus Chaos Attacks (-½)	0
45	<i>Body Of Chaos:</i>	Life Support: Total	0
10	<i>Elemental Demon Body:</i>	No Hit Locations	0
70	<i>Levitation:</i>	Flight 20", Usable As Swimming (+¼), Reduced Endurance (0 END; +½)	0
-12	<i>True Flyer:</i>	Running -6"	
-2	<i>True Flyer:</i>	Swimming -2"	

Skills

12	+4 with Chaos Demon Powers attacks
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Total Powers & Skills Cost: 593**Total Cost: 823****75+ Disadvantages**

0	Physical Limitation: Human Size
25	Psychological Limitation: Utterly Evil (Very Common, Total)
25	Susceptibility: to holy places and objects, takes 2d6 damage per Phase elemental demon is on holy ground, in a holy place, or within 1" of a holy object (Common)
10	Vulnerability: 2 x STUN from Order Attacks (Uncommon)
10	Vulnerability: 2 x BODY from Order Attacks (Uncommon)
678	Experience Points

Total Disadvantage Points: 823

Description: A Chaos Demon looks like a roiling cloud of multicolored tendrils and pulses of energy; the colors change constantly, giving an impression of internal movement. It has no facial features or limbs.

Powers/Tactics: A Chaos Demon embodies the evil or dangerous aspects of change: breaking, rot, corruption, cessation. Its body is made of raw Chaos-stuff, and it can project Chaos at an enemy to harm him. It can simply blast him with it in various ways, or it can "envelope" him, wrapping itself around him and killing him by ongoing exposure to pure, unfettered Chaos. (In game terms the Chaos Demon has to Grab the target to do this. It may use its ordinary STR, in which case virtually anyone can get away simply by stepping away from it, or it may try to hold the victim in place with its Telekinesis, and then envelope him.)

END

SHADOW DEMON

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
24	DEX	42	14-	OCV: 8/DCV: 8
24	CON	28	14-	
18	BODY	16	13-	
13	INT	3	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
30	PRE	20	15-	PRE Attack: 6d6
4	COM	-3	10-	
15	PD	11		Total: 15 PD (15 rPD)
15	ED	10		Total: 15 ED (15 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
20	REC	22		
100	END	26		
50	STUN	10		Total Characteristics Cost: 227

Movement: Running: 30"/60"
Leaping: 4"/8"

Cost Powers

30	<i>Shadow Powers:</i> Elemental Control, 60-point powers	
30	1) <i>Shadow Field:</i> Darkness to Sight Group 4" radius, Reduced Endurance (0 END; +½)	0
30	2) <i>Shadow Blast:</i> Energy Blast 12d6	6
30	3) <i>Shadow Touch:</i> Drain BODY 6d6	6
30	4) <i>Shadow Siphoning:</i> Drain BODY 4d6, Ranged (+½)	6
120	5) <i>Terror Of The Dark:</i> Drain PRE 6d6, Area Of Effect (9" Radius; +1), Personal Immunity (+¼), Reduced Endurance (½ END; +¼)	6
15	6) <i>Shadowy Form:</i> HKA 1d6, Continuous (+1), Damage Shield (does damage in HTH combat; +¾), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), No STR Bonus (-½)	0
30	7) <i>Meld Into Shadow:</i> Desolidification (affected by magic or light-based attacks), Reduced Endurance (0 END; +½)	0
15	<i>Body Of Shadow:</i> Damage Resistance (15 PD/15 ED)	0
90	<i>Body Of Shadow:</i> Energy Damage Reduction, Resistant, 75% plus Physical Damage Reduction, Resistant, 50%	0
30	<i>Body Of Shadow:</i> Armor (0 PD/30 ED); Only Versus Shadow Attacks (-½)	0
15	<i>Body Of Shadow:</i> Power Defense (15 points)	0
45	<i>Body Of Shadow:</i> Life Support: Total	0
10	<i>Elemental Demon Body:</i> No Hit Locations	0
48	<i>Swiftness Of Shadow:</i> Running +24" (30" total)	5

Skills

12 +4 with Shadow Demon Powers attacks

Total Powers & Skills Cost: 580

Total Cost: 807

75+ Disadvantages

0 Physical Limitation: Human Size
25 Psychological Limitation: Utterly Evil (Very Common, Total)
25 Susceptibility: to holy places and objects, takes 2d6 damage per Phase elemental demon is on holy ground, in a holy place, or within 1" of a holy object (Common)
10 Vulnerability: 2 x STUN from Light Attacks (Uncommon)
10 Vulnerability: 2 x BODY from Light Attacks (Uncommon)
662 Experience Points

Total Disadvantage Points: 807

Description: A Shadow Demon looks like a vaguely humanoid blot of shadow, though its legs and arms trail off into nothingness before forming feet and hands. Two demonic eyes peer out of its "head," but it has no other facial features.

Powers/Tactics: A Shadow Demon embodies the evil and dangerous aspects of darkness: the terror it creates; the vulnerability of being blinded; the soul-leeching dark chill. In combat it attacks by blasting its foes with shadow, draining the life-force from them, creating fields of impenetrable blackness, and terrifying them. Just touching it can be dangerous.

