

ATLANTIS

THE SECOND AGE



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WELCOME TO ATLANTIS

Welcome to our own world; the mythical past of our own world. *Atlantis: The Second Age* has been thoroughly researched and brings new archeological and anthropological theory on pre-history together with myth and legend to create a highly detailed, yet flexible, world in which to run a game.

Whether you enjoy Conan-style sword & sorcery, traditional Tolkien-esque fantasy or the techno-fantasy that is currently en vogue, there is something for everyone in the antediluvian world. Atlantis has its fair share of barbaric areas including the viking-like Vanir, the plains dwelling Kurgan and the many primitive tribes of the jungles and savannahs of Gondwana and Tamoanchan. It also has amazing metropolises with magical vril pyramids that power floating chariots, light the streets and even allow the incredible windships to fly through the air. Then there are the elves of Ys and Broceliande with their magics and attunement to nature. Each of these fill a niche in Atlantis: The Second Age but each could just as easily be removed from the game with no impact on the rest.

What that means is: you can mold Atlantis to fit your needs. Want a traditional sword and sorcery style game? Drop the elves and dwarves entirely or tweak them making the Tolkien-like dwarves more akin to the nasty, brutish dwarves of Norse legend. Want a game of high fantasy and magic? Easy. Set your game in the incredible city of Atlantis itself. Want to play a band of ninja-like assassins or warrior monks? No problem there either, just set your game in exotic Khitai.

Atlantis; The Second Age can be whatever you want it to be. Further sourcebooks will cover the various regions of the antediluvian world, presenting even more options for your gaming group.

The mechanics are easy to learn and use like all Omni System™ games. The emphasis is on fun and roleplaying and less on tomes of rules to memorize and argue over.

So have fun. We hope you have hours and hours of fun exploring the antediluvian world of *Atlantis: The Second Age*.

K. SCOTT AGNEW

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CHAPTER ONE



THE RULES



ATLANTIS: The Second Age[™] is a complete and comprehensive campaign supplement that can be easily adapted to most popular fantasy role playing games.

Within, players and Gamemasters will find all that they need to run a campaign in the legendary Second Age of Atlantis, including an atlas of the world, regional maps, annotated city maps, a compendium of creatures, races, animals and even gods.

Atlantis: The Second Age[™] is also a roleplaying game unto itself that utilizes *The Omni System*[™] for mechanics and resolution. *The Omni System*[™] is a set of rules used to play pen and paper role playing games (or RPG for short). It is designed for two or more players. One person must play the part of the Gamemaster (called the GM), while the others take on the role of Player Characters (called PCs).

Much of the material in this book first appeared in *The Lexicon* and *The Bestiary*, published as part of the Atlantean Trilogy in 1985 and 1986 respectively. Fans of these classic RPG books should be pleased to see this material revived here. Morrigan Press has spent a significant amount of time updating and revising this material to present to you a new and superbly detailed look at the possible history of the Antediluvian Age.

When the Atlantean Trilogy was originally released, it was one of the first world settings ever developed for fantasy roleplaying games. The series has continued to enjoy a solid popularity over the intervening decades; hence, the need for this revised and expanded version. We hope that the new format pleases those who became fans of the original Atlantean Trilogy, as well as those who are about to discover Atlantis for the first time.



OBJECT OF THE GAME

Role playing games are like simulations of your favorite television series or book. The Gamemaster helps establish the setting and the basic premise of each adventure, while the Players take on the roles of the series' main characters. Together, the participants will create an ongoing series of adventures called a campaign. A campaign is open-ended, and can last as long as the Gamemaster and Players like. The only object of the game is to have fun. The core mechanics of *The Omni System*[™] may be used in any genre of roleplaying game. Players could take on the roles of medieval knights, modern spies, futuristic starship captains or wild mutants. This book however, concerns itself with the ancient, undocumented past of our world, the Second Age of Atlantis where swords and sorcery rule.

THE ROLE OF THE GAMEMASTER

The Gamemaster plays a vital part in any *Omni System*[™] game, serving as a combination narrator, moderator and role-player. As narrator, the GM must set the stage for each adventure the Players will undertake, helping to describe what the PCs see, hear, and sense about their surroundings. As moderator, the GM is required to judge the results of all actions undertaken by the PCs and to remain fair and objective at all times. As role-player, the GM must play the parts of all non-player characters (NPCs) and creatures that the PCs meet during the course of their game careers.

GMs have to know the rules of the game, as well as the details of the antediluvian world in which the game is based. They have to be creative, and they should always remember that the PCs are the focal point of the campaign. If the players are enjoying the game, the GM is doing a good job.

THE ROLE OF THE PLAYER

The main role of each player is to choose and create a Player-Character that will serve as his or her game persona. Because every PC must interact with the setting, you should be familiar with your character's culture, homeland, and profession. Develop a personality for your PC: is he brave or cowardly, selfish or altruistic? What are his likes and dislikes? What is he afraid of and what does he believe in? Does your PC have a goal in life? The more you know about your PC, the more interesting he or she will be to you and to the other players in the game.

Players should learn the basic rules of the game, particularly those that pertain directly to their character's Skills and Equipment. The guidelines in the Character Creation section will tell you everything you need to know about making a good PC.

MATERIALS

To play *Atlantis*, or any *Omni System*[™] RPG you'll need at least one twenty-sided die (called a d20). These can be found at any hobby or game store. Pencil and paper usually come in handy, too. Everything else you'll need to play has been provided in this book.

GETTING READY TO PLAY

Like most RPGs, *Atlantis: The Second Age*[™] is not a "pick-up and play" type of game. To get the most out of your *Atlantis* campaign, the Gamemaster and players should spend some time to become intimately familiar with the game world in which *Atlantis* is set.

THE OMNI TABLE

All actions in the *Atlantis: The Second Age*[™] game are resolved by a single, simple procedure:

1. Compare the character's Skill or Attribute Rating with the Degree of Difficulty (the relative ease or difficulty of the action).
2. Take the difference (a positive number, a negative number, or zero) and add it to a d20 roll.
3. Consult the Omni Table for the result.

That's all you really need to know. All the rules in this book are just variations of the previous procedure. Players contribute by describing the Intent of their character's actions to the GM. Then it's the GM's job to interpret the outcome of the Omni Table and how it affects the particular scene the player characters are involved in.

THE OMNI TABLE	
ROLL	RESULT
0 OR LESS	MISHAP
1 - 5	FAILURE
6 - 10	PARTIAL SUCCESS
11 - 19	FULL SUCCESS
20 +	CRITICAL SUCCESS

OMNI TABLE KEY

Mishap: not only does the attempted action fail, but it fails miserably and may have additional negative consequences (accidental damage to the character attempting the action, opposite of the intended effect, etc...). It's the GM's job to determine the actual results of any Mishap, based on the circumstances surrounding the attempted action.

Failure: the action fails to achieve the intended result.

Partial Success: the action is only moderately successful, achieving part but not all of the intended effect (such as half-damage from an attack or partial effect from a spell).

Full Success: the action achieves the intended result.

Critical Success: the action is even more successful than intended, achieving the player's stated intent and also yielding additional benefits of some sort (attack causes a Critical Wound that disables the opponent, increased effect from a spell, etc...). It's the GM's job to determine the actual results and extent of any Critical Success, based on prevailing circumstances.



OMNI TABLE MODIFIERS

Omni Table die rolls may be subject to bonuses or penalties for any of the following modifiers:

- * Attributes
- * Skill ratings
- * Intent
- * Degree of Difficulty
- * Opposing Attributes or Skills
- * Multiple actions
- * Non-proficiency penalty

ATTRIBUTES

Attributes represent natural abilities, such as strength, intelligence, and dexterity. Each has a numerical value, referred to as its Attribute Rating. In the *Omni System™*, the Attribute Rating for a human of "average" ability is "0"; an attribute rating of +1 or greater is above average; while a rating of -1 or lower is below average.

Attributes can be used as modifiers to specific Skills by adding the Attribute's numerical value to the level of the Skill (the total is referred to as the Skill Rating). Attributes can also be used to determine the result of actions for which there is no specific skill; for example, lifting a heavy object (a function of the Strength Attribute) or trying to locate a lost item (a function of the Perception attribute).

Whenever an Attribute is used by itself for an Omni Table die roll, it is always doubled. Note that this applies to negative-rated Attributes as well. Zero-rated Attributes remain the same.

SKILL RATINGS

Skills are abilities acquired through training and practice, such as combat and magic. There are two terms used to describe Skills: Level and Rating. Skill Level indicates the character's degree of training, with "0" representing a basic level of proficiency. A Skill's Level can be improved with training and experience (see Improving Skills, in this section).

Skill Rating is the combination of a character's training (Level) and natural ability (a related Attribute). Each Skill has an Attribute that acts as its modifier; for example, the modifier for the skill, Sleight of Hand, is DEX. To determine your overall Skill Rating, add the level of the Skill plus its Attribute modifier.



INTENT

Intent is a player's description of what his or her Character hopes to accomplish by a particular action. This helps the Gamemaster determine the chance of success for the attempted action, as well as its actual outcome. For example, the Intent of an attack might be to injure, disarm, trip or any of a dozen other stratagems. If the player informs the Gamemaster beforehand of the character's intentions, the GM will be better prepared to interpret the Omni Table die result. Intent is also important in helping the GM establish an action's Degree of Difficulty.

DEGREE OF DIFFICULTY

Degree of Difficulty (DoD) is a modifier determined by the Gamemaster. It is based on the GM's appraisal of how hard or easy it would be for an individual with an Attribute or Skill Rating of "0" to attempt a given action. The Degree of Difficulty modifier typically ranges between +10 and -10, with easy actions being given a bonus (+1, +2, etc.) on the Omni Table die roll, and difficult actions being given a penalty (-1, -2, etc.). The character's Intent and any extraordinary circumstances surrounding the proposed action are also factors in determining Degree of Difficulty.

OPPOSED ACTIONS

Whenever a character attempts an action that is directly opposed by another individual or creature, the opponent's ability rating is used as the Degree of Difficulty. In such cases, the Degree of Difficulty will either be the opponent's Skill Rating or an Attribute Rating, whichever is most appropriate.

Kieryn the thief wants to use his Stealth skill to sneak past a watchman. Because this is an Opposed Action, the Degree of Difficulty is the watchman's ability to detect the thief. The watchman has a Perception of +3. Kieryn's Stealth skill rating is +9. Kieryn's player rolls a d20 and adds +3 (the difference between Stealth 9 and Guard 6) to the roll. If the watchman had a Perception of +5, Kieryn's player would roll a d20 with a -1 modifier to the roll instead.

MULTIPLE ACTIONS

As a basic rule, each character is allowed to take one action per round. Optionally, this rule can be modified to allow characters to take Multiple Actions in a single round. For each action already performed during the round, characters suffer a cumulative -5 Omni Table penalty. Extra actions can be performed during a character's turn, or later in the round as responses to the actions of other characters. The GM decides what constitutes an "action" and what doesn't. Simple things like quickly looking around a room or dropping an item probably aren't actions that would add to the multiple action penalty. More complex procedures like drawing a weapon or dismounting from an horse probably would count as extra actions. In some cases, the GM may ask the player to make a skill or attribute roll to determine the success of ordinary tasks performed as part of a multiple action sequence (a DEX roll to quickly throw off a bulky cloak and still make an attack, for example).

Ahera the serving wench wants to throw her empty mug at a rude male across the bar, then stand up and punch him in the face. First, Ahera's player makes an attack roll to hit with the mug. This is a normal attack roll since it is Ahera's first action during the round. Next Ahera's player rolls to see if she punches the male. This attack roll suffers a -5 penalty (in addition to any other modifiers) since Ahera has already acted once during this round. If Ahera wanted to then take a third action, her player would roll for this with a penalty of -10.

Note that a result of Mishap on any Multiple Action die roll prevents any additional action from being taken in that round. For example, if Ahera's first die roll results in a Mishap, she does not get to attempt the second action.

OTHER MODIFIERS

Combat, Magic, Psionics and some of the more complicated Skills have additional rules and modifiers that the Gamemaster and players should know about. For more information see the corresponding chapters in this book.

NOTE TO PLAYERS AND GAMEMASTERS

The heart and soul of any *Omni System*[™] game is the interaction between the Players and the Gamemaster. It is the GM's job to help simulate in the game those things which make real life so unpredictable: a stroke of good fortune, a freak accident, the strange occurrences that defy all odds or lay waste to the most carefully laid plans.

Players can help the Gamemaster by offering specific information on their character's Intent before rolling on the Omni Table. It is also important for players to allow their GM to embellish Omni Table results without interfering in the course of the game. Gamemasters will earn the trust of their players by being fair and objective, and by maintaining a degree of moderation in their renderings. Imaginative and inventive narration is fine, even encouraged, as long as it's not overdone.

TIME IN THE GAME

In the *Omni System*[™], time is measured in discrete units, called rounds. A round is roughly six seconds long, enough time for a character to trade blows with an opponent, cast a spell, or do anything else that can be accomplished in six seconds or less.

Except in combat and similarly critical situations, it is usually not necessary for the Gamemaster to keep such strict track of time. For example, a day's ride can be covered by the GM in a single sentence, if nothing special is planned for that day. The Gamemaster should feel free to take a flexible approach about time in the game and use detailed round-by-round descriptions of the action only as needed. Similarly, the Omni Table can be used to cover a few seconds of action or an entire day of warfare.



ATTRIBUTES

In *Atlantis: The Second Age*[™], there are seven different attributes that are determined randomly at the time of character creation. These are:

INTELLIGENCE (INT)

This is a measure of the individual's intellect and powers of reason. Intelligence is the deciding factor whenever an individual attempts to deduce the basic meaning of obscure or unfamiliar maps, dialects, or writings, appraise the relative value of goods, solve puzzles and mysteries and so forth.

PERCEPTION (PER)

This is a measure of the individual's sensory awareness, taking into account the abilities of sight, hearing, smell, taste, and touch, plus such intangibles as instinct, intuition, and psychic talents. Perception is the deciding factor whenever an individual attempts to detect unseen presences or ambushes, detect illusions, locate lost or hidden articles, notice important details or changes in surroundings, or utilize any sensory ability.

WILL (WIL)

This is a measure of the individual's willpower, determination, faith and wisdom. Will Rating determines how well a character is able to resist temptation, bribery, seduction, torture, coercion, interrogation or spells of Influence.

CHARISMA (CHA)

This is a measure of the individual's powers of persuasiveness, including such intangibles as leadership and the ability to command the respect of others. Charisma Rating affects a character's ability to lead or persuade other individuals, make a favorable impression, negotiate, bargain or haggle.

STRENGTH (STR)

This is a measure of an individual's physical power. Strength Rating determines how much weight a character can carry or lift, how much damage a character does with a hand-held weapon and so forth. It is also the deciding factor in attempts to bend or break objects, force open or hold shut a door and restrain other characters or creatures.



DEXTERITY (DEX)

This is a measure of the individual's agility, coordination and maneuverability. Dexterity Rating is an important factor in most physical skills and determines how well a character can perform acts of manual dexterity, dodge or evade an attack, keep his or her balance or catch a thrown object.

CONSTITUTION (CON)

This is a measure of the individual's endurance, stamina, and durability. Constitution Rating determines how well a character can resist the effects of disease, wounds, poisons, toxins, exposure, hunger and thirst.

SECONDARY ATTRIBUTES

Additionally, there are 6 other Attributes that players must track. These 6, unlike the others above, are not determined by a random die roll. Each of these 6 attributes begin with a base of +0 and are further modified by selection of race and culture, Calling and certain Talents. The secondary attributes are:

- * **Speed Rating**
- * **Combat Rating**
- * **Magic Rating**
- * **Renown**
- * **Hit Points**

SPEED (SPD)

This is a measure of how swiftly an individual is capable of moving, either on land, in the water, through the air or by other means. Speed Rating determines Initiative in combat, as well as attempts to pursue others or escape pursuit. SPD is initially determined by a character's race.

COMBAT RATING (CR)

This is a measure of a character's natural ability in combat situations. It reflects a combination of physical and mental attributes, cultural and social factors, biological traits and personal inclination. Combat Rating serves as the modifier for most combat-related skills. Combat Rating affects a character's ability to attack as well as defend. A character's starting CR equals STR + DEX divided by 2 (rounded down).

MAGIC RATING (MR)

This is a measure of a character's natural affinity for Magic. Like Combat Rating, it reflects a combination of natural, cultural and personal factors. Magic Rat-

ing serves as the modifier for using magical Orders and Modes. Characters with low or negative magic ratings have trouble determining when magic is used on or near them and may have a subconscious distrust of spellcaster's in general. A character's starting MR equals INT + WIL divided by 2 (rounded down).

RENOWN (REN)

Renown measures how well-known a character is among the general population of a neighborhood, town, county, nation or even continent-wide. Renown of +1 might indicate the character is locally famous. Likewise a -1 indicates local infamy. A +3 renown might indicate the character's fame has spread to neighboring nations and cities while a +5 renown means his exploits are being told throughout the known world. Keep in mind, renown is not always an honest assessment of a character's skills or exploits. As word travels of his accomplishments, some bending of the truth takes place as rumor builds upon rumor. However, unless someone attempts to spread deliberately misleading lies, a character's Renown is largely based on his actual actions. Unlike other Attributes, REN begins at +0 for most characters and is increased at the GM's sole discretion as the characters gain fame or infamy in the game world. Whenever a character performs heroic, despicable or otherwise noteworthy deeds, the GM should consider raising or lowering the character's REN by +1/-1 or more depending on the nature of the act performed.

HIT POINTS (HP)

This is a measure of a character's ability to sustain injury before dying. The average number of hit points that an individual or creature possesses is determined by race and Calling. This total is modified, one time only for beginning characters, by adding or subtracting a number of points equal to the individual's Constitution Rating. Thereafter, Hit Points do not increase. Hit Points are not used as an Attribute Modifier or to make Omni Table rolls.

ATTRIBUTE BENCHMARKS

Most normal humans have attributes in the -5 to +5 range, with zero being the "average." Attributes greater than +5 are considered "superhuman" and attributes below -5 indicate a serious disability of some kind. There will also be instances where a particular Attribute is not applicable or is missing altogether. An example might be a tree's SPD or a non-corporeal spirit's STR.

OVERVIEW: PROCEDURE FOR PRIMARY ATTRIBUTE CHECKS

Any time a character uses a Attribute to determine the result of an attempted action, use the following procedure:

1. Player states Intent (which Attribute is to be used, and what is the character trying to accomplish?)
2. Double the Attribute's numeric Rating
3. GM determines bonuses or penalties (based on the Degree of Difficulty or opposing factors)
4. Player rolls to attempt the action
5. GM judges result

ATTRIBUTE CHECKS

1. Stating Intent

Before rolling on the Omni Table to use an Attribute, the player needs to state his character's intent. Tell the Gamemaster which Attribute you're using, and what it is you're trying to accomplish.

2. Doubling the Attribute's Rating

Whenever a Primary Attribute is being used as the primary modifier for an action it is always doubled first. This rule applies to plus-rated (positive) and minus-rated (negative) Attributes. Zero-rated Attributes remain the same (two times zero = 0).

Jolaan the Aesir needs to make a Strength roll to attempt to lift a massive boulder. Jolaan doubles his STR attribute of +5 for a total of +10 to his roll.

3. Determining Bonuses and Penalties

After the player indicates which Attribute is being used and describes the character's intent, the Gamemaster must determine if any bonus or penalty will be applied. This is done before the player rolls on the Omni Table.

First, take the character's doubled Attribute Rating and apply it as a modifier — positive, negative, or zero. Then, you'll need to determine the Degree of Difficulty. If the character's action is being opposed by another individual or creature, decide which of the opponent's

abilities will be used as the Degree of Difficulty. If it is a Skill, the opponent's Skill Rating is used for this purpose. If it is an Attribute, the opponent's Attribute Rating is doubled and used as the Degree of Difficulty.

If the action is unopposed, then the Degree of Difficulty is based on how simple or difficult it will be for the character to achieve his stated intent.

When Jolaan tries to lift the boulder, his player rolls his doubled Strength rating (+10) versus the Degree of Difficulty for the weight of the stone. The GM decides that the stone is extremely difficult for a normal (0 STR) man to lift, so he sets the difficulty at -10. Of course, since Jolaan is an Aesir and possessed of strength above most men, he suffers no penalty to his Omni Table roll but neither does he gain any bonuses. (+10 STR -10 Degree of Difficulty = 0)

Other factors that may apply include the character's physical condition (wounded, tired, etc...), the footing (slick, unstable, etc...) and so on. Comparing applicable bonuses and penalties, the GM arrives at a single figure. This is the modifier that will be applied to the player's Omni Table roll.

4. Making the Attribute Roll

To determine whether the Attribute is used successfully or not, the player rolls a d20 on the Omni Table, applying the GM's modifier to the die result.

5. Judging the Result

With all Omni Table rolls, it is the GM's job to interpret the results, taking into account the modified die roll total and the player's stated intent, and any other relevant factors. Review the information on Omni Table results later in this chapter for examples.

ATTRIBUTES AS MODIFIERS

Attribute Ratings are used as modifiers for applicable Skills, increasing or decreasing the affected skill accordingly. The total of Skill level and its Attribute modifier is referred to as the Skill Rating.

Ahera has a level of +3 in the skill, Acrobatics, and a DEX of +2 (DEX is the modifier for this skill). Ahera's Skill Rating in Acrobatics is therefore +5.



Omni Table

ABILITIES RELATED TO ATTRIBUTES

REACTION ROLLS

The first impression that a character makes on any new acquaintance is determined by making a Reaction roll on the Omni Table. Normally a Reaction roll is based on the sum of a character's CHA and REN. Failure indicates an unfavorable or even hostile reaction; Success indicates acceptance (or at least ambivalence), while Critical Success will always yield the most favorable response possible under the prevailing circumstances. At the Gamemaster's discretion, Reaction rolls can be employed for encounters of almost any sort. In some situations, skills such as Etiquette or Diplomacy can be used in lieu of Reaction rolls, depending on the nature of the individuals being encountered, their native culture, and other factors.

MOVEMENT

Individuals and creatures can move up to 30 feet in one round's time, plus 10 feet per +1 Speed Rating or minus 5 feet per -1 Speed Rating. This rate of movement assumes an even surface, a straight course of travel and limited encumbrance. When using a character's or creature's Speed Rating to determine distance traveled, remember that one mile per hour is equivalent to about nine feet per round. It is only rarely necessary to keep track of movement on a foot-by-foot basis, however.

Vehicles use the same SPD scale as characters. A vehicle's SPD is generally only used in vehicle vs. vehicle combat as most vehicles are able to move much faster than a human and therefore there is rarely a contest between the two.

A SPD Rating of -6 indicates an immobile creature or object.

See the "Movement" sections of the Combat and Equipment chapters for more details.

ENCUMBRANCE

The maximum amount of weight that a human with average ("0" Rating) Strength can carry is their own body weight, plus twenty-five pounds per each additional +1 Strength Rating or minus ten pounds per -1 Strength Rating. Negative encumbrance is not possible. A creature whose weight limit is negative can lift and carry less than one pound. At maximum encumbrance,

individuals suffer a penalty of -5 on all Omni Table die rolls related to movement of any sort (including all combat and spellcasting that requires gestures).

COMBAT DAMAGE

Damage totals for physical attacks employing natural or other melee weaponry are modified by adding the attacker's Strength Rating to the weapon's Damage Rating (DR). Damage totals for device-propelled missile weapons such as arrows are not modified by the user's Strength, although hand-thrown weapons such as javelins and knives are.

SKILLS

There are many different types of skills available to characters. These range from combat and spellcasting skills to practical skills like Climb and Swim to social skills like Diplomacy, Etiquette and Heraldry. Specific skills are covered in detail in the Skills Chapter.

OVERVIEW: PROCEDURE FOR SKILL ROLLS

Anytime a character uses a Skill to determine the result of an attempted action, use the following procedure:

1. Player states Intent (which Skill is to be used, and what is the character trying to accomplish?)
2. GM determines bonuses or penalties (based on the character's Skill Rating and the Degree of Difficulty or opposing factors)
3. Player rolls to attempt the action
4. GM judges result

SKILL ROLLS

1. Stating Intent

Before rolling on the Omni Table to use a Skill, the player needs to state his character's intent. Tell the Gamemaster which Skill you're using, and what it is you're trying to accomplish. Don't forget: Skill Rating (Skill level + Attribute modifier) is always used for any type of Skill roll.

2. Determining Bonuses and Penalties

After the player indicates which Skill is being used and describes the character's intent, the

Gamemaster determines if any bonus or penalty will be applied. This is done before the player rolls on the Omni Table.

Apply the character's Skill Rating as the modifier for the attempted action. Then determine the Degree of Difficulty. If the character's action is being opposed by another individual or creature, decide which of the opponent's abilities will be used as the Degree of Difficulty. If it is a Skill, the opponent's Skill Rating is used for this purpose. If it is an Attribute, the opponent's Attribute Rating is doubled and used as the Degree of Difficulty.

If the action is unopposed, then the Degree of Difficulty is based on how simple or difficult it will be for the character to achieve his or her stated intent. For example, if a character is trying to pick a lock, the complexity and condition of the lock determines the Degree of Difficulty.

Comparing Skill Rating and Degree of Difficulty, the GM arrives at a single figure. This is the modifier that will be applied to the player's Omni Table Skill roll.

3. The Skill Check

To determine whether the Skill is used successfully or not the player rolls a d20 on the Omni Table, applying the GM's modifier to the die result.

4. Judging the Result

The GM interprets the result, taking into account the modified die roll total, the player's stated intent, and any other relevant factors.

USING SKILLS THAT YOUR CHARACTER DOESN'T HAVE

When a character attempts to use a skill that he or she does not know, there are two different ways the GM can handle the situation.

1. Let the character use a similar, related skill in place of the required skill. The GM will assess an additional Degree of Difficulty penalty based on how related she thinks the two skills are. This is called the Substitution Penalty.

Gorbaak the Goblin Thief has been cornered by two ruffians who think he stole their purses. The Goblin has no weapon but has picked up a stout stick from the ground and wants to defend himself with it. Gorbaak does not have the Blunt Weapons skill, but he does have Short Blades at +5. The GM decides that this is close enough and lets Gorbaak's player use the Short Blades skill with only a -2 penalty.

2. Let the character attempt the action as if they had the skill at level zero. The GM may assess additional penalties if she feels that the skill requires a great deal of training or experience to even attempt.

Atlara of Gadirea wants to sneak aboard a Sheban ship while it is docked in Cardigawn. Atlara does not have the Stealth skill. The GM lets Atlara's player roll on the Omni Table as if Atlara had a Stealth skill of zero. Atlara's player rolls with a +2 modifier (Stealth 0 + Dexterity rating of +2 = +2). Note that Atlara's player does not double his Dexterity rating since this is strictly a skill roll, not an attribute roll. The GM rules that since sneaking around is a simple task only a -3 substitution penalty is necessary.

Later on, Atlara encounters a locked chest that he wants to open. Atlara does not have the Disable Mechanism skill but he wants to try to pick it anyway. Once again, the GM lets Atlara's player roll on the Omni Table as if he had a Disable Mechanism skill of zero. However, the GM rules that lock picking is a very precise and sophisticated skill that requires training (not just nimble fingers) so Atlara takes an additional penalty of -10.

Note that some skills like Magic, Alchemy and Special Abilities cannot be attempted at all unless the character possesses them.

SKILL RATINGS FOR CREATURES

The creatures included in the Bestiary section of this game use a simplified system for determining the extent of their abilities. In place of the assortment of Skills that PCs and NPCs possess, creatures are rated according to their overall Ability Level, which is used as an Omni Table modifier for almost every situation. Additionally,





Constitution Ratings have already been added to Hit Point totals, and Strength Ratings have been factored into Damage Ratings. Creatures do not have Combat Ratings or Magic Ratings, since all fighting or spellcasting abilities are based on Ability Level.

COMBAT

Like all actions in the *Atlantis: The Second Age*™, Combat results are determined by rolling a d20 on the Omni Table. However, the level of detail required to simulate Combat in the game is significantly greater for Combat than for Skills or Attributes.

As with all Skills, Combat Skills also have an Attribute Modifier, which is called Combat Rating (CR for short). The term, Combat Skill Rating, always refers to the combination of a Combat Skill's level plus the character's CR modifier.

COMBAT ROUNDS AND TURNS

During combat, time is measured in rounds. A round is roughly six seconds long: enough time for combatants

to draw weapons and exchange attacks, move up to the maximum allowable distance based on their Speed Rating or cast a spell. During a combat round, each character is given a chance to take action.

A single character's action within a round is called a turn, as in "it's Gor's turn to attack." Once all characters involved in the combat have taken their turn, the round is over.

DAMAGE RATING & PROTECTION RATING

In the *Atlantis: The Second Age*™, it is not necessary to make a separate die roll to determine how much damage an attack does. Instead, weapons and other forms of attack do a set amount of damage based on their Damage Rating (DR for short), and the Omni Table die roll.

Protection Rating (PR) describes the protective value of armor. In *Atlantis: The Second Age*™, armor is rated according to the number of Hit Points it absorbs per attack.

For more information on Damage Rating, Protection Rating, weapons, and armor, see the chapter on Combat.

OVERVIEW: PROCEDURE FOR COMBAT

Anytime a character engages in Combat, use the following procedure:

1. Combatants roll for Initiative (each makes an Attribute roll using Speed Rating; the opponent with the highest roll goes first)

2. Player states Intent (what kind of tactic is the character attempting, and what is its specific intent?)
3. GM determines bonuses or penalties (based on the character's and opponents Combat Skill Ratings, and other factors)
4. Player rolls to attempt the action
5. GM judges result

COMBAT ROLLS

1. Rolling for Initiative

At the beginning of any Combat situation, each combatant makes an Attribute roll using their respective Speed Ratings. This is called rolling for Initiative. The character with the highest Initiative total is allowed to act first, and may choose a Tactic based on the slower opponent's Intent (see #2). The combatant with the next highest total goes next, and so on until all the combatants have taken their turns.

If you prefer a high degree of detail in your game, combatants can roll for Initiative each round. If you prefer a simpler approach, have the combatants roll for Initiative only for the first round of Combat, to establish who goes first, second, and so on. Then have all opponents proceed in turn for the remainder of the fight.

2. Stating Intent

Before rolling for Combat the character must state his character's Intent. This is done by choosing a weapon or Combat Skill, and a Combat Tactic. There are four categories of Combat Tactics in the *Omni System*TM: **Attack**, **Defend**, **Movement**, and **Stunt**. Each has a number of variations, as described in the chapter on Combat. For example, a character's Intent might be to throw a spear, parry with a shield, retreat or try to trip or distract an opponent.

The winner of the Initiative roll can choose to declare Intent first or wait until other combatants have done so, in order to anticipate their opponents' moves and act accordingly. Either way, the individual who has the Initiative rolls first.

3. Determining Bonuses and Penalties

After the player indicates the weapon and tactic being used and describes the character's Intent, the Gamemaster determines if any bonus or penalty will be applied before the player rolls on the Omni Table.

Apply a bonus based on the Combat Skill Rating chosen by the character. To save time during the game it's a good idea to have players figure their characters' modified Combat Skill Ratings in advance and record these numbers on their Character Sheet.

Apply a modifier based on the Degree of Difficulty. If the Combat tactic is being opposed by another individual or creature, the Degree of Difficulty is always based on the defender's abilities. Decide which ability is most appropriate, based on the following considerations:

- ◆ If the defender is using a weapon, use the defender's Combat Rating as the Degree of Difficulty.
- ◆ If the defender has the Parry or Evade skills, use the relevant total skill rating as the Degree of Difficulty.
- ◆ If the defender is unarmed, use the defender's Brawling or Martial Arts Skill Rating. If the defender has no such talent, use his or her basic Combat Rating Attribute as the Degree of Difficulty.

If the attack is unopposed, then the Degree of Difficulty is based on how simple or difficult it will be for the character to achieve his or her stated intent. For example, if Dayn The Forgotten is trying to hit an unwary opponent with an arrow, the Degree of Difficulty would be based on such factors as the target's range and degree of cover, not the opponent's combat abilities.

Compare applicable bonuses and penalties, and use the total as the modifier that will be applied to the player's Omni Table Combat roll.

4. The Combat Action Roll

To determine whether the Combat action is successful or not the player rolls a d20 on the Omni Table, applying the GM's modifier to the die result.

5. Judging the Results

After the player rolls, the GM will interpret the Omni Table result, taking into account the specific circumstances surrounding the action, and other factors. Combat actions intended to cause damage will produce one of the following results:



Mishap: the attack fails due to a mishap of some sort; the attacker stumbles and falls, hits himself, hits an unintended target, breaks the weapon being used, etc.... (GM's ruling)

Failure: the attack misses the intended target.

Partial Success: the attacker scores a glancing blow that only does half the attack form's total Damage Rating (rounded-up to the nearest whole number).

Full Success: the attack does its full Damage Rating.

Critical Success: the attack does full Damage Rating and achieves the attacker's stated Intent. If the Intent was to injure or kill, the victim suffers a Critical Wound, and must make a roll using his Constitution Rating to determine how badly he is hurt. Subtract the Damage Rating of the attack from this CON roll. Partial Success means the victim suffers a penalty of -5 on all further actions until healed of the Critical Wound. Failure or Mishap means the victim is incapacitated until healed. See the chapter on Combat for more information of Critical Wounds.

LIFE AND DEATH IN THE GAME

HIT POINTS (HP)

This is a measure of how much injury a character can sustain before dying. The average number of hit points that an individual possesses is determined primarily by race. This total is modified, one time only for beginning characters, by adding or subtracting a number of points equal to the individual's Constitution Rating. Thereafter, Hit Points do not increase while a character's ability to avoid damage should improve. Hit Points are not used as an Attribute Modifier or to make Omni Table rolls.

HEALING

The average individual or creature heals at the rate of 5 Hit Points per day, adjusted by their CON Rating (the minimum rate of healing is one point per day). This assumes reasonably good conditions and treatment as well as no strenuous activity. Note that specific injuries such as broken bones may take longer to heal than simply regaining the hit points lost. This is left to the GM's discretion.

DEATH & DYING

Individuals or creatures reduced to zero or less Hit Points are rendered unconscious and on the verge of death. Should this happen the Gamemaster should immediately roll on the Omni Table, using the victims Constitution Rating and current Hit Points as modifiers. The total will yield one of the following results:

Mishap: barring a miracle of some sort, the victim's career has come to an untimely end. If the victim was a PC, the player can create a new character.

Failure: things are looking grim. The victim is fading fast and will need to make another CON roll every minute at a cumulative penalty of -1 per minute. A result of failure or worse on any of these subsequent CON rolls results in death. A result of partial success or better, and the victim gets to live for another minute. At best, the victim will suffer a permanent injury of some kind (as per a result of Partial Success).

Partial Success: the victim will recover, but will suffer some sort of permanent injury. Possibilities include disfiguring scars, a 1-point reduction of one of the victim's Attributes, amnesia, or some other disability appropriate to the circumstances surrounding the victim's "near-death experience" (GM's ruling)

Full or Critical Success: the victim will recover completely, with or without medical attention, and suffer no permanent damage.

These rules should be reserved only for PCs or important NPCs. Any other individual reduced to 0 HP or less can simply be considered dead at once.

CHAPTER TWO



THE WORLD OF ATLANTIS



ASCENDANCY OF ATLANTIS

The continent of Atlantis is a large land mass, surrounded by the River Oceanus to the east and northeast, the Atlantean Ocean to the south, and the River Poseidonus and Sargasso Sea to the west and Northwest respectively. It stretches from the cold island of Mestea in the north, lying at a higher latitude than the northern tip of Alba, down to the southern mainland of Amphisea and the islands of Azae and Diaprepa in the tropical band south of Hesperia. Differences in climate and weather are quite marked from one end of the great island-continent to the other.

Physically, Atlantis includes many diverse types of terrain, but mountains, plains, and woodland predominate. The continent is divided roughly in half by a spine of mountains, the southernmost, and largest, being the lofty peak of Mount Atlas. At the foothills of this high mountain is the city of Atlantis, the largest city of the continent and the traditional capital of the Atlantean Empire.

Stretching out to the west and south of the city and the mountain range is the Plain of Gwyddneu (GWID-nee-yu), a fertile, rolling tableland which in the First Age was known as the “Breadbasket” of Atlantis. The entire plain is outlined with great copper-plated, cut-stone irrigation canals, which feed water from two major rivers into the fields. Although all of the canals still function today, neglect and disuse have reduced the area of arable land to about 60% of the First Age farming area.

There are three major forestlands in Atlantis: one in

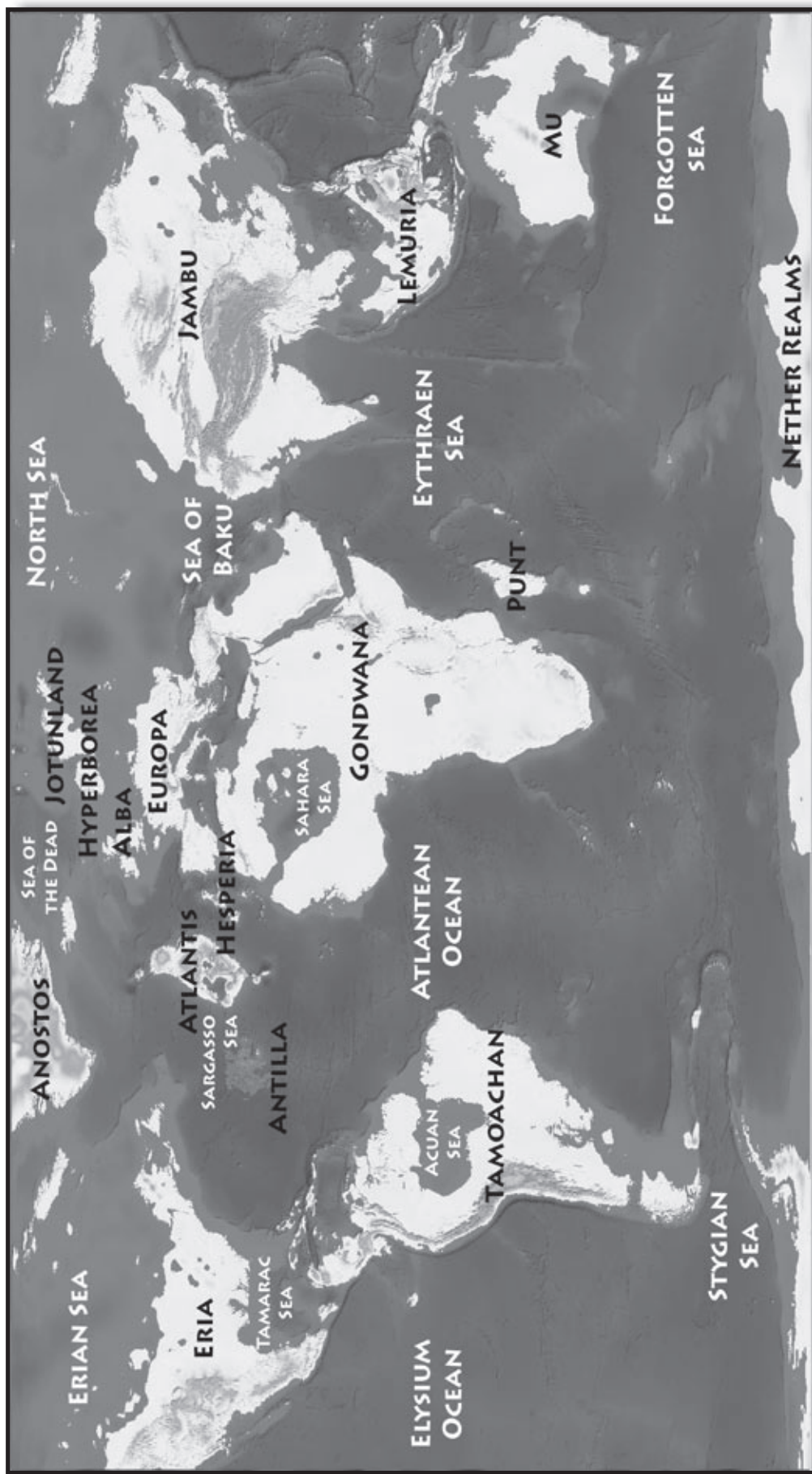
the northwest, one in the southwest, and one in the far south. Each is quite distinct, from the southern jungles of Amphisea to the pinewoods of Ellassipea and the deciduous forests of Eudea. Plant and animal life is diverse and abundant in each of these regions.

Atlantean history may be divided into three distinct periods: the ancient and grandiose First Age, the Dark Ages following the Cataclysm, and the current era known as the Second Age.

HISTORY OF ATLANTIS: THE FIRST AGE

Unfortunately, the descendants of the first kings grew to believe that their great power meant that they could twist nature in any way they wished, without forethought or fear of consequences. Their increasing power and majesty bred a lust for even greater power. They began to fight amongst themselves and used their might to enslave the peoples of other lands.

In their efforts to prove their almost endless power, Atlanteans transformed animals into new and terrible forms. They created monsters like chimeras, mantichora, and griffons. When their rulers demanded hordes of ever more powerful warriors for the endless wars, the savant-adepts created armies of foul nethermen (goblin/human crossbreeds) and bestial andamen (animal/human crossbreeds) and twisted others humans into ogres and other monstrous beings. Even during the few decades of peace, the rulers of the last days of the First Age treated their populace as chattel—any-



THE CONTINENTS AND MAJOR ISLANDS OF THE ANTIDILUVIAN WORLD

THE WONDERS OF THE FIRST AGE

The savant-adepts of the First Age knew secrets of magic far beyond the most powerful sorcerers the Second Age. While many of the wonders they created, including the floating aerial cities of Dyan-Tak and the 10 Great Weapons that each granted their bearer almost limitless martial prowess, are now only legends, many traces of this era's grandeur remain. Many vril collectors (see p. XX-XX) continue to function. These wonders, along with the flying ships (see pp. XX), and the two enormous canals that connect Lake Llyn Llyon with the ocean are all proof of the wisdom and power of the First Age. Today, scholars and sorcerers seek to rediscover the lost knowledge of this antique era.

Atlantis and the lands that it colonized during the First Age also bear many lesser evidences of the powers that the ancient adepts once controlled. Huge statues of Poseidon adorn the temples of many cities and most of these relics of the First Age are made from almost indestructible mana-glass. These temples also contain sacrificial fires where offerings to Poseidon are burned. Temples built in the First Age, including the temple located in the heart of the city of Atlantis (see p. XX) have sacred fires that require no fuel – they burn eternally, their flames shine blue and green, and never emit smoke. Like so much other knowledge, the secrets of these fires have been lost.

one without Atlantean blood was a wretched slave who could be killed without mercy by any Atlantean. Even worse, the savant-adepts could order any non-Atlantean to become the subject of their vile and blasphemous experiments.

The worst of these horrors continued for more than a century, until the time of The Cataclysm, a disaster unparalleled in the annals of humanity. The cause of the Cataclysm remains unknown to the inhabitants of the Second Age; some claim that Poseidon, angered

at the insolence of his mortal charges, caused the seas to rise up and inundate the land. Others say that the Atlanteans caused their own destruction through the misuse of their powerful magical sciences.

In truth, the Cataclysm was a result of the mightiest savant-adepts attempting to focus the entire power of one of the largest vril collectors into a single devastating weapon. Savant-adepts working for Prince Quetzlan of Ellassipea developed this weapon. The prince used it to destroy a rebellious city in Antilla and the weapon's devastating power caused the entirety of Antilla to sink beneath the waves. Afterwards, both the king and the other princes of Atlantis feared this weapon and were afraid of what prince Quetzlan might do next. They demanded the prince turn the weapon over to the king; he refused and the armies of the other 9 kingdoms massed in Autochthea, preparing to attack. Prince Quetzlan then used his weapon to strike at the massed armies of the invaders. The weapon created massive earthquakes that sank Autochthea beneath the waves, and also caused the vril collector powering this weapon to explode. This explosion produced a vast surge of vril energies that spawned many further earthquakes, including one that destroyed most of Diaprepea. This energy surge also caused crystal matrices over most of the world to explode. In an instant, the magics that maintained Atlantis' military might were destroyed. The Cataclysm brought a swift and terrible end to the First Age Empire of Atlantis and obliterated many traces of its former grandeur. Although most of the Atlantean continent survived, the capital city of Attalus sunk beneath the waves, and the empire was no more.

The aftermath of the sinking of Autochthea and the destruction of most of the cities on Atlantis was almost as terrible as the initial disaster. All over Atlantis and throughout its colonies, the servants and slaves rose up and slaughtered their masters. Blood ran in the streets and across the colonies and many symbols of Atlantean power were destroyed. This destruction was considerably less on Atlantis itself, because the populace was too busy struggling to survive. However, both here and across the world, armies of nethermen and other twisted creatures fled their now powerless overseers and attacked defenseless villages.



ATLANTIS



THE DARK AGE AND HESPERIA'S GOLDEN AGE

Following the collapse of the Atlantean First Age, much of the world was thrown into a state of chaos. The survivors of the Cataclysm, freed from the yoke of the Atlanteans, soon fell to warring amongst themselves.

The knowledge and culture of First Age Atlantis were spurned and soon forgotten as men reverted to their earlier, barbaric ways. For centuries, conditions remained unchanged. In time, however, certain of the larger tribes began to settle again along the coastal regions. With the establishment of villages, towns and cities, new nations came into being: the copper-skinned Erians and Amazons (both said to be descended from Atlanteans who escaped the Cataclysm), the Khitans of eastern Jambu, the Khem and the black-skinned Ophir of Gondwana, and the Tharshi of Europa.

Of these, the Amazons of Hesperia (a warlike, female-dominant society) soon rose to a position of superiority. The matriarchal Amazons retained more useful fragments of magical knowledge than most other nations. Their sorcerous prowess and fierce warrior spirit soon drove them to expand. Within a few years, the Hesperians had conquered and colonized much of the northwestern coast of Gondwana. Only Khemit and the Ophir, secure within their great stone fortresses, had successfully resisted the Amazon invaders. Temporarily brought to a standstill in Gondwana, the Hesperians turned their attentions towards Atlantis.

The once-mighty Atlanteans, struggling to rebuild their shattered civilization, proved no match for their fierce antagonists. Attacking from the south, the Amazon forces advanced swiftly towards the new capital of Atlantis, repulsing the weaker Atlantean army at every turn. The fall of Atlantis seemed inevitable. It was, however, not to be. Despite its many successful conquests, the Hesperian empire was weakening from within. Internal squabbles with the Gorgons (a snake-worshipping cult of Amazons) and an inability to maintain order amongst the peoples the Amazons had subjugated were draining Hesperia's limited resources. The Atlantean campaign, close as it was to its goal, had served to further overextend the forces of the Amazons. Aware of Hesperia's difficulties, Ophir and Khemit chose this time to launch counterstrikes against the Amazons in Gondwana.

As troops were withdrawn from Gondwana to bring peace to Hesperia and reinforce the armies attacking Atlantis, Ophir and Khemit launched counterstrikes against the Amazons remaining in Gondwana. These attacks served to worsen Hesperia's internal difficulties, which soon erupted into an open civil war. The garrisons stationed in Atlantis and Gondwana were recalled to quell this rebellion. As the civil war raged on, Hesperia lost most of its conquered lands, and the golden age of Hesperia ended. Although it only lasted for 87 years, the Hesperian Empire had brought the nations of the world back in contact with one another and had forced them to all relearn both the arts of war and of magic. In the aftermath of its defeat, the rulers of Hesperia also learned to value wisdom and the arts of peace as much as the ways of war.

THE SECOND AGE

The fall of the Hesperian Empire signaled the beginning of the modern era known as the Second Age. Their near defeat at the hands of the Hesperians drew the Atlanteans out of their centuries-long torpor and this island's fleets once again began to sail the open seas. The two centuries of this epoch saw the re-emergence of Atlantis as a world power, allied with Ophir and on good terms with the now less-warlike rulers of Hesperia. Meanwhile, Tharshesh, Khemit, Sheba, and Khitai all established themselves as forces to be reckoned with, Tharshesh in particular being a source of some concern to Atlanteans. Though conflicts rage in many of the smaller nations and realms, the major powers continue to cling to a tenuous and often fragile state of peaceful coexistence.

LEGACY OF THE FIRST AGE

Ruins left by the Atlantean colonists of the First Age are said to exist in wilderness regions throughout the world. Some have been found to hold wondrous treasures and artifacts of mysterious design; others have yielded nothing, their contents long ago ransacked by thieves and adventurers. Certainly many others remain as yet undiscovered.

Of the abominations created by the Atlantean sorcerers, only a few such creatures are believed still to be in existence. The same cannot be said of the Andaman and Nethermen races, many of whom survived The Great Cataclysm. Though less numerous than some of the other non-human races, tribes of Nethermen and prides of Andaman are still found in certain areas of the world.



ATLANTIS

The First Age Atlanteans left their mark on many cultures, some of which later evolved into viable Second Age powers. The pyramids of Khemit, the step-pyramids of Tamoanchan, and many of the monolithic structures of other lands show a marked Atlantean influence. The Erians and Hesperians bear a close physical resemblance to the First Age Atlanteans as, to a lesser extent, do many other tribes and peoples. The practices of sorcery and alchemy (both Atlantean innovations) are believed by some to have been the basis upon which other fields of magic (such as Mysticism, Necromancy, Enchantment, etc.) were derived.

Less noticeable, perhaps, is the subtle legacy of superstition and fear left behind by the Atlanteans. To many of the savage folk whose lands they conquered, the Atlanteans were devils; wearing hideous iron masks, speaking incomprehensible tongues, and slaying those who opposed them. Stories of these awesome invaders, twisted over the course of countless retellings, have themselves become a part of the folklore and mythology of some lands.

MODERN DAY ATLANTIS

The Atlantis of modern times is an influential, if not dominant, force in world affairs. Its navy rivals or surpasses that of any other nation, totaling well over 2,000 warships. The Atlantean army, comprised mainly of heavy infantry (pike, short sword, scale mail, and shield), heavy cavalry (lance, mace, scale mail, shield, and heavy warhorse or elephant) and Hesperian archers (mercenaries equipped with long bow, short sword, and bronze partial plate and helm) is similarly well-regarded. The number and exact make-up of these units is kept secret for security reasons.

While the Atlanteans have regained a portion of their former eminence in the fields of sorcery and alchemy, much of the magical knowledge possessed by their First Age ancestors was lost following The Great Cataclysm. Many operations once believed to have been performed on a large-scale basis (such as the making of the magical metal, orichalcum) can now only be accomplished on a limited scale.

Even so, Atlantean alchemical practices are generally regarded as being superior to those of other lands.

In the Arts and “Lesser Sciences” (as Atlanteans call all non-magical fields of study) Atlantis is also unsurpassed. Atlantean craftsmen and artisans are renowned

for the fine workmanship of their wares; outside the country, Atlantean-made goods sell for 10-40% more than merchandise of purportedly comparable value.

In addition to its formidable magical resources, Atlantis also possesses the most advanced mundane technology in the world. Mechanical clocks driven by springs and weights adorn the chambers of the wealthy and the cabins of Atlantean ships. In addition, printing presses print news-sheets declaring the glories of the Atlantean navy, as well as books of traveler’s tales to entertain the masses, and all manner of religious scrolls and scholarly works. Meanwhile, Atlantean lens grinders regularly create both spectacles for the elderly and simple telescopes for spies and ship captains.

These wonders are relatively common in the villas and townhouses of the wealthy – most wealthy merchants or nobles own at least one mechanical clock as well as one or more wind-up automata that entertain guests by marching around a table to pour wine in pre-determined locations or elaborately crafted music boxes that produce exquisite tunes. The wealthiest and most powerful nobles in Gondwana and Europa purchase similar wonders from Atlantean merchants. However, in Atlantis, some of these technologies also touch the daily lives of the common people. Because of the abundance of printed books and scrolls, slightly more than one person in three is at least somewhat literate and a common pastime at inns and taverns across Atlantis is for someone literate to read a news-sheet or book of traveler’s tales to the other patrons.

The impacts of some of the most mundane technologies have been quite profound. In addition to the crystal matrices that pump and purify water from streams and lakes, the masses of ceramic and copper pipes that lie underneath the streets and walls of Atlantean cities ensure that even the poorest quarters of the cities have running water. Even in the crowded apartments of the poor, every building has its own public fountains and privies. Also, the crystal matrices that provide light after dark allow residents to walk around cities at night with far less risk than in other lands. Nevertheless, Warders must regularly patrol the nighttime streets in search of thieves and robbers lurking in alleyways.

One of the primary reasons that the Atlanteans continue to rule the seas are the clocks, precision-made navigation instruments, telescopes and compasses that allow them to excel at navigation and map-making. Their maps of Europa and Gondwana remain unrivalled.

Although Atlantean law forbids sailors from selling the best maps to non-Atlanteans, ship captains visiting other lands often line their pockets selling crudely drawn copies of the fine Atlantean maps to local rulers, sailors, and mercenary captains. Although they also excel at magics and enchantment, their excellence in mundane technologies is at least half of the reason that visitors to Atlantis regard it as a land of unparalleled miracles.

In terms of its government, Atlantis is currently the most enlightened of the world's nations. There are no class or caste distinctions (all Atlanteans are considered equal in the eyes of the law), and slavery is technically illegal. Taxation is low (2% of earnings), and Atlantean laws are generally quite fair. Individuals accused of any crime are allowed a trial by jury, and up to three separate appeals. The only offenses punishable by death are treason and murder, all other crimes being punishable by imprisonment and/or sentences of hard labor (often aboard naval galleys).

As it was in the First Age, Atlantis is still divided into ten kingdoms: Poseidonea (home of the capital city of Atlantis), Gadirea, Eudea, Mnesea, Amphisea, Ellassippea, Azae, Diaprepea, Mestea, and Autochthea. Though Autochthea was totally destroyed in the Cataclysm, it is still officially named on the rolls of the ten

kingdoms. Called "The Lost Kingdom," it is believed to be the homeland of the Atlanteans who later settled in Avalon (see: Alba). In its place, the Hesperian territory of Celaeneia was added to the list of Atlantean kingdoms, giving the Queen of Hesperia a seat on the Atlantean Council of Ten Kingdoms (the ruling body of Atlantis, presided over by the King of Poseidonea).

Politically, Atlantis has strong ties with Ophir and, to a lesser extent, Hesperia. Its trade partners include Ys, Broceliande, Alba, Iber, and Khemit (there is some trade with Equa, and even less with Khitai). Its primary rival is Tartessos, a nation which wields much influence in the European region. Although there is no love lost between these two lands, Atlantis is only on bad terms with Gorgos, the corsairs of Cymbri, and the vile Fomorian of Anostos.

The patron deity of Atlantis is still the sea god, Poseidon, though the state has no "official" religion. As a result, many different cults and religious groups are found throughout the ten kingdoms. As long as they abide by Atlantean law, the followers of these alternate religions are generally left alone by the government.

ANTIDILUVIAN REGIONAL GUIDE

ALBA & IBER

ALBA (AL~BAH)

Although the island of Alba is usually considered to be a part of Europa, it is so varied in climate, terrain and population as to warrant separate discussion. Its terrain ranges from the dense, tangled Forest of Arden to the rolling plains of Havar. In the north, in Skara and Skye, the land becomes rugged and bleak, though still possessed of an eerie beauty all its own.

Among the beasts and intelligent non-humans of Alba, there are many breeds and species. Deer are common, as are cattle, sheep, goats, and wolves. Ogres are par-

ticularly common in Aboric, while a few dragons and fire-drakes are believed to lair in the wilds. The Sidhe still have their own Alban domain in the Forest of Arden, one of the last refuges of the Faerie Folk.

As to human inhabitants, many peoples live in Alba, with a great variance in background, culture, sophistication, and beliefs. From the barbaric, ogre-worshipping men of Aboric to the advanced neo-Atlantean culture of Avalon, and from Havar's peaceful druids to the corsairs of Cymbri and Skye, the range of civilizations and outlooks extends over a wide scope.

Though Alba is not a large island it is subdivided into





a number of separate regions. These include Cymbri (SIM-bree), Havar (ha-VAR), Arden (AR-den), Starr (STAR), Avalon (AV-a-lon), Aboric (A-bor-ik), Skara (SKA-ra), and Skye (ski). Each of these regions is described in more detail in the individual sections that follow.

ABORIC (A-BOR-IK)

This region of central Alba borders on Skarra, Skye, Avalon, and Starr. It is populated by a tribe of barbaric humans known as the Abor, a light-skinned, dark-haired people. Originally from Iber, the Abor are closely related to the people of Uallach in Iber, but only in the sense of physical similarities.

The Abor are a hostile people, without friends among any other human tribes. They are a filthy, crude, and slovenly folk, dressing in rude furs and hides. The civilized people of Alba detest them; “Son o’ an Abor”,

“Manners of an Abor”, and similar remarks are considered insults of the most derogatory sort in Avalon, Havar, and other adjacent regions.

These barbarians worship the Old Gods, though not in the traditional way. They believe that ogres (who are common in Aboric) are the representatives of their gods, and so offer sacrifices to the most powerful of these creatures. All sacrifices are human—young virgins at each new moon, children at the solstices and equinoxes, and captive strangers/travelers/enemies (the same word in the Abor language means all three) whenever they are available. In return, the ogres generally leave the Abor alone.

The Abor have domesticated wild, wolf-like dogs, which they employ on the hunt and in combat. Their warriors use stone-headed clubs, spears, and slings, and wear “armor” of wolf or bear hide. Most of the populace is scattered throughout Aboric

in small, loosely-knit bands, though the Abor do have one fairly large settlement, called Ugmur (UG-moor). This settlement consists of a series of interconnecting caves with a number of entrances located in various parts of the surrounding countryside.

The Abor often hide in these entrances and spring forth to capture unwary strangers. Ugmur is said to have great stores of loot gained from such attacks hidden in the depths of its subterranean lair. Though they give some choice items to the ogres as offerings, the Abor keep much of this stolen treasure for themselves.

THE FOREST OF ARDEN (AR-DEN)

The Forest of Arden is one of the few remaining haunts of the Sidhe in the world today - other notable ones being located in Iber and Saturnia. Although isolated groups of Sidhe can be found almost anywhere, realms actually dominated by the Faerie Folk are few indeed.

Arden is located in the east-central area of Alba; bounded by ocean to the east, and Avalon to the west and south. The various Sidhe of Arden resent all forms of intrusion into the forest by humans and similar races. Some can be quite violent in expressing their hostility, and harbor a long-standing hatred of those who have forced them to give up so much of what they once held. Once the Sidhe owned all of Alba, Iber and Ys, and ranged freely through Europa, Atlantis, Turan, and even Gondwana. Now the Other Folk (as they call all non-Sidhe) have forced them to give up almost all of what they once held. Only in Iber are the Sidhe still populous, and only in Arden do they still prosper.

As a result, few Other Folk dare venture into, or even near, the Forest of Arden. Even outside the woodland realm, Faerie Folk seeking vengeance or a chance to reclaim lost land may roam in search of any opportunity for causing trouble. The Sidhe of Arden have withstood invasions and incursions by everything from giants to goblins, and their style of fighting (which makes use of ingenious traps and sneak attacks) is said to be most effective.

Down through history, there have been occasional cases of cooperation between Other Folk and Arden's Sidhe. For the most part, however, these cases have involved isolated individuals or small groups on both sides. The ranks of the Faerie Folk in Arden include sprites, rabicans (faery steeds), boggarts, oak men, and

many varieties of nymphs. The oreads of the hills are especially dangerous to intruders, particularly small bands of adventurers who disturb the peace of the woodlands. Bands of druas (the so-called Dark Elves) are also said to roam Arden's forests, and many other types are represented in smaller numbers.

It is said that Arden has been ruled for many Ages by an absolute monarch known only as the Faerie Queen. This one individual (no one is sure of her name or even of her exact race) has ruled Arden for a thousand generations of men, or so say the legends. Her rule is tempered by the strong force of tradition, the philosophy of the Faerie Folk supposedly evolving around the phrase: "Things shall be as they ever have been."

All of the Sidhe in the land acknowledge the Faerie Queen as ruler of Arden, though some are less enthusiastic than others. The Sidhe have their share of squabbles among themselves, particularly between those who want peace and solitude and those who live only to be mischievous and cause trouble for the Other Folk.

AVALON (AV-A-LON)

Avalon is a small land, with Havar, and Arden furnishing the landward boundaries. A mighty walled city serves as the only settlement, built on an island in the River Usk and surrounded by farmlands, rolling plains, and forest.

The entire population of Avalon resides within this city, which has grown steadily since its founding some time after the First Age. Legend has it that the Ruler of the Lost Kingdom sailed from Atlantis after tragedy struck his land. With a band of survivors who lived through the Cataclysm, this King fled by sea to Alba. There, with the help of the elves of Ys, they built a new city in the form of old Atlantis, smaller in size but similar in magnificence. Even today, Avalon seeks to bring back the peace, prosperity, and justice of the bygone First Age, though it is now quite independent of any ties with the mother country.

The first King of Avalon, in recognition of the help received from Ys, chose an elven princess as his Queen. Members of succeeding generations, right down to the present, retain certain elven characteristics such as fair skins, fine features, and a 25% chance to possess any elven racial ability. Intermarriage with elves has reinforced these traits, which have spread to include not



only the royal family but many of the higher nobility as well.

Avalon's culture reflects both Atlantean and elven influences, and is as advanced as any in the known world. The people are a high-minded folk, who consider themselves somewhat superior to most others; intermarriage with outsiders (except elves and Atlantean nobles) is frowned upon, and considered scandalous.

The city-state's religion is henotheistic, officially centered on Atlas and Poseidon as patron deities, but recognizing the Old Gods and all the lesser divinities as well. The King employs both priests and astrologers as spiritual advisors. Aside from Astrology and Divine Magic, the most commonly practiced magical fields are: Sorcery, High Magic (wizardry), and Alchemy.

Avalon's highest social class, ranking just below the royal family, is that of the chivalry of Avalon. Knighthood is an important institution in Avalon, the King heading a group of elite warriors united in a brotherhood known as The Order of the Grand Circle. They take their name from the old Atlantean tradition of seating the King's Council at a round table, thereby eliminating positions of dominance or precedence in council. The round table itself is actually a ring with the center open to allow servants, musicians, and jesters to perform their duties unhindered.

The Order is led directly by the King, who is traditionally treated as a warrior comrade rather than as a sovereign by other members of The Order. They are an elite group, charged with the defense of Avalon and sworn to extend the influence of their "New Atlantis". Each member is considered a Paladin, and is sworn to uphold the high standards of the Order.

Avalon has a small but effective army, led by members of the Order. This force, made up exclusively of heavy cavalry armed with lance, greatsword, and mace, and wearing full armor, is employed to patrol the surrounding countryside. Small bands are dispatched as needed to drive off the Abor, predatory beasts, ogres, goblins, and other such intruders. A small navy is also maintained, consisting solely of ships purchased from Ys.

Avalon's stated goal is to unite the world under the New Atlantis, where noble thought and achievement will once again dominate the lives of all men.

The city of Avalon is wholly located on an islet, con-

nected by bridge to the mainland fields and forests. Overall, Avalon controls little territory, but is desirous of future expansion. However, they are not a warlike people, and would prefer to gain dominance through peaceful means - diplomacy, trade, and moral or cultural ascendance. The current King seeks a voluntary union of neighboring lands, not an empire.

To date, they have had little success in their endeavors. Havar has little interest in cooperation with Avalon, though the two nations do occasionally engage in limited trade. The corsairs of Cymbri are also a problem for Avalon, forcing them to keep their ships close to the city. Ys helps share the burden of defense against corsairs in these waters, but their forces are relatively few in number.

CYMBRI (SIM-BREE)

Cymbri is not a true country, but a single, large settlement situated somewhere on the rockbound western coast of Alba. Its exact location has long been a closely guarded secret of the dread corsair bands that dwell there.

The original settlers of Cymbri were a mixture of Turanians, Dravidians, Vir, and various other Europa and Gondwanan peoples taken as slaves by the Shebans in the early days of the Sheban trading empire. While en route to Tartessos in a fleet of five large slave galleys, the thralls revolted, took over the ships, and slew their captors. In order to escape the wrath of the Sheban empire, the slaves fled westward, eventually finding refuge in Alba. Here they established a stronghold, naming it Cymbri, after a hero of the revolt. To support themselves, and as a measure of vengeance for their ill treatment at the hands of their former masters, the Cymbrians turned to piracy as a way of life.

Since that time several hundred years ago, the Cymbrians have increased both in number and in strength. The crude, walled enclosure which once served as their base of operations is said to have grown into a city of widely divergent architectural styles. The Cymbrian population has also continued to grow, augmented by the constant influx of captured females (taken in coastal and sea-borne raids), escaped slaves, and disaffected individuals from all over the known world. The Cymbrian fleet, begun with just five captured galleys, is now believed to number well over forty vessels, of many different types.

As might be expected, Cymbrian culture is similarly

notable for its diversity. Almost every religious belief has its adherents here, and the customs and traditions of many nations have become blended over generations of time. The few traditions native to Cymbri primarily reflect the legacy left by their slave ancestors. As Sheban slaves were made to shave their heads, so too do most Cymbrian corsairs (both male and female), though many retain a top-knot or narrow crest of hair as a symbolic show of defiance with the old ways. Whereas Sheban slaves were prohibited from wearing jewelry or ornamentation of any sort, the wearing of elaborate tattoos and costly jewelry has long been in vogue amongst the Cymbrians. Between the varying tastes in dress among the many races and nationalities represented in Cymbri (plus the adoption of clothes taken from captured merchant vessels), Cymbrian dress is colorful and wildly varied.

Though Cymbrians have an inherent dislike of authority, a council of three individuals serves to govern the city's interests and settle disputes. The council is elected by popular vote, each triumvirate serving for a period of seven years. Among other duties, the council decides whether or not any newcomer is to be granted Cymbrian citizenship. Almost any fugitive, thief, cut-throat, or pirate can apply for citizenship in Cymbri. An interview and some sort of test of loyalty - often a quest for some kind of valuable booty - is usually required before the council votes. It is also customary for applicants to offer the council a goodly sum of treasure or a gift of great value as an "application fee" of sorts. Those who are accepted are required to swear an oath of loyalty to the city, and a solemn vow of secrecy. The highest crime in Cymbri is to reveal the exact location of the city to an outsider (non-citizens brought to Cymbri for any reason must be bound and blindfolded to prevent such a thing from happening). Both pacts are considered binding for life; a Cymbrian citizen who later attempts to desert the city will be hunted down mercilessly by his compatriots. The punishment for either offense is death, usually by some horribly slow means.

The city of Cymbri actually remains little known to outsiders. Over the centuries, a few of its people have returned to civilization and escaped the vengeance of their former comrades, but even these people are reluctant to disclose more than vague generalities about the city. Cymbri is said to be a walled port city of formidable construction, well-guarded by hardened corsair warriors. Its exact location remains a mystery, though

the determined seeker might possibly find it by locating a Cymbrian corsair or thief in some other city willing to sponsor him before the council. Most Cymbrians converse among themselves in a twisted version of the Atlantean tongue called "Cymbri." This dialect is practically incomprehensible even to those who speak Atlantean, and qualifies as a distinct language all its own. Some claim that a secret, written version of this tongue is also in use among the Cymbrians.

There are those who say that Cymbri is paid a substantial sum of gold and silver each year by Tharshesh in return for letting their merchant ships alone. Some even believe Tharshesh encourages raids against its rivals by these Cymbrian corsairs, though to date there has been no proof offered that such a conspiracy truly exists.

IBER (I-BER)

The green island of Iber is a fertile land, with good soil and a delightful climate, but is feared by travelers nonetheless, and for good reason. Despite the bounty of the interior, which contrasts startlingly to the rugged and rocky Ibernian coast, Iber is no place for the faint of heart. Many types of dangerous creatures dwell here, such as Aegir (swamp giants), dragons, spirits, dire wolves, and scattered tribes of goblins.

Sidhe are quite numerous; every type is known to haunt the dells and moors of the island. These faerie folk are scattered throughout the land in small groups of various types, with no definite organization or social order.

There are those who speak of a king, Oberon the Immortal, whose authority supposedly extends over the whole of Iber's Sidhe population.

The Straits of Ayr (A-er) between Alba and Iber contain a number of tiny islets, most of them little more than pinnacles of jutting rock covered with sea moss. These rocky isles are home to the Ayr Tritons, a reclusive band of mermen noted mostly for their druidic religion.

PICTLAND

The island also has human inhabitants, and these are the greatest source of danger for visitors. Much of Iber is dominated by the Picts, a race of barbaric nomads renowned for their ferocity and savagery in battle. A



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tall, strongly- built people with light skin and dark hair, the Picts are distinctive in appearance. They stain their skins blue with woad (a natural pigment) and tattoo spiral designs on their bodies. They are utterly without mercy, fiercely independent, and jealous of their land and their freedom.

Roaming the land in nomadic bands, the Picts are not particularly advanced in either technology or social structure. They use stone, bone, antlers, tusks, and wood to make tools, utensils, and (most often) weapons. Spiral motifs - the spiral is the cult symbol of the Old God Ash, a dominant figure in Pictish myths - are incised on most possessions, but this is the only adornment found on Pictish implements.

Rank and position in Pictish society is entirely based on prowess in battle and on the hunt. The War-chief, the most skilled of the warriors, reigns supreme in each individual band. When warchiefs deal with one another, they revert to trials of strength to settle such disputes as may arise between them. These status duels are often lethal to one or both participants, even though neither is given arms; the concept of surrendering to an enemy is considered the most horrible act a Pict can commit, and results in the permanent exile of the offender from all bands of Picts throughout Iber. Such offenders are tattooed to permanently proclaim their cowardice, beaten severely, and turned out. Surrender to another Pict does not result in the same kind of punishment, but is looked upon as weakness.

The Picts fight among themselves more as a ritual than out of aggression, saving their warlike attentions for their neighbors. Non-Pictish settlements in Iber, especially Tara, are in constant danger, and the Picts have also been known to mount raids across the straits into Alba in odd hide boats that are seaworthy, but ungainly

in appearance and handling.

UALLACH (OO-WA-LOK)

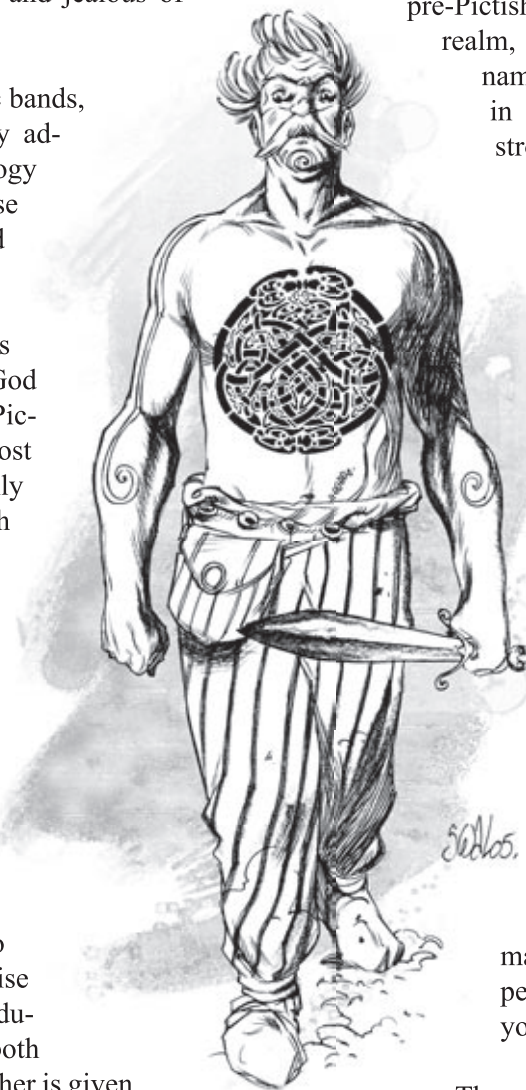
In the north of Iber is another nation, a remnant of pre-Pictish habitation of the island. This small realm, Uallach, is a center of Bardic lore, named after the greatest bardic poetess in recorded history. Druidic magic is strong in Uallach, and the forests and glens ring with music and poetry.

The people of Uallach are most closely akin to the light-skinned, dark-haired Abor of the Aboric region of Alba. They are a non-violent people, who rely on simple gathering and rudimentary agriculture for food. They make use of their powerful druidic magic to protect themselves from the Picts, who would otherwise have overrun the land ages ago.

Uallach is traditionally a sacred place of learning and worship for bards and druids; even foreigners from Alban lands visit Uallach to learn the lore of this ancient, peaceful realm. Elder druids from many lands often settle here permanently, to live out their final days in peace and pass on their knowledge to younger generations.

The political system of Uallach is based upon the druidic settlement-leaders who form The Ancient Order of the Council of Uallach. One among these is chosen by vote to lead the delegation for a year and a day. This person also acts as the representative of the Council in all dealings with foreign realms, and is treated much like a monarch by these outsiders. But the Council has supreme power in establishing all laws, and in passing criminal or civil judgments relating to the citizens of the nation.

Though basically friendly with outsiders, Uallach has close ties only with Havar, in Alba, with whom they have much in common. Uallach's druids often visit Havar during the Great Festivals which are there. On the other hand, they have no love at all for the colony



of Tara; and generally have little to do with most “civilized” peoples. They make judgments on an individual basis, helping those in need of aid, or turning away those whose attitudes are in conflict with druidic ideals.

Uallach is dotted with oak groves and giant standing stones. The people live in impressive stone slab shelters similar to those of the Skara in Alba, but even these strong dwellings would be little protection should the Picts ever overcome the magic that protects the land. Also dwelling in Uallach are many beastmasters, who live in solitary dwellings in the forests among the animals they befriend. Unlike the druids, these beastmasters are quite militant, and spend their time defending the forests - and those who dwell within - from Pictish incursions or other hostile forces. No one knows for sure how many such individuals dwell in the wilderness of Uallach.

HAVAR (HA-VAR)

Havar is the most populous region of Alba, a land of gently rolling plains and dense forests. It is bounded by Skye to the north, Avalon to the northeast, the Forest of Arden in the east, and ocean to the south and west. Cymbri, the corsair haven, is also located here, on the western coast. The people of Havar are fair-skinned, usually with brown hair. Their society is druidic (Witchcraft order), and the High Druid of Havar is the ruler of the land. He is both the spiritual and political leader of Havar, the Guardian of History, the Teacher, and the Keeper of Stonehenge.

Stonehenge is a non-functioning vril circle from the First Age that the early Havari adopted as an observatory and temple to their gods. This great circle of standing stones fulfills both religious and calendaric function, marking the passage of days, months, seasons and years by tracking the rising and setting of the sun and moon over various stones.

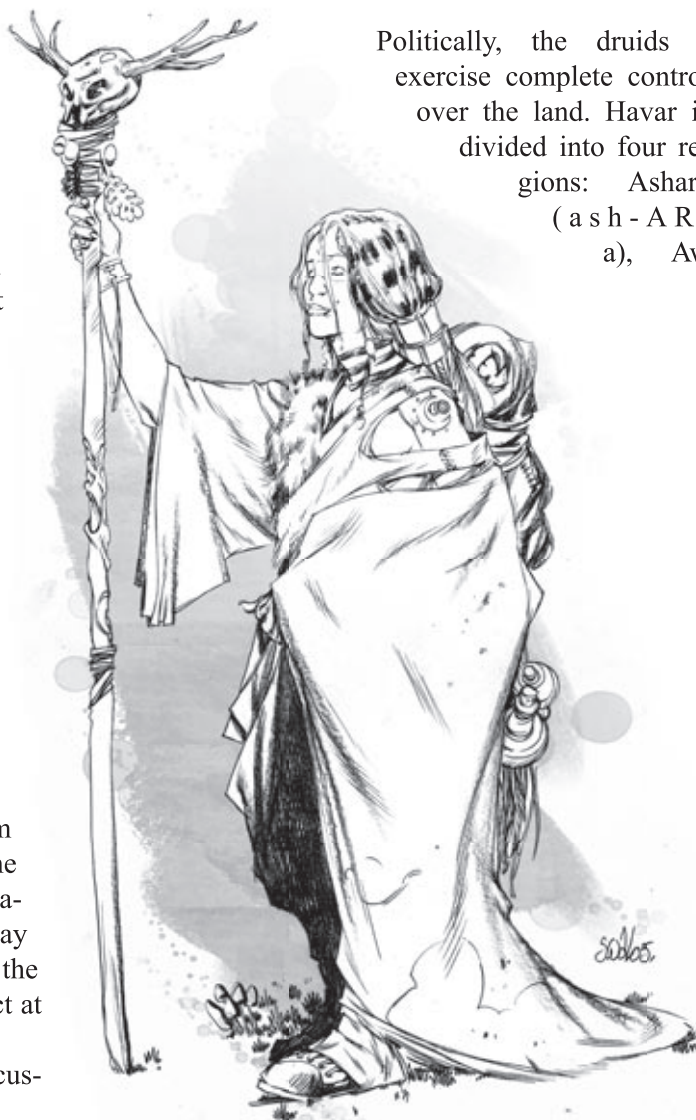
Foreigners seeking druidic knowledge come from around the globe to study under the High Druid; he teaches the secrets of Druidism, History, Music, Nature, and similar subjects. It is said that anyone may attend these lessons, so long as proper respect for the High Druid is shown, and behavior remains correct at all times.

Havar is a land in which strict religious codes and cus-

toms prevail. Foreigners, though welcome, may not discuss nor even show the symbols of any cult other than that of the European pantheon. Out of respect for their druid leaders, the people of Havar do not wear furs or hides, and consider those who do to be barbaric at best. They subsist primarily on fruits, vegetables, and herbs, taking only such game as is absolutely necessary for their diet. Some portion of any kill must be sacrificed to Cernunnos as a token of respect and gratitude. Despite these limitations the Havari are skilled hunters and trackers, employing the short bow dagger, and spear.

The Havari possess a runic alphabet (taught by the druids) and place much emphasis on bardic skills and natural magic. The settlements are clean and well-ordered, and they have domesticated both cows and goats (mostly for dairy products, rarely for meat). They know little of metal-working, and make most implements from wood and stone.

Politically, the druids exercise complete control over the land. Havar is divided into four regions: Ashara (a s h - A R - a), Aw



(AW), Awtam (AW-tam), and Havoc (HAV-oc). Each is governed by an Elder Druid, who ranks above the druid chieftains of the region's settlements. The High Druid rules over all, an absolute monarch who makes all laws and is the ultimate arbiter of all disputes. The Elder Druids, however, control the selection of the High Druid's successor, and will combine to depose a High Druid whose actions threaten Havar's peace and order.

The settlements of Havar are all large communal shelters. They are circular, in homage to their moon goddess, and are constructed of fine-crafted, sturdy oak. The largest settlement-house is called Hwarrum (haWAR-rum), and is 130 feet in diameter. It is ten feet high around the perimeter, rising to a center thirty feet above ground level. A second floor is located at the ten-foot level, and a small third floor twenty feet off the ground occupies the center of the large building. A central shaft ten feet in diameter connects the three floors from roof to lowest floor, providing ventilation. Within this single structure is an entire village, with shops, residences, and even a small tavern.

Of the four districts, Aw is the most prestigious, as Hwarrum and Stonehenge are located here. Awtum is the southwestern coastal region, through which trade passes to Ys and southern lands. Ashara is an eastern district, separating Awtam and Aw from neighboring Arden. A strip of the Arden border also runs along the boundary of Havoc, a contested region that arcs from northeast to southwest and is surrounded by Cymbri and Skye as well as Arden.

Havar is by no means a peaceful realm. The Cymbrians and bands of Ska frequently raid the borderlands, and Havar retaliates in kind. Havoc is thus a dangerous land, plagued by battles between warriors of all three

nations. Further, the Sidhe who dwell in the Forest of Arden are none too fond of their human neighbors, and often interfere in the affairs of men.

Cymbrian ships harass the entire Havari coastline, and warriors from the hidden citadel often trespass into Havar's territory.

The Ska of Skye rarely raid Havar by sea, but do mount short attacks through the landward marches. Havar's only close ties are with Avalon and Ys, both of them major trading partners.

SKARA (SKA-RA)

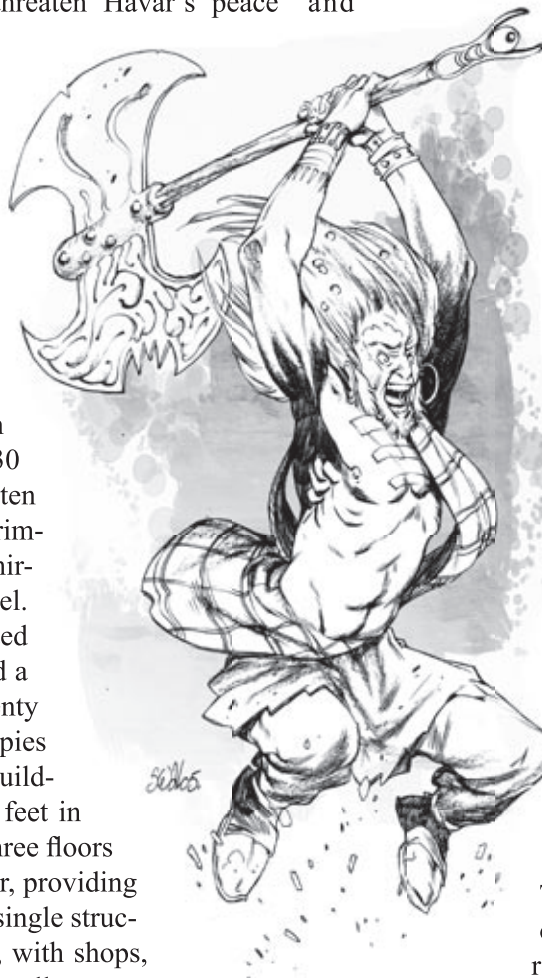
The windswept, rock-strewn terrain of Skara occupies the northern portion of Alba, bordering Skye, Aboric, and Avalon. In this bleak land of rugged hills and lonely moors live the Skara; light-skinned, dark-haired and of average build and height. Once closely related to the Ska of Skye, the Skara and Ska feuded generations ago and have since been separated politically and culturally.

The Skara are shepherds and hunters, but unlike their cousins from Skye, they do not much like the sea. What fishing they do is done from the shore, and they have no skill in building ships. They understand many advanced concepts of agriculture, but the harsh climate of the region favors only the hardiest crops.

Scarcity of food and raids from Skye, Aboric, and Cymbri has thus far conspired to keep the Skara population rather small.

Skilled in crafting blocks of slate, the Skara have built small but impressive settlements with paved streets and efficient sewer systems. Much of their furniture is likewise fashioned from cut and polished slate; tables, chairs, sinks, bureaus, and many other common items are made with careful craftsmanship.

As hardwoods are extremely scarce in Skara, almost all implements must be made from slate, flint, or sheepskin. In working these materials, the Skara are largely unequalled.



Scholars believe that the Skara were influenced by Atlanteans in their development of cities. The Skara themselves, however, retain no history of such outside influences. Their settlements are old, and the origins lost in antiquity. The most prominent are Orka (OR-ka), and Phadrig (FAD-rig). Each is ruled by a druid, with the High Druid living in Orka. Initiates preside over smaller settlements. The religion of Skara focuses on Cernunnosa, of the European Gods, with the Mor-rigan also holding some prominence. Non-functioning vril Stone circles, much like Stonehenge, are found in several places in Skara.

The Skara are not a meek people. They organize raids into Skye and Aboric, and have even ventured into the territories of neighboring Starr. Unlike the Ska, Skara raids are usually mounted to steal food and animals, not to extend their territory or take captives (Skara is too poor to support slaves, so prisoners are impractical, at best). Hit and run raids are the rule, with little time wasted on unnecessary combat or killing. In battle the Skara use stone maces, flint daggers, and slings, and wear sheep or bear skin armor. Metal weapons captured from foreigners are highly prized, and considered a mark of esteem amongst the Skara.

SKYE (SKY)

The people of Skye are of the same race as those in Skara, having once all been part of the same nation. But differences arose between the two groups, and Skye broke off to pursue its own course. Skye occupies Alba's northwest coast, bordering on Skara, Havar, and Aboric. Those who live here call themselves the Ska.

Unlike Skara, Skye has fairly extensive woodlands, and thus has an advantage in using wood as a building material. The slate buildings found in Skara are not found in Skye; ordinary wooden structures are built instead. The Ska of Skye have no sewer systems, nor do they care much for the building of streets. They do, however, build ships, and are very much at home on the water.

The Ska began as hunter-gatherers, but long ago adopted the concept of seaborne piracy from the Cymbrians. Their corsairs bring in extra food and many luxuries, including metal implements, looted from the vessels and seaside settlements they plunder. Most Ska have various metal weapons or pieces of armor, either taken in battle or handed down from a successful ancestor.

They favor longbows and battleaxes in combat, and when they cannot get metal weapons, use polished stone instead.

The Ska have laid claim to several islands off the coast. Frequent skirmishes break out between Ska and Cymbrian corsairs over the ownership and use of these islands, for despite the many similarities between these two groups, they are hated rivals. Indeed, the Ska have no allies. They are more a nuisance than anything else, because their sparse population is unable to build sufficient strength to offer a serious threat to the northern trade routes. The settlements of Skye are Uig (u-IG), and Oa (O-ah). Uig is the largest, and residence of the Corsair Chief of Skye. A 90-foot-high natural pillar of solid stone is also located here, a colossal monument to the Old Gods. The monolith is avoided by the Ska, who shun religious practices of any sort. Some claim that a Black Druidic cult lives here, and uses the totem in its dark rituals.

STARR (STAR)

This region lies on the eastern coast of Alba, bordering on Arden and Avalon. A very small tribe of hunter-gatherers lives here, semi-nomadic barbarians who migrate from upland pastures in the summer to southern woodlands near the fringes of Arden in the winter. They are tall, with brown skin and light hair, and dress in long, flowing robes.

The Starrians follow herds of Red Deer which live in the region. They use no metal, only stone, wood, bone, antler, and leather. Not particularly noted for their craftsmanship, they produce adequate tools and implements. They do not generally engage in trade, and shun contact with all but the Faerie Folk of Arden. They are pacifists by nature, following the tenets of an age-old mystic cult which revolves around the worship of the European Gods. Unlike most of their neighbors, the people of Starr covet neither power nor wealth. Consequently, gold and other precious substances have little value amongst these peoples.

The Starrians are good hunters, but poor warriors. They lead a hard life threatened by neighboring tribes, and they are few in number. A peaceful people, they prefer seclusion over interaction when they have a choice. Oddly enough, the Sidhe of Arden generally accept the Starrians, and are friendly more often than not.





ANOSTOS REGION

ANOSTOS

(UH-NOS-TOS)

To the west of the Sea of Dread lies Anostos, the mysterious *Land Of No Return*. Veiled in perpetual mist, the jagged coastline of Anostos can present difficulties to even the most experienced navigators. Many a ship has gone down in these waters, where swirling currents, partially submerged rocks and icebergs are an ever-present hazard. In some places, precipitous cliffs rise up from the churning seas, forming a natural barrier against all but the most determined landing parties. In others, twisting inlets and narrow stone defiles must be navigated before ships can put ashore.

Though covered with ice and snow across the northern territories, the southern regions of Anostos are surprisingly temperate. This is due in large part to the numerous hot springs which are found throughout these parts. Prevailing southerly winds also contribute to this phenomenon, giving Anostos its distinctive, mist-en-shrouded appearance.

The terrain of Anostos is similarly distinctive, ranging from the ravaged wastes of the fells to the twin woodlands known as the Weeping forest and Dreamwood. To the north, the Iron Mountains form a natural barrier separating the warmer southlands from the icy expanses of the polar regions.

DREAMWOOD

To the east of The Weeping Forest lies the strange realm known as Dreamwood. Here dwell a number of different species of woodland beings: lustful satyrs, mischievous faery-folk, and the myriad nymphs of wood and stream. Warlike bands of arcitenus (two-headed centaurs) and malataur (half man/half ram) also roam these woods, allowing only Fomorians to pass without incident. Unlike the gloomy surroundings of the Weeping Forest, Dreamwood is a place of startling beauty. Fields of poppy, meadow saffron, and red heather show their bright colors at every clearing, filling the air with their fragrant scents. Here also are found all manner of flowering and fruit-bearing trees, untended save for the gentle visitations of butterflies, songbirds, and sprites.

Flowing through the midst of this splendid realm is the River of Pleasure, whose crystal waters are said to be as intoxicating as the most potent wine. When taken to excess (6 pints or more) the waters of the River of Pleasure reputedly cause a slumber filled with the most wondrous and sometimes divinatory dreams. Nearly all of the inhabitants of Dreamwood partake of these waters, and so are most often encountered in various states of inebriation. The Fomorian in particular make good use of these waters, flavoring them with certain fruits, berries, and (occasionally) narcotic herbs.

THE FELS

Beyond the mist-enshrouded coastline, the land rises and falls in great convolutions of earth and stone. Known as The Fells, this barren wasteland was once an extension of Anostos' two great woodlands: the Weeping forest and Dreamwood. Generations of Fomorian shipbuilders have long since defoliated this once verdant area in order to acquire timber for their massive, ocean-going vessels. As a result, the fells are now devoid of vegetation, and much of this region has been scarred by the erosive effects of wind and rain. A reddish cloud of dust and fine soil hangs over the fells which, while not harmful, often causes visibility to be limited to 50-100 feet.

Though occasionally frequented by predatory animals, most of the denizens of Anostos tend to avoid this barren stretch of land. Adventurers will find that travel over land is slow, and sometimes dangerous; rock slides, dust storms, undermined areas, and deep ravines are fairly common features of this area. Only

by passing through the fells, however, can the interior of Anostos be reached.

THE IRON MOUNTAINS

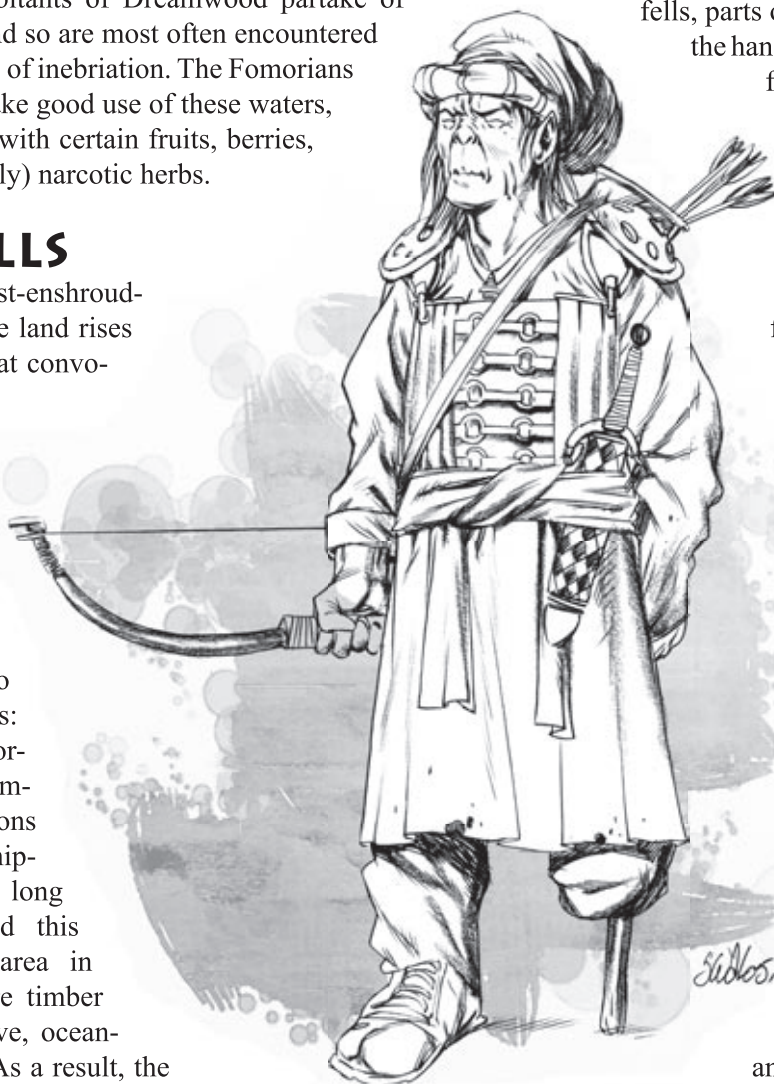
North of the twin forests of Anostos lie the Iron Mountains, a vast range of snow-topped peaks which covers an area of over 1,000 square miles. Like the fells, parts of this region have suffered at the hands of the Fomorians, who have from time to time engaged in

large-scale efforts to mine the mountains' appreciable reserves of tin, copper and iron ore. Rubies and onyx are also present in these mountains, with rich finds reportedly being discovered quite close (10-40 feet) to the surface. Those few who have prospected in this dismal region have often profited, though sometimes at great cost; cave trolls, mountain trolls, and wyrms prowl the subterranean levels, and violent wind and snow storms are fairly common. The Iron Mountains are also home to several tribes of Nethermen (goblin/human crossbreeds). All but one or two of these warlike bands are reputed to be hostile to humans, and even the Fomorians prefer to give them a wide berth. As the

Nether tribes generally restrict their activities to the mountains, they are seldom encountered in the forests or along the coastal areas.

The most dominant species on the continent of Anostos are the Fomorians, a sea-faring race of giants distantly related to the Jotun and Aegir. Long a threat to ships who traverse the northern seas, the Fomorians have a vile reputation as pirates and slavers of the worst sort.

The twisting inlets and fjords of Anostos' jagged coastline are home to the Fomorians, who live in walled



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villages of crudely-worked stone. Several thousand Fomorians are believed to live on the continent, though they are by no means a unified force. Over 100 different clans are said to exist, each numbering from 30-300 individuals. Squabbling amongst the clans is common, and often leads to violence. Full-scale wars between clans are, however, extremely rare.

Life within a Fomorian village is both brutal and monotonous. Females and children (who make up approximately 2/3 of any clan) perform all labor, occasionally aided by such slaves as the clan has managed to acquire. Those who are too old or feeble to work are either slain out of hand or banished to the fells. When not at sea, the adult males spend much of their time lolling about, arguing over stolen booty, or drinking great quantities of the intoxicating beverage known as fomor. The more aggressive males will sometimes venture forth into the interior, either to hunt for food or to gather the ingredients necessary for the making of their potent brews. If a clan has captured many slaves, its chieftain may elect to dispatch a mining expedition to the Iron Mountains. Such expeditions will usually consist of at least twenty individuals (one Fomorian guard for every four slave laborers), and may last as long as six months.

The primary occupation of Fomorian males, however, is piracy. The ships used for this purpose are appropriately massive in size (up to 200 feet long), and can hold twice as much cargo as an average large merchant vessel. Most are centuries old, having been constructed from the long-since-depleted hardwood forests (now known as the Fells). Despite their ponderous bulk, the Fomorians' vessels are surprisingly swift, and can easily outdistance most merchant ships. Each single-masted ship is equipped with oars, a single heavy catapult, an iron prow (for ramming), and grappling poles. Built to Fomorian specifications, these ships are impossible for non-giants to handle. Maximum crew capacity is sixty Fomorians, or about three times as many human-sized individuals. Repeated applications of certain herb extracts have rendered the hulls and masts of Fomorian ships particularly resistant to fire (flames of any sort do only 1/2 damage).

In battle, the Fomorians are both fierce and tenacious. They will relentlessly pursue any but the most insignificant-seeming craft. Fomorians will waylay victims, whenever possible, in order that they may be taken alive. Able-bodied victims are kept as slaves; less-

promising physical specimens (and those individuals who refuse to cooperate with their new masters) are usually tortured to death, boiled in a large cauldron and eaten, or disposed of in some similarly cruel fashion.

Though related to the giant Aesir and Jotun races, the Fomorians have no love for either of these folk. Both have been enemies in the past; the Aesir having frustrated Fomorian invasions on many occasions, and the Jotun having themselves failed several times to raid the coast of Anostos.

THE WEeping FOREST

The Weeping Forest is a bleak area populated primarily by white wolves (who howl mournfully whenever the moon is full), crows, and such strange creatures as boggarts, gwyllion and arcitenus. A variety of strange and ancient trees grow here, most having the forlorn and drooping appearance characteristic of weeping willows. Many different species of rare herbs and plants grow amidst the tangled underbrush, certain of which are said to be useful to alchemists and Thaumaturges.

Through this woodland realm flows the River of Grief, whose hazy, blue waters are said to be magical in nature. According to legend, the waters of the River of Grief are actually the tears of the forgotten goddess Tua, who wept upon learning that she was no longer revered by men. While these waters are deemed safe to drink, the blue-grey mists which sometimes rise from the river can cause those who inhale them to become stricken with sorrow (CON roll or experience severe depression for 2-24 hours). Fortunately for travelers in this strange land, the mists are rarely seen except during the evening hours. The giant Fomorians have an unnatural fear of these mists, and so will never venture into The Weeping Forest by night.

THE ISLE OF DEMONS

Off the western coast of Anostos lies the dread domain known as the Isle of Demons. Here, if one can believe the tales of frightened sailors, the very waters about the island boil and seethe as if churned by unseen forces. It is said that in the evening hours terrible, inhuman cries can be heard issuing forth from the isle, sometimes from as far away as 12 miles.

Though there are many mysteries connected with the Isle of Demons, the denizens of this shadowy realm are by no means unknown, especially to those who

study the arcane arts. They are the Hantu, an evil race of beings often referred to as “earth-bound demons”. The estimable First Age sorcerer, Korak, refers to both the Hantu and the Isle of Demons in his classic: **Guide to the Lower Dimensions**, as follows:

“The Hantu (classified as “999:black” by the daemonologist Ahriman) are hideous and brutish creatures of unknown origin. Unlike most daemons, Hantu are not characterized by any single set of physical attributes; rather, they may possess any number of repulsive characteristics, including cloven feet, claws, forked tongues, bat-like wings, shaggy hides, scales, multiple sets of arms or legs, and so forth. Ahriman claims that as many as twelve different species exist which may, indeed, be true.

On the earthly plane, Hantu are found in numbers only upon the aptly named Isle of Daemons, which lies to the west of Anostos. Here, as in other places, the Hantu take such refuge as they can in swamps, tangled forests, and mountainous regions. They are inactive by day, but come forth each night to hunt for food.

Because Hantu do not hail from the traditional home planes of daemonkind, they cannot be summoned by spells of any sort. Their appearance on the material plane is explained by the Hantu’s propensity for spotting magical gates and inter-planar rifts, and entering of their own accord. For some reason, Hantu who in this way gain access to the earthly plane, often find that they are unable to return to their own world.”

There are perhaps hundreds of Hantu on the Isle of Demons, of varying degrees of power. Because of their innate ferocity, the Hantu are as much a threat to each other as they are to the island’s animal population. Terrible battles between these creatures are, in fact, said to be the explanation for the fearsome shrieks which emanate from the isle.

As Hantu despise being bound to the material plane, they will sometimes agree to serve a powerful spellcaster in exchange for any device or spell which can be employed to return them to their home plane (the duration of such a pact will rarely exceed one month per level of the caster). For this reason, the Isle of Demons is occasionally visited by certain practitioners of

magic.

THE NORTH POLAR REGIONS

Practically nothing is known of this desolate area, which is believed to be little more than an endless-seeming expanse of ice and snow. Whether the area is inhabited is a point of conjecture; the Fomorian say no, while the Nethermen of the Iron Mountains believe the opposite to be true. As they see it, the Polar Regions are inhabited by monsters such as ice golems, frost demons, and snow lemures (as they call Yeti). Understandably, the Netherfolk are reluctant to enter this territory, and in fact tend to avoid even the northern faces of the Iron Mountains.

The Aesir of Gava have yet another conception of this area, based upon a rather obscure legend of unknown origin. According to this colorful tale, there exists a fissure at the center of the Polar Regions which leads deep into the earth. At the end of this fissure or tunnel can be found an entire other world, which, by its description, might resemble the verdant jungles of Lemuria. This “hollow earth” legend, while popular amongst the Aesir, is viewed with a good deal of skepticism by most other peoples.





ANTILLA REGION

ANTILLA (AN-TI-YA)

The bizarre sunken land of Antilla lies a few hundred miles east of Eudea. Although some speak of the "Land of Antilla," barely five percent of the entire region lies above the surface of the ocean. The vast majority of Antilla lies under water, submerged to an average depth of perhaps 20 feet. It is a great undersea plateau, which is the remains of a land that sank beneath the waves during the last days of the First Age. Today, it contains a multitude of ancient ruins as well as a vast array of aquatic species of plants and animals

found nowhere else. It is also the home of the largest nation of Tritons.

This submerged island rises far above the ocean floor. To the east, on the Atlantean side of Antilla, the great oceanic cliff spans 12,000 feet; on the western side, there are places where the Antillan plateau is 18,000 feet above the depths. These great undersea palisades and the coral reefs that grow on them support an abundance and variety of undersea life, from the smallest fish up to the awesome leviathans of the deeps. There are innumerable species of sea plants growing in underwater jungles on the Antillan plateau, some having

potent magic or healing properties prized by humans and Tritons alike. In addition, these undersea forests also support vast stands of several varieties of kelp that are a major staple of the Triton diet as well as a haven for the various forms of undersea fauna they hunt to provide the balance of their food supply.

Many of these plants grow to immense heights, some reaching above the surface of the sea. Some send up stalks and leaves twenty or thirty feet above the water; a grove of such plants can give a convincing illusion of land. In places, a human can stand and walk about around these living platforms, but only the most agile can avoid falling through the treacherous gaps between them - sometimes the entire platforms suddenly give way if too much weight is placed upon them.

Although the aquatic Tritons live throughout this exotic land, they especially prize the small islands that pierce the surface. Here, they make the forges and kilns where they can work the metal and clay implements that Tritons value so highly.

ORIGIN OF THE TRITONS

The legends of both the Tritons and the Atlanteans speak of Antilla as the ancestral home of the Tritons. However, the myths of their origin vary wildly. The priests of Poseidon call them the descendents of Poseidon's 11th child, who was given dominion of the realms underneath the sea, while most Tritons believe that they were the inhabitants of Antilla who were sufficiently good and devout that the gods saved them when Antilla sank beneath the waves. Tritons tell stories and create mosaics of colored shells that depict the rising waves drowning the wicked, while their ancestors were instantly transformed into Tritons.

The truth is known or at least strongly suspected by a few Atlantean scholars and predates the end of the First Age by several centuries. At the height of the First Age, before hubris and greed brought about the endless wars that eventually resulted in the Cataclysm, the Atlanteans learned how to use their sorcery to permanently transform people into new and wonderful forms. Instead of creating horrific and twisted beasts or monstrous soldiers from unwilling victims, they wished to find ways to give humanity new and miraculous capabilities. The two most impressive results of these experiments were the conquest of the air and the sea, the creation of the zephyrs and the Tritons.

Brave and daring Atlanteans volunteered to be transformed into beings who could fly or live in the water as easily as ordinary humans live on land. The earliest experiments created Tritons who appeared to be humans with gills, blue or green skin, fin-like ears, and webbed feet and hands. They were adapted for life in the water and could also walk on land, but they could only swim slightly faster than ordinary humans. After the ancient savant-adepts learned more about such transformations, they were able to create a new form of Triton better adapted for life in the water. Instead of legs, they possessed a powerful lower body and flukes similar to those on dolphins. These Tritons could swim faster than many fish and were true masters of their oceanic domain.

For the first two centuries of their existence, there were only a few hundred Tritons and they explored the oceans around Atlantis, aided ships during storms, and revealed many of the mysteries of the sea to the savant-adepts working with them, just as the zephyrs explored the upper reaches of the atmosphere and frequently aided flying ships in trouble. However, as greed and corruption overtook Atlantis, both zephyrs and Tritons were soon seen like all other non-humans - as subhuman chattel to be used for the power-mad purposes of the lords of Atlantis. The zephyrs escaped by flying away to distant aeries. However, the Tritons were both more trusting and less able to escape and were enslaved. The largest population of Tritons was relocated to Antilla, where they were used to mine the slopes of this huge island. Their children and elders were held hostage by their cruel overseers, as the Tritons were forced to dive for the opals, crystals, precious corals, and silver found in abundance on these steep underwater cliffs. Their lot was wretched and they dreamed of rebellion, until the last decade of the First Age.

Shortly before the Cataclysm the mad savant-adepts of Quetzlan, the prince of Diaprepea developed a method of channeling all of the power of a linked matrix into a single terrible weapon. Eager to use this horror, when the Satrap of Antilla plotted against Prince Quetzlan to steal this new weapon, the prince used this weapon to destroy Arintichla, one of the smaller cities of Antilla. Unfortunately, no one knew the full extent of this weapon's power. Not only was this city blasted into a pit of molten glass, but the resulting shockwaves triggered a massive earthquake that sank Antilla beneath the sea. The entire process took less than two days and



only a small fraction of the inhabitants were able to flee the island. However, in the confusion, the Tritons saw their chance. As the humans around them fled, they rescued their captive children and elders from the slave pits and fled into the ocean around Antilla. Once the island finished sinking, they took possession of a land now uniquely suited for them.

PSYCHOLOGY AND GOVERNMENT

Gaining their freedom allowed the Tritons to truly become their own people and not merely humans living underwater. One of the most important differences between humans and Tritons is that Tritons almost always make decisions by consensus. The entire concept of a minority abiding by the wishes of the majority is alien and somewhat repugnant to Tritons. Most Tritons understand that humans and other races feel differently and respect their different choices, but very few Tritons are willing to be governed by the wishes of others. Instead, Tritons are willing to discuss all decisions at length, until everyone involved agrees or is at least willing to compromise on an alternative that is acceptable to all. In emergencies, warfare, or other situations where lengthy debate is impossible, Tritons choose leaders who they empower to make decisions for them. Some leaders are chosen solely for a specific event, others are given jurisdiction over specific tasks or endeavors for months or even years. Naturally, such leaders are chosen by consensus and are selected well in advance of any actual war or other emergency. Tritons are willing to agree to follow the authority of leaders that they appoint or respect, but no Triton will do so solely because others decide that this leader is worth following.

Antilla has been divided into three regions, each the realm of an individual member of the Greater Tribes of Antilla, the Tritons who live in the underwater world. These regions are Sahuga (sa-WA-ga), Neptus (NEP-tus), and Sargo (SAR-go). In addition to these three regions of "mainland" Antilla, other prominent regions adjacent to the plateau waters are also worthy of note: the canyon of Neptune, the Antillan Channel, and the Sargasso Sea.

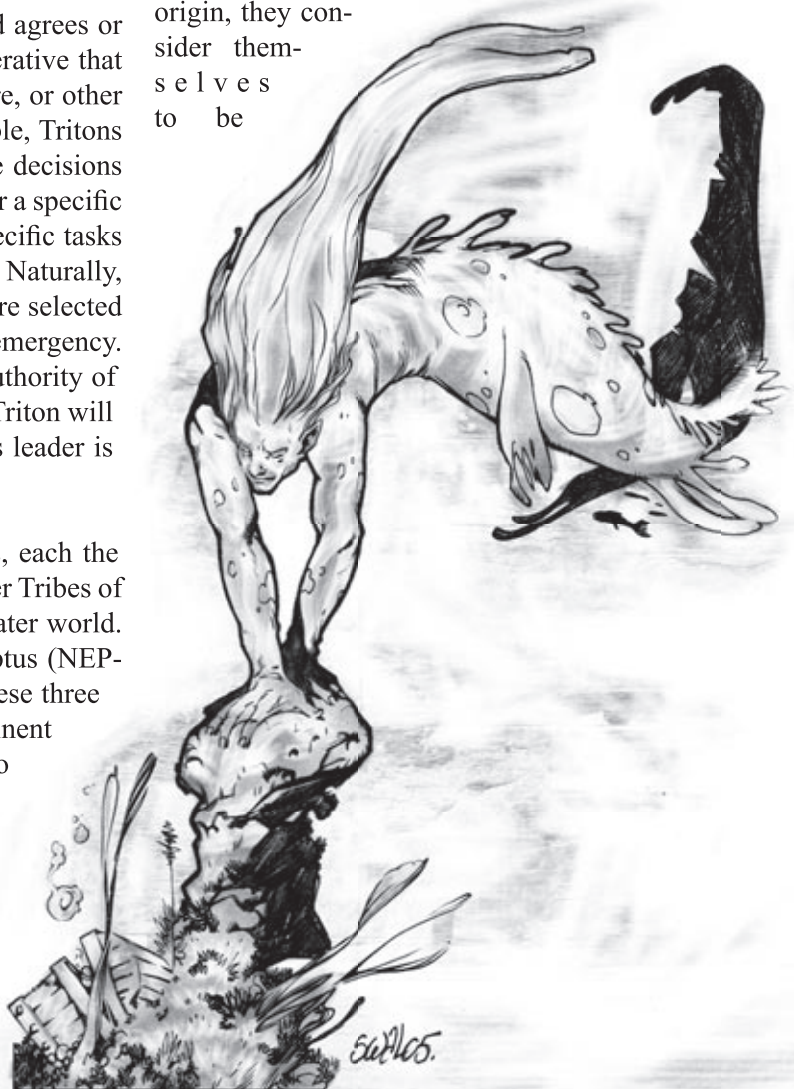
RECENT HISTORY

In the centuries since the Cataclysm, the Tritons have multiplied and today almost a hundred thousand live on and around

the submerged island of Antilla. Tritons avoided land-dwellers for most of the centuries long Dark Ages. However, when sailors from Atlantis began exploring the seas again they stopped at some of the small Antillan islands that lie at the perimeter of this under-sea plateau. Although they only landed to replenish their fresh water and food and to explore these strange islands, the Tritons became very curious about these sailors and came up on land to talk to them. Since this time, the Atlanteans and the Tritons have become close allies. Tritons now serve on dozens of Atlantean ships and a handful of Tritons have even earned the right to captain Atlantean crystal-powered ships.

ALLIANCES & ENEMIES

Most Tritons admire the Atlanteans' adventurous spirit. Also, the fact that the Atlanteans remain the world's most skilled and daring sailors is both the cause and the result of having Tritons as one of their closest allies. Since the Tritons long ago forgot their true origin, they consider themselves to be



Atlanteans. As a result, a significant minority of Tritons have been attempting to convince both their own people and the rulers of Atlantis that Antilla should rightfully be counted as the 11th Atlantean kingdom, which would give the Tritons representation on the Royal Council. Most Atlantean sailors heartily support the inclusion of Antilla, but many land-dwelling Atlanteans consider the Tritons to be exotic creatures that they rarely interact with, and so no action has been taken on this proposal.

The Antillan Tritons are constantly at odds with the Makara, another undersea race which inhabits the upper regions of the escarpment along the Antilla Channel, and the bracken of the Sargasso Sea. The sea devils (as the Makara are often called) have earned their nickname time-and-time-again through their malevolence and ferocity, and the Tritons are their implacable foes.

According to the accounts of sailors, a large tribe of Tritons live off the southwestern coast of Atlantis. Here, it is said, the Tritons dwell in the sunken ruins of the First Age capital of Atlantis, which they call Attalus. (See Autocthea)

UNDERSEA RUINS

Because Antilla was once an important outpost of Atlantis, it is covered with ruins from the First Age. A roughly circular region 9 miles in diameter, where the destroyed city of Arintichlan used to be, is a long-cooled plain of sea-worn glass, but the remainder of the plateau is covered in ruins from the First Age. Naturally, all books, scrolls, cloth, leather, and other perishables disintegrated or were eaten by sea creatures many centuries ago. However, Triton children and treasure hunters still regularly find valuable pieces of jewelry and occasionally minor enchanted relics amidst these ruins.

The earthquakes that drove Antilla beneath the waves also damaged most of the buildings; the undersea streets of these antique cities are strewn with rubble as well as being overgrown with kelp and coral. Although a few Atlantean scholars gain permission to examine these ruins, most agree that far more can be learned from the ruined cities on the surface because the earthquakes, as well as time and the sea, have caused too much damage. Also, because Antilla is so close to the surface, the worst hurricanes have also washed many small objects over the edge of the Plateau and into the abyssal depths, where even the Tritons cannot venture.

Regardless of the dangers and the small chance of gain, greedy sailors and daring scholars continue to search the outskirts of the Antilla plateau for ruins. Doing so requires that they pay a fee to the local tribe of Tritons living in the area being explored. The Tritons do not allow these scholars and scavengers to venture much more than 100 miles inward of the edge of the plateau. The interior of Antilla is carefully guarded by the Tritons and the only explorers and relic hunters who can gain access to these regions are heroes who have performed a great service for the Triton people and groups of scholars and sorcerers who have been hired by the Triton leaders to carry out such explorations. Because Tritons are well behind Atlanteans in both sorcery and scholarship, they often ask for Atlantean aid in such endeavors.

Although little else remains intact, explorers most often hope to find various sorts of linked and crystal matrices that can no longer be duplicated – a few such finds have been made and the explorers who found them became quite wealthy and powerful. Although no one has succeeded in finding them yet, all of the relic hunters also hope to find one of the many ruined vril circles and vril pyramids that should lie somewhere on Antilla. In addition to searching for irreplaceable components that can be used to repair other vril collectors, the Tritons hope to discover another vril pyramid or vril collector that they can repair and use. Currently, the Tritons have only two vril pyramids and one vril circle that still functions. They especially wish to find other vril-circles so they can create a large fleet of vril-powered vessels.

NEPTUS (NEP-TUS)

The Great Tribe that inhabits the southeastern region of the Antillan plateau interacts more with outsiders than do either of the other Great Tribes. Consequently, members of the tribe are noticeably more tolerant of non-Tritons than those of Sargo or Sahuga. However, they expect foreigners to learn from experience; repeated offenses are not tolerated once acceptable behavior has been explained.

Neptus Tritons have had extensive contact over the centuries with Atlanteans of all kinds. As a result, the two cultures have understanding of one another and when a Triton is encountered on an Atlantean ship, odds are they are from the Neptus tribe. Of other nations and peoples the Neptus Tritons have far less knowledge,



as contact with outsiders is infrequent. The Neptus tribe is the most peaceful of the Antillans, for they are less exposed to the raids of the Makara. Their people follow the individualistic ideals of the Antillans most closely, with society structured around a highly flexible free-form democracy. Stature in the community is an indication of the respect of fellow citizens.

SAHUGA (SA-HOO-GA)

The most religiously inclined of Antilla's Tritons are the members of the shamanistic Sahuga, who dominate the portion of the plateau that bears their tribe's name. They are a mysterious people, keeping certain of their rituals and traditions secret even from Tritons of other tribes. Where outsiders are concerned, they are aloof most of the time. They interact only when it suits their needs, and do not enter into long or complex agreements.

At an early age, Sahuga Tritons are indoctrinated into the ways of their shamanistic cult. As a result, all members of the tribe are versed in certain rudimentary shamanic disciplines. Some are shamans of frightening power, though most are only of average ability. Their power animals are usually dolphins, which they employ vs. the Makara's shark companions.

Food is gathered by the youngest and least experienced members of the tribe. Those of the greatest power are concerned with conducting rituals, extending their knowledge, and defending their territories. The Sahuga concentrate in the south central inland area of their side of the plateau; the perimeters are infested with the Makara of the Antillan Channel, who wage almost unceasing warfare on the Sahuga.

SARGO (SAR-GO)

The densely foliated seascape of Sargo lies close by the Sargasso Sea and, indeed, is the source of much of the weed which chokes that region. Sargo is home to the tribe of the same name, a gathering culture which transplants food plants from the "jungles" of Sargasso to areas near the Sargo dwelling places. They are skilled horticulturists, successfully growing a number of different and exotic species of undersea vegetation.

The Sargo tribe is isolated from the world at large and is in regular contact only with other Antillan Tritons - and with the Makara of the Sargasso Sea. The sea devils, ancient and implacable enemies of the Triton

race, are a constant problem for the Sargo tribe. The isolationist policies of these Tritons can be directly traced to their constant battles with the Makara. They treat all foreigners with extreme distrust, and it is nearly impossible for an outsider to establish a beneficial interaction with members of the Sargo tribe.

Because continual warfare is the rule in Sargo, their culture emphasizes the arts of war and the career of the warrior above all. They consider death in combat (particularly against the Makara) as the only fitting end to a life filled with fierce competition and strife. They are an honorable people, though quick to anger and swift to avenge any insult or transgression. Their word, once given, is never broken.

The entire status system of Sargo society is based on prowess and fighting skill. Non-lethal combat duels regulate rises and falls in social status; the winner gains or maintains status, the loser drops in status. To keep any position, one must meet and vanquish at least one challenger of lower rank each year. The duelists usually battle with net and trident, the object being to entrap or entangle (rather than cause harm to) the opponent. Duels to the death are rare amongst the Tritons themselves, though trespassers into their realms may occasionally be challenged to such contests.

SARGASSO SEA

Amidst the dark and eerie environs of this undersea forest can be found numerous curiosities: sunken vessels entangled in giant strands of kelp, the skeletal remains of monstrous sea creatures, the moldering corpses of men lost at sea, and other, less recognizable things. Giant eels, sea dragons, and vile kraken (immense, squid-like horrors possessed of a malevolent intelligence) prowl the lower depths, hungry for fresh victims. Here, too, dwell the masters of this watery domain: the scaly-skinned humanoid beings known as the Makara.

The Makara are an ancient race who have long sought to gain dominance over the seven seas. They are found in many parts of the world, but are especially numerous in the Sargasso Sea region. Traditional foes of the race of Tritons, the Makara are no fonder of humans, whom they view as invaders into their territories. Large bands of these sea devils (as they are often referred to) have been known to attack ships at sea and even raid coastal settlements. They have domesticated several species of shark, which they employ as war steeds and burden beasts. Like sharks, it is said that the scent of blood drives these creatures into a frenzy.

There are those who claim that the Makara have built a city of sorts in the depths of the Sargasso Sea. Here, some say, the king of all the Makara dwells within a palace of stone worn smooth by the swirling currents. His coffers are said to overflow with treasures stolen

from the hulks of a thousand sunken vessels. Though many scoff at these claims, many Triton clans are not so quick to dismiss these stories as flights of fancy.



ATLANTIS REGION

Like it was in the First Age, Atlantis is divided into 10 kingdoms: Poseidonea (home of the capital city of Atlantis), Gadierea, Eudea, Mnesea, Amphisea, Ellassippea, Azae, Diaprepea, Mestea, and Autochthea. Autochthea was destroyed in the Cataclysm, but is still unofficially on the rolls of the ten kingdoms. In its place, the Hesperian territory of Celaeneia was added to the list of Atlantean kingdoms, giving the Queen of Hesperia a seat on the Atlantean Royal Council (the

ruling body of Atlantis, presided over by the ruler of Poseidonea, who is also the king or queen of Atlantis and is called the Sea Lord).

Politically, Atlantis has strong ties with Ophir, Antilla, and Hesperia. Its major trading partners include Ys, Hyperborea, Alba and Khemit. It occasionally trades with some of the eastern nations in Tamoanchan, and less commonly with Khitai. Its primary rival is

Atlantis

Tharshesh, a nation that wields much influence in the European region. Although there is no love lost between these two lands, Atlantis is only openly hostile with Gorgos, the corsairs of Cymbri, and the predatory Fomorian of Anostos.

AMPHISEA (AM-FIH-SEE-A)

The southernmost kingdom on the continent of Atlantis proper is Amphisea, a land of rugged jungle. It lies south of Poseidonea, surrounded by the Bay of Maelstroms, the Atlantean Ocean, and the River Oceanus.

Amphisea has a warm tropical climate and its jungles are the source of most of its resources - wild animals, hides, and furs. Shiploads of caged animals (including lions, panthers, wild boar, and the rare white apes) depart daily from the capital city of Ampator, headed for the amphitheaters of the city of Atlantis and the menageries of wealthy nobles in Atlantis and Europa. Skilled local animal handlers also tame and train all manner of beasts as pets and guard beasts. The inhabitants train baboons to pick fruit and a few nobles use tame panthers as guards.

The Amphisean jungle also harbors many dangerous creatures whose ancestors escaped from First Age laboratories. Manticoras, chimeras, and griffons thrive in the deepest jungles and devour those who disturb them. These rare beasts are highly prized by eccentric collectors who wish to display such wonders in their menageries. Because of the dangers involved, healthy specimens sometimes sell for as much as 10,000 gold pieces.

The people of Amphisea have darker skins than other Atlanteans and tend to be tall and thin. Because of the near constant heat and humidity, the inhabitants wear little clothing and almost all of it is made from the lightest cotton and linen.

Because of the dense jungles in the interior, the population is concentrated on the coast. Several ruined First Age cities lie in the deep jungle, visited only by the bravest scholars and the most desperate relic-hunters. The ley line roads that once led to these ancient ruins are now little more than shiny rubble. Brigands and savages prey on jungle travelers, as do bands of goblins and nethermen.

Along the coasts, the land is far safer and more civilized. Ley line roads link together the port cities of Caprar (KA-prahr), Likong (LEE-kong), Marena (ma-

REE-na), with the capital, Ampator (AM-pa-tor). The Satrap of Amphisea resides at Ampator, which is a thriving metropolis of a quarter of a million people. Amphisea is the only cosmopolitan city in Amphisea. Travelers rarely visit any of the other, smaller cities.

AUTOCHTHEA

(AW-TOW-CHEE-A)

(THE SEA OF LOST SOULS)

Though it is still listed in the rolls of the Atlantean kingdoms, the land of Autochthea was destroyed during the Great Cataclysm. Earthquakes and floods devastated the region, which once was home to the original First Age capital of Attalus. The remnants of this once fabulous kingdom now lie at the bottom of the ocean, in the area known as the Sea of Lost Souls.

In its day, Autochthea was renowned as the most important trading center in the world. Into its ports came ships laden with the spoils of the First Age Atlantean conquerors: gold from Tamoanchan, silver ingots from Europa, diamonds from the coasts of Gondwana, chests of gems from far-off Khitai, and much more. The coffers of its cities overflowed with such incredible riches that many of its buildings were plated with precious metals.

As was the case with much of First Age Atlantis, the vast majority of Autochthea's considerable store of knowledge went with the ill-fated kingdom to a watery grave. In many instances the only surviving sources of information regarding the sunken realm are a handful of legends and the tales told by certain nomadic tribes of Tritons. While some of the old legends are quite colorful (particularly the story of the pyramid-tomb of Hyperion, an Atlantean sorcerer famed for his miserly habits), the accounts of the sea-dwelling Tritons are given a good deal more credence by scholars of the current age.

According to these aquatic wanderers, the ancient capital of Atlantis lies relatively intact on the ocean floor. Now inhabited by the Tritons, the sunken city serves as the capital of a vast undersea empire (see Antilla). Other cities, in various states of disrepair, lie submerged some distance to the north, south, and northeast of Attalus (as the Tritons call their capital).

THE CITY OF ATTALUS

In ancient days, the great city of Attalus was the capital of the Atlantean realm of Autocthea, one of the Ten Kingdoms of that famed island continent. The people of Autocthea achieved great power and wealth in the First Age, when Atlantis ruled the known world. During this time, Attalus, the West Port of Atlantis, was said to rival the City of Atlantis in magnificence.

The onset of the Cataclysm brought an end to the First Age of Atlantis, and to Attalus. The Barrier Ridge which guarded the low-lying valley kingdom of Autocthea subsided in the earthquakes which followed, and the waters of the Atlantean Ocean rushed through the gap to drown the unfortunate land. The land was covered by the ocean waters, and its people killed or forced to flee.

Attalus, capital of the realm, stood on higher ground, and should not have been flooded with the rest of the valley, but the changes in the level of the Earth caused the city to sink as well. Though the King and most of his people were able to escape, the city was lost, hidden beneath the waters of that vast bay which soon became known as the Sea of Lost Souls. There the history of Attalus of the Atlanteans came to an end. But the story of Attalus of the Tritons was only beginning.

THE TRITONS AND THE MAKARA

Few know the Tritons of the Deep well, for they are a strange folk from a world completely alien to our kind: the world of the Sea. The Tritons of Attalus are rarely seen; they do not love the surface-dwellers, and Men seldom venture into the waters of the Sea of Lost Souls

where drowned Attalus lies. Those waters are shallow, and in places ruins wait just under the surface to tear the keels out of ships and boats.

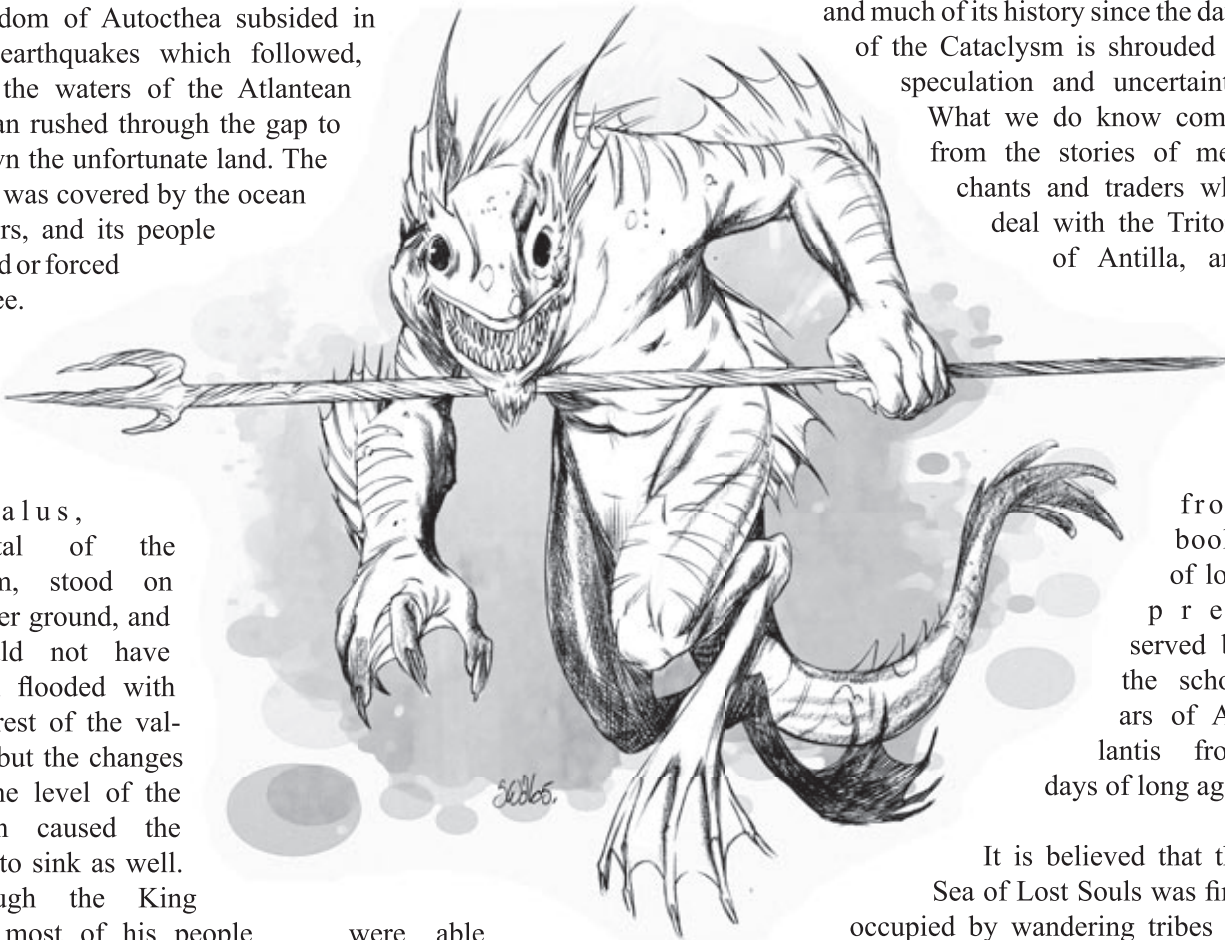
The scaly-skinned Makara sea devils are known to roam these ill-omened waters, and there are those who claim that the restless spirits of the lost land's dead still haunt the region; wandering the surface on nights when the full moon glows, in search of living souls to share their fate.

Attalus is isolated, cut off by fear and mistrust, and much of its history since the days of the Cataclysm is shrouded in speculation and uncertainty. What we do know comes from the stories of merchants and traders who deal with the Tritons of Antilla, and

from books of lore preserved by the scholars of Atlantis from days of long ago.

It is believed that the Sea of Lost Souls was first occupied by wandering tribes of Makara, the sea devils of ancient legend. They came in the wake of the Cataclysm, mounted on their shark steeds, to feast like vultures on the carrion of the drowned lands. For untold centuries, the Makara infested the waters that lay over Autocthea, so that none would sail them, or even dwell near the shore, for fear of their ruthless marauding.

A great tribe of Tritons, led by the warrior Glaucus, finally succeeded in driving the sea devils out of the region. When they had done so, they came to the Sea of Lost Souls, and beheld the ruined cities, previously



known only in rumor and song. Though most of the cities were ruined beyond hope of recovery, Attalus, the greatest of all, had survived nearly intact. Here Glaucus and his people chose to settle, and to build a great new community of Tritons in the lost city of the surface-dwellers.

THE FIRST AGE CITY OF ATTALUS

The original city of Attalus, as it existed before the Cataclysm, was of the typical Atlantean style, using canals in concentric circles to divide the city into rings for the separation of classes and the protection of the populace.

Before the Cataclysm, Attalus stood about two miles from the Bay of Attalus on the coast, where the River Poseidonius opened into a sheltered harbor. Walls enclosed the entire city, beginning at the shores of the bay and extending in a great circle four miles in diameter to enclose the other side of the bay at its opposite end. In this bay was the Outer Harbor of Attalus, once crowded with ships from the far corners of the earth.

A great canal, two miles long, extended from the harbor inland to the city. Three hundred feet wide, and a hundred feet deep, this impressive canal connected Attalus to the ocean, and allowed ocean-going ships to travel all the way up to the city proper.

The enclosing outer wall was intended only to protect the farms and fields surrounding Attalus; aside from a few villas overlooking the harbor, this outer land was not inhabited.

Around the city proper, a gigantic canal had been dug, measuring 1800 feet across. The Grand Canal flowed into this outer moat, which was wide and deep enough to permit many ships to gather. The canal entered this circular "moat" from the west; to the south, a single great bridge spanned the moat to the City Gate.

Inside the outer moat, protected by a sheer wall of fitted stone quarried in the construction of the canal, a circular island held the Outer City of Attalus. In the days of Men, the Outer City held residences for the commoners of Attalus, farmers, herders, and tradesmen. The Grand Canal continued through the Outer Circle, bridged over in several places to complete the circle.

The Outer Circle was a ring measuring 1200 feet across,

with a circumference of over four miles along the outer wall. Inside the circle, a second moat canal was built, this one 1200 feet across and bridged on the north side. Here stood the Inner Harbor of Attalus, where a few select merchant vessels were permitted to unload their goods directly into the city.

The Second Moat gave way in turn to the Inner Circle of Attalus, where the nobility dwelt. Again the Grand Canal pierced the circle, bridged over by a dozen roads; the gate in the Inner Circle's wall looked north. The Inner Circle was also 1200 feet across, and the circumference of the outer wall was nearly three miles around. A third moat was dug inside the Inner Circle, this one 600 feet across, and bridged on the east.

Within the Third Moat, also known as the King's Harbor, stood the Citadel of Attalus. The Citadel rose above the city, standing on a low hill completely surrounded by the Inner Moat. Towering walls rose straight from the water's edge, surrounding the inner sanctum of the city, though a few quays and docks stood outside the wall, barred off by gates, on the south side of the Citadel Island.

The Citadel was the last line of defense, and the final refuge, for Attalus. It was also the site of the King's Residence, temples, places of learning, the stadium of Attalus, and extensive military and naval facilities. In its day, the Citadel of Attalus was said to have been a magnificent place, its walls plated in gold and orichalcum, and splendid gems glittering in the sun, amid colorful mosaics and murals.

When the Cataclysm came, the plain on which Attalus stood was among the lands which slowly subsided to admit the flood waters. Unlike most of the cities of Autothea, Attalus was neither torn apart by earthquakes, nor overwhelmed by flood waters. The ocean rose slowly around Attalus, giving the populace a chance to flee. The King of Autothea is said to have escaped with many of his people in a great fleet, and sailed to the island of Alba off Europa's north coast, there to found the New Kingdom of Avalon.

The slow-rising waters eventually engulfed Attalus, but did little damage. Far more was done by marauding Makara, who stripped the buildings of precious metals and valuable gems, and by the steady march of time and tide. When Glaucus found Attalus, the city was largely intact, though erosion had taken its toll,

and there was much to set right to make it a fit place to live. Glaucus and his successors changed little in the overall structure of the city, but made many changes in substance and detail to accommodate their kind.

ATTALUS, CITY OF THE TRITONS

Attalus today is both like and unlike Autocthea's capital of old. It lies, of course, at the bottom of the shallow Sea of Lost Souls, deeper than many of the ruins of that land. The top of the Citadel Hill is perhaps fifty feet beneath the surface, the outer levels lying closer to one hundred feet down. The old canals are now trenches that are deeper still, dropping to a depth of just over two hundred feet at their deepest points.

Of the outer walls which once encompassed the harbor and farmlands, little now remains. Many were shattered during the Cataclysm and later scavenged for usable stone by the Triton settlers. The old villas and other structures of these peripheral lands are gone as well, overgrown with undersea vegetation. The sea bed outside the First Moat is still cultivated by Triton sea-farmers, and yields a rich harvest.

The Grand Canal still exists here, however, and is known among the Tritons now as the Great Way. The smooth-paved sides and floor of the Great Way are kept clear of debris and vegetation; this is the Royal Road of Attalus, up which Glaucus and his people swam in search of the city. Ceremonies marking this arrival, and other holidays, still use the Great Way as a processional route, and the occasional Triton trading caravans from Antilla use it as a route of approach.

The high walls of Attalus are important to the defense of the underwater city, though not in the customary sense. These structures serve as platforms from which stationary sentinels can watch for danger, and bases for Triton patrols or sorties. The walls also force aquatic attackers to come from above, allowing the common citizens a margin of safety in battle.

The old city gates still stand as well, though the bridges that once extended from them are long since gone, unneeded by the swimming sea-folk. Though gates are quite unnecessary to the security of Attalus, the old entrances are important to the military strategy of the city's defenders. During a siege or attack these gates provide an additional route through which soldiers can sortie, slipping below and behind an enemy's forces. The trenches – formerly moats – aid in this tactic, since

soldiers can be sent to any point around the city by this low route. An enemy must be ever on the alert for attacks from an unexpected quarter, or must dispatch significant strength to watch the gates against such counter assaults.

THE TRITON MILITARY

The Triton way of war is difficult for Men to comprehend, for Men are not used to fighting a battle in a three-dimensional plane, as is the case undersea. Triton "infantry" swim free, armed with tridents, nets, and thrusting swords. Units are armored variously, according to status, with shell mail (lamellar), urchin spines (jazeraint), and shark-leather (heavy leather) armor predominating.

The elite warriors use the bones and scales of the sea dragon for armor, however, it is the custom in Attalus that a warrior must have participated in the slaying of a sea dragon in order to earn the right to wear its armor. Thus, a warrior clad in the scale armor of one of these denizens of the depths is usually a fighter to be reckoned with, braver and more skilled than most.

Cavalry are similarly armed, but ride into battle astride hippocampi, the fast-swimming sea-horses of the depths. The hippocampi cavalry are trained to work in squadrons, unlike most other Triton soldiers; a charge by a wedge of Triton cavalry, their tridents couched like lances, can disperse the most dangerous Makara assault in minutes, and has been known to turn aside even a powerful sea dragon.

Sea chariots drawn by teams of hippocampi are also used, combining the speed of cavalry with the flexibility of infantry in combat. Chariots are normally crewed by three Tritons; one is a driver, who guides the chariot into battle. The others dismount and fight in the infantry style, while the charioteer holds the team in readiness for flight or pursuit.

Common soldiers assigned to a chariot division fight in teams of three, though many nobles keep a crew of four: charioteer, leader, and two retainers. One retainer always watches the nobleman's back in battle, for melees underwater can be hazardous and confusing affairs.

While most of their armor is made from natural materials, Triton warriors often carry metal weaponry. Some is imported from Antilla, or directly from trade



with surface dwellers, though the Tritons also know the secrets of underwater metalworking. The undersea volcano of Mount Firecrown (as it was known to the Atlanteans when it formed part of Autocthea's Barrier Ridge) lies only a few miles from Attalus, and here Triton smiths have learned to forge weapons, tools, and other useful implements and objects from metals mined from the sea floor.

THE TRITONS OF ATTALUS

The folk of Attalus are a proud race, disdainful and aloof. Their culture and society has been shaped by their history, which has made self-sufficiency the greatest virtue. This was essential during the early days of the city, when Glaucus and his immediate successors were not well-liked by the Antillan Tritons. Even today, the Tritons of Neptus, Sargo, and Sahuga are not particularly well-disposed to the realm of Attalus. The Tritons' ancient dislike of the surface dwellers of the world has also been nurtured and preserved.

This is not to say that the Tritons of Attalus are completely cut off from the rest of the world. Though relations could be better, the Antillan Tritons do trade with Attalus, as do certain of the world's surface-dwelling peoples. The merchant caravans of Antilla are important, for they bring many goods and artifacts not available in Attalus itself (including items made by surface-dwellers and traded to Antilla). Moreover, they bring news of the Outside.

The only true friends of the people of Attalus, however, are the Dolphins. The Tritons are on very good terms with the Dolphin race, who are trusted friends and allies. Dolphins often visit Attalus, bearing news from distant undersea regions, and are the chief source of news from the more distant seas. They also sometimes serve the Tritons as intelligent steeds or messengers. Like the Tritons, the Dolphins hate the sea devils and their shark companions, and will do anything to help those who hate the Makara.

Nereids and other sea nymphs are also welcome in Attalus, but generally relations with the nymphs are on an individual basis; Attalus has no real contact with Ogygia, where Calypso rules as Queen of the Nymphs.

LIFE IN THE UNDERSEA CITY

The Triton city of Attalus is a strange place, eerie and

unsettling to Men. Though many of the city's original structures remain intact, all show signs of extensive erosion. Many centuries of tidal activity have worn these structures smooth, giving them an oddly rounded appearance. In other parts of the city, Atlantean buildings have been replaced entirely by Triton structures, cruder than the architecture of the Atlanteans and possessed of an unearthly appearance strange to the human eye.

The city is kept clean of clinging aquatic life, but the sloping sides of the three trenches between the circles of the city are the sites of vast "hanging gardens" of undersea plants. Carefully tended, these gardens serve the triple purpose of beautifying Attalus, providing food, and camouflaging the tunnels opened up as refuges in the trench walls. These great circular gardens, alive with color and occupied by schools of tiny, darting fish, stand in stark contrast to the barren stone city, and further heighten the odd appearance of the place.

Like all Tritons, the inhabitants of Attalus make excellent use of the ocean's resources. They farm the sea bottom to raise edible plants, which are harvested and kept in the storehouses of the Circle of Warriors and the refuge tunnels, or sold in market to the populace. Other plants, and the silky fronds of certain varieties of coral, are woven into delicate cloth and used for clothing and decoration. Schools of fish are tended by Triton herdsman as above-world shepherds tend their flocks of sheep. The Tritons' flocks are well-utilized: their flesh provides food, their skins are used as hide, and their bones are worked into tools and implements. The Tritons have a strong sense of ecology, and believe that the products of the sea should be utilized to the fullest.

Tritons are also masters of the sea's animal life, training a variety of different animals to assist them in their daily lives. Since Attalus has no functional Vril Pyramid or Circle, lantern fish are caught and used to provide illumination. Trained electric eels, some of them quite large, are employed by the military to assist in the defense of the city walls. Hippocampi are the primary steeds of the Tritons of Attalus, as they are elsewhere in the undersea kingdoms. More intelligent than Earthly horses, hippocampi are devoted and loyal animals capable of forming a strong bond with their masters. Tritons also employ giant species of grouper and pike as beasts of burden. Giant fish of this sort are found carrying heavy loads in the caravans that periodically

reach Attalus from Antilla. Sawfish and swordfish are trained to help with the harvest, and various species of aquatic scavengers are employed to keep the city clean.

OTHER TRITON CITIES

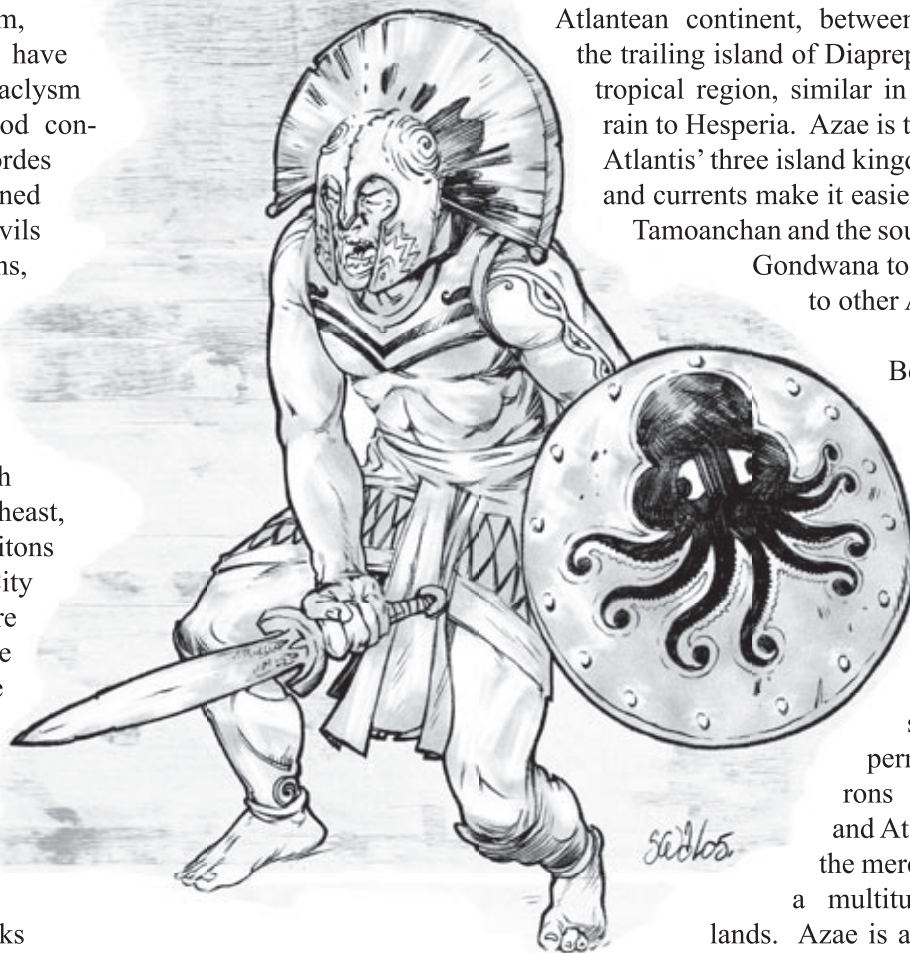
The northernmost city, called Atalan by the Tritons, is said to be little more than a pile of ancient debris. Giant eels and an occasional sea dragon serve to dismay all but the most reckless explorers in this area. To the south is the city the Tritons call Attla. Formerly an important producer of the costly magical metal known as orichalcum, Attla is said to have survived the Cataclysm in relatively good condition. As hordes of scaly-skinned Makara sea devils prowl these ruins, few Triton care much for venturing into this region.

The ruins which lie to the northeast, known to the Tritons as the Ghost City of Oceanus, are also said to be fairly intact. The Tritons claim that the Ghost City was once a wealthy Autochthean trading port, and that the hulks of many sunken vessels still lie chained to their ancient (and now quite submerged) stone moorings. Many of the men who sailed these vessels are also interred here, their skeletal remains littering the decks and holds of their old ships. Not a few have refused to abandon their posts, their undead spirit forms standing watch over moldering cargoes, worm-eaten logbooks, and rotted gangplanks.

Since tradition requires the Atlantean empire to be divided into ten separate kingdoms, the Queen of Hesperia (representing the colony-realm of Celaeneia) now occupies the tenth seat on the Council of Kings. Although awarding a seat on the Council to a Hesperian has never been a very popular decision, most Atlanteans agree that it was, politically speaking, an intelligent move. The folk of Avalon, who claim to be descended from the few Autochtheans who successfully fled the doomed land, have long petitioned the Council of Kings to accept their country as the tenth kingdom of Atlantis; thus far, to little avail.

AZAE (A-ZAY)

Azae is an island located directly south of the Atlantean continent, between Amphisea and the trailing island of Diaprepea. It is a warm tropical region, similar in climate and terrain to Hesperia. Azae is the most active of Atlantis' three island kingdoms. The winds and currents make it easier for sailors from Tamoanchan and the southern portions of Gondwana to sail to Azae than to other Atlantean ports.



Because Diaprepea is so sparsely populated, Azae is the southernmost center of Atlantean power. Its deep harbors teem with ships, including permanent squadrons from Hesperia and Atlantis, who guard the merchant traffic from a multitude of southern lands. Azae is an important economic center, and after Poseidonea, it contributes the second largest share of the

Atlantean navy.

Trade, dock work, fishing, and naval service are all exceedingly common occupations. The four port cities of Gaharba (ga-HAR-ba), Korva (KOR-va), Mamura (ma-MUR-ma) and Karkanna (kar-KAN-na) all have



Atlantis

populations of around 100,000. They also have enormous docks filled with warehouses, shops, inns, and taverns. In both Mamura and Karkanna, these dock areas are fully the size of the remainder of the city. Despite the extensive naval presence, both organized crime and petty theft are exceedingly common in all of these ports.

Because of the constant ship traffic, transient foreigners comprise nearly half of the population. The taxes collected from these foreigners enrich the Azaen Queen's coffers. Citizens of this kingdom pay no taxes. Instead, they must serve for five years in the kingdom's navy, or pay for a mercenary substitute. Other revenues are generated through port fees, import/export tariffs, and sales taxes. Most merchants cheerfully tolerate these fees because of the reputation the kingdom enjoys for safety and security. The Queen proudly boasts that no corsair has ever successfully penetrated the net of Hesperian and Azaen warships patrolling these waters. However, corsairs still regularly attempt to capture one of the wealth-laden ships that frequent this port. Unlike the other four cities, Surkan (sur-KAN), the capital of Azae, is located inland. Like the other inland settlements, it is less commercialized and cosmopolitan than the ports, and only has a population of 50,000. Like the other four cities, Surkan contains a vril pyramid and a pair of vril circles - this island possesses a high concentration of these ancient wonders. The Queen of Azae resides at Surkan, which also houses a large naval garrison of over two hundred warships in the wide river and large lake next to the city. The Queen's influence in the Royal Council is substantial, mostly due to the strength of the Azaen navy.

DIAPREPEA (DEE-A-PREP-EA)

Diaprepea is an island kingdom located immediately south of Azae. It is a poor country, and much of its arable land was submerged by floodwaters during the Cataclysm. Several of Diaprepea's ancient cities were likewise lost in the deluge. Mehedra (me-HED-ra), this land's only remaining city, is located on a high ridge surrounded on three sides by cliffs. Although it survived the Cataclysm, its vril pyramid was damaged and can only broadcast its power within a radius of 9 miles. Mehedra's 25,000 inhabitants make up the vast majority of Diaprepea's population.

The people of this region are tall, dark-skinned folk of mixed Atlantean, Ophiran, and Hesperian stock. The Diaprepeans are renowned for their martial prowess.

Like in Poseidonea, Eudea, and Azae, men and women treat each other as complete equals and both may join the highly-regarded Diaprepean infantry. Elite units of this force have long served as members of the Royal Guard in the capital of Atlantis.

Although Mehedra is a trading port of minor import, it is also Atlantis' southern-most naval base. Few merchant ships visit this small island, but over a hundred Poseidonean warships are customarily stationed here, along with a strong contingent of Diaprepean heavy infantry (equipped with partial plate armor, shield, short swords and spear). These ships patrol the waters as far north as Azae, and occasionally escort Gondwanan vessels to other Atlantean ports. Diaprepean infantry often serve as marines aboard the Poseidonean warships stationed in this region.

The interior of this island is swathed in deep jungle. Tribes of Nethermen inhabit the central region. Occasionally two or more tribes band together and launch attacks against Mehedra. Thankfully, the fearless Diaprepeans have repelled all such attack.

The ruler of Diaprepea is also the commander of the military. All sovereigns must be skilled warriors who serve in the Diaprepean army for at least a decade. Sovereigns of this island kingdom are elected by popular vote, for six-year terms. Diaprepea's ruler wields little political power in the Royal Council due to the island's small population, but is accorded a great deal of respect in military matters - no Atlantean Council has ever gone into battle against the advice of a Diaprepean monarch.

Diaprepea contains many First Age ruins - most extend from the coasts out into open water. There are stories that some of the pyramids and towers that jut out of the offshore waters are dry and undamaged inside - their treasures intact but guarded by fell beings. The most infamous of these is the Drowned City of Domanu just off the island's southern-most tip.

ELASSIPPEA (EL-A-SIP-PEE-A)

The rolling hills of Ellassippea were once known as a great center of Atlantean culture, a land of horse-breeding and ship-building where a pastoral countryside was blended with several large, important cities. Ellassippea was tightly linked with the Lost Kingdom, Autochthea, and most of the economy and trade of the kingdom depended upon the Cities of Autochthea. The

Cataclysm swept away the Lost Kingdom, and with it the best of what Ellassippea had built. The dark ages hit the kingdom hardest of all, and indeed the people are only now beginning to revive something of their lost culture.

Ellassippea is a southwest-jutting peninsula, bordered by the Sea of Lost Souls, the River Poseidonus, and the Sargasso Sea, with Mnesea to the northwest. The people are racially very close to the original Atlantean norm, having had less intermingling with outside races over the millennia.

Most of the region is undeveloped country, rolling hills and temperate forests. Once a land of farms and pastures second only to the Plains of Gwyddneu as a source of food for the continent, most of the land has long since reverted to wilderness. The inhabitants of the region today are divided between herders and nomadic hunters, two groups which have been able to co-exist peacefully despite the frequent clashes between their two cultures. Before all else, Ellassippean Atlanteans - hunter and herder alike - are proud, independent, and united in respect for their king.

The original royal family, the Line of Ellassippus, perished long before the end of the First Age; legend has it that their avarice, cruelty, and capricious treatment of their people compelled a revolt by a band of nobles who had the whole family assassinated. Because of the infamous excesses of their rulers, there is a strong hatred of tyranny and arbitrary authoritarianism in Ellassippean culture.

Though largely pastoral, this land contains a few small cities. Zarzis (ZAR-zis) is the capital, and the only port of any consequence; it is located on the Sea of Lost Souls. It is a bustling place, and while its population is only 50,000, it is still a center of trade and commerce with both a vril pyramid and two vril circles. The other cities are all built amidst the partially cleared ruins of far larger First Age cities. These cities, Suso (SU-so), Paria (pa-RI-a), Motua (mo-TU-a), and Chaha (CHA-ha) are primarily focal points of ranching, or market-places where nomads and shepherds meet. None of these settlements contains vril circles although all four have working vril pyramids. Ellassippea is also home to the ruins of several large First Age metropolises. Helioselen (hee-lee-OH-se-len), the largest and most intact, is an infamous hideout for brigands, and a place where the most savage bandits ally themselves with monsters. The others are mostly inhabited by hermits,

monsters, and demons.

EUDEA (U-DEA)

Eudea is a small kingdom located on a peninsula which juts outward from the western coast of the Atlantean continent. It borders Poseidonea to the east, with the Sargasso Sea lying to the west, the Sea of Lost Souls to the north, and the Bay of Maelstroms to the south. The people of this region most closely resemble the folk of Poseidonea, having bronze-hued skin, strong features, and straight, black hair. Most Eudeans are above average in height, though typically of slender proportions.

Most of the population of Eudea is concentrated in the central highlands, where the fabulously wealthy capital city of Goldar (GOL-dar) is located. Goldar is famous as a supplier of many types of herbs and plants useful in the preparation of alchemical and magical mixtures. Shipments of these costly goods are transported to the Atlantean capital by wagon, bringing rich profits to the merchants of this region. The city is also known as a meeting place of Atlantean alchemists and sorcerers, who come here to purchase supplies at wholesale prices (half standard rates). As the city lies on the northwestern shore of the Lake of Llin Llyon (lin LIE-on), it is also a popular vacation place for wealthy Atlanteans.

Eudea's only other major city is Valum Chivum (VAL-um CHEEVum), a trading port which lies to the west. Vessels bound to and from Eria, Tamoanchan, and Antilla make use of this facility. Several dozen warships of the Atlantean navy are always stationed here, and the port is well-fortified against attack from the sea. Even so, great warrior bands of Makara sea devils have been known to launch raids against Valum Chivum, and to attack ships which frequent these waters. Friendly bands of Neptus Tritons also come here on occasion to trade with independent barge owners and small merchants. Positions are often available at Valum Chivum for skilled navigators, seamen, cartographers, and mercenary guards and marines. Because of its proximity to Antilla, Valum Chivum contains a sizeable population of Tritons.

The Satrap of Eudea, who resides in a grand First Age-style palace at Goldar, is most often a dabbler in alchemy or sorcery. The wealth of Eudea is such that its ruler wields considerable political influence in the Council of Kings; in past years, Eudean monarchs have gotten their way in Council by threatening to raise the price of its alchemical wares, particularly those used in the making of such luxuries as aphrodisiacs, love philtres, exotic fragrances, and so on.



GADIREA (GA-DEER-EE-A)

The mountain realm of Gadirea is second only to Poseidonea in strength and stability, having retained much of its First Age power and prosperity. In the First Age, Gadiric power was widespread, and traces of their widespread colonization can still be found in Alba, Iber, Galecea, Aragana, and other neighboring lands.

Gadirea stretches along the northeastern coast of the continent, bordering Poseidonea in the south, the River Oceanus to the east and northeast, and Mnesea in the west. The western border is the line of the Atlas Mountains, which largely isolate the kingdom from the rest of the continent.

The kingdom is primarily noted for its mineral resources. Platinum, gold, silver, tin, iron, and copper are all abundant in the mountains, as are gems and precious stones such as lapis lazuli, amethysts, emeralds, sapphires, and rubies. This vast wealth, mined from the eastern banks of the mountain range, has made Gadirea the Second Kingdom of the Empire, close behind Poseidonea in power and importance.

Gadirea has the second largest population of the Ten Kingdoms. The largest city is Kabir (ka-BEER), the capital. With a population of 300,000, it is an inland city that dominates the major junction of ley line roads, which includes several important north-south routes and the one link across the mountains into Mnesea. The second major city, and Gadirea's only port, is Cardigiawn (kar-DIG-e-awn) (population 80,000), located on the Bay of Dyved (di-VED). Because of the multitude of rocky shoals near this harbor, landing at Cardigiawn is exceedingly dangerous when the winter winds set in from the northeast. As a result, much of Gadirea's trade is carried south along the ley line roads, to the port of Atlantis.

The people of Gadirea are a mixture of Atlantean and European racial types, bronze-skinned and dark-haired for the most part. The foreign population in Gadirea is very large, and accounts for continuing blending of the races. The climate in the Gadirean mountains is colder and harsher than in Poseidonea, and clothing tends to be heavier and thicker. Furs are more common, with bear, deer, ram, and griffon being popular. Longer, heavier linen tunics are worn by most, and heavy cotton robes are also very common.

The King of Gadirea is supposedly a direct descendant

of the Line of Gadieros, son of Poseidon, but in fact, the large foreign element in the Gadiric royal family has made this link tenuous at best. In this day and age, such concerns are strictly a matter of local pride, rather than any real factor in claims of prestige or legitimacy.

MESTEA (MESS-TEE-A)

The island kingdom of Mestea is the most northerly portion of the Atlantean empire. The majority of the inhabitants have blonde hair and pale blue skin, due to intermarriage with the many Hyperborean raiders who visited this isle during the Dark Age that followed the Cataclysm. Much of Mestea is undeveloped woodland, interspersed with low-lying mountain ridges and deep gorges. Firedrakes and many other magical beasts make their lairs in these areas and in the numerous caves that dot the rocky coastline. The forests are home to both ogres and aegir (swamp or bog giants). Few Mesteans travel into the interior. Instead, they keep to the ley line road that circles the coast. The island's two major settlements, the fishing port of Promeus (pro-ME-us) and the capital city of Klymeus (kli-Me-us) are both built on the coast.

The port of Promeus is a city of 25,000 frequented only by fishers and merchants dealing in dried cod and similar goods. This city also enjoys an unsavory reputation as a hideaway for fugitives from Atlantean justice, particularly smugglers of contraband and stolen merchandise. More than a few corsairs frequent this port, which lacks in effective security measures. A small contingent of Poseidonean marines are stationed here, but most would rather be somewhere else.

In contrast, the capitol of Klymeus, is a fairly active port city of 60,000. Located high on a hill overlooking the sea, the city is renowned for its observatory, an ancient facility that dates back to the latter part of the First Age. Surviving the Cataclysm in relatively good condition, the Observatory at Klymeus was abandoned during the Dark Age. During the early days of the Second Age, the observatory underwent extensive repairs. It boasts two large telescopes with polished orichalcum mirrors and crystal lenses, as well as many other complex astronomical instruments. Today, all are in frequent use - astrologers and mages from many lands come here to study the movements of the stars and planets, and to predict the course of future events.

Foreign dignitaries and other notables often visit

Klymeus, seeking advice and counsel regarding the future or the past. The Atlantean Royal Council regularly consults the high astrologers of Klymeus before instituting any major changes in policy. The city is also notable for its scribes, chart-makers, scholars, and wizards, all of whom possess talents useful to the astrologers who live and work here.

Aside from its observatory, Klymeus is a major exporter of timber, furs, and hides. There is also a growing trade in amber, dredged from abundant recently discovered sites along the northeastern and northwestern coasts. The ruler of Mestea must be an astrologer of Mestean birth and considerable skill. His influence amongst the Council of Kings, especially in relation to future plans of the empire, is perhaps second only to the King of Poseidonea.

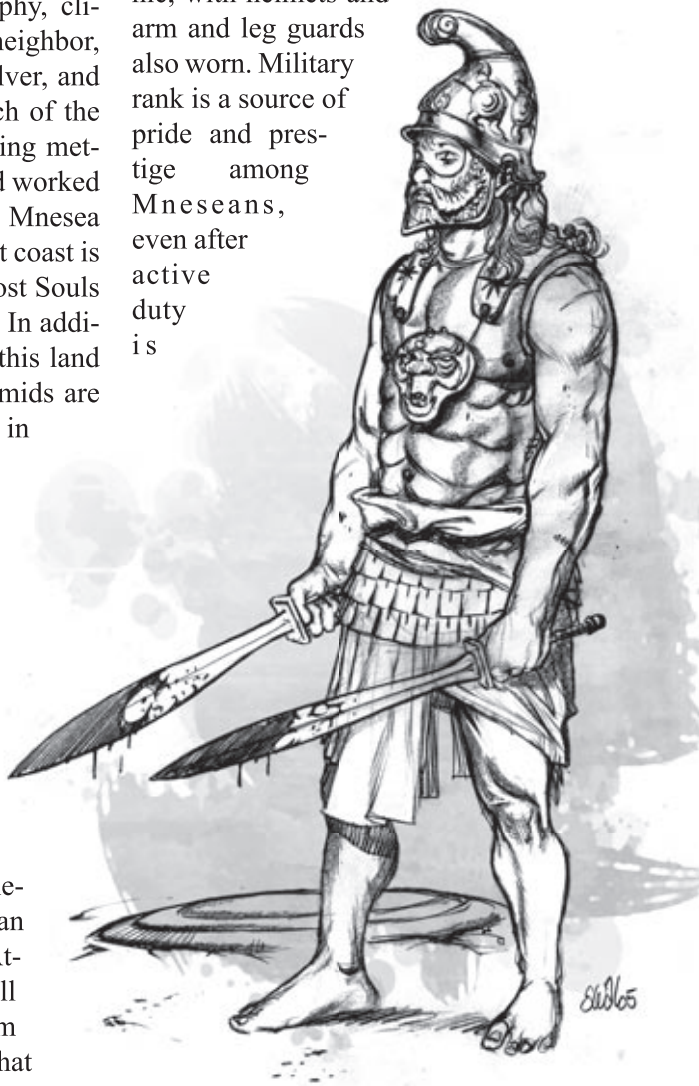
MNESEA (NE-SEE-A)

Lying on the opposite side of the Atlas Mountains from Gadirea, Mnesia is very similar in topography, climate, and mineral resources. Like its eastern neighbor, Mnesia is a land of mines; Iron, tin, gold, silver, and copper ore are all common in Mnesia. Much of the local economy is based on mining and working metals. However, most of these raw materials and worked ore are used in Atlantis, not shipped overseas. Mnesia has no large ports and few cities; the northwest coast is choked by the Sargasso Sea and the Sea of Lost Souls is shallow and filled with treacherous shoals. In addition, local trading fleets are smaller because this land possesses no vril circles. The only vril pyramids are located in the capital city of Mneseopolis, and in three large mining towns located high in the mountains.

Mneseopolis, a city of only 40,000, is this land's only port. Most of this kingdom's settlements are mining and agricultural towns and villages spread through the high mountain valleys. These towns are linked by a rather poor road network. The only ley line roads in Mnesia connect Mneseopolis with Kabir in Gadirea and Chaha in Ellassippea.