ARCANE DEMON

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 HTH damage [1]
28	DEX	54	15-	OCV: 9/DCV: 9
25	CON	30	14-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
10	COM	0	11-	
16	PD	16		Total: 16 PD (16 rPD)
20	ED	15		Total: 20 ED (20 rED)
5	SPD	12		Phases: 3, 5, 8, 10, 12
20	REC	30		
100	END	25		
40	STUN	12		Total Characteristics Cost: 232

Movement:	Running:	0"/0"
	Leaping:	0"/0"
	Flight:	10"/20"

Cost Powers

105	<i>Arcane Attacks:</i>	Multipower, 105-point reserve	END
9u	1) <i>Arcane Blast:</i>	Energy Blast 15d6, Reduced Endurance (0 END; +¼)	3
9u	2) <i>Arcane Darts:</i>	Energy Blast 12d6, Autofire (5 shots; +½)	9
9u	3) <i>Arcane Pulse:</i>	Energy Blast 8d6, Area Of Effect (One Hex Doubled; +¾), Double Knockback (+¾)	9
4u	4) <i>Arcane Spear:</i>	RKA 4d6; Increased Endurance Cost (x2 END; -½)	12
10u	5) <i>Counterjuggling:</i>	Suppress Magic 6d6, all Magic spells/powers simultaneously (+2), Reduced Endurance (0 END; +½)	0
33	<i>Body Of Arcane:</i>	HKA 1d6, Continuous (+1), Damage Shield (does damage in HTH combat; +¾), Reduced Endurance (0 END; +½); No STR Bonus (-½)	0
18	<i>Body Of Arcane:</i>	Damage Resistance (16 PD/20 ED)	0
90	<i>Body Of Arcane:</i>	Energy Damage Reduction, Resistant, 75% plus Physical Damage Reduction, Resistant, 50%	0
11	<i>Mind Of Arcane:</i>	Mental Defense (15 points total)	0
15	<i>Body Of Arcane:</i>	Power Defense (15 points)	0
15	<i>Body Of Arcane:</i>	Does Not Bleed	0
10	<i>Body Of Arcane:</i>	No Hit Locations	0
20	<i>Arcane Levitation:</i>	Flight 10"	2
-12	<i>Only Flies:</i>	Running -6" (0" total)	

Skills

12	+4 with <i>Arcane Attacks</i> Multipower
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Total Powers & Skills Cost: 358**Total Cost: 590****75+ Disadvantages**

5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
25	Psychological Limitation: Utterly Evil (Very Common, Total)
25	Susceptibility: to holy places and objects, takes 2d6 damage per Phase elemental demon is on holy ground, in a holy place, or within 1" of a holy object (Common)
460	Experience Points

Total Disadvantage Points: 590

Description: An Arcane Demon looks like a perfect sphere of pulsating Arcane energy about three feet in radius. It has no limbs, sensory organs, or body parts that anyone can discern.

Powers/Tactics: As beings of pure Arcane energy, Arcane Demons possess great mystic power. They can unleash their energy in a variety of beams and pulses to destroy their foes, and if they desire it's dangerous even to touch them. Their ability to fly effortlessly lets them avoid many foes, and their powerful defenses protect them from many attacks. Usually they fight by simply destroying one opponent at a time and then moving on to another, but they shift to more subtle tactics if faced with foes who can strike back effectively.

War-Ape, Tellat

TELLAT WAR-APE				
Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
18	DEX	24	13-	OCV: 6/DCV: 6
23	CON	26	14-	
16	BODY	12	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
10	PD	2		Total: 19 PD (9 rPD)
10	ED	5		Total: 19 ED (9 rED)
3	SPD	0		Phases: 4, 8, 12
13	REC	0		
46	END	0		
50	STUN	2		Total Characteristics Cost: 103
Movement:		Running:	5"/10"	
		Leaping:	5"/10"	
		Swimming:	0"/0"	
Cost		Powers		
10	<i>Arm Swing:</i> HA +3d6; Hand-To-Hand Attack (-½)			1
12	<i>Bite:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)			1
15	<i>Claws:</i> HKA 1d6 (2d6 with STR)			1
4	<i>Roar:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)			0
1	<i>Thick Skin:</i> Armor (1 PD/1 ED)			0
12	<i>Armor Plates:</i> Armor (8 PD/8 ED); Activation Roll 11- (-1)			0
3	<i>Ape Senses:</i> +1 PER with all Sense Groups			0
-2	<i>Slow:</i> Running -1" (5" total)			
-2	<i>Poor Swimmer:</i> Swimming -2" (0" total)			
		Skills		
10	+2 HTH			
Total Powers & Skills Cost: 63				
Total Cost: 166				

75+	Disadvantages
0	Physical Limitation: Human size (up to about 2m tall and 300 kg)
10	Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
25	Psychological Limitation: Must Obey Controller (Very Common, Total)
46	Experience Points

Total Disadvantage Points: 166

Ecology: The Tellat war-ape is a creature originally native to the jungles of Deoghar. Long ago specimens were brought to Tellat and bred for size and strength. The end result of that process has become a potent weapon in the Tellat arsenal.

Personality/Motivation: Normal animal motivations, except that it's been conditioned to obey its controller.

Powers/Tactics: Tellat war-apes are fierce and territorial even in the wild, and after Tellat beastmasters and wizards get done altering, training, and conditioning them they're pure killing machines. They usually open battle with a Roar to intimidate their opponents, then unleash a flurry of Arm Swing and Claw attacks, or Grab the opponent and bite him repeatedly with their Fangs.

Appearance: Take a typical gorilla. Make it about nine feet tall, then magically fuse plates of armor to its chest and limbs, and magically make its fangs and claws larger and deadlier. That is a Tellat war-ape.

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