The military organization of Mnesia is somewhat more rigid than is true of other Atlantean kingdoms. Unique among the kingdoms of Atlantis, Mnesia requires mandatory service by all able-bodied citizens in the realm for a minimum period of five years. The Mneseans claim that

their system evolved in the period of the war against the Amazon empire; guerrillas in the mountains of Mnesia were said to have been the first to strike a blow for freedom. Mnesean soldiers are also said to have been the mainstay of the second Amazon war, in which Hesperia failed to reassert its control in the wake of the civil war with Gorgos. This military tradition is an essential part of Mnesean culture, and remains potent to this day. There is little need of an active military force in Mnesia proper, but the government of the kingdom uses Mnesean troops as mercenary soldiers all throughout the hemisphere. The land is Nubia's chief rival in military affairs, and the soldiers of the two nations have a long-standing enmity which makes it simply unthinkable that Nubian and Mnesean units ever serve together. The Mnesean military is open to both men and women, and is primarily equipped as light infantry. Javelins and slings, backed by short swords, are the most common weapons. Their favored armor consists of strips of lightweight metal attached to a leather tunic, with helmets and arm and leg guards also worn. Military rank is a source of pride and prestige among Mneseans, even after active duty is



completed. The mandatory five-year term of service is often followed by one or more additional terms, and a significant percentage of the Mnesean citizenry makes a lifelong career out of the military.

The King of Mnesea rules from the capital of Mneseopolis. As Mnesea is Atlantis' major supplier of metal ores, his influence in the Council of Kings is not to be underestimated. Deprived of Mnesea's substantial resources, Atlantis would have to import metals from other countries, a proposition few Atlantean kings would care to consider undertaking.

POSEIDONEA (PO-SL-DO-NE-A)

Traditionally the most prestigious of the Atlantean kingdoms, Poseidonea is even today regarded not only as a great nation in its own right, but also as the center of the Empire. The city of Atlantis is capital of both the kingdom and the Empire, and has been described as the foremost wonder of the world.

Poseidonea dominates the southern portion of the continent. Amphisea lies due south, and Amazon Celaenea occupies a portion of the eastern coast, with the rest of the east boundary being the River Oceanus itself. The northern boundary is split between Gadirea and Mnesea, while to the west lies ocean and the peninsular kingdom of Eudea.

The people of Poseidonea have the highest proportion of pure Atlantean blood of any of the kingdoms and are thus taller, darker, and more regal in bearing than many of their neighbors.

Both men and women in Poseidonea typically wear short tunics, and favor various exotic types of cloth. The upper classes especially prize silk from distant Khitai and similar unusual fabrics. Poorer people must settle for native linens. Skins and furs from a wide variety of animals native to Atlantis - lion, zebra, tiger, ocelot, jaguar, leopard, griffon, and many others - are also quite popular. In southern Poseidonea, where the climate is warm and tropical, clothing is minimal, except for ceremonial occasions.

Although the city of Atlantis, is magnificent, Poseidonea's grandeur is not confined to this one metropolis. Four great Poseidonean cities circle Lake Llyn Llyn: Findias (population 300,000), Gorias (population 200,000), Murias (population 350,000), and Falias (population 250,000). Each is an important center of

learning for magical science and the poetic arts. All four cities are fine examples of Atlantean architecture and have largely been rebuilt to their First Age splendor. Plazas, gardens, monuments, vast amphitheaters and race-courses, and sedate universities are the chief attractions of these cities, with residences extending beyond the city walls onto the plains overlooking Llyn Llyn.

The Plain of Gwyddneu remains the heartland of Atlantean farming and herding. Plantations and small farming villages still dot the plain, though large areas are now wilderness grazed by herds of wild animals and haunted by bandits and other outcasts. Poseidonea is ruled over by a king or queen who claims direct matrilineal descent from the line of Atlas, eldest of Poseidon's ten sons. This same sovereign is also the ruler of the Atlantean Empire and the King of Poseidonea is also known as the Sea Lord. This kingdom is the most populous in Atlantis, and also boasts the largest foreign population.

THE CITY OF ATLANTIS

Despite the widespread devastation caused by the end of the First Age, the city of Atlantis survived largely intact and the vast majority of the damage has since been rebuilt. Atlantis is located almost 60 miles from the coast, near the northern border of Poseidonea. It is this land's major port, sitting on the banks of the vast Canal of Poseidon. This canal is several hundred miles long, 400 yards wide, and lined with polished marble. Constructed during the height of the First Age and built to both irrigate the lush surrounding farmland and to allow ships to travel from the ocean to the city of Atlantis and Lake Llyn Llyn, it in fact connects Lake Llyn Llyn to the sea. The canal was constructed so that fresh water from the lake flows into the sea, the water remaining fresh and pure until it is less than a half mile from the sea. Also, the flow of the canal runs opposite to the prevailing winds—unpowered ships can sail up-river and float down river with no need for either oars or crystal matrices.

With a diameter of 12 miles and a population nearing one million, the city of Atlantis remains the largest known city and one of the wonders of the world. It inspires awe in all who gaze upon it. The city's vril pyramid is easily visible from many miles away. The center of the city is a circular hill 1,000 yards in diameter and 400 feet high. At the pinnacle of this hill is the pyramid of Poseidon, which serves as the primary and

most sacred temple of the city.

Made from beautifully carved blocks of brilliant white marble, this vril pyramid is 600 feet across at the base and 400 feet tall. Although orichalcum is only needed to focus the crystal matrices inside the pyramid, as a show of grandeur, the walls of the pyramid are inlaid with stylized waves and sun-bursts of orichalcum, while the pyramid is surmounted by a brilliant white vril-powered light that can be seen for up to 50 miles away. The lower portion of the hill is invisible to outsiders because the entire hill is surrounded by a 40-foot marble wall inlaid with a repeating wave design of orichalcum. Here, the royal family, high priests and the nacaals perform the most sacred ceremonies out of view of the common people. On eight festival days a year, the gates to this island open and the populace is free to pay their respects to Poseidon in the grandest of his temples.

All of the city's major structures are built of finely-hewn blocks of stone. In the tradition of First Age Atlantis, the circular city walls (and certain of the most important government buildings) were plated with various metals: the outer wall with brass, the second wall with tin, and the inner wall with copper and orichalcum (a magical metal resembling copper, created by Atlantean alchemists). These structures shine with reflected sunlight during the day, and glisten even on moonlit and starry nights.

The rest of the city is equally impressive - the central island is surrounded by a canal 200 yards wide, known as the inner or Royal Harbor. This canal is connected to both outer canals by three canals that are each 50 yards wide. The inner harbor serves as the docks for the royal barge and is in turn surrounded by a ring of land 400 yards wide known as the Royal District. Here, the royal family lives in an elaborate palace. In addition, this ring of land contains elaborate gardens as well as the dwellings of the nacaals, high priests, and the most important nobles. In addition, this ring of the city has palaces for each of the nine members of the Royal Council - the rulers of the other 9 kingdoms of Atlantis. The Royal District is only open to authorized visitors and the three bridges across the Royal Harbor are each guarded by half a dozen of the bravest and most well-equipped warriors in the kingdom, armed with flame spears or crystal swords. This region is also surrounded by a stone wall 20 feet high that is inlaid with brilliantly polished silver and tin. This wall

is surrounded by another canal, 400 yards wide, that serves as a harbor for the specialized vessels used by scholars and wizards, as well as where the vessels of the heroes of the kingdom are allowed to dock during Sea Day, the most important festival of Poseidon.

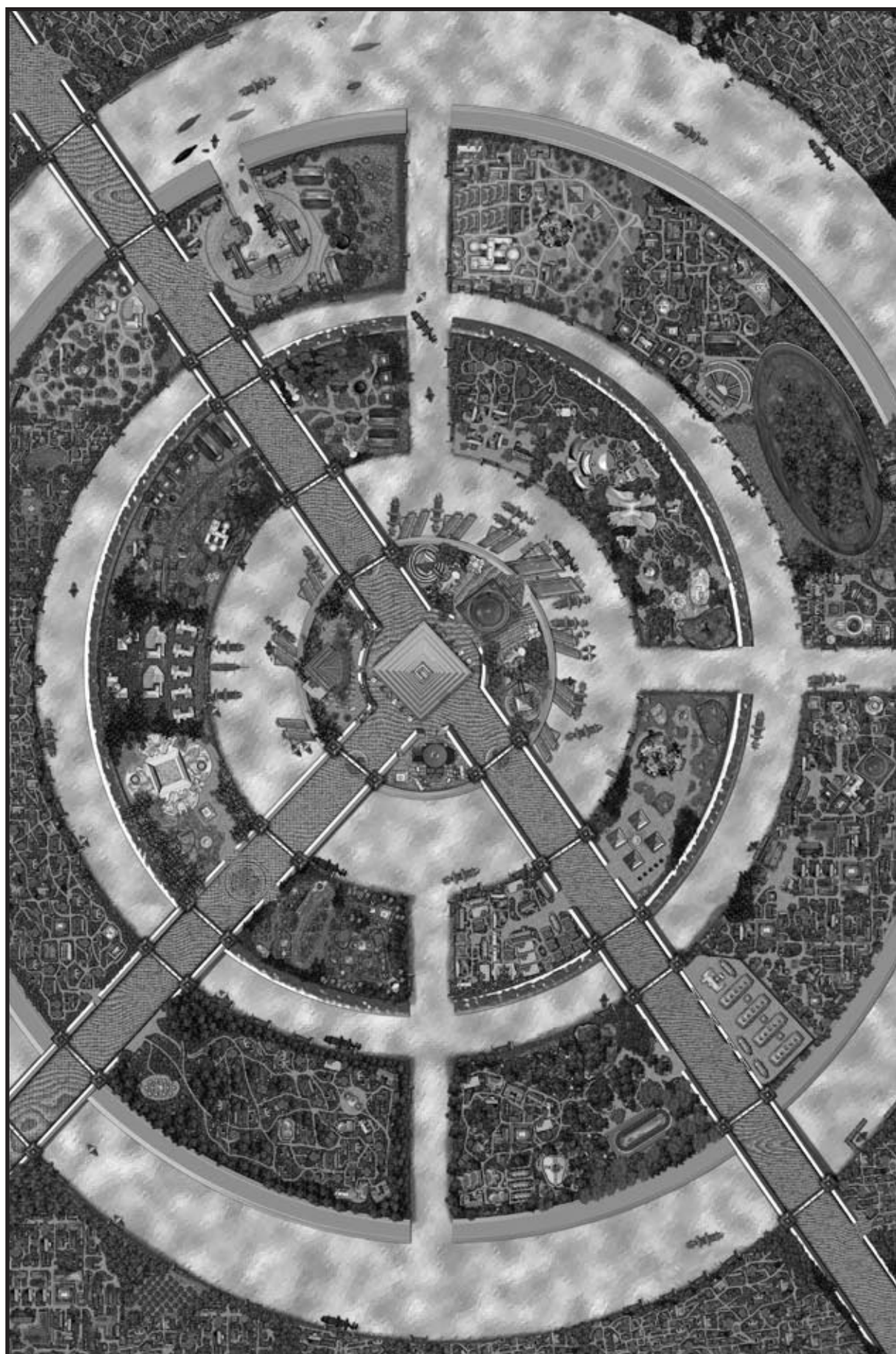
Known as the second or Heroes Harbor, this harbor connects to the outermost harbor by four radial canals each 50 yards wide. The Heroes Harbor is surrounded by a ring of land 600 yards wide known as the Garden District. To celebrate the fact that it is home to the finest crafters in Atlantis, this ring of the city is surrounded by a stone wall 10 feet high that is inlaid with the finest steel. Here are the embassies of foreign lands, the dwellings of courtiers, as well as the most renowned scholars, wizards, magical technicians, and priests, who all teach at the Atlantean University located here. There are also gardens open to all visitors, as well as a public library, and an art gallery. Both are associated with the university, where the most promising young priests, wizards, magic-technicians, and scholars of the kingdom are trained. Anyone, including foreigners, may come and go from this ring of land during daylight hours. However, only residents and their guests may come and go at night. Also, all of the bridges to this portion of the city are well-guarded both day and night - these guards are also prepared to react to any threats anywhere in this ring of the city.

The Garden District is surrounded by a canal 1,800 feet wide, that also serves as the city's primary harbor. Known as the Great Harbor, this is where vessels owned by wealthy merchants and daring heroes dock and unload wealth and wonders from across the seas. The Grand Canal connects the Great Harbor with the Canal of Poseidon. This canal is 100 yards wide and 30 yards deep and is filled with bustling ship traffic at every hour of the day. Large crystal vril-lights line the Grand Canal, allowing sailors to maneuver their vessels into or out of port at any hour of the day or night. Many ships use these lights to allow them to be loaded and in the Grand Canal by day break, and a few exceptionally diligent captains take pride in always being in the Canal of Poseidon and on their way to the ocean before dawn breaks. Three wide, bustling bridges across the Great Harbor link the outer city to the Garden District.

Beyond the Great Harbor, lies the bulk of the city. The city extends another four and a half miles to the outer wall, a thick, 10 foot high wall of polished marble



ANLIZUS



that marks the official boundary of the city. This wall is wide enough for guards to patrol and is fitted with three dozen pyramid-powered vril cannon, the largest number surviving in a single location. Along the edge of the Great Harbor are the warehouses and ports facilities, as well as the dwellings of most of the Tritons who live in Atlantis. In addition to Tritons who visit the greatest city in the world, Atlantis is home to more than 2,500 Tritons who have decided to make it their home. Most of these Tritons work on the docks as both fishers and shipwrights. Atlantis also contains large populations of elves, druas, dwarves, aesir, centaurs, and andamen (primarily Taurans and Anubim), as well as numbers of both nethermen and goblins. In addition to being the largest, Atlantis is also the most cosmopolitan city in the world. Here, numerous races live alongside one another in peace and harmony. However, Atlantis is not an egalitarian paradise - the vast majority of goblins and andamen in this city are slaves or servants and almost all the taurans and nethermen are bodyguards, slaves, or indentured gladiators. Atlantis is a city where wealth and status are exceptionally important.

The region immediately surrounding the docks primarily contain the dwellings of dockworkers and hostels for poor- and working-class visitors, like sailors, itinerant peddlers, and journeymen crafters. Known as the wharf district, this portion of the city is old and much of it is somewhat shoddily maintained. There are stories that some of the hostels have not been repaired since the end of the First Age. Known for all manner of petty crime, including theft, burglary, and muggings, it is also home to a number of infamous gambling dens and saloons with back rooms where patrons can partake of all manner of illicit intoxicants. There are stories of poor travelers, vagrants, and others who will not be missed vanishing from their beds in the night or being abducted off of the night-time streets and sold as galley slaves for foreign ships. Unfortunately, these stories are true, although such abductions are not as common as many rumors indicate.

The Warders are the primary reason the Wharf District is kept from becoming a deadly pest-hole of vice and crime instead of merely a seedy and somewhat dangerous portion of the city. Warders are the well-armed Atlantean police force, patrolling the streets both day and night. Although Warders in the Wharf District spend most of their time patrolling the warehouses to prevent anyone from stealing the valuables stored

there, they also patrol the streets of this district, and ruthlessly hunt down murderers, arsonists, and anyone who does anything that significantly disrupts commerce. Although few investigate the petty thefts and the other minor crimes that are endemic here, some Warders have grown to know the residents and do their best to help out anyone attempting to make an honest living.

Just outside of the Wharf District lies the wide circular street unofficially known as the Boulevard of Dreams. This wide, busy ley line road carries pedestrians, carts, and other vehicles to and from the docks and separates the Wharf District from the portion of the city known as the Silver Ring – the residences of the merchant princes, minor nobles and other worthies who are wealthy and powerful, but lack sufficient status to live in the Garden District. Both because they live so close to the poverty of the Wharf District and almost all of them long to live in the splendid isolation of the Garden District, residents of the Silver Ring are widely considered to be the most competitive and ruthless merchants and courtiers in the entire nation. Although many are honorable people, the Atlantean news-sheets are always full of rumors of complex betrayals, trade wars, and occasionally murder plots among the residents of the Silver Ring and at least some of the rumors and lies printed there contain a grain of truth.

FOREIGNERS IN ATLANTIS

Although theirs remains the most cosmopolitan city in the world, most Atlanteans are unwilling to consider that other cultures might in any way be superior to their own. Prejudice against other races and humans from other cultures is exceptionally common. When faced with evidence of the wretched slavery in which the andamen and goblins in this city live, the most enlightened and kindly Atlanteans are sad to see lesser beings treated badly, and feel much like other humans feel about someone mistreating a domestic animal. In contrast, many Atlanteans consider these creatures to be savages who should be grateful that they were not simply killed and consider servitude to be the rightful lot of such inferior beings.

When faced with powerful, eloquent, and wealthy members of other races like elves, dwarfs, and aesir, few Atlanteans feel any kinship with them, but most admit at least a grudging respect and occasionally envy the physical advantages these beings possess. Ambassadors and other important dignitaries are treated ex-



Atlantis

tremely well by everyone of importance, but some of the less open-minded Atlantean nobles and courtiers occasionally comment and joke about the oddities of these non-humans in private. Such reactions are more widespread among the common people – reactions to elves and similar beings are a mixture of curiosity, distrust, and occasional bigotry. The only non-humans who are largely immune to such prejudices are the Tritons. Atlantean sailors understand how important the Atlantean alliance with the Tritons is to their safety and a significant number of sailors owe their lives directly to Tritons. As a result, sailors consider all Tritons to be lucky and are always willing to share drinks with them and to rough up anyone who harms, insults, or speaks ill of them.

This closeness between sailors and Tritons has given rise to a series of dockside bars known as wet & dries, designed to accommodate both human sailors and Tritons. These bars are mostly built right up against the docks - those that are not are located no more than one block from the harbor. Tritons enter these bars through tunnels or narrow canals that end in a long narrow pool inside the tavern that generally takes up one L-shaped half of the interior space. The remainder appears to be an ordinary sea-side tavern, filled with sailors back from voyages all over the globe. These taverns are one of the places where sailors and Tritons form close friendships and serve to reinforce the political alliance between the Tritons and Atlantis with hundreds of more personal connections. Because fish-tailed Tritons cannot walk the streets and so are confined to the immediate vicinity of the harbor, they are spared exposure to casual prejudice. However, even two-legged Tritons are generally respected by all but the most bigoted Atlanteans.

Non-humans are not the only foreigners to experience prejudice in Atlantis; humans from various foreign cultures are often treated no better. Most Atlanteans make little distinction between humans hailing from Khemit, elves from Ys, or dwarfs from Hyperborea: they are all odd-looking foreigners with strange and exotic customs. Many Atlanteans feel superior to humans from elsewhere on the globe because of the history of Atlantis. During the First Age, Atlantean scholars, magicians, and priests brought civilization to many portions of the globe including Europa, Gondwana, and even Tamoanchan. After the Cataclysm, Atlantean refugees settled in these lands and were absorbed by the native populations. As a result, many people from these con-

tinents have borrowed Atlantean myths and legends and some worship Atlantean gods. Not unsurprisingly, many Atlanteans consider these civilizations to be lesser and highly derivative versions of the glories of Atlantis and are often subtly, and sometimes openly, patronizing to people from such places.

Humans and non-humans from regions that were never colonized during the First Age are often considered to be little better than savages who lack all traces of proper (Atlantean) civilization. Many Atlanteans are in love with the history of their land and regularly talk like the First Age never truly ended. Most foreigners learn to ignore the subtle prejudice that is common; those who do not gain a reputation for being uncivilized or at least ungrateful for all that Atlantis has done for the world.

Not all Atlanteans are like this as some are deeply interested in foreign cultures – among many Atlantean adolescents, foreign dress, religions, and food are considered exotic and rebellious and all have become exceedingly popular. Most young Atlanteans give up such affectations as they grow older, but some find a deep respect for other ways of life through this exploration.

THE FOREIGNER'S QUARTER

Because of the prejudices both foreigners and foreign-born citizens often face, most foreigners live in the district of the city known as the Foreigner's Quarter. This segment of the city runs from the Great Harbor to the outer wall and is bounded by two of the large radial streets. This eighth of the city is the dwelling for the majority of the land-dwelling foreigners and non-humans who are neither slaves nor gladiators. Although no laws forbid foreigners from living elsewhere, anyone who holds to non-Atlantean customs and styles of dress often finds it difficult to rent or purchase housing elsewhere and Atlantean law prohibits anyone living in districts outside of the Foreigners Quarter from putting up signs that are not in Atlantean.

LIFE ON ATLANTIS

The island-continent of Atlantis is complex and diverse. However, it is also an orderly and peaceful kingdom and many useful generalizations can be made about life in the greatest nation of the Second Age.

SEA TRADE AND TRAVEL

Because they possess the majority of the remaining flying ships and most all of the surviving vril circles used to power ocean-going ships, Atlantis remains the preeminent ocean-going power. While it once had a vast fleet of many thousand vessels, even today, the Atlanteans have approximately 1,000 ship matrices, which form the heart of both the Atlantean trading fleet and its navy.

Atlantis remains the preeminent sea-going nation in the Atlantean Ocean and Atlanteans still talk about their nation ruling the oceans. However, their actual control and even their knowledge of the seas is far more limited. Atlantean influence extends only to the western half of Europa and Gondwana, and the southernmost tip of Anostos. Atlantean vessels almost never visit the eastern-most portions of Europa and Gondwana (with the exception of Sheba). In Atlantis, these lands are known more in traveler's tales than actual visits. Less than a dozen Atlantean vessels visit the eastern coasts of both Eria and Tamoanchan every year and only a tiny handful of Atlantean heroes and heroines know anything about the interior of either land. In Atlantis, Jambu, Mu, and Lemuria are almost legendary places. A few heroes claim to have visited them, but reports of these far off places are filled with as many lies and exaggerations as solid truths.

Nevertheless, Atlantis remains an important sea-going power, if in a much restricted area compared to the grand expeditions and vast trading fleets of the First Age. Although almost half of its great ports were destroyed during or shortly after the Cataclysm, Atlanteans remain the greatest sailors in the world and their ships carry most of the goods between Atlantis, Hesperia, Gondwana, Europa, and occasionally Khitai and Tamoanchan. Shrewd Atlantean traders sell complex clockwork toys, printed books, and other goods impossible to make elsewhere. In return, they buy cloth, medicinal and magical herbs, exotic pets, unique foodstuffs and a host of other foreign goods to adorn the tables and houses of wealthy Atlanteans.

However, while great fortunes are made, and sometimes lost, buying and selling expensive and rare goods like furs, gemstones, gold, silver, and spices, the bulk of Atlantean trading vessels carry far more mundane goods like ingots of bronze and iron, high quality timber, grain, or well-made pottery.

THE ECONOMICS OF TRADE

While trade in expensive commodities like spices is often a matter of Atlantean ship captains making deals with wealthy merchants and nobles in Europa and Gondwana, the bulk trade in timber, foodstuffs, ores, furs, and the other commodities that make up the majority of shipped goods involve government monopolies granted to individual shipping companies. As a reward for services performed for the government or in return for a large payment to the Atlantean treasury, trading companies are given the exclusive right to trade in a single commodity like fur or timber.

Companies that fail to deliver the expected amounts of these goods can have their monopolies revoked by the government, but as long as the goods keep flowing into Atlantean ports, each maintains the sole right to import such goods to Atlantis. These monopolies are an extension of the rights given to use vessels powered by ship matrices. Any merchant ship captain or trading fleet wishing to use one of these prized vessels must gain the permission of the government. These wonders are only available to brave adventurers who perform impressive services for the state or to wealthy companies who buy the rights to these matrices for their fleets.

The several dozen independent captains who earn the right to use ship matrices in their vessels are often at odds with the large merchant companies which own the vast majority of these ships. The independent ship captains often resent the power and wealth controlled by the trading fleets, while the merchant-princes who control these fleets consider the independent captains to be dangerously reckless swashbucklers and resent the fact that they control valuable vessels the merchant-princes feel they themselves should own.

Tensions between these two groups often flare immediately before the yearly Festival of Poseidon on Sea Day, when the Sea Lord grants rights to these vessels. Every year, the Sea Lord rewards heroes and adventurers who have done the most to benefit Atlantis or who have performed impressively heroic deeds with a ship matrix linked to an Atlantean vril circle. All such grants are made for the life of the adventurer, unless the matrix is captured or destroyed. Adventurers who lose their matrices must perform similarly impressive deeds to gain another. After all such grants have been made, and half of the ship matrices have been reserved for the Atlantean Navy, the remaining matrices are leased to



the merchant companies which bid the most for them. All such leases are for one year and companies who wish to maintain large fleets of matrix-propelled ships must pay for this privilege every year.

The captains who work for the merchant companies resent the fact that adventurers and heroes need not pay for their matrices and that their grants are for life. Although few such cases have been proven in the courts of Atlantis, several adventurers who once held the right to use a ship-matrix claim that their vessels were attacked and destroyed by mercenaries and pirates hired by the merchant companies, to ensure that more such matrices would be for sale the next year.

PROPERTY AND COMMERCE

Government monopolies and state control of the economy also extends to life inside Atlantis. Almost all skilled professions, ranging from goldsmiths, astrologers and clock makers to crystal matrix carvers and alchemists belong to officially-sanctioned guilds. To obtain the right to work in most important or highly profitable industries, craftspeople must join the appropriate guild and pay the guild dues. Every year, the guild pays the government a fee to continue its monopoly. Any craftsperson who does not abide by these rules is fined or arrested and guilds which fail to pay their dues lose their monopoly, with the government seeking another organization to produce those goods.

POLITICS AND GOVERNMENT

Atlantis is governed by a Sea Lord who is advised and assisted by the Royal Council. The Sea Lord is also the ruler of Poseidonea and the Royal Council consists of the Satraps of the other nine Atlantean kingdoms. In addition to governing their own kingdom, under the authority and direction of the Sea Lord these Satraps also regularly gather together to advise and approve the Sea Lord's decisions. The Sea Lord has vast power but is not an absolute monarch; a vote by two-thirds of the Royal Council can over-rule any of the Sea Lord's decisions. As a result, the Sea Lord must ensure that at least four of the nine Satraps agree with his decision. The Royal Council thus prevents the Sea Lord from doing anything that would be against the interest of the nation of Atlantis. In addition, the members of the Royal Council are free to address the Sea Lord at any time and are expected to speak freely and voice any concerns they may have.

If the Sea Lord feels that one of the members of the Royal Council is incompetent or disloyal, he can call for the Royal Council to vote in this matter. In this case, a simple majority vote by the Council is required to depose a Satrap. However, Satraps are not deposed lightly; unless there is evidence that a Satrap has deliberately betrayed Atlantis to its enemies, the Sea Lord may only call a vote to depose one Satrap a year. This vote is always called during the week-long Festival of Poseidon surrounding the holiday of Sea Day (the Atlantean New Year).

Selecting a new Satrap is a task for each of the other nine kingdoms and their methods of doing so are mentioned in the descriptions of these various kingdoms. Once chosen, the Satrap is automatically approved unless the Sea Lord calls upon the Royal Council to vote on their competence. Sea Lords who regularly attempt to remove the Satraps of a particular kingdom soon earn the ire of the people of that kingdom - the inhabitants become restive and crimes like tax evasion and destruction of royal property increase. 83 years ago, this resentment almost resulted in a rebellion by the populace of Ellassippea, after a Sea Lord who resented the people of Ellassippea for putting on an insufficiently lavish display for her mother's funeral attempted to humiliate the people by consistently attempting to have the Satrap of Ellassippea removed. Eventually, the entirety of the Royal Council voted to prohibit that Sea Lord from taking any action against Ellassippea or its Satrap without sufficient evidence. Although both the Sea Lord and all the members of the Royal Council realize that they must all work together if Atlantis is to thrive, sometimes relations between the Sea Lord and the council can become excessively strained.

Members of the Royal Council regularly read histories of the terrible days of Toltan II, now known as "Toltan the Mad". The first Sea Lord to take power after Hesperia was defeated, Toltan II gradually went violently mad. The first indications of his madness were merely taken as evidence that Toltan was particularly inflexible and harsh in his view of the law. However, he soon went from ordering the executions of anyone who deliberately defaced state structures to creating a vast secret police which investigated everyone who spoke against him and which he empowered to imprison anyone that was considered a threat to his safety.

Widespread corruption among the secret police, com-

bined with Toltan's increasing love for elaborate public executions soon convinced the Royal Council that he was a danger both to them and to all of Atlantis. While maintaining a façade of complete loyalty, the Royal Council voted unanimously to remove Toltan from office by any means necessary. They approached the Chief General of the Atlantean Navy with the results of their vote and, despite the best efforts of the secret police to protect Toltan, several of the Navy's most skilled marines gave their lives and were successful in assassinating Toltan. His assassination was widely celebrated by a grateful populace and forever enshrined the principle that the Sea Lord can be deposed by a unanimous vote by the Royal Council. All Sea Lords since Toltan have understood this precedent and even the worst have restrained their excesses so as not to earn the Council's ire.

The rulership of Atlantis (and therefore also of Poseidonea) passes through the female line of the rulers: only the children of female Sea Lords and the children of a male Sea Lord's sisters and female first cousins can become Sea Lord. The Sea Lord chooses his or her successor from among these children, but can only select children who are at least 12, so that the child is old enough for his true character to be known. By ancient tradition, Sea Lords are first chosen from among the male children - female Sea Lords are only selected if there are no suitable male candidates. However, the influence of the Amazons of Hesperia has meant that in the last century and a half, almost a third of the Sea Lords have been female. Once the heir has been chosen, he or she must then be approved by the Royal Council. The heir is automatically approved unless the Council sees a compelling reason for rejecting him, which requires the approval of two thirds of the Royal Council and is almost never done. However, the Sea Lord can repudiate a previously chosen heir anytime before his death, as long as the Sea Lord immediately chooses a new heir. Repudiating an heir does not require the approval of the Royal Council, but approving a new heir does and the previous heir is only officially repudiated once the Royal Council confirms the new heir. If the Sea Lord dies before selecting a successor, the Royal Council selects the new heir. Heirs can only be crowned when they are 16 - if the heir is younger when the previous Sea Lord dies, the Royal Council rules both Poseidonea and the nation as a joint regent until the heir reaches his majority.

DAILY LIFE IN ATLANTIS

Life in Atlantis varies greatly by location. A significant majority of Atlanteans live in the cities and farmland surrounding the surviving vril pyramids. Many Atlantean cities are circular in design, with a large park or plaza surrounding the vril pyramid and radial streets. During the First Age, Atlantean cities were rarely walled - Atlantis was defended by the ocean and its navy, not by walls and armies. Even today, Atlantis' Navy ensures that it has little to fear from invaders. However, the Cataclysm released numerous strange and deadly beasts created by the savant-adepts of the First Age - some of these creatures still haunt the forests and other wild areas of Atlantis. As a result, every city has at least a low wall to protect it from attacks by exotic beasts. The smallest Atlantean cities range from between one and two miles in diameter, while the vast city of Atlantis is a dozen miles across.

Beyond the walls and canals of the cities, all land within 21 miles of the vril pyramid is extensively farmed. Here, all but the poorest tenant farmers have homes that are heated and lit by the wondrous crystal matrices. Here, water is pure and food is abundant and affordable by all. However, this land is not free for anyone to farm. All land within the reach of one of the vril pyramids is owned by the state and administered by the local mayor or Satrap. As a result, everyone who farms this land must pay for the privilege on Sea Day.

SLAVERY

Slavery is officially forbidden in Atlantis. Once the island began to recover from the Cataclysm and the excesses of the First Age, the nobles who rebuilt the 10 kingdoms decided they would completely outlaw slavery to help prevent similar horrors. However, Atlantis is the commercial hub of a world where slavery remains exceedingly common. As a result, these early laws have been considerably relaxed. Although slaves cannot be bought and sold in Atlantis, visitors can bring slaves with them to Atlantis. In addition, Atlantean citizens who travel to other nations can buy slaves and bring them back to Atlantis, where they remain slaves. However, Atlantis' laws are considerably more liberal than in many nations: the children of slaves are free, and slaves are automatically freed if they are in Atlantis when their master dies. However, slaves are still exceedingly



common and are owned by wealthy Atlanteans and foreigners alike.

In addition, Atlantis has indentured servants, which the more cynical members of the populace consider to be little more than legal slaves. To pay off debts, gain a moderate sum of money, or as punishment for certain crimes, Atlanteans can temporarily place themselves into indentured servitude. Terms of indenture are typically seven years. For the duration of this time, the person can be bought and sold as freely as slaves are in most of the world. Becoming an indentured servant is rarely an option for the poorest Atlanteans – they lack skills or abilities that would cause anyone to buy them. As a result, the majority of indentured servants are criminals, impoverished crafters or soldiers who seek a way back out of poverty, and races like andamen and nethermen, whose physical gifts make them ideal gladiators and bodyguards.

GLADIATORIAL GAMES

Although the most successful gladiators often remain gladiators long after their term of indenture is over, and a few free men and women become gladiators for the chance at wealth and fame, the vast majority of Atlantean gladiators are indentured servants. Nethermen, andamen, and giants are the most prized races, but gladiators can be of any race and from any nation. Although a few critics decry these games as inhuman blood sports, for the vast majority of Atlanteans they exceed even the chariot races in excitement and popularity. Although the games ostensibly involve two or more beings fighting to the death, the reality is far less lethal. Gladiators are taught to avoid killing blows and, except in the rare fights against savage beasts, feral andamen, or murderous berserkers, always give quarter and allow the fallen gladiator to live to fight another day. Although the crowd knows that any fight can be lethal, few actually are.

In the world of the games, novelty is at least as much of a draw for the audience as the lure of death or the joy of watching the combat prowess of skilled warriors. As a result, while most fights consist of battles between moderately skilled gladiators, the most popular matches involve the most skilled warriors fighting non-humans or dangerous animals, or fighting under unusual conditions, such as when a Coliseum is filled with 20 feet of water and the gladiators fight miniature naval battles or battle deadly sea beasts. By custom, gladiators are never ordered to fight these unusual bat-

ties. Instead, they are handpicked by the trainers from among those who volunteer. Some gladiators love the thrill of such combats, while others participate because even indentured gladiators are paid for such fights.

WILDERNESS AREAS

Three quarters of the civilized population of Atlantis lives within 21 miles of one of the vril pyramids. The advantages of having easy access to clean water, heat, light, and other amenities are vast. As a result, large swaths of heavily-tilled farmland surround every Atlantean city. This farmland can support the entire population of all but the island's largest cities. The farms within range of one of the vril pyramids are typically prosperous and well-maintained.

Life beyond the range of one of the vril pyramids is very different. Here, fires provide the only source of heat, and the other comforts and advantages provided by crystal matrices are similarly absent. As a result, no one who can avoid doing so lives here. Although the people of Atlantis consider themselves to be the inhabitants of a large and prosperous kingdom, in actuality, they are mostly the inhabitants of small pockets of civilization surrounded by a vast, untamed and, in some cases, unknown wilderness.

Criminals attempting to avoid capture sometimes flee Atlantis by ship, but all too often, they simply travel into the surrounding wilderness. As a result, there are now large gangs of bandits living in the wilderness. They periodically attack the cities, and defending against their raids is one of the primary jobs of the Warders assigned to guard the rural areas surrounding the cities. The most daring bandits occasionally even attack cities, fleeing back into the wilderness when pursued. There are legends and stories of huge bandit kingdoms located in the most remote portions of the wilderness. Although these are only myths, a few ruined cities have become havens for bandits and in the largest, almost a thousand bandits and exiles live amidst the ruins.

In the ruined metropolis of Amarnatin, in Gadirea, a group of sorcerer scholars who were exiled for using their talents to aid thieves have been attempting to repair the local vril pyramid and a vril circle that they hope to be able to use to power ships of their own pirate fleet. Currently, the bandit-lord of Amarnatin is also recruiting a small band of spies and thieves to steal irreplaceable components from either the ruins of

other cities or, if this proves impossible, from one of the working vril collectors.

TRAVEL THROUGH THE WILDERNESS

The vast majority of the remaining Atlantean cities are located on the coast or along the banks of the islands many rivers, lakes, or canals. To avoid travel through the dangerous wilderness areas, many Atlanteans travel from one city to another by boat or sky ship. Travel by sea is both swift and inexpensive. In addition, most Atlanteans are willing to use the ley line roads that connect the various cities. Although most of these roads predate the Cataclysm, they are effectively immune to wear and so continue to be used. Also, modern Atlanteans have repaired some of the damaged roads and created a few of their own. When they must travel through the wilderness, all but the most desperate Atlanteans travel on one of the ley line roads in large, well-armed caravans. To speed their journeys, many Atlanteans ride in vril-chariots, while those with less money or fewer social connections ride horses or travel in carriages and carts. Almost the only time that Atlanteans walk alone on of these roads is when they have escaped from a bandit raid upon their caravan. Occasionally, such solitary travels are actually bandits pretending to have survived such an attack. These bandits attempt to join a caravan and weaken its defenses so that it becomes easy prey for the rest of their gang. As a result, all but the largest and most heavily armed caravans treat solitary travelers with extreme caution. The most paranoid caravans either place solitary travelers in chains or occasionally slay them if the caravan master is not convinced that they are not bandits.

In addition to bandits, the wilderness regions of Atlantis also hold other even stranger and more exotic dangers. In the aftermath of the Cataclysm, thousands of andamen, goblins, and nethermen escaped into the wilderness, as did many dozens of fierce beasts bred for war, guarding, or gladiatorial games. Today, tribes of goblins, nethermen, and andamen inhabit the most remote regions of Atlantis, while exotic and deadly creatures lurk in the deep forests and other inaccessible regions. The andamen and other non-humans living in these wilderness areas are a popular source of indentured servants. Those who attack caravans or settlements are captured and indentured for their crimes. In addition, most civilized Atlanteans regard wild tribes of non-humans as being little more than savage beasts.

Slavers regularly capture large numbers, teach them the ways of civilization and a trade (typically either being a gladiatorial fighter or a menial servant) and then use the laws of Atlantis to require the captive to become their indentured servant to “repay” their captors for the alleged privilege of being captured and forcibly trained.

LIFE IN THE WILDERNESS

Although life in the wilderness areas is fraught with danger, bandits and savages are far from the only ones who live there. Almost a quarter of the civilized and (moderately) law-abiding Atlanteans live out of range of one of the vril pyramids, in the regions that are technically part of the wilderness. These wilderness dwellers are miners, trappers, and herb collectors who sell gems, metals, furs, and rare plants to buyers in the cities, as well as poor farmers who cannot afford the taxes necessary to live within range of a vril pyramid. They live in small villages and towns surrounded by sturdy stockades to protect them from bandits and wild beasts.

Atlanteans who live within range of the vril pyramids mostly consider these rustics to be desperate individuals who are in constant danger of being murdered in their beds. Such opinions are reinforced by the many fantastic stories and plays that feature vast bandit kingdoms ruled by vile overlords and near-constant attacks on honest but poor Atlanteans who live in isolated wilderness villages.

The reality of the situation is far less dangerous. Most Atlanteans do not consider the fact that the people who live beyond the range of the vril-pyramids live exactly the same lives as the vast majority of inhabitants of the many foreign nations that Atlantis regularly trades with. Despite the obvious nature of this realization, Atlantean urbanites dismiss it, because they are so used to considering the majority of their nation to be a backward and dangerous wasteland that no sensible person would visit, much less live in.

The farmers and trappers who inhabit the wilderness areas mostly live relatively near one of the cities. They typically live far from the various bandit settlements – the bandits either inhabit the most inaccessible regions or move into one of the many ancient ruined cities because of the natural advantages of such locations.

In the few places where bandits and wilderness dwell-



Atlantis

ers live at all near one another, the bandits know that they can obtain little of value if they attack these small settlements. Instead, some bandit gangs demand regular tribute, while others attempt to make deals with the villagers, offering them a cut of the stolen goods or newly recovered artifacts that the bandits ask them to discreetly sell in one of the Atlantean cities.

Although some wilderness dwellers live in fear of the andamen and goblins that haunt the most remote portions of Atlantis, others have learned to live with beings that most humans regard as deadly savages. By being willing to deal with andamen or goblins as something other than potential slaves or troublesome vermin, some of these hardy settlers have learned the languages and customs of these non-humans and occasionally trade with them. In return, the non-humans do not attack their human allies and sometimes even warn them of other dangers. A few Atlantean villages in the most remote regions have made similar loose alliances with nethermen. While all of these non-humans are aggressive and potentially deadly, they also see the value of having a regular source of civilized medicines and tools. Some Atlantean villagers are foolish enough to sell weapons or armor to these bands of non-humans, but those who do occasionally discover that their allies sometimes become filled with dreams of conquest and turn on their former benefactors.

LIVING WITH MAGICAL BEASTS

The remotest and most isolated villages occasionally find that they share their land with beings far more exotic than nethermen or goblins. Some of the strange and deadly beasts created by First Age savant-adepts are as intelligent as men and a few even understand and speak human tongues. During the Cataclysm, these creatures escaped into the wilds, where their descendants continue to dwell. While most prey upon isolated human settlements, a few have curiosity and intellects more powerful than their predatory urges and seek out peaceful contact with their human neighbors.

The dracon of Quetzal Ridge, in southern Mnesia, are a small group of several dozen large, flying feathered serpents bred to be magical guardians more intelligent than most humans. Several prosperous human villages are now located near Quetzal Ridge. The inhabitants of these villagers worship the dracon and have good reason to do so. The dracon provide all manner of useful advice and occasionally use their innate magics to aid the villagers. In addition, most dracon are

several hundred years old and know their portion of Atlantis exceptionally well. They regularly lead the villagers to valuable treasures located in hidden ruins or provide the villagers with minor First Age enchantments that the dracon have found in the nearby ruins. In return, the villagers offer the dracon food and hold elaborate festivals in their honor. The dracon are given the prize cattle and occasionally human flesh – the villagers offer up people convicted of capital crimes, as well as any bandits or nethermen they capture. The local people never speak to outsiders about the dracon, because they are well aware that the Atlantean government would either hunt down the dracon as dangerous animals or make their own deal with these powerful predators.

Unfortunately, relatively peaceful villagers are not the only ones who have alliances with dangerous magical beasts. Several decades ago, the members of Brass Claw, a bandit gang located in the great Artel forest in Ellassippea made contact with a large herd of beings known as the sorn. At the very end of the First Age, the sorn were bred to be the ultimate warhorses. Sorn appear as large charcoal gray warhorses with ruby-red eyes, fangs like lions, and powerful claws on their hooves. They are covered in light but almost impervious jet-black bone plates along their head, back and sides. They can eat grain, but prefer meat and regularly hunt large prey. They are as intelligent as 9-year-old children and can speak.

After several of their members were devoured by these deadly creatures, the bandits of Brass Claw made an effort to learn about the sorn herd that lived near them. Instead of attempting to exterminate them, the leaders of Brass Claw made contact with the sorn and eventually negotiated a simple treaty. Today, some of these bandits are permitted to ride sorn and the alliance between these two groups continues to strengthen, much to the dismay of the surrounding villages and towns who must now face ruthless bandits riding deadly predators.

FIRST AGE RUINS

The First Age ruins that continue to fascinate scholars and sorcerers are naturally all located in wilderness areas. Some expeditions to these ruins are sponsored by the Sea Lord or one of his Satraps, but official sponsorship is only given to the wisest scholars and the most powerful sorcerers. Other explorers are funded by universities, wealthy merchants, and occasionally

by powerful sorcerers. The scholars, sorcerers, and laborers on these expeditions are all intent on re-discovering some of the lost knowledge of the past, or at least finding magical artifacts that can be studied and hopefully recreated. While recovering fragments of arcane knowledge from ruins that are many centuries old is exceedingly difficult, scholars who achieve even moderate success gain substantial wealth and acclaim. Even managing to uncover a small cache of spare parts for airship levitationals or a single powerful vril weapon can bring the members of an expedition sufficient wealth to live well for a year or more. As a result, despite the considerable dangers involved, these expeditions are always exceedingly popular with both daring laborers and impoverished scholars.

Unfortunately, the risks involved in such expeditions can be quite high. In addition to the physical dangers of wandering around unstable ruins and exploring buildings that might collapse at any moment, the lost cities of the First Age sometimes contain far more active threats. The savant-adepts of the First Age knew of countless methods of drawing on the vast power of the telluric currents. Explorers sometimes discover that such devices still command significant powers. Some magical constructs still defend a savant-adept's magical sanctum from all intruders, and can sear the flesh from the bones of unwary explorers. In addition, even originally harmless devices can be dangerous after centuries of wear have altered the delicate alignment of their crystals and the structure of their orichalcum settings. A few devices explode the instant they are jostled, while others perform twisted versions of their original functions, such as medical crystals that now permanently bond living flesh to anything it touches, instead of merely closing wounds.

In addition to these dangers, First Age many ruins attract bandits and looters. Most bandit gangs are far too lazy and ignorant to be able to uncover useful devices, but a few specialize in discretely following scholarly expeditions and stealing any treasures they might unearth.

HESPERIA

(HES-PAIR-EE-AH)

The island of Hesperia lies in the great River Oceanus, which flows between the continents of Gondwana and Atlantis (although technically a channel, it has been

called a river since long before the Cataclysm). It is a warm and sunny isle, blessed with a mild climate as well as abundance of edible plants, fruiting trees, and clear streams.

Hesperia is the homeland of the Amazons, a warlike matriarchal society. In Hesperia, only women may become warriors, own property, or aspire to positions of power or importance. Here, males are considered to lack both the wisdom necessary to be leaders or scholars and the dedication necessary to become warriors. The stories of hostile outsiders often describe Hesperia as the land where all men are enslaved. While untrue, Hesperian men largely work as laborers, crafters, farmers, scribes, and occasionally as support personnel for the Amazon armies.

The Hesperians are a handsome people, tall and bronze-skinned with long, dark hair. Few of the women are less than six feet in height; elite troops must by law stand at least six-and-a-half feet tall. Because of the island's balmy climate, clothing is limited to light cotton shifts, flowing capes, and sandals.

The Hesperians once ruled a mighty empire, but this was brought down by a combination of external wars and internal rebellions. Today, the Queen of Hesperia understands that the earlier rulers were overly ambitious and allowed their love of battle and their zeal for conquest to overwhelm their wisdom and common sense. In the aftermath of their civil war, the Hesperians elevated Athena to equal status with their divine patron Hesperus and now honor wisdom as devoutly as warfare. As a result, the Hesperians still have a reputation as hot-headed warriors, but some of them are also renowned as clever-tongued diplomats and wise peace-makers.

Today, the Hesperian empire still wields significant power. The Amazon Navy is highly regarded. Although the fleet's exact strength is kept secret, it is believed to number almost four hundred warships. Since the Amazons consider commerce to be an essentially political endeavor, private traders and independent sea captains are forbidden. Instead, a separate branch of the navy handles all maritime trade. Although no outsiders know the exact numbers, the Hesperians also control three surviving vril circles and have 76 warships and 44 trading vessels powered by ship matrices (including 6 Automaton Galleys), making Hesperia a small but important and powerful naval power.



Atlantis

The Hesperian army is also powerful and well-respected. Amazon archers, heavy cavalry, and the elite honor guard (outfitted in partial plate and equipped with iron shields, spears, and short swords) are considered amongst the most effective fighting units in the European/Gondwanan region. All are well-trained, and morale is consistently high. The Amazon elite cavalry, mounted on unicorns and armed with lances, is arguably among the best light cavalry in the known world. Due to a scarcity of mounts, however, this unit seldom numbers greater than 100 individuals. In addition, the capital of Chersonopolis contains one of Hesperia's three surviving vril pyramids and several dozen flame spears and crystal swords that draw power from it. The renowned Hearth Guardians who protect this city are all armed with these weapons and so are well-equipped to deal with any attacks upon it. In addition, the Hesperians have dozens of powerful and well-trained warrior sorceresses and the college of sorcery in Chersonopolis specializes in teaching martial magics.

Hesperia is one of Atlantis' closest allies, in large part because the Hesperian-ruled land of Celaenea is one of the ten kingdoms of Atlantis, giving the Queen of Hesperia a seat on the Atlantean Royal Council. In addition to their close ties with Atlantis, Hesperia also has a somewhat more distant alliance with Ophir and trade between these three nations is brisk. Hesperia also has several enemies. Relations with Khemit have remained strained since the days of the Hesperian Empire. The two nations trade, but there is much mutual suspicion and unofficial pirates and raiders from each nation occasionally attack the other. Also, the Gorgons of the Saharan Sea split off from Hesperia during the civil war that ended the Hesperian Empire. The members of the more warlike side that lost this civil war fled to Gorgos and their descendents still regard Hesperia as rightfully theirs. As a result, hostilities between Hesperia and Gorgos are frequent and there is no trade or peaceful contact between these two nations.

DUELING

Duels over matters of honor are not uncommon. Women who feel that another woman has either sullied their honor or insulted them or someone they care about can challenge the offender to a duel. Many duels are fought until someone yields and are either performed by wrestling or with wooden weapons, where the worst result for anyone is a broken wrist or a bruised rib. However, almost as many duels involve lethal weapons like

swords and are performed until first blood. Although serious injuries are rare, such duels occasionally end in death. While they are technically forbidden, a few of the most serious duels are secretly declared to be to the death. Afterwards, the survivor typically claims that it was a duel to first blood that accidentally resulted in death. Duels are an important part of Hesperian society, but they are considerably less common than many tales of Hesperia indicate. Every free Hesperian woman knows several people who have been in duels to yielding or first blood, but most have never been in one.

Women who choose not to duel wear black sashes or headscarves to indicate their unwillingness to take part in duels. Known as sashes of peace, they are most often worn by older women, physicians who extend their oath to save lives to forbidding dueling, as well as scholars and crafters who only participate in the bare minimum of yearly weapons training. While a few young hot-heads consider women who wear sashes of peace to be cowards, few dare voice that opinion since many powerful people wear the sash of peace. Political and military leaders as well as noted scholars and sorceresses are all expected to wear sashes of peace, since their lives are considered far too precious to waste on private feuds.

GENDER RELATIONS

Unlike much of the rest of the world, in Hesperia, women rule and men follow and serve. Hesperian men cannot own either land or businesses, they have no voice in the government, and they may never learn magic or become warriors. The majority of them are servants, housekeepers, laborers, crafters, scribes, or teachers. The most intelligent and dedicated men can become physicians or scholars, but they must compete with female physicians and scholars who are considered to be innately wiser and more skilled. Although both men and women can become indentured servants, with terms similar to those in Atlantis, only men can be enslaved. Male slaves are either criminals who are sent to labor in mines and perform similar harsh tasks in remote regions, or war captives who are typically kept as the personal slaves of the warriors who capture them.

All free women are expected to know how to use weapons and to own a sword or spear, a bow or a set of javelins, and a suit of at least light-weight armor. In contrast, men cannot own weapons or armor or be



trained in their use. One of the ways that makes obvious the fact that the status of women is higher than that of men is that only women can duel. Even women who wear sashes of peace always have the option of removing their sash and dueling - men are forbidden from taking up arms for any reason—those who do are almost always enslaved or executed.

The few remaining records from the First Age indicate that this island was once the most patriarchal of the lands closely connected with Atlantis. Men held almost complete authority over women and some records tell how women were not even permitted to learn to read. Shortly before the Cataclysm, the men of Hesperia became especially warlike and many traveled to other lands in an attempt to gain wealth and fortune as well-paid mercenary soldiers. During the Cataclysm, many of these mercenaries died and those who survived were unable to return home, leaving Hesperia with half again as many women as men. The women of Hesperia saw the Cataclysm as their chance for freedom - they rose up, slaughtered most of the men and enslaved the rest. With no one who could put down this rebellion, the women of Hesperia were firmly in charge and have remained so ever since.

Since that time, the women of Hesperia tell their daughters and sons chilling tales of the dangers of allowing men to rule a nation and the more learned or well-traveled add examples of the horrors found in the various patriarchal states of Jambu and Gondwana. Young women in Hesperia are taught that they are innately wiser and braver than men, while young men are taught that their lives will be happier and more fulfilling if they accept their place in society and find women who are both wise and kind to take care of them.

MARRIAGE

There are two accepted patterns for marriage in Hesperia. Some women marry men and are accepted in both law and custom as the head of the household: these marriages are known as tiger marriages. Other women take women as their wives and, between them, they share a man who is somewhere between their concubine and their valued servant - these men are known as servers and these marriages as dragon marriages. Hesperian law freely permits women to form both types of marriages and they are approximately equally common, but there is a fierce social division based upon which sort of marriage a woman chooses. Historically, dragon marriages were the norm and ti-

ger marriages only became acceptable after the fall of the brief Hesperian Empire, when Hesperia formed close political and economic ties to Atlantis. Today, proponents of tiger marriages see themselves as progressive and forward thinking, and consider women who choose dragon marriages to be somewhat old-fashioned and conservative. Similarly, most women who choose dragon marriages consider proponents of tiger marriages to be under the influence of potentially dangerous foreign ideas and often feel that men in tiger marriages are dangerously equal. In both cases, the primary concern is whether men are husbands or servers - women who marry other women, take no server, and adopt children are exempt from all such controversy.

In both sorts of marriages, men have the right to accept or refuse offers of marriage or servership, but they cannot propose marriage or servership and any who try are considered unacceptably forward. While some Hesperian women insist that dragon marriages are wrong because servers are often treated as chattel, Hesperian men are equally divided on this issue: many prefer the simple and constrained life of a server instead of the greater freedom and responsibility of being the husband in a tiger marriage.

GOVERNMENT

Because of their history of autocratic rule during the First Age, Hesperia is ruled by both a Senate and a Queen. The free women of Hesperia elect the Senators, with the inhabitants of the nation's 9 provinces and 6 colonies each electing one of the 15 senators. Senators serve for five-year terms and can be re-elected. The Senators' power is balanced by the Queen. Like in Atlantis, the old Queen chooses her successor from among her children or from among the children of her sisters or female first cousins, but this successor must be approved by the Senate. In Hesperia, at least half of the Senate must vote to confirm the new Queen. Similarly, the Queen proposes laws, but the Senate must vote on them. As a result, the Senate and the Queen must work closely together if the government is to run smoothly.

In wartime or whenever there is a serious threat to Hesperia, the Queen can act without the authority of the Senate, but to do so the Senate must vote to give her absolute power for the duration of the emergency. If the Senate refuses and considers her to be incompetent, two thirds of the Senate can vote to choose some-

one else to hold absolute power for this emergency. Although anyone can hold this office, by custom the Senate only gives it to a member of the royal family.

Because the Senate is such a powerful body, senatorial elections are an important matter. Mounting a successful campaign involves traveling throughout the district the candidate is running in, as well as occasionally holding lavish festivals where the candidate and her closest supporters answer questions and show off their wealth and good taste. Although any free woman living in the province can run for office, only women who are either wealthy or who have wealthy friends and allies are likely to win in any but the smallest and poorest provinces. Bribing women to vote for a particular Senator is illegal and disqualifies the candidate, but wealthier candidates regularly support all manner of public works projects in their district on the assumption that doing so will cause the people of the district to vote for them.

RELIGION

The Hesperians worship the goddess warrior Hesperus, who is revered as the mother of their nation. Small statues of her adorn the homes of almost every Amazon and her temples are rich and lavish. In the aftermath of the civil war, the Hesperians have also taken up the worship of her younger sister Athena, who is seen as the ultimate wise warrior and just councilor. Their worship of Athena is one of the many reasons that the Gorgons disapprove of the Hesperians. The Hesperians use a lunar calendar and hold festivals to Hesperus and Athena every full moon.

The island of Heran, off the coast of Hesperia, is the center of the Hesperian religious life and the most sacred portion of their nation. The entire island is ruled by the Hesperian clergy.

HESPERIAN COLONIES

Hesperia has a total of seven colonies, including Celaeneia. While the inhabitants of Celaeneia are relatively free because of Atlantis' close ties to Hesperia, the remaining five colonies are under military rule and the social and political distinctions between Hesperians and the local people are significantly greater. All of these colonies are in Gondwana, on or near the shores of the Saharan Sea.

Each colony is ruled by a military governor, often referred to as a princess, who commands a small garri-

son contingent of ground troops plus a fleet consisting of a handful of ships. Each colony contains a walled stronghold on the coast, usually with sophisticated stone walls and buildings. These forts serve as a base of operations for the governor and her troops, and are considered the "capitals" of their respective colonies.

Each colony supplies goods and resources to the Amazons, who ship them to Hesperia by sea. Though greatly outnumbering the Amazons, none of the natives in these colonies has any say in their government.

ASTEREA (A-STER-EE-A)

Located on the coast of the Saharan Sea, this colony is largely covered by jungle. Asterea is effectively a narrow strip of coastline - none dare venture into the dread jungles of Awalawa. The region's original inhabitants, nocturnal tribes of primitive, green-eyed albinos, were once a fierce warrior people. Most are now servants to the Amazons. Some have fled into the fringes of Awalawa, preferring dangerous freedom to secure servitude. In addition, a few servants join groups of secretive freedom-fighters led by the independent natives. These groups' efforts to drive off the Hesperians have led to sporadic fighting with garrison troops.

Because of the constant threat of rebellion, Asterea's garrison is much larger than in other colonies, numbering nearly two thousand troops and three naval squadrons of twenty warships each. It is the most militarily important of all the colonial governorships, although not the most prestigious. The main resources of Asterea are hardwoods, animal furs, rhinoceros horns, and ivory. The capital city is Aster (population 70,000), a large, fortified garrison town on the coast near the Taygean border.

CELAENEIA (SEL-AY NEE-A)

Celaeneia is Hesperia's small colony on the Atlantean mainland. First conquered during Hesperian invasion of Atlantis, the Atlanteans later gave it to the Hesperians. Though it is only a small patch of the eastern coast, bordered by Poseidoneia on three sides, Celaeneia is an important symbol of power and prestige to the Amazons.

Celaeneia is both the richest and the most populous of the Hesperian colonies. The governorship of this province is the highest position in the colonial hierarchy, and is almost always entrusted to a close and



exceedingly loyal relative of the Queen. Celaeneia is one of only two Hesperian colonies where foreigners can come and go freely. In addition, the indigenous population has considerably more freedom than in other Amazon colonies. However, the Amazons have the only real authority and this land is a strict matriarchy.

The lifestyle of the people is superficially much like the rest of Atlantis. However, behind this facade stands the military order of Hesperia. A double-sized colonial garrison is stationed here, because the Queen makes frequent visits. The naval continent, however, is only a single twenty-ship squadron.

The capital of Celaeneia is Merina (mair-REE-na). The heart of the city is a fortified military post, surrounded by an outer city containing a large civilian port with a population of more than 150,000. Merina was built before the coming of the Amazons. It is a major center of trade between Hesperia and Atlantis and an important stop for many traders from other lands. It is one of the richest cities in the world, despite the Hesperian policy of segregation: Hesperians and non-Hesperians live in different sections of the city, separated by walls and official checkpoints. Although social and commercial mingling is permitted, it is discouraged - there are separate shops, taverns, and other facilities for each group. In addition, all of this mingling takes place in the Foreigners' Quarter. Except for servants, important government officials, and a few of the most powerful Atlantean merchant princes, outsiders are not permitted in the Hesperian portion of Merina.

ELECTA (E-LEK-TA)

Electa is an exceedingly strategic colony, because it guards the Sahara Straits that link the River Oceanus to the Saharan Sea. It also contains an unusually large number of functional vril circles and both of its two cities are built around working vril pyramids. Six naval squadrons of twenty-five ships each are based at the port capitol of Ea (population 60,000) to contain the enemy Gorgons within the Saharan Sea. Despite the fact that a third of these ships are powered by the three local vril circles, occasionally Gorgon ships manage to sneak through or fight their way past the Amazons to raid the Oceanus and European sea lanes.

Electa is the oldest Hesperian colony. After more than two centuries of Hesperian rule, the indigenous population has lost all ties with its former culture. The men have adapted to matriarchal rule and are as resigned

to their lower status as Hesperian males. The native people are a strange and exotic race found nowhere but Electa, Taygea, and Maia. They all have dark skin, straight red hair, and amber-colored eyes that are slit-like like cats'.

Ea is primarily a naval base and port, with extensive shipbuilding and repair facilities. Near the large docks, there are numerous taverns and other places of entertainment for Amazon sailors and marines. Like Merina in Celaeneia, Ea has a large Foreigners' Quarter, primarily for foreign merchants and their dependents. Foreigners are segregated from the Hesperians as in Celaeneia.

HALCYA (HAL-SEE-A)

Halcyia is primarily remembered as the place where the Khem stopped the Amazonian conquest, during the times of the Hesperian civil war. Halcyia is considered the least important colonial post and the Amazons of Halcyia tend to be less haughty than those in other domains, largely because Lotus Powder is in common use, despite stringent regulations forbidding its use by all Hesperians. In addition, Halcyia lacks both good ports and vril collectors and so has little military importance.

The narcotic Lotus Powder is Halcyon's chief resource. It is used in trade with Khemit, and also shipped to Electa for trade with Tharshesh. A native Lotus Cult flourishes among the local people. Despite the significant reduction in labor capacity caused by regular use of Lotus Powder, the docility it induces has caused the Amazons to encourage its use among the locals.

The capital, Halcyon City (population 30,000), is primarily a military station but the adjoining Foreigners' Quarter is a popular trading center for Khem merchants and is reserved solely for their use and for diplomatic entourage. To reduce Lotus Powder smuggling, all other foreigners must obtain special permission to freely travel through the colony. The treaty with Khemit secured greater freedom for the native population, but their widespread use of Lotus Powder prevents most from exercising it.

HERAN (HAIR-ANN)

Little is known outside Hesperia about the island of Heran. What is known is that the island is sacred to the Amazons, with its only known inhabitants being

a cadre of Hesperian Priestesses. Heran is home to a grand temple to the goddess Hesperus and is protected by a company of Amazon elite warriors. The temple complex is said to be immense and many Hesperian nobles come to Heran from time to time to worship Hesperus and as a retreat from the stress and politics of Chersonopolis or to recuperate after long military campaigns.

It is rumored among the Atlanteans and many in Ophir, that Heran actually houses a massive military training centre but since non-Amazonians are barred from setting foot on Heran, the veracity of this statement has yet to be proven.

MAIA (MA-EE-A)

Maia is the second largest Hesperian colony. Because it has been at peace for more than a century, the small garrison serves both as border guards and internal police. Although relations with Ophir are sometimes strained, neither nation shows any inclination towards warfare. Maia was largely uninhabited before the Hesperians' arrival. The local slaves are the descendents of native slaves transferred from Taygea and Electa. Maia remains sparsely populated. However, the capital city of Mani (ma-NI) (population 25,000) is a major port for trade with Ophir, Atlantis, and Tharshesh. The small population is supplemented by a constant turnover of transient foreigners. These travelers all live in the adjoining trading city of Manani (ma-NA-ni) (population 30,000). In Maia, outsiders are rarely allowed to mingle socially with either the natives or the Hesperians.

The interior of Maia is mostly a desert that is notable only for the fact that it contains a few prehuman ruins that predate the First Age. Hewn from black basalt, the shattered remnants of these mysterious and magical citadels were made by a seemingly extinct race of humanoid reptiles.

TAYGEA (TA-GEE-A)

Once part of Electa, Taygea was separated off solely for administrative purposes. In most respects, Taygea and Electa are exceedingly similar. However, Taygea has little strategic importance and so the Amazon military presence is far smaller. The capital, Tay (population 30,000), has no Foreigners' Quarter. Instead, Tay is primarily a military depot housing supplies and reserve troops for both Ea and Aster. Unlike the other colonies, the few foreign traders who visit are allowed free access to everything except those portions of the city devoted solely to the military.

The local inhabitants are of the same exotic cat-eyed race found in Electa. Because Taygea is considered less important by the Amazons, the local people have slightly greater freedom and are less content to be servants. The sparsely settled eastern portion of Taygea was once their people's ancient capital, Karthak. Today, the ruins of this city are only inhabited by escaped slaves and the few free natives. Other natives regularly sneak off to take part in arcane rituals in Karthak and other carefully hidden ancient sites found throughout this land.

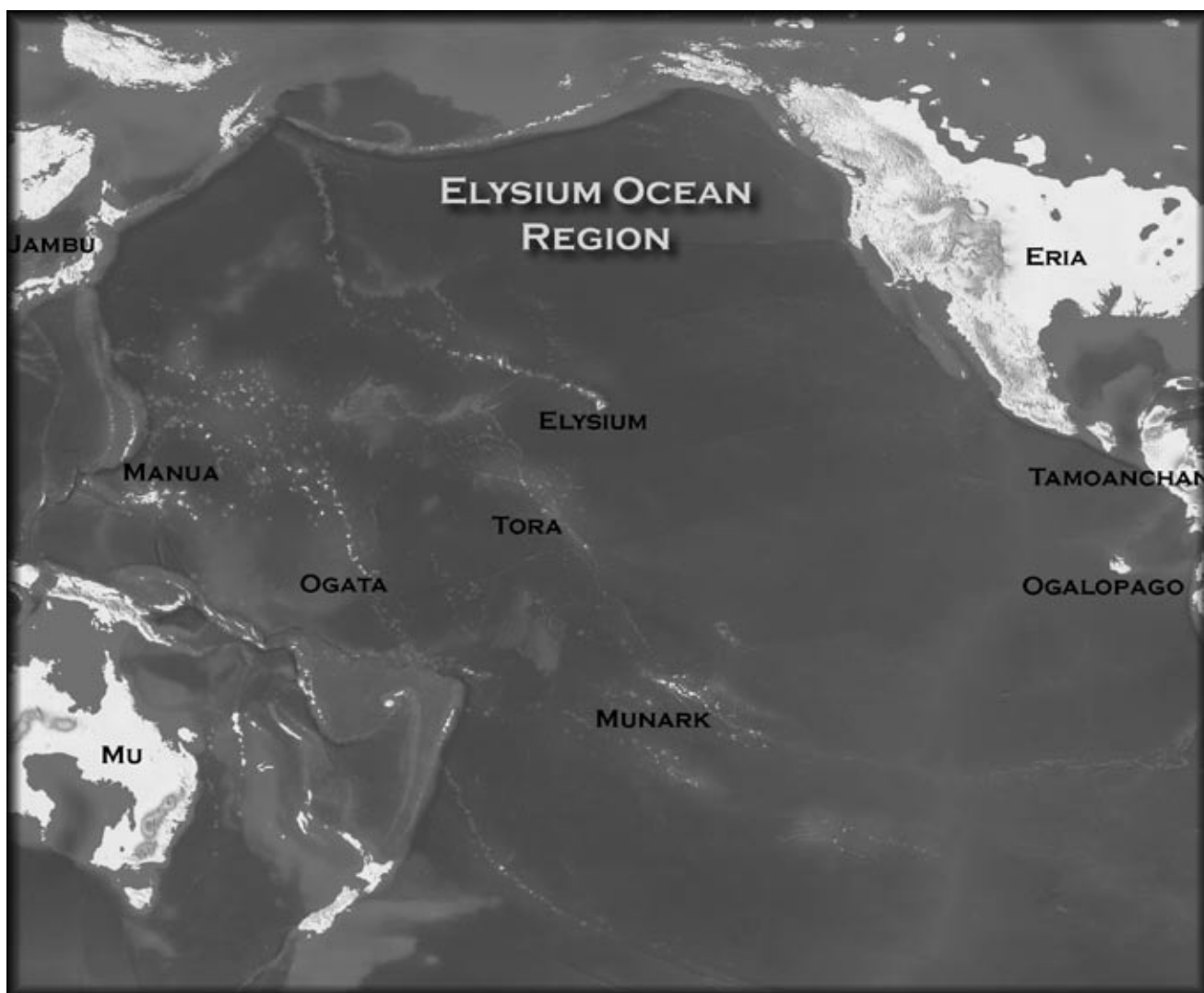
ELYSIUM REGION

The Elysium Sea lies between Tamoanchan and Eria in the east and Jambu, Mu and Lemuria in the west. Dotted with small islands, the region is home to three distinct races and four ethnic groups. A dark-skinned race of humans, the Manuans, are a powerful force in these waters, as are the tall, green-skinned Tritons of the ocean shallows. Two distinct dwarven groups, one dark and of medium height, the other tall and light-skinned, are also common here. Other racial and ethnic types are also found, though they are few in number.

Once, three centuries ago, the only real distinction that

could be made concerning political affiliations was a very basic one between sea-people and island-people. Each island was an entity unto itself, with little contact and no reason to unite. The rise of the warrior tribes of Manua, however, changed this. Many islands found it necessary to band together into loose confederations to resist Manuan domination. Today, there are fierce "nations" in these waters: Manua, Ogata, Tora, Elysium, and Munark. The warrior tribes of Manua rule the islands of Nonamato (no-na-MA-to), Manawak (ma-na-wak), Manuk (MA-nuk), Melekuala (me-le-KWA-1a), and Samai (sa-MY). They have subjugated the peoples





of these islands, and rule through military force.

The nation of Ogata was formed to resist the early expansionism of Manua. It includes the islands of Ogaramango (o-ga-ra-MAN-go), Temuah (te-MU-ah), and Salawati (sa-la-WA-te). Each is ruled independently by the indigenous tribe, but they have agreed to cooperate in the event of aggression from the Manuans. Temuah and Salawati are the only islands in this ocean where land-based agriculture is practiced. The people are dark-skinned, and of medium height and build. They know nothing of metal-working, and use only stone implements.

Tora is a nation made up of people exiled from other realms who have banded together to cooperate against their common enemies. Each of the four islands was settled from a different area: Rapa Nui (RA-pa-NU-ee) from Ogaramango, Matui (ma-TU-ee) from Khitai, Orongo (o-RON-go) from Samal, and Tamaka (ta-MA-

ka) from Salawati. They are each independently ruled, coming together only for a common defense. The island of Moto Nui (MO-to-nu-ee), part of the same island group, is said to be home to a struggling tribe of Zephyr whose numbers were drastically reduced by warfare and magical plagues over the last two centuries. Now numbering only a few dozen, they seek isolation, and are believed to shun contact with other races.

The Tritons of these waters rule the nation of Elysium, which consists of all the waters of the Elysium Sea and the sacred island of Elysium itself. These Tritons are nomadic, roaming the ocean in extended family groups or other bands, including merchants, adventurers, corsairs, or even ruffians and bandits. The Tritons tolerate others in their seas, but impose a death penalty against any who set foot upon the island of Elysium, which they consider a holy place.

Another major grouping of people consists of the sea-

traveling nomad tribes, who hold no permanent territory. Though completely independent of each other, some are allied through various agreements for trade or defense purposes. They consider the islands of Manocnac (ma-NOK-nak), Temareta (te-ma-RA-ta), and Nakua (na-KU-a) as their home territories, though no tribe stays more than a season or so upon any one island each year. The three islands and all of the tribes are known by the collective name of Munark. They are a tall, light-skinned people of unknown origin, and are both primitive and highly superstitious.

Other islands of note include Kusa, Pulo, Oguamana, Tarawa, Maninoa, Jokaz, Vanua, and Managuak. Kusa (KU-sa) is said to be haunted by an assortment of spirits, minor demons, and devils. No native of this region will dare set foot on the isle, despite the rumors that Kusa's jungles contain treasure buried here long ago by Sheban corsairs.

Pulo (PU-lo) is home to a tribe of huge, black-skinned Ogres, who hold a small human population in slavery. No one visits this island unless shipwrecked or ignorant of the situation. There are rumors of a great gold mine on the island, worked by the slaves and somehow accessible from the sea, but no one has ever substantiated these stories.

Oguamana (oh-gwa-MAHN-a) is a young island, formed by recent volcanic activity. The volcano is still erupting regularly, and the island is believed to be uninhabited.

Tarawa (ta-RA-wa) is an island about which little is known. Jagged rocks and perilous currents surround this isle, making it inaccessible by ship. Certain local tribesmen come here nevertheless, as the waters around the isle are said to be rich in pearl-bearing mollusks.

Maninoa (man-i-NO-a) is another island of mystery which is generally avoided. It is believed to be the home of an old and powerful wizard, who is said to have a number of fiendish, inhuman companions. Many wild rumors circulate about Maninoa and its strange inhabitants, but no one knows for certain what actually goes on on this island.

The island of Vanua is home to the largest Dwarven community in the Elysium Ocean region. Several dwarf clans can be found on the numerous uncharted islands of the Ocean but all trace their ancestry to

Vanua. The Vanuan dwarves share a similar complexion and physique with the dwarves of far-off Punt, near Gondwana.

Vanuan dwarves are a trading people and ply the Elysium Ocean in their great outriggers. Because of the goods they trade (mostly metal weapons, tools and trinkets) most other Elysium nations welcome them with open arms.

The isle of Jokaz (JO-kaz) is another island steeped in legend, and is supposedly home to a fierce and intelligent dragon. Known far and wide as an oracle of great prescience, the dragon is of great age, tremendous size, and awesome power. Wizards and heroes have been known to go on quests to seek her advice and wisdom. As the dragon values its privacy - and treasure - it is said to have constructed ingenious obstacles to protect the island from all but the most dedicated and skilled seekers.

Managuak (man-OG-wok) is an idyllic island paradise without a native population. It is not far from the forbidden Triton island of Elysium, and there are many who believe it to be another Triton sacred place. It is, however, frequently visited by various sea-nomad tribes as a source of supplies and it is often a haven from storms, and no grief has ever come to these visitors.

The Elysium Sea teems with life, as do many of the islands themselves. Enriched by a climate made ideal by favorable water and air currents, the region is alive with plants and animals of every size and description. Most of the islands are rich in tropical vegetation, just as the seas abound in undersea plant life. There are few mammals on any of the islands, but birds, insects, amphibians and reptiles are all common. A few remnants of the great dinosaurs still survive on some of the larger islands, but these are rare. The most frequently used materials for tools, utensils, weapons, and other implements are shells, bamboo, and stone. The only metals which are worked by any of the Elysium Sea tribes are gold, silver, and copper; these are used only for jewelry and decorations. Some metal items do find their way to tribal chiefs and heroes in the islands as a result of trade with Jambu and Tamoanchan, but such items are rarities. The main exception to this are the dwarves of Vanua. Where they acquire the raw ore to produce their metal goods is unknown.



Because mammals are scarce, leather is a rare commodity. Durable goods are made either of reptile or shark hides (or, on some occasions, from human skins). By the same token, bows are a badge of the veteran warrior because the tendons used in bowstrings traditionally come from vanquished foes. The most common weaponry usually consists of shark-tooth clubs, conch

(used as clubs), and barbed spears.

Most tribes of the region depend upon the sea for sustenance and support; only the tribe on Salawati uses land resources more than those of the ocean for food and other essentials.

There are many small islands dotting the Elysium Sea that are not shown on any of the maps in this book, and are not described here. Such islands may be quite ordinary, though a few may be as strange and mysterious as any discussed here.

ELYSIUM (EL-EE-ZEE-UM)

The aquatic Triton nation of Elysium claims all of the waters, the sea bottoms below them, and the sacred island of Elysium itself, from Tamoanchan and Eria to the coasts of Mu, Lemuria and Khitai. None may

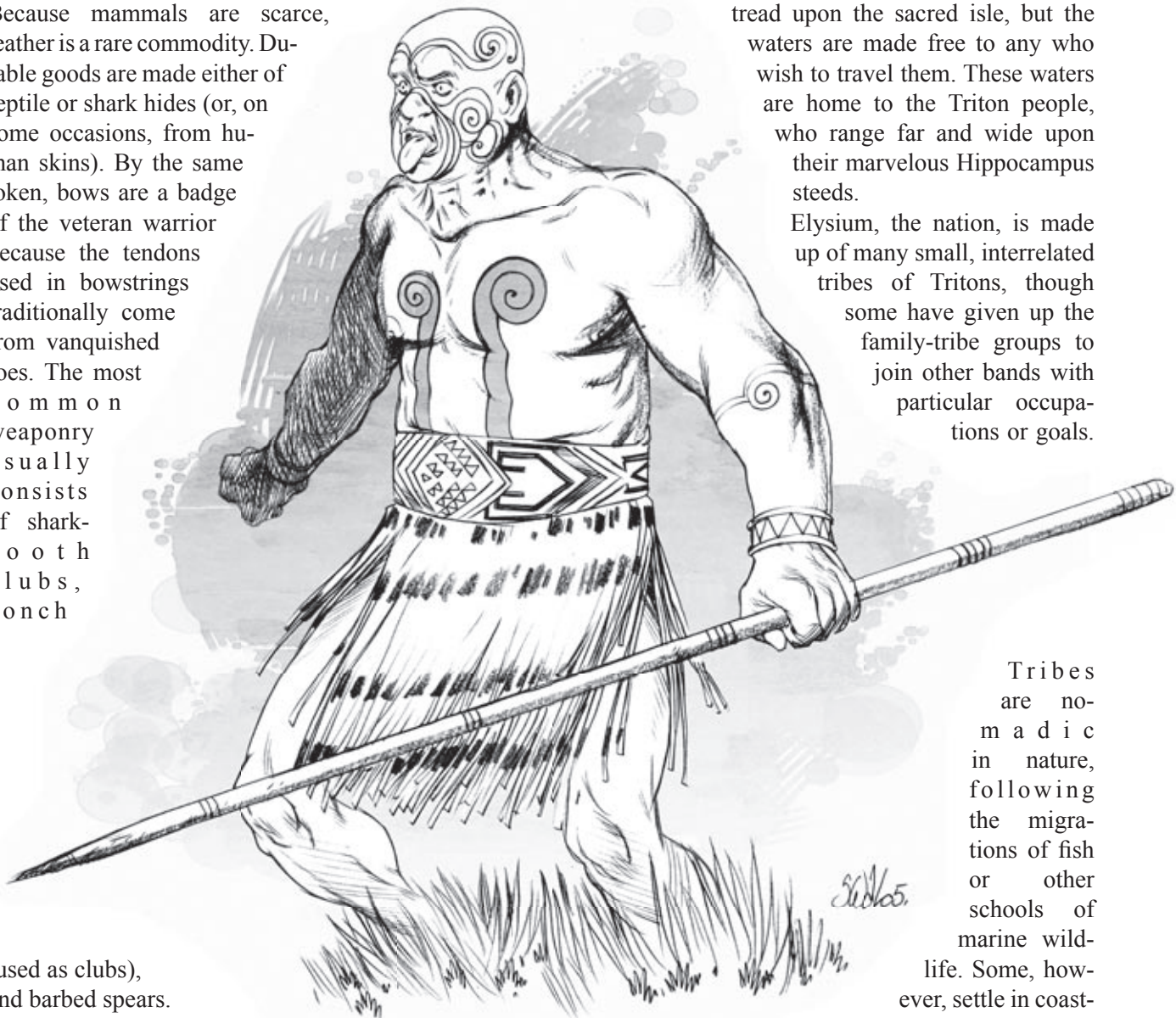
tread upon the sacred isle, but the waters are made free to any who wish to travel them. These waters are home to the Triton people, who range far and wide upon their marvelous Hippocampus steeds.

Elysium, the nation, is made up of many small, interrelated tribes of Tritons, though some have given up the family-tribe groups to join other bands with particular occupations or goals.

Tribes are nomadic in nature, following the migrations of fish or other schools of marine wildlife. Some, however, settle in coastal shallows to work small sea farms, while vari-

ous groups range from one end of the ocean to the other, engaged in trade with the land folk on the shores of the great sea. A very few are known to act as corsairs, raiding ships and coastal settlements without warning.

There is little in the way of overall unity to the "nation." Each tribe has its own chief, and follows customs and traditions which may vary considerably from one group to another. Once every year, the tribes assemble off the island of Elysium for a series of festivals. Inter-tribal problems are settled, marriages are solemnized, and trade is carried out between the tribes.



The sacred isle is vital to the cultural and ritual lives of all Tritons. It is the traditional spawning ground, and a favored place for burial. The island plays a major part in many traditional elements of the culture. Though men may not set foot upon Elysium, the isle is not uninhabited. Nymphs, nature spirits, and magical animals and plants live here under the protection of the Tritons. The land is lush and rich, with abundant food and water, and hospitable weather year-round. It is also reputed to be rich in gems and precious stones.

MANUA

(MA-NU-A)

The most coherent multi-island nation in the Elysium Sea, Manua is a land of short, dark-skinned sea-warriors. Originally from Nonamato and Kusa, the Manuans have conquered the human tribes on Nonamato, Manawak, Monuk, Melekuala, and Samal, and are believed to be interested in further expansion. The realm is not now at war with any nation, but is hostile towards both Ogata and Tora.

The Manuans are fierce fighters who prefer death to retreat or surrender. They wear crude but effective armor constructed of various materials, including bone lamellar, shark's hide, and the spiked skin of a particular species of blowfish native to this region. Shark-tooth clubs, barbed spears, and crude short bows are their favorite weapons. Excellent seamen, the Manuans employ outrigger canoes (up to 60 feet long) in their raids. They will attack other craft on sight in most cases, and have been known to engage in battle with the giant Kraken and Leviathans which roam the waters of the Elysium Sea.

The Manuan capital of Nan Matal is the closest thing to an actual city in this region. It consists of over one hundred thatch huts of various sizes, all erected on sturdy bamboo stilts. Travel between huts is by canoe; each family owns at least one small craft used exclusively for this purpose. The Manuans worship a nameless sea god, whom they depict as a dragon of great size and power. Consequently, they will not harm or threaten any of the sea dragons found in their territorial waters, believing these creatures to be the representatives of their fearful patron deity. Their priests wear elaborate dragon masks - and are said to be able to communicate with all types of dragons.

The island of Nonamato is rich and diverse. Lofty

mountains separate the lush and fertile western region from an inhospitable eastern shore, and human tribes (fisher-gatherer extended-family groups) roam the land and the island's offshore waters. The only settlement of note is Nan Matal, the capital of the realm.

The remaining Manuan islands of Manawak, Manuk, Melekuala and Samal are also inhabited primarily by semi-nomadic human fisher-gatherers. Each island has an individual tribe with unique customs and traditions, but overall they are very similar. The Manuan overlords have stationed contingents of warriors on each to control the local population. There are a number of smaller islands within the waters claimed by Manua, but these are mostly uninhabited, isolated and generally devoid of any redeeming qualities.

MUNARK (MU-NARK)

Though Munark seems at first glance to be the least cohesive of all the nations of the Elysium Sea, in many respects it is far stronger than any of its neighbors. Where most of the tribes of these seas have banded into nations for temporary purposes of material self-interest, the great Tribe of Munark is a long-standing entity to which each of the individual tribes that comprise it gives their loyalty.

Munark's culture is in many ways similar to that of the Elysium Tritons. Individual tribes of nomadic extended-family groups roam the waters of the ocean constantly. Each tribe is free to make its own way in the world, but all are bound by complex inter-tribal treaties to form the Great Tribe.

Each tribe of nomads is part of the Great Tribe. Each year, they gather at Manocnac to settle disputes and pass on information in council meetings held among all the chiefs of the individual tribes; the rest of the year, each chief leads his tribe as he sees fit. Though similar in appearance (dark-skinned, tall, broad of build), each tribe has its own distinct facial markings (paint, tattoo, etc...) and colorful mode of dress.

On the whole, Munark is neutral towards Manua, Ogata, and Tora. The nomads are looked upon as a source of trade goods and information, and so are generally free to stop at any island to hunt, gather supplies, make repairs, and otherwise make use of safe havens. Towards the Tritons, Munark holds a special regard, and their attitude is returned in kind. Tritons are treated as members of the Great Tribe, and nomads are favored



in turn by the Triton nation.

Munark claims three islands as “homelands” for the Great Tribe: Manocnac, Tomareta, and Nakua. These islands serve as meeting places, safe havens, and bases, but the tribes actually travel the length and breadth of the Elysium Sea, and sometimes beyond, with no real home beyond the sea, the sky, and the rafts beneath their feet.

OGATA (O-GA-TA)

The “nation” of Ogata is a loose alliance of island tribes formed to counter possible aggression from Manua. The alliance is tenuous at best, and would quickly disintegrate in the absence of the Manuan threat.

The three main islands of Ogata are Ogaramango, Temuah, and Salawati, each inhabited by a culturally distinct human tribe. Ogata also includes a large number of smaller islands in and among these major isles, and lays claim to all the offshore waters as well. Elysium Tritons, however, use the shallows, and the deserted islands are frequently used as stopover points by sea-nomads and other travelers.

The people of Ogaramango are the fiercest, most determined adversaries of the Manuans. Competitive in nature, this tribe stresses physical development and military prowess. A splinter group of the tribe, forced out of Ogaramango after a brief civil war, has settled the island of Rapa Nui.

A peaceful fisher-gatherer culture inhabits the island of Temuah. They are content with their island and their simple lives, and have a strong interest in natural lore and the magic of the physical world. A strong shamanistic undercurrent influences the whole of everyday life, from the most common everyday rituals to intricate aspects of philosophy and religion. They are primarily fishermen, but also have the beginnings of agriculture on their small island.

True agriculture, however, is mastered in the Elysium Sea only by the people of the Salawati tribe. They have established two small centers of population, Yuku (YU-ku) and Kiowa (kee-O-wa), and have

cultivated much of the land between them.

They herd boars in addition to raising yams, banana, plantains, sugar cane and breadfruit. The Kiowans are also adept in the crafts of the sea, including boatbuilding and navigation, and often travel as far as the coasts of Lemuria and Mu.

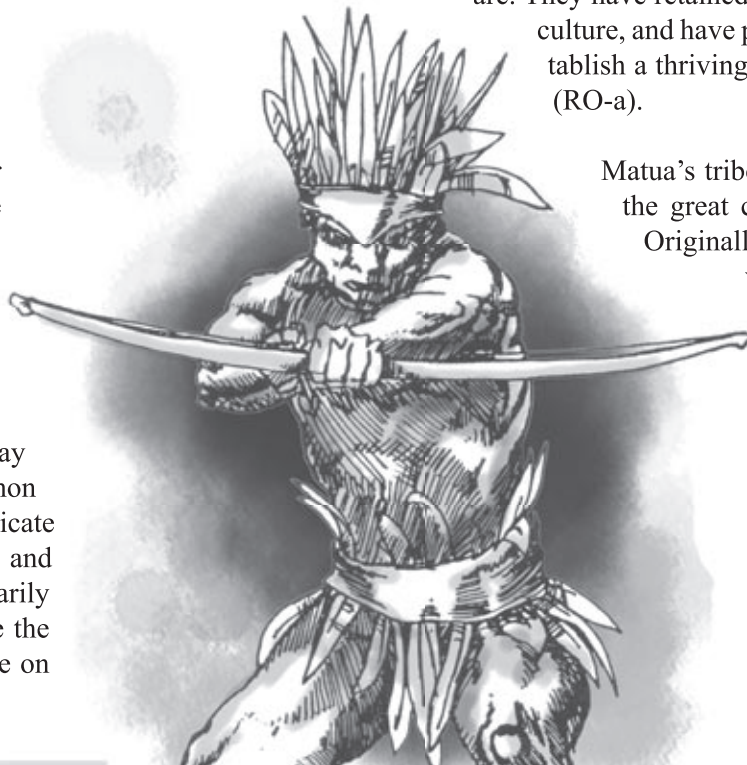
TORA (TOR-A)

This is a confederation of four islands, each autonomous and distinct in culture and background, but strongly united against any and all outside threats. The four islands are principally inhabited by exiled tribes of other regions who have made a new home for themselves. All are slightly xenophobic, distrusting the intentions of outsiders. This melting pot of peoples lays claim to the islands and waters of Rapa Nui, Matua, Tamaka, and Orongo. Each island is populated by a distinct cultural and ethnic group.

The people of Rapa Nui came originally from Ogaramango, but were forced into exile after losing an inter-tribal power struggle. They are proud warriors and outstanding athletes, just as their cousins in Ogato are. They have retained their fishing-gathering culture, and have prospered enough to establish a thriving settlement, called Roa (RO-a).

Matua’s tribe came originally from the great city of Tang in Khitai.

Originally, this group of exiles was a family (and their retainers) forced to leave Khitai after a failed political coup. On Matua, they built a small settlement called Peng Lai (peng-LIE). It is one of the few agricultural areas of the Elysium Sea, with goat herding



a major part of their economy. Many of the old Khitan customs and traditions have been preserved here.

The island of Tamaka was settled by dissidents from Salawati, people who resisted the development of settled agriculture on their home island. Seeking to retain the semi-nomadic ways of their forefathers, they first attempted to fight the introduction of farms and fenced-in lands on Salawati, and were ejected. They fled to Tamaka, where they have put their ideas into regular practice. There are no communities or permanent settlements on the island, only thatched cottages constructed as their owners desire, and then abandoned as they fall into disrepair.

Orongo's people are similar in many ways to Tamaka in lifestyle, but come originally from the island of Sa-

mal after being forced out as the result of a great feud. Unusually adept at Elemental Magic, these people all have some skill in the art, and each generation sees a handful of truly powerful warlocks emerge.

Located virtually in the center of Tora is the island of Moto Nui, which is not a part of the confederation. The island is the refuge of a tribe of warlike Zephyr, who, it is said, are cannibalistic in nature. Several ancient stone barrows and obelisks are found here, all of unknown origin. Some claim they are the work of an ancient and long-lost civilization; others say the Zephyr have erected them at the behest of some demonic entity.



ERIA REGION

The continent of Eria (AIR-EE-A) is a land believed to be rich in untapped resources. It is also a wild region, peopled by tribes of men whose ways are not entirely understood by the people of Atlantis, Gondwana, and other, more developed lands. Though some traders from outside Eria visit here, existing maps of the continent are considered somewhat unreliable.

In old legends, Eria is mentioned as the ancestral homeland of the first Atlanteans. Certainly many of the eastern Erian tribes - tall, bronze-skinned, and majestic folk - fit the popular descriptions attributed to the First Age Atlanteans (as perhaps do the giant Aesir of the island of Gava). Scholars are divided upon this point, however, citing a lack of evidence depicting any truly advanced civilization in this region. On the other hand, the oldest Erian legends describe their people as being the descendants of "a race of giants, who came in ships from across the sea."

The Erian continent features a wide variety of flora and fauna, and a diversity of terrain types. The far northern region is cold and icy, and characterized by barren tundra. The western area of the continent is one of rugged mountainous terrain, rolling hills and rich, coniferous forests. Sweeping plains and wooded hills dot the central regions, while the topography of the eastern sector

ranges from stony hills and dense forests (in the north) to swamplands (in the south).

AKELA (A-KAY LA)

Akela is the central region of Eria, a large expanse of grasslands bordered by thick woodlands to the north, south, and east. Here a confederation of five great tribes holds sway, united under a common symbol of veneration, the Eagle.

The Akela are a red-skinned people noted for their considerable stature (travelers in this realm claim that fully half of the adult males are six feet or greater in height). They dress in buckskin loincloths only during the warm months, wearing robes, leggings, and boots of bison hide during the heavy winter snows. Though hairstyles vary some among each of the five clans, no Akela will willingly cut his or her hair, and braids or ponytails of 3 to 4 feet in length are quite common.

A nomadic people, the Akela roam the plains, following the migrations of the vast herds of bison native to this region (they have domesticated a species of wild horse, and are considered superb riders). Bison is an integral part of Akela life; from the endless-seeming herds the Akela derive much of their food, plus materials used for clothing, shelter, ornamentation and many





practical items. Because hunting of bison is so important to Akela society, all male children receive instruction on reading animal tracks and, most importantly, horse archery.

Unlike many of the other Erian peoples, the Akela almost never bicker amongst themselves. They are warlike in the extreme, however, and often engage in raids against the Kutchin and Tamarac tribes. Like the Tamarac, the Akela favor hand-to-hand combat with stone axes, clubs, and daggers fashioned from bison horn. An especially popular tactic is the coup; in the heat of battle, a warrior will lightly strike an opponent with an ornate wooden club (known as a coup stick). The blow, always delivered to a vital area but never intended to cause harm, is considered to show both the warrior's courage and his utter disdain for his opponent's skills.

The religion of the Akela clans likewise stresses the importance of courage in battle. The Akela worship the Great Spirit, which manifests itself in many forms and is symbolized by the eagle. Eagle feathers are awarded for bravery in battle, and are considered a measure of a warrior's skill and his favor with the Great Spirit.

When following the bison herds, the Akela people live in teepees covered with skins and hides. Simple to erect, disassemble, and transport, these huts allow the clans to move swiftly from one place to another. The

Akela are skilled craftsmen who specialize in the making of hammered silver and gold ornaments and jewelry. Various precious stones are also used in the making of such items. It is believed that the Akela obtain the raw materials for their jewelry from the northern hills region of nearby Akwatuk.

AKWATUK (AK-WA-TOOK)

The northwestern region of Eria (including the island of Iyata) is known as Akwatuk. It is primarily a hilly and mountainous region covered in deep forests of pine, cedar, and redwood. There are two main tribes in this sparsely populated area: the Kutchin (KU-chin) and the Seal Hunters.

THE KUTCHIN

The Kutchin are a nomadic people of average height and build. Like most of the human denizens of Eria, they have reddish-brown skin and straight black hair, cropped to shoulder length. The Kutchin tribes subsist mainly on caribou which they pursue across the length and breadth of Akwatuk. Their implements (bone knives and bone-tipped spears) and clothing (leggings, loincloths, and cloaks) are all derived from the caribou, as are the small, domed huts in which they live.

The Kutchin are superb hunters, noted for their tracking skills. Though they are generally not a warlike people,

the Kutchin have long been the enemies of the Akela, who desire their territories. Because they are not so numerous as the Akela, the Kutchin will not dare face their powerful foes on open ground, but prefer to employ ambushes, swift counterstrikes, and other covert tactics. The Kutchin excel at such forms of combat, and, despite their relatively small numbers, are formidable opponents.

Religion seems not to be an important aspect of Kutchin life, which is notably devoid of ceremony and festivity. Kutchin shamans serve primarily as healers and historians, and seldom participate in hunting or warfare. Most set up their huts away from the rest of their tribesmen and live alone or with a chosen apprentice (Kutchin shamans do not take wives). Consequently, interaction between shamans and their people is rare, and usually only occurs when the shaman's services are needed.

According to the accounts of travelers, the Kutchin are essentially isolationists. They do not engage in trade with other peoples, and are suspicious of (and sometimes hostile towards) strangers. Only essential crafts are practiced, the Kutchin being perhaps the only Erian people who do not enjoy ornamentation and artistry. A single chieftain rules each tribe, without benefit of council. His decisions are considered law, though his right to rule may be challenged by any male member of the tribe. Such challenges may range from personal combat to a test of strength or skill, the victor being recognized as the tribe's chieftain.

THE SEAL HUNTERS

The Seal Hunters are found primarily on the island of Iyata and along the northern coasts of Akwatuk and the island of Iyata, where they live in large, partially underground sod dwellings. They are similar in appearance and stature to the Kutchin, though they dress in the skins of the animals which they trap and hunt (seal, walrus, and to a lesser extent mammoth and bear). Skilled in the use of harpoon and spear, they often use poison-tipped weapons when hunting very large game.

The Seal Hunters are a peaceful folk who love music, dance and art. They often paint the interiors of caves with scenes of their hunting exploits and other noteworthy deeds. Their festivals are said to be quite colorful, with much singing and playing of sealskin drums, walrus tusk flutes, and other exotic instruments.

The religion of the Seal Hunters is based upon the tribes' reverence for both the sea and the earth. Seal Hunter shamans often have seal, walrus, or other marine mammal spirits as power animals. Ceremonial observances are held at the equinoxes, and are attended by all members of the tribe. A week of revelry follows, during which time the Seal Hunters will undertake no other activities.

Though possessing only Stone Age technology, the Seal Hunters have a fairly advanced culture. Their villages are organized and efficiently run by a council of the eldest members of the tribe. They trade with their northern neighbors, the Kulugmiut, and use polished shells as currency. Though gold is said to be found in the northern hills of Akwatuk, the Seal Hunters have no use for it. The presence of Sasquatch (Erian lemures), saber-tooth tiger, and other dangerous creatures does not deter the Seal Hunters from going there to hunt, however, when a scarcity of game forces them to do so.

AQUAGA (AH-KWA-GA)

The region known as Aquaga occupies the northeastern and coastal territories of Eria. A number of different tribes live in this area, including the Axte (AX-tay), Eque (EK-way), Shepaug (SHEH-pog), and the Quinetu (kwih-NEH-tu). All are tall and stately of bearing, with coppery skin and straight black hair.

The tribes of the Aquaga region live a semi-nomadic lifestyle, moving from place to place according to the availability of game. Mastodon, deer and bear make up the bulk of the Aquagan peoples' diet, along with shellfish and a variety of salt and freshwater fish. Though most of the tribes supplement their diets by gathering fruits, nuts, and berries, some, most notably the Quinetu, have developed a limited form of agriculture.

Climate plays an important role in the lifestyles of the Aquagans as well. Those who live in the northern reaches dwell in long, thatched lodges for most of the year. The southeastern tribes, on the other hand, utilize smaller, skin-covered dwellings. Aquagan hunters, armed with flint-tipped arrows and spears, follow the dwindling mastodon herds on their seasonal migrations.

The religion of the Aquagan Tribes is essentially a mixture of shamanism and nature worship. Each family or clan has its own patron or totem (usually symbolized

by an animal such as a deer, bear, or wolf), but only the forces of nature and “The Earth Mother” are revered as actual deities. Each village has at least one shaman, who plays an important part in the religious and social aspects of tribal life. In most Aquagan villages the shaman presides over a council of elders, and is truly accountable only to the clan’s chieftain.

Though the various tribes have been known to engage in petty squabbles amongst themselves, the Aquagans are not known to be a warlike people. Traders who have visited these shores in recent times claim that the Quinetu and Shepaug are especially friendly, and exhibit an eagerness to barter their goods (skins, hides, and herbs) for metal articles and ornaments. Scouts, hunters, and guides, many of superior skill, can usually be obtained at minimal cost (1/2 standard rates for members of such professions). Only the Eque have ever proved belligerent to strangers and only on occasions where their innate suspicions have been aroused for some reason.

AZTLAN (AZ-TE-LAN)

In the far southwest of Eria lies the only true city on the continent. Established by First Age Atlanteans as a colony, Aztlan was once much larger than it stands today. Over half of the city now lies in ruin with the city inhabitants regularly cannibalizing older buildings and temples for new building materials.

All contact with Atlantis was lost shortly after the Great Catalclym that ended the First Age and the people of Aztlan saw a rapid decline in their civilization thereafter. The city was conquered by a warlike tribe known as the Comanch some 400 years ago and since this time, the cultures of the Atlanteans, Comanch and several other native tribes have been fused into a unique new culture.

About half of the population farm the land raising maize, wheat, and several varieties of fruit and legumes. Another quarter of the population are artisans and laborers many of whom toil in the many mines in the mountains and hills surrounding Aztlan. The region is incredibly wealthy in mineral resources: copper, tin, lead, iron, silver, gold and even platinum are all known to exist in large quantities around Aztlan.

The remaining quarter of the population form the ruling class of nobles who also form the bulk of the elite military.

Aztlan is ruled by a hereditary Comanch King whose line has been unbroken since the city-state was conquered over 400 years ago.

The Azlek, as the folk of this city are known, generally keep to themselves although they do trade with both the Akela and Kawana tribes on a regular basis.

Of late, the Azlek King, Montehman, has been sending explorers and elite military units across the Sound into Huac in Tamoanchan. The purpose of these forays is really anyone’s guess.

GAVA (GA-VA)

At the far northeastern stretches of Eria lies the island of Gava, called the “The Land of Giants” by the Erian Tribes of the mainland. Here dwell the last remnants of a race of giant beings known as the Aesir.

Smallest of the giant races, the Aesir are nonetheless huge by human standards. Most range from seven to eight feet tall, and weigh from 400 to 600 lbs. Pigmentation varies amongst the Aesir, but the majority have bronze-hued skin and brown hair. Several of the Aquaga Tribes claim descent from these giant folk, and certain scholars associate the Aesir with the legends of First Age Atlantis.

The Island of Gava is ringed by mountains and covered half the year by ice and snow except along its western coast. Favorable winds and temperate currents have a warming effect, and it is here where most of the Aesir live. The waters in this region are well-stocked with fish (notably cod and halibut), and seals and walrus are also found here. Inland, musk oxen, wolves, elk, and caribou are most commonly found.

The Aesir are an aggressive and highly emotional folk, who revel in battle, song, and drink. They often sail the seas in great wooden ships, looking for a chance to meet their mortal foes, the Fomorian and the Jotun, in lusty combat. Though they apparently have no ambitions of conquest (and in fact will never attack weaker opponents), the Aesir seem to live solely for battle. For this reason, the once numerous Aesir population has dwindled steadily over the last few centuries, and appears to be slowly dying out.

Except for this concern, life in an Aesir settlement is said to be quite pleasant. Each family lives in a great lodge house constructed of wood and earth, and roofed



with great strips of sod. Aesir furnishings are both sturdy and practical: wood-framed beds filled with sweet-smelling mosses, carved wooden bowls, stone tables and chairs, and so forth. Each village of two to eight lodges is enclosed in an earthen work wall, which provides some protection from wild creatures and Fomorian raiding parties. A large meeting hall is usually found at the center of any Aesir village, and serves a variety of purposes (war councils, festivals, drinking bouts, etc...).

Aesir culture is rich with legends and tales of the glorious battles of its ancestors. Of special fondness to these folk is their friendship with the dwarves of Hyperborea, the sinking of a great Fomorian fleet (some 100 years ago), and their ancient battles with the goblins of northern Europa (in the service of the First Age Atlanteans, or so the legends go). Songs concerning these events and other epic adventures make up a large part of the Aesir's festivals. The Aesir love to hear songs and stories related to such topics, and are always eager to listen to the tales of adventurers and travelers from other lands; in most cases visitors are well-received.

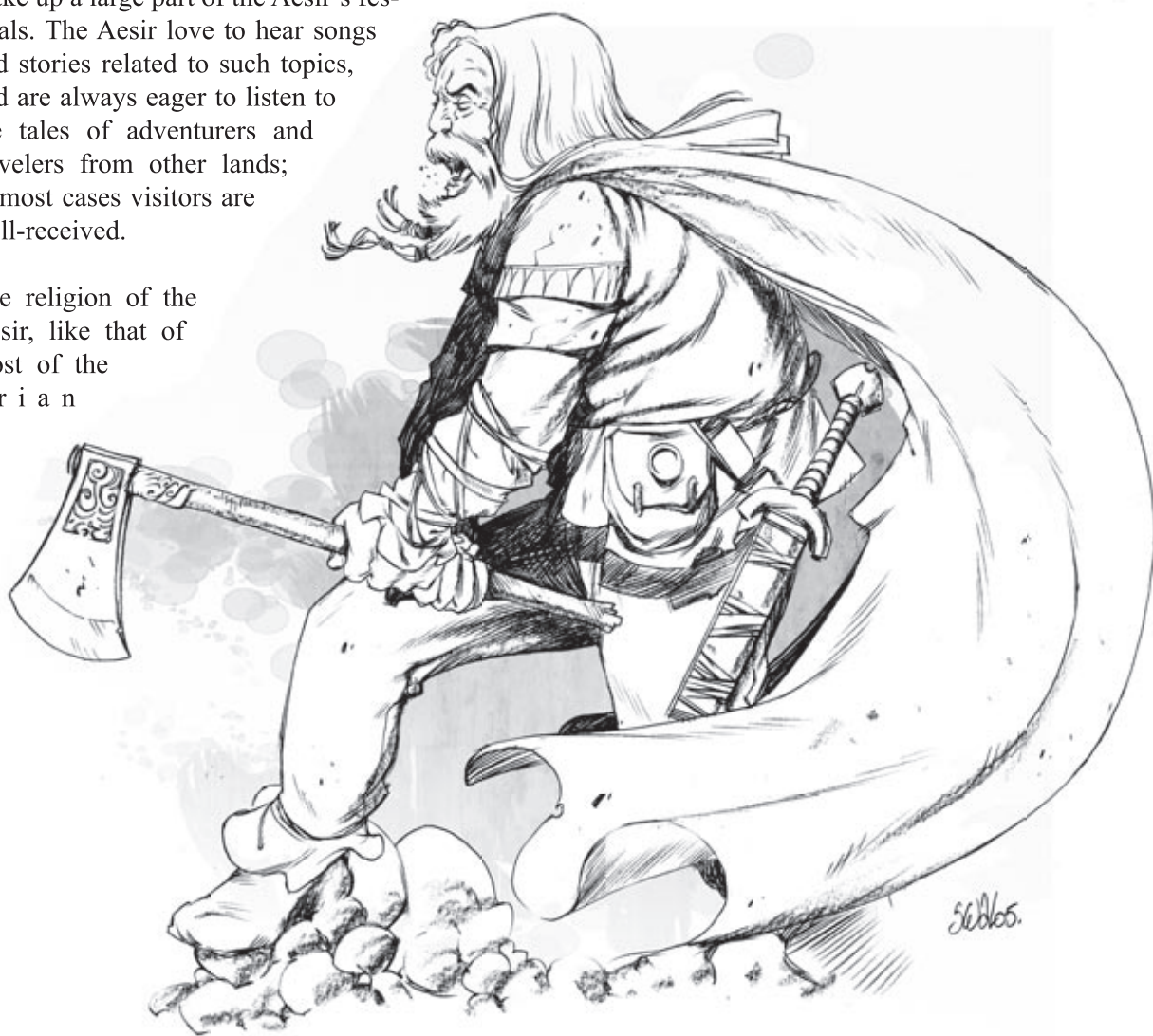
The religion of the Aesir, like that of most of the Erian

tribes, is shamanistic in nature. Aesir shamans are treated with great respect by their people, and serve as warriors, healers, and keepers of the history and traditions of the Aesir race. As the Aesir are essentially a good-hearted folk, they have a great hatred of necromancy and black magic.

THE HORDELANDS

The western third of Eria is an area covered in towering and rocky mountains. Many are snow-peaked and the land, as a whole, is inhospitable and difficult to traverse.

This region is known to the Erian Tribes as the Hordelands because it is populated almost entirely by a chaotic mix of Nethermen, Goblinkind and Andamen. How this huge population of "sub-men" came to inhabit this land is unknown but



the people of Aztlan claim that the region once held the laboratories of a great First Age Atlantean alchemist and sorcerer responsible for considerable advances in hybridization. If this is correct, it would also go a long way to explaining the variety of monsters and beasts also found throughout the Hordelands such as griffons, hippogriff and manticora.

Both the Kutchin tribes to the north and the Akela to the east keep a constant vigilance against the creatures and humanoids of the Hordelands although the hordes normally spend more time fighting amongst themselves than waging war on the surrounding tribes.

As a whole, little is known about this region of Eria although it is rumored to be very rich in mineral wealth.

KULUGMIUT

(KUH-LOOG-ME-YUTE)

The northern islands of Eria comprise the region known as Kulugmiut. The vast, snowy expanses of this region are practically devoid of vegetation, and are most hostile to travelers. Though the early Atlanteans are said to have explored Kulugmiut, an even remotely reliable map of these territories probably does not exist.

According to the Akwatuk, this northern realm is inhabited by many small- to medium-sized tribes of men, which they call the Tunit (TU-nit). They are said to be unlike most of the Erian peoples, being somewhat short of stature, heavily built, and of sallow complexion. Scholars believe the Tunit peoples migrated across the now sunken land bridges which are thought to have once connected the continents of Eria and Jambu.

As described by the Akwatuk, the Tunit tribes possess a diverse and unique culture. Each tribe has its own patron spirit animal, after which the clans take their names. Known Tunit tribes include The Bear People, The Otters, The Wolf People, and The Caribou People. Despite a lack of evidence, rumors of cannibalistic Tunit tribes dwelling far to the north continue to persist among the Akwatuk.

The Tunit tribes are said to be craftsmen of the first order, fashioning many useful articles from the limited resources available in this barren region. Barbed harpoons and arrows are carved from bits of ivory, as are sled runners (the Tunit have domesticated a wolf-like species of canines which are used to draw

their sleds) and a type of “hobnailed” ice shoe used to scale glaciers. Waterproof clothing and kayaks are fashioned from walrus gut and hides. Tunit dwellings are quite unique, as they are fashioned from blocks of hard-packed snow. These dome-shaped snow houses, some large enough to hold as many as fifty people, are equipped with “skylight” panes of stretched walrus gut. Though the Tunit people eat only raw meat, they know how to use fire, and have even developed a crude type of seal oil lamp. These lamps, consisting of a saucer of seal oil and a wick of twisted moss fibers, are used primarily to heat the Tunit’s snow lodges.

The religion of the Tunit tribes is shamanistic and animistic; the Tunit believe that all things possess a living spirit. They are very superstitious, and many seemingly harmless activities may be considered taboo, depending on a variety of circumstances. Tunit shamans play an important role in the lives of the rest of the people, and are considered the only individuals capable of dispelling the many ill omens and signs which the Tunit fear so greatly. Both a tribe’s shamans and its warriors dress in costumes made from the skins, claws, and teeth of the clan’s patron spirit animal. Though Tunit shamans may be of either sex, female shamans are generally considered more effective than their male counterparts. Intricately carved walrus tusks serve as scrolls and magical tomes (as well as tribal histories), and are highly prized by traders from other countries.

If the Akwatuk are to be believed, the majority of the Tunit tribes are not overtly hostile to outsiders. They do feud amongst themselves, however, and must be considered less than reliable due to the highly superstitious and suspicious nature of most of the clans.

TAMARAC (TAM-ER-AK)

This central eastern region of Eria is inhabited by a group of tribes known as the Mound Builders. They are of average height, and are characterized by their reddish-brown skin and straight, black hair. Both the males and females dress in deerskins, the men wearing leggings, loincloths and moccasins, and the women wearing caftan-like dresses. Copper jewelry and a variety of different types of beads worn as jewelry or sewn in decorative patterns on moccasins and other articles of clothing are the most common forms of ornamentation.

The Tamarac Mound Builders construct tiered earthen ceremonial platforms, dome-shaped houses, and large



ANTILAN
S
burial mounds using only the crudest hand tools. It is the custom of these people to bury their dead, with all their earthly possessions, in such mounds. This is believed to ensure the comfort and happiness of the spirits of their departed kinfolk in the next life. To further honor the spirits of dead, sacrifices of food and drink are offered up once each year. The mounds themselves are considered sacred, and are tended to by the tribes' shamans. Tampering with these edifices in any way is considered a sacrilege punishable in most cases by death.

A highly organized people, the Tamarac tribes have learned to cultivate certain edible plants and are knowledgeable in the ways of herb lore. The women are skilled at weaving and pottery, and create goods of fine quality. Though they possess little talent for mining or metallurgy, the Mound Builders are known to make extensive use of copper, primarily for armbands, bracelets, and similar items. Large quantities of the red metal can be found throughout the hills bordering this region, much of it in pure and readily useable form.

The warriors of the Tamarac tribes are readily recognizable by their elaborate headdresses, which are made of deer hide topped by a pair of sharpened antlers. Prior to battle, the warriors paint their faces and torsos with red and white pigments, giving them a wild and somewhat fearsome appearance. Stone axes and war clubs are the most common weapons, though spears and short bows are also employed; generally speaking, the Tamarac consider the short bow better suited to the hunting of game, and prefer hand-to-hand combat when given a choice. Their enemies are the Akela and the Kawanna.

THE KAWANNA (KA-WA-NA)

The southeastern region of Tamarac is home to several tribes of hunter-gatherers, known collectively as the Kawanna. These people live in villages of thatched huts, most often enclosed by high wooden walls. In addition to the game and edible plants which they hunt and gather from the surrounding forest lands, the Kawanna also fish the waters which lie to the south, and traverse the Awa (AH-wa) River in canoes made of bark. The Kawanna are a reclusive people who are said not to be fond of trespassers into their territories. Despite this, Kawanna jewelry of quartz, mica, and seashells (from the coastal waters) is found in many places throughout Eria, a fact which suggests that trade with other tribes occurs from time to time.

Though similar to the Tamarac peoples in many respects, the Kawanna consider themselves superior to their northern neighbors. Their warriors wear necklaces of bear claws, and paint their faces with black and white pigments. All Kawanna males shave their heads, preserving only a small lock of hair at the center of the scalp. This, they never cut, but decorate with bone ornaments, tufts of deer hair, and feathers. The Kawanna take scalps in battle, and such scalp locks are especially prized as trophies.

In battle, the Kawanna employ essentially the same weaponry as the Tamarac. They have feuded with the Mound Builders for untold generations, and occasionally launch raids against their villages. Their shamans go with them into battle, and use their potent magics to give courage to the Kawanna and strike fear into the hearts of their foes.

THE TAMARAC SEA

The Tamarack Sea (TAM-ar-ak) is a shallow body of water separating the northern peninsula of Tamoanchan from the Erian continent. Beneath the water, the bottom of the Sound has a fairly uniform depth, averaging around 100 feet, and slanting downward gradually as it meets the Elysium Ocean in the southwest and Atlantean Ocean to the east. To the south lie the Ocaraba Islands and beyond them, the Oacaraba Sea and Tamoanchan.

The Tamarack Sea is a warm body of water. There are many exotic and colorful fish in these waters, and numerous species of turtles. Awashata (a-wa-SHAta) Bay on the Erian coast is a particularly rich area for marine wildlife. The central area is home to giant sea snakes, which live in tangled masses of undersea vegetation, submerged hillocks which are frequently the lairs of giant snapping turtles. From time to time, shark-riding Makara out of the Sargasso Sea and the Ocaraba Sea travel into this region, but such visits are infrequent. Even more infrequent are Tritons, whether from Antilla or the Elysium Sea. The dangers of these waters generally close them to travel by either group, though from time to time, the Tritons do use the Sound to keep up a tenuous contact between the two peoples.

As for humans, only the Erians of Tamarack regularly ply the waters of the Sound. They stay primarily in Awashata Bay, using small craft for fishing and coastal travel. Mostly they make use of bark canoes, generally averaging eight feet in length, but sometimes twenty feet long or larger.

EUROPA REGION

The continent of Europa (yer-o-PAH) contains a great range of terrains, climates, and peoples, from the great steppes of Scythia to the forested river valleys of Vir, the rugged hills and wooded groves of Hellas and Saturnia, and the great plateau of Galecea. It is a land of wilderness and, for the most part, of barbarism; only at the fringes of the continent, such as in Hellas, Tharshesh, and Ys, are sophisticated cultures found. The rest of the continent is home to primitive tribes and dangerous creatures, with a few settlements of elves, dwarves, and other friendly beings located in inaccessible wilderland fastnesses.

It is difficult to divide Europa into broad geographic divisions. The vast region of Scythia, a land of rolling grassland plains, is sometimes considered a second geographical area all its own, as is the Galecean peninsula to the west. Between Galecea and Scythia, the continent is often divided into two climatic/geographic zones, the Mediterranean region and the Northern region. These are the most commonly accepted divisions, but are far from universally accepted.

The grasslands of Scythia are bleak and desolate, but fertile enough to support herds of wild animals and a sizable human population. The Northern district is much the same, but the plains give way to some more rugged lands, and a few extensively forested stretches.

The Mediterranean District consists of those lands which border directly on the Mediterranean Sea. Here the sea moderates the climate, making a warm, pleasant, fertile region of mountains surrounding numerous settled valleys and narrow coastal strips.

The last area, the Galecean Peninsula, is drier and harsher than the adjoining regions. The coasts of the peninsula support extensive habitation, but the inland plateau is cool, dry, and far less hospitable.

In terms of natural resources, Europa is not a very rich land. Tin, copper, gold, and silver are found in limited quantities in some areas, along with iron and a few other valuable metals and gemstones. For the most part,

though, the continent has nothing to compare with the wealth of Gondwana or some of the other rich continents elsewhere in the world. It may be that the scarcity of resources in Europa reflects a lack of exploration and exploitation, rather than an actual dearth of such valuable materials. Given the fact that Europa's inhabitants, with only a few exceptions, are still somewhat primitive, this is a distinct possibility.

Most regions of Europa support scattered human habitation, but there are few heavily populated areas. Only Tharshesh, Hellas and the island of Minoa are occupied by advanced human cultures, with most of the areas in between being rather thinly populated.

ARAGANA (AIR-A-GON-A)

Stretching in an irregular arc from the Atlantean Ocean to the Mediterranean Sea, Aragana lies between Galecea (and Tharshesh) and the expanse of Draconea to the north. Most of the region is dominated by mountains.

The Aragan (AIR-a-gon) Mountains are home to a fierce hunter-gatherer tribe which has resisted all outside domination since the days of the Atlantean Golden Age. These people, the Aragani, generally have jet-black hair, brown eyes, and olive-skinned complexions. They are barbaric by most standards, being simple hunters, warriors, or druids. Only a very few have any knowledge of witchcraft or magic. A superstitious folk, the Aragani have a great terror of the evil eye. Otherwise they are utterly fearless, a warrior people equally as determined and ferocious as a Hesperian Amazon.

The Aragani wear crude clothing of animal skins, with rude cloth leggings. In battle they wear headbands of cloth or leather (dyed bright red), as well as additional furs that serve as primitive armor. Their favored weapons are spears, clubs, and staves, plus the sling, which is a weapon that has become a great specialty of their people. All their weapons are of good quality.





The Aragani live in small, nomadic family groups. They build no permanent settlements, and only gather in large numbers during wars or for religious holy days. They worship Atta, one of the Old Gods, whose symbol (the bear) is held to be sacred. The cave bear, a common animal in Aragana, is likewise held to be sacred by the Aragani.

The Aragani druids perform sacred rituals within a circle of cave bear skulls surrounding a monolith carved to resemble a standing bear. These holy days are followed by week-long festivals, and are attended by most of the Aragani people.

The people are led by various individual chieftains, who in turn acknowledge the supremacy of the high druid, the leader of the Aragani religion. These simple hunters desire no one's land but their own, but are fiercely independent and resent any intrusion upon their soil. They are xenophobic, distrusting all foreigners. An old

Atlantean proverb speaks of the Aragani as being "as rugged and immovable as their mountain homes."

One group which is on friendly terms with the Aragani, largely because they leave the hunters alone, is the dwarven tribe that lives in the Citadel of Namtu (NAM-tu), which is built deep within one of the highest mountains in Aragana. The citadel is named for the king who led the dwarves to these mountains ages ago. The dwarves of Namtu mine metals, rare earths, and minerals from the depths beneath their small, well-constructed fortress-town. Trade between the Aragani and the dwarves has never been very brisk, for the food and herbs the Aragani can offer are hardly worth the exchange of metal weapons and implements they desire. Even so, the two groups are on good terms, and are pledged to mutual protection.

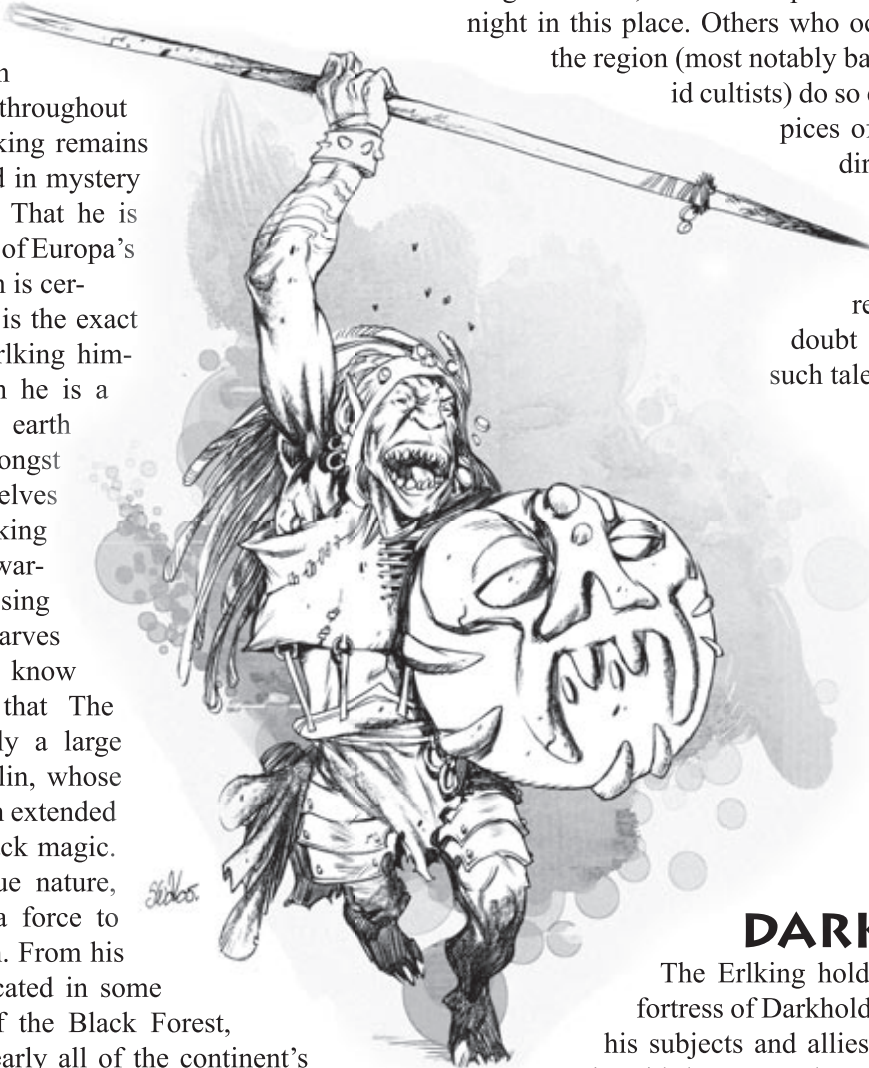
THE BLACK FOREST

The Black Forest is an extensive wilderness area located along the northern coast of Europa. It is a strange and hostile region, populated by wandering tribes of Nethermen, packs of Andaman (beast-men) and such creatures of the night as vampires, werewolves, and spirits. The true power in this region, however, is held by the goblin hordes and their dreaded ruler, The Erlking.

Though known and feared throughout Europa, The Erlking remains a figure shrouded in mystery and superstition. That he is the absolute ruler of Europa's goblin population is certain; less certain is the exact nature of The Erlking himself. Some claim he is a demon, sent to earth to cause woe amongst mankind. The elves believe The Erlking to be a Druas warlock of surpassing power. The dwarves (who claim to know him best) say that The Erlking is merely a large and hideous goblin, whose life span has been extended by the use of black magic. Whatever his true nature, The Erlking is a force to be reckoned with. From his dark fortress, located in some unknown part of the Black Forest, he commands nearly all of the continent's scattered goblin tribes. Wolf riders and other fell creatures convey his dictates to the tribes as they are decreed. Fearing the wrath of The Erlking's own army - said to number into the thousands - the goblin bands obey without question. It is said that The Erlking's influence extends to certain tribes of Nethermen, ogres, and even humans, all of whom pay tribute to the goblin lord in return for his protection. Wagons laden with the spoils of goblin, ogre, and Nethermen raids are regularly sent to The Erlking's fortress by his "loyal" subjects; failure to pay such tribute (for whatever reason) brings the swift and certain wrath of The Erlking and his minions.

Nor does his power end at the forest's edge. Goblin raiding parties spread terror in his name throughout the whole of Europa, and the Dwarves of Ironhold claim that even the shadowy Troll King pays tribute and fealty to the Lord of the Black Forest. Due to the obvious dangers inherent in this region, few travelers dare enter the Black Forest. Although the gypsies of Oggia sometimes enter the edge of the forest in search of certain magical herbs, none will spend so much as a single night in this place. Others who occasionally frequent

the region (most notably bandits and black druid cultists) do so either under the auspices of The Erlking, or at dire risk. Some claim that clans of Druas dwell within the boundaries of this region, though others doubt the authenticity of such tales.



DARKHOLD

The Erlking holds court in the grim fortress of Darkhold. From here he rules his subjects and allies with an iron hand. It is said that many thousands of goblins and other creatures are under his command, and that other tribes of goblins and Nethermen obey his will through fear of this great army. Ogres, were-creatures, wolf-riders, and even a few tribes of humans dwelling near the borders of the Black Forest are similarly forced to submit to his will, and pay large amounts of tribute in exchange for his forbearance and protection. Failure to pay this tribute is certain to bring down his wrath.

The Black Forest is a gloomy place, shrouded forever



in shadow, with choking undergrowth and corses of ancient, tangled trees. The paths that run through the Black Forest are no safer than the threatening wood, such trails having been made by the fell denizens of the forest, and serving as highways by which they travel.

Though the gypsies sometimes traverse these winding trails to find their magic herbs, they will not venture far beneath the trees, and none will spend so much as a single night within the confines of the Erlking's dark woodland realm. Others who travel the Black Forest paths from the outside world - usually bandits, witches, or initiates of the Black Druid cults - do so either as servants of the Erlking, or at dire risk to their lives.

THE FORTRESS OF DARKHOLD

Most accounts relating to Darkhold describe it as a labyrinthine citadel, carved into a great mound of volcanic rock in a large clearing amid the forest. At least three trails lead to Dark hold from various directions, dirt wagon tracks on which travel the wains bearing tribute and slaves for the Erlking. Each is said to be watched by unseen guardians, goblins and other minions of Darkhold who ensure that none approach the fortress save by leave of their dark master.

Stories say that the Erlking's hold can first be spotted by the col-

umns of black smoke which coil upwards from the mound, pouring forth from deep underground. But as there are many places in the Black Forest from which smoke might rise (tribal camps, goblin outposts and the deadly clearings where the Black Druids hold sacrifice, to name but a few), this alone offers no sure guide to the discovery of Darkhold.

Any who chance to come upon the citadel of the Erlking, however, will recognize it easily enough. The conical, slate-grey mound rises over a hundred feet above the level of the ground, and the main entrance, about three-quarters of the way to the top, has been carved to resemble the head of a dragon or a similar loathsome, fanged beast.

The full extent of the labyrinth centered under Darkhold is not known. There are those who claim that dozens of major tunnels open to different parts of the Black Forest, some large enough to pass gigantic siege engines, others barely large enough for a single man to squeeze through. Through these tunnels, they say, the Erlking can set up ambushes or surprise attacks far from Darkhold without being detected, while the smaller passages are for the use of solitary messengers and spies. One report claims that the Erlking

maintains one secret way known only to himself, through which he is accustomed to slip out in the night to go about his own affairs without being seen.



THE ERLKING

As for the Erlking himself, the stories invariably describe him as being robed all in black, his face concealed by a black hood. Tall as a man, he is said to stand, but bent with age, or perhaps some sort of deformity. His voice is said to be harsh, and some claim that he is fluent in many tongues.

The Erlking's Chief Minister, if legend is to be believed, is, like the Erlking, a figure of exceptionally long life and great magical power. Most accounts agree that this Chief Minister is a Man, or bears a Man's shape, at least. To the goblins, this Minister is known only as the Erlking's Voice, for it is his duty to convey all decrees made by the dark Lord.

By day, the Erlking and his advisers hold court. Chieftains of subject and allied peoples come before the court to seek audience, asking aid or protection, or offering gifts to appease their fearsome overlord. Goblin guards wielding whips oversee the slaves who serve the Erlking, his court, and his guests. All around are lesser members of the Court - soldiers, officers, ministers, minor functionaries, shaman-priests of the goblin cult, and creatures of the night.

Justice within Darkhold is meted out by the Erlking, and disputes both within the citadel and among subject-allies are settled by his will. Most often, the Erlking himself says no word, indicating his decisions by gestures or signs. The Erlking's Voice, or some other underling, will generally pronounce the Erlking command. Only in matters of the greatest import will the dread ruler of Darkhold speak, but all know that it is his rule, and no other's, that dominates Darkhold's halls.

The judgments of the Erlking are said to be swift and merciless. Those who have proven cowardly, incompetent, or treasonous, and those who violate any of the Erlking's laws, are almost invariably sentenced to death. Some are slain on the spot; others are condemned to the torture chamber. Those who might be of value are sometimes confined in the dungeons, pending the receipt of a ransom or other exchange.

The Erlking's influence is said to extend from the cannibalistic nomads of the Scythian plains to the dread fanatics of the Sons of Belial in Atlantis, and even to the trolls who delve beneath the Hyperborean mountains, and the witch-queens of Gorgos. His goblin bands range the wilds of the Black Forest, Draconeia,

and beyond, raiding, exacting tribute and taking spoils and captives as they go.

IN THE COURT OF THE ERLKING

"In the court of the Erlking", so it is said, "madness reigns." Here, the Lord of the Black Forest holds sway, amidst an atmosphere of debauchery and wild revelry. Grisly feasts are prepared, to be set forth for the Erlking and his minions. Goblin drums echo throughout the darkened halls, and a procession of slaves, prisoners, and grotesques are made to put on spectacles to amuse the goblin lords.

Those who fail to satisfy their masters are put to death, usually in some way that will amuse the Erlking and his followers. A favorite method of execution is to throw the offending individual into a deep pit, into which is then released some sort of menace: hunger-maddened ghouls, hordes of vermin, and caustic alchemical agents are said to be quite popular with the Erlking's torturers. Sometimes the victim is given a weapon with which to fight; other times the hapless individual may be bound, chained to the side of the pit, or blindfolded. The revelers often enjoy wagering on these events, when they are not too drunk or drugged to notice.

INSIDE DARKHOLD

Unlike Dwarven Ironhold, the citadel of Darkhold shows nothing of workmanship or skilled planning. Where the Dwarves are slow and cautious in their excavations, laboring to bring out the hidden beauties of cold stone, digging by Goblins is swift and haphazard. Chambers are hewn out crudely, with uneven walls and irregular shapes. Even the Erlking's throne room is thus, resembling a cave more suited to a wild beast than to a mighty ruler.

Tunnels and passages within the citadel tend to be narrow and twisting and well-suited to defense. Access between levels is mostly by way of steep, narrow stairs. Many of the deep tunnels that lead to the outside are wider, and use ramps instead of steps, so that heavy siege equipment and dire wolf cavalry can move easily to and from the secret entranceways.

Lighting throughout the subterranean fortress is generally poor. Goblins can see quite well in the dark, and so have little need for bright lighting. For the most part, a few feeble torches, mounted in iron brackets on the wall, provide all the illumination they need or want. Slaves and prisoners of the Erlking must often grope



blindly through these darkened corridors, wary lest they fall into a pit or open stairwell.

None can mistake the martial nature of Darkhold, for goblin, ogre, and nethermen troops are can be seen patrolling the halls at all times of the day and night. Sentries are posted throughout Darkhold, guarding doors of most important rooms or chambers, or stationed in the widened grottos that appear in strategic places along the major tunnels and stairways.

Most guard posts are manned by two sentries, and generally some kind of wild animal is kept nearby. These beasts are either kept chained to the wall or penned in small caves or crude metal cages. The guards are able to release them quickly, should the need arise, to savage an intruder or an escaping slave or prisoner. The animals are rotated to and from the cages that surround the dungeons every day on the same schedule as the changing of the guards.

Darkhold's complex of underground caverns and tunnels is vast and intricate, and is believed to radiate outward many miles in every direction from the citadel itself. Although many of these tunnels were built for the specific purpose of providing access to distant parts of the Black Forest, others are natural caverns, discovered by goblin delvers and their slaves.

Almost directly under Darkhold, for instance, lies a natural cave system holding a vast underground lake. Slave-operated pumps allow water to be forced upwards from these subterranean pools to the rest of the citadel. Many strange and ancient things are said to inhabit the Lake Cavern, which the goblins fear. They will not willingly pass the heavy iron doors which have been installed to block the tunnels leading there, and an assignment to repair or maintain the pipes that make up the pumping system is a duty every goblin fears to draw.

A few slaves have escaped into these caves and through them into other tunnels and caverns that ultimately led to freedom. Those who have done so have reported that the way is long and fraught with difficulties. Even so, it is whispered in the slave pens that this is the safest means of escape from Darkhold, for only a very valuable prisoner or slave would be worth pursuing into this place which the goblins fear so much.

BROCELIANDE (BRO-SEL-EE-ON-DE)

Broceliande is a small forest kingdom on the southern coast of Europa, in the very heart of Draconeia but not too distant from forbidding Aragana. Unlike the rest of Draconeia, it is a land of peace and order, with well-tended groves and few dangerous beasts. Evil folk avoid Broceliande, especially the goblins (who have a superstitious dread of the woodland realm), for it is a haven of light and beauty in a dangerous and hostile land. Its capital is the sylvan settlement of Celiande.

The kingdom is inhabited primarily by wood elves, tall (even by elvish standards), tan-skinned, with light brown or blonde hair. They are a graceful people, lithe and fleet of foot, who live in tree-top dwellings. These are simple platforms built among the branches, with living walls of carefully tended vines. The elves are noted as superb hunters and bowmen, and those of Broceliande are also known for their skill in creating wondrous goods, such as lovely clothes, the finest bows, beautiful musical instruments, delicate glasswork, and so forth. They are also masterful metal smiths, second only to the dwarves - though the style and workmanship of the Brocelianden elves is unlike anything the dwarves produce.

The groves of Broceliande are also home to many of the Sidhe, especially wood and water nymphs. A few humans have settled here over the ages, most of them members of a druid cult which helps to tend the woods. Rom bands also wander into this land from time to time, though their visits are becoming less and less frequent each generation.

The King and Queen of Broceliande have reigned over their remote realm for many generations of men. Their policy has been one of withdrawal from a hostile world, and they are wary of outsiders. They trade with the high elves of Ys on a fairly regular basis, but except for the druids and the Rom, they have little contact with humans. However, some individuals claim that it is possible to win the undying friendship of the wood elves of Broceliande, if one is of good heart.

HISTORY OF THE REGION

Ages ago, in a happier time before the works of Man corrupted their pastoral homelands, the Wood Elves roamed free through Europa's forests. In those ancient days, the elves felt no need for cities or for safe ha-

vens against danger. They wandered in small bands, congregating in the sacred groves of the wide forest for festivals, living together for a time before setting off on their own once more. Their nomadic lives were not shackled by the bonds Men call “civilization” – for the elves needed neither farms nor mines, markets, nor craftsmen. Nature, and the powerful magic of the elves of old, provided for all their needs.

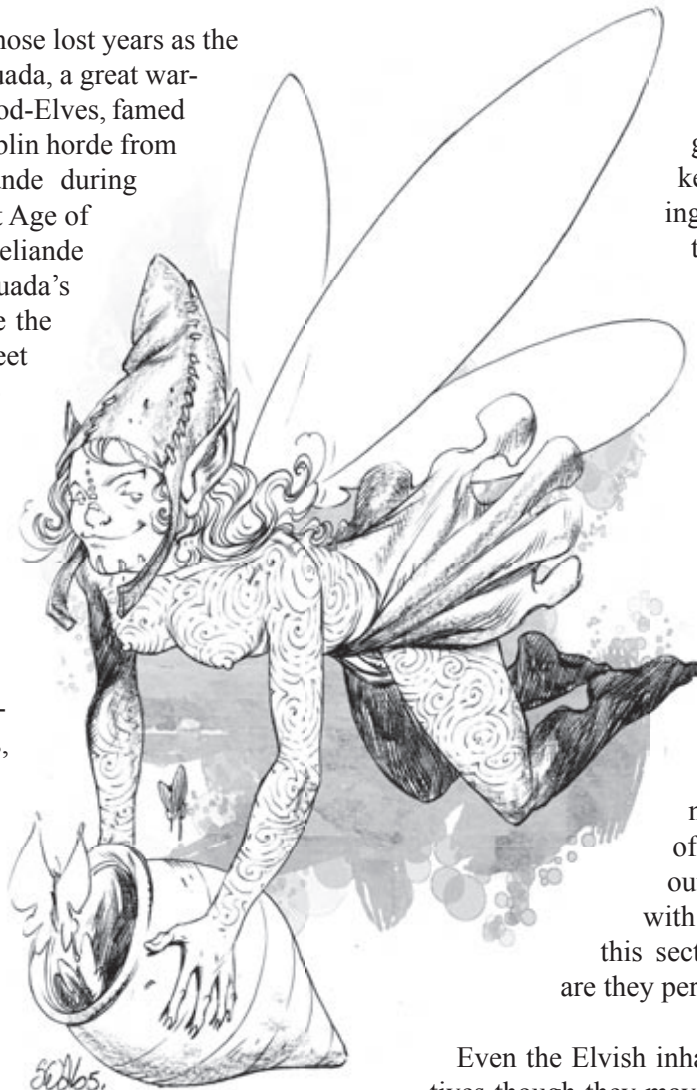
Celiande began during those lost years as the hall of the elven-king Nuada, a great warrior and leader of the Wood-Elves, famed for having driven the goblin horde from the forests of Broceliande during the early part of the First Age of Atlantis. Originally, Celiande was no more than Nuada’s residence, a place where the Wood-Elves could meet with their King and Protector. As time went on, more and more elves settled at Celiande. The magical grove of Nuada’s Palace gradually became the hub of a permanent community, a place of sanctuary, and a center of knowledge and culture. Thus, Celiande came to be home to the Wood-Elves of Broceliande, and remains so to this day.

THE CITY OF CELIANDE

Celiande is a ring-shaped city situated in the midst of the forest. The city itself is built mostly among the branches of an irregular circle of trees that surround a relatively open glade. The trees serve as both buildings and wall for the city, the inner area being employed for a variety of functions.

Among the trees that form Celiande, a thick thorn hedge, the Barrier, is carefully maintained. This hedge is impenetrable without the aid of magic, and secures the city from intrusion by any hostile strangers who

might accidentally discover it. Powerful, ancient magic keeps the hedge and the outer trunks resistant to fire, and the citizens of the city are ready in time of crisis to fight for their homes. The Wood-Elves’ ability to pass freely through the Barrier gives them a considerable edge over any would-be attackers, and archers hidden in the treetops above add to the security of the city’s defenses.



A single trail leads into Celiande, though it is often hidden by enchantment. A gap in the Barrier is usually kept open permanently, serving as the “city gate;” here the Barrier bulges outward to encompass a long, narrow, tree-lined entryway. Guards are constantly on duty at the “Gate,” and the Barrier can be caused to magically close up at any point along the corridor.

The access corridor leads into a clearing within the encircling “wall” of trees and barrier hedge. This small open area is the Market Clearing, or Glinneatrusadh - in the tongue of the Wood Elves. Most outsiders who have business with the elves are allowed into this section of the city, but rarely are they permitted to go further.

Even the Elvish inhabitants of Ys, distant relatives though they may be, are rarely permitted to venture beyond the Market Clearing, for the people of Nuada’s city are secretive and distant. Celiande’s Wood-Elves are not completely isolated, however. They occasionally trade with the High Elves of Ys and certain bands of Roms. From Ys they import many metals and other raw materials not available in unspoiled Broceliande, exporting finished goods, rare and exotic woods and woodcarvings, and other items valued by the High Elves of the island city.

Woven goods of unsurpassed beauty are another item



much in demand. The Wood-Elves offer the same sort of wares to the Roms, exchanging them for trade items of all kinds. Through the Roms, goods of many types find their way into Celiande; amber from Ku, wines from Saturnia and Hellas, silver from Tharshesh, and even Atlantean orichalcum.

THE WOOD-ELVES OF CELIANDE

Despite their reluctance to become involved with outsiders, the inhabitants of Celiande are noted for their courtesy and kindness to visitors. Once an outsider has been made welcome in the city, his or her treatment is invariably respectful, gentle, and unfailingly polite. However, visitors who are rude, noisy, violent, or who show a contempt for the Laws of the Wood are invariably escorted to the edge of Broceliande and strongly advised not to seek the Wood-Elven city again. Those who refuse to heed this caution may become hopelessly lost in the woods, or worse.

Conversely, Druids are generally treated as honored guests, and allowed to venture past the Market Clearing to see the beauty of Celiande. The religious practices of the Wood-Elves are themselves rooted in the Druidic worship of nature and natural forces, and the ancient elvish proverb: "In the light of Nature, the spirit counts more than the flesh" sums up their attitude towards others with common beliefs, and any who show a reverence for the natural world are looked upon as spiritual brothers by Celiande's people.

This accounts for the close ties of friendship between the Wood-Elves and certain other races, including all of the faery folk, centaurs, unicorns, and many others. Indeed, many of the faery people - Satyrs, Nymphs, Dryads, Sprites, Roane, Naiads, and others - are permanent residents of the city, and Druids from Outside have sometimes been permitted to stay in the city to study the white witchcraft of the elves for years at a time.

LAYOUT OF THE CITY

From the accounts of those visitors who have been beyond the Glinneatrusadh, we know something of the layout of the city of Celiande. It is wrong, however, to assume that these reports describe the city with any great degree of accuracy.

Like the forest around it, Celiande is a growing, changing, dynamic whole, almost a living thing in itself.

Though there are certain permanent features, and a constancy to the oldest and largest of the trees that form the city, there are always changes. Trees grow, spread, and die, and the elves who live among them are the same nomadic wanderers who once roamed the forests from Galicea to Scythia. They may live permanently within the city, but few are bound to any one place or position within it. As a result, the internal details of the city may vary quite a bit at any given time, and only the broadest outlines can be given here.

In general, Celiande can be divided into three parts, resembling concentric rings. The outermost circle, formed by massive trees and the Barrier hedge, is basically given over to communal "buildings" - actually individual trees where specific services, craftsmen, or community centers are concentrated. Also in this outermost circle are the areas where residents or long-term visitors of non-elven races are permitted to live. The inner edge of this circle is only vaguely defined, as it consists of smaller, less-complex tree-top structures where individuals or families live.

The innermost circle of the city, on the other hand, is entirely given over to the Dachaidhan Righrean (the Royal Palace of Nuada), which lies in the center of Celiande. The Home of the Kings (as its elvish name translates roughly) is a place of great beauty, where dwell not only the King and Queen of Celiande, but also many of the highest nobles of the Wood. The Palace is a grove of trees, incredibly ancient, where Nuada once held court long ages ago. The Palace trees form archways, promenades, and living chambers of wood and leaves. In places within this magical grove, open clearings support gardens and parks, some containing enchanted pools, crystal fountains, and other wonders.

The Dachaidhan Righrean is, like most of the "buildings" of Celiande, a complex structure. The trees that form the Palace have been grown into a complicated pattern of intertwining boughs and branches, and the elves have added connecting platforms of wood and woven grasses and vines to create an intricate maze of chambers and leafy halls at various levels. The effect is like that of the most magnificent palaces of men, yet the materials are entirely natural, and the feel is completely foreign to the cold hewings of men.

As with most of the elven structures in Celiande, the majority of the domiciles and meeting halls of the Pal-

ace are located ar above the forest floor. The Wood-Elves are most comfortable in these elevated places, and prefer to live in such surroundings. The ground level of the palace complex is mostly natural, except for the Aitean Righreanmor; the Place of the Great Kings, a large chamber in the heart of the palace, where the Elven Royal Family holds court. Here, at twilight each day, the King and Queen, the principal nobles, and all citizens who have business with them assemble. Favors are asked and granted, advice given, judgements passed, and visitors welcomed. Once the formal aspect of the meeting is over, feasting, singing, and other entertainment lasts far into the night. The chamber is large, overlooked by several levels of galleries all around, and paved with white stone. As with all the rooms within the Palace and most other structures, light seems to spring magically from the trees themselves, though the source of the illumination can not be clearly discerned.

Between the two circles of tree-structures is the middle circle, a band in which land and wood have not been reshaped to meet the needs of the inhabitants. There are trees in this ring, and small groves, but elves do not live in them, nor have they been fashioned into dwellings. This portion of the city is more like a broad park, crossed by trails and, dotted by more fountains, pools, and ancient elvish statues.

The city of Celiande is bound together by a network of elevated walkways that connect the trees and groves of the outer circle to one another. The Great Way is the major causeway, running in a circle around the inner edge of the ring at a height of nearly fifty feet above the ground. It is ten feet wide, and is fashioned of sturdy woven vines and grasses, so well made as to seem as solid as a paved street in a human town. A network of walkways of similar breadth run throughout the Soldiers' Quarter, connecting all of the groves used for military purposes in a tightlinked network.

The city causeways are unrailed and open, a condition which poses few difficulties to the nimble Wood-Elves who live here. Visitors, however, are often much less certain of themselves on these high places, and have been known to panic when forced to walk out on a swaying, woven causeway, far above the safety and security of the ground below.

Within the city, simple trails on the ground lead from place to place, connecting the central Palace grove

with the Market Clearing and the Sacred Groves.

LIFE IN CELIANDE

Life in Celiande is quiet and well-ordered, quite unlike the hectic pace of living in the cities of men, or even the structured life of the High-Elves of Ys. Celiande's people are a simple, pastoral folk, their culture rich in ancient lore, but stressing the understanding of nature rather than its domination. While in no way backwards or ignorant, the Wood-Elves are largely unconcerned with the concepts of progress or "civilization," and do without many of the amenities that Outsiders might consider necessary for survival.

The Wood-Elves live in a structured hierarchy topped by the Royal Family, the nobility, and the Druidic orders. Though Celiande possesses a King and Queen who live in a great palace, these "rulers" do little governing; following the traditions of Nuada from long ages past, the Royal Family generally gives counsel and guidance, yet rarely issues commands.

Tradition, rather than law, shapes the behaviour of the city's inhabitants. Violence, disrespect, or disruptive behaviour is deemed unacceptable, and offenders are expelled without a second thought. There are no judges, and no laws to be broken, flouted, interpreted, or used to advantage - only an innate sense of right and wrong by which all things are measured. Visitors from Outside have often found this policy difficult to understand, conditioned as they are to the legalisms of human states. Yet, for the elves, at least, this liberal form of government seems to work to everyone's benefit.

A citizen of Celiande may fit almost anywhere in society; most, in fact, move around quite a bit in the course of their long lives. The males of the community are generally responsible for certain set tasks. They tend the trees of Celiande, and the barrier hedge. The majority of the city's warriors are male, and so, too, are many of the hunters. Males also make up the bulk of the artificers and metalworkers.

Elf-maids, on the other hand, are more frequently devoted to the natural crafts. The orchards and gardens are tended by the elvish women, occasionally aided by sprites, nymphs and other faery folk. They work as weavers of cloth and vine, and keep the Sacred Groves beautiful and well-cared for.

The Druidic Order of Celiande is open to male and fe-



male elves alike. Although the Druids can be considered the “leaders” of the city’s religious community, religion is a part of the lives of all the people, and the ceremonies and festivals of Celiande revolve not only around the Druids, but around the common elves of the wood as well.

To the Druids falls the responsibility of keeping alive the ancient traditions of the Woodland Realm in song, verse, and prose, and the task of interpreting the signs of Nature for the keys to festival days and the augury of portents. The celebration of these ceremonies, however, is shared equally by all.

MAGIC IN CELIANDE

Magic is an important part of the culture of Celiande, though the elves are less powerful now than in Nuada’s day. Only the elders continue to possess true mastery over the magical arts, though many of the Wood-Elves have some skill in the ways of enchantment.

Celiande’s spell-casters are mostly practitioners of witchcraft with a few scattered elementalists. Using their powers, the elders of the Wood built their City in the Trees, and continue to make the trees and plants around them obey their needs. The shifting trails of Broceliande, the opening and closing of the Barrier Hedge, and the light of the Suntime that illuminates the city are only a few of the works of magic employed for the protection and comfort of Celiande.

RELIGION OF THE WOOD-ELVES

Essentially a religion based on the worship of nature, Wood-Elf beliefs are remarkably constant from one cult to another. In basic terms, each cult believes that honor must be paid to Nature in festivals tied to the changes of Sun, Earth, and Moon. Elf maidens observing a given festival often dress in robes made from the petals of flowers. They gather at a Sacred Grove, lay wreaths of sweet-scented blossoms on the grass among the trees, and sing hymns of praise to Nature. Song and dance fills the grove from dawn to dusk, as the people offer their acclaim for the wonders and bounty of the world around them. Faery folk from throughout Europa, including nymphs, satyrs, roane, and many others, often join in these festivities.

Members of other races friendly to the Wood-Elves, such as Centaurs, Unicorns, Roms, and High Elves, are also welcome, though only a select few have ever celebrated a festival in either of the groves inside Celiande

itself. These groves are considered especially sacred, having long ago been sanctified by the ancient presence of Nuada and others of the Asairde, the Highest of the Wood-Elven people.

DRAONEA (DRA-KO-NEE-A)

Draonea (the land of Dragons) is the name given to the vague and ill-defined lands of central and western Europa. Formerly, most of the continent was known by this name, but human expansion and encroachment have impinged upon Draonea’s boundaries in recent centuries. Today the region still extends from the European coasts to the Atlantean Ocean, and dominates the interior of western Europa. The Black Forest lies to the east, and the Straights of Ys and Ku define the northern boundary. Aragana lies to the southwest, and the Mediterranean Sea (along with the coastal kingdom of Broceliande) is located to the south. In the southeast lie Targrim, Otesium, and Saturnia.

Draonea is not inhabited by humans, save for a few wandering nomads or foolhardy adventurers. Goblins, ogres, and all their cousins are fairly common, and the Draonean forests are reputed to be infested by a number of Great Dragons. The volcanos around Broceliande and Aragana are believed to shelter firedrakes. Less spectacular, but no less dangerous, are the mastodons, lions, and European tigers of the land, all nearly extinct save in this last fastness of ancient wilderness.

Draonea is a wild land, untamed and without any dominant culture, political system, or population. Only those who actively seek danger or adventure come here. Once, Atlanteans hunted along these shores in search of trophies, but few of these hunters proved equal to the perils of the land, and the practice stopped after many failed to return. Shipwrecks along the Draonean coasts are also common, primarily because of the region’s unpredictable weather, especially on the northern coasts. Survivors of such shipwrecks often find in Draonea a more terrible death than anything the sea could have offered.

Within the borders of Draonea are said to be the ruins of forts, trading posts, and small colonial settlements established by the First Age Atlanteans (and perhaps by the Amazons of Hesperia as well). Most are now overrun by a variety of non-human inhabitants.

One, however, is said to still be inhabited by humans - the Citadel of Tok. Legends say that Tok is dominated by a secret brotherhood of sorcerers, twelve in number, who are masters of malevolent magic. Their twelve-towered citadel, constructed of rough-hewn stone blocks, is reputed to be a storehouse of fabulous magical items and arcane knowledge. But it is supposed to be ringed round with circular stone huts filled with ogres, goblins, and human slaves, who maintain and defend the Citadel. Armed only with slings and clubs, and unarmored, these slaves are only the outer defense; the real protection of the Citadel lies in the power of the Twelve Masters.

The elves of Broceliande have preserved some knowledge of Tok, though most references, save for those on ancient Atlantean maps dating back to the First Age, have long since been lost. It is believed by the elves to have been a refuge for a religious cult of either Atlantean or Hesperian origin, now long forgotten.

GALECEA (GA-LEE-SEE-A)

The region that gives its name to the Galecean Peninsula is a large, roughly circular territory bounded to the north by Aragana, to the south and east by the Tharshi domains, and due west by the River Oceanus. The region is subdivided into two distinct areas (sometimes considered individual regions in their own right), the coastal strip of Ugala (uh-ga-la) and the great plateau region of Alamanazor (a-la-MAN-a-zor).

The plateau reaches almost to the coast; the high cliffs block the progress of moisture-bearing clouds inland, so that only Ugala receives very much rainfall. Alamanazor is a very dry plateau, mostly covered with scrub and sparse but hardy vegetation.

Volcanos ring the Galecean Plateau, almost defining the region's boundaries with its neighbors. It is said that Fire Elementals and spirits visit these volcanic areas to bathe in the lava streams, while Air Elementals and spirits are supposed to visit the upland heights. The plateau itself is reputed to be frequently traversed by Earth Spirits and Elementals.

Galecea is also the home of a variety of rare and monstrous creatures. Manticoras, chimeras, and arcitenus tribes are said to dwell on the plateau and the ruins of past cultures common in Galecea are the haunts of ogres, cave trolls, and similar fell beasts. None are particularly common, but dwell in scattered lairs or bands

across the face of the great plateau region. Less fearsome wild animals, including wild boars, aurochs, and the ibex, also roam these arid lands. Small groups of barbaric humans, goblins, and other groups also make their homes here, and it is a place of refuge for various brigands, fugitives, hermits, outcasts, misfits, and certain disreputable spell-casters, but there are no large communities and no dominant cultures. There are, however, signs of ancient habitation. Galecea is dotted with windswept ruins, primarily of Atlantean and Hesperian origin, but in some cases left from lost, mysterious civilizations. These ruins are said to have both ancient treasures and secrets of great magical power hidden in their crumbling halls, and attract fortune-seekers and treasure hunters from Tharshesh, Atlantis, and even Hesperia.

HELLAS (HEL-AS)

Hellas is the smallest of several peninsulas thrust southwards out of Europa into the Mediterranean Sea. It is surrounded on three sides by the sea, with the regions of Oggia and Vir bordering it to the north. It is a sparsely-inhabited land, largely forested, and rather rugged.

Sprites, nymphs, and other Sidhe live in Hellas, as do many woodland creatures, making Hellas an idyllic, pastoral land. But there are also many savage and dangerous beasts which make life dangerous for the humans who live mainly along the coasts and the bulk of the Pelloponesian peninsula.

The people who inhabit Hellas are olive-skinned, dark-haired individuals who tend towards average height and build. Women generally wear their hair long while men wear short-cropped beards and hair. Both sexes wear flowing robes and toga, usually of white cotton or linen although silkcloth from Khitai is considered the height of fashion among the Hellenes.

The inhabitants of Hellas divide their region into several territories on the basis of traditional tribal holdings. In the Second Age, these territories are divided into a number of independent, and often competing, city-states. The largest and most prosperous of these is the city of Athens in the territory known as Achaea. Other city-states include: Corinthea, Argosea and Sparta in the Pelloponesus, with Megara, Chalcis, Thebos, Acanthus and Potidaea in the north of the region. The many islands that dot the Aegean Sea between Hellas and Yalak are largely settled by the Hellenes (as the



people of Hellas are known) although ownership of many of these islands is in dispute with the island nation of Minoa to the south.

Arcadea, at the far north of Hellas, is the most peaceful and pastoral region of Hellas, and is the primary dwelling-place of the Hellenic Sidhe. Although humans do live here, they are few in number and tend to be almost as shy and reclusive as the nymphs and sprites who frequent these same woodlands.

Argosea includes several swampy areas, especially the great Lerhan Marsh. Hydras breed in these swamps, and are something of a problem, but are not so numerous as to pose any major threat. They are a dangerous nuisance to travelers all the same.

Perhaps the most feared district in all Hellas is Nemea to the north and east, home of the creature known as the Nemean Lion. While these frightening beasts are found in many parts of Hellas, Oggia, Vir, and Saturnia, nowhere are they so common as in the Nemean Vale.

The Hellenes are by and large a pastoral people, herding goats and some cattle for food and other products but their urban classes dominate society with philosophers, poets and great warriors being held in great esteem.

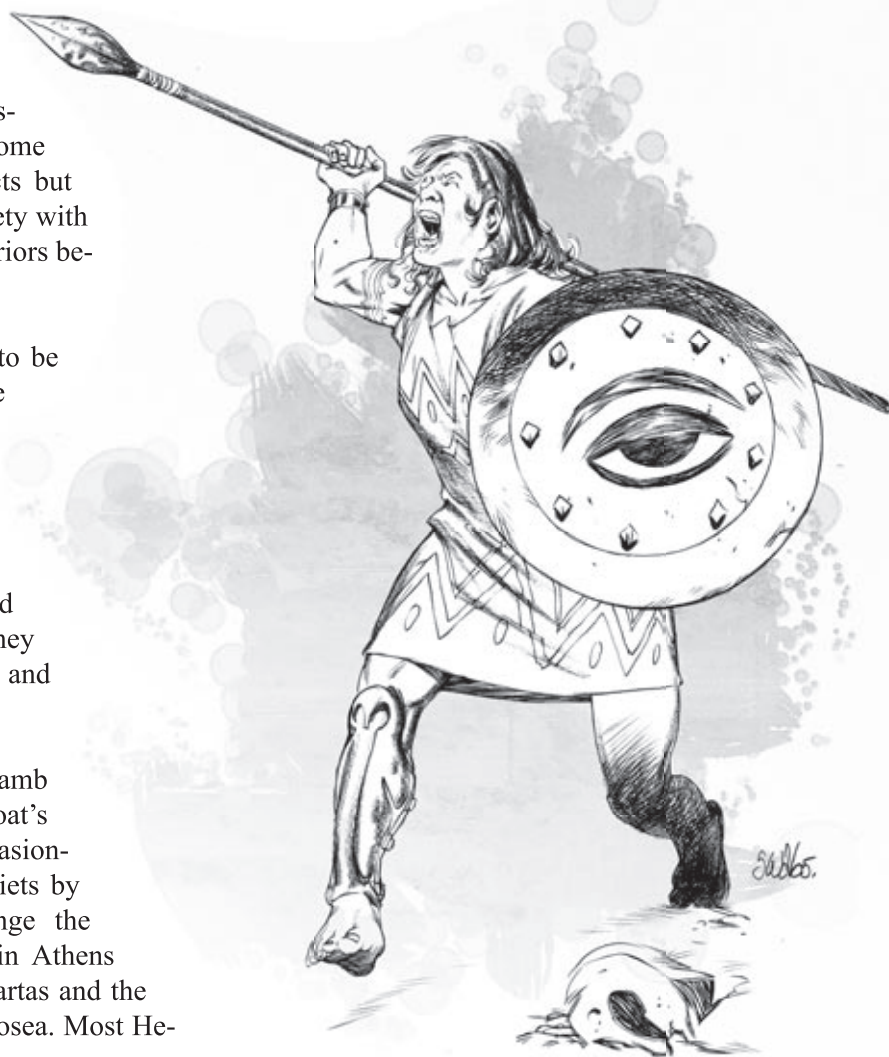
Many Atlanteans believe Hellas to be a First Age colony of their Empire but they are incorrect in this assumption. The Hellenes are a distinct race from the Atlanteans and their culture evolved independently of the Atlanteans, although they obviously adopted many Atlantean cultural traits as they dealt more and more with traders and explorers from Atlantis.

The Hellenes live simply, eating lamb and goat, cheeses made from goat's milk, olives and grapes, and occasionally adding wild game to their diets by hunting. Their governments range the gamut from a pure democracy in Athens to the military dictatorship of Sparta and the monarchies of Corinthia and Argosea. Most He-

lenic rulers make great claims to descent from one god or another, although it is generally acknowledged that these claims are pure fantasy.

The Hellenes revel in battle, a trait they most often use amongst themselves much to the relief of their neighbors. The Hellenic city-states have been in a constant struggle for dominance of the region since the early days of the Second Age with the top position changing hands frequently. Of late, the city-state of Athens has maintained a position of dominance, thanks in large part to its impressive naval power. Athens has brought many smaller cities and Aegean islands under its sway and war with the other city-states appears inevitable.

Other nations such as Khemit, Minoa and even Atlantis and Hesperia keep a close eye on Hellenic activities as they fear a successful bid by Athens in a series of civil wars could see the ambitions of this city-state expand beyond the borders of Hellas itself.



KU

Ku lies on the northern coast of the European continent, along the shores of the Hyperborean Sea. The Black Forest lies to the south and east, Draconea to the south and west. It is a nation inhabited by human fishers and farmers, a loose association of settlements which cooperate with each other but are not actually unified.

The people are light-skinned, with blonde or brown hair. They closely resemble the Vanir of Hyperborea, to whom they may be related. They wear cloth tunics, belted at the waist, with tall boots and furs being worn in the winter.

A fairly primitive culture, the Ku know practically nothing of science. They mine lead, silver, and tin from three small mines in this wilderness of the interior, but they are not skilled metalsmiths; wood is their favored medium. Flint and other kinds of smooth-polished stone are the most sophisticated materials for locally-made implements, though these are beginning to be replaced by bronze and iron imports.

Pottery is well-developed and widespread, but strictly utilitarian in nature. Though they are not advanced, the people of Ku are gaining an increasing degree of exposure and sophistication in the ways of foreign cultures. They have extensive trade contacts with the outside world, though they primarily act as middlemen rather than providing any important resources of their own.

Amber is the key to Ku's trade position. There is a great demand for amber in Atlantis, Tharshesh, Ophir, and other southern realms. Though Ku has no native amber, they obtain it through trade with the Vanir in Hyperborea. Usually a warlike people who distrust outsiders, the Vanir allow Ku ships to pass freely through their territorial waters. They trade amber for herbs, cloth, wood items, and occasional luxury goods obtained by the Ku from other realms. Both groups benefit from this trade, and it may be that the theoretical blood-relationship between the two peoples has helped keep this link strong. Merchants operating from the elven haven of Ys, mostly Atlanteans or Tharshesh's far-ranging traders, touch at Ku to trade metal implements, Elvish products from Ys and Broceliande, and similar merchandise for the amber acquired from Hyperborea. Some tin, and jewelry made of silver, amber, shale, antler, bone, coal, and/or sea shells, are also exported. An overland trade route skirting The Black Forest and Draconea also carries amber south through

central Europa, although this route is frequently raided.

Relations with Ys are excellent, as are those with the Roms of Oggia. There is little contact with the people of Alba, and what limited relations have been established have been very poor. Mostly, though, Ku gets along well with other peoples, and is rapidly assimilating the traits of higher cultures. Many of these have been rather haphazardly absorbed, often with contradictory results.

The population of Ku resides mostly in small stone-wall enclosed oak and pine villages along the coast. These include Bisku (BIS-ku), Krem (KREM), and Gelen (GE-len). Bisku is the largest, and the titular capital of the nation. It is located entirely on a small island just 130 yards offshore, entirely encompassing the five acres of the tiny islet. A wood causeway leads from Bisku to the coast, where there is a small foreigner's ghetto. The other settlements are all much smaller.

The nation of Ku is a loose confederation of these village settlements. Each is governed by a six-man council. Periodically, all of the councils gather together in Bisku to discuss common problems, adjudicate disputes between villages, formulate policy, and so forth. Prices are established for trade goods, wages are standardized, and the flow of goods is thus regulated. There is no further attempt at unified government.

There is, however, a ceremonial *King of Ku*. Once each year, at the Summer Fish Festival, a fishing contest is held. The man who can catch the largest haul is proclaimed *King of Ku*, a title held for all of 24 hours. During this time, the man is treated royally, and any reasonable request he makes will be honored enthusiastically. A *King* who behaves in an arbitrary or cruel fashion, however, will be pulled down from his mock throne by the people, scourged, and escorted to the edge of the Black Forest.

The people of Ku are excellent craftsmen of wood, and still make many utensils out of this medium. Though almost equally talented in weaving and in the art of making sails and nets, it is in wood that the craftsmen of Ku have earned the greatest reputation. Oak and pine are favorite materials, especially for buildings. The Ku even pave their village streets with wooden billets. All villages are built and laid out in the same



fashion, with an oval stone wall surrounding joined rectangular buildings in east-west rows.

The Ku also build squat, wide-bodied ships and boats to ply the sea-lanes for fishing or to trade with Hyperborea. Their ships are constructed of animal skins stretched over wooden frames, a design many non-Ku find impossible to accept as seaworthy vessels. The flexible, treated leather hull is very resilient, and rough seas are weathered easily without smashing the framework. These ships leak almost continuously, but the leaks are slow enough to allow them to be bailed out before the water becomes a real hazard. With an ever-shifting hull and a framework held together by ropes alone (a design that causes foreign shipbuilders to curse, laugh hysterically, or shake their heads with disbelief), the footing in these vessels is uncertain at best. Most non-Ku who try to take passage in these odd little craft spend much of the voyage hanging on for dear life.

The Ku are expert cod-fishers, using lines and nets strung between fishing craft. Large supplies of fish keep all the villages fed year round, supplemented by shellfish and mollusks gathered along the coast and simple but effective agricultural techniques. Hunting is sometimes attempted, though the Ku are not particularly adept at this skill: their favored weapons include bows, spears, harpoons, axes, and mallets.

Despite many changes in culture, the Ku retain their druidic cult of the Old Gods, with a pantheon headed by Kernunnos and The Morrgan. These two deities are worshipped primarily as the Sun and the Moon respectively. As a result, the Ku reckon day and night as separate time periods, and have both a solar and a lunar calendar.

The people cremate their dead, following an age-old tradition. The ashes are placed, with much ceremony, within truncated, cone-shaped burial pots. These are buried during the twilight when the moon shows her full face and is rising as the sun sets to westward, on the night of the full moon. The Ku believe that the "Stairway to Heaven" stretches to the Earth on this one night of the month, allowing the wandering souls of the dead to gain entrance to heaven.

The druids of Ku are an elitist group separated from the rest of society. They live in sacred groves along the inland boundary with Oggia. They are prominent fig-

ures in society, for they are believed to intercede with the gods for the rest of the population. The Ku supply all the needs of the druids freely, but the druids take little active interest in the society or politics of the nation.

MINOA (MIN-OH-A)

The island nation of Minoa, like Tharshesh, is a First Age Atlantean colony. Unlike Tharshesh, however, Minoa never fell to barbarian invaders following the Great Catalysm although its civilization did slide for a time.

Second Age Minoa is a rich trading nation with a merchant navy rivaling that of Atlantis itself. The military side of its navy however is lacking, a fact that seems to be looming larger as the power of Athens, to the north, increases.

The Minoans are settled in a series of palace-fortresses along the coasts with scattered villages, raising goats and sheep and harvesting olives, figs and grapes in the interior of the island. Each palace-fortress is ruled by a King who governs locally and a council of Kings making decisions that affect the island nation as a whole. Located at a major intersection of ley lines, Minoa is one of the last places in the world where such wonders as glowing roads, levitating carts and similar First Age Atlantean devices still function. There are two function Vril pyramids under Minoan control: one at Knossos and one on the island of Thera, a Minoan colony in the Aegean Sea.

The religious life of Minoans largely follows the Atlantean style although a fertility cult centered on the Bull has been growing for several generations. It is widely accepted that First Age Minoans are responsible for the creation of the Bull-Man Andamen known as Taurans to most but as Minotaurs in Minoa. Even now in the Second Age, Minotaurs are fairly common on Minoa and many are used in the massively popular gladiatorial events held in all of the palace-fortresses. Rumors have been circulating lately that have attracted the attention of no small number of Atlantean alchemists, scholars and sorcerers that a Minoan magi by the name of Minosos has found a way to breed Taurans true. That is to say, he has discovered a method whereby all Tauran offspring are born Tauran rather than like the low birthrate of Andamen young to other varieties of Andaman. If this is in fact true, many scholars will be very interested in this method as it may unlock fur-



ther keys to First Age Atlantean hybridization techniques.

OGGIA (O-JEE-A)

The forest lands of Oggia are located in the central region of Europa, and border the neighboring territories of the Black Forest, Scythia, Vir, and Saturnia. Unlike the dark and tangled expanses of the Black Forest, the woods of Oggia are most pleasant. Here the forest floor is carpeted with sweet-smelling herbs and mosses, the verdant glades interspersed with sunny patches of meadow grass and copses of flowering shrubs. Game is plentiful; pheasant, partridge and deer roam the woodlands, and the streams and brooks are teeming with fish.

The primary occupants of this wooded domain are the colorful folk known as the Roms, a wandering tribe of nomads. Originally from either Turan or Mohenjodaro (accounts differ on this point), the Roms are believed to have settled in Oggia sometime around the beginning of the First Age. They are a dark-skinned, black-haired people, fond of brightly-colored clothes and all manner of jewelry and baubles.

The Roms travel throughout Europa in painted wagons drawn by teams of horses or mules. Much of their time is spent in gaiety; songs and dances are most popular amongst the Roms, as are acrobatics and a wide range of entertaining skills. The Rom also have a great fascination for magic, and many seem to possess some little talent in this field.

By profession, most Roms claim to be performers, fortunetellers, herbalists, or artisans (Rom silver and goldsmiths are respected throughout much of Europa). Indeed, their caravans resemble nothing so much as traveling circuses, ambling from village to town, selling their trinkets, baubles, and elixirs, and performing at local fairs and festivals. They are generally regarded by most Europeans as simple but harmless vagabonds; eccentric, perhaps, for they never seem to remain in one place for any length of time.

In point of fact, the Roms are a sly folk who possess a most unique outlook on life. Stated simply, the Rom believe that the gods have bestowed upon them the right to steal or pilfer as they wish. Though the Rom are traditionally honor-bound not to steal from each other, anyone or anything else is considered fair game.

As a result, most Rom are adept at one or more thieving skills, such as picking pockets, conning, tailing, forgery, lock-picking, scaling walls, and so on. Many are accomplished rogues, harlequins, or charlatans. Though the Rom love nothing more than a clever scam or an easy heist, they do not condone violent or cruel behavior of any sort. Roms who engage in such behavior are expelled from the tribe, often after being branded as an outcast. (An inverted pentagram is the most common mark, applied either to the forehead or chest.)

As the Roms are by nature a secretive folk, little is known of their religion, culture and traditions. Because they are such a colorful race, if not always well-loved, there has been much speculation concerning Rom customs and mores. Many consider the Rom to be promiscuous, especially their dark-haired, dark-eyed womenfolk. Some say the Rom are in league with demons, or that they have faery blood running through their veins.

A more common (and perhaps less farfetched) belief



is that the Rom are ruled by a gypsy-king. According to some tales, the king of the Roms reigns from an oaken throne located in an obscure clearing in the Oggian woods. His subjects come to him to settle disputes of all sorts, which, it is said, he does with uncommon wisdom. If the gypsy-king has any duties other than this, they are currently known only to the Roms themselves.

Along with its human inhabitant, Oggia is known to have a relatively large number of Druas within its borders. The enigmatic humanoids are on good terms with the Rom.

OTESIUM (O-TES-EE-UM)

The valley of the River Eridanus (air-ih-DAN-us) is home to a primitive hunter-gatherer folk said to be able to claim the blood of the Sidhe in their ancestry. Their territory is poorly defined at best, but touches on Saturnia, Aragana and Draconeia, as well as on the Mediterranean Sea. The Otesi tribe is fair-haired and fair of skin, which perhaps supports their claim to human and nymph ancestry. Their outlook on life is more like that of the Sidhe than most humans, for they are content to live in harmony with nature.

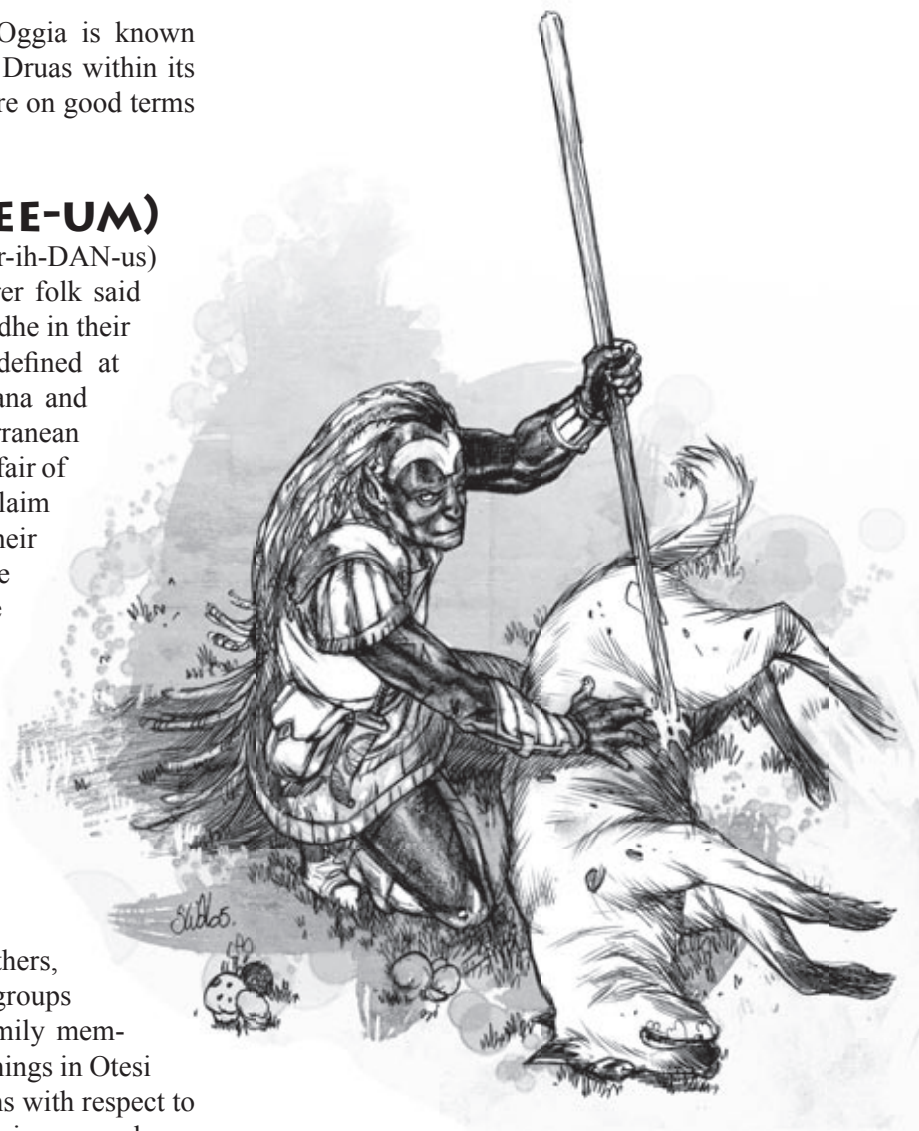
They gather figs, olives, grapes, and berries of all kinds, and hunt for food. They roam the valley in extended family groups, without permanent dwelling places.

Each group is independent of the others, though most are interrelated. Family groups are ruled by the oldest surviving family member; age is respected above all other things in Otesi society, and the tribe as a whole listens with respect to the eldest of all their people. The Otesi are very long-lived, and elders over a hundred years old are not uncommon. They age slowly, but despite their claims to nymph blood they are probably neither immortal nor perpetually young.

The Otesi use implements of stone, wood, and bone, fashioning clothing and tents from furs and skins. They use spears on the hunt, and are aided by domesticated dogs in tracking and pursuing prey. In their very infrequent battles (usually against marauders from the

Black Forest or Draconeia) they use spears, stone maces, and thrown rocks, and have trained their dogs to fight alongside them. They have never developed the sling or bow, apparently from pride in their skill with the spear.

Otesium is rarely visited by foreigners. The Otesi are more accustomed to dealing with nymphs, satyrs, and



similar races than are most humans. Traders from Tharshesh approached the Otesi generations ago, but found nothing worth trading in their simple land and quickly departed. Now, though Otesium is close to the trade lanes, it is rarely visited by foreigners. From time to time tribesmen from Aragana will visit Otesium, usually on adventures, but this is usually the extent of outside contact with the land.

SATURNIA (SA-TUR-NEE-A)

Saturnia is another of Europa's southward-jutting peninsulas. To the northwest, Targrim, Otesium and Draconea borders the region. The rest of Saturnia is surrounded by parts of the Mediterranean Sea with the Tharshi colony of Taranta to the south.

The human inhabitants of Saturnia are few in number, and are virtually identical in appearance and culture to those who dwell in Hellas. They are concentrated, for the most part, in the fertile valley of the Ponus River. Tharshesh has established a few trading outposts along the coasts of the peninsula, to exploit the local timber resources and to serve as havens for ships engaged in trade with Yalak and Khemit. But most of Saturnia is still untouched by man, and remains a realm populated mainly by nymphs and other Sidhe.

The nymphs of Saturnia guard their woodland domain jealously against human intrusion. They hate and fear the traders of Tharshesh, who despoil their forests and actively seek the expulsion of these and all humans who have encroached on their land, except for those of Otesium. The humans of this small territory, who are said to have a fair share of Sidhe blood themselves, are on good terms with neighbors, but there is still very little interaction save on an individual basis.

The most sacred spot in Saturnia is the Vale of Avernus (A-ver-nus). The River Alphaeus (al-FAY-us) has its source here, and plunges deep into the earth, ultimately emerging (so it is said) in the fabled subterranean realm of Xanadu (ZAN-a-du). Avernus is widely referred to in legends as the gateway to the Underworld.

Travelers have also reported the presence of early Atlantean ruins along the western shores of Saturnia. The nymphs claim that any who visit these ruined First Age cities will awaken a terrible curse from the ancient past. They will do anything they can to prevent adventurers from reaching these lost cities.

SCYTHIA (SITH-EE-A)

The largest single region on the European continent, Scythia is a land of rolling plains and harsh steppes (with large ranges of hills and low mountains in places). The Black Forest and Oggia all lie to the west, while Vir and Hellas borders southern Scythia.

The Hyperborean Sea lies to the north, the Sea of Baku to the east, and, sharing the southern border, the Euxine Sea gives Scythia an outlet into Mediterranean waters.

Physically, the Kurgans, as the Scythians call themselves, are short to average height, somewhat bow-legged, and wiry. Their skin is olive-brown, and they shave their heads, leaving only a scalplock and, for the males, bedraggled beards. They hardly ever wash themselves, and sophisticated foreigners have been heard to remark wryly that their horses smell better than they do. They wear clothing made of skin and hide, with breeches, hair shirts, and round, furred caps. Ornaments made of horn adorn men and women alike.

The horse-nomads of Scythia are almost constantly on the move. They are rarely in one place for more than a week before moving on. A Kurgan band on the move is like a huge mobile city, led by warriors and other men on horseback. More horses pull the village yurts, conical tent-huts built of felt, reeds, and a framework of poles and set on wheels (women and children ride in these). Other horses follow without riders, herded along with the flocks of goats and sheep which provide most of the food, clothing, and other necessities for the band. Other warriors herd these animals in the wake of the moving community.

The Kurgans consider themselves to all be members of a single tribe, but they roam the country in hundreds of smaller bands. The members of these groups may shift from one band to another as they wish, with complete freedom to come and go as desired. Kurgan philosophy holds that the group exists solely for the benefit of the free-riding individual, not the other way around.

The Kurgans are barbarians, pure and simple. They herd animals' for food, but also hunt. As one traveler once observed: "*The Scythians hunt as if they were at war; and wage war as if it were a grand hunt.*" Large numbers of warriors, coordinated by horn signals and banners, spread out to flush out game and drive it ahead of them. Favored game includes the European mastodon (nearly extinct outside Scythia and Draconea), wolves, bears, boars, elk, and goblins - the latter being considered animals by the Kurgan nomads.

In both hunting and warfare, the Kurgans are superbly talented horse-archers. They fire triple-edged arrows with deadly accuracy, and are expert riders and horse



trainers. A Kurgan rider learns early on to control his horse in complex maneuvers, using only the pressure of his legs against his mount's sides, so that the hands can be left free to handle a bow. Their leaders are crafty tacticians and very proficient in guerrilla and hit-and-run strategies. Perhaps the most important aspect of Kurgan warfare is mobility, coupled with their complete mercilessness and ruthlessness.

At the conclusion of any victorious combat, dead foes are beheaded and skinned by those who have killed them. The top halves of enemy skulls are fashioned into drinking cups, while scalps are used as ornamental trophies. A warrior earns status by the number of scalps he can display on the bridle of his horse, or from his belt, cloak, or other clothes. These are considered marks of great distinction. The Kurgans are also known to drink the blood of those they have slain (whether in battle or after a duel or minor fight), and cannibalism is also sometimes practiced.

Scythian religion is equally bloodthirsty, a fanatical shamanistic cult of the Old Gods, with Kernunnos slightly more prominent than the others. They view killing and war as great and god-like actions, and thus rationalize the support of Kernunnos (god of human greatness, and the physical link between the gods and men) as their patron deity. The Kurgan shamans also dabble in necromantic rituals and magic as part of the cult.

Kurgan burial customs show something of the influence of necromancy in their religion. Dead warriors are gutted and embalmed with aromatic substances, including galingale, parsley seeds, and anise, then sewn up and covered with wax. Spells are cast over the bodies as these steps are followed. The body is then placed in a reinforced yurt, which is covered over by a pile of corpses, including the warrior's horses, wives, slaves, and fallen enemies. Horses, wives, and slaves may be mummified in the same manner as the warrior. Personal possessions are buried in the yurt along with the warrior, and a burial mound is raised over this grisly tomb.

As it is believed that the warrior's yurt must be completely covered over by other bodies, the relatives of the deceased may mount raids to obtain additional victims for this purpose. The slain who surround the yurt are supposed to act as immortal guardians to the tomb. Some claim that the shamans actually place nec-

romantic curses over the burial mound to bring back the guardian bodies as zombies or skeleton warriors, and the mummified remains as Sahus to protect the possessions (for they are often rich with gold treasures of many kinds) and the honor of the Kurgan people forever after.

Kurgan society is very simple. There are four classes, Warriors, Shamans, Artisans, and Slaves. Warriors are the most esteemed of all. The number of scalps and skull-cups in a warrior's possession is undeniable proof of status, with other possessions - especially wives, slaves, and gold - further confirming rank and position. The warriors with the most scalps are the most respected in the group, and the single warrior with the most trophies is the leader of any given band.

Shamans receive nearly as much respect as warriors, and serve as advisors to warrior chieftains. A few small Kurgan bands, made up exclusively of shamans, are said to roam independently, spreading and maintaining necro-shamanistic magic and religion, mingling freely with the other bands, and dispensing advice, aid in battle, and other assistance as they see the need. Like warriors, they collect scalps, but the strength of their magic is the sole determinant of power and rank. A third class of Kurgan society is made up of artisans. Most scholars believe that the Kurgan artisans are largely made up of individuals of mixed Kurgan and slave blood, devoted not to war but to the creation of various implements and tools. They are extremely skilled at metal-working, making beautiful ritual masks and ornaments of gold, and also superbly made shortbows of horn. No one is sure if the view of the artisans as a sort of superior slave caste is accurate, since few details of Scythian life are known. Certainly most of the tribesmen with foreign-seeming features in the Kurgan tribe seem to be artisans, rather than warriors or shamans.

The slave class includes all Kurgan females (warriors, shamans, and artisans are all males), plus any prisoners of war taken by the band. Females usually outnumber the prisoners; male captives are not commonly taken, except after a victory so devastating that there were more than enough casualties to satisfy the needs of all the rituals and ceremonies that follow a battle.

The Kurgan have enormous capacities when it comes to celebrating. Among their less bloody entertainments, they enjoy strong wine, hashish, and opium. Lotus powder is also highly favored, but is obtained

only on rare occasions, after raids; even then it is scarce. Amongst most Kurgan tribes, the quantity of intoxicants which a warrior can handle is considered a measure of his manliness.

The horse-nomads of Scythia raid far and wide into adjoining lands. Hellas, Vir, Oggia the Black Forest and even Yalak have all trembled under the pounding hooves of Kurgan war parties. The Kurgans are bitter enemies of the Vanir of Hyperborea, who frequently raid their lands in search of plunder.

Much of Scythia is dotted by old ruins. Though the Kurgan hordes have looted many of the old ruins, treasures are said to still be present in many of these ancient places. There is a very persistent old story concerning the region known as Eridan, which is said to be the site of an underground city abandoned by the Atlanteans for reasons unknown early in the First Age. This city, lost in all but legend since long before the Kurgan came, is said to hold unimaginable treasures.

THARSHESH (TAR-SHESH)

Located south of Galecea, Tharshesh is among the most advanced and sophisticated regions of Europa. It borders Galecea and a narrow strip of Aragana to the north; west is the River Oceanus, and east, the Mediterranean Sea. The Straits of Tartessos between these two seas lie to the south.

Tharshesh was originally the site of a major Atlantean colony, now known as Tartessos, which was established in the great days of the First Age as a haven for the Mediterranean Sea trade and a port to provide access to the silver mines of the southern highlands. The colony dwindled after the Great Cataclysm, and the region was overrun by the barbaric Tharshi (tar-SHY), an olive-skinned, black-haired nomadic people from the interior of the region. These aggressive barbarians conquered the remnants of the Atlantean colony, absorbing the survivors and eventually coming to settle in the abandoned city. Reopening the silver mines, the Tharshi began to prosper, and soon began to build ships and reestablish some of the old Atlantean trade routes.

Tharshesh is not a large realm, but its coastline is a long one. Tartessos is the oldest city, and capital of the realm. It is also the most crowded, decadent, corrupt, and best-known city in Tharshesh. The city of Cadaza

(ka-DA-za) is the second largest of the Tharshi cities, only about half the size of Tartessos itself. The others are little more than towns: Garanada (ga-ra-NA-da); Sagura (sa-GUR-a), Ebro (Abro), and Albaran (al-ba-ROn). All these settlements are on the coast, and serve as important trading posts.

Outside the cities and towns, the population of Tharshesh lives in relative poverty. Most inhabitants are poor fishermen, goatherds, and so forth. It is common for the country people to seek their fortunes in the cities as mercenaries, guards, merchant crewmen, and the like.

Away from the coast, much of Tharshesh is wilderness. Forests teem with wild game including a rare species of European ape. Human barbarians live in these regions, uncivilized relatives of the Tharshi who never adopted city ways.

There are also Goblins, Nethermen, and even some Andamen (beast-men) from Gondwana. Roads are poor where they exist at all, and travel is difficult and often fraught with danger.

As much as two-thirds of the population of Tharshesh is made up of people from other countries, most of them concentrated in the cities and towns. Tharshesh is often referred to as the *melting pot of nations*, with a wide variety of peoples and cultures residing on a more-or-less permanent basis. Both Tartessos and Cadaza have ghetto areas where Shebans, Turanians, Kushites, Roms, Ophiri, Nubians, and many others live. The streets throng with a colorful mix of people, in costumes of all nationalities and speaking in a hundred diverse dialects and tongues.

Because Tharshesh has few laws and little concern for the legal workings of other lands, fugitives, outcasts, and undesirables of all sorts come here to escape persecution or imprisonment in their homelands. Crime is rampant in the streets; a proverb claims that the pick-pockets and petty thieves of Tartessos can strip a man naked between the docks and the Palace if he does not take care.

Wealthy visitors often find it expedient to surround themselves and their possessions with guards. In Tartessos, it is possible to hire such services, as needed.



ATLANTIS

The diversity of Tharshesh also shows in its attitude towards religion. The Tharshi themselves have no hard and fast religious views (another proverb claims that their highest deity is the God of Currency). Foreigners living in Tharshesh are free to indulge in whatever worship they choose, and most religions and cults have some adherents in the cities and towns of the realm.

There is no real concept of distinct social classes in Tharshesh. The native Tharshi consider themselves superior to foreign-born residents, but money is the only real token of position. The person who has money can often do anything he or she desires with little fear of outside restraints. The government of Tharshesh is a reflection of this amoral society. It is totally corrupt, with money being a sure way to buy favor and influence. Minor government functionaries, even freedmen clerks, can retire with more money than many an Atlantean aristocrat from the bribes, kick-backs, and gratuities they collect. Aside from this *unofficial* corruption, the government itself receives kick-backs from officially sanctioned houses of ill repute, taverns, gambling dens, and almost anything else it can get a piece of. Some people claim the government gets more money from these sources than it brings in from the exorbitant tariffs charged for the use of Tharshi ports and trade facilities.

Tharshesh is headed by a mercantile governor, known as The Prefect, who is elected to his position every ten years by the great mercantile houses of the realm. He rules over the realm, supported by six Regents (one based in Cadaza, the others heading each of five overseas colonies). The Prefect himself governs Tartessos directly, while all the other towns and settlements of Tharshesh answer to the Regent in Cadaza. Each Regent (and the Prefect himself) is assisted by seven Vice-regents, who function as tax/tariff/duty collectors, and as judges. Each Vice-regent is in turn served by seven Vicegerants. All are reputedly corrupt, and can be *bought* for a price.

Tharshesh has a fair-sized army and a large and powerful navy, both of which are comprised almost entirely of mercenary troops from foreign countries. Both Tartessos and Cadaza have large military barracks, housing such diverse troop types as Kurgan horse archers, Turanian light cavalry, Nubian war elephants, Kushite bowmen, and so forth. The navy is made up of equally varied elements, from Cymbrian and Ska corsairs to Shebans, Ophirians, Nubians, and many others.

The government (and many independent trading houses), hire on Free Companies of mercenaries or ship-captains (with their own ships and crews) on a regular basis. Though the pay is good (two to five times the standard rates for such work), corruption is rampant and morale is rarely very high.

Prospective mercenaries can hire on for one to four year hitches, or for a specific voyage or mission. Ships may be hired simply to escort a trading vessel to a given destination, or may be made a part of a standing naval squadron.

Tharshesh has a virtual monopoly on trade in the Mediterranean Sea, and has surpassed Atlantis as the number-one trading power in the region. Their ships range as far as Khemit, Ophir and Marhashi, Ys, Avalon, and even Hyperborea. The wealth of Tharshesh is often used to purchase the allegiance of such hostile powers as the Gorgons and the Cymbri, who are paid to leave Tharshi shipping alone. Some people claim that Tharshesh pays these *allies* to actively harass the ships of their competitors, especially those of Sheba and Atlantis; it is also believed that the war chests of the Gorgons are kept filled by Tharshi silver to keep the Hesperians from growing too strong. Although Tharshesh has long-standing trade pacts with many nations, it is debatable whether any such countries can truly be considered as allies.

Tharshesh maintains five major overseas colonies, outposts of trade in distant land. These include Taranta (Tar-AN-ta), Tarxian (TARK-se-an), Tartuk (TAR-tuk), Targrim (TAR-grim), and Tara (TAR-a). Each colony is answerable to Tharshesh, and supplies large quantities of goods to the capital in the form of taxes.

THE COLONIES OF THARSHESH

Tharshesh has five overseas colonies; most of them maintained as focal points for trade and the exploitation of worthwhile resources. These outposts of the mercantile empire of Tharshesh, unlike the colonial lands of Hesperia, are generally established in uninhabited lands. Conquest and subjugation of foreigners is not the purpose of the Tharshi traders; they seek resources, not land.

Each colony consists of a large walled fortress-city, which houses the military force, the administrative

personnel, and the laborers who extract the desired resource from the land nearby. Some have small Tharshi civilian populations, but for the most part people live in the colonies only if they can make money there, and hardly ever by choice.

The colonies are seldom fully self-sufficient. They are starkly utilitarian and rather grim, built for efficiency rather than aesthetic purposes. Supplies are shipped in by the vessels which call to pick up local resources. The colony ports also serve as stops for trading vessels.

TARA (TAR-A)

Tara is the only colony located outside the Mediterranean Sea. It is a grim fortress on the southwestern coast of Iber, established to exploit deposits of copper and iron ore found on the Iberian coast. A large work force of slaves mines these metals, which are shipped out every other month back to Tharshesh. Tara is also a stopover for merchant ships plying northern waters, but has little hope of replacing Ys as the major trade port of northern Europa.

Tara is a dangerous place, and is the least esteemed of Tharshesh's colonies. The Picts who roam Iber's interior raid Tara frequently and corsairs from Cymbri and Skye ply the sea lanes, making the colony sometimes seem like a city under siege.

Tara is one of the most heavily-fortified of the overseas colonies of Tharshesh. The walls of the fortress are massive, and a force of 100 men is kept constantly on duty (out of a total garrison of about 600 mercenary troops).

There is also a strong naval contingent of 6-10 ships stationed at Tara at all times. There are four outlying border towers to protect the lands around Tara—the fields that provide some of the city's food, and the mines themselves. Each of these forts holds a contingent of about 50 men from the city garrison. A low wall was built to connect the towers and keep out the Picts entirely, but it has been of only limited effectiveness. The Picts are a constant menace, though they are less active in winter than in summer.

Mercenary warriors and ship-captains are always in demand at Tara, as the turnover in manpower is understandably high. Wages offered are 5-10 times the standard rate of mercenary payment, due to the hazardous nature of duty here.

TARANTA (TAR-AN-TA)

Located on the southeast of Saturnia, Taranta is one of the most pleasant colonies of Tharshesh. The climate is lovely, and the terrain around it a scenic combination of rolling hills, open meadows, and distant mountains. It is a popular post, coveted by Regents who want to settle down in luxury and comfort.

Taranta exports locally grown produce, such as grapes, olives, and various vegetables, plus grains such as millet and oats. A fair-sized slave workforce tends the fields, harvests the crops, and packages the produce in wooden crates.

But the primary product of Taranta is wine. Slaves harvest and press the grapes, while Tharshi vintners control all aspects of production. The wine is kept in huge oaken casks inside the fortress. Tarantan wines command high prices worldwide.

Ships call at Taranta on a weekly basis, carrying supplies and picking up goods. Other vessels commonly stop here en route to Hellas, Khemit, Zin, and other eastern European ports.

The colony consists of the usual walled fortress, with two outlying border towers to guard the approaches to the fields and vineyards. Inside the fortress is a luxurious mansion, called Sybaris (si-BAR-iss), which is the regent's personal dwelling. It is widely known for the splendor and comfort it offers. The regent entertains travelers and adventurers of note, as well as Tharshi merchants and officials who visit the colony on business (or on vacations).

Only a small military force is deemed necessary for the protection of Taranta. There are no more than 200 troops and three ships kept here at any one time, plus an elite force of about 50 Nubian mercenaries of exceptional stature and skill (who serve as the personal bodyguard to the regent). None of these troops have very strenuous duties, most being employed for such simple tasks as standing guard over the regent's large harem of courtesan-slaves. The demand for mercenaries in Taranta is consequently small, since this assignment is much sought after.

The nymphs and other inhabitants of Saturnia resent the presence of the colony at Taranta, but have taken no active measures against it. However, no Tarantan is wise to stray out of the fields and into the unsettled



woods or groves, where vengeful denizens of the wilderness have been known to play cruel tricks on unwelcome intruders.

TARGRIM (TAR-GRIM)

Like Tara, Targrim is a dangerous place in which to serve. It is located on the Mediterranean coast of Draconeia, which is home to many dreadful beasts. Though incidents are rare, Targrim has been attacked more than once by rogue dragons. The worst attack in recent memory was the vengeful descent of a mated pair of great dragons on the fortress, following the slaying of one of their offspring. Though both dragons were ultimately killed, they exacted a terrible toll first.

Targrim's primary resource is tin, mined by the largest slave force in the colonies. In addition, there is some interest in expanding Tharshi dominion beyond Targrim and along the Draconeian and Araganan coasts to link up with Tharshesh proper, so that a whole string of havens might be built to aid the passage of trade through the western Mediterranean.

The mines at Targrim yield a great deal of tin, which is shipped out on a monthly basis back to Tharshesh. The dangers inherent in the operation of the mines are great; cave-ins are a periodic problem, as are encounters with wyrms (larval dragons) and other subterranean monsters. High casualty rates among the slaves have led to a great demand for extra workers, and Targrim's regent will purchase slaves from anyone with no questions asked. It is not unusual for unscrupulous ship-owners to sell passengers into slavery at Targrim to turn an extra profit.

Targrim has a strong mercenary army, numbering about 500 troops, and a naval force of five ships. Four guard towers, erected at intervals of one mile, surround the edge of the Draconeian wilderness.

Mercenaries are always much in demand, and the pay, at five times standard rates, is good. Even more than troops, Targrim is always interested in hiring adventurers willing to explore the Draconeian wilderness to discover possible sites for expansion or exploitation.

TARTUK (TAR-TOOK)

Tartuk is located on the isle of Atuk in the European Sea. The primary resources of the island are its agate mines, from which large numbers of stones of excep-

tional quality are taken, with cork, hides and olive oil being of lesser importance. Slaves are employed in the mines, and also in the cork and olive groves. Tharshi hunters kill aurochs (wild bulls native to the region) for their hides, which are tanned prior to shipment. Ships visit the island irregularly, on no set schedule.

Mercenaries are very much in demand, receiving five to seven times the standard pay rates for service here. The walled fortress of Tartuk is garrisoned by a large military force of up to 500 troops. There are also more than two dozen guard towers radiating outward from the fortress. These are lightly garrisoned (a contingent of twelve men is standard), but are located in sight of one another for purposes of semaphore signaling.

Ostensibly, the large military force is required to protect the agate shipments from raids by corsairs who have not been *bought off* by Tharshesh. Each of the mines is heavily guarded, as are the overland shipments to the fortress where agates are stored until they can be shipped out. The signal towers serve to give early warning of corsair attacks.

It is believed, however, that this is only part of the story. Narcotic substances—lotus powder, opium from Yalak, and Turanian hashish all pass through Tartuk. Some think that this may be the real reason for the inordinately tight security at Tartuk.

TARXIAN (TARK-ZEE-AN)

Tarxian is the most enigmatic of the colonies of Tharshesh. Located on a small island in the center of the Mediterranean Sea, the colony has nothing to do with the exploitation of resources—there is nothing on this island to exploit. Tarxian is a military base, and is off limits to all outsiders. Even ordinary trading vessels from Tharshesh are forbidden to stop here. All supplies for the garrison arrive at a single fortress-port, and no one from the supply ships is permitted to go ashore on pain of death.

It is known that at least a thousand elite mercenary troops are maintained here, along with a dozen or more large warships. Some claim that there are actually several thousand troops on the island, housed in hidden cave/barracks in the hills along the coasts. Others think additional ships may be concealed in sheltered coves and lagoons. Certainly there are extensive facilities for building and repairing ships. A work force of undetermined size is quartered on the island, and a slave labor

force may be present as well.

Whatever the true nature of the island may be, there is absolutely no demand for mercenaries at Tarxian. Only elite warriors may apply for this duty, which is said to pay extremely well; it is believed that duty on Tarxian, once undertaken, is for life, due to the obsessive concern for security.

The strategic location and unknown purpose of Tarxian make it a place that attracts considerable attention from the various rivals of Tharshesh. Ys, Atlantis, Hesperia, and even Khemit are all known to be very interested in learning the island colony's secrets.

THE OUTPOSTS OF THARSHESH

Besides the colonies, Tharshi interests control several parcels of land that are used strictly as trading posts. These outposts are almost completely dependent on Tharshi trade ships for all supplies.

The outposts trade with the people native to the land, usually obtaining items such as opium, hashish, lotus, salt, rare herbs, oils, uncut gemstones, raw ores, slaves, and animal hides. The Tharshi pay silver for such goods, and seldom ask questions.

The major outposts are listed in descending order below. Others pop up and disappear again all over the European coasts. Most are constructed in the fashion of small forts, usually of wood and/or loose stone.

The major outposts are:

- ◆ **TARSHARON (TAR-SHAR-ON)**
outside of Joppa in Zin.
- ◆ **TARMEL (TAR-MEL)**
on the west coast of Melos Isle.
- ◆ **TARRAK (TAR-AK)**
on the coast south of Huyuk in Yalak.
- ◆ **TARRUS (TAR-US)**
on the south coast of Ogyrus Isle.
- ◆ **TARBADAR (TAR-BA-DOR)**
on the coast of Dabba.
- ◆ **TARROY (TAR-OY)**
on the coast of Yalak north of Lesbos.

THE CITY OF TARTESSOS

Tartessos is the capital of Tharshesh, and one of the largest cities in the western hemisphere. Once an important colony of the First Age Atlantean empire, Tartessos was partially destroyed by the Great Cataclysm, but was later rebuilt during the Second Age. Since that time, Tartessos has gained eminence as an important center of trade. It has also gained a well-deserved reputation as the most corrupt city in the civilized world,

It is often said of Tartessos that the only thing holding up the city are its ancient, Atlantean foundations. In many respects, this is quite true; though aged and weathered, the few Atlantean structures which have survived to the present day appear in much better condition than the flimsy buildings later erected by the Tharshi themselves. In some sections of the city, it is not uncommon to find structures whose roofs seem on the verge of collapse, or whose walls lean inwards or outwards in a most precarious fashion.

Overcrowding is likewise a problem, especially in the ghettos. Though the city's primitive sewage system is hopelessly overburdened and outdated, the corrupt mercantile government does nothing to rectify this perennial problem. As a result, much of Tartessos exudes an abominable stench, and the streets and gutters are choked with piles of accumulated filth and refuse. Taxes in the city are higher than almost anywhere else in the world. Residents are required to pay from 20-40% of their earned incomes, or face imprisonment in the city's antiquated dungeons. Tariffs on both import and export goods are similarly high, ranging from 15-40% on most items. Though there are no tariffs on liquor of any sort, a 10% tax is payable on all other goods bought or sold in the city proper.

Despite all this, Tartessos is perhaps the most active trading port in the world, surpassing even the city of Atlantis in gross revenues. Sailors and merchants of many nations come here by the thousands, and there is a constant demand for housing and short-term accommodations.

The reason for Tartessos' uncommon popularity is simple, and is adequately expressed by a phrase popular to the local citizenry; *"Anything can be bought, provided that one is prepared to pay the price."* Most would hasten to add that this is the only law which has never been broken in this infamous port city.





TARTESSOS

In practice, this single axiom is applied in a number of ways, such as bribing magistrates in order to obtain falsified foreign residency papers, paying dock-masters to pass shipments of contraband, and so on. Although the city's sentinels are paid to keep civil disturbances to a minimum, most can be persuaded to *look the other way* for the right price. It is even said that Tartessos' mercantile governor pays certain corsair captains to steer clear of his private trading vessels,

Those who cannot afford to pay graft must abide by the laws or suffer the consequences. As the going rate for such payment is usually 100 gold crowns or more, there are few poor thieves operating in the city at any given time.

The results of Tartessos' widespread system of corruption are many fold. Illegal substances of all sorts are readily obtainable here, as are forged documents, rare artifacts, slaves, and all manner of stolen goods. It is believed, in fact, that traffic in contraband is Tartessos' leading source of revenue.

LAWS AND CUSTOMS

The following is a brief listing of some of the more notable laws and customs of the City of Tartessos:

Civil disturbances (fights, loud arguments, etc.) will usually result in the appearance of 2-12 sentinels, who will arrive on the scene within 2-20 minutes (unless a local contingent has been paid to ignore such a situation prior to its occurrence). Tharshi sentinels wear bezainted armor, carry flails and are known for their quick tempers. Captured offenders will be manacled and taken to the nearest guard post, where they can expect to spend the next 1-6 days, depending on the seriousness of the crime. It may, however, be possible to bribe the sentinels en route to the guardhouse, and so obtain one's release. Once in the guardhouse, a bribe may still be employed to effect early release, but at this point an overnight lock-up can seldom be avoided.

Murder and assault with intent to kill are punishable by hanging. A two day stay in the city's dungeon is customary prior to the execution, which will be held in the public square (for the entertainment of the general populace). A heavy bribe (10 times the usual going rate) may get one off the hook, providing the individual who has been killed or assaulted was not wealthy or very well-known; in the former case, the victim's family or

friends may pay off a Vicegerant in order to ensure that the offender will be punished. In the latter case, the best the offender can expect is to be imprisoned for 1-20 years, or until such time as the heat dies down. Even this is dependent upon the consulate's acceptance of a very heavy (20 times the usual going rate) bribe, as per the former instance. If the victim was an important mercantile official, even this recourse may not be open to the offender. *Trial* for such offenses consists of a private meeting with one of the city's vicegerants; if a bribe is to be attempted, it must be made here (a single offer is allowed in most cases).

Gambling, prostitution, and the use of narcotics or other intoxicants are perfectly legal, and in many cases are sanctioned by the city. There are no laws restricting the individual's religious preferences. Ghettoes are allowed to retain ethnic customs and laws as long as they do not conflict with Tharshi law.

VIR (VEER)

The forested river country of Vir borders on Scythia's rolling plains lie to the west and north, with Hellas on the southern border. Vir is dominated by the river valley of the Vardar and its tributaries, which empties into the Lake vir and then into the Sea of Baku.

Vir is a nation of warlike barbarian peoples, light-skinned, dark-haired, and almost always tall and strong in build. They dress in crude fur cloaks, loincloths, and boots. Their warriors wear wolf-skin caps, made from the head and skull of the animal. These partially cover the faces of the warriors, giving them a fierce and fearsome appearance.

The Vir are static hunter-gatherers, living in permanent riverside villages. They have some highly limited knowledge of agriculture, but are mostly hunters and warriors. Each settlement and tribe is an independent entity, though there is some trade between them (fighting, however, is much more common).

River fishing and the hunting of auroch, deer, and small animals and birds supply the bulk of the food supply. Edible fruits, seeds, and roots are gathered to balance the diet. The people of Vir have become adept at transplanting and propagating food plants from the wilderness to plots around their settlements. This primitive form of agriculture serves to suffice, as the Vir have no concept of seed-farming and must gather their plants fresh from the wild at the start of each growing season.



Vir is a somewhat isolated area, and the tribes are rarely in contact with other regions. They are still a stone-age culture, with no knowledge of how to work metals. Some of the tribes, however, are known to trade with Hellenes, Kurgan or even Tharshi. Furs of various types are traded by way of Oggia, in order to obtain amber from Ku. Amber and furs are traded in turn to Tharshesh in exchange for metal weapons and utensils, clothing, copper jewelry, and similar items.

The tribes of Vir share a common religion, though there is some variation from one group to another. They are animists whose shamans worship animal gods represented by the wolf (warrior/hunter), the stag (chief/procreator), and the fish (bringer of water). The focal deity of the cult is Tama, one of the Old Gods. This Earth Goddess is worshipped as the provider of food and shelter and the sustainer of all life.

The social system of Vir is quite straightforward; he who is the strongest and the smartest rules. The leader obtains his position by besting the previous leader in combat, through the ritual of a challenge and duel. The people are hunters and warriors, with most magic concentrated in the hands of the shamans. There are no wizards, though a few witches and warlocks are occasionally found.

Tribesmen make use of spears, slings, clubs, maces, daggers, and staves in battle and on the hunt. Wolf-like dogs are used to great advantage to track, corner, and kill prey.

The whole of Vir is surrounded by forests and mountains. Within the region, the humans share their lands with a wide variety of creatures and beasts of all descriptions, both good and evil. Bands of goblins, ogres, and trolls roam the woods, as do nymphs, pixies, sprites, and satyrs. The superstitious tribesmen of Vir avoid such beings when they can, but will always fight when necessary.

YS (EES)

Ys is a small island kingdom which lies in the Straits of Ys between Alba and the European coast. The straits connect the Atlantean Ocean with the Hyperborean Sea to the east. The island is a fairly large one, but is primarily noted for the magical, white-towered city of Ys, which lies on a rocky offshore spire in the midst of a great bay.

The city is triangular in shape, with the three walls protecting the city from the tides and gales which lash the straits. The walls actually extend out into the water, with great flood gates which can be closed to shelter the harbors of Ys from storm or corsair attack. The island and the city are home to the High Elves of Ys, an elegant and stately people of great dignity, courage, and wisdom. Non-elves, who are treated with considerable wariness and caution, refer to the elves of Ys as arrogant and haughty, but in fact they are simply uninterested in events concerning the outside world.

The power, wealth, and prestige of Ys are built on the city's reputation as a trading emporium and haven, but unlike such famous trading states as Sheba and Tharshesh, Ys has few trading vessels of its own. The Elves of Ys invest little of their own effort in trade, but draw the merchants of other lands by virtue of their position, their magnificent harbor, and their willingness to support trade and travel in their part of the world. The shipyards of Ys also draw much outside attention, for though they are not great voyagers themselves, the people of Ys have become a major supplier of first-rate craft to others. Ys enjoys close ties with Tharshesh, Broceliande, Ku, Avalon, and Havar. Wealth from these and other, more distant lands flows into the elven realm to fill the coffers of the kingdom and enrich the citizenry.

The kingdom does maintain a small but efficient navy, used to patrol the straits and secure the trade routes against the harassment of corsairs - Cymbrians, Ska, and independent freebooters alike. These ships are fairly small in size, sleek, and very fast. The squadron is supported by Hesperian craft, as well.

Ys has very selective laws concerning immigration and permanent residence on the island or in the city. Only elves may reside here on a permanent basis. Entry into the city is generally restricted to residents of the island and the crews of the trade ships or Hesperian naval vessels. Special dispensation may be given to scholars, diplomats, renowned heroes, royal guests, and others with a very good reason to seek admission, but control over such dispensation is tight and carefully supervised.

The city of Ys is the only major settlement in the realm. The island is dotted by military fortresses which guard the coasts from possible hostile incursions; the interior is park like, with a few farming areas and numerous

reserves for hunting or the contemplation of the natural beauty of the world. Though Ys is a populous city, overcrowding is not a problem, and the peace of the island remains undisturbed. The city itself is at once massive and elegant, impressive yet subtly beautiful. It is a city of extremes, with functional efficiency blending with artistry and grace to create a masterpiece of architectural magnificence unique in all Europa -or, some claim, in the world. The style of the buildings is based on High Elven tastes, but tempered by influences from Atlantis and elsewhere. Roofs are often plated with metals, while rich wood panels (often imported from as far away as the Cedar Forests of Zin) line the interior walls. Marble is the primary building medium.

Aside from building materials, Ys imports luxuries of all kinds, plus the finest in weapons and equipment for the military. The army is not very large, but it is extraordinarily well-equipped. Local troops in the island garrisons or on the naval ships (but never the city garrison itself) are often supported by elven mercenary warriors. Mercenary pay and rewards for good service are rich, but penalties exacted for misconduct are severe (Ys seeks protectors, not brigands).

Locals and mercenaries alike use the finest equipment available. Dwarven steel is the norm for all weapons and armor. The gladius (short sword) is the standard weapon; most troops wear partial armor, but the Royal Guard is equipped with full plate armor of top-quality Atlantean steel. On the walls of the city, giant catapults are mounted to hold enemy ships at bay.

Ys is a monarchy, ruled over by a King and Queen with co-equal powers. The trade guilds of the city, however, also wield a great deal of influence, serving as advisors to the Crown and acting to carry out the decisions of the monarchs. There are a wide variety of guilds in Ys, each headed by a Guildmaster who speaks for his membership. The Guildmaster presents the complaints and suggestions of his or her guild to the Royal Family, and is responsible for holding the loyalty of the membership to the Crown. The King and Queen seek the advice of the guilds on subjects that fall within their competence, and act upon that advice with wisdom and forethought. The people of Ys are treated very well, and support for the guilds and the Crown is strong. The upper classes generally are devoted to the pursuit of leisure or personal hobbies, with the magical sciences being particularly favored. There

are many wizards among the elven aristocrats of Ys, and several small institutes have been established in the city, open to elves interested in the arcane arts, encompassing almost every major magic field.

The religion of Ys is rather incoherent, with many foreign or new cults gaining and losing popularity as current fads change. The laws of Ys currently recognize the worship of 121 different deities, drawn from many scattered sources. Most deities who gain or retain large followings are those associated with luck, power, wealth, magic, and fertility. Understandably, religious tolerance and flexibility is the rule rather than the exception in Ys.

THE SEA PEOPLES

The Sea Peoples are a loose confederation of sea-faring nomadic tribes whose ships roam the waterways and coastal regions around Europa and northern Gondwana. Their origins are, at best, inexact: some claim descent from the Atlantean colonists of the fabled First Age, while others profess to be the last survivors of an ancient civilization destroyed in the Great Cataclysm. While Second Age scholars have tended to dismiss such claims, it is true that the Sea Peoples appear to be of mixed blood. Like the First Atlanteans, most of these folk are tall and dark skinned.

Unlike the Atlanteans, however, the Sea Peoples exhibit a wide range of hair colors and textures.

The Sea Peoples have long sought a permanent homeland to settle in, and have long been denied this simple desire. The Tharshi have forbidden them access to their territories as have the Hesperians and the Atlanteans. The Ska of Alba and the Vanir of Hyperborea often attack their ships on sight, primarily to make off with their womenfolk, who are deemed to be most attractive. Only the Corsairs of Cymbri have ever offered aid to the Sea Peoples, and this only in exchange for their allegiance (the Sea Peoples have thus far declined to accept this offer).

Because they have no true homeland, the Sea Peoples will sometimes hire out as mercenary soldiers or seamen. Their warriors are well-regarded, and skilled in the use of the short bow, javelin, or spear. Most wear leather armor. Though the Sea Peoples have many ships (mostly small to medium-sized sailing craft), they will not use their own vessels for mercenary purposes.



Atlantis

Sea People tribes of 50 to 300 individuals (with 1 to 6 vessels) may be encountered anywhere in the European region. As many as fifty different tribes are believed to exist, though it is rare for more than a dozen such groups to congregate together at one time except in times of trouble or need.

GONDWANA REGION

The continent of Gondwana (GON-DWA-NA) has been referred to in the writings of historians and geographers as The Dark Continent. The name is usually said to derive from the wild, untamed lands of the interior, where impenetrable jungles and soaring mountains hide sights never seen by man.

Gondwana's wild interior, though, is but one aspect of the Dark Continent. There are several advanced civilizations on Gondwana's coasts, and a wide diversity of cultures and peoples.

In terms of geography, Gondwana can generally be divided into five regions. Each displays specific characteristics of terrain, climate, wildlife, and habitability. Further, each offers particular dangers and problems of its own to be overcome.

The Interior is a tropical region, wild and uncultivated, dominated by vast jungles. "Interior" is a loose term, for the jungle extends in places to the western coasts of the continent, particularly along the great river basins. Few humans live in many of these regions, which are populated with wild beasts and other predators.

In the north, the great circle of the Sahara Sea and the lands around it form the second region of the continent. The Saharan lands are tropical or subtropical, blessed with warm, regular temperatures and richly abundant flora and fauna. The islands of Gorgos, with their lush, garden-like woodlands, is the best-known of the Saharan lands, and is very much typical of the region as a whole.

The eastern coasts and southlands are a distinct region, dominated by savannah rather than jungle. Wildlife is

abundant, but on a completely different pattern than the interior jungles or the pastoral north. The Coast blends almost imperceptibly with the fourth region, the Southlands; these lands are cooler, drier, and more rugged, and support several large and sophisticated civilizations.

Most scholars treat the Turanian subcontinent as an entity nearly separate from the rest of Gondwana but it is included here for ease of categorization. The Turanian subcontinent is mostly desert, except for a coastal strip on the Turanian peninsula. Parts are less arid than the great desert that dominates Turan and Zin, but the region overall is inhospitable. The region of Yalak in the north shares a climate and geography with Hellas in Europa.

Gondwana's wide range of climates and terrain types supports many and varied forms of life. From the subtropics of the north through jungles and wide savannah, plants and animals of countless types flourish. In the heart of Gondwana, a few of the great reptiles and giant mammals left from the dawn of time linger on, side by side with more modern species - elephants and rhinoceros, lions, gorillas and wildebeests, unicorns and dragons, among a host of others.

The interior and the southlands are both famed for precious metals of all kinds.

Gold and diamonds are especially common in these lands. The eastern shores are fairly poor in diverse mineral resources, but support an animal-based economy through vast tracts of grazing lands.

The Dark Continent also supports a wide variety of intelligent inhabitants. Men are the most common: hu-



man tribes of all ethnic and racial subtypes are present, from the dark-skinned dwellers of the east and south to the lighter peoples of the north, with many subdivisions and shadings between common throughout Gondwana.

Though elves are scarce, some are reputedly found on the northern peninsular stretch of Dabba. Even in these regions they are few in number. On the island of Punt, the dwarf population is a large one. The beast-men of Gondwana (the Andaman tribes) are quite common in the interior, though less so in civilized territories.

Goblins of many types may be found throughout the continent. Sidhe—Sprites, Bakru, and others—are also common; so are Satyrs, a variety of the so-called “intelligent beasts,” and many sinister night spirits and fell creatures. A number of Earth-bound demons make their homes in the interior, too, preferring the wild jungles and lonely mountain peaks to other, more settled terrain.

AWALAWA (A-WA-LA-WA)

The region known as Awalawa has become synonymous, for most, with the interior of Gondwana. It is a land of jungle, often impenetrable; human tribes do not live here, and few men dare venture into the land. Within these primeval jungles lurk dinosaurs, huge mammals, and strange avians which are extinct elsewhere in the world.

The boundaries of Awalawa are indistinct and uncertain. The borders as shown on maps are the general boundary lines which mark the zones in which humans live off from the actual jungle fastness. Even within the regions bordering on Awalawa, the terrors of the jungle remain real and potent, and few inhabitants of such areas stray far from their villages or fields.

The name Awalawa is derived from a prayer to the goddess Hawwa, one of the Old Gods, beseeching protection from the dark powers of the jungle. Natives



forced for any reason to venture into the jungles can be heard to utter a whispering, chanting repetition of the word as a plea to the Goddess. Sometimes those who scorn the Old Gods may still be heard chanting the word when confronted with the daunting reality of Gondwana's jungle interior.

A few humans do live within Awalawa, but for the most part these are exiles, bandits, hermits, or others who for one reason or another choose to face the perils of the region over the security of outside societies. Survival in Awalawa is hard, and only the strong, the swift, or the intelligent can survive the land's challenges.

Even so, the treasures that lie within are a powerful lure to those who have the courage to tread those hazardous trails. It is said, for instance, that the flanks of the twin mountains Ogili and Ollok shimmer wondrously with half-buried diamonds. These and other wonders have long drawn adventurers searching for treasure hoards deep into the unforgiving jungles. To some, Hawwa has granted her protection. Others remain there yet, bleached bones beneath a merciless sun: a warning to those who would follow in their footsteps.

DABBA (DAB-BA)

Dabba is a long, narrow peninsula which runs roughly east to west, forming the northern extremity of Gondwana. To the east, it is joined to the mainland through Khemit; the country of Dar continues the peninsula to the west. The Mediterranean Sea lies to the north, and the Saharan Sea to the south. The region is arid and rocky, and supports only a comparatively small and scattered populace, known scornfully to outsiders as: The Lotus-Eaters.

The inhabitants of Dabba have light brown skins, European features, and kinky brown hair, much like their neighbors in Dar. They tend to be ill-groomed and malnourished, wearing few clothes at best. Most striking of all, however, are their perpetual expressions of euphoria and mindless docility, the result of long-standing addiction to a narcotic powder made from lotus leaves.

The Cult of the Lotus is very strong in Dabba, and the vast majority of the inhabitants follow this ancient worship. All aspects of life are intricately bound up in ritual lotus consumption, leaving the cultists heavily addicted to this powerful narcotic. Most spend their days at ease, contemplating the clouds while chewing

on Lotus blossoms like cows chewing cud.

Even food gathering requires an effort of will that most of the Lotus Eaters find difficult to put forth. Many starve as they get more and more wrapped up in their addiction; others are driven to search for food only when absolutely forced to by hunger. The only thing that can truly rouse a Dabban to action is a threat to the supply of lotus.

Dabba has been conquered frequently, but outside dominion never lasts. The Lotus Eaters take no notice of outsiders, and can only be driven to work or other activity by the most extreme measures. It has rarely proven to be worth the expenditure in manpower to try to administer the conquered territory, especially when garrisons and administrators themselves often succumb to the cult. Thus, most nations have given up trying to dominate the region. Indeed, many restrict all travel to or from the land, for the pleasure-centered Lotus Cult exercises a powerful compulsion over many.

The Gorgons prey upon the Dabbans, taking them as sacrificial victims or slaves. Actually, Dabbans are not valued as slaves, because of their addiction and their generally poor health, but some make passable concubines (of either gender); the Lotus Cult is overlaid with many sensual aspects that enhance their usefulness in such roles.

Corsairs of the Mediterranean Sea also raid Dabba, but less for slaves than for the Lotus powder itself. It commands a high price when sold (illegally) in other territories (it is believed that Tharshesh buys large quantities of the drug).

Khemit has always coveted the Dabban peninsula, and has never quite given up the hope of annexing it. The harbors of the Mediterranean coast are considered some of the finest in the region, and could be the basis for a significant expansion of influence and trade. But until they can figure out how to deal with the Lotus Cult, the Khem will probably be content to leave the land of Dabba to its almost mindless inhabitants.

DAR

Surrounded on three sides by water, Dar lies at the western extremity of the Dabban peninsula. The northern coast is defined by the Mediterranean Sea, the southern by the Sahara Sea, while the River Oceanus touches the western shore. Dabba, the land of the Lotus Eaters, lies to the east.

Like the Dabbans, the inhabitants of Dar are light brown in color and slightly built. Their features are Europan, but their hair is usually dark and kinky. Darian men generally wear loin cloths, cloaks, and sandals; the women are even more simply clad, in plain, almost shapeless smocks. They are peace-loving and non-violent, a civilized but for the most part simple folk lacking interest in the arts or sciences (save only for pottery-making, which is a favorite and well-developed art form). Content with their simple lives, Darians rarely venture far from home.

The region is predominantly given over to farming, for the people of Dar have considerable skill in simple agricultural techniques. They have domesticated the auroch, using this great bull-like animal to pull their plows and carts, as food, and as a source for leather, bone implements, animal fat, and many other important resources.

Each Dariani village is an entity unto itself, ruled by a village council. There is no unified government. The villages are simple, with huts made of woven grasses. They have no metal implements of their own, although a few imported items are sometimes found.

The religion of Dar is a druidic cult centered on the Earth Goddess Tama, one of the Old Gods. It is very conservative, rather dour, and lacking in the sensualist nature of the Lotus Eater cult of neighboring Dabba. The Lotus Eaters are regarded as being possessed by minor demons, and the Darians have an unremitting hatred for everything connected with the Lotus Cult. Dar is a peaceable nation. They trade on friendly terms with the wizards who dwell on the island of Dardanus, near the Darian coast. The wizards grant protection, plus occasional magical aid -to heal the sick or to help fight drought and other threats, for example - in return for food shipped to them from Dar.

The Gorgons in the Sahara Sea covet both Dar and Dabba as possible outlets into the Mediterranean Sea (they are otherwise hemmed in by the Hesperians, their bitter enemies). The wizardly protection of Dardanus has thus far blocked any serious attempt against Dar, though occasional Gorgon raids and other incidents along the southern coast are not unknown.

DARDANUS (DAR-DAN-US)

Dardanus is a small island located off the coast of Dar in the Mediterranean Sea. Appearing from a distance

as little more than a craggy mound of rock, this insignificant-seeming isle is actually the site of one of the most mysterious and wondrous places in the known world: The Magical Institute of Dardanus.

The Institute itself is a sizeable complex, built atop the highest point on the island and surrounded by a towering wall of stone. Both the outside walls and the structures contained within are constructed of white marble, transported stone by stone from quarries on the Atlantean mainland. The gates are of brass, with an outer layer of costly orichalcum (a metal with magical properties used by Atlantean alchemists in the creation of superior swords, armor, etc.).

Dardanus was established centuries ago by the legendary Grey Council, an occult order dedicated to the preservation of the magical sciences and notable for its code of strict neutrality; political, religious, or necromantic beliefs and practices have never been allowed at the Institute. Though the original Council members have long since passed on, subsequent generations of instructors have continued to maintain this policy.

The magical and alchemical facilities at Dardanus are said to be unequaled throughout the known world. The Institute's instructors are highly regarded, each being a master of his or her respective field of magical study. Learned scholars from many lands reside here, and serve as curators of Dardanus' extensive museum and library complexes. Funded by contributions from a number of outside sources, Dardanus is able to offer extensive grants for magical research, exploration, and experimentation, thus providing the Institute with a constant influx of knowledge and arcane lore. Despite its reputation amongst members of the magical community, Dardanus remains a place of mystery as far as most common folk are concerned. The Institute's governing body (still called The Grey Council) goes to great lengths to maintain Dardanus' security; intruders and curiosity seekers are dealt with in swift and often severe fashion. Only the people of Dar, who provide Dardanus with a variety of foodstuffs, are allowed to land upon the island without the express permission of the Council.

Spell casters and scholars who wish to study at Dardanus must apply in person at the Institute's Office of Regents, located in the city of Acheron, in Khemit. A sizeable donation (100+ gc per week) is required of all such applicants, whether they wish to enroll at the In-



stitute or simply use its research facilities. Adventurers seeking employment as explorers, expedition guides, etc. must likewise apply at the Office of Regents. A waiting period of 2-8 weeks (in either case) is not uncommon.

EMPI (EM-PI)

The island of Empi lies south of Punt, a large, desolate, uninhabited place shunned by seafarers for its terrible reputation. From far out to sea travelers can smell sulfur and pitch, and eerie red fires light up the rugged mountainsides of the island at night.

A few men are said to have visited Empi long ago, but evidently fled in terror and madness. Ancient records refer to Empi as “the Island of the Dark Gate,” or “the isle that is larger within than without.” Stories are related which claim that the island is somehow far larger than it should be, based on its actual circumference.

The ramblings of insane explorers speak of a vast land of a hundred changing climates only a few steps from one another, of soaring cities and dense jungles, and, over all, of a demonic kingdom which protects the island from intruders and sends out evil creatures into the world to do fell works and deeds.

At least one Atlantean sage is known to have speculated that Empi is actually a gateway between our world and many other planes of existence. If so, from Empi it might be possible to visit not only the demonic realm that apparently lies closest to Empi’s gateway, but perhaps many other worlds.

GORGOS (GOR-GOS)

The islands of Gorgos lie within the Sahara Sea. There are four major islands, Bogador (BO-ga-dor), Moga-dor (MO-ga-dor), Ogol (O-gol), and Ogarli (O-gar-lee), plus a number of smaller islands and rocky islets in and among these major land masses. These isles are jungle-clad, tropical paradises as lovely as Hesperia itself. Nonetheless, the name of Gorgos is a synonym for fear, for these islands are dominated by one of the most dreaded cultures in the world today.

This human culture, known as the Gorgons after the island group they inhabit, were originally an Amazon splinter-group who rebelled against the Queen of Hesperia long ago. In a terrible civil war, the gorgons brought down the entire Hesperian empire. At its

height, the Gorgon domain included much of northern Gondwana and parts of Europa, but further wars with Hesperia gradually eroded this holding down to its island core. Now they control only the isles that dot the Saharan Sea, but constantly threaten to expand again. The Gorgons are a civilized race, amply supported by the abundant resources of their tropical islands. But their culture has turned away from old Hesperian ideals by a decadent religion, the practice of black magic, and an aggressive warrior culture which far exceeds anything the Amazons have ever practiced in terms of cruelty and violence.

The worship of Sefar, a war and magic deity symbolized by the snake, is at the heart of Gorgon culture. The Cult of Sefar tore apart the Hesperian empire, as the original Gorgons sought to impose their perverted cult on the rest of the Amazons. Over the centuries since our original civil war, Hesperia and Gorgos have fought almost constantly. Their hatred of one another is proverbial, and goes far beyond rational bounds.

The Gorgons are known to covet the lands of Dar, Dabba, Khemit and parts of southern Europa, along with Hesperia and its colonies. The elite ruling class of warrior-priestesses which governs Gorgos with an iron hand believes itself to be quite capable of carrying out these plans. A tall, tan-skinned, black-haired race, the Gorgons have a ruthless militaristic culture in which the females dominate and the males are kept as slaves. Men are treated far more harshly in Gorgos than in Hesperia, and are sometimes sacrificed to Sefar. Gorgons love to kill and conquer; individuals are indoctrinated from birth in this approach to life. Any who dissent are swiftly killed in a fiery sacrifice to the snake god.

Sefar’s worship centers around a rare species of giant, hooded cobra found in any sort of quantity only in the Gorgos islands. This snake can attain lengths of up to 20 feet (most reach only ten), and its poison is both lethal and very fast-acting. The Gorgons are the only people who have ever been known to tame these snakes. Fittingly, the unicorn, symbol of Hesperia, is the only animal immune to poison of the giant hooded cobra.

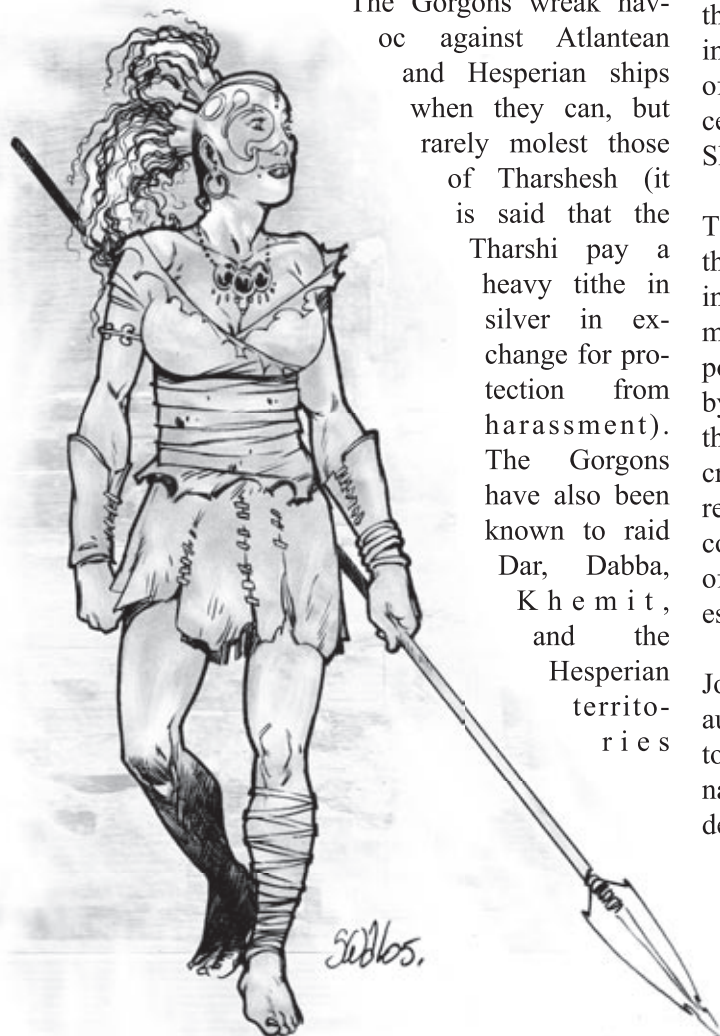
Most Gorgons are warriors, dark magicians, or warrior/priestesses. Magic and religion are integrated closely with their military organization making the Gorgons a powerful foe. The snake cult gives them an

even fiercer aspect, for trained cobras accompany Gorgon warriors into combat and strike fear into the hearts of their opponents. The Gorgons give no quarter, and expect none in return. One historian referred to them, with some truth, as the “Makara of the land.”

Gorgon warriors wear bronze helms, breastplates and greaves decorated with a snake motif. They favor the shortsword, javelin, spear, longsword, and bow. Snakeskin cloaks, scabbards other such items are also common, and most of their warriors tattoos of snakes on legs or arms.

There are no large settlements in Gorgos except for the ports of Ogara (o-GAR-a) on Bogador, the main isle, and Abalessa (a-ba-LESS-a) on Mogador. These two ports are mainly given over to the building and maintenance of warships, though warehouses are present to hold goods prior to distribution. There are no guilds or shops (save those directly related to war or ship-building), nor are there any places of entertainment.

The Gorgons wreak havoc against Atlantean and Hesperian ships when they can, but rarely molest those of Tharshesh (it is said that the Tharshi pay a heavy tithe in silver in exchange for protection from harassment). The Gorgons have also been known to raid Dar, Dabba, K h e m i t , and the Hesperian territories



for slaves, who are sold to Tharshesh (usually to be put to work in the vineyards of Taranta or the mines of Tara or Targrim).

JOKTAN (JOK-TAN)

Located on the southwestern coast of the Turanian peninsula, Joktan is bordered by the Red Sea to the south and west, Turan to the north and northeast, and Sheba directly to the east. It is a fertile coastal land, not so ideal as Sheba, but still pleasant compared to the stark desert of Turan. Its people are tall and fair to behold, with light brown skin and straight, black hair. The region was first settled by Atlantean colonists in the First Age. At that time, Joktan and Sheba were united as part of a single, broad coastal province of the Atlantean Empire. Following the end of the First Age, the colonies relapsed into barbarism.

Unification of the area followed again when Hesperia’s Amazons swept into the subcontinent. But where Sheba copied many Hesperian ways, Joktan was reluctant to accept the female-dominant cultural pattern of the conquerors. When Hesperia turned inward, locked in the chaos of civil war with the Gorgons, Joktan threw off the Amazon yoke and reverted to a culture more acceptable to the inhabitants. Since that time, Joktan and Sheba have diverged in many crucial ways.

The most notable distinction between the two realms is the continued differences between the role of the sexes in society. Joktan is nearly the opposite of Sheba, with males in dominant positions. Political and military positions of any prominence at all may only be filled by men. Women may become common warriors, but they are subject to considerable disapproval and discrimination; few women actually join the army. In the realms of science and magic, males and females are completely equal, while religion is entirely the domain of women. There are no Joktanian priests, only priestesses.

Joktan is ruled by a hereditary King whose power and authority are absolute. The succession usually goes to the oldest son, but the King may choose to designate anyone as heir to the throne. As with any other decision, the King’s word regarding the succession is final. Joktan’s King handles all aspects of government from his throne at Sabba (sab-BA). He is sole judge in all matters, but may appoint viceroys to rule in his name and advisors to study specific situations in depth and make recommendations



to him. The present King has appointed a number of wizards and scholars to permanent advisory positions, a practice common among many previous rulers. Some of the current advisors are held over from the previous King's reign.

Though Joktan is a relatively small nation, it has a sizable population. There is one true city, the capital of Sabba; the rest of the nation is given over mostly to small family-owned farms that provide much of the food that supports the Sabites (the city folk in Sabba). Sabba itself is impressive, though laid out simply. Construction is of finely made clay bricks and carved sandstone blocks. Important buildings are adorned with realistic sculptures, especially carvings of the Royal Symbol of Joktan, the Winged Lion.

The social structure of Joktan consists of eight social classes, discussed below in descending order of importance. The Class of High Royalty includes the King and his immediate family, including wives, children, surviving members of his parents' immediate families (the King's uncles, and aunts, and the Queen Mother), their parents (the King's four grandparents), and their parents (the King's eight great-grandparents).

Obviously, the class is a very small circle, especially since few Kings have many surviving great-grandparents. The Royalty Class includes all those related to, but not a part of, the High Royalty. This includes the King's cousins, members of the families of his wives or other relatives by marriage, and so forth.

Many different types of people make up the High Citizen Class. None are born into this class; promotion into it is awarded to individuals who are rich, famous, heroic, or who occupy certain specific posts within the realm. Wizards, scholars, priestesses, and high military officers are always granted High Citizen status. Others may be granted the distinction by royal decree on the basis of wealth, heroism, or service to the Throne. The Warrior Class is rigidly segmented, and is the only class which has subdivisions of any kind. Military rank dictates the specific position within the class. Since top officers are High Citizens, the Warrior Class includes common soldiers, noncommissioned officers, and low-to-middle ranked officers.

The Citizen Class comes next, comprising all those who live within the city of Sabba and are not of higher class, with the exception of slaves. The Countryman Class includes all who live outside of Sabba, except

slaves, beggars, or individuals of higher social classes. The Slave Class includes three types of slaves: those who are born into slavery, those condemned to slavery for the commission of crimes against the State, and those who sell themselves into slavery to pay off debts. The first two types are slaves for life, and any children born to such slaves are slaves themselves. The third group may specify a term of years of slavery, after which their debts are discharged and they return to their previous status.

Beggars are looked upon with disgust, and are not permitted within the City of Sabba. They wander the country regions seeking charity or, from time to time, temporary work. Most people in Joktan believe it is better to be a slave than a beggar, but many beggars obviously believe otherwise. Under the last two Kings, Joktan has been building and mobilizing a sizable army. The realm has long coveted the Red Sea coast of Turan, and plans mobilization to conquer this region up to the frontiers of Khemit and the Wilderness of Zin. Turanian nomads harass Joktan's frontiers regularly, and the Kings of Joktan have used these constant raids to hone their warriors to a state of battle readiness. Joktan has also learned much about the best strategies and tactical dispositions for use against the nomads should a real war begin.

KHEMIT (KEM-ET)

Khemit is a country which is located in the northeast area of Gondwana. Its capital is the well-known trading port of Acheron, which lies at the entrance to the Great Canal of Kha-Em on the Mediterranean Sea. The canal is named after the great Pharaoh Kha-Em-Heru, who originally proposed the plan and under whose direction the initial work was done. The reign of Kha-Em-Heru ended with his death, the canal taking almost three generations to complete. It remains today a marvel of engineering and a monument to Khem determination.

Most of the country's wealth is based on the trade which passes through the Great Canal. Both a tax and a toll are charged by the Khemit government to every ship that uses the canal; the tax is based on both the type and quantity of goods being carried, and usually ranges from one to four percent of the total value of the cargo. The toll is simply a fee to use the canal, and ranges from as low as one silver piece (for small foreign vessels) to 500 gc (for merchant ships). Khem fishermen and small craft sailors use the canal for free.

The canal is heavily guarded, especially at its northern end, and small fortresses can be seen along both banks. Slaves purchased from Sheba and captive Zin tribesmen work the canal just as they did many years ago when great numbers of slaves and prisoners were used to build it. Contingents of Khem troops and engineers supervise all labor and maintain a strict sense of order.

The Khem themselves are typically of medium stature with reddish-brown skin and black hair and eyes. The city dwellers are commonly seen in fine apparel, and both men and women use facial and eye makeup. The priests of the state shave all body hair and dress in long robes. Most of the common folk dress in light cloaks, short tunics or kaftans, and sandals.

Khemit has long been at war with the kingdom of Turan and the nomadic Zin tribes. The Khem have always considered the people of the northeast as barbaric, referring to them as “the wretched ones.” Kush has kept cool but peaceful relations with Khemit for some time, primarily because much of Kush’s wealth depends solely on Khemit’s control of trade through the canal. The nation of Hesperia has a limited alliance with Khemit against Gorgos, whose aggressive policies have caused problems for both nations in the past. Nubia supplies Khemit with large numbers of mercenaries, the vast majority of which are infantry used in the wars with Turan.

Khemit’s military forces are made up of several different branches, the largest of which is its well-trained infantry. Khemit keeps only a small cavalry force, preferring to use chariots much more extensively. War elephants are also used, and are brought from Magan and Massawa through Nubia. Together these units make up a powerful war machine which has frustrated all invaders for close to 300 years.

The king (or Pharaoh) is the absolute ruler and the most important symbol in the culture of Khemit. In essence, he is considered to be the physical manifestation of the god, Ra; a perfect being in mortal form. The Pharaoh is also the central figure of the state religion and must prove his divinity at certain festivals, where tests of strength and endurance are performed for the populace. Most of these tests have become ritualized, but some still retain their original flavor. Among these, one of the most popular is the test of virility, in which the Pharaoh must kill a full-grown bull with his bare hands.

The major belief system of Khemit is the state religion, which worships Ra in his heavenly and earthly manifestations. There also exist numerous sub-cults, which worship deities and demigods of the Khem pantheon. Though many of the Khem cults are based upon certain necromantic rituals (particularly mummification), most are not evil in nature. Evil necromantic cults do exist, however, despite strict state restrictions. The followers of the evil god Set, whose hidden temples are said to be located throughout Khemit, are one such group.

The people of Khemit are primarily farmers who work the fertile land along the River Styx. As food production is limited and the growing season short, Khemit must import some foodstuffs from other lands in order to feed its growing population. The Khem are well known for their skilled craftsmen and artisans, who produce a variety of high quality trade goods. A primary export of Khemit is finely crafted glass, such as goblets, bowls, and jewelry. Some gold is mined in the hills and shells from the coast are also used to make many items.

The capital city of Acheron is a very wealthy trading center known for its unique architecture and the vast diversity of goods which are available in its markets. It is also home of the Acheron Library, one of the largest facilities in the world. The holy center of Heru-Seti, which lies to the southwest of Acheron, is the true home of the Pharaoh and high priesthood of Khemit. It is a religious center of beautifully constructed pyramids and gardens. In the center of Heru-Seti is a large colonnade surrounding a small forest which hides three temples. Two of the temples are quite small, and are dedicated to the gods Isis and Osiris. The third temple, which is much larger and more lavish, is dedicated to the god Ra.

Also in Heru-Seti is a temple where the priests assigned to protect and counsel the Pharaoh live. The priests maintain the beautiful gardens surrounding the holy center, which are said to be guarded by ferocious beasts. According to some, these creatures are controlled by the Pharaoh’s priests, who use magical flutes to subdue or enrage the animals as needed. True or not, the priests who guard the Pharaoh are avowed fanatics who would sacrifice their lives for their ruler without question.

The deserts of Khemit are most inhospitable, and are





the subject of many tales and legends. The fabulous oasis of Giphantia (gih- FAHN-sha) is one such legend.

There, it is said, can be found all manner of fruiting trees, magical flowers, and beautiful nymphs. Here too are said to live the Zazir; diminutive spirit entities who manufacture the four alchemical essences of Earth, Air, Water, and Fire.

Besides its legendary attractions, the deserts are also home to more certain dangers. The Suti, fierce caravan bandits from Turan, occasionally come here to prey on merchants and travelers. Also found are the fearsome Ahl-at-Rab, warlike reptile-men who ride great thunder lizards across the burning sands.

KUSH (KUSH)

Rocky and arid, Kush lies on the northeastern coast of Gondwana. Khemit lies to the northwest, Nubia to the southwest, and Masssawa to the south. The Red Sea and the Erythraean Sea form the eastern limits of the realm. Most of Kush is desert scrub, with mountains in the south and west.

The western mountain range is a source for several minor rivers which combine to form a tributary which joins the River Styx in Khemit. A dam built here supplies the capital city of Okartum (oh-KAR-tum) with water. Extensive irrigation projects have been attempted in many parts of the realm, with limited success. Kush remains a poor land, with scarce food supplies (except for figs, dates, and similar produce) and a rather small population.

The people are related both to the Turanian tribes from the other side of the Red Sea and to the Khem. Men and women dress almost alike, wearing long, flowing headdresses, loose tunics, breeches, and simple sandals. Their environment has not been conducive to the development of the arts or the sciences, and they are often looked upon as semi-barbarians by more civilized neighbors.

Kush is ruled by a hereditary matriarch, called: The Candace. The title passes to the eldest daughter (or niece, if no daughters are available). When there are no females of royal lineage available, a King may come to the throne, but the succession reverts to the female line as soon as a female heir is available.

Though the Candace is titular head of the military, actual authority is delegated to a Council of generals, who are responsible to her but yield to her leadership only in times of crisis. For the most part, the military is a male institution. Women serve only in segregated platoons, usually guard units assigned to escort important leaders or foreign guests.

The bulk of the army is made up of cavalry (war camel), archers (the most highly regarded Kushite units) and light infantry. It is a small but highly efficient service. The navy is almost nonexistent, consisting of four antiquated warships purchased from Sheba. They are stationed at Salawa (sa-LA-wa), the principal port of Kush. Facilities at Salawa are rather poor, being confined to minor repairs, maintenance, and storage.

Salawa is, however, an important stop on the Sheban trade routes, and is the Kushite town most commonly visited by foreigners. Most items are imported from Sheba, though Tharshi wares also make their way to Salawa through Sheban or Khem intermediaries. The Merchant Quarter of Salawa is famed throughout Gondwana. It is a popular stop for adventurers and traders, notable for its excellent wares, aggressive bazaar merchants, and high-priced but high quality merchandise.

Kush is rich in copper, but not so much so as Magan, Marhashi, or Ophir. There is enough to supply all of the local demand, with a small surplus exported in the form of jewelry and utensils. Tin is also mined here, a valuable commodity that is scarce in Gondwana and Europa. The Kushites do not export their tin, however, using it instead to produce bronze items (some of which they do export). The very wealthy in Kush even display the great extravagance of pure tin utensils and implements. No foreign land, not even Sheba, has been able to gain access to Kush's tin supplies.

Sapphires and many other semi-precious stones are also common in Kush. Silver and gold are found, though not in great quantities. These metals and stones, worked by skilled native craftsmen into a variety of products, are much in demand in other nations. They serve as the basis for trade which keeps Kush strong despite the poverty of agricultural land. Food is an extremely important import, and is necessary to supplement Kushite produce and herd animals. Without such imports, even the relatively small population of Kush would suffer widespread famines.



Atlantis

Kush has cordial relations with Joktan, just across the Red Sea, and is strongly allied with Sheba. The Sheban trade is crucial to the survival of the Kushite state, and the alliance is taken very seriously. Squads of warriors are assigned to accompany Sheban traders on their voyages, often spending long periods of time away from Kush before returning. Kush is also pledged to come to the aid of Sheba in the event of an attack on the trading realm, and especially on the island of Raamah.

Khemit, on the other hand, is viewed with suspicion. Trade with Khemit is important enough to keep relations friendly, but both nations maintain strong border outposts for surveillance and possible response to threats from each other.

Relations with both Massawa and Nubia are poor at best. Kush covets the good agricultural land of each of these neighbors, while the Nubians in turn covet the tin mines and other resources of Kush. Skirmishes between Nubia and Kush on the western borders are common, though seldom prolonged. Massawa, on the other hand, is viewed as a more serious threat. The port of Salawa, which is separated from Massawa by a range of mountains, is known to be a coveted target of Massawan expansionism. Forts and observation posts are thus maintained to keep close watch over the approaches to the port town, in case the Massawans should ever launch an attack.

Internally, Kush enjoys a fairly unified culture. Their religion is built around the cult of Ahura, the official government religion which, like the military, is headed

in title but not in fact by the Candace. Priestesses of Ahura maintain temples in Okartum, Salawa, and the larger settlements. The rival, and evil, cult of Ahri-man is outlawed in Kush, but there are covert groups of these demon-worshippers who have been known to cause considerable trouble for the civil religious authorities in the name of their religion.

MAGAN (MA-GAHN)

Lying just across the narrow straits from Punt is Magan, a nation which has evolved a hybrid civilization based on borrowings from all of its neighbors. Magan's terrain consists primarily of broad savannah, with a rugged interior rich in gems and metals. It is bounded to the northeast by Massawa, to the northwest by Samu, and to the south by the great realm of Marhashi. East are the straits, and Punt beyond; west lies Awalawa, the uncharted land. The human tribesmen who dwell here (known as the Magani) are tall and ebony-skinned. They shave their heads, paint their faces with white pigments, and wear elaborate headdresses of cowrie shells and lion's mane. They are said to treat strangers with hospitality.

Magan is rich in mineral wealth, gold, diamonds, and copper being its most valuable commodities. Though other nations in the region may have richer sources of diamonds and gold, Magan is by far the biggest producer of copper in all of Gondwana (only Marhashi comes anywhere close as a potential rival). Magan's abundance of copper makes the metal extremely common as a material from which implements are constructed, or sometimes plated. There are fine coppersmiths and goldsmiths in Magan, and their best work decorates the King's palace in the might city of Zimba (ZIM-ba). This city, with impressive stone towers, walls, and buildings, makes extensive use of the Atlantean custom of plating stone walls with copper. The result is impressive, and Zimba is widely known as a city far in advance of most of southern and eastern Gondwana's other civilized areas.

Despite its reputation, however, Magan is not really as far advanced as Zimba's impressive appearance suggests. The backbone of the Magan culture still comes from the country people, the herdsmen, hunters, and farmers who keep the populace supplied with food, leather goods, and similar necessities. Because of this, the wealth of Magan's precious metals can be used to buy luxury items and, more importantly, knowledge and service from other nations. Lying on one of She-



ba's chief trade routes, Magan has flourished from the exchange of knowledge and ideas that accompanies the trade ships, and Zimba has acquired a multi-racial, multi-cultural look similar to that of Kaffir (in Ophir).

The area has had a history of repeated foreign domination and local resistance. Magan was placed under the Atlantean yoke during the First Age, when the region was colonized by outsiders who sought to enslave the population. The Magani eventually drove the Atlanteans out. The process was repeated when the Hesperian Amazon empire controlled the region. When Hesperia's Golden Age led to civil war in the north, the Magani were quick to take advantage and rise against the arrogant warrior-women who garrisoned their land. In both cases tough, the people of Magan learned much from their conquerors. Since that time, Magan has had close ties only to the nation of Sheba.

The Shebans prize not only the copper, gold, and diamonds produced by Magan, but also ivory, and the skins of various animals (especially leopard, lion, and zebra). Rhino horns are also valuable trade items. All these things are common in Magan; skins are used locally for clothes, and rhino horns are prized for their reputedly magical properties, or as material for carved works of art. In the back country along the borders of Samu and Awalawa live more dangerous beasts, including some smaller types of dragons. Now and again unicorns have been known to wander through Magani pastures, as well. The wilderness is to be feared, both because of the predators and monsters, and because of bandits who lurk in some remote regions. Along the Samu border, there is sporadic danger from the powerful Afiti who dominate that unhappy land.

The more civilized regions, though, are those where hunters, farmers, and herdsmen may live in relative safety. Herdsmen are particularly important to the Magani economy. The savannah supports great numbers of hump-backed, hoop-horned cattle which are used to provide meat, milk and leather for the whole population. The long, impressively looped horns are used for carvings and small sculptures, but the species is so common throughout all of Gondwana and Atlantis that these horn decorations have little value as a trade resource. Even so, Magani tools and weapons carved from these horns are accepted as barter in some regions.

Most herdsmen live near the various settlements of Magan. Great herding families own and work huge

ranch estates, and enjoy considerable local prestige.

Cattle drives to settlements, military stations, and the capital are mounted on a regular basis, often organized to include several herds which together contribute to pay the costs of laborers and protection. The cattle are sold for meat and leather, while milk obtained from the cows is made into cheese and sold locally.

Farmers are an important factor in the economy of Magan, though they have less prestige than the herding families. The science of agriculture was retained from the days of the Atlanteans, and the crops grown in Magan are varied and abundant. Most of the major farming land is located around the two largest cities, Zimba and Nachikupu (na-chi-KU-pu). In most areas, though, settlers and country people maintain small plots where food for their own families is grown.

Hunters also form an important and highly respected part of the Magani economy. Most of the food they obtain goes to the tables of the very rich or powerful; the hunters also sell meat to organizers of festivals and large gatherings, and to foreigners in the city of Zimba. Exotic animal skins are also obtained by these rugged individualists, for use as clothing or to trade with foreign merchants.

The cities and villages of Magan are small and widely scattered, for the country is still primarily a land of herding and farming. Zimba is the only city which even approaches the size of the great cities of more sophisticated lands, with Nachikupu being far smaller. Though small (covering some 60 acres), Zimba is a colorful and varied town. A luxurious stone palace built for the King and his harem is one of the city's most famous landmarks, along with the great public circle lined with shops and taverns of every description. The city is enclosed walls, but buildings have gone up outside these as well, and there talk of enclosing a "New City" in a second, connected walled area. Other settlements of noteworthy size include: Zambezi (zam-BE zee), Buzi (BU-zee), Dondo (DON-do), Gwa (GWA), and Umtala (oom-TA-la). Zambezi is the principal port of Magan.

Magan is ruled by a king or queen who combines training as a warrior-chief with experience in the magical arts. There is an extended royal family, consisting of all living relatives of the current ruler, by blood or by marriage/association. Thus, even a King's concubines or a Queen's consorts, and all of their relatives, are



considered part of the Royal Family. Upon death of a reigning monarch, the new monarch is drawn from this extended family, regardless of age or sex. Those eligible for succession to the throne demonstrate proficiency in both military and magical prowess in a three-day petition. The applicant judged to be the most skillful is crowned as new ruler.

The monarch does not have absolute power, but comes close enough to govern almost unchecked. The King or Queen can be temporarily blocked in any measure or action which is unanimously rejected, in a formal vote, by all uncrowned members of the Royal Family.

The social classes of Magan are numerous and diverse, with relatively free social mobility. An exception is the Regal class, which is both privileged and highly exclusive. The Regal Class is made up of all members and descendents of members of all past and present Royal Families. The current Royal Family enjoys the highest status and is the only group which has the right to vote against the monarch's decisions. Only the Regal Class may supply eligible marriage or association ties for the King or Queen. A Regal may marry individuals of lower class, but automatically loses Regal status and take the class of the spouse.

The Warrior Class is next highest, as Magan's rulers are first and foremost warriors. Class social rank directly translates as military rank, with advancement being limited and dependent upon bravery or extraordinary ability. The highest of the Warrior Class are the soldiers and officers of the Royal Guard (a

private soldier of the Guard ranks the same as a field officer of ordinary services); the lowest are the sentries who patrol the streets of Zimba and Nachikupu. The elite Zebra riders (light cavalry armed with long spears and elliptical animal hide shields) are the highest-regarded units in the Magani army.

The Scholar Class contains Priests, Wizards, Alchemists, Astrologers, plus Artists, Entertainers, Poets, Historians, and Orators, and others whose primary occupation is creative or philosophic. The mastery of a subject is used to establish rank within the class with annual competitions to allow for advancement.

The High Citizen Class contains those whose careers have enabled them to amass wealth: successful craftsmen, merchant/traders, members of the great herd families, and so forth. Social ranking within the class is set by monetary worth, which is assessed each year. The Wealthy are expected to provide trappings and equipment for warriors: a high-ranking member of the class is expected to equip a Guardsman or a Zebra-riding, with lower ranks providing for individuals or groups among common soldiers.

The Citizen Class is comprised of all commoners, of any occupation, who cannot qualify for a higher class. The typical Citizen is a farmer or other self-sufficient countryman, or a small business man in Zimba or Nachikupu. Wealth determines rank within the class. The Citizen Class must also permit soldiers to be billeted in their homes when in the area.

The Beggar Class is composed of all those who must accept charity in order to survive. Any individual who accepts charity of any kind automatically assumes Beggar status for one year thereafter. Beggars must be registered at once with the government, for they are exempt from taxes but liable for service-in-kind (as laborers, servants to warriors on campaign, and so forth) as long as they remain on the Beggar Rolls. When a Beggar does accept charity, the time remaining on the Rolls is extended to one year; thus the individual must be self-sufficient for a year before assuming higher status. Citizens commonly report charity grants of any size, and a Beggar caught cheating is subject to enslavement. A Beggar who pays the value of all charities on record three-fold (to the government, as taxes of a sort) will be restored to Citizen Status immediately. There is no class rank distinction among Beggars.



Lowest of the classes is the Slave Class, composed of hereditary slaves, convicted criminals serving out sentences, and indentured servants. Most hereditary slaves are of foreign blood, having come to Magan from the Sheban slave trade routes. Indentured servants are people who seek an honorable way out of debt, negotiating with a rich patron (usually a High Citizen) to have all debts covered in exchange for a given period of servitude. At the end of the period, the debt is discharged and the servant becomes a Citizen on “probation” for another year. Freedom can be granted to any slave or servant, even a convict, for brave or noteworthy deeds, at the discretion of the patron/ master. Foreigners arrested in Magan are often sold as slaves, sometimes to the Shebans.

The religion of the Magani is officially centered on the cult of the Old Gods, the primary deity being Ash. The Magani King also functions as “High Priest” of the state religion, whose practices most closely resemble witchcraft.

The followers of Ash are quite fanatical in their beliefs, and rituals involving human sacrifices are not unheard of.

Though there are several other religious groups in Magan, they do not enjoy the official sanctions of the Magani government. As long as they pose no threat to the cult of Ash, they are tolerated. Any attempts to gain eminence over Ash’s followers, however, are put to rest in swift and bloody fashion.

The vast wealth of Magan, and the diversity of cultures found there, produce a wide variety of careers and occupations among the inhabitants. Magic use is fairly common, though outside the Scholar Class most magic is studied as a hobby or pastime rather than a serious occupation. Adventurers often travel to Magan, for the land is a crossroads which stands astride the route to many exotic and colorful locales.

MARHASHI (MAR-HA-SHEE)

Southernmost of the nations of the continent of Gondwana is Marhashi, a rich realm growing in power and prestige. As is typical of the Southlands, Marhashi contains a mix of veldt and rugged uplands, and like its neighbors is a land where diamonds and gold are quite common, along with copper and some other precious metals of various types. So common are precious metals in Marhashi that they are prized more for beauty, or

to trade to other countries, than they are for any inherent value of their own.

Besides these resources, Marhashi is rich in cattle and ivory. Cattle provide the mainstay of the local food supply, and it was the herding society of Marhashi that stabilized the land after the chaos of post Hesperian times and permitted the growth of a sophisticated civilization. This growth was dramatically accelerated by the material wealth of the land, which attracted the Sheban trade. Now Marhashi exports the products so common on its own shores in exchange for rarer commodities such as iron, tin, luxury items, slaves, and the finest of tools, implements, and weapons.

In Marhashi, wealth means little when it comes to power or respect. Even the slaves have possessions which aristocrats in other countries might envy. The only real source of power in Marhashi is magic, for the government is a complex bureaucratic magocracy.

All government positions are held by magicians of one kind or another. Those with the greatest mastery of magic have superior positions in the government, and hence more say in running the country. Anyone who does not possess knowledge of magical practices is considered a second class citizen. Marhashi has but three social classes: Magicians, Citizens, and Slaves.

The magician class contains many ranks. Standing is based on the level of magic mastered and experience in previous governmental positions. The art of Sorcery is favored, but no form of magic is excluded from the class or discriminated against in any way. Religious magic is included, and priests are given jobs that stress dealing with the public and maintaining the government’s image. Religion is the servant of the state, but a powerful and intelligent cleric could rise near the top of the hierarchy if he or she managed well.

The leader of the state is known as the Grand Wizard of Marhashi. The position is filled, usually for life, by the most prestigious magician in the realm. Theoretically open to any who rises through the bureaucracy, it is in fact a position which is generally open only to members of a handful of select families. These families have intermarried extensively, strengthening the bloodlines and consolidating power simultaneously. The Grand Wizard is empowered to rule as he or she pleases, a situation which has caused much strife amongst the lower classes, and even within the Magician Class.



Much of the real power of the Magician Class in Marhashi rests with the Order of the Lion, a secret fraternity organized among the inner circle families. A family which is part of the Order receives an albino lion as a symbol of membership. The fraternity operates behind the scenes to maintain power in the hands of the inner circle, eliminating rival wizards who show signs of rising too quickly, or who are not considered eligible to include in the Order for one reason or another.

The Citizen Class is the largest in Marhashi being made up of all those who are neither wizards nor out-and-out slaves. They have very little in the way of influence or authority, and are treated strictly as a second-rate class. In general, their lot is a poor one, and discontent runs high at times.

Marhashi warriors are considered by the wizards to be the most highly respected citizens and as a result command a fair amount of loyalty. Armed primarily with short sword and spear, warriors act as bodyguards and garrison to wizard estates, patrol city streets and village perimeters, watch over wharfs in seaports, and cover key border areas around Marhashi. A central reserve is kept in case of war or insurrection. Their loyalty is preserved through grants of extra luxuries and privileges not accorded to most citizens, and, as a result, there is a slight but noticeable coolness between warriors and other citizens; it usually emerges only as arrogance on the part of warriors towards their inferiors.

Farmers have none of the potential freedom of their fellows, for they are bound to permanent residences near centers of population. They are expected to throw periodic festivals, at which magicians are given free food. The best 10% of all crops are claimed by the government in lieu of ordinary taxation.

Slaves are the lowest class, scorned by Magicians and Citizens alike. A magician's slaves have little chance to successfully avoid or leave the master's service. Citizens, though, have a great deal of trouble with run-aways, since they have neither the power nor the prestige of the ruling class.

Slaves are an important part of the Marhashi economy, and a major import from foreign lands. Their numbers are further augmented by the Marhashi judicial system; most non-treasonous crimes carry slavery, either for a specific term of years or for life, as a penalty. Any

children born to a slave, even those serving out a term of a few years, are themselves slaves for life.

Among themselves, slaves have an informal hierarchy, not recognized by their superiors but very important to those of their own kind. The slaves who belong to magician owners have much less freedom and live far harsher lives than their fellows, yet paradoxically take --eat pride in their status, and consider themselves better than ordinary slaves.

Citizen slaves have an easier life. The typical citizen treats slaves better than the typical magician, and regards the slave as a valued possession.

Some slaves volunteer for jobs - such as gladiator, bodyguard, slave-warrior, and so forth - which include the chance to perform a heroic act and achieve a grant of freedom. Though not a law, this is a tradition which is widely followed, particularly among the citizens. Convict/slaves may also look forward to release when their sentences are up, though those who behave badly can be given extended or permanent sentences. Those who begin as life-slaves, and perform routine duties, must depend on the whims of their owner for a chance to be set free.

The state religion is controlled by the Magician class, and is a largely ceremonial institution. The principle deity is supposedly the Old God Og. No consideration for the religious needs of citizens or slaves is given in the ceremonies of worship, though attendance of the seasonal rituals is compulsory. A variety of other cults, including those of several minor nature spirits and a secret shamanistic cult, are worshipped covertly.

Strangers in Marhashi are often surprised by the evident wealth of the populace. They dress in brilliant-hued linens, and wear magnificent gold and diamond jewelry. Copper and even gold utensils are used by many, while the magicians ostentatiously display plates of precious metal affixed in the Atlantean style to the stone walls of their homes. Fountains built of copper and decorated with gold, ivory, and gemstones grace the homes of the wealthy, and the markets are filled with imported luxuries ranging from myrrh, frankincense, and herbal oils to wines, exotic foods, and even silk robes from distant Khitai.

These, though, are not true measures of wealth in Marhashi. True wealth is represented by the owner-

ship of silver, tin, iron, amber, or gemstones other than diamonds, for these must be imported. As few craftsmen in Marhashi can work these substances, finished products are usually imported. Silver and tin are also imported in ingot form, the silver to be minted in coinage, the tin also for combining with copper, for brass or bronze. These, in turn, are worked into the weapons and implements of luxury and prestige used in Marhashi. Ownership of iron weapons is restricted to important warriors; iron implements of any other kind may only be owned by a magician.

A variety of different metals are used for currency, including gold (the most common), silver, tin, brass, and bronze. Coins of brass and bronze are of equal value (though brass coins are smaller); they replace and are equivalent to the copper coinage of other nations, since copper coins are not used in Marhashi. Tin and gold coins are so equal in value, both being minted in the shape of flattened rings. Silver coinage is the most valuable of all. Money-changers will exchange foreign currency for Marhashi coin (for a fee of 25%), but it is illegal for others to engage in this practice.

Taxes are high in Marhashi. Citizens pay 20% of their gross worth (income plus holdings) each year (Magicians do not pay taxes, nor do slaves). Evasion of taxes is punishable by death, while inability to pay results in the confiscation of all property and life enslavement.

With clothing a prominent feature of even the lowliest inhabitants of Marhashi, the attention to fashion by all classes is constant. A particularly striking element of Marhashian fashion is the use of the iridescent-hued feathers of the Marhashi Blue Fowl (a breed of guinea fowl raised in Marhashi for food and eggs, virtually replacing the common chicken here) to make magnificently plumed headgear. Feathers imported from other lands - Puntian ostrich plumes, Magani peacock feathers, Atlantean flamingo plumes, and so forth - are used to equally vivid effect by the feathersmiths of Marhashi.

Wizards (particularly female wizards) and foreign merchants and visitors lavish much business on the feathersmiths, and the favorable attention of the upper class often results in a few minor privileges for the Guild.

Physically, the Marhashi people are tall and lean, with shiny black skin and coarse black hair. Citizens wear starched white robes and caps. Marhashi warriors normally wear only loincloths, animal skin cloaks, and headdresses made of red ostrich plumes (many also carry shields of rattan or animal hide). Most colorful are the wizards of Marhashi, who dress in rich robes and wear masks of carved and painted ebony wood (typically fashioned in the likenesses of some demon or devil). Wrist and ankle bracelets are popular amongst all the classes.

The settlements of Marhashi display similar diversity. Even though all consist of Magician estates, market circles, cropland and pastures, the layout of each settlement is extremely individualistic and reflects the surrounding terrain; blending into the landscape rather than overshadowing it.

The major population center and capital of Marhashi is Kuru (koo-ROO), a



rocky coastal city which sprawls along the banks of the River Grut (groot). The inland areas contain the wizards' estates, and the coastal districts abound in markets, shops, storage sheds, and wharfs. Kuru is the only settlement that has a sizeable foreign population.

Other coastal trade settlements include, in descending order of size: Swazi (SWA-zee) and Umzinto (oom-ZIN-toh) in the east and Zaldana (zal-DA-na) in the west. Inland herd settlement and mining camps include Zabazimbe (ZA-ba-ZIM-bay), Kompa (KOM-pa), and Daraka (DAR-a-ka).

The dangerous Daraka Mountain Range is a fierce refuge for several dragon species as well as other monstrous reptiles. These dangers cause many Sheban ships to bypass Swazi, and Umzinto, and head straight for Kuru.

MASSAWA (MA-SA-WA)

Part of Gondwana's eastern coastal region, Massawa is bounded on the south by Magan, to the west by Samu and Nubia, and to the north by Kush. The Erythraean Sea lies to the east. Jungle dominates much of the interior, where strange monsters and wild beasts roam, but the more open areas support a thriving human civilization.

The people of Massawa are tall, black-skinned humans. They prefer bright, single-colored cotton robes worn over one shoulder, and wear their hair in long, elaborate braids. Their culture is primitive in magic and science, and stresses militarism to a certain extent.

Most of the population is concentrated along the Awaash (a-WAash) River, and on the long Massawan coastline. The river is dotted with numerous small herding villages from the coast almost all the way to the river's source at the Lake of Dragons, a region where dragons come to breed. At the mouth of the Awaash is Massawa's capital, Adaama (a-DA-ma). This large city of clay buildings and tall stone stelae is a thriving port with a large foreign population, for Massawa has frequent contact with neighboring cultures and traders from distant realms alike. In addition to the villages of the Awaash valley and the Massawan coasts, there are military camps all along the inland borders of Magan, Samu, Nubia, and Kush. Ostensibly the camps are for defense, though they could as easily be used as bases for expansion into neighboring areas, which Massawa's military leadership covets.

Travelers are welcome within the realm, and there are large foreign populations not only in Adaama but also in many of the smaller villages. Sheban traders call regularly all along the coast, with Adaama one of their major ports of call on the southwestern trade route to Magan, Punt, and Marhashi. People from Magan, Nubia, and Kush are also quite common, drawn not only by trade but also by the lure of adventure; the interior of Massawa is renowned as a region of danger and of potential riches.

The land is a rich one, with many edible plants to support both the human population and their large herds. Gather-farming is widespread, though true agriculture is virtually unknown. Hunting provides diversity in the people's diet, but it is cattle herding which is the true foundation of Massawan life.

The government of Massawa is under the complete domination of the military, which is under the direct command of the King of Massawa. National security and integrity are most important to Massawa's citizenry, and the military is regarded as the most important institution of the land. Most Massawans serve in the military at one time or another, and warriors are the most common class among the population.

Magic is mostly confined to the priesthood of Massawa's shamanistic religious cult. Although state and religion are separate entities, and religious leaders officially have no political power, there is close cooperation between the military leadership and the religious hierarchy. Only the upper echelons of each group know the extent of cooperation that takes place in shaping policy and public opinion; the common citizen has no inkling of this alliance.

Social rank is directly based on past or present military rank. The army is very large, and primarily consists of infantry; a small navy operates along the river and up and down the coast. Both services make frequent use of archery - the Massawan archer is well-known throughout Gondwana and even beyond - with war clubs, javelins, and spears being the other favored weapons of most warriors. As the Massawans have little knowledge of metallurgy, most such articles are made of wood, stone, and bone.

Those not currently serving in the army are mostly cattle herders or gather-farmers. Others are involved in crafts, or in occupations which provide for the distribu-

tion of goods and for the comfort of citizens and travelers alike. Massawa is a realm of plenty, and would be almost idyllic if it were not for the imposition of heavy taxes and the growing sense of impending warfare. (Relations with Nubia and Magan have always been somewhat tense.)

Massawa is not particularly rich in natural resources. Their chief exports are ivory, animal skins, and semi-precious stones. Gold, silver, and copper are scarce, and hence quite valuable. Adventurers are drawn to Massawa by the promise of wealth reputed to be lost in the uncharted interior of the realm. Hoards of plundered treasure are believed to exist in the dragon caves around the Lake of Dragons. Another lure is the lost city of Melka Kontaurea (MEL-ka kon-TO-ooree-a), an ancient Atlantean city said to lie in ruins on the shores of the same lake. It is said to be home to vast treasures and malevolent wraiths, though despite local legends, no one in the realm is actually known to have ever visited the ruined city.

NUBIA (NU-BEE-A)

The landlocked nation of Nubia is a land of jungle and savannah, combining aspects of the central and eastern regions of Gondwana. It is bordered by Khemit to the north, Kush to the northeast, Massawa to the southeast, Samu in the south, and the ill-defined reaches of Awalawa in the west. Nubia is home to a variety of beasts: wild herd animals that roam the wide savannahs, giant crocodiles along the banks of the River Styx, and large herds in the forests and jungles. But Nubia's people are of the greatest interest in any discussion of the land.

Physically, the Nubian people are very impressive. They are tall (rarely less than six feet in height and often as much as seven feet tall), with ebony skin and close-cropped, kinky black hair. Their clothing is distinguished by the common use of necklaces of hammered copper plates or disks and colorful silk or dyed cotton headdresses copied from the Khemiti style. They also wear loin cloths and loose robes or tunics, depending upon their immediate needs.

The Nubians are not very advanced in any of the arts or sciences, being simple hunter-gatherers who roam the land in small bands. They are not a violent or aggressive people, yet nonetheless have a deservedly fearsome reputation as warriors. Their skill in the use of spear, javelin, and bow is legendary, and Nubian mer-

cenaries are in demand throughout much of the civilized world.

The great chieftain of Nubia, to whom the lesser chiefs pledge allegiance, negotiates with foreign powers and groups to provide mercenary soldiers (who are then recruited on a voluntary basis) in return for a variety of trade goods. In this way, Nubia can procure metal products not available in the land, where only copper is commonly mined and worked. The sale of war-skilled manpower permits them to obtain the finest weapons and armor in the world. Even Atlantean steel and iron products have become almost commonplace in Nubia, thanks to numerous generations of professional mercenaries.

Khemit is Nubia's main customer for mercenaries, and always maintains large contingents of these fine warriors. Sheba and Tharshesh also use Nubians frequently, commonly posting at least one squad of mercenary soldiers on any trade ship which bears especially costly cargo. But foreign nations do not have a monopoly on mercenary use; private interests make up a significant portion of the list of Nubian customers. Wizards sometimes employ Nubian mercenaries as personal guards, adventurers add them to expeditions of all kinds, rebels or revolutionaries hire them to support attempted coups, and so on.

Due to their reputation, Nubian mercenaries command at least 25% more than the standard rates. The price includes the re-outfitting of the mercenaries with the best available weapons and armor. Employers are also expected to provide food and shelter for the troops for the entire period of their employment, from recruitment in Nubia to their return to that nation.

Nubian military units include infantry armed with spears and clubs (who are the best of all mercenary forces), bow-armed archers (sometimes claimed to be the equal of Hesperia's Amazons), trained war elephants with highly skilled mahouts, and onager-drawn chariot forces (using wood-framed, two-wheeled chariots plated with copper).

Nubia's other exportable resources include animal skins and furs, copper jewelry, and sculptures of wood and ivory. Ebony and ivory statuettes are prized by collectors as far away as Sheba and Atlantis, out are far from common and command an extremely high price.



Atlantis

Nubian religion revolves around Khem pantheon, but each band worships in its own, highly personalized way. Most of the other cults that do flourish are shamanistic, with some based in witchcraft. Aside from the occasional wizard-chieftains, these are the only common strongholds of magic in Nubia.

The Nubians tend to be very tolerant of other religious beliefs, and expect the same of others. They are very hostile to any religion which practices forcible conversion, intolerance, or aggressive missionary tactics, and have been known to refuse, or even to turn against, employers who exhibit such beliefs.

OPHIR (OH-FEER)

Considered part of Central Gondwana, Ophir lies on the continent's western shore, along the Atlantean Ocean. The northern border connects Ophir to the Hesperian colony province of Maia, while the Avakuli tribe of Pemba occupies the lands to the south. Inland is the ill-defined wilderness of Awalawa, where humans rarely venture.

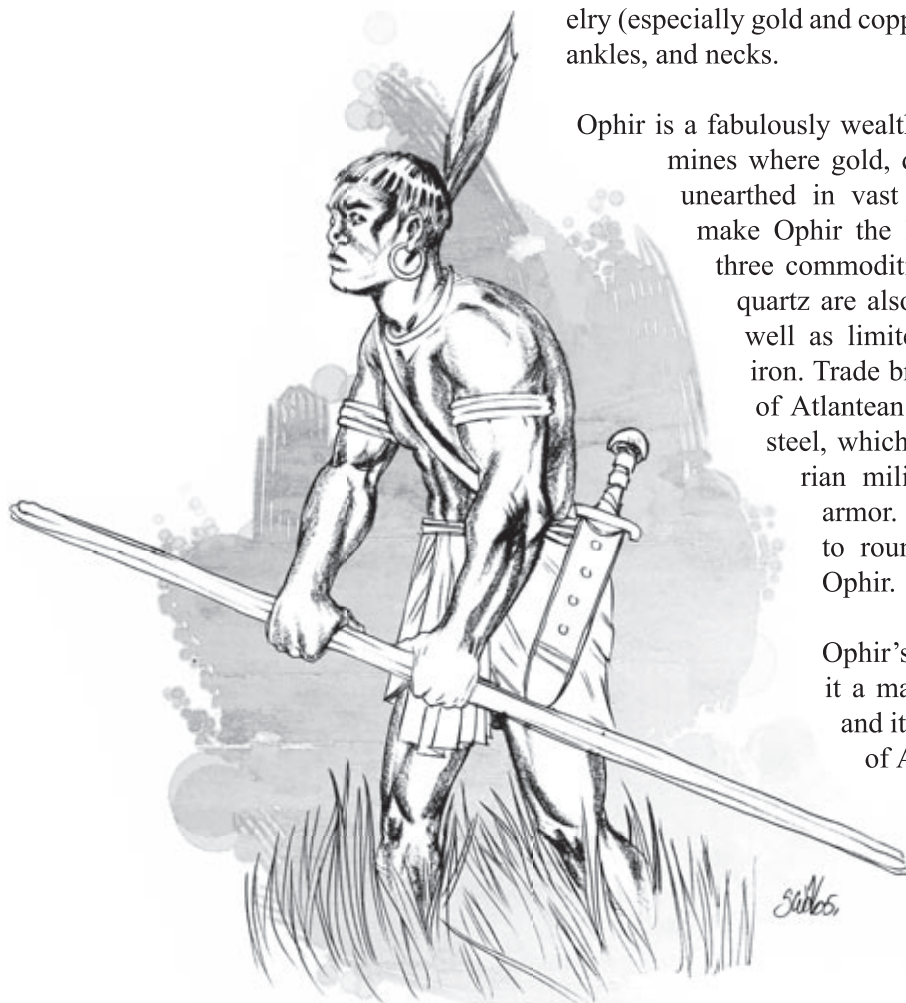
Northern Ophir is a mountainous region, while the eastern and southern interior is untamed jungle. Manticores, griffins, and sphinxes roam the mountains, but humans live here as well. The sandstone cliff sides support numerous small cave settlements, none of them large enough to be classified as a true village. The jungles, haunts of many wild beasts, are basically uninhabited by humans. It is along Ophir's coast that the major centers of population are located.

The inhabitants of these rich trade centers are black-skinned people, nearly as tall as the Nubians. They wear loose-fitting white kaftans and elaborate bur-nooses. Most citizens also wear a great deal of jewelry (especially gold and copper items) on their arms, ankles, and necks.

Ophir is a fabulously wealthy land, with extensive mines where gold, diamonds, and lead are unearthed in vast quantities—enough to make Ophir the leading exporter of all three commodities. Silver, copper, and quartz are also mined extensively, as well as limited amounts of tin and iron. Trade brings in large quantities of Atlantean iron and Hyperborean steel, which are used by the Ophirian military for weapons and armor. Bronze is also worked to round out the arsenals of Ophir.

Ophir's great wealth has made it a major commercial center, and it is a major trade partner of Atlantis. Links to Okalo and Marhashi (and from there to distant Sheba) are also important.

Another important



part of Ophir's growing power is the development of magical studies in the realm. Proximity to the culture of Atlantis has helped the growth of sophisticated alchemical and magical research. In Ophir's capital, Khaffir (ka-FEER), a university has been established which enjoys the respect of Sages, Alchemists, and Wizards from Atlantis to Sheba, and even as far off as distant Meluhha.

Along with Khaffir, the most notable settlements in Ophir are the coastal towns of Kintampo (kin-TAM-po), Anokchatt (a-nok-CHAT), Ogbu (OG-bu), and Tema (TE-ma), along with two inland settlements—primarily built around the mining business—Adaamaawa (a-da-a-MA-wa) and Ogwaashe-Uk (og-WA-she-OK). Each of these towns is a minor trade center, though the capital of Kaffir is the most popular stop-over point for visiting foreigners. The fabulous entertainment districts found in Khaffir are said to be second only to those of Tharshesh in terms of the many and varied diversions available there. Many taverns and inns host extravagant shows for their patrons, and there is a great stadium where athletic events, gladiatorial contests, wild beast shows, and other attractions are staged. In certain towns throughout Ophir, each full moon is observed with great week-long festivals which cater to citizen and foreigner alike.

The cities of Ophir attract an unsavory element, too, especially during the festivals. The wealth of the realm and the large number of rich foreigners who travel to Ophir draw thieves and other criminals in great numbers, all of them seeking their fortunes by less than reputable means. Although Ophir possesses a large and powerful army, the military is generally too preoccupied with guarding wild frontiers to function effectively as a police force.

Protecting the border with Pemba is a difficult task. The unpredictable Avakuli tribes, despite trade agreements, often venture across the Pembani border to raid and loot nearby settlements, and frontier garrisons must be ready to respond to this sort of threat at any time. The military has similar problems on the eastern frontiers, where predatory beasts and other dangerous creatures often cross from Awalawa to terrorize the southeastern regions of Ophir. At times, the military contingents are hard pressed to maintain order, though Ophir's army is well-trained, and equipped with the best armaments money can buy. Their favored weapons are spears, short swords, javelins, longswords, and short bows.

The government of Ophir is an ancient monarchy, with an unbroken line of kings stretching back to the days of the Hesperian empire. Ophirian government is fair and reasonably liberal (as monarchies go) and enjoys the support and trust of the people. Each village and town is run by a Council of Elders, made up of respected hunters, warriors, and Shamans. In Khaffir, a similar council advises the King and assists in the government of the realm.

The religion of Ophir is shamanistic, and carries the polytheistic worship of the Old Gods to great extremes. The bewildering variety of gods in Ophir's pantheon has lost much of its former following, as the citizenry becomes cynical and more interested in philosophy than religion. A great deal of lip-service is paid to the various Ophirian deities, but there are few who truly believe in all the ins-and-outs of their confused religion.

OKALO (o-KA-lo)

Bounded to the north by the Okwilu tribe of Pemba, to the south by Marhashi, and to the west by the Atlantean Ocean (with a portion of the eastern frontier fading into the Awalawa territory), Okalo is a land in a state of flux. Once part of the Hesperian empire, the region was involved in the same insurrections that won freedom for their Okwilu neighbors. But, as in Pemba, the freedom also brought on a decline of civilization to a simple, primitive culture.

Okalo is considered a part of Gondwana's southlands, being characterized by broad savannahs along the coasts, but with rugged, volcanic highlands further inland. The dual nature of the region has given Okalo its start back towards civilization much more quickly than Pemba, where the wild jungles force the people to remain, first and foremost, nomadic hunters. In Okalo, the inhabitants moved from this stage to that of herdsmen fairly quickly, and were no longer dependent on the movements of game to dictate their own movements. The eventual result was the growth of permanent villages in the richest grazing areas, incipient agriculture, and the growth of crafts and other areas of specialization.

In the interior, the rediscovery of diamond deposits has provided an additional inducement for permanent settlement, and has become the basis for trade with other nations. The diamonds are traded to other lands - notably Tharshesh - in return for metal weapons and uten-



sil. Okalo trades some of these, to neighboring Akwilu tribesmen in return for ivory, and as a means of bribing the Akwilu to remain in their jungles. There was a time, not very long ago, when the Pemban tribe raided out of the jungles to steal cattle, crops, and slaves, but the trade in metal weapons—which counters the trade between Ophir and the Akwilu tribe’s archrivals, the Avakuli—has virtually put an end to these incidents. Now and again, though, raids do take place, making peace between the two lands uneasy at best.

Except for a few mining villages in the highlands, most of Okalo’s population is spread among small herding villages and fledgling cities among the savannah. The largest of these is the coastal city of Kaguata (ka-GWA-ta), the capital of the realm. Kaguata is the center of foreign trade, and has the largest concentration of craftsmen and merchants in the land. It is also a center of government, and the base for the “army” of the realm. Other settlements include: Kaloa (ka-LOa), Ondanagua (ohn-da-NA-gwa), Usako (yu-SA-ko), and Obis (Obis).

Okalo is not a particularly close-knit nation; it is more a loose hegemony of villages which have banded together for trade and defense purposes. Each village is ruled by a shaman, usually a priest of Og, the patron deity of this male-dominated culture. Settlements have their own contingents of warriors for local defense, a few craftsmen, and a sprinkling of merchants. The hereditary shaman-chief of Kaguata is acknowledged as King of Okalo, and is supported and advised by a council of elderly shamans who are themselves former village rulers. After a specified number of years (varying from village to village) the ruler passes his power to a successor and takes his place in the High Council. Thus the King’s advisors represent the interests of the individual villages, and the shaman class acts as an intermediary among the king, the people, and the gods.

The warriors in Kaguata form the only centralized army in the realm. They defend the city, protect the king and council, serve as guards aboard the Okaloan trading ships, and deter aggression between settlements. From time to time they mount retaliatory raids against Akwilu tribesmen or bandits out of Awalawa.

The Okaloans are of average height, lean and agile of build, and usually adorn themselves with lion claw jewelry and colorful wraparound robes. Their skin is walnut-brown and their hair is jet black. They occa-

sionally use body paint. Their favorite weapons include the spear, short bow, and club.

Deep in the Okaloan highlands lies Mount Tama, site of an ancient citadel built during the Hesperian empire’s age of conquest. The citadel is only a legend among the Okaloans, but it actually does exist; it was built near the sites of several rich diamond mines to secure Hesperian interest, and was also a crucial garrison for the Amazons during the wars of the breakup.

Descendents of those last Amazons survive in the citadel even yet isolated for centuries. During the war the garrison received orders to remain at the citadel until relieved. No relief ever came, but such was the honor of these female warriors that none could even consider violating those orders. They maintain the traditions of their homeland and a culture little changed from that of their Hesperian foremothers. They also know that Okalo was once theirs, and now is not; they perceive it as their duty, once they have grown strong enough, to reassert Amazon rule over the land.

The Tamara (women of Tama) preserves the warrior-hunter traditions of their native land, with rule by a female matrilineal society specializing in combat. They have a large population of slave males who till a series of cliffside step farms on the mountain below the citadel. The legends of Mt. Tama which have filtered back to the lowlands suggest that the citadel holds a magnificent treasure of diamonds stored there in the early days, before the Amazons shut down their mine around Tama.

Tama’s Amazons parallel those of contemporary Hesperia in all but one way: they are all united in devotion to the Lotus religious cult. This Lotus flower is sacred and important to all rituals and ceremonies and magic is far more integral to their lives than to the average Amazon of Hesperia (who considers such practices “unwomanly”).

The Tamara are tall, blonde-haired, and dark skinned. They cut their hair to resemble a lion’s mane, and wear only lion skins and ancient armor pieces. In battle, the Tamara use short bows, short swords, and broad-edged daggers.

LAND OF THE BASILISKS

Along the coast of Okalo is a small desert region. It is known as the Land of the Basilisks. Many of these vile creatures roam the desert freely, causing most people to avoid the area. However, a small basilisk cult group lives within this parched desert. They call themselves the Namaba (na-MA-ba).

The Namaba are cannibalistic regarding outsiders and the disposal of dead Namabi. In battle they use only slings, hand-held rocks, shaman magic, an, savage unarmed combat.

The Namaba are a tall, long-limbed, ebony-skinned people who are largely nocturnal. They wear no clothes, nor do they make an tools or implements other than slings, sharpened sticks, and crud pottery.

PEMBA (PEM-BA)

The name Pemba, and the boundaries given on most maps, are actually a holdover from the era when this land was dominated by the Amazons of Hesperia. It was one of the first regions to break away when Hesperia declined, and has since been split into two separate nations. These are Avakuli and Okwilu, two realms completely at odds with one another since the last Hesperians in these lands departed centuries ago.

In physical appearance, the occupants of these regions differ substantially. The Avakuli wear only bright body paint and an occasional piece of jewelry or other such adornment. They are of medium height, chocolate-brown skin, and have kinky black hair (usually dyed in several colors). Their enemies, the Okwilu, wear drab-colored skirts and capes, and hideous masks of woven straw, beads, etc. The Okwilu are above-average in height, light brown of skin, and have very curly clack or dark brown hair. The males often color their hair and beards with red ochre.

Pemba is considered a part of the interior of Gondwana, dominated cy a tropical jungle and alive with a multitude of strange beasts. The Dkawala River, which divides the region, is the haunt of otherwise extinct reptiles and many dangerous animals. Other parts of the land are equally wild. The human inhabitants are primitive and warlike, a product of their brutal environment.

The Avakuli live in the northern half of Pemba. The boundaries of their range are Ophir in the north, the Okawala River to the south, and -ie Atlantean Ocean to the west. Eastwards, their territory gradually, fades into the thick, mysterious, dangerous wilds of Awalawa, where humans rarely go. The Avakuli do not have settlements, but make seasonal migrations within a small territory.

The Avakuli tribe's culture is derived from that of the dimly remembered age of the Amazons. Female warriors are dominant among the Avakuli. Women are hunters and fighters, the men gather vegetables, prepare meals, and maintain the villages. All positions of power, and all decisions, rest in the hands of the women. The principle religion is the worship of the Old Gods and the worship is Shamanistic in nature.

Though primitive, with a hunter-gatherer culture, the Avakuli tribe conducts extensive trade with neighboring Ophir. Exports from the Avakuli realm include ivory, furs, and rare plants and animals from Pemba's jungles, exchanged for metal implements which the Avakuli cannot manufacture for themselves.

Avakuli
Amazons
a r e



well-armed, carrying Ophirite spears, machetes, bows and arrows, and even some armor.

Diametrically opposed to the principles and culture of the Avakuli are their southern neighbors, the Okwilu tribe. They, too, have tradition and poorly-preserved memories of the Amazon age, but the Okwilu remember the Amazons as enemies, not to be emulated, but rather despised. The Okwilu are descended from the Pembans who first rose up to throw off the Hesperian yoke, when Hesperia's empire was already dangerously weakened by internal strife. They succeeded, and the legends of that success continue to dominate the tribe's outlook and culture.

Like the Avakuli, the Okwilu are a hunting-gathering society, but with a male-dominant social structure. The men are warrior-hunters, the women chattel slaves. All the sexual roles of the Okwilu people are completely reversed from those found among the Avakuli. Though the two tribes share a common ethnic origin and a similar basic life-style, they are worlds apart in their beliefs and principles, and bitterly hostile to one another. Even their religions have little in common; the Okwilu worship Og, one of the Old Gods. His druidic religion was first imported into the region long before the Hesperians came, but its stress of the "Male virtues" caused it to be driven underground under the Amazons.

The Okwilu range through much of southern Pemba, bounded to the north by the Okawala River, to the west by the ocean, and to the south by the realm of Okalo.

East lies Awalawa, where none of the tribe dares to venture. A flourishing trade goes on between the Okwilu and Okalo, similar to the Ophirite trade of the Avakuli in most major respects.

The enmity between the two tribes, each representing opposite ways of life, is fierce. Each tribe loathes the other, regarding their social system as a distortion of the proper order of life. They fight when they come in contact, though the dangers of the Okawala River tend to keep them apart most of the time. Both share the opinion that foreigners are not to be trusted, and regard any who deal with their enemies, or who fail to display the proper beliefs in the roles of men and women, as enemies themselves, without regard for intentions or actions to the contrary.

PUNT (PUNT)

The island of Punt is generally considered a part of Gondwana, though in fact it lies between the continents of Gondwana and Mu, and guards the two passages between the Erythraean Sea and the Forgotten Sea of the south. Still, in terms of climate and terrain it is most closely similar to the southlands of Gondwana, and hence is classed as part of that region.

Punt is the setting for many exotic and outlandish stories. When an Atlantean or Tamoanchanian wishes to refer to the strange or the mysterious, the land of Punt is one of the first places that comes to mind. The island is famed for an abundance of myrrh trees, which produce an aromatic scent unlike any other in the world. It is said that a seaman can navigate to and from the shores of Punt merely by following the smell of myrrh wafted on the sea breezes.

The island is rich in precious stones, as well. One familiar though exaggerated saying claims that a spade full of earth from Punt can keep a man in style for a year, so common are the valuable gems buried there. The rugged land holds a variety of wildlife, too; ostriches and baboons are especially notable because of their domestication by the island's inhabitants.

Punt is a Dwarven land, inhabited by a race most closely akin to the Dwarves of the Elysium Sea, though no one knows how the two groups became separated geographically and culturally. The Dwarves of Punt average four feet in height.

Their build is fairly standard, but they have sturdy constitutions. Skin color is generally dark brown, though some lighter coloration is found from time to time. Facial hair is virtually non-existent, but the black, kinky hair on their heads is worn long and in a variety of intricate dreadlock styles. Such personal ornamentation is used to suggest social standing and occupation.

The Puntian Dwarves have a flourishing, civilized culture. They build above-ground—unusual for Dwarves—using a poured-stone process known only to their artisans. Buildings are small and sturdy, and are created with an individual artistry symbolic of Puntian character. Even the Royal Citadel is not a large, imposing structure, but rather a collection of smaller buildings set seemingly at random in the enclosure of the park-like Royal Preserve. The most elaborate structures on Punt are the labyrinthine mines, each

representing many centuries of toil by generations of Dwarven miners.

Culturally, the Dwarves of Punt are quite unlike most other members of their widespread race. Where most Dwarven societies are built around a warrior class, the Puntians are more diversified, with a complex social structure that gives almost equal importance to several different abilities and talents.

Punt is ruled by a monarch of one of the three upper classes

(Warriors, Alchemists, and Magicians). The reigning monarch selects his successor from among any of the several "Royal Families" of Punt prior to death. Should he die without making a choice, the throne goes to the nearest male relative of the King, with a vote of the King's Council settling any disputes or problems as they occur. (Automatic succession has taken place only thrice in Punt's entire recorded history and a council vote on an heir only once.) This council consists of a host of advisors appointed entirely by the King. He delegates such power as he wishes to members of the council, having the right of complete control over the composition, duties, and privileges accorded to these advisors.

The King is in fact, an absolute monarch, head of

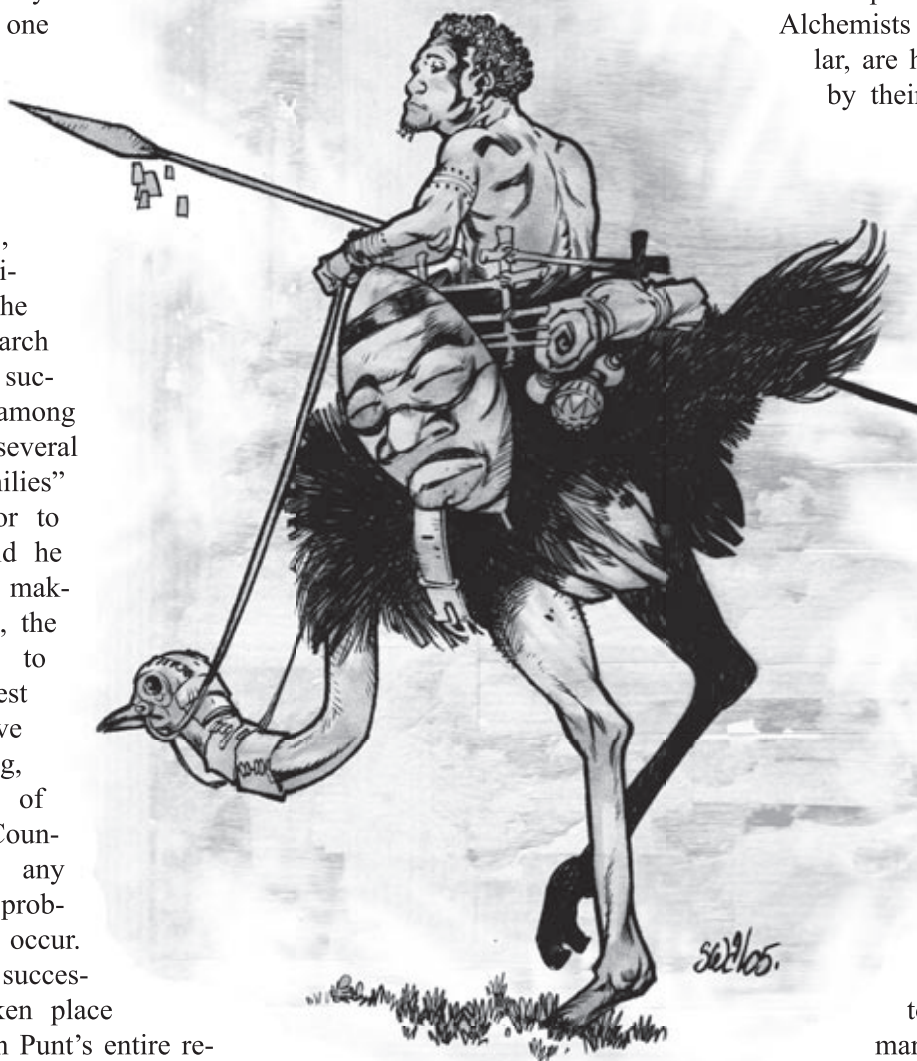
the realm, the council, and all three of the top social classes. Generally, though, the King makes little use of these powers. For the most part, the Kings of Punt have allowed their subjects great individual freedom; while they remain in solitude and contemplation in the Royal Citadel atop Mt. Amadagascara. They are content to set general policies, steering the realm along a particular path, but intervening only as the need arises.

The upper classes of society are Warriors, Alchemists, and Magicians, with warriors being the least important of the three. The Alchemists of Punt, in particular, are held in high esteem by their countrymen. Few

other types of magic are practiced on Punt, though there is a small but significant contingent of Sorcerers on the island.

The Dwarves of Punt are renowned for their skilled gemsmiths. Even their ordinary jewelry is superb in quality and craftsmanship. Magicians and Alchemists frequently combine with jewelers to construct truly marvelous magical amulets, and many forms of jewelry in the land are com-

monly endowed with magical properties in ways that cannot be duplicated beyond the shores of Punt. The Dwarves are jealously possessive of these artifacts, and rarely part with them willingly. Though common in Punt, they are quite rare even in the nearby realms of Magan and Marhashi.



Merchants and craftsmen are also a respected class, though by no means as important as the masters of the magical arts. Puntian merchants have established relations with other seafaring nations, especially Sheba far to the north. Punt's exports include ebony, ivory, perfumes, incense, myrrh, frankincense, valuable woods, resin, antimony, jewels of all kinds (and some jewelry), trained baboons, ostriches, and slaves. In return for these items, they import a variety of metals and luxury goods.

Punt's warrior class is powerful, even if it is eclipsed by the magicians and alchemists. They are charged with the defense of the realm, and are ultimately answerable only to the King. Punt is unusual among the Dwarven realms in developing a "cavalry" branch to their army. The dwarves have bred a strain of giant ostriches that can carry the weight of an armed dwarf on their backs, and trained them to fight in battle themselves with slashing, brass-shod talons. Baboons have also been domesticated and trained by the Puntians, and are used as "watchdogs", attack animals, and for some simple menial labor. Both ostriches and baboons are kept as pets by the wealthy; ostriches, in addition, are raised for their feathers (for apparel and for export to other lands), and as a source of meat and eggs.

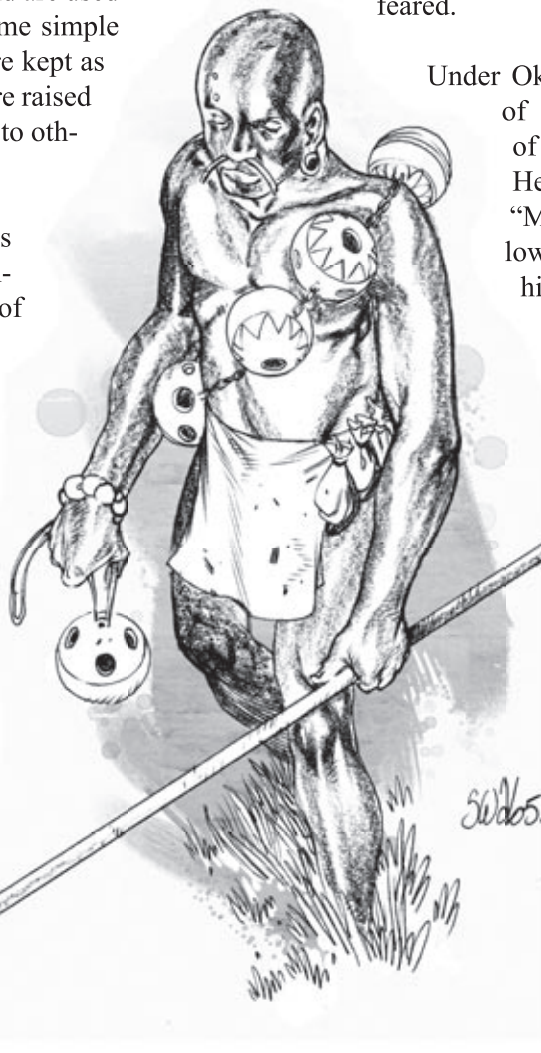
Once, early in the island's history, Punt was as rich in workable metals as it still is in gemstones. Long ago, however, the best veins of ore were all thoroughly exploited; while some mines still produce metal, it is of decidedly inferior grade. (The dwarves now import most of their metals.) The extensive mines of the old days remain vast labyrinthine structures which delve far below ground. Most have not been used in generations, and it is probable that no living dwarf knows the full extent of the tunnels today. It is believed that some of the mines have tapped into a subterranean world unknown to the surface dwellers, for several have reportedly become underground havens for mysterious creatures of unknown origin. As with most such tales, the true facts are unknown.

SAMU (SA-MU)

Samu, like Awalawa and Pemba, is considered a part of the Interior of Gondwana, though geographically speaking this is true only of the western half of the country. To the east, beyond the chain of rivers and lakes that divide the country, the terrain and climate takes on the characteristics of the east coast region of the continent. The land is bounded on the north by Nubia, to the east by Massawa, and to the south by Magan. The western "border" is with Awalawa, and tends to be indistinct and uncertain. Samu is rich in all manner of life, but only a single human tribe inhabits, or even chooses to venture into, the region.

The reason for this sparse habitation stems from the presence in Samu of a number of the dread Afiti. The Afiti of Samu have divided the land amongst themselves, and prey upon the living both within the region and in neighboring territories as well. The power of the Samu Afiti is great, and they are much feared.

Under Okioga Lake lives one of the most powerful of all Afiti anywhere. He claims the title of "Master," and his fellow Afiti acknowledge his right to this claim, though there is no true hierarchy



or cooperation among this evil race. Such is the Master's power, however, that some lesser Afiti come to him from time to time to adjudicate disputes (which are few, as individual Afiti generally avoid other of their own kind). The Master must be paid for this service, the price to be met in human victims. The amount depends upon the nature and complexity of the problem to be solved.

With so powerful a force of evil in the land, it is surprising to find any humans living in Samu, but the Acholi tribe of Samu's Achwa district does so. They are primitive folk with unusual ways, and though they fear the Afiti they will not leave Samu.

The Acholi are a highly superstitious people. They worship a pantheon of the Old Gods, and revere many hundreds of lesser forces—nymphs, spirits, familiars, even the Afiti themselves. Their religion binds them to the land; they believe that leaving their hunting grounds of the Achwa would bring certain disaster upon all their people.

Another belief is a tribal taboo which forbids any adult Acholi to use any tool, implement, or resource of the land that he or she does not make or obtain personally. After a rite of passage into adulthood, no Acholi will accept a gift, or make use of anything not made or obtained by his or her own hands. Thus, trade with the Acholi is impossible even if outsiders wished to dare the hazards of Samu for such a purpose. Each person hunts and gathers food individually, sharing it only with children who have not passed into adulthood.

The Afiti are believed to be gods, and are greatly feared. The Acholi practice many forms of superstitious magic to protect themselves against the shaman-ghouls. They wear necklaces and belts made of the claws and teeth of animals they kill, one claw and one fang being removed from every kill made. These are blessed by their tribal shaman, and are supposed to protect the individual from the power of the Afiti as long as they are worn, or as long as no more potent taboo is broken.

There is no gender-based bias in Acholi society. Men and women are completely equal, and are each expected to live completely independent of all aid. Those strangers who adopt the Acholi way of life, and who break none of the taboos, will be tolerated by the tribe, but an offense against the taboos usually results in the sacrifice of the perpetrator to the Afiti. It is common

practice for such offenders to be bound, gagged, and left in the vicinity of an Afiti's hut.

Physically, the Acholi are short and slender, averaging 5 ft. 6 inches and 120 pounds. Their skin is an olive brown but is usually covered, with grey mud (an effective deterrent against biting insects). They wear only a strip of leather as a loincloth and adorn their stiff, straight, black hair with colorful bird feathers. Their weapons are crude, the most popular being a sharpened variety of throwing stick.

SHEBA (SHE-BA)

Sheba is the foremost power of the Turanian subcontinent, a nation of traders which has extended its contacts from Gondwana and even Atlantis to the distant shores of Jambu. The region is located on the northeastern and eastern shores of the subcontinent, surrounded for the most part by water (the Sea of Baku and the Erythraean Sea). In the southwest, Sheba borders on Joktan; the rest of the realm's long irregular land boundary separates Sheba from the deserts of Turan.

The Shebans are a tall, black-skinned folk believed to be descended from the Nubians of Gondwana. Most wear colorful, loose-fitting kaftans, sandals, and long flowing capes. Necklaces of gold or silver are quite popular amongst the wealthy, though the lower classes can scarcely afford such accoutrements.

Sheba is divided into two distinct regions, each further subdivided. All these divisions are purely geographical, with the two primary areas of the realm being the Mainland and the Sheban Islands. The islands are of greatest importance, while the mainland, with a somewhat bleaker climate, is decidedly less interesting. Most of the islands are set aside to hold estates where members of Sheba's upper classes live. By and large they are small and scattered, each with room for only a handful of estates.

A few are larger, and two are exceptional in size and importance. These two islands, Bathsheba (bath-SHE-ba) and Raamah (RA-mah), support not only estates but also sizable cities.

On Bathsheba lies the city of Bersheba (ber-SHE-ba), the capital of the realm. Its location protects this most important city of the realm from the incursions of Turanian tribes of the mainland, who have insufficient knowledge of seamanship to mount an expedition out



to Bathsbeba Island. Raamah is nearly half the size of Bathsbeba and includes a major city. This is the seaport of Aram (AR-am), a haven for Sheban trading vessels and an outpost for the realm's army and navy. It is small but crowded, with numerous shops and taverns. There is a heavy flavor of magic and intrigue throughout this seaport, where the military; merchants, citizens, and foreigners mingle and meet in a confused hodgepodge of cultures and peoples.

Only a quarter of the island of Raamah is set aside for the seaport and the military fortifications that protect it. The rest is reserved for the use of the High Citizen Class of Sheba, though most of the island is still wild and untraveled. Only a handful of estates have been granted; the rest of Raamah is largely a wilderness where bandits and other unsavory types find refuge. There are also griffons and other dangerous animals in the central part of the island.

Most important of these creatures is a nearly extinct species of lion which still roams the island. Smaller than the familiar Veldt Lion, and with a golden-red tint to its fur and mane, the Sheban Lion is a solitary creature. It is the official symbol of Sheba, depicted in art and architecture of all sorts. The Queen of Sheba keeps trained Sheban Lions in her palace, and is always accompanied by a brace of them anywhere she goes. They are also crucial to many of the rituals and ceremonies held on festival days throughout the year.

Mainland Sheba is less fertile than the islands. There are few estates here, and the land is mostly given over to herders,

hunters, and farmers. Most are of Sheba's Common Class, though other classes are represented to a lesser extent. Small settlements dot the coast, primarily inhabited by extended family groups. They are not always permanently settled in a given place, for most mainlanders cling to the old semi-nomadic existence of herding and hunting. Their place in society is important, for they support the island populations and the cities and villages of Sheba. There are also larger, more permanent settlements, hamlets, and villages along the coast. These are primarily stop-overs for trading vessels working along the coast. Many include naval detachments - a single ship with sailors and marines - stationed for a long period in the same port. The two largest havens, Sabalah (sa-BA-fah) and Kemul (ke-MAL) are mostly devoted to the trade fleets, with many shops and taverns but a small resident population.

Inland along the rough terrain bordering the Great Desert of Turan are small military settlements designed to defend Sheba from tribal raids out of the interior. These fortified outposts would be of little value against a concerted attack, but the proverbial impatience and disunion of Turanian tribesmen makes such a cohesive effort out of the question. They draw the attention of raiders away from the coastal regions, but are well enough defended to hold against the typical hit and run attacks of the Turanian nomads.

Sheba owes its existence to the Atlanteans, who settled the region in the First Age. Many Atlantean traditions were preserved after the fall of the empire and these concepts shaped later Sheban society. The descendants of Sheba's Atlantean colonists were later overrun by Amazons from Hesperia. From these conquerors the Shebans came to embrace the concept of female domination in society, which continued even after Hesperia withdrew to deal with local problems. Isolated after the Amazons were gone, the Sheban people emerged with a strong hybrid culture all their own, one which has made them one of the world's leading economic powers. Sheban culture combines many interesting facets of its two great predecessors. From the Atlanteans, they have borrowed architectural inspiration and a deep love for magic and the sciences (the Shebans have 6 functional Vril circles and one vril pyramid in Bathesheba). The Amazons contributed the female-dominant social structure, the rigid authoritarianism of Hesperia's empire, and coordinated mind-body superiority as an ideal to be achieved and maintained. But the Shebans have



replaced militarism with an Atlantean-derived quest for magical knowledge, and with the desire to extend and dominate their trading empire. Sheban ideals are not those of either Atlantis or Hesperia—they are purely Sheban interpretations of previous concepts.

The people of Sheba live to accumulate wealth. To this end they have built their trading empire until it now embraces the shores of the sea of Baku, the Erythraean Sea, and the Red Sea. Their ships ply these waters to the exclusion of virtually all other merchants, and travel far beyond, as well. The resulting maritime trade empire has kept lines of communication open among all the major nations of the hemisphere.

Within their sphere of influence, Sheba is the richest, and also the most powerful, of nations. Their trade alliances have forged them a power base as effective in some ways as a true colonial empire. Their trade partners, and particularly Kush, Joktan, Magan, Marhashi, Massawa, Meluhha, Punt, and Khemit, are pledged to support Sheba from outside aggression. This solidarity is the basis for Sheba's survival; for the realm's actual military resources are slim, and each other nation is individually rather weak (there are those who would say that even the combined force of these allied realms is of questionable value). For their part, the Shebans are content to entrust their survival to their allies, their small but effective navy, a simple militia army, and mercenary soldiers hired with Sheban gold.

Only the Turanian tribes (including those of the Wilderness of Zin) currently pose any threat to Sheba, but despite an almost continuous state of war, the fragmented tribes have been easily contained by militia and mercenaries along the frontier. Border skirmishes, raids, and retaliations have been frequent, though generally inconsequential. Hence the Shebans see no real need to mobilize any full-scale attack against Turan. The High Citizens, safe on their island fortresses, apparently feel quite secure.

Sheban trader-captains bring more than material goods across the eastern oceans. They spread new ideas and information, linking far-off lands and cultures and promoting an end to isolation and fear. Though their contacts with nations other than Sheba's regular trade partners are irregular, their very existence has helped bring about change and growth in many remote regions.

There are several families in Sheba who own and oper-

ate major trade companies, including the Queen herself, who controls the largest mercantile concern of all.

These great trading houses are made up of High Citizens content to sit back and reap the profits of their companies, spending what they earn on enlarging their companies, their estates, and their personal possessions. Common Citizens of Sheba manage, captain, and crew the ships and warehouses of these large companies.

There are many small trading establishments as well, some consisting of no more than a single ship. These independent traders seek out profitable ports and routes not already dominated by larger companies, serving to spread Sheban culture even further afield.

The merchant network trades less in Sheban products than in goods exchanged among distant nations. Tin is Sheba's only abundant natural resource, mined around Kemul. The metal is carried on some merchant ships, but more often cargos consist strictly of rare products from all over the hemisphere, from distant lands most realms wouldn't even know of if not for Sheban traders. This is the real importance of Sheba: not natural resources, but trade, the spread of news and ideas, and the linking of far-flung realms.

Sheba's shipbuilders are among the most knowledgeable in the world, and are fine craftsmen. Their trade ships are based on an old Atlantean design; large-hulled for carrying large cargos, and extremely seaworthy and deadly. Ships are built and repaired at Bersheba and Aram, with additional repair facilities at Sabalah and Kemul.

The trade empire of Sheba even maintains links with the other major trading power of the world today, Tharshesh. One point of contact is distant Marhashi, in southern Gondwana, the southernmost realm of both trading realms' regular trade voyages. But it is the powerful nation of Khemit that serves as the main point of contact between the two trading empires. A narrow land bridge and canal controlled by Khemit divides the Red Sea from the European; caravans and ships transport goods between ports on each sea, allowing the Shebans in the Red Sea and Thar in the European to exchange goods (to the profit of Khemit). Had Khemit not risen to its present strength fairly quickly, either Sheba or Tharshesh would probably have seized the region long ago. Both covet the isth-



mus, but neither is willing to imperil their trade link by alienating Khemit.

Sheba's capital city, Bersheba, is a fascinating place. The whole city seems like a bazaar, filled with shops displaying the finest products imported from distant lands. Even Atlantean goods, imported via Tharshesh and Khemit are fairly common in Bersheba's fabulous markets. It is a beautiful city as well, with luxuriant parks and tree-lined promenades. Most impressive of A is the Queen's Palace, with its Atlantean columns, fountains, pools, and gardens. The palace is filled with the fragrance of-myrrh trees from far-off Punt. Rare plants, birds, and small animals are common on the Palace grounds, giving it an exotic and almost pastoral atmosphere.

Other important and impressive buildings around Bersheba include The Library of Bersheba, The College of All Sciences, The Sheban Astrological Observatory, The Temple of Ishtar, The Royal Museum, and The Barrow of Baal; each, lies outside the city proper, surrounded by garden parks. The Queen of Sheba has complete control of the military, and is the ultimate authority in the realm. Through the generations, the Queens of Sheba have commonly delegated much of the actual management of the nation to others. Her primary assistants in government are the Princesses of Sheba (the title is conferred upon every female member of the Royal Family). However, the Queen can also select other people of merit, whether male, female, royal, or common to function as vice-regal authorities. Ultimately all are answerable to the Queen, functioning to relieve her from the tedious aspects of maintaining a cohesive and powerful nation on a day-to-day basis.

The Queen may take as many husbands as she desires, but her principle male companion holds the position of Chief Advisor to the Queen. As such, his powers are fewer than those accorded to the Princesses, but he holds more rank than any of the other individuals granted vice regal-powers. The position, like all grants of power in Sheba, is given entirely at the discretion of the Queen; there need be no Chief Advisor at all. Male members of the Royal Families, including any of the Queen's consorts other than the Chief Advisor, hold the title of Prince. A prince has no official authority, but has the status of a High Citizen, and is thus accorded respect and privileges of various kinds. But though they have no official powers, males have been known

from time to time to exercise considerable influence over the Queen, or over various Princesses or other important leaders. Manipulation of Sheba's female rulers by ambitious males is not at all uncommon.

The people of Sheba are divided into four basic social classes. High Citizens are people of wealth and property, including the Royal Families. Common Citizens are the bulk of the populace, while Low Citizens are people without work or without a proper home. Slaves may be born into their class, or slavery may be imposed as a sentence by Queen appointed Criminal judges. Most slaves are slaves for life, though indentured servitude for a set term of years is also possible. Life-slaves can be given manumission by their owners, or by direct decree from the Queen.

RELIGION IN SHEBA

A powerful death cult with fiercely necromantic overtones once flourished in Sheba. The cult had a large following that formerly included several Queens from past eras. One of these Queens allotted the northern half of the island of Baths heba to the cult for the construction of barrows (burial mounds). Within these barrows, the newly dead were transformed into undead beings. These vile creatures guarded their earthly possessions within the mound, and served the High Necromancer and the patron deity, Baal, as powerful slavefollowers. The greatest lures of this ancient cult were said to be the promise of undead immortality, and certain decadent, self-gratifying rituals (similar to those observed by the Sons of Belial and the Gorgons). Outlawed long ago, the cult holds no influence in modern Sheba, though some claim that it still has a few followers in certain isolated regions. The northern part of Baths6ba is full of barrows (now sealed and kept under guard), the last visible remnants of this once powerful cult.

Most of the current population of Sheba now worships the goddess Ishtar, one of the Young Gods. A cult of pleasure and sensuality, this religion has been gaining converts steadily over the past century.

Though many minor Young Gods (and several of the omnipresent Old Gods) have significant cults of their own, none is particularly strong. Astrology and Sorcery are the two fields of magic most commonly associated with Sheba, with many adherents. Both have been declining somewhat of late, but they are still associated in the minds of most foreigners, at least, with the Sheban realm.

TURAN (TUR-AN)

The name “Turan” is derived from an ancient, now-dead language, and means “endless desert.” It has long been applied to the Great Desert of Turan (and, by extension, to the whole Turanian subcontinent) and is today the name given specifically to that desert region of the subcontinent not claimed by any of the surrounding nations.

The precise bounds of Turan are vague in places, but the desert land is bordered to the southwest by Joktan, to the west by the Red Sea (and a tiny strip of Khemit), with the Wilderness of Zin to the, northwest, Sheba to the southeast and east, and an arm of the Sea of Baku to the north. It is a desolate land of dry sand and harsh temperatures, and those who can survive in the Deep Desert are hardy people indeed.

The Turanians are slim, dark-skinned, and black-haired humans related to the neighboring peoples of Zin. They differ considerably from the Sheban and Joktanian peoples, who have Atlantean and Hesperian blood not common to the Turanian people. These desert, nomads usually are found wearing turbans and loose, layered clothing

(which helps them keep cool) - pantaloons, blouse, cloak, and’ so on. They are adept in handling camels and traveling the deserts between oases with small flocks, pitching brightly-colored tents in a new camp every few days and then moving on. They are aggressive, independent, hot-tempered people, who generally resent outsiders and attack them on the slightest provocation. Joktan, Sheba, Khemit, and the Tribes of Zin have all felt the explosive violence of the Turanian nomads at frequent intervals, though the Turanians fight among themselves almost as much as they do with their enemies. It sometimes seems that Turanian tempers flare in direct proportion to the number of people gathered in one spot, and thus there has never been much success in uniting the various bands for a common purpose. Scholars have speculated that the Turanian nomads, if com-

mon, overriding cause—such as a fanatic warrior faith—would be virtually unstoppable. So far, though, no such



cause or faith has succeeded in bringing the tribes together.

There are scores of individual nomad bands, each led by a chieftain or sheik. The bands wander where they will, on rare occasions joining together for some exploit requiring common effort, but later falling out and quarrelling or splitting apart. There are many long-standing feuds among these bands, some pursued with a single-minded ruthlessness that might seem appalling to outsiders.

The nomad bands acknowledge higher authority only grudgingly, but each band does belong to one of the seven Tribes of Turan. These tribes are traditional groupings, supposedly descended from seven great Founders who originated the Turanian nation. Each tribe is led by a caliph, who is acknowledged as the direct descendent of the tribe's Founder. The caliphs are considered to possess exceptional wisdom and prestige, and are often consulted to settle problems within the tribe - but always on a voluntary basis; no Turanian nomad would readily accept authority imposed from above, and caliphs have been killed for attempting such a thing many times through Turan's volatile history.

The caliphs are in turn ruled over by the sultan, the hereditary monarch of Turan. Descended from a great Turanian hero who was said to have brought together the Seven Tribes to resist the Women of the West (probably Hesperia's Amazons) - the only time, even in legend, that the tribes are mentioned as cooperating. The sultan is always the eldest surviving male in direct line of descent from the First Sultan.

The sultan dwells in the city of Ispahan (is-pa-HAHN) which

is located in a large oasis deep in the heart of the Turanian desert. Ispahan contains only a handful of permanent buildings, most importantly the massive stone sultan's palace, with its soaring, minaret-capped towers. The palace is surrounded by a sea of tent buildings set amidst the date palms and water pools of the oasis. It is said that the First Sultan summoned several friendly Jinn to construct the palace at Ispahan to serve as a constant reminder of the victory of the tribes over those who sought to enslave them. (Actually, Hesperian records leave the impression that Turan was conquered, but proved too hard to hold on to because of the harsh climate and barren terrain.)

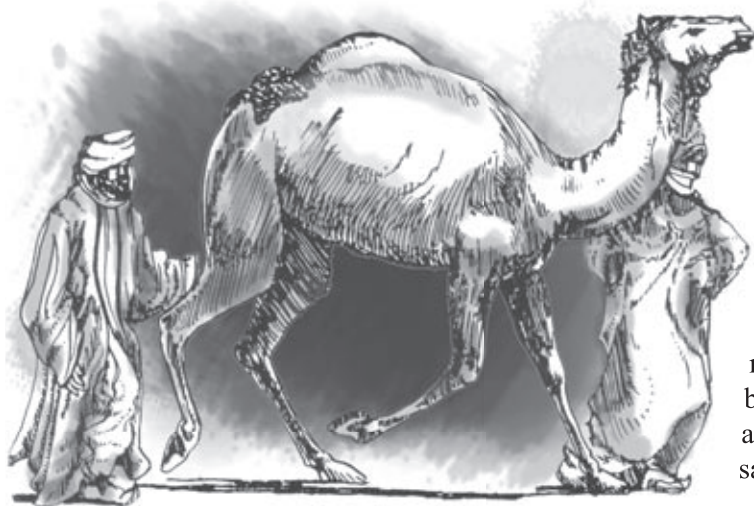
Within the palace walls are said to be vast stores of treasure, accumulated over the generations by many former sultans. Traditionally, a seventh part of all goods acquired by the tribes from their raids must be given to the sultan, and the sultan also imposes a tax on tribes which seek his aid. As the caliphs deal with disputes within the tribe, the sultan is often consulted in matters which affect two or more tribes.

The sultan, or one of his trusted wazirs (advisors) grants public audience once each day, to decide on case~, brought before him. Judgments which are submitted to him on the first six days of the week are pronounced on the seventh day. All judgments are final, and it is deemed unwise to waste the sultan's time with trivial problems.

Both the sultan and the wazirs are expected to treat caliphs and sheiks as equals, not as subjects, and are supposed to be completely unbiased in their judgments. Should a decision meet with the disapproval of six of the seven caliphs, they can overturn it. (This is the only way to appeal an edict of the sultan.)

From time to time disgruntled tribesmen have murdered sultans or wazirs who found against them, but usually the prestige attached to the hereditary monarch protects the sultan from such attempts. Caliphs and sultans have done much to temper the fury of some of the sheik feuds through the judgments they hand down.

Each tribe has a territory over which its bands range, though some bands cross the territorial boundaries from time to time. These territories are Tamayah (ta-ma-YAH), Jabal (ja-BAL), Sasan (SA-san), Ibrah (113-rah), Suti (SU-tee),



Arawan (a-RA-wan), and Shamar (sha-MAR). In addition, the territory around Ispahan, Arabea (a-RAY be-a) is considered to belong to all tribes equally and is treated as a separate area of Turan. The tribes are named for the particular territory which they occupy. Though by and large a nomadic people, the Turanians do have a few semi-permanent settlements, which dot the desert oases and serve as places where tribes can meet and trade. Ispahan is the largest, and the only one with permanent stone buildings. (In addition to the sultan's palace, Ispahan boasts the Public Bath and the Temple of Eloah; all three are splendidly furnished and have gilded ornaments on the walls and minarets.)

The others are primarily small encampments, permanent in the sense that there are always people there; but with a constant population turnover as some Turanians drift away, to be replaced by the others. Here Turanians fresh from raids turn over plundered properties, slaves, and other possessions. There are also regular caravans which bring goods from further away (even from Khemit, Sheba, and Joktan). Slave merchants are common, selling foreign captives to the highest bidder in feverish, chaotic auctions. The Turanians take great pride in the ownership of foreign slaves, and are always eager to acquire such symbols of superiority and wealth.

The oasis villages include Madaan (ma-DA-an), Sabaan (sa-BAan), Tamaan (ta-MA-an), Salaan (sa-LA-an) and Nebetaan (ne-be,~TAan). The tents that make up these villages come in all sizes and shapes, always brightly colored with family patterns and designs.

At Madaan lies the sacred burial place of all Turanian sultans, caliphs, and great heroes, carved out of solid rock in an impressive cliff face. Golden statues and ornaments are found throughout the tomb chambers and passages. When a respected leader or hero dies, the pilgrimage to the burial chambers follows immediately after a funeral ceremony in which the body is burnt and the ashes collected in a golden burial urn. Ordinary tribesmen are not interred in urns; their ashes are scattered over the sands they roamed in life.

The people of Turan are proud warriors. Every man in the nomad band is expected to be a fighter before all other things. They're skilled in the handling of horses and camels, and are as fierce and capable in combat as the horse-nomads of Scythia. Like the Scythians, the

Turanians are awesome fighters and extremely warlike, but the Turanians are somewhat more civilized (there is no blood-drinking, scalping, or skinning of enemies in Turanian conflicts, nor are their funeral traditions so murderous). They pose a constant threat to caravans passing in proximity of their territories.

The Turanians believe that they gain merit in the afterlife by killing enemies and taking the possessions of those they slay—especially women, children, livestock, and prized personal possessions. Women and children of the slain become part of the victor's family. Blood ties, however, lead to feuds, and he who slays another Turanian may expect vengeance from the dead man's kin. No Turanian nomad will refuse a fight, and indeed they are always eager for such encounters. Their military organization, however, is poor, being limited to small groups of 20 - 200 warriors in all but the most exceptional circumstances.

The nomads almost always fight mounted, riding camels or horses into combat. They are superb mounted archers, but are not noted for being able to coordinate their attacks. The battle lust tends to make them hard to control; some may spur straight into battle, while others might stop in the midst of a fight to despoil the bodies of the slain or to loot an enemy camp. Though they will sometimes hire out as inexpensive mercenaries when a good fight is in the offing, they are not greatly sought after by other nations, and generally are used only when nothing better is available. Although bloodthirsty and quarrelsome, Turanian nomads are completely trustworthy once they have sworn an oath. Oaths are sacred, and not given lightly. Once given, they are honored until death or fulfillment releases the oath-taker from his obligations. In the absence of an oath, no treachery is too great to be attempted, if a nomad thinks he might gain from it.

Nomad society is very simply organized. At the top of the social scale is the royal Class, which consists of Sultans, Caliphs, and Sheiks and their families, plus a few exceptional warriors given this honor by decree of the sultan. Ranking within the class is according to these same divisions - Sultans, Caliphs, Sheiks; and Heroes.

All other Turanian males are part of the Warrior Class, except for those who enter the elitist religious community of Turan. The class has no true division, but prestige is based on the number of enemies slain in



Atlantean
battle. In addition to being warriors, the nomads are also herdsmen, merchants, and the like - basically, every member of the band must be skilled in every other important job necessary for individual and group survival.

Next lowest in Turanian society are all women, with the exception of those females born members of a Royal family. Royal females are still of less importance than their male relatives, though a few gain some influence by learning magic. By and large, though, women are considered to be decidedly inferior, and are expected to be completely subservient to men. Males may keep as many wives as they can provide for, and those of the Royal class often keep a host of concubines in a large harem. Women not born to royal families rarely receive education beyond the absolute essentials of cooking, cleaning, and serving their masters, though now and then an exceptional man will see to it that his wives are educated.

At the bottom of the social structure are Slaves, foreign captives acquired in raids or purchased from caravan slave-traders. Most slaves are treated very harshly, and are often brutally punished for the most trivial offenses. There are two other groupings which have emerged as separate social classes, though they are somewhat less formally structured. One is the Scholar Class. Turanian scholars are a rare breed, usually serving as wazirs to the sultan or a caliph. Scholars in the service of the sultan or the caliphs are accorded respect nearly equal to that given to their masters. Those who have no Royal employer are treated as if they were warriors of many kills. Wizards of all types are considered to be Scholars in Turan, as are individuals who (by superior knowledge or skill) gain an exceptional reputation for wisdom or arcane powers.

Finally, the priests of Turan stand separate and apart from all other classes. The religion of the nomads is a cult of the Old Gods, with Eloah dominant. All priests are males; these clerics carry the title of Mufti, and are given the same respect as sheiks. Those who seek their intercession with Eloah and the other Old Gods must grant offerings to the Mufti in proportion to the benefits they seek. Many become very rich from such offerings, and enjoy both respect and a great deal of power among the individual bands. There is little higher religious organization, however, for as in all other things, the Turanians do not believe in a complicated hierarchy of distant, isolated superiors.

YALAK

The peninsula of Yalak is surrounded on three sides by water. The eastern border connects the region with the rest of the Turanian subcontinent, and its entire length runs along the lands claimed by the Tribes of Zin. South is the European Sea, north the Euxine, and the northwestern boundary is the Strait of the Symplegades. It is a rugged land, less arid than other regions of Turan, dotted with volcanos and broken by mountain ranges and other natural obstacles. The region supports few inhabitants, save for the reclusive humans known as the Yalaku (ya-la-KU).

The Yalaku are brown-skinned and black-haired as a rule, usually slender in build and of average height. They wear simple robes, brown or green being the favored colors. Little is known about the Yalaku, because they avoid contact with outsiders as much as possible. Surrounded by fierce tribes bent on domination, most Yalaku have turned their backs on the outside world—literally as well as figuratively—and have very little interest in dealing with outsiders on any level.

Among themselves the Yalaku are friendly and open, much interested in artistic pursuits such as music, painting, storytelling, and philosophy. Entirely self-sufficient, they have no need to trade with others. Some lower-class Yalaku are willing to trade opium and hashish (both common in Yalak) for iron, bronze, gold, and silver; traders from Tharshesh have a monopoly on this trade, and find the Yalaku drugs very much in demand in their distant markets. But even this trade is very limited, dependent strictly upon the whim of those Yalaku who choose to acknowledge the existence of the outside world.

According to legend, Yalak began as a refuge for a band of discontented Atlantean scholars near the end of the First Age. These, the First Sages, sought to put into practice in Yalak their views of an ideal society, a place where the pursuit of knowledge and culture would be paramount, and never again subject to the vagaries of economics and politics. They brought knowledge of Agriculture, Animal Husbandry, Arts and Sciences, Philosophy, and Metalworking to Yalak, and convinced a number of barbaric nomads to become the citizens of their ideal state. As their realm began to develop, a new culture emerged, and became increasingly estranged from the rest of the world.

The First Sages seem not to have foreseen that these

isolated Yalaku settlements would stagnate in many areas as a result of their lack of contact with other cultures.

Indeed, knowledge of the outside world has practically vanished amongst the Yalaku, with ancient stories and ignorant speculation now dominating their beliefs. Travelers' tales and epic poems and songs are the basis for much of this "knowledge," leaving the Yalaku convinced that the outside world is populated strictly by demons, fantastic creatures, and savage barbarians. When exposed to the Arts, Sciences, or accomplishments of other cultures, they tend to dismiss these as being of no value (especially if they are at odds with Yalaku tradition or belief).

So total is their retreat from the world that the Yalaku now live in large, enclosed, "gateless cities." Constructed of mud-brick, stone, and wood, these sprawling "beehive settlements" are great, single structures that house an entire community, with all the dwellings and other "buildings" interconnected. They have no streets, and the only way in or out is through rooftop hatchways and ladders that can then be lowered to the ground. The walls are high and broad, defying all entrance by would-be attackers; light is let in by small windows and skylights high on the walls or on the roofs themselves. Thus far, neither the Tribes of Zin nor any of the occasional roving Scythian bands have ever made a serious effort to attack Yalaku settlements.

There are, in all, 3 settlements in Yalak: Huyuk (HUYOK), Kaymakl (kay-ma-KEL), and Xanthus (ZANTHOOS). Farmers and herders tend crops and animals on the plains surrounding each settlement, but only rarely venture further afield. Indeed, the whole social structure of Yalak is built around a basic principle that equates social standing with the amount of time spent within the settlements. Those who need never venture beyond the protection of the walls are at the top of the social scale, and the more time someone must spend outside the lower the position accorded to that individual.

Though detailed information on Yalaku culture is understandably somewhat scarce, it is known that their society is divided into six orders, or social classes. Of these, the Sages are by far the most powerful and

respected, and serve as the keepers of Yalaku's traditional beliefs. Each settlement is governed by a council of Sages, presided over by the oldest of their number (known as The Council Elder). The primary concern of each of the councils is to maintain the sanctity and "purity" of the Yalaku culture. Once each year (or as circumstances dictate) The Council Elders will call a High Council, where matters concerning the Yalaku people as a whole may be discussed.

The other classes, in order of importance, are the Citizens (craftsmen, laborers, etc.), Farmers, Herders, Hunters, and Outcasts. Only Herders and Hunters are permitted to venture any distance from the settlement. Those Yalaku who, in word or deed, have failed to adhere to the traditional beliefs, are branded as outcasts. As punishment for their "crimes," Outcasts are forbidden to enter the settlements, and most fend for themselves in the outside world. They are considered insane by the Yalaku, and are avoided at all costs. Conversely, Outcasts are the most commonly encountered Yalaku where foreigners are concerned, and dominate the trade in hashish and opium.

Conspicuous by their absence are any sort of warriors. The philosophy of the Yalaku is to retreat within the safety of the community in the face of danger. They have some weapons - spears, swords, and so forth - adapted for indoor fighting, but these are hardly ever handled even in practice. Theoretically, everyone would play an equal share in the defense of a settlement, though Hunters, with the most experience in handling weapons and dealing with crises, would form the core of any city fighting which might occur.

Within the community, everything is shared equally,



even to the point of group marriages. These marriages are completely open; no one is bound for life to any mate or set of mates, and there is no set number or proportion of members to any of these informal groups. Essentially, each settlement is one great family, with periodic rearrangements in the groupings of mates. The children are raised in a communal fashion without fathers or mothers, but with a host of uncles, aunts, brothers, and sisters. The Yalaku are skilled in crafting flint, obsidian, horn, bone, copper, lead, and leather. Their work in these mediums is generally excellent, and is especially coveted by traders. Similarly, their mastery of the Arts and Sciences is impressive, though they know virtually nothing of any area outside of their own narrowly defined fields.

Yalaku religion is an amalgamation of the Old Atlantean religion and the cults of the barbarous tribes which joined the First Sages. Primarily, it is a Clerical cult of Atlas, personified by the largest of Yalak's volcanos, Mt. Attala (at-TA-la) in the Tauru (ta-U-ru) Mountains. The Yalaku see themselves as the New Chosen People of Atlas, a superior race of Mankind. The fierce tribes that border on Yalak sometimes raid the land, but have long since learned that the communities themselves are practically impervious to attack. They content themselves with killing, enslaving, or harassing Yalaku Outcasts, burning or carrying off crops, and ravaging the countryside before moving on. Once the raids are over, the lower-class Yalaku go outside to set things in order once more.

THE WILDERNESS OF ZIN

Actually an extension of Turan proper, the Wilderness of Zin is not so much a separate political entity as it is a region where terrain and climate are slightly different from that of Turan's Great Desert. The Wilderness supports a larger number of people than does the rest of Turan, and has several reasonably fertile areas where settlements have sprung up. Within the land are many small tribes of nomad herders, a sprinkling of settled villages, and many strange and magical beasts and monsters.

The Tribes of Zin are all related peoples, but few are friendly to each other or outsiders. Most are constantly engaged in feuds with rival tribes. Claims and counter-claims of primacy spark these disagreements, for each tribe considers itself to be the progenitor of all the peoples of Zin (and some claim of the entire world). Those

who disagree with such claims are considered heretics and enemies. Few people visit Zin, for it is a volatile and unfriendly region.

The nomadic tribes include Anshar (AN-shar), Ashkenaz (ASH-kenaz), Elishah (ee-LIE-shah), Danan (DAYnan), Javan (ja-VAN), Japheth (JA-feth), Kit-tim (KITim), Madai (ma-DA-ee), Magog (maGOG), Meshech (ME-shek), Riphath (RYE-fath), Shagar (sha-GAR), Tiras (TIR-es), Togarmah (to-GAR-mah), and Tubal (tu-BAL). The static tribes, and their settlements, are Enoch (EE-nok), Joppa (JOPa), Shadad (sha-DAHD), Shanidar (SHAN-i-dar), and Ubaid (oo-BA-id). All are swarthy of complexion, dark-haired, and of average height and build. The men are nearly always bearded, and carry long, curved daggers of excellent quality. Turbans, cloaks, and other apparel best suited for desert wear are most popular.

All the Tribes of Zin are rather primitive, having little or no knowledge of metal working. They do make use of metal implements obtained from Tharshesh and Sheba, but they generally cannot repair or create metal objects of any kind. They are skilled in stonecraft, and have mastered other simple crafts and skills, as well. The settlement tribes, for instance, create fine pottery, and have learned to work with the sun-dried brick to construct small buildings of basic design. All the settlements have developed incipient agricultural techniques, but though farming provides much of their diet, they are still far from proficient in this area.

The nomads, on the other hand, have concentrated on the development of weaving, animal husbandry, and basket-making. All these are highly advanced skills among the nomads, and their baskets and cloth are in some demand in foreign lands. Traders from Sheba and Tharshesh sometimes visit Zin in search of these products, despite the hazards of the land. The various tribes come into conflict over religion, as well as the questions of tribal honor mentioned previously. Each tribe has its own religion and its own patron deity, and considers all other worships false or heretical. Mostly the Old Gods continue to hold sway, though several other religions have gained tribal followings.

The Zin are a superstitious people, inclined to view magic as supernatural, and hence as the power of the Gods. Tribal wizards usually function as priests and wise men, and a wizard of sufficient power could conceivably live as a "god" among the Zin. Likewise,

great warrior-heroes are idolized by the Zin, but only if they are born to, or adopted by, the tribe in question. This illustrates the one constant fact about the Tribes of Zin and Turan: none can agree on anything but the fact that they are never in agreement.

THE TRIBES OF ZIN

Anshar, Ashkenaz, Elishah, Danan, Javan, Japheth, Kittim, Madai, Magog, Meshech, Riphath, Shagar, Tiras, Togarmah, and Tubal: these are the nomadic Tribes of Zin. None of these tribes is very large (200 - 800 individuals is the norm), and increase only slowly due to fights, raids, and feuds.

All the tribes are herdsmen first and foremost. Hunting, gathering and raids against or trade with the settlement communities supplement the cattle and goats that are the core of the tribal economy. For the most part, the tribes are virtually identical, save for minor differences of religion or size. A few individual tribes of special note are discussed below; those which are not mentioned can be assumed to have little in the way of unusual features about them.

The Tribe of Elishah is led by a mystic who preaches peace and non-violence. It is the most peaceful of the tribes, and will never start a feud. They deal with foreigners more freely than most, though they remain wary. Despite the mystic's teachings, the Elishan never forget a grudge, and are swift to retaliate when attacked. Their leader attempts to avoid such counterattacks, and is unwilling to accept that his tribe undertakes them.

The tribe of Shagan worships Ash, one of the Old Gods,

and is a wizardly tribe. Any and all forms of magic are respected, whether such magic is religious in nature, or merely the result of skill. The cult is shamanistic, but was not always so. Shagan is friendly to Sheban merchants, doing a frequent but small business with them.

The Tribe of Magog is a fanatical, shamanistic society worshipping Og. Blood sacrifices and ritual cannibalism are central to this worship. They are as warlike as the Tribe of Danan but for religious rather than temporal reasons.

The Dananites are led by a warrior-hero who has ambitions of conquering Yalak. The tribe is even more prone to fight any who cross its path than is usually true of these nomad tribes. They occasionally trade with merchants from Tharshesh for metal weapons, offering opium and slaves in exchange for iron broadswords, spears, helmets,

The Tribe of Tubal is warlike, seeking to expand and dominate its neighbors. To this end they seek metal weapons and implements, and, even more, they seek the secrets of metalworking. It is said that they would sell their own chief into slavery for a chance to learn these secrets. The tribe is poor, and, though it trades with Tharshesh for iron weapons and utensils, it generally receives very little of what it wants.



JAMBU REGION

The continent of Jambu is a vast land mass surrounded by water on all sides. Its northern coast stretches into the frozen expanses of the North Sea, while its southern and eastern shores are met by the warm waters of the Erythraean and Elysium Seas, respectively. To the west is the temperate Sea of Baku, a body of water most often frequented by Sheban trade ships.

The geography of Jambu is similarly diverse. Almost every known type of terrain is represented here, from the towering Kaila Mountains of Himvati to the sands of the Tuholo Desert in Mongala; from the steamy jungles of Kota to the icy tundra of Tamala.

Though Jambu is home to the great and fabled civilization of Khitai, much of the continent is inhabited by relatively primitive folk. Few other countries have settlements large enough to qualify as cities, Mohenjo-Daro in Meluhha being perhaps the most notable. Elsewhere, nomadic tribes and a variety of agrarian and hunting cultures make up the majority of Jambu's population. Many sizeable regions remain unexplored, unmapped, and shrouded in mystery and legend.

The major nations and areas of Jambu are: Tamala, Mongala, Himvati, Kota, Damawala, Sarawa, Sala, Dravidia, Molodo, Baluchistan, Meluhha, Vedda, Khitai, and The Northlands.

BALUCHIS (BA-LU-KIS)

Baluchis is a mountainous region which lies to the north of Molodo, on the western coast of Jambu. The region is only sparsely populated, but is well-known as the home of a warlike race of light-skinned, dark-haired nomads known as the Aryans.

The Aryans are a fierce people who will usually attack strangers on sight. They honor bravery in battle above all things, and believe that only those strong enough to take what they need are worthy of life. As such, the tribes often fight amongst each other, and occasionally engage in raids on the villages of neighboring lands. Cowardice is considered a crime punishable by death;

conversely, Aryans respect courageous foes, and will sometimes spare enemies who exhibit great valor in combat. Their warriors wear crude leather and hide armor, and use spears, clubs and short bows of horn in battle.

The Aryans live in small villages comprised of felt and wooden frame huts known as yurts. Aryan yurts are often mounted on ox carts, allowing the tribes to move swiftly from one place to another. They have domesticated goats, yak, wild horses (used in battle) and a species of wooly camel (from which the Aryans derive the felt used in their huts). They are animists, believing that all creatures and things have a spirit. Many of their shamans dabble in Black Magic.

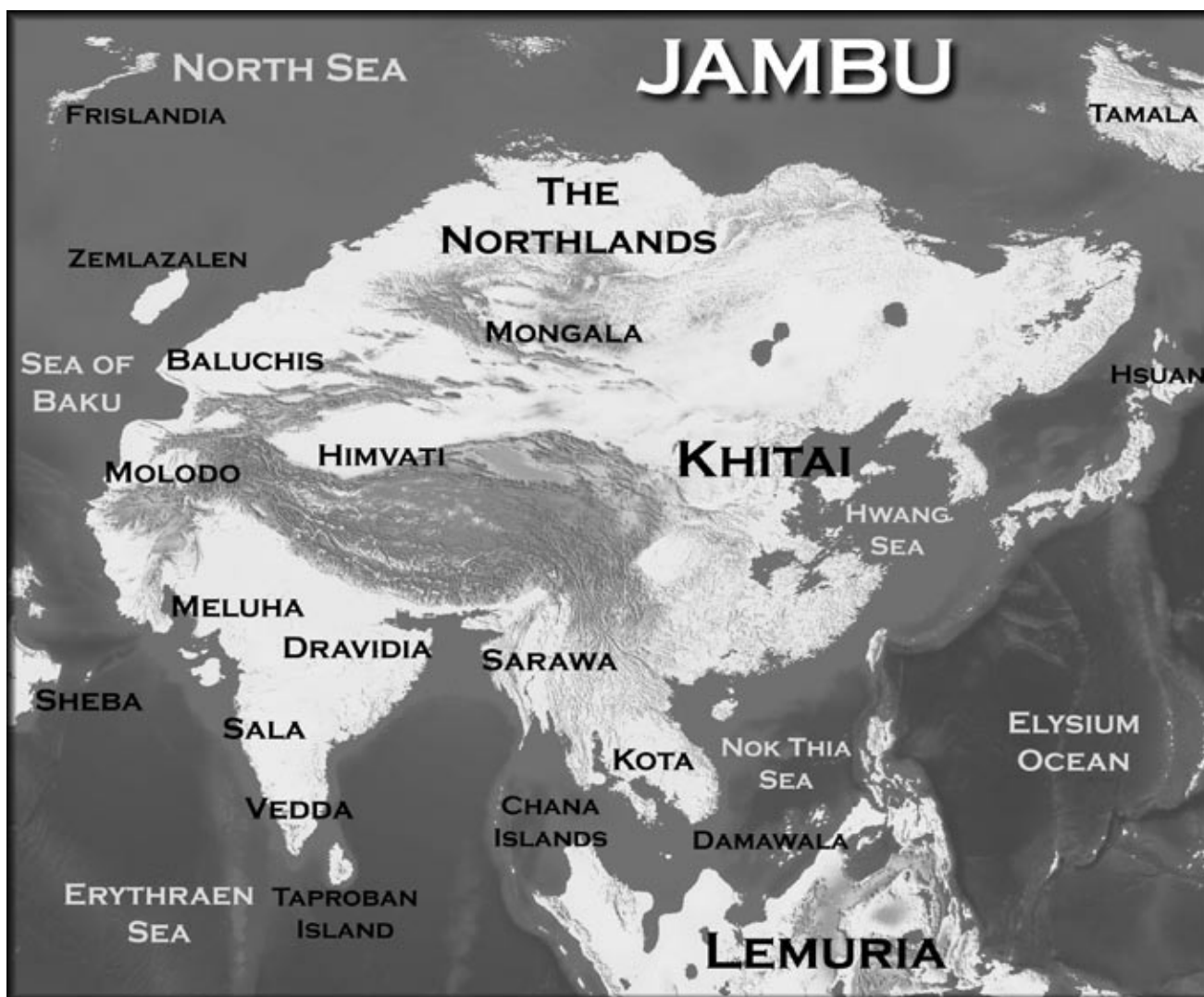
To the north of Baluchis and beyond the Altai (all-TIE) mountains lives a race of primitive humans. They know nothing of metal working, but dress in rude hides and use only the crudest stone implements. It is said that they have no language, and communicate through grunts and guttural noises. Despite their apparent vulnerability, the Aryan tribes will not attack them, though the reason for this is unknown.

DAMALAWA (DA-MA-LA-WA)

The nation of Damalawa is actually a confederacy of small islands located off the southern coast of Kota and ranging from the North Sea to the Bay of Ishnu. The position of this island chain (situated in the trade lanes between eastern and western Jambu) has allowed Damalawa to become an important factor in this region.

The people of Damalawa are somewhat short in stature, with dark brown skin and black hair. They are a primitive folk who know nothing of metal working, but are skilled in the building of small-medium sized sailing craft. Even their huts (constructed of wood and thatch and elevated on poles) are built to resemble boats, with the entranceway always facing to the east.

The two most important islands are Dongkala (dong-KA-la) and Loempang (lom-PANG). Dongkala is home



to the king of the boat people, a hereditary monarch who keeps many wives. Loempang is the largest island, and it is here that the Damalawans collect “tolls” from ships who wish to pass through their waters. As the Damalawans do not value gold or gemstones, they will only accept barter goods (such as metal tools and weapons) as payment for passage. Refusal to pay is considered a grave insult, and ships will be sent after those who fail to observe this custom. As the Damalawans can be quite aggressive even the powerful Khitans usually pay such tariffs in order to avoid trouble.

The religion of Damalawa is animistic in nature. They worship the sea, and all creatures who dwell within it are accorded great respect though the Damalawans subsist mainly on fish, they make frequent sacrifices in order to appease the hundreds of gods whom they revere. Damalawan shamans are held in high esteem by their people, both for their ability to communicate with the sea gods and for their skill in concocting a variety

of herbal mixtures.

Damalawan warriors use no armor or shields in battle, trusting instead to certain charms and fetishes (usually of woven plants and grasses, worn about the neck). Their favorite weapons are war clubs, bows (with poisoned or flaming arrows), throwing sticks and spears. Though smallish in stature, they are considered quite fierce, and often engage in such grisly practices as the torture and mutilation of captured foes.

It is not uncommon in Damalawan society for a male to have several wives; the more wives a man has, the greater is his esteem in the village. A favorite pastime of most Damalawans is the chewing of betelnut, a practice which eventually stains and blackens the teeth; it is a Damalawan saying that “black teeth are what distinguish man from beast.”

DRAVIDIA (DRA-VID-EE-A)

Dravidia is a land of dense jungle located in the north-eastern region of the Salwah sub-continent (the name Dravidia is very old, and in many places is used to describe the entire southwestern part of Jambu). Almost nothing is known of this area, which is said to be fraught with dangers of many sorts.

A fierce race of dark-skinned people, the Dravidians dwell in these jungles. Their villages are said to be hidden so that intruders will not find them, and protected from trespassers by camouflaged pits and snares. Travelers in this region confirm the aggressive nature of these tribes, who will purportedly attack outsiders without cause. They use blowguns, spears, and clubs in battle, and will often track and pursue those who flee from them.

The Dravidians are said to be very superstitious, putting much faith in charms, fetishes and talismans of all sorts. Their shamans wear necklaces of human teeth and bones, and are skilled in the arts of herb lore and image magic.

Whether because of superstition or some certain knowledge, no Dravidian will set foot in the area known as the Black Jungle. Here, it is said, are found such fell creatures of the night as Rakshasa (shape changers), Pisacas (vampires), and Hantu (earth-bound demons). According to the tales of bold travelers, the Dravidians call this jungle “the most evil place on earth.”



FRISLANDIA (FRIS-LAN-DEE-A)

Frislandia is the smallest of the three large isles of the North Sea, but it is home to a civilization of great interest. It is located in the center of the North Sea, far from any other land. A rocky, mountainous land, Frislandia is covered by snow all year round. The island is home to a kingdom of reclusive dwarves, who claim Frislandia to be the birthplace of their hardy race. (Other branches of the race dispute this however.)

Legend has it that the dwarves are descended from Elemental Earth Gnomes who lived in Frislandia before the dawn of time. But the dwarves of Frislandia have little contact with other races, being intolerant and wary of strangers, so no proof for their claims has ever been shown to outsiders.

Hyperborean dwarves do sometimes travel to Frislandia, bringing back descriptions that may be exaggerated travelers tales, but are probably at least partially true. They describe it as a frigid land, a place of perpetual ice and snow where the only animal life above the ground are seals, walrus, polar bears, and other arctic beasts. The dwarves hunt these animals, but subsist mainly on fish and crustaceans.

A single mountain, called Frostmark by the locals rocky shores of the island's western coast. The dwarves live here in a great underground fortress/city filled with great halls and natural chambers, winding corridors, and comfortable living quarters kept warm by huge coal-burning furnaces. Frostmark is said to be impregnable to attack.

Like most of their kind, the dwarves of Frislandia are expert miners, artificers, armorers, and craftsmen. They are known far and wide as The Splendid Dwarves of the Twilight, and are said to be the richest civilization in the known world. The subterranean faults of Frostmark's depths are said to bulge with gems and precious metals.

The dwarves themselves are reputed to be mighty warriors without fear. Songs and poems have been written about their battles with Jotun raiders, the giants whose dragon ships plunder the coasts all around the North Sea. Such tales are well known to dwarves from Hyperborea to Tharshesh.

HIMVATI (HIM-VA-TEE)

High at the roof of the world in the Kaila (ka-EE-la) Mountains lies Himvati, a land of mystery and mysticism. Here amidst the snowcovered mountains and plateaus live three different cultures: the Xinjang (ZIN-jang), the Kazaks (KA-zaks), and the Himvati. All three peoples bear a strong resemblance to the Khitans. The Xinjang live to the northwest, and herd goats and sheep on the Kaila plateau. During the short summer months they grow some rice and cotton. but by and large they are a poor people. The Xinjang trade wool and hides with the Himvati, receiving metal tools, foodstuffs and other essential items in return. Aside from this occasional contact, they are a shy and reclusive folk who keep very much to themselves.

The Kazaks live along the southern borders of the Tuholo Desert. They are skilled horsemen, fond of strong drink, wrestling, and games of chance. In many ways their culture is similar to the Mongalans, though the Kazaks are considerably more aggressive; they often raid Xinjang and even Himvati settlements. Their favorite weapons are the short bow and a type of curved throwing knife. Unlike the Xinjang, the Kazaks do not enjoy friendly relations with the Himvati.

The Himvati live along the foothills of the Kaila Mountains. They consider themselves the ruling class of the land, and have little regard for the Xinjang or Kazaks (who, they feel, are simple and barbaric peoples). The city of Bhadgoan (bod-GO-an) is their capital, and is notable for its many monasteries. Martial artists and monks of several mystic cults are trained in these places, most of which are inaccessible to the general populace.

The official religion of Himvati is a mystical doctrine which embraces the principles of reincarnation and the spirit realms. No being is more venerated than The Da'al (da-AHL), the ruler of Himvati, considered to be an incarnating god. A group of 333 monks and mystics carries out his divine edicts, and acts as Himvati's governing body. There is much secrecy and mystery associated with the Da'al and his followers, and no Himvati would dare question what goes on in their shrines and temples.

Himvati has a small army, which is employed primarily to ward off Kazak raids and to secure the country's eastern border with Khitai. Their warriors wear iron helmets (with fur ear and neck flaps), metal or horn la-

mellar surcoats, and fur leggings. They use iron-shod spears and heavy, hacking blades in combat, and are considered good fighters.

The Himvati people are said to treat strangers in friendly and hospitable fashion, greeting visitors graciously and with protruding tongue (a sign of friendship). Nonetheless, they are retiring and secretive when it comes to their religious beliefs, which they will not discuss with non-Himvati.

There is a legend amongst the Himvati describing a hidden land, known as Shamballa (shom-ba-LA). According to the stories, Shamballa is built in the shape of an eight-petalled lotus, with each petal designating a separate principality. Here are found enchanted gardens, magical fountains, and glorious shrines, all tended by mystics and monks of the highest order.

Encircling the city and keeping it hidden from outsiders are the towering peaks known as "the mountains of the moon." The Himvati claim that Shamballa is an earthly paradise, and that only those of good heart are able to find this hidden land.

KHITAI (KIH-TIE)

Khitai is the largest and most powerful nation on the continent of Jambu. It is composed of five separate provinces: Chu'Lang (chew-LANG) to the south, Okok (oh-KUK) to the east, Pan P'o (pan-PO) in the center, T'sin (tiss-IN) to the west, and Okamchak (oh-kam-CHOK) to the northeast.

According to legend, the whole of Khitai was once believed to be covered with jungle and ruled by large and fearsome beasts. It was the valiant kings of ancient times who drove out the monsters and consecrated the Land of the Yellow Earth (as this region was once known).

The emperor of modern day Khitai is a direct descendant of these first kings, and, amongst his people, is considered a demi-god. Though conquered in the First Age by Atlantis, Khitai regained its independence soon after the Great Cataclysm. Combining what they could cull from the Atlanteans with their own traditions and lore, the Khitans (KE-tans) rebuilt their society and soon began to flourish.

The present culture, though based to a great extent on agriculture, is as advanced in the arts and sciences



as any of the western lands. Khitai's military is also highly regarded, particularly its immense and well-equipped army.

Khitai society is divided into seven classes, or grades. Below the emperor are the Mandarins, who make up Khitai's nobility and ruling class. One must generally be born into this class, though an exceptional warrior or scholar may occasionally gain acceptance in this rank through his or her accomplishments.

As Khitans have a great regard for martial prowess, warriors are technically accorded a status second only to the Mandarins. In practice, however, only great commanders and heroes are truly held in such high esteem. A higher degree of respect is sometimes awarded to Khitai's Scholar Class, which is composed primarily of alchemists, astrologers, and sorcerers.

Next in line are the Bonzes, the holy men, mystics and priests who head Khitai's many religious sects and cults. Unrestricted by the Khitan government, some of the Bonzes are able to amass considerable fortunes, and elaborate shrines and temples can be found in many places throughout the provinces.

The Merchant Class is perhaps even more notable for the wealth and opulence of its members (especially those involved in Khitai's fabulous spice trade). High import, export, and sales taxes (up to 20 percent) have contributed to the exclusivity of this class by keeping the number of small shop owners to a minimum. Ironically, merchants are generally held in lower esteem than any other class in the empire.

Laborers and peasants make up the largest segment of Khitan society, comprising over 80 percent of the country's total population. Although most are quite poor, the Khitan government has gone to great lengths to ensure their loyalty and cooperation. Farmers are allowed to own their own land in many cases, and taxes are kept as low as possible. Under the present government, the common folk's rights have long been vigorously upheld (a rarity amongst most countries of the Second Age).

Khitai justice is similarly fair, if somewhat harsh; individuals accused of any crime are held in confinement, but are generally not mistreated in any fashion. A jury of government officials presides over the trial of the accused, and allows the defendant every possible chance to prove his or her innocence. If found to be in-

nocent, the court will usually attempt to make amends to the victim in some way.

Punishment for offenses varies according to the type of crime committed. Beatings (performed with a flat bamboo stick) are the most common form of punishment, the number of strokes being determined by the seriousness of the offense. Thieves are often made to wear a heavy wooden yoke (fastened about the neck) for periods ranging from one week to as long as three months. Convicted murderers are sentenced to death by strangulation or (if the crime was truly heinous) decapitation. The most serious offense is a crime against the emperor, which brings with it the punishment known as kiao ("the death of ten thousand deaths"). The guilty party is staked to the ground, skinned alive, and then slowly cut into pieces.

Khitai has a powerful military that is easily the class of the continent. The Khitan navy consists of over 2,000 vessels, many armed with catapult and/or ballista. While the navy's ability to navigate over long stretches of open sea is questionable, the ability of Khitai's naval commanders to protect and patrol the nation's coasts is not.

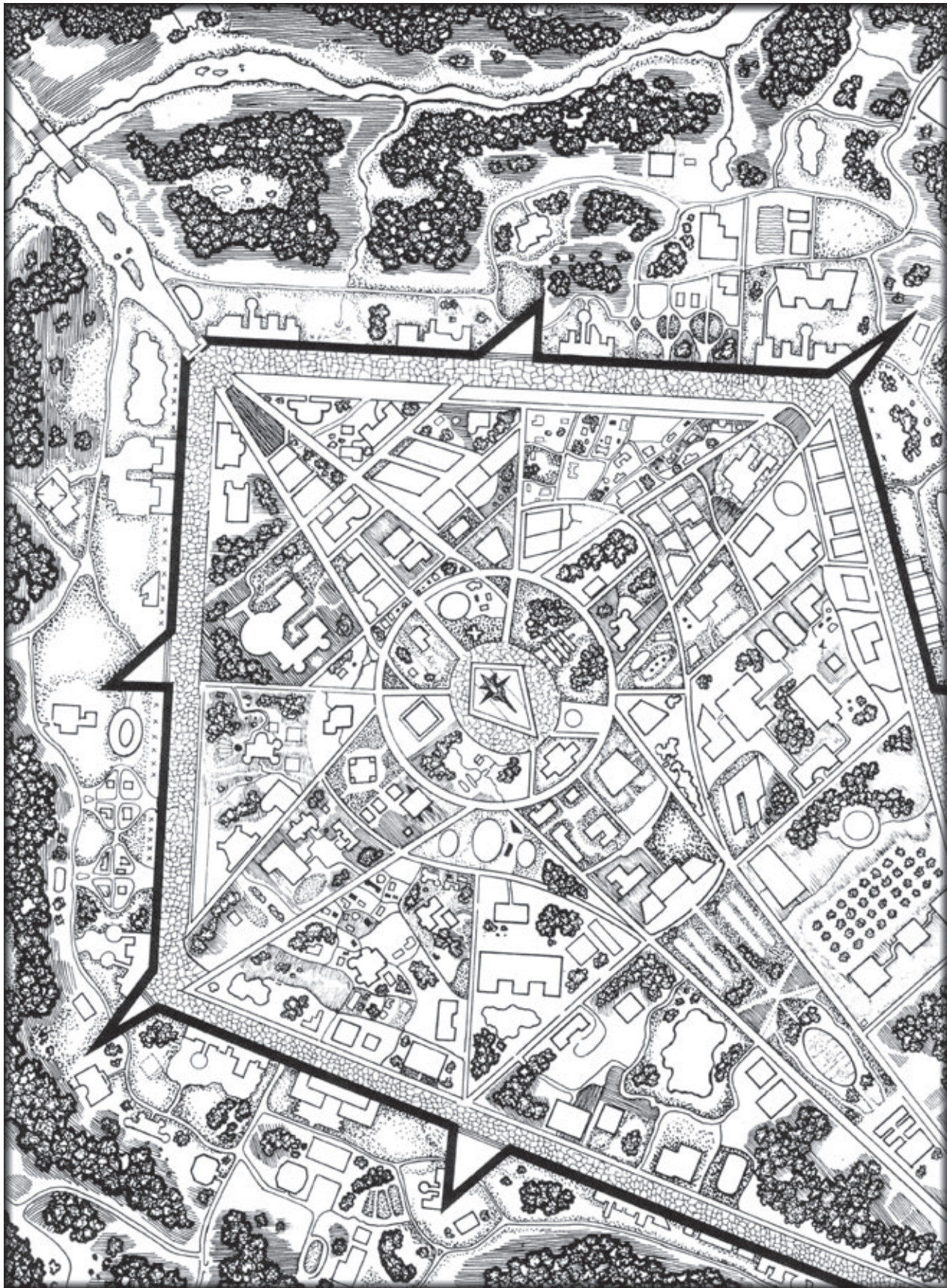
The Khitan army is held in even higher esteem, and is easily the largest land force in the world. The Khitan heavy infantry (metal brigandine armor, polearm and short sword), elite heavy cavalry (brigandine, spear and sword) and archers (leather armor, short bow, and short sword), are considered the best units, followed by the Khitan artillery (light and heavy catapults), elephant cavalry, light cavalry, and light infantry. Khitan officers and members of the elite units often wear hideous leather or iron masks, both for protection and to strike fear into the hearts of their adversaries.

The people of Khitai are generally somewhat short of stature, with sallow skins and almond-shaped eyes. Both men and women wear their hair long, and often in the most elaborate styles. The wealthy dress in silks; those not so fortunate wear simple smocks, tunics, and or trousers of light cotton cloth.

THE PROVINCES OF KHITAI

T'SIN PROVINCE

T'sin province is known primarily for its two cities, Wu Han (Woo-HAN) and Chu Tang (ku-TANG). Ts'in is an agricultural center which produces much of Khi-



THE IMPERIAL CITY OF TANG

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tai's rice, millet, and wheat. Larger and more opulent is the city of Chu Tang, where iron, copper, gold and jade is mined. To the west of Chu Tang are the deep Gorges of Chu Tang; to the north is Baykal (by-KAL) Lake, which is said to be bottomless.

Further north and to the northwest are great forests and mountains. Spice traders come here to gather precious ginseng roots despite the dangers posed by tribes of ogres and wild mountain folk. Mandarins from the southern districts also come here occasionally to hunt pheasant, wildcats, and (in the mountains) snow leopards. Along the Hwang River is Tai Yen (tie-YEN), a small outpost which serves to keep hostile Tamman from venturing down river.

OKAMCHAK PROVINCE

Okamchak is the ruling province of Khitai, and the site of the capital city of Tang. Much of the empire's military power is centered here, along with many of Khitai's wealthiest Mandarin families. Copper and some iron are mined close to the town of Dao Sung (dao-SUNG), which houses a large military training center. At Shem Yang (shem-YANG) tea is grown, and fine cloth and paper are produced.

The city of P'ong Yan (pong-YAN) is a well-known fishing and trading port which exports northern taro root and ginseng to the capital. To the northeast are the hunting tribes who bring horses, goats, venison, and furs to Tang. Jade from the rich mining outpost of Khoyan (in the Kunlun mountain range) also finds its way here, brought by heavily armed caravans traveling from Chu Tang.

OKOK PROVINCE

The people of Okok are known as superior craftsmen, hard working fishermen, and fierce warriors. Most of their towns and villages lie along the coast, for the interior is still largely wilderness and the mountains are said to be inhabited by wild tribes of men.

The towns of Nyoki (ne-YO-kee) and Kyushi (ke-YU-she) produce silks, teas and incense, which they export to Dama-lawa, Kota, and the other provinces.

They are also known for their skill in horticulture, and their exquisite flower and fruit tree gardens. The town of Fuzho (FUzo) is famous throughout the land for its excellent armorers.

The finest swords are also found here, produced by families who have for generations maintained this tradition of excellence. In the jungles of this province dwell many rare and colorful species of parrots, songbirds, and peacock.

PAN P'O PROVINCE

The province of Pan P'o includes the land on both sides of the Chan Jjang (chan-JANG) River, and the no-



man's land west of the Tashu (TA-shu) mountains. The small but hardy Zuang (ZWANG) people make up most of the population, and farm the lowlands between the Xun Xi (zun-ZEE) and Chan Jiang Rivers. South of the Xun Xi gold and ivory are plentiful, though dangerous to obtain. A species of reptilian humanoids (similar to the Ahl-At-Rab of Gondwana) live here and are said to prey upon humans who venture into their territories

The southern city of Chung trades in gold, silk and the coastal city of Nan-ki (nan-KEE) is an active fishing and trading port, shipping many goods from the south and west to northern cities. Wu Han n is an important river port where tin and lead is mined. Traders from the barbarian westlands bring jade and other goods here to trade for richly-made Khitan products, such as the silks, fragrances and aromatics of Sin Tao (sin-TAO).

HSUAN ISLAND (SWAN)

Located in the Elysium Sea, Hsuan Island is said to be populated primarily by Sidhe (faery folk). Legends say that plants of pure gold and herbs made of jade grow here, in hidden gardens tended by the Sidhe. The Khitans also claim that a magical herb grows here which, when administered in an elixir, can bring the dead back to life. Sidhe have little tolerance for humans, few outsider will risk coming to this magical isle.

KOTA (KO-TAH)

Kota is a nation of four distinct peoples: the Shan of the northwest, the Muong of the northeast, the Isam of central Kota, and the Khamar of the south and south-east regions. All are of average height have dark brown skin, black hair, and almond-shaped eyes. Though each of the four peoples speaks a different dialect, all are united under the Kota government at Ban Chieng.

The Isam people are the ruling class, and control much of wealth of the country. Their culture shows signs of Khitan, Veddan and Meluhhan influence, as is reflected in the pagoda-style buildings of the capital city of Ban Chieng.



Tin, gold, and silver from the Surabya Mountains and produce, herbs, and spices from the southern regions are brought to the city each week. The Isam trade these resources to neighboring Damalawa and (to a lesser extent) other countries. Their style of dress resembles the Meluhhans.

The Khamar are fishers, and farmers of the lowlands of southern Kota. They are a poor people who live in small villages of thatched huts, most of which are located along the coastal areas. They are skilled in the use of small, single-masted sailing craft, and are adept at weaving and net-making. As the temperature in this sector of Kota is especially hot and humid, the Khamar wear only loincloths or loose cotton robes. The Muong live in the upland valleys of the mountains which lie to the northeast. Most are employed as miners, though some few Muong make their living by herding goats. They are always seen in black garb, and have their own religious leaders (mystics) and soldiers. The Shan live in permanent stone and thatch dwellings in the hill country of northwest Kota. They make fine pottery, metal products, and wood carvings. The men wear turbans and decorate their bodies with elaborate tattoos. Some of the northernmost Shan tribes are hostile to strangers, and will attack (with bows and knives) intruders who venture into their domains.

The peoples of Kota are generally quite religious, and most believe in a multitude of gods and spirits. Magical practices of various sorts are common throughout the realm, and are used to appease the beneficent spir-



its and exorcise those of evil intent. In the jungles there are tribes who, like the Damalawans, hold to the older beliefs of animism. Amongst these tribes the sacrifice of animals is a common practice, and is believed to placate the spirits and bring good fortune.

Kota has a small army, comprised mainly of Muong infantry (armed with sickle-like blades and spears) and Shan archers. They use elephants as cavalry, but not to any great extent. Kota enjoys good relations with the Damalawans, who control the waterways between Khitai and the west. Kota and Damalawan ships pass through these waters en route to trade with other countries. Relations with Khitai are not as good, and have been tenuous at times due to border disputes. Even so, Kota's primary concerns lie to the north. There, in the Tashu Mountains, live tribes of ogres and the fierce Tampan mountain folk. Both have long been a source of trouble for the Kotans who live in this sector, and raids are not uncommon.

MELUHHA (MEH-LU-A)

Meluhha is a country of widely divergent geographical and cultural types. To the north lie the Kaila Mountains and the inhospitable Industan Desert, both populated only by small tribes of rugged nomadic people. To the south lie the sweltering coastal jungles, home only to wild beasts and a few isolated bands of primitive hunter-gatherers. Only in the Akhan River valley of the central region are there any large settlements. It is here, however, that the famed city of Mohenjo-Daro is to be found.

Mohenjo-Daro is the capital of Meluhha, located inland along the banks of the Akhan. A sprawling city of mud brick buildings, Mohenjo-Daro forms an important trade link between the nations of the eastern and western hemispheres. Merchants from many lands come here, both by sea and caravan, bearing goods of all description: silks, spices, ingots of copper, iron, silver and gold, precious stones, rare herbs, slaves, and much more. Ships from far away Sheba, Acheron, Khitai and even Tartessos visit Mohenjo-Daro, bringing with them news from many strange lands. As the vessels of all nations are always welcome here, Mohenjo-Daro has come to be known as "The Open City."

Due to the heavy trade which Mohenjo-Daro attracts, other settlements located along the Akhan River have slowly grown in size and eminence. Amri (AM-ree), situated closer to the Meluhhan coast, has become an

important stop-over point for ships headed to the capital. Channu-Daro (ka-nu DA-ro), the next stop upriver, offers much in the way of entertainment to traders and travelers with its colorful festivals, bazaars and night life. Further up the river is Harad (HA-rad), a settlement which handles much of the trade from neighboring Molodo. Finally, in the north, lies the fortified city of Rangpur (rang-PER). Here the greater part of Meluhha's military is stationed, along with training facilities for its divisions of war elephants, light cavalry (lancers), and infantry (bow and scimitar).

While the nomads of the northern regions bear a strong resemblance to the people of Molodo, most Meluhhans are of average to below average height, with deep brown skin, dark eyes, and black hair. The poor, who make up the vast majority of Meluhha's population, dress in loin cloths or wrap-around saris of inexpensive cotton gauze. The rich, most of whom live in the cities, dress in colorful robes, turbans and capes of silk, velvet, and finely woven cotton. They adorn themselves with gold and silver, and wear costly perfumes and scented oils.

The government of Meluhha is a sovereign monarchy, the sultan and his royal family dwelling in their palace at Mohenjo-Daro. The rest of Meluhhan society is divided by a rigid caste system. Below the royal class, in descending order, are: the priestly caste, the warrior caste, merchants, farmer/laborers, and the lowly dasa (peasants and slaves). In the capital city, merchants are accorded a somewhat greater degree of respect, and are sometimes able to attain position of influence in the government. Otherwise, most positions of authority are occupied by relatives and friends of the royal family. Due to the inequities of the caste system, many of the dasa must beg or steal in order to survive. Me-



luhhan culture is similarly rigid in its laws and beliefs. Individuals may not rise above the caste they were born into regardless of their accomplishments. Except amongst the *dasa*, it is considered improper for women to appear in public without a veil covering much of their face. The various religions practiced in Meluha are all based on Mysticism, with strange cults and secret orders being found throughout the country.

MOLODO (MO-LO-DOE)

Molodo is a mountainous country located on the western coast of Jambu, bordering Meluhha to the south and Baluchistan to the north. Except for the central plains region, the terrain is rugged and difficult to traverse. Hard-packed dirt paths and winding mountain trails suffice for roads in this land.

The people of Molodo are brown-skinned and of average height, having coarse black hair. They dress primarily in rough-spun wool garments, layered to provide protection from the harsh conditions of the upper altitudes. Their villages, consisting of wood, thatch and felt huts, are most often tucked away in valleys or along the coast.

The Molodons make their living herding goats and sheep (which they shear for their wool), and by farming the lowlands and plains. Though they mine small quantities of iron and copper from the Kush Mountains they are by and large a poor people.

There are three main settlements in Molodo: Karak, Kandar, and Herat. Once a year each tribe sends a small contingent of elders to Karak. There the representatives meet to reaffirm old ties and agreements, and to settle such disputes as may have arisen during the past year. The Molodon tribes also meet yearly at Kandar, bringing with them all goods designated for trade purposes, including bales of fleece, wool blankets, copper and iron ingots, and clay urns filled with the mountain herbs (it is said that many of the tribes also deal in hashish and other intoxicants). Sometimes there is surplus grain to sell, but not often. At these yearly meetings prices are set and agreed upon for the following season's trade with Meluhha. The yearly meeting at Kandar usually lasts over a week, and is attended by much singing, dancing, and celebration.

The third settlement, Herat, has a much grimmer purpose. It is here that the Molodon war chiefs meet whenever danger seems imminent. Though the Molo-

don tribes are not especially warlike, they will band together to avenge or repulse attacks by their traditional foes, the Horse Nomads of Baluchistan. There is no love lost between these two peoples and raids and counterstrikes (usually of the hit-and-run variety) are common. As the Molodons are also skilled horsemen, such battles are often swift and fierce. Padded cloth armor, leather and fur helmets, curved swords, and short bows are the usual armaments.

The Molodons worship tribal gods, usually in the aspect of earth mother goddess and man-goat father (representing fertility and husbandry). There is a particular cult known as the goat worshippers whose adherents dwell in the mountains to the east. They are usually seen dressed in goat skins, and for the most part keep to themselves. It is said that they are most hospitable towards strangers, whom they treat with honor. When a visitor arrives, the families draw lots; the winner provides the stranger with food (goat cheese and dried meat), and will usually offer his own wife or daughter for the traveler's enjoyment. Should the visitor stay more than a single night, another lottery is held, and the procedure repeated. Refusal to accept such hospitality would probably be considered an insult, possibly of a grievous nature.

The Molodons have a number of customs which may seem strange to outsiders. Besides the practice of lending out their wives and daughters, Molodons express their happiness with loud screams and howls. Their menfolk show gratitude by rubbing an individual's face with their beards. The Molodons also play an unusual game known as Karkash. The game is played on horseback, and utilizes a stuffed bull carcass. The object is to pass the carcass from player to player, keeping it away from the opposing team, until it reaches the team's goal at the end of the playing field. As team size can vary from 10-200 individuals, Karkash is not deemed a game for the faint of heart.

MONGALA (MON-GA-LA)

Mongala is the name given to the Tu-Holo (too-HO-lo) desert region, and includes parts of the Kunlun (KUN-loon), Altai, Hanga (HAN-ga), and Khinghan (KIN-gan) mountain ranges. It is considered to be a barbarous land, rife with horrid monsters and nameless perils. The only humans who live here are the Mongalans, a sallow-skinned race of nomadic hunter/herders. They live on the grassy plains at the northern edges of the Tu-Holo desert, and keep great herds of goats, yak, and wild ponies. As suitable grazing land is scarce, the



tribes must constantly keep on the move.

Mongalan men are skilled at tracking, and in the use of the short bow. Though not overtly aggressive, they are fierce fighters who have a reputation as the finest riders and horse archers on the continent. In the winter months the tribes travel to the foothills and mountains to hunt game. A shortage of game or a particularly harsh winter has been known to make some tribes desperate enough to raid neighboring lands (such as Himvati and Khitai).

No other part of Mongala is deemed safe for humans to dwell in. The Kunlun mountains are home to great numbers of snow leopards and yeti, as are parts of the other ranges in this region. The desert is populated by huge tribes of horrible ogres. They subsist mainly on wild Mongalan ponies, but are said to have an especial craving for human flesh. Some say at least one of the ogre tribes keeps captive humans and breeds them for food.

THE NORTHLANDS

The Northlands is a vast wilderness region located in the northwestern sector of Jambu. It is largely uninhabited, except for Yeti, mammoth, saber tooth, wolves, and herds of musk deer and caribou. The few humans who live here are both primitive and fierce; some are said to have domesticated the mammoth, which they supposedly ride in battle. The majority of these tribes, however, have no domesticated beasts of any sort, and have only the crudest weapons and clothing.

Mongalan and Khitan traders and trappers sometimes journey to the Northlands in order to obtain such valuable goods as musk, sable, horn, and hides. According to them, certain of the tribes can be dissuaded from doing harm to foreigners if given a few trinkets as tokens of friendship (colored glass beads are said to be especially favored). Once such a gift has been accepted, the tribesmen will consent to discuss almost any type of offer. As all the Northland tribes converse only in sign language, the presence of an interpreter is advisable.

Most of the tribes that can be dealt with will trade their goods for metal tools and weapons. Though primitive-seeming, the tribesmen are said to be crafty traders.

CHANA ISLAND (KA-NA)

This small island, located off the western coast of Sala,

seems to have once been an important port facility of some sort. Pitted stone and rotted wooden moorings are still to be found here, along with the remains of a small, walled fortress. Rich Meluhhans and Veddans come here occasionally, to hunt wild game such as lions, Dhole (wild dog), and various species of fowl. As it is considered extremely unwise to approach the ruined fortress, those who hunt here avoid the southern coastal area, and restrict their activities to the daylight hours.

SALA (SA-LA)

Sala is a nation of various tribes of people, loosely organized as a confederation and governed by tribal elders. The erstwhile capital is the large village of Vishaka (vi-SHA-ka), near which are several mines which yield several different types of precious stones. Small villages of thatch huts dot the southern stretches of both coasts, and the grasslands of the interior. No Salans live in the north, where fearsome creatures are said to haunt the jungles.

The people of Sala are short in stature, with features and coloration similar to the Meluhhans. The majority are farmers and herders in the interior, and fishermen or hunters along the coasts. The Salans trade some with Meluhha, exchanging their gems for copper and brass items (the Salans know next to nothing of metallurgy). Except for this contact, the natives of Sala keep pretty much to themselves. Those who know them say they are a shy, and even secretive, folk.

Little is known of the Salans' religious beliefs, which are believed to be shamanistic in nature. Travelers who have been to Sala cite the presence of carved wooden images, often over ten feet in height. Some claim the images depict serpents coiled in strange postures; others say the odd shapes are meant to represent various forces of nature.

SARAWA (SA-RA-WA)

The largely undeveloped country of Sarawa lies south of the Himvati Mountain ranges, between Dravidia and Kota. The name Sarawa is very ancient, and has been used to designate the region which extends from the mountains to the southern seas for as long as anyone can recall.

The peoples of Sarawa are a mixture of Damalawan and Meluhhan types, and range accordingly in height

and pigmentation. Most live in small villages, their homes usually being constructed of wooden frames covered over with woven grasses and reeds.

The largest settlement is Pandah (pan-DAH), which is actually a conglomeration of four smaller villages lying in very close proximity to each other. Pandah is the major center for trade amongst the different Sarawan peoples, and is home to the monarch of Sarawa (actually, king of the Kane people; see below).

The Sarawan population is composed of four different tribes, each with its own customs and beliefs. The Kane (KAH-nay) are the most populous of the tribes, and occupy much of the southern coast. They are primarily a fishing people, and have established good relations with both the other Sarawan tribes and the Damalawans. Their king is considered the monarch of Sarawa, and their warriors (unarmored spearmen bearing rattan shields and throwing clubs) are responsible for securing the coast from invasion by foreign powers.

The Akh (OK) people of central Sarawa are farmers. They grow large quantities of rice throughout the plains and hills of this region. Akh villages are easily recognizable by the large gates placed at the entrance of each settlement. These gates, constructed of local hardwoods, are always covered with strange glyphs and symbols which are believed to keep out demons and evil spirits. The Akh women are always seen dressed in colorful and elaborate headdresses, which contrast greatly with the relatively plain garments worn by the males

The Lahtu (LA-too) live in the mountains to the northeast. Their villages are found at the higher altitudes only, and are quite primitive in appearance. The Lahtu have developed a crude type of crossbow utilizing poison-tipped bolts, which they use for hunting. They grow maize and some rice, and keep herds of goats. Unlike the other Sarawan tribes, the Lahtu seem to have no religious beliefs.

In the northwestern mountains live the Lishun (lih-SHOON) tribes. Like the Lahtu, the Lishun are hunters, herders and farmers. They wear large, turban-like headdresses, and adorn themselves, their weapons, huts, and even their goats with heavy silver bangles. Most Lishun are addicted to an opiate derived from a species of mountain grown poppy, which is used

extensively in certain of their religious rituals (sizeable quantities are also brought to Pandah for export to other countries). Lishun holy men are generally practitioners of low magic, though a secret cult of mystics is also said to exist in this region.

Overall, much of Sarawa is wilderness. Wild animals and other dangerous creatures are found throughout the land, and ancient ruins of unknown origin are said to exist in the unpopulated territories which lie to the north and northeast. As few Sarawans dare to venture into these areas, little is known of these places.

The monarch of Sarawa, though he is the absolute ruler of his own tribe, generally wields little influence amongst the other Sarawan peoples. This is partially due to an ancient tradition which prohibits the monarch from ever leaving the confines of Pandah. It is believed that to do so would cause a curse to be visited upon all the peoples of Sarawa, changing them into hideous, inhuman monsters.

TAMALA (TA-MA-LA)

Located in the furthest northern reaches of Jambu, Tamala is a harsh region of ice-covered mountains and frozen tundra. In this vast expanse of snow live the rugged Tamalan tribes, the only Caucasian peoples native to the continent.

The origin of the Tamalans is unknown; some believe they are descended from First Age Atlantean colonists, while others claim they are a lost tribe of Hyperboreans. As the Tamalans are lighter-skinned than the ancient Atlanteans and (on the average) shorter in stature than the Hyperboreans, neither theory seems entirely satisfactory. Tamalan legends shed little light on the subject, stating only that their peoples migrated to Tamala from "a distant and hostile land."

Whatever their origins, the Tamalans have a culture which is unique to the continent of Jambu. Surrounded by ice and snow, the Tamalans worship fire. The largest Tamalan settlement, Saba (SABa), is the focal point of their religion. It is here that the "sacred fire stick," an artifact of reputedly great power, is kept. Tamalans travel to Saba each year, taking with them a whale oil lamp. Tamala's religious leader (a shaman who bears the title Keeper of the Flame lights each Tamalan's lamp with the sacred fire stick; thus is every Tamalan family provided with fire from the "one flame."



The Tamalans live in family clans of 20-200 individuals. Hunters of whale, seal, and caribou, they dwell in tent-houses of hide stretched over a whalebone frame. They dress in heavy layers of hides and furs, and make all their tools and weapons (harpoons, short bows and knives) from bone and horn. Though not a warlike people, the Tamalans are fierce fighters when roused to anger or threatened in any way. During extremely cold winters, many tribes are forced to hunt further south. Driven by hunger, some cross the frozen waters of the North Sea to the continent, where they raid small villages for such food as they can obtain.

TAPROBAN ISLAND (TAP-RO-BANE)

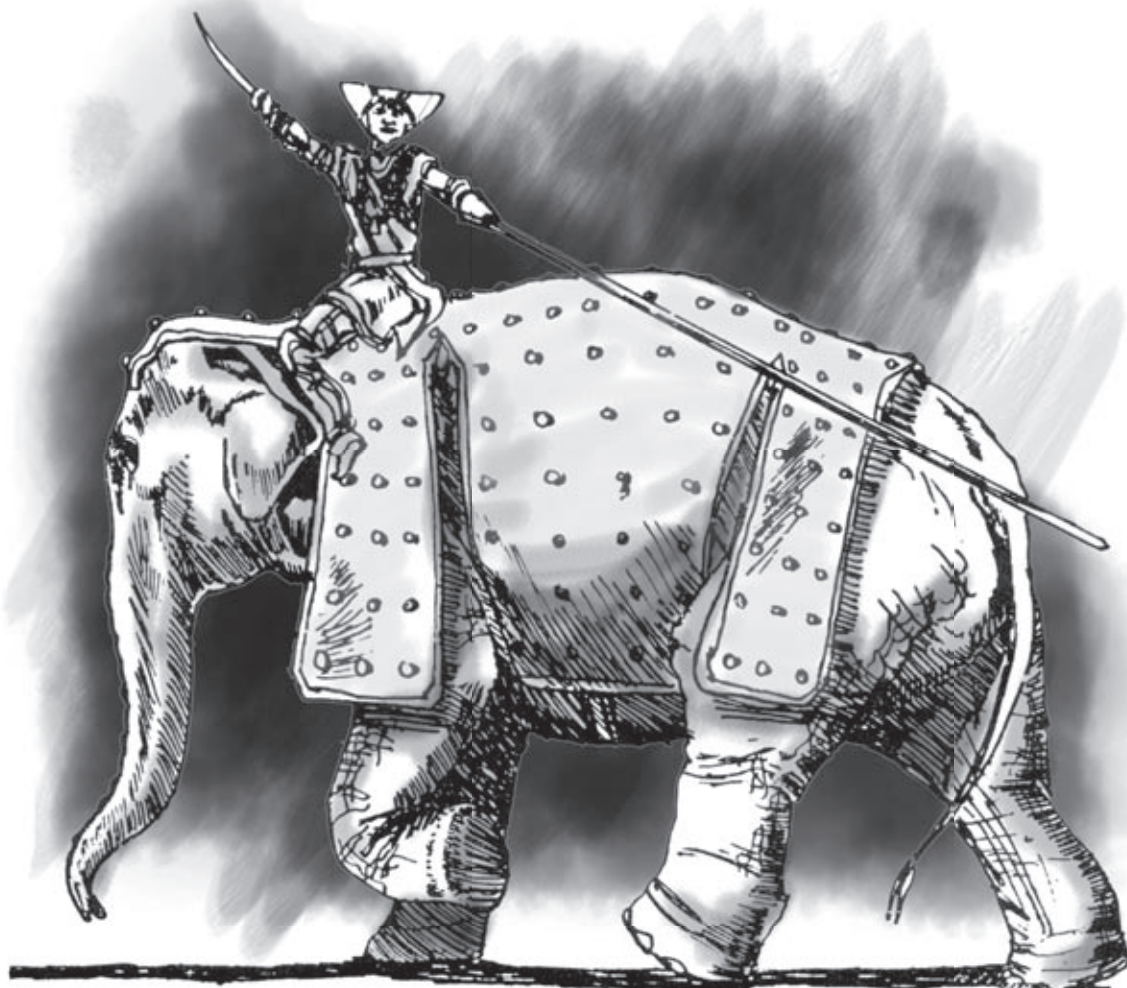
To the southwest of Vedda is the island of Taproban, an uninhabited region covered with dense jungle. Several strange creatures (such as the two-headed, serpentine Amphisbaena and the gold/silver eating Alicanto bird) dwell here, along with many species of tropical birds and snakes. Though Taproban is said to be rich in precious stones and metals, few people come to this wil-

derness isle.

VEDDA (VAY-DA)

Vedda is a small country occupying the southern tip of the Salwa peninsula. Its single city, Veddashud (vay-da-SHOOD), serves as the capital, and is widely known for its elaborate temples and shrines. Veddashud and its immediate environs also represent the only civilized settlement in the region, the rest of the country consisting of deep jungle and swamplands.

The people of Vedda resemble the folk of Meluhha's Akhan River valley in physical make-up and, to a lesser extent, mode of dress; Vedda's sweltering climate makes all but the lightest of garments completely impractical. The Veddans also have a sovereign monarch called The Caliph who lives in a great palace in the city, and an unusually complex caste system, structured as follows: Ribhus (royal family), Rudras (warriors), Vayu and Sadyhas (mystics and priests), Visua (nobility), Maruts (magicians), Gandars (musicians and artists), Vasu (merchants), Tattva (craftsmen), Ahribu (peasants and beggars), and Aja (slaves). Though



Vedda's economy is based on its trade with Mohenjo-Daro, Veddan society places a high premium on its artists and craftsmen. Instead of exporting its plentiful supplies of gold, precious stones, ivory, rare woods and resins as raw materials, Veddan craftsmen turn such products into useful and ornamental goods of all sorts. So fine is the workmanship of the Veddan craftsmen that their high quality goods bring five to ten times the price of similar, good quality items.

The amount of money realized from Vedda's trade with Mohenjo-Daro is such that the royalty and upper classes are amongst the wealthiest people in the known world. Most have their every need attended to by slaves (imported from Mohenjo-Daro) and servants. Unfortunately the wealth of the upper class does not extend to the lower castes, which make up over three-fourths of Vedda's population. These people, who work the mines and toil in the jungles, are for the most part poor and under-fed. Understandably, discontent runs high amongst these neglected people, and civil disturbances are not altogether uncommon.

The Veddan military, though small in number, is highly regarded on the continent. Veddan heavy war elephant units (equipped with four to six man towers) and elephant cavalry (single rider with 12-foot lance) are considered superior to comparable units of any nationality.

It is said that the Veddan royal guard even has an umber of rhinoceros units, though some dispute these stories. Vedda also has a small but well-equipped navy, though these vessels are used more for trade purposes than anything else. The Veddans worship a multitude of gods and goddesses. Their temples are found throughout the city, all lavishly decorated with intricate carvings and frescoes. The less civilized folk who dwell in the jungles and on Camphor Island (known for its camphor tree forest) and Shiri Nahar (SHEER-ee na-HAR) are less particular; it is said that these shamanistic folk revere the first thing they see upon awakening each day.

ZEMPLAZELAN (ZEM-IA-ZAY LAN)

Halfway between Jotunland and Jambu, on the boundary between the North Sea and the Sea of Baku, lies the isolated island of Zemlazelan. It is a rocky, cliff-cut island, uninhabited by humans. Indeed, no settlement of any sort has lasted for more than a generation or two in all the long history of this ancient island. Not only are the climate and terrain harsh and unrelenting, but native animal life makes Zemlazelan a dangerous place to live - or even to visit.

Zemlazelan is sparsely populated by animal life, but those species which are found here are fierce and powerful, made so by the difficult struggle for survival in this barren land. Most are remnants of ancient forms long vanished from the rest of the world. Dire wolves, cave bears, sabre-tooth tigers, giant rams, and other animals survive on the island, particularly in the Saragava (sara-GA-va) Mountain range, which forms the northern spine of the isle. This jagged crest of mountains and cliffs is also said to be home to immense rocs, great dragons, and giant varieties of otter and wolverine.

In the foggy southern region of the Karmakula (karmak-U-la) Hills roam the last remnants of a woolly mammoth herd, as well as a few solitary members of a species of woolly rhinoceros. Both of these leviathans have long, coarse, snow-white fur which darkens to a spotted brown during the short Zemlazelanian summer. Their massive tusks and horns are highly prized by traders, who have been known to pay exorbitant prices for such items. Some believe the ground-up ivory of these beasts has magical properties.



LEMURIA REGION

Lemuria is an immense continent of primeval jungles, darkened swamps, and towering mountain ranges. Though charted to some extent by Atlantean explorers during the First Age, few such maps have survived to the present day. As such, detailed charts of the Lemurian interior are much-prized by certain scholars, and can sometimes be sold for surprisingly high prices.

As might be expected from its position on the world map, tropical conditions prevail in Lemuria. Heavy rains are common, occasionally accompanied by hurricane-force winds. The hot and steamy climate affords an ideal medium for plants of all sorts, and swatches of dense vegetation can literally spring up overnight. The profusion of plant life in turn supports an astounding variety of animals and wild beasts, many of which can now be found only on Lemuria.

Though Lemuria is essentially an uncharted and untamed wilderness, its wealth of untapped natural resources has always been a lure to certain daring adventurers and opportunists. Some have made their fortunes in this strange land; others who ventured into Lemuria's jungles have simply never returned. The following information has been culled from the accounts of those who journeyed to this ancient continent and lived to tell their tales.

GOLIAN DESERT

Though no truly reliable account of this area has ever been discovered, the Golian Desert appears on a number of maps made during the early part of the First Age, and so is mentioned here in passing. Purportedly situated amidst the Golian mountain range, the existence of this mysterious region has yet to be confirmed by trustworthy observers.

To date, the only known writings on this subject have proved to be of dubious origin; the mad Nubian priest, Okala, claims to have met a man who hailed from "*The Gaolean [sic] Desert, where the sands glisten with specks of gold dust, and stretch as far as the eye can see.*" The Khem magician, Toth-Azzis (a known user of hallucinogenic powders) stated in his infamous memoirs: "*Many times have I been to the*

Golean mountains, where, amidst the towering peaks, is a desert of great beauty. There I travel to meditate, and to converse with the myriad spirits and demons who dwell beneath the crystal sands."

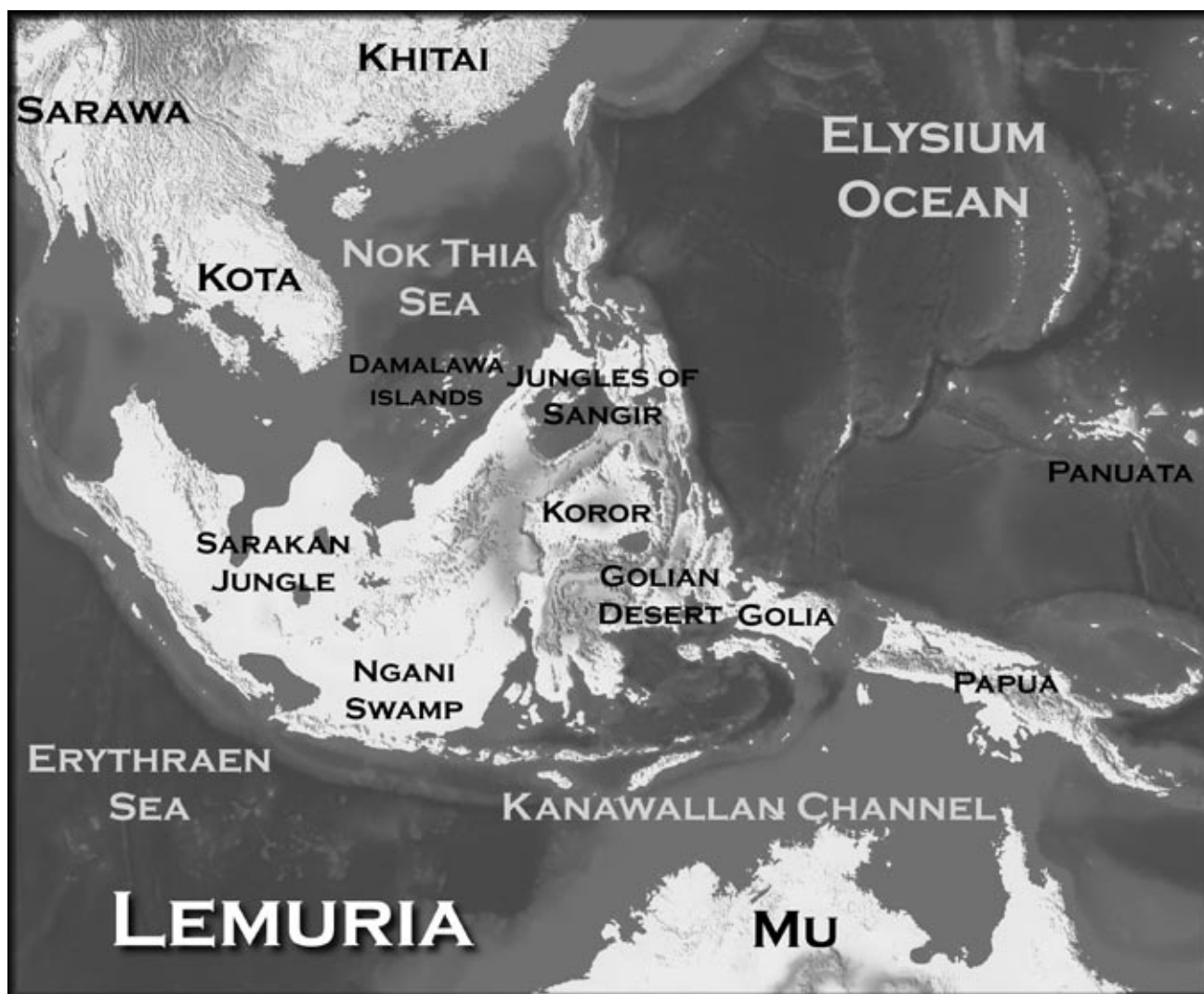
Perhaps the least reputable account is that of the Sheban sorcerer, Ali-Raji-Khan, who, though possessed by a lesser demon, was occasionally capable of lucid thought. In his bizarre: **HISTORY OF A THOUSAND LANDS** he writes: "*There is a desert in Lemuria, though you shant find it unless you cross the Golean mountains. Those who have seen it say that it is a place most strange, and that a city of white stone is to be found there. Who built this city, and who dwells within it? Alas, I cannot say.*"

THE GOLIAN MOUNTAINS

Stretching along the southeastern coast and into the interior of Lemuria, the Golian Mountains form what is perhaps the world's largest mountain range. Several peaks in this range (most notably Mt. Sarak and Mt. Nawa) are among the highest in the world, rising to elevations of 20,000 feet and more above sea level. East of the Sarakan jungle is the aptly named Golian Wall, whose palisades explorers have called "the steepest and most treacherous cliffs in the known world."

Like the Tarakans, the Golians are said to be populated by hostile creatures. Along the northern edge of the the Golian Wall the most common predators are winged pterosaurs and pterodactyls, who make their nests high atop the sheerest rock faces. The coastal ridges to the south are visited by wyverns, who migrate north from the nearby continent of Mu. Ogres, manticore, and ouranabad (winged hydra) are said to dwell throughout the range, though reportedly not in great numbers.

The region's flora, while sparse at best, is notable for its variety. The fabled Khitan alchemist, Chiang-Tu, in his somewhat erratic treatise on the Golian Mountain range, cites the following herbs as being native to this area: "*Jasmine - plentiful; 1-4 plants found in most cases. Ginseng - very common; 2-8 roots found, some-*



times more. Ash - excellent buds; 4-16 per tree, but seasonal. Poppy - very potent, but scarce; 1-2 plants an average find." Besides his notations on plants, Chiang-Tu also comments on the types of gemstones found in the Golian Mountains, including "topaz, garnets, a fine quality of white jade, some tourmalines, many small but excellent onyxes, and chrysoprase."

According to the Khitan alchemist, "Some of these precious stones you will have to dig for, but not all; look in areas where rain cascades down the mountainside and gathers in pools or natural basins. Creditable stones can sometimes be found lying in such catch-waters, though it is well to note that certain intelligent beasts are aware of this fact as well."

KOROR (KO-ROAR)

The great valley of Koror is one of Lemuria's most famous landmarks. Surrounded almost entirely by the towering peaks of the Golian and tarakan moun-

tain ranges, the Koror valley is one of the last surviving habitats for the great beasts known as dinosaurs. Although the vast majority of the colossal beasts are now extinct, several varieties can still be found in Koror, most being of the small to middling variety. Scholars and adventurers from many nations have come to Koror to study or capture these great reptiles usually with fatal results as the creatures are not hospitable to intruders upon their prehistoric home.

NGANI SWAMP

Along the southern coast and adjacent inland areas lies the sunken expanse known as the Ngani Swamp. Here the plants and trees grow in the most hideously gnarled shapes, and the air reeks of the fetid stench of rotting vegetation. Giant leeches ply the brackish waters, many attaining a length of four feet or more.

Ghouls haunt this foul swampland, some transformed from the bodies of dead lemures, others more closely



resembling neanderthaloids. Obscured by clouds of noxious vapor, Hantu (earth-bound demons) eagerly await their next victims.

And yet, with all its horrors, the Ngani Swamp is by far the most well-traveled region in Lemuria. There are two reasons for this seeming contradiction: black pearls and black lotus.

Fetching prices of 100 gold crowns or more per carat, Ngani black pearls are amongst the most precious baubles in the civilized world. Only in this region can the peculiar species of shellfish which create Ngani black pearls be found.

Certain of the Salawati island tribes come here, risking life and limb in order to obtain these glistening, obsidian gems. Here a lucky diver can make a small fortune in short time (1-10 black pearls weighing 1-10 carats can usually be found in a day's diving), if one can avoid falling prey to the swamp's predatory beasts.

The narcotic pollen of the black lotus is also to be found here, growing amidst the tangled roots of certain swamp trees. For years the wealthiest Turanian and Sheban merchants have sent ships of mercenary adventurers to this swamp, in hopes of acquiring a few ounces of the infamous "Ngani black". The minimum price for this potent substance is said to vary between 100-300 gold crowns per dram.

Skilled pickers have been known to find 1-8 black lotuses in a single Jay of searching, each plant yielding approximately 1-4 drams of powder. Illegal in many lands, the powder of the black lotus is nonetheless highly coveted by black marketeers throughout the civilized world. As the demand for both black pearls and "Ngani black" is always quite high, competition for these goods is, at times, quite fierce. As such, travelers and entrepreneurs who venture into this realm may meet both human and inhuman adversaries.

SANGIR

The northern and north western coastal areas of Lemuria—called Sangir by the Shebans—consist entirely of dense jungle. This area is inhabited by a number of wild beasts, many of whom are dangerous to man. Poisonous and constricting snakes are also common, and are the bane of unwary travelers in this realm. Bands of giant, ape-like lemures also dwell here, though these creatures are believed to be somewhat less common than they were in ages past.

Traders who have journeyed to Sangir report an abundance of many useful varieties of herbs and plants; draconium, lotus, tamarisk, and jasmine are said to be especially common. Hemp, jute, and asarabaca are also native to Sangir, and can be obtained in large quantities.

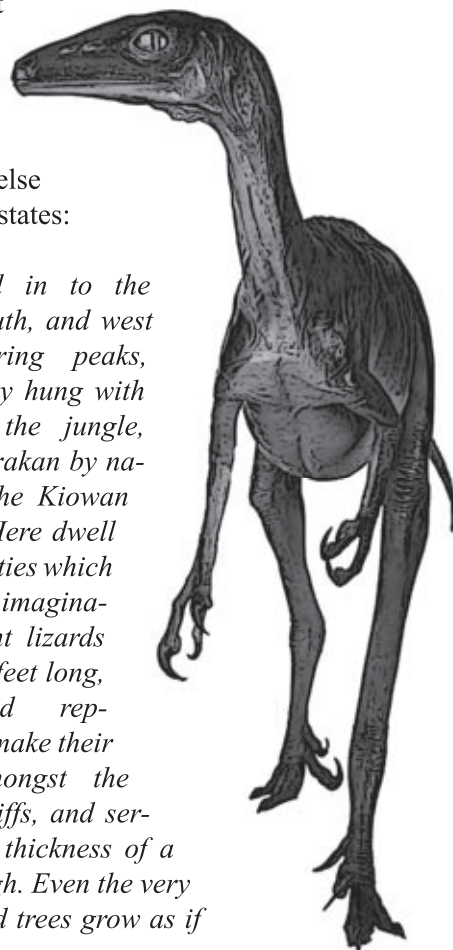
According to ancient Dravidian legend, Sangir was once colonized by Atlanteans of the First Age, who *"arrived in great silver vessels, which rode the wind as sailing ships do ride the waves."* Once accepted as fact, the Dravidian legends are now almost unanimously considered false, this due in great part to the lack of any substantial evidence.

THE SARAKAN JUNGLE

Amidst the western and central regions of Lemuria lies the Sarakan jungle. Located north of the Ngani Swamp and west of the Golian Mountains, the Sarakan jungle is easily the wildest and most inhospitable region of Lemuria. Explorers in this realm have understandably been few, given the relative inaccessibility of this almost hidden land. The only surviving written account of this region is cred-

ited to the First Age historian, Andromelius, a man about whom little else is known. He states:

"Hemmed in to the north, south, and west by towering peaks, in a valley hung with mist, is the jungle, called Sarakan by natives of the Kiowan Islands. Here dwell monstrosities which defy the imagination: giant lizards over 100 feet long, bat-winged reptiles that make their nests amongst the nearby cliffs, and serpents the thickness of a man's thigh. Even the very plants and trees grow as if



unrestrained by natural law, with both wondrous and horrific results; a single fruit is large enough to sustain seven men, a hedgerow of thorns becomes a barrier of spikes, a plant whose normal counterpart might feed on insects is large enough to snap men up like flies.

No men as we know live here. Instead, the jungles are home to a bestial species of humanoids that, by their appearance, seem more closely akin to the lemures. They are intelligent enough, it seems, to make tools and weapons of stone, and to erect crude huts of straw and other such materials. Some were seen to have boats of hollowed logs, which they used to ply the waters of the mighty river which runs through the jungle (called the Samra, as the Elysians later informed is). Contact with these bestial folk I believe to be exceedingly ill advised; from a safe distance we spied them roasting the flesh of others of their kind in preparation for a rude feast. Rows of human-like skulls were seen to be used as decorations on some huts, suggesting that enmity between separate tribes is commonplace, and perhaps even traditional. A series of obscure carvings, found amidst the ruins of one abandoned village, seems to suggest the otherwise fantastic possibility that certain of the sub-men possess a rudimentary knowledge of magic."

TARAKAN MOUNTAINS

The Tarakans are an imposing range of mountains that form the northern border of the great valley of Koror. Largely unexplored, the Tarakans are believed by many to be impassable. At the very least, passage through this area would seem to be both time-consuming and dangerous.

Those few who claim to have traveled through parts of these mountains report perils sufficient to deter all but the most courageous adventurers; gaping chasms, sheer cliffs, and crumbling rock bar the way at every turn. Swirling winds and unpredictable drafts pose hazards to even the most skillful climbers, and peaks are capped with ice.

Worse still are the predatory creatures which populate the mountain. Along the northern face of the Tarakans live rocs, griffons and other vicious beasts. The southern cliffs are no less dangerous dwelling places

of several different species of winged reptilians. Perhaps none would even consider exploring the Tarakan Mountains were it not for one Kalik of Turan, who, it is said, left a startling account of his own travels in this realm. Though cracked and yellowed with age, the scroll bearing Kalik's tale was, for the most part, quite legible. When deciphered by the Atlantean scholar Brunus, its contents read as follows:

"After eleven days and nights of arduous travel, our party, led by the wizard Solan, finally reached the base of the Tarakan Mountains. If we expected easier going ahead, we were soon to learn otherwise. During our very first approach we were repulsed by two griffons, who killed three of our group before Solan and the rest of us could drive them off. Our next attempt at scaling the mountains proved slightly less harrowing; upon attaining an altitude of approximately 700 feet we were set upon by a pack of dire wolves. This time, being prepared, we lost but one man: the bearer, Hasim.

At this point, I attempted to convince Solan of the futility of our mission. As usual, Solan would hear nothing of turning back. Dispirited by the last turn of events, the rest of our bearers deserted, leaving only Solan and I to continue the quest." (A long section on Kalik's worsening relationship with Solan follows, but is omitted here in the interest of brevity.)

"For the next two days we continued to scale the mountain, avoiding rock slides and other pitfalls by the narrowest of margins. Believing that our luck had finally changed for the better, Solan became over-bold; attempting to bound across a deep crevice, he fell, and was dashed to bits on the rocks far below. With a heavy heart I climbed down into the ravine, intending to give Solan's remains a proper burial.

Upon reaching the spot where Solan had alighted, I made a fascinating discovery: a diamond, of excellent quality and nearly as large as a small plum. Subsequent examination of the surrounding area revealed several more such stones, and a handful of lesser gems as well. Solan had indeed found the riches he craved, though at a high cost."



MU REGION

Lying to the south of Lemuria is the continent of Mu, a land of volcanic mountains, white deserts, and tropical forests. Like its neighbor to the north, Mu is a largely uncivilized continent, and travelers to this far-off land have never been great in number. Mu's climate is variable; the eastern rain forests are hot and extremely humid by day, but pleasantly cool in the evenings, when sea breezes blow inland off the water. In the eastern desert region, the heat is stifling, and the air is practically devoid of moisture. Along the volcanic ridges the temperature fluctuates, alternately becoming moderately warm or very hot according to the prevailing volcanic activity. The air in these mountainous regions reeks of sulphur and other noxious substances, and is at times unsafe to breathe.

Scholars speculate that Mu's exceptionally volatile substratum presages disaster for the continent at some time in the future. Earthquakes of medium to heavy intensity have long been reported by nearby Elysium islanders, who fear that an earthquake or volcanic activity could force them to evacuate their homelands.

The First Age Atlantean astrologer, Darus III dared postulate even further in his esteemed book, Prophecies: *"Twice before has the continent of Mu risen from the sea, only to sink beneath the waves amidst a storm of fire and ash. Though it has risen again, so too will it once again fall into the sea."*



CURRACURRANG

Bordering the tropical forests of Yallock to the south is the mountainous region known as Curracurrang. Like Lemuria's Golian mountains, the Curracurrang range is notable for its craggy peaks and sheer cliffs. Along the eastern coast the bluffs drop off sharply, forming an almost vertical wall against the sea.

Hidden amidst the western cliffs are the eyries of the winged folk, who name themselves the Zephyr. In his famed Muvian treatise, the First Age historian, Melkursion, has this to say of the Zephyr:

"They are a peaceful people, almost angelic in appearance and of stately bearing. Having already experienced some of the harsher realities of life on Mu, it was with the greatest relief that we encountered these amiable folk. Though they knew nothing of us, we were greeted with smiles and friendly gestures.

With the aid of Phaeron's magics (evidently a minor spell caster assigned to the expedition) we were able to converse with them, and so learned that they called themselves the Zephyr. They invited us to stay with them, in order that we might learn their ways, and so that they might learn something of our own customs.

This we elected to do, and in fact remained for nearly six months time; after learning that it was our intention to explore the interior, the Zephyr feared so for our safety that they almost would not allow us to leave."

Of Zephyr culture, Melkursion writes:

"They are a caring people, most sensitive to the needs of the very young, old, and infirm. Though fish, fowl and other game are plentiful in their domain; the Zephyr will not kill living creatures simply for food. Instead, they risk the dangers of the forest in order to obtain the fruits and berries upon which their people subsist. In lean times the strongest willingly forego their rations that the weaker members of the group might survive.

Each of the Zephyr, as we found, has his or her own talent. Some are musicians, who spend their time playing and singing the most melodious tunes. Some are skilled in the weaving of baskets, clothes, and other useful items. Others are warriors, whose responsibility it is to protect the eyries against attack, and to escort those who gather food from the forest. Despite their slender physiques, the Zephyr are fine fighters, and are most skilled with the bow and javelin.

In truth, the members of our expedition could find fault with these splendid folk in only two respects: the nest-like eyries which the Zephyr live in (and in which we were allowed to stay) are built in such precipitous places as to strike fear into the hearts of any non-avian. As such, the Zephyr had to carry us when we wished to visit nearby eyries, examine the local flora and fauna, and so on.

Not that the Zephyr minded performing this task; in fact, quite the contrary. Most of them were so



saddened by the fact that we had been born without wings, that they tended us like mother hens. The only other complaint, reflecting more the excesses of human nature than any Zephyr fault, was that the Zephyr do not drink."

THE KANAWALLA DESERT

The Kanawalla Desert (also known as The White Desert) is a trackless wasteland which occupies much of the central region of the continent of Mu, and is easily the largest desert in the known world. The Kanawalla has long been the subject of scholarly dissertations, none of which can match the first-hand account penned ages ago by the estimable explorer and historian, Melkurion of Atlantis. He states, in part:

"The White Desert of Mu is most aptly named, indeed. Its sands are like drifted snow, and stretch endlessly for as far as the eye can see. Upon testing, the soil was found to contain a high percentage of salt; this explains the almost total lack of vegetation in this area, and gives credence to the theory that much of the continent of Mu was once under water. If true, there may be some veracity to the Zephyr legends, which state that half-sunken sea vessels have been found in this arid domain. Though our expedition has found no such ships to date, the theory does seem to warrant further investigation."

Further into the text, Melkurion comments on the area's native fauna:

"By and large, the desert seems nearly bereft of life, with the exception of sand fleas - a miserable nuisance - spiders, and a particularly dangerous species of scorpion. Deathly white in color, these arachnids are practically impossible to spot against the similarly-hued surroundings. All in our party will attest to the toxicity of the venom which these creatures bear, as one of our mules died only seconds after having been stung by a single scorpion. Exercising great caution, I caught several of these killers, and succeeded in draining nearly 1/4 dram of venom from each; an astounding amount for a creature which averages only three inches in length. The distillation of an antidote seems a remote possibility for now, as our party is understandably short of volunteers for such hazardous research."

On other dangers:

"During the day the heat is such that a man will require no less than two quarts of water per day in order to avoid dehydration. Equally dangerous is the intense brightness of the sun, which, reflecting off the white sand is sufficient to cause a type of "snow blindness". Unless one takes pains to shield the eyes with a hood or wide-brimmed hat, this condition (the duration of which seems to be limited to 2-12 hours) can easily occur.

Travelers in the White Desert would also do well to arm themselves with stout bows, for the reason that this area is occasionally visited by wyverns. Though we have seen no signs of intelligent life, the Zephyr repeatedly warned us to beware of 'snakes', which I have learned is Zephyr slang for a local species of saurian/humanoids. Judging by the description given by the Zephyr, these "snakes" would appear to be related to the fierce lizard-riders of the Gondwanan deserts (called Ahl-At-Rab by the Turanians). Again, we have seen no signs of any such creatures to date. In fact, many of us think the tale to be a tall one."

As this was the last entry in Melkurion's logbook (which was given to a merchant of Ophir by a Zephyr chieftain), it is possible that the expedition actually encountered the elusive "snakes" whom the Zephyr spoke of. Certainly, and in any case, Melkurion and his party never returned from their sojourn into the Kanawalla Desert.

THE TARA MOUNTAIN RANGE

Winding across the interior of Mu is the Tara mountain range. With the exception of certain small species of rock-climbing lizards, the only creatures known to inhabit the volcanic hills and peaks of Tara are wyverns, firedrakes, and wyrms.

Explorers in this region report that the physical obstacles to travel are substantial, but not insurmountable. Intermittent eruptions can be a hazard, but only to parties incapable of swift movement. The smoky and acrid air, while most unpleasant, does not usually pose a threat to life. For the most part, avoiding the largest and most active volcanoes will prevent exposure to

the more toxic (and sometimes super-heated) vapors which occasionally spew forth from the roiling subterranean depths. Rivulets of lava and slow-moving masses of red-hot magma are generally perilous only to the incautious.

Those who succeed in overcoming these obstacles can expect to enjoy the fruits of their labors, for the Taras are known to be a rich source of geodes. These globular chunks of rock are expelled in semi-molten form from the volcanic hills and mountains of this region. When cooled, they resemble ordinary, roundish rocks; if broken open, however, it will be seen that each geode is filled with a dazzling array of crystals. While most (75%) Tara Mountain geodes are comprised solely of quartz crystals, some (76-95%) may contain up to a dozen amethysts, sards, chrysoprases, or other semiprecious, crystalline stones. Rarer (96-100%), but not unheard of, are geodes containing 1-20 carat rubies, emeralds, and even diamonds. As a typical day's prospecting can yield dozens of geodes, explorers in the Tara mountain range, while far from numerous, grow less uncommon with each passing year.

YALLOCK

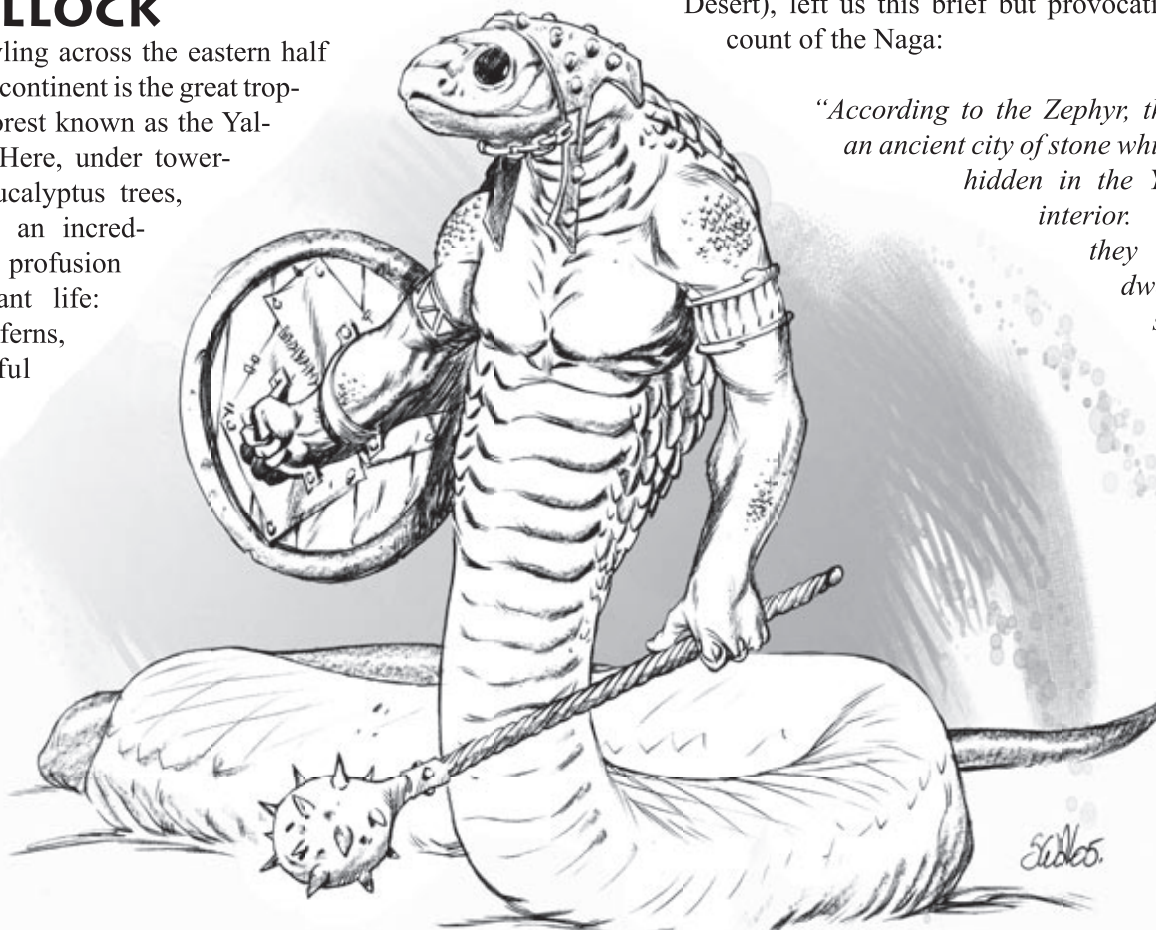
Sprawling across the eastern half of the continent is the great tropical forest known as the Yallock. Here, under towering eucalyptus trees, grows an incredible profusion of plant life: giant ferns, graceful

palms, copses of bamboo, mango, and betel-nut; bitter orange, clove, nutmeg, and cinnamon. Three rivers: the Onala, the Fromm, and (farthest to the south) the Currang flow through the forest, which supports an equally wide variety of animal life; parrots in all hues of the rainbow, gibbons, orangutan, and vine snakes in the trees; python, komodo dragon, wild boar, and Dhole (fierce, wild dogs) along the forest floor.

The masters of Yallock, however, are not beasts or even men, but the vile creatures known as the Naga (reptilian humanoids). Followers of the snake goddess, Tiamat, the Naga are an ancient and evil race steeped in the practices of black magic. They despise all warm-blooded creatures (whom they consider their inferiors), and possess the ability to communicate with and influence all species of reptiles.

Though legends abound of the Naga and their rulers, the dreaded Nagaraja (half humanoid/half serpent), what little information we do possess has come almost exclusively from the Zephyr, who dwell atop the cliffs of nearby Curracurrang. Melkurion of Atlantis, the First Age explorer who lived amongst the Zephyr for six months (before disappearing into the Kanawalla Desert), left us this brief but provocative account of the Naga:

"According to the Zephyr, there is an ancient city of stone which lies hidden in the Yallock interior. Here, they say, dwell the s e r -



pent-headed humanoids known as the Naga. The Zephyr and Naga are mortal foes; the serpent men set traps for them in the treetops, or use nets to try to ensnare them when they alight. The Zephyr, though seemingly a peaceful folk, attack the Naga on sight. The few Zephyr who have managed to escape from the Naga describe their captors as being both sinister and bestial. They subsist on the blood of mammalian creatures, which they drink from cups of hammered gold. After being beaten and tortured, their captives are thrown into bamboo cages, there to await the time when they will be sacrificed to the evil goddess, Tiamat.”

“Of the city itself, even the Zephyr know little. Those with some knowledge describe it as labyrinthine in appearance, with winding streets and many one to two story buildings. Where or how the Naga quarried the stone for these structures, the Zephyr appear not to know. The theory that the city was erected before the Naga arrived in Mu (put forth by one of the elder Zephyr males) is intriguing, if perhaps somewhat fanciful.”

“Implements captured from the Naga and shown to us by our Zephyr hosts likewise proved to be of interest. The curved daggers, carried, so we were told, by common Naga warriors, were finely wrought. All were adorned with gold, many having serpent-headed pommels, some with rubies or other precious stones set in the eye sockets. Numbers of jeweled pendants, rings, and armbands were also shown us, any of which would fetch a fine price in a civilized land.”

“Perhaps most interesting were the raiment and personal effects of a Naga wizard, which by their appearance might be worn or used by a man, provided he was of above-average height: Incredibly, the creature’s silken vestments and head dress were remarkably akin to the costumes worn by the priests of Khemit’s infamous snake sect; an observation which, as one can imagine, caused much speculation on the part of the members of our expedition.”

Curiously, Melkurion makes reference to the Naga using wyverns as steeds, but never states whether this practice is widespread or, as others have claimed, limited to certain elite warrior bands.

THE ISLE OF DREAMS

Located off the southeastern coast of Mu, the Isle of Dreams is one of the strangest places in the known world. By all appearances the island seems a veritable paradise; fields of many-colored blossoms sway at the touch of gentle breezes. Groves of fruiting trees lie nestled amidst hillocks of cool, green grass, and crystal springs and waterfalls dot the landscape. Here one need only walk a short distance to find all manner of succulents, berries and herbs, each possessed of the most subtle and distinctive flavors.

For all its splendor, however, the Isle of Dreams remains a place of mystery. Though the island is not known to harbor dangerous creatures of any sort, the natives of the neighboring islands consider the place taboo, and will not set foot upon it. The Zephyr of Mu are loathe to even fly above the island, claiming that it is haunted by deranged spirits. According to Khitan legend, the isle does not truly exist, but is an illusion created by a wise and powerful dragon to lure foolish mortals to their doom.

The only reliable written account of this region, the famous logbook of the traveling sage, Ahmahd of Jok-tan, is in itself a puzzlement. In it, Ahmahd states:

“Contrary to the tales told us by superstitious natives, we have found the island to be a most enchanting place. Beauty abounds, and riches beyond one’s wildest imaginings are to be had for the taking: costly herbs and spices, trees which give forth golden fruits, magical pools and grottos, nymph-like maidens of surpassing charms ... everything one could wish for is here on this Isle of Dreams. Would that I could spend more time ashore, but alas, it is my duty to oversee the ship’s carpenters, who have been assigned to effect minor repairs upon our much-traveled vessel.”

An entry made but two days later reads as follows:

“A series of strange events seems destined to cut short our visit to this island. First, the body of one of our Turanians was found hanging from the limb of a bow wood tree, his face contorted in a most hideous grin. A short time later, the ship’s first mate leaped to his death from a towering bluff. Those with him prior to his death claim that he was in an especially high-spirited mood, and in fact was heard to be laughing even as he plunged to his doom.”

"Upon learning of these two events, our captain reportedly attempted to commit suicide by the implementation of some bizarre scheme involving a cask of wine and seven of the island's comeliest nymphs. Only a show of force by the ship's carpenters and myself succeeded in putting a halt to this madness."

"When the captain came to, he seemed more like his old self, and so we began to try to round up the remainder of our crew. This task alone may take several days, as many of the men appear to

be quite bereft of their senses. The slightest motion or spoken word is enough to send some of them into fits of hysterical laughter; others weep openly at the mention of leaving their new-found paradise. Oddly enough, a few who have spent time on the island seem quite unaffected. As for myself, I will be content to leave this place as soon as possible."



NORTH SEA REGION

AURORA (UH-ROR-A)

Aurora is described as an island surrounded by floating ice mountains. Its existence is corroborated by a single reference in an ancient tome describing the many voyages of First Age Atlantean explorers and conquerors. The sky above the region is said to radiate colors of fabulous hue, especially during the winter and summer solstices. Little else is known of this place, though certain legends claim it to be inhabited by a rare species of ice nymph.

OGYGIA (OH-GEE-JEE-A)

The island of Ogygia lies in the southern reaches of the Sea of the Dead. Despite its relative proximity to Alba and Iber, few dare to come here due to the sinister reputation which is accorded to the surrounding waters. Consequently, knowledge of Ogygia is limited to the often exaggerated accounts of sailors and adventurers.

While there are many such tales, the most popular is the legend of Calypso, queen of the Nereids (Sea Nymphs). As the story goes, the Isle of Ogygia is a veritable paradise of lush vegetation, warm springs, and cool grottos. In the most beautiful of these grottos dwells Calypso, an enchantress of surpassing loveliness. She is attended by a host of nymphs, each more lovely than the last.

From the shores they call to passing ships, singing of the beauty and peace which are to be found on Ogygia.

It is said that men of good heart are welcome to stay on the island, for Ogygia is a haven for the weary. Those who would stay for more than a single evening, however, will wish to remain forever; such is the way of Calypso and her subjects, whose charms are beyond the power of mortals to resist. Should a man of evil heart come here, then let him beware the magics of Calypso and the nymphs of Ogygia.

THULE (TU-LEE)

The icy boundaries of the North Sea include Anostos in the north, Jambu to the south, Jotunland and Zemlazelan to the west and southwest, respectively, while the Erian Ocean lies to the east. Actually, the North Sea and the Erian Ocean are a single body of water, but are distinguished geographically by their relationship to specific land areas. The Erian Ocean is held to be that portion of this body of water which lies north of Eria, while the North Sea is the western side of the same ocean, north of Jambu.

It is a cold mass of ice and water, chilled by an arctic current that passes through the Erian Ocean, the North Sea, and the Sea of the Dead to circumnavigate the globe. This current is strong, and carries icebergs on a relentless westward course. Icy death frequently finds those who sail these merciless waters towards Jotunland and Anostos.

Thule is an island in the far north between Anostos and Jotunland in the Sea of Dead. Very little is actually



known about this island but what is told and mentioned by sailors and adventurers, and what can be gathered from various legends of the Ska peoples.

Thule is said to be a large island with soil that is totally infertile. The air surrounding the island is a mixture of misty sea water and breathable air.

Each year at the summer solstice the sun rises. It never sets, but stays in the sky until the winter solstice. During this time Thule is enveloped in pitch darkness for a period of two months.

Among the few creatures that are believed to inhabit Thule are a tribe of humans called the Scritifi (skri-TEE-fi), who live a savage life in the sparse forests of the island. They wear crude animal skins and feed their babes not with mother's milk, but with the bone marrow of wild beasts. The Scritifi are very primitive

and, according to Ska legend, worship demons. They offer human sacrifices by impaling their victims on sharp sticks and then throwing the bodies into a deep crevasse. This crevasse lies at the center of the island and is said to be so deep that it reaches the Underworld itself.

According to other accounts, Thule is also home to an ancient order of black magicians, who were banished from Atlantis during the bygone First Age. Some say the descendants of these exiled magicians continue to practice their dark rituals to this day, and are amongst the most evil spell casters in the known world.

HYPERBOREA

(HY~PER~BORE~EE~A)

Hyperborea is a cold and windswept isle situated between Alba and Jotunland. It is a land of rugged mountain ranges, rolling hills, and deep forest lands teeming with wild life: red fox, moose, red deer, wild boar, brown bear, and lynx to name but a few.

Here the climate is harsh, save for a brief period in late spring and summer when the air is less chill. At such times the two Hyperborean Rivers (the Kven and the Cimer) flow swiftly to the sea, swelled with melting ice and snow from the mountains. During the rest of the year, the rivers are usually covered with a thick sheet of ice, and can be traversed on foot or by sled.

Once home only to the brutish Rock Trolls, Hyperborea is now populated by two human tribes, the Cimmerians and the Vanir. Dwarves; migrated from Europa during the bygone First Age, also dwell here, making their home beneath the vastness of the Rhiphaen Mountains. As certain parts of Hyperborea are rich in amber, this region is not unknown to traders. Many come from as far away as Sheba, Tartessos, and Turan in order to obtain this valuable, crystalline substance. Though subject to fluctuations in price (due to supply and demand), amber is seldom valued any less than gold.

THE BOREAN FOREST

The Borean Forest (named after Boreas; the North Wind) lies to the south of the Rhiphaen Mountains and stretches along the southern coast of

Hyperborea. It is a dense and tangled woodland, difficult to traverse except along the main trails worn into the earth by the region's wild boar population. Like most of Hyperborea, the terrain is rugged and hilly.

The Borean Forest is also a dangerous place. Once connected to Europa by a land bridge (since submerged beneath the sea after the Great Cataclysm), the area is home to a variety of frightening creatures. Firedrakes lurk in caves dug into the hillsides, and were-creatures and ogres haunt the Woods.

Cimmerian hunters, who sometimes range as far south as the edge of the Borean Forest, claim that a fierce tribe of goblins lives here and that arcitenus (huge, two-headed centaurs) hunt along the trails.

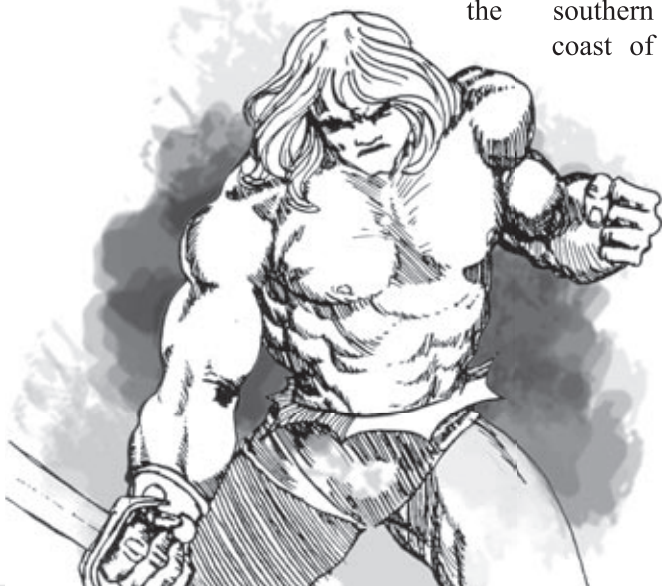
Others depict the area as being populated by wyverns, ouranabad (winged hydra), and even great dragons. Despite the dangers inherent in traveling through this region, certain traders and adventurous individuals are known to come here, drawn by the lure of amber. This precious, golden substance is said to be most readily found in certain streams and ponds throughout the forest, and in some of the lower-lying regions as well. Though large finds are said to be uncommon, many who have prospected in this region claim that a day's work will often yield 2 to 12 pieces of amber (1 to 2 inches in diameter), each worth its weight in gold. Entrepreneurs are advised, however, to exercise caution in these parts, for it is not only men who appreciate the beauty and value of this golden substance.

CIMMERIA

Cimmeria is a hilly region which extends from the western coast of Hyperborea inland to the Rhiphaen Mountain Range. It is primarily forest land, though in the spring the lower-lying regions usually become flooded, creating marsh-like conditions.

The human tribes who dwell here, known collectively as the Cimmerians, are a rugged, dark haired people. They know little of agriculture, but are skilled hunters and trappers. Like some of the northern Europeans (from whom it is believed they are descended), the Cimmerians have domesticated both the wild dog and the goat.

The Cimmerians generally live in small communal bands of 10 to 40 individuals. Their villages are simple, each family having a single hut constructed



of wood and roofed with green hides or thatch. Most often, the village will be enclosed in a stockade-type fence made of heavy, wooden posts. Some will also have goat pens and sheds for the drying and curing of hides.

Though they are a fairly primitive folk, the Cimmerians know how to work iron, which they use for tools, axe-heads, arrow-heads, and swords. Some say that they learned this skill from the dwarves of the Rhiphaen Mountains, with whom the Cimmerians sometimes trade. As their swords are generally of good to excellent quality, there may well be some truth to this claim.

For the most part, the Cimmerians are a peaceful people who rarely fight amongst themselves. They have no love for the haughty Vanir, however, and will band together to defend against their raiding parties. A particularly savage or damaging attack will sometimes motivate a large band of Cimmerians to launch a counterstrike against a Vanir settlement. As Cimmerian warriors are often somewhat poorly equipped (leather or furs, shields, bows, swords, or axes) such attacks usually take the form of ambushes, night raids, and similar covert actions. In this type of fighting, the forest-bred Cimmerians generally excel.

Not an especially religious folk, the Cimmerians revere Atta, whom they believe is too preoccupied to listen to mere mortals. Many tribes have a shaman or druidic Healer, but these individuals hold no great power or influence over their people; in fact, most Cimmerians are skeptical (or even fearful) of anything that smacks of magic.

Unlike the Vanir, the Cimmerians are independent by nature, and have no official chieftains or leaders. In times of trouble, a skillful warrior will usually provide leadership, but otherwise each band governs itself by council.

HALOGA

Haloga is a rich land of sloping hills, deep vales, and snowy peaks. Situated to the south and east of the Rhiphaen Mountains, this region is notable for its rocky coastland and twisting fjords, and is home of the seafaring Vanir peoples.

The Vanir are a fair-skinned race, most having blond or reddish hair. Both the men and women wear their hair long, usually done up in a single braid bound with

strips of leather. All the adult males wear beards, of which they, like the dwarves, are quite proud; in fact, a clean-shaven face is deemed a mark of femininity (or at best immaturity) by these folk.

The Vanir live almost exclusively along the eastern coasts, in clans of 100 to 600 individuals led by a single warrior chief. Each settlement is surrounded by a wall of earth and stone, and is more or less square or rectangular in layout. Within the walls each family has its own lodge, built of stone, wood and thatch.

A communal lodge, often over one hundred feet in length, functions as a meeting place for the clan's male warriors. Located some distance from the lodges are pens for the clan's goats and oxen, communally-run forges, smokehouses and sheds for the drying of lumber and the curing of hides. Though the Vanir are primarily hunter-gatherers, they cultivate certain crops, such as hops, barley, and millet. The females tend the clan's fields, which are almost always located outside of the settlement walls.

The Vanir are accomplished shipbuilders and skilled seamen. Their vessels - modeled after the Jotun's dragon ships - are swift and sturdy, and can hold as many as 100 men. A clan will generally have from 1 to 3 such ships, each outfitted with both oars and sail. The larger ships will sometimes be outfitted with a light catapult, which may be used to hurl flaming missiles or stones.

An aggressive and warlike people, the Vanir revel in battle. They often set sail in their warships in order to raid the coastal villages of Cimmeria, northern Europa, and even Iber and Alba. Such raids are usually swift and savage in nature; the Vanir often put villages to the torch, slay all male occupants, and carry off the women (whom they use as slaves).

Despite the tales told by sailors from the southern regions, the Vanir rarely engage in piracy. They will, however, attack Jotun or Fomorian vessels on sight, and have long enjoyed success against the larger ships of these antagonists. As Corsair vessels seldom venture into the northern waters, the Vanir are inclined to ignore such ships on the rare occasions that they do encounter them.

The armament of a typical Vanir warrior consists of a leather or hide vest (sometimes studded with iron rings or bosses), an iron-bound, wooden shield, and

an iron helm (usually decorated with horns or “wings” of bronze or iron). Throwing axes and spears are most often favored, though some individuals disdain the use of a shield in favor of such two-handed weapons as the battle axe, war hammer, or pole axe. The Vanir are also known to employ the long bow, but this is not normally a popular weapon amongst these folk, who tend to prefer fighting at close range.

Though the Vanir do not often engage in trade with other peoples, some of the southernmost settlements are known to deal in amber. This hard, gleaming resin is found in abundance along the coasts of Haloga and in the estuaries of the rivers Kven and Cimer. Many of the larger clans employ slaves to dredge these waters for amber, which is used as a type of currency amongst the Vanir, and as fine ornamentation; it is sometimes melted down and cast into rings, necklaces, and pendants. The biggest dealer in amber is Aesgard, a large (population 2000+) settlement on the southeastern coast. Ships from such distant lands as Sheba, Tharshesh and Ku are known to come here in order to obtain this precious substance, which in some places is worth its weight (or more) in gold.

Despite their warlike nature, the Vanir rarely engage in raids against neighboring settlements. In fact, warrior chiefs from rival clans sometimes meet in order to discuss subjects of mutual interest: trade, boundary disputes, upcoming raids, etc. As the Vanir hate the Rock Trolls, the clans will sometimes band together to repulse troll war-parties. The Dwarves and Vanir, however, do not get along well at all. Both covet the ore-rich expanses of the southern Rhiphaens, and skirmishes between the two races are not uncommon. The Vanir also have a long-standing dislike of the Cimmerian peoples, whom they deem their inferiors in all respects. For this reason, Cimmerian slaves are always in demand, and raids against Cimmerian villages are common.

The Vanir are not overtly religious, but nevertheless pay homage to the true elementals of wind and sea. Their “priests” are druids, who erect dolmens (large stone monuments) to the most powerful of these demigods and conduct certain, seasonal rituals.

THE RHIPHAEN MOUNTAINS (RIF-EE-EN)

The Rhiphaen Mountain Range runs roughly from the southwest to northeast of Hyperborea. Long a source of contention among the Dwarves, Rock Trolls, and (most recently) the Vanir, the Rhiphaens are rich in iron, tin, copper, and gold ore.

At the lower altitudes, the Rhiphaens are covered with trees and shrubs; beyond the tree line only mosses and bracken grow. Both the southern and central ranges are home to a number of strange and dangerous creatures, especially Hippogriffs, which are quite common in these areas. Even so, the two most dominant species in this region dwell not amidst the wooded foothills or the rocky slopes, but beneath the mountains themselves.

THE DWARVES

With the exception of the Isle of Punt, the Rhiphaen Mountains are perhaps the last great refuge of the race of dwarves. Here they are found in great numbers, most dwelling in underground complexes located some 100 to 800 feet below the surface, with others being found at even greater depths.

The Rhiphaen Mountain dwarves have traditionally been renowned as the best miners, metal smiths, and gemologists in the known world. Their arms and armor are exquisitely crafted, as are the more decorative pieces worn by their womenfolk. Craftsmen from far off lands have long sought to duplicate the quality of dwarven goods, but have seldom met with success.

Since settling in the Rhiphaen Mountains some centuries ago, the dwarves have constantly been at war with the region’s original inhabitants, the rock trolls. Though physically outmatched (and sometimes outnumbered) by the brutish trolls, the dwarven army has repeatedly beaten back the advances of their dull-witted foes. As a result, the rock trolls have been driven ever further underground, and have not attempted a major assault in years. The dwarves view this condition as temporary, however, and maintain a vigilant posture.

The underground civilization of the dwarves is well organized. The main center of activity, known as: Ironhold, is a fortress of impressive dimensions. Here the dwarven king lives, along with his retinue and the bulk of the dwarven army. A complex but orderly system



of tunnels and passageways emanates from Ironhold, connecting the fortress with numerous, smaller outposts, mines and caverns.

Platoons of 10 to 20 warriors (in chainmail, with shields, axes or warhammers) patrol the main corridors at regular intervals, returning to their assigned outpost after completing their rounds. Smaller armed platoons are also assigned to the mines, where they keep watch for troll raiding bands. These groups are usually relieved at eight-hour intervals, coinciding with the shifts of the work crews.

Each mining operation will employ from 10 to 200 workers, with one foreman per every 20 laborers. All crews work eight-hour shifts, with breaks for meals, rest, and (occasionally) a good, strong drink. The raw ore is transported in wagons to the immense Ironhold facility. Ore from the most distant dwarven outposts may take as

long as 2 to weeks to reach Ironhold, traveling underground the entire way. Gems packed in iron strongboxes are also transported in this fashion.

Arriving at Ironhold, the wagons are unloaded, after which they head back to the outposts, carrying food and supplies on the return trip. The ore is smelted down and the ingots are then brought to the dwarven smiths, who forge and shape them into tools, weapons armor, and all manner of useful devices and implements. The finest gemstones are stored in heavily guarded vaults, along with any surplus gold or silver ingots.

Though the dwarves are by nature a reclusive folk, they occasionally have dealings with other peoples. As they must periodically come to the surface in order to obtain food, wood, and other supplies, they will sometimes trade with certain of the neighboring Cimmerian

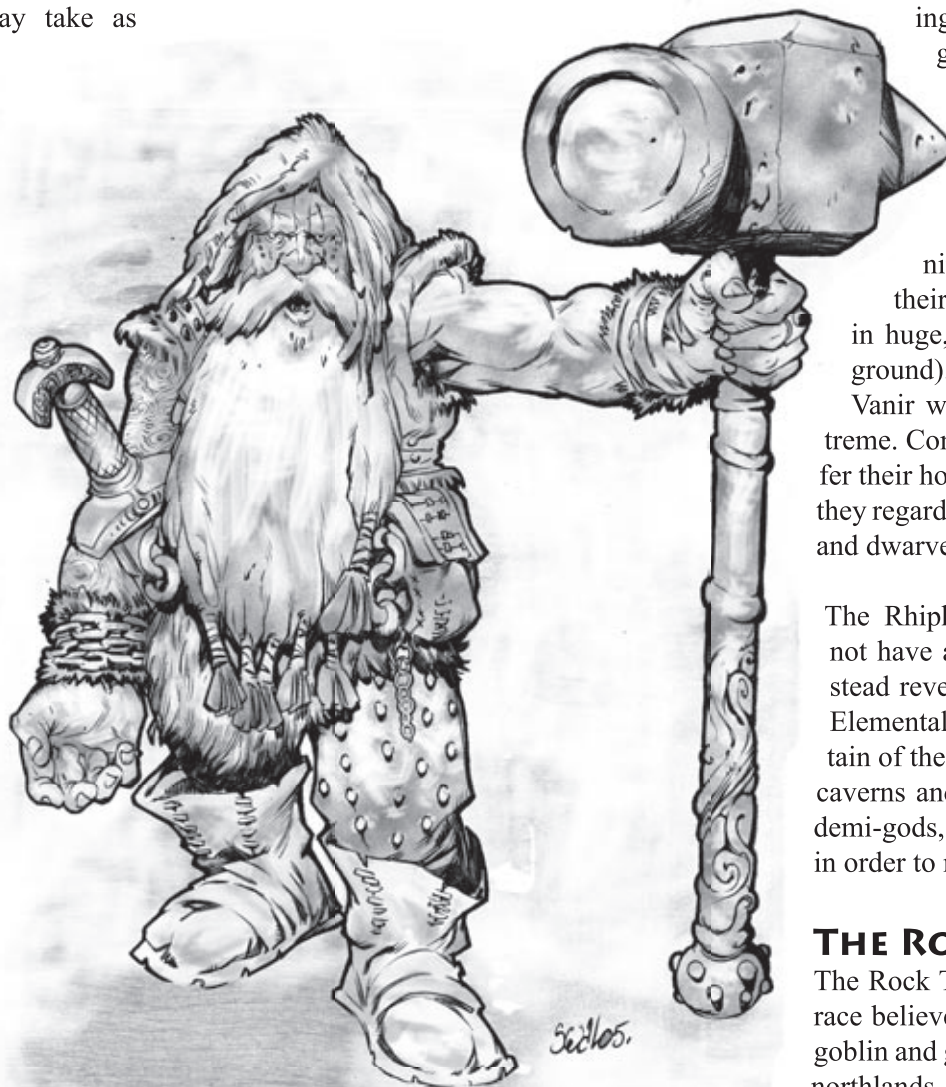
Tribes; exchanging iron and tin ingots for furs, hides, and other goods. On rare occasions,

the dwarves will trade with merchant from the European countries, but only if their own supplies of liquor and ale are running low (the dwarves brew their own alcoholic beverages in huge, wooden casks, kept below ground). They will not trade with the Vanir whom they dislike in the extreme. Conversely they will always offer their hospitality to any Aesir (whom they regard as trusted friends and allies), and dwarves from other regions.

The Rhiphaen Mountain dwarves do not have a patron deity per se but instead revere several of the True Earth Elementals. The dwarves dedicate certain of the more beautiful underground caverns and grottos as shrines to these demi-gods, and often go to such places in order to meditate and give thanks.

THE ROCK TROLLS

The Rock Trolls are a dark and ancient race believed to be descended from the goblin and giant races of Europa and the northlands. A vile and brutish folk, the trolls have long battled with their hated



rivals, the dwarves, for possession of the Rhiphaen Mountains. In recent years the fortunes of war have not favored the dark folk, and they have been forced to withdraw deeper and deeper into the depths of the mountains.

Despite their setbacks, the trolls are known to still covet the rich veins of ore which run like still rivers through the upper levels of the mountains. Though their armies have long been inactive, small bands of trolls continue to harass dwarven mining operations; slaying work crews, causing cave-ins, and undermining dwarven installations with crisscrossing networks of tunnels. To aid them in such endeavors the rock trolls sometimes employ their larger cousins, the mountain trolls, or the bestial, sightless monsters known as cave trolls.

While much of the trolls' culture remains a mystery, rumors and legends abound. For instance, it is said that the rock trolls have a single king, who rules from deep within the bowels of the earth. He is supposedly huge and powerful, and sits on a throne carved from a single block of obsidian. His palace is located in a gigantic cavern which lies at the nexus of a vast network of underground passageways, some leading beneath the ocean floor and exiting in faraway lands. Amongst the lower levels of the palace are other caverns, some filled with stolen treasures, some housing the giant forges used to smelt metals for the trolls' siege engines. Armies of wretched slave laborers toil in the labyrinthine mines found at these depths, driven mercilessly by their troll masters.

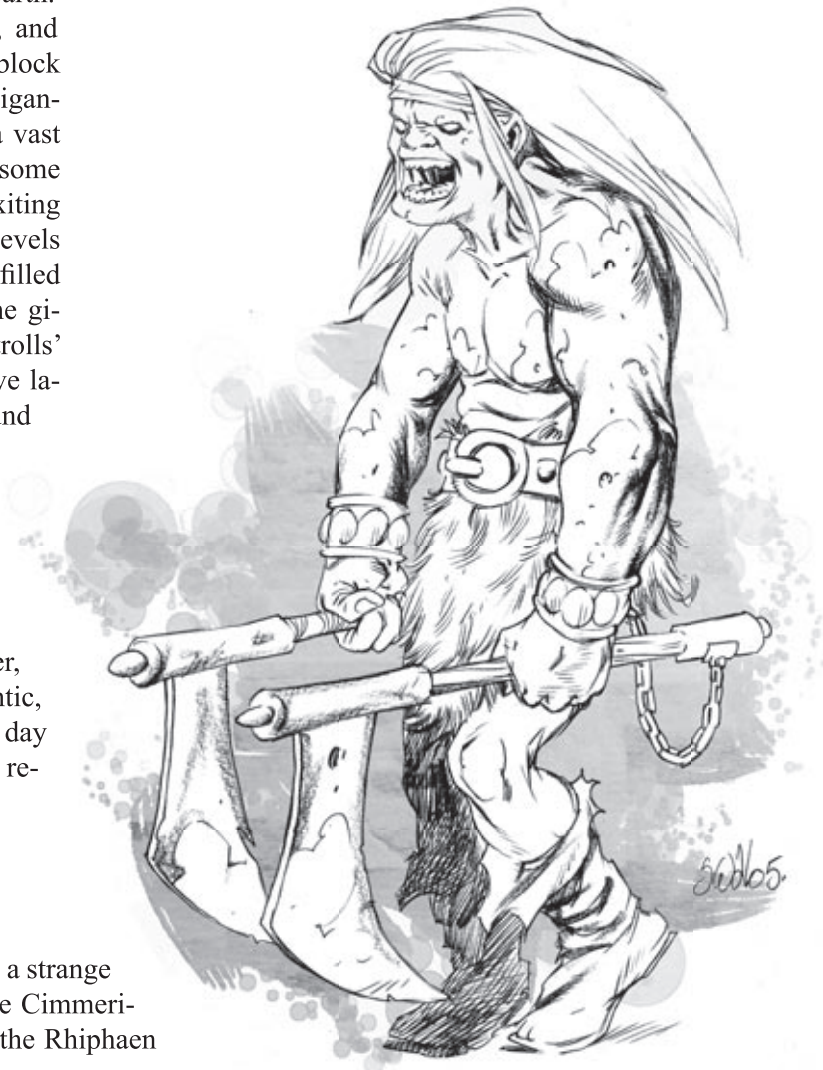
As no human or dwarf has ever seen the palace of the troll king, such stories may be greatly exaggerated, if they are true at all. The dwarves, however, have long held such tales to be authentic, and believe that the troll king will one day send forth his minions in an attempt to recapture the upper levels.

THE CITY OF IRONHOLD

The island land of Hyperborea supports a strange mix of races and peoples, including the Cimmerians, the Vanir, and others. But high in the Rhiphaen

Mountains, a region rich in iron, tin, copper, and gold, live certain peoples rarely seen by light of day. For this great mountain range is home to two races who dwell deep underground, beneath the rocky slopes of the Rhiphaens: the brutish Rock Trolls and the Dwarves, age-old enemies whose underground wars have made the deep places of the Earth ring with the clash of weapons for centuries on end.

Little beyond legend and rumor is known of the Rock Trolls, but the Dwarves of Hyperborea are renowned in song and story. Like their distant dark-skinned cousins in far-off Punt, the Northern Dwarves are delvers and craftsmen who love the Earth and its riches. They care not for trees or gardens, fields or meadows, but only for the beauty they find under the ground, in high-roofed caves and soaring pillars of rock.



THE HISTORY OF IRONHOLD

Legend claims that Ironhold was first discovered by a Dwarf named Andvar, usually known as Andvar the Dispossessed. He came to Hyperborea from some other land (no one now knows where, not even the Dwarves), an exile cast out by his family after he accidentally killed his brother in a fight over a precious gemstone the two had discovered while working in the mines.

Formerly a Prince among his people, Andvar was reduced to a life of homeless roving, although there were many of his kind who believed that his brother's death was not his fault at all, and would gladly have supported him in a confrontation with his family.

But Andvar refused to dispute the judgment of his father, the King, and went into exile willingly. For seven years he wandered through the Rhiphaen Mountains, braving the wilderness as penance for his brother's death. He survived many perils in that wild land, until at last he discovered the River Cimer running from the Mountains down into the territory of the Cimmerians. Following the river back towards its source, Andvar discovered that it issued forth from an underground source, flowing out of a cave set in a sheer cliff a hundred feet high.

Beside the river was a rocky ledge that ran into the cave, and when Andvar followed this path underground, he discovered a natural cavern within, rich in ores and fabulous to behold. Andvar resolved to make these caverns his home, and vowed that his people would make of this place a Dwarven city whose magnificence would live in song forever.

Andvar returned to his own lands, and there gathered a host of friends and followers willing to support his royal claim. These he led back to Hyperborea, and up the Cimer to his caverns. They settled here, and in other rich mountain caverns as well, founding the Dwarven Realm in Hyperborea.

Andvar's Cavern became the capital, and has since earned the name of Ironhold. The King today is of Andvar's blood, and it is said that his people have flourished. Those who remained in the homeland have long since vanished from the world.

THE UNDERGROUND CITY

The Dwarven Realm has grown in size over the cen-

turies since Andvar's Wandering, and so too has Ironhold. It is a complex city of many levels and interconnected chambers, expanding constantly as new tunnels are pushed out in all directions in search of fresh veins of ore.

As mines become played out they are not abandoned, but are converted into new halls and chambers for the inhabitants of the underground city. The growth of Ironhold is slow but steady, for the Dwarves work with the patience that comes from an understanding and love for the Earth.

Ironhold today lies as Andvar found it, deep in the mountains behind the solid wall of Andvar's Cliffs. The cliff blocks all progress between the western lowlands of the Aesir and the central and southern regions of Hyperborea.

Two gates into Ironhold are known, though other, secret ways known only to their builders may also exist. The Main Gate stands beside the running stream of Vimir where it emerges from the cliff, and leads into the original caverns of Ironhold. Through this gate trade between the Dwarves and the friendly Cimmerian tribes passes along a paved road that follows the river down towards the sea.

The second gate is high above, at the top of the cliff. It lies at the end of a winding, poorly marked trail that eventually wanders into the lands of the Vanir, and was used centuries ago, when relations with that land were better. But the Vanir coveted the wealth of Ironhold, and sent an army into the mountains to break the citadel. After a fruitless siege, they were driven off by the armies of the Dwarves. The trail is now unused and almost forgotten by Men, though it is still used by the Dwarves.

The uppermost level of the city is dominated by a large underground lake. Water enters the lake through an underground extension of the River Mimir, and leaves through a waterfall that plunges down to the level below and then runs through the mountainside and into the outer world. The Mimir supplies water to the city, and is used to transport barges of ore.

The First Level lies below the New Level, roughly even with the ground outside. Here the Cimer plunges down the Gatefalls from the underground lake above, and flows out of the Main Gate cave. The outer Gate itself is actually adjacent to the river, and is always left

open. Beyond it is a large cavern called the Gatehouse, where vessels can land and unload goods under the cover of the cave mouth.

The Inner Gate is a wide tunnel that opens from the Gatehouse, leading into the city proper. This gate is made of massive doors which can withstand any but the mightiest siege engines.

The Dwarves of Ironhold have perfected a defensive arrangement for the Main Gate designed to keep any enemy at bay. Engines concealed under the Gatehouse can be made to raise great slabs of rock across the tunnel mouth, blocking the river bed. With the Inner Gates sealed tight, the Gatehouse becomes a massive trap, for the water will quickly overflow the banks of the river and flood the Gatehouse itself. This makes any approach towards the Main Gate completely impracticable. To the east, the city is bordered by Sorrn's Chasm, a great rift in the heart of the mountains. The chasm is deep, and glows red with the fires of the depths; on lower levels of the city, the Dwarves maintain their forges in caves that open onto this volcanic abyss. During the reign of King Sindri, a bridge of stone was crafted by the Dwarves to cross the chasm, and since then, mining has opened up on the other side of this deep abyss. The chasm was discovered early in the history of the city, when miners working on the north side of the city burst through into caves inhabited by Rock Trolls, thus beginning the long struggle between the Dwarves and Trolls, which continues to the present day.

The true heart of Ironhold is the Second Level, which lies well below the surface of the Earth. Here lies the Palace of the Dwarf-King, the Lord of Ironhold and High King of the Northern Dwarves. Although delvings have been opened up at greater depths than this, the Second Level is the lowest of the permanently inhabited portions of Ironhold.

The maps showing Ironhold's various levels are, of course, greatly simplified. Most of the large halls and chambers shown there are actually subdivided into smaller rooms, especially in the case of the living quarters and palace complexes. Not all tunnels are level; many slant upwards or downwards, and a few passages contain stairways leading to areas above or below.

Ironhold was designed not only as a city and mining complex, but as a fortress. The gates are well defended

by contingents of soldiers and by every artifice the cunning craftsmen of the Dwarves can devise. Contingents of Dwarven soldiers constantly patrol the mine tunnels radiating out from Ironhold, usually in heavily armed and armored platoons numbering twenty or more individuals. Larger detachments are on permanent duty in the Tower, at the Main Gate, and on the docks.

LIFE IN THE UNDERGROUND CITY

In his accounts of his travels with the Aesir, Kaasvir of Midgarth writes of his first visit to Ironhold, which, he said, proved to be "... no darksome hole at all, (but) ... a magical place of light and song and wonders beyond imagining. The stones themselves glow with soft light, bouncing back reflections from the glittering natural walls of the caverns, and from the pillars and wall plating of solid bright-burnished metal."

As Kaasvir wrote, illumination is furnished from the stones themselves, enchanted by magical spells and amplified by the outcroppings of crystals and gems carefully retained in the structure of most chambers. In the mine shafts, and along passages linking the cities (including the tunnels through which the Mimir flows), phosphorescent fungi are used instead to produce a dim but serviceable light. The Dwarves have no more love for darkness than do Elves or Men, though their eyes adjust well to the absence of light, and they are confident and surefooted in the deep places of the Earth.

Conversely, Dwarves are rarely happy when forced to labor outside their stone caverns. The soldiery assigned to duty in the watchtower is considered to be the least respected of the city's warriors. While Dwarves do visit the valley to collect wood, plants, and other things unobtainable inside Ironhold's stone, they take little pleasure in such work.

The first love of the Dwarves is the mining of the Earth's metals, and the creation of beautiful things from them. There are many highly skilled craftsmen in Ironhold; indeed, the lowest mushroom farmer or common soldier would still be reckoned a skillful smith in the communities of Men.

Though few Dwarves are magicians in the true sense of the word, many of their smiths are skilled in the areas of magical artificing. Ironhold produces superior magical weapons, armor, and amulets which are famous from Atlantis to distant Sheba. The Dwarves of Ironhold are mostly self-sufficient, drawing all the





resources they need from their underground caverns or from the valley below the cliffs. They do, however, engage in trade, not only with other Dwarven cities of the Rhiphaen Mountains, but also with certain groups who have traditionally been friendly; These include the giant Aesir, who are long-standing friends and allies of the Dwarves, and various Cimmerian hill-tribes. Ironhold imports amber, furs, foodstuffs, finished wood products, and precious stones, trading iron ingots and worked metal -- especially weapons -- for these items.

Amber is especially prized, since it is not readily available in the mountains.

The primary enemies of the Dwarves are the Rock Trolls, along with the larger Mountain and Cave Trolls occasionally found in this region. The Dwarves believe that the Trolls of Hyperborea are united into a single realm, led by a Troll King who dwells deep underground somewhere in the Rhiphaens.

Combat between the Trolls and the Dwarves is almost constant; there is rarely an interval when the Dwarves are not defending some tunnel or outpost against marauding Trolls. Large-scale battles are rare, however, especially around Ironhold itself. The last serious threat to the safety of Ironhold was during Andvar's reign, when Andvar reunited his people and exterminated the Trolls who contested the caverns below the city. Since then, Ironhold's defenses have never been broken.

Other Dwarven settlements have been less fortunate, and the soldiery of Ironhold has frequently marched to the aid of beleaguered neighbors. The ruler of Ironhold is acknowledged High King of the Northern Dwarves, and is pledged to the aid of all those who acknowledge his authority. Leaders of other Dwarven settlements often come to Ironhold to seek advice and aid from the High King. Such visits are occasions for lavish ceremonies, often with much feasting and revelry.

The daily life of Ironhold revolves around excavations, mining, and crafts. Work is constant in this underground city, where day and night exist strictly by the will of those who control the light stones. Laborers and soldiers alike work on shifts of eight hours each; at the end of a shift, they are relieved and permitted to sleep, eat, rest, or pursue some hobby or work not connected with their principal duty.

For the most part, duties are determined by the needs of the community and by individual aptitude. Young Dwarves may be rotated from job to job as the need arises, but those who show special ability in a particular area may be retained in that duty for an indefinite period. Those without any particular aptitude are employed in the farms, or for mining and excavation work.

A mining operation may employ up to two hundred workers, with one foreman for every twenty laborers. The crews follow rich veins of ore, often wandering

in haphazard twists and turns for many miles under the Earth. When a vein plays out, exploratory tunnels are sent out in several directions until a promising new vein is found.

Raw ore is loaded on mule-drawn wagons, and hauled slowly back through the tunnels toward Ironhold. The trip can sometimes take as much as eight weeks for the more distant mining complexes. Each network of tunnels eventually leads to a storehouse area on the fringes of Ironhold, and here the raw materials are unloaded and stored upon their arrival. Food and other supplies, also kept in these storehouses, are then loaded on the wagons for the return trip, in cases where the mines are too distant to be worked by residents of the city.

DWARVEN SOCIETY

The Dwarven nobility is a class apart, furnishing leadership and direction for the community. Ancestry determines admission to the nobility, though the families of great heroes have on occasion been ennobled. Dwarven aristocracy has little of the privilege and power of human nobility, and even the most noble Dwarves may work as artisans and builders.

The nobility also furnishes the priesthood of the Dwarves. Worship is dedicated to the True Elementals of the Earth, in ceremonies held in either of the two great shrines of Ironhold. Other ceremonies honor the past deeds of Andvar's Folk, and are held at Sornn's Leap and in the Chamber of the Guard. The latter place also holds the Hall of Records, where sages preside over the tomes and scrolls that contain the collected knowledge of the Dwarves of Ironhold. These sages and lore-masters are held in great reverence, for the Dwarves honor their past and those who keep it alive.

Men are inclined to view the Dwarves as a dour, grim folk, stoic and unfeeling as the stone they mold. This is not so; The Dwarves of Ironhold enjoy drinking, singing, and carousing as much as any of the other humanoid races, if not more.

JOTUNLAND

Jotunland (or Jotunheim) is a wild and savage land located in the furthest reaches of the North Sea. Home of the terrible race of frost giants called the Jotun, very little is known of this region. What little is known of Jotunland stems from the legends of the dwarves and Aesir races, and the tales told by the barbaric peoples

of nearby Hyperborea. According to the accounts of these folk, Jotunland is, for the most part, a vast and frigid wasteland. Here, they say, the sun seldom shines, and the skies are darkened with storm clouds.

Untold centuries of freezing winds and snows have transformed Jotunland's interior into a nightmarish landscape of glacial peaks; convoluted spires, and crystalline plains. Seven great rivers of ice twist and creak their way slowly to the sea: the Aurboda, the Rokkr, the Hoder, the Mimir, the Gulveig, the Iarnvid, and the Hag. Dire wolves, snow leopards, and other, more monstrous creatures stalk the frozen wastes in search of prey. Only along the southern coast can one find some refuge from the elements, amongst the coniferous forest known as the Utgard.

The Jotun are a fierce and warlike race of beings that dwell along the southern coasts and amidst the bleak interior of Jotunland. According to dwarven legend, the blue-skinned Jotun are the ancestors of all the other giant races, including the Fomorians, Aesir, Aegir, and (some say) the Cyclopes. The Vanir go so far as to include ogres and trolls among the list of the Jotun's descendants, though this theory is generally given little credence by the scholars and historians of more civilized lands. As for themselves, the Jotun consider their race to be akin to the gods. There are said to be two distinctly different cultures amongst the Jotun: those who dwell along the coasts, and those who roam the inland areas. The coastal tribes possess a more advanced civilization, and are skilled in rudimentary metal working, and the building of great castles and fortifications (many constructed solely of immense blocks of ice). The art of shipbuilding they know well, and they are known to construct great wooden vessels built in the shape of dragons (the Vanir of Hyperborea have long imitated the Jotun with respect to the style of their own longships).

For centuries these Jotun tribes have ranged the North Sea in search of plunder, from the coasts of Hyperborea to the northernmost shores of Europa, Alba, Iber and even Jambu. In days past, their raiding vessels were seen as far west as Gava and Anostos, but bitter clashes with both the Fomorians and the Aesir have since discouraged Jotun excursions into these territories.

Though the coastal Jotun tribes have, from time to time, shown an interest in acquiring other territories, they do not possess the organization necessary for such





complex military endeavors. Neither can the Jotun tolerate any but the most frigid climes except for short periods of time. Despite such limitations, many of the coastal Jotun have amassed considerable fortunes by raiding their northern neighbors. Some of the greater war chieftains are said to live much in the manner of kings, surrounded by stolen riches and attended to by slaves of many different races.

The Jotun who dwell amidst the bleak expanses of the interior regions are, on the other hand, far more bestial in nature. Unlike their more civilized brothers, these Jotun know nothing of ships, fortifications, or metal working. Instead, they live in caves, dress in rude furs, and use weapons fashioned from bone, rock, and animal sinew. Often they keep wolves or bears as pets.

As fire is unknown to these Jotun, they eat only the raw flesh of such creatures as they can kill. Though the Dwarves and Aesir claim that these giants often resort to cannibalism when food is scarce, there is no evidence to support such lurid tales. Even so, the Jotun who populate the inland areas are deemed to be both exceptionally cruel and utterly fearless in battle.

THE UTGARD FOREST

The Utgard forest stretches along much of the southernmost coast of Jotunland. It is the only known woodland area in Jotunland, and as such is the sole source of timber for the giant raiding vessels of the coastal Jotun tribes.

Unlike the depleted fells of Anostos, the Utgard is reputedly a thriving forestland. Within its great, snowy expanses can be found a variety of conifers, from low-lying Juniper to towering Firs. The needle-like foliage of Utgard's trees and shrubs is said to be white, rather than green, in color; the dwarves claim that this anomaly is due to the lack of sunlight in this land of slate-grey skies.

Like the interior regions, the Utgard forest is home to such predators as dire wolves, snow leopards, and polar bears. Less dangerous creatures, such as snow hare, sable, reindeer and musk-ox, are also said to reside here. Along the coastal areas, fur seals and walruses have often been spotted, though they are probably less common in the south than in the northern areas.

Vanir and Aesir warriors who have escaped from Jotun

slave crews say that at least two tribes of Nethermen also live in this area. Neither, they claim, is friendly to the Jotun, who hunt them for food. At least one of these tribes has, on occasion, offered aid to escaped captives of the Jotun. Even if such stories are to be believed, it is quite certain that the Utgard forest is not a place to be ventured into with impunity.

THE SEIDHR MOUNTAINS

The icy peaks of the Seidhr mountain range extend throughout the interior of Jotunland, and towards both the northern and southern areas. Whipped by frigid winds and driving snows, the area is most inhospitable, and passage through the mountains is believed to be impossible. Nevertheless, the howling of wolves and the occasional, inhuman shrieks of the Yeti give testimony to the fact that this is hardly an uninhabited region.

The coastal Jotun tribes believe that the mountains are magical in nature (hence the name "Seidhr", which, roughly translated, means "magic"), and so come here to mine for the metals used in their weapons and armor. Whenever possible, slaves are used to augment these mining expeditions, which are said to involve the excavation of immense quantities of ice and snow. As far as is known, the raw ore (often still imbedded in chunks of ice) is transported down one of the frozen rivers on great wooden "sleds", possibly equipped with single-masted sails.

The Jotun claim that ore derived from the Seidhrs is magical in nature, and this may be true; though generally somewhat crude in terms of workmanship, Jotun weapons and armor are notable for their extreme durability. Upon examination by qualified individuals, captured Jotun weaponry has often (65%) proved to emanate a faint magical dweomer, with certain pieces exhibiting even more profound magical properties.

THE FROST PLAINS

Beyond the Seidhr mountain range, stretching almost to the northern coasts of Jotunland lies the region known as the Frost Plains. It is utterly flat expanses of hard-packed snow, unbroken save for the appearance of an occasional icy ridge or chasm. The Jotun call this place the Fylgjir ("ghost") Plains, and will, under no circumstances, ever set foot in this part of Jotunheim. According to the Jotun, this area is haunted by spirits,

a claim borne out, at least in part, by the dwarven belief that the plains were once an ancient burial ground of some sort. If true, it is conceivable that artifacts dating back to the fabled First Age may lie hidden beneath the snow.

If the tales of the sea-faring Vanir are to be believed, however, the Frost Plains may conceal more than ancient relics. Here, it is said, are found earth-bound demons such as the Mahrkusha (frost demons), the Arzori (wind demons), and the Myrtu (demons of death). Neither do these evil creatures roam the plains without

purpose, for they are said to serve the monstrous entity known as Jormungandr, who dwells deep beneath the surface of the icy plains.

The exact nature of Jormungandr is not known. In Vanir legends the beast is alternately described as a gigantic serpent of indeterminate length, an ancient great dragon, a wizard transformed by magic into a hideous demon, and even an ice golem. If the creature exists at all it may well be immortal (as some claim), with power approaching that of a demi-god's.

TAMOANCHAN REGION

(TAM-O-AN-CHAN)

The rugged, irregular continental landmass known as Tamoanchan is a region as varied in terrain and climate as it is in population and culture. Tamoanchan contains many wild and inaccessible areas, but is also the home of several advanced lowland cultures. Every variation is present, and in the wilds of this continent, the adventurer can never tell if the next encounter will be with a wildman or a scholar, a cannibal headhunter or a kindly mystic.

The civilizations of Tamoanchan range from primitive cultures of wild tribesmen to sophisticated, neo-Atlantean regimes as advanced as any in the world. From the Nazcan mountain realms to the jungles of Oguanabara, Tamoanchan's inhabitants present a multitude of interesting and unusual cultural patterns, many of them unique to the strange, often isolated reaches of this continent.

Geographers divide the straggling continent of Tamoanchan into four general regions. Each is distinct in the basics of terrain, flora and fauna, climate, and overall suitability for (and hence, support of) human settlement.

The Northern District is subtropical, and consists of rugged deserts and mountains inland. The coasts, however, are fertile and pleasant. This district is actually closer to much of Eria than it is to the bulk of Tamoanchan, at least in terms of climate, for the un-

usual shape of the continents ends the northern district out in a long, trailing spur that runs far from the tropics of "mainland" Tamoanchan.

The Central District is a region of equatorial highlands, with rugged mountains clad in thick tropical jungles below, rising into peaks that are often snow-capped and icy. The coastal regions, and certain high mountain areas, are conducive to settlement, but other areas are grim and impenetrable. The mountains of the Central District extend southward, into the Southern District. This region of the continent shares the rugged mountain terrain of the Central District, but lacks the tropical climate of the central lowlands. As a result, it is a colder, grimmer region, less well-populated or hospitable than other parts of the continent.

The Eastern District is divided into two separate peninsulas which extend around a great, almost landlocked arm of the ocean. In this region of low-lying, tropical land, jungles dominate the landscape. However, the district supports some fairly sophisticated cultures, thanks to the influence of Antilla and Atlantis to the west.

Tamoanchan supports a wide variety of unusual species of plant and animal life, much of it poorly known, due to the difficulty of gaining access to the country. Many forms of life found in Tamoanchan are unknown in any other part of the world. Of particular note are any of several species of animal-men, beasts which are capable of assuming human form. These races have been slowly drawing closer to extinction, though at least one branch has actually developed a significant





culture of its own. The bulk of mineral resources in Tamoanchan are concentrated in the Central District, where gold, silver, copper and many other precious metals are mined by the advanced cultures centered in this area. Most other regions are lacking in major mineral deposits, though it is possible that many worthwhile finds have merely not been discovered due to rough terrain or scattered population. For most of the continent, the primary resources are animals, plants, and other non-mineral finds.

Tamoanchan's settlement can best be described as "uneven." Most areas support comparatively small, scattered populations. Both the North and South Districts are sparsely populated, particularly the South. The jungles of the east, and the mountain regions of the center, support a few small, heavily populated areas surrounded by vast, trackless, uninhabited areas of jungle wilderness.

As to non-humans: elves, dwarves, and similar groups

are almost unknown. Goblins, gremlins, and a variety of other such groups can be found, particularly in the Central and East Districts. Demons, too, find homes in these dangerous regions. The South is home to a neanderthaloid species of men, a vanishing breed now restricted to a few grim and inhospitable lands. In the East District, certain regions are home to animal-men, some quite bestial, but a few intelligent and sophisticated enough to have created their own culture.

ACONCAGUA (AK-ON-KA-GWA)

Though Aconcagua is actually an island separate and apart from the Tamoanchan continent, it is considered to be a part of the South District of that sprawling land-mass. Like the rest of the South District, Aconcagua is rugged and desolate by the standards of those used to the plenty of lands such as Atlantis or Hesperia. But though the island's climate and terrain are harsh, they

do support life. The primitive inhabitants of Aconcagua eke out a simple life here, and may well have benefited from the fact that their barren land holds no great attraction for more ambitious and covetous people.

The wild life of Aconcagua is not numerous, but there are still a wide variety of animals present to support the hunters who make up the island's small, semi-nomadic population. Some of the most notable species on the island include a numerous and varied assortment of rodents, deer, miohippus herds (a small, almost extinct horse-like species), birds, frogs, fish, large sloths, camelids, rheas, and, in the waters off the coast of the island, several types of whales. Indigenous plant life provides roots, herbs, and a few nuts and berries to supplement the diet of the natives. The people of Aconcagua (and the neighboring island of Gualaguala) are not typical humans; they are of a variant species of Neanderthaloids. Although the sophisticated, civilized people of Atlantis and other such lands claim them to be dumb brutes, little better than animals, these submen are in fact as intelligent as any human species. They are a brown-skinned race, of average height and generally muscular physiques.

Once, eons ago, the Neanderthaloids were widespread, having settled lands all around the globe. Now they

have dwindled, and Aconcagua and Gualaguala are among the last remaining regions they can still claim as their own. Their decline was the result of many factors. They tend to be a non-aggressive race, in harmony with nature and hence against the growth of advanced civilization, cities, and other marks of progress. Other breeds of men displaced them easily, and carried on genocidal wars to wipe their primitive tribes off the face of the earth.

But here in Aconcagua, they still live the simple life of their ancestors. They are primitive hunters, using stone axes, stone-tipped spears, or bolas to hunt. They make no pottery, and only the most basic utensils or tools. No written language is used, nor have they developed metalworking, but they utilize bones to make needles, knives, even simple musical instruments. Cured hides and furs give them clothes and shelter, plus various other useful items. They are clever and talented in making such things, and their rock-wall paintings (a part of the religious practices of their Shamanistic; worship of the Old Gods) are fascinating to behold.

Known as the Chono (SHO-no) among the inhabitants of Tamoanchan, these tribesmen are especially noted for the power of their shamans.

AIGUA (EYE-GWA)

Aigua is a jungle-covered land of the East District. It is bordered to the south by the Atlantean Ocean, and to the North by the Acuan Gulf. Paragua lies to the west, and Taracua to the east. Few humans have ever lived in, or even, visited Aigua for as long as any scholar can determine. It is a land of fierce creatures and impenetrable rain forest, with only a single remote, isolated inhabited territory.

The fauna of Aigua is rich and varied. Several of the smaller species of dinosaurs thrive here, as do various mammals now largely extinct elsewhere in the world. The birds of these jungles are perhaps the most colorful and varied of any found in Tamoanchan. Parrots are particularly common, and are often hunted for pets by the Taracuans. In the central high lands of the Urag (ur-AG) Mountains, where a human tribe known as the Uragua (ur-AG-wa) live, the rhea is common. The tribesmen have domesticated rhea herds, using them as sources of eggs, meat, and ornamental feathers.

The Uragua are an anomaly, living in a single general area of the highlands in caves and sheltered ledges.



They use tools of stone, bone, and wood, and make stone axes and maces, wooden clubs, staves, and spears, and bolas and slings. Their spears are actually little better than fire-sharpened staves, and are never used for throwing (though they may be dropped down cliff-sides). Metalworking is virtually unknown among the Uragua, save for a rather crude ability to work lead. They make poorly fashioned boxes, dishes, and bowls of the metal. The use of lead has led to a high mortality rate among the tribe, and though they reproduce rapidly, they are slowly dying out.

Uraguan culture has evolved a very strange, but extremely strict, code of conduct regulating male-female roles in everyday life. Only the male can make or use a weapon, or most tools (except cooking utensils), but when not using them, they will not carry them. The female carries these items at all times, ready to give them to the male at a moment's notice. She may never use these objects herself, and should she do so, or lose or break one, she is exiled by the tribe.

On the other hand, only the female can handle food. From the moment a kill is made, only the female can touch the meat, and only a woman can gather fruit or other plant life. Prepa-
r a -

tion, cooking, and serving must be done by the woman, and a man who breaks this custom in any way will also be exiled.

The women of the Uragua are also responsible for religious worship. The local cult of old gods is shamanistic in nature, and centered on a great stone monolith raised at the highest point of their land. Only female Uragua may become shamans whose duty it is to guard this sacred monument.

The Uragua maintain traditions of having come from another part of Tamoanchan ages ago, fleeing from light-skinned strangers who traveled the seas and fought with metal. In actual fact, they are probably the descendents of Ulloan refugees who chose to flee over land rather than seek the safety of the subterranean world where the other Ulloans fled. The legends do not identify their homeland, nor do they remember the fate of the Ulloans, but they do have traditions of entrances into the world below in their original lands. Another

legend of the Woman of Stone and the City of Darkness, might lead scholars to the conclusion that their ancestors were Ulloans. So far, however, very little is known of the Uragua in the outside world.

ARICAGUA (AIR-I-KA-GWA)

Though considered part of the East District of Tamoanchan, Aricagua is actually a transitional area between the terrains and climates of the Central and East Districts. To the north lies the ocean, part of The OCARABA SEA, to the south is the Acuan Gulf. Awok lies northeast, and Oguanabara southeast. Due west is a narrow isthmus that connects the Upper Peninsula of the East District to the mainland of Tamoanchan. The region is wild and overgrown with rainforest. Except for a few wandering Choma tribesmen from Awok, no humans live in this region. Makara haunt the northern coast, but the dominant race is the Jaguar People, a fierce race of animal-Men who can change shape



from jaguar to human (and back again) at will.

The Jaguar-People live on the lower slopes of the Huachamacari (wok-a-ma-KAR-e) Mountains in the western part of the region, but they range over much of Aricagua and neighboring regions as well. They are on good terms with those of the Choma who follow the jaguar (many of whom regard the Jaguar-People as the realization of their own ideals). They generally shun other humans for the most part, and, unlike Mana's Andaman, do not seek human prey.

The Jaguar-People can have shape-changing offspring only as a result of human matings. Thus, they will seek out human mates, often from among the Jaguar-Choma, but also from other groups as necessary.

Unfortunately, the humans who are chosen for such matings rarely survive the elaborate ceremony which is required by Jaguar-People tradition. Over the years, the Jaguar-People have evolved a fairly elaborate and sophisticated society. The center of this is their religion, an animalistic cult which worships a Jaguar-God. The religion is based on the sacred slopes of Mt. Huila (HWE-la), where the Jaguar People come to meet and to offer sacrifice to their god. Their ritual human matings are also said to be held in this place.

Around the sacred grounds stand huge, menacing statues, fourteen to twenty-one feet in height, which are carved in the likenesses of jaguars, humans, and half-changed Jaguar-People. These stand in a semi-circle with its base on a cliff-face, in which several caves occur. One is the ritual mating area, decorated with brightly painted geometric designs and gold ornaments, another a mine from which gold is extracted to adorn the statues and other sacred objects and places.

Within the semi-circle are a series of sacrificial pools, each one surrounded by boulders decorated with gold and carvings of the regular sacrificial victims - reptiles, amphibians, and humans. Ordinary ceremonies involve the sacrifice of animals to the god, but after each mating ritual is completed, humans are said to be sacrificed instead. (Female victims are kept until they produce offspring, and then are sacrificed.) A high priest (known as The Great Jaguar) is believed to hold sway over all such rituals, and to reside over a small group of acolytes. The exalted position of Great Jaguar can, it is said, be gained by any bold enough to challenge the holder of this office.

Once the challenge is issued, the two contestants wait until the next full moon, and then engage in a duel to the death. This duel is no set-piece single combat; it is a deadly hunt in which the two contestants must track one another down (often over many days and vast tracts of territory) and then close in for the kill. Victory is not so much based on superior strength, but on cunning and strategy.

When a Great Jaguar dies a natural death, or neither contestant survives a challenge duel, a modified version of the procedure is invoked. All who wish to become Great Jaguar declare their intent, and all participate in the hunt. Only he or she who kills all foes survives to be the new leader of the Jaguar-People.

AWOK (AY WOK)

Awok lies on the northeastern coast of Tamoanchan's East District, on the upper peninsula that forms the Acuan Sea. To the south and east the land touches on the Atlantean Ocean, while the north and west coasts are formed by the narrow OCARABA SEA which separates Tamoanchan from the continent of Eria. To the southwest, Awok borders on Aricagua and Oguanabara, two other wild jungle regions of the East District. The rain forests are nearly impenetrable in this region, cutting the inhabitants off from contact overland with other parts of the continent. Nor are water routes practicable, for there is great danger from the Makara, sea devils who infest the coasts.

During the First Age of Atlantis the Makara were less of a problem, and there was contact between Awok and the outside world. Some traditions of those eras still linger in Awok today. Now, though, the inhabitants are largely isolated. They have some contact with the degenerate cultist cannibals of Oguanabara, who are regarded as dangerous enemies. Aside from that, it is only the occasional, very fortunate foreign visitor who can survive the perils of reaching Awok. As there is thought to be little of worth in the land, contact remains extremely rare.

Two dark-skinned tribes inhabit Awok's jungles. The Choma (KOma) are a wild, primitive, animistic people whose religion bids them live as their animal gods do, prowling the jungle underbrush in a solitary, bestial existence. The Timed, on the other hand, are somewhat more sophisticated. But the encroaching jungle forever threatens to destroy all they seek to build, and they live a precarious life of hard work and frequent disappoint-



ment. There are no overt aggressions between the two tribes.

The Timed tribe's economy depends on a slash and burn agriculture. Jungle is cleared by axe and fire, and fields cultivated until the persistent jungle growth chokes off the farming land thus obtained. The natural fertility of the soil, compounded by potash from the burning timber, makes the land very productive for a few years, but after that time, new sites must be cleared. The primary crop is manioc, but sweet potatoes, yams, pumpkins, coco and tobacco are also grown. The latter two are used as narcotics in various rituals and ceremonies. Rubber is also used, being incorporated ingeniously into certain weapons and tools.

Agriculture is supplemented by game hunted with pit traps and poison-tipped spears or blowgun darts. Their prey includes such animals as the bush pig, sloth, tapir, alligator, various types of monkeys, and some birds. Freshwater fishing in inland lakes and rivers is also common, using both trident-spears and large nets.

The Timed live in several small communities, each numbering between fifty and two hundred people. An entire community is housed in a single large communal building with a roof of thatched palm leaves supported on timber posts up to thirty feet tall and extending almost to ground level. Communities are semi-permanent at best; when the ground can no longer support agriculture, the communal house is abandoned, and the community migrates to a new site.

Communities are almost completely self-sufficient, except that each is exogamous; i.e., mates must be taken from outside the community, this being an important way by which ideas and knowledge are spread between separate groups. The society stresses equality but distinction between the sexes, with female hunters and male farmers. The tribe fights only in self-defense, with every member of a group fighting when necessary. The Timed lands are marked by monoliths. Territories belonging to a given community are determined by the placement of a monolith; all land within a day's journey of that monolith belongs to the group. The inscribed monolith is also the center of the group's religious life, for congregation on sacred or initiation days for the witches and warlocks of the Timed people.

The Timed religion is a strange offshoot of the primitive, Shamanistic worship which prevailed here long before the Atlanteans arrived. The Old Gods still dom-

inate all, though some factions revere the more ancient True Elementals of Earth, Air, Water, and Fire.

The Choma, on the other hand, live savage and solitary lives. They live and hunt as the animals they worship do, and do not desire interaction with other people. They will initially flee any encounter, but may return in force to investigate trespassers on their territories. All members of this scattered people are shamans, each having a particular type of animal which the individual adopts as his or her personal god. For much of the year, the Choma remain alone, avoiding human companionship (but not the company of animals). During "their" mating season (that of the god-animal), however, they seek out mates of their own following (i.e. others who have adopted the same animal as a god). When they mate, they remain together until the offspring they produce is old enough to be given to the Choma Shaman Chiefs (about one year of age).

The Shaman Chiefs live together in a megalithic communal house temple called Oguaana (o-gwa-A-na). Here they are responsible for raising and educating the young in the ways of the Choma. As young adults, the Choma go out in the wild, but a few eventually return to themselves become Shaman Chiefs. The totem animal of the Shaman Chiefs is the owl, who symbolizes the magic of the Old Gods.

The location of Oguaana is known to none but the Choma themselves. It consists of a great Og monolith, surrounded by the stone dwellings of the Shaman Chiefs and by a circle of human rib bones dedicated to Hawwa. About a third of a mile away from the monolith, surrounding the sacred area, taboo totems mark the boundaries of a circle of defensive magic which bars all approach by anyone but other Choma tribesmen.

A traveler's tale in Atlantis tells of an explorer with some magic skill who once reached a great megalithic circle deep in Awok and discovered there various treasures dating back to Atlantean times, but the story is generally discounted by most folk.

BIRAMA (BER-AHM-A)

Lying right at the mouth of the Acuan Sea, Birama is an irregularly-shaped peninsula surrounded on three sides by water. The Atlantean Ocean lies north and east, the Gulf to the west, and the regions of Mana and Taracua to the south. The jungles of Birama are tangled and

rugged, the haunt of many dangerous jungle predators: jaguars, caimans, giant boa constrictors, and wild boars are only a few of Birama's dangerous animals. A few of Mana's Andaman tribes roam the southern jungles, but the real danger of the land comes from a variety of intelligent, and evil, inhabitants.

People of other lands who know of Birama believe it to be infested with demons, and this is partly true. There are many of the minor demonic forms (gremlins, imps, and so forth) present in Birama, and even a fair number of Hantu (the so-called earth-bound demons).

Higher forms do not live in these jungles, but they do visit frequently at the behest of Birama's savage human inhabitants.

The Hoac (HO-ak) tribe which inhabits Birama are warrior-cannibals who practice demon-worship. They are friends to none, attacking strangers on sight. They eat those they can kill, but they also take captives who are used for religious purposes. Like the Taracuans, the Hoacans are brown-skinned and short of stature. Unlike their neighbors, however, Hoacans make extensive use of facial and body scarring as ornamentation.

The Hoacan religion is necromantic, and focused on the summoning and worship of a variety of Demons. Much of the worship is simple appeasement of the demonic forces, but the Hoacan priests also request actual aid from time to time with special problems or dangers that threaten the tribe. The summonings are attended with great ritual, with cannibal feasts before and after the ceremony, and an offering of one or more human captives to the demons (the victims may be killed, or the demon may enslave them instead). Such a ritual is held at each full moon, and is attended by all the scattered members of the tribe, who meet in a secret place of great power somewhere in the heart of Birama.

Because the Hoacans are always in need of victims, they spend much of their time raiding neighboring Taracua for sacrificial victims and for prey. Humans are their favorite food, and they also use human bones and skin for a variety of purposes: tools, clothing, tents, water skins, and so forth. When they cannot find human prey, they will eat virtually any kind of plant or animal they happen to find. Even insects may serve as food from time to time.

The tribe is primitive in technology and social orga-

nization. Tools are of stone, bone, or wood; weapons include crude axes and spears, a few daggers, clubs, staffs, and rounded throwing-rocks. They know nothing of pottery-making, weaving, or any kind of sophisticated craft. Hoacan shamans are believed to have domesticated the poisonous Jararaca snake, which they are said to use in combat with deadly effect. They roam Birama in loose, interconnected groups, with members constantly shifting from one tribe to another.

For the most part, the Hoacans stick to the Biraman interior. The coasts are the haunts of marauding Makara sea devils. Even the fierce Hoacan tribesmen will not willingly face these terrible denizens of the sea.

ECUA (EK-WA)

Part of Tamoanchan's central district, Ecuia is bounded by the Elysium Sea to the west, Nazca and Quechua to the south, and the Acuan Gulf to the east. To the north, a narrow isthmus links the land to the northern and northeastern peninsulas of Tamoanchan. Ecuia is a mountainous land, but supports a thriving river-valley culture which has achieved a fairly sophisticated level of civilization among the jungles that line the banks of Caucas (ka-wa-KAS) River and its tributaries.

The Ecuian people are short in stature, with swarthy skins and straight, black hair. The upper classes wear robes of brightly colored cloth, often decorated with geometric designs; members of the lower classes generally wear loin cloths. They are a hunter-gatherer culture, with some knowledge of agriculture but a decided preference for the hunt. Their hunters use bows, dipping arrows in a lethal toxin obtained from the secretions of the arrow-poison frog, a colorful species of amphibian native to the jungles of the region.

Ecuia is a strong, centrally organized nation, headed by a ruler who carries the title of The Cua (kwa), which can be literally translated as "The Perfect Human." The entire social system of Ecuia is based around the concepts of a descending order of perfection from the Cua down to the lowest of slaves. "Perfection" is judged by strength, intelligence, wealth, and fame. While an individual's initial position in society is largely hereditary, most Ecuians have ample opportunity to rise or fall entirely upon their own merits.

The Cua presides over five councils: The Council of Warriors, The Council of Craftsmen, The Council of Shamans, The Council of the Highborn, and The Council of Ecuia. Each council corresponds to one of Ecuia's



five citizen classes (only slaves have no representation in government). The Councils are composed of elected representatives, and serve as advisory boards to inform The Cua of all matters relating to their individual areas of authority. The Cua himself is an absolute monarch who delegates power into the hands of these Councils.

The social classes themselves are listed below in descending order of importance. In the Highborn Class are The Cua and his family, plus all those who possess great wealth and/or power. The Councilmen of each of the Five Councils are part of this class automatically, giving many of them class standing in two different classes.

Next comes the Warrior Class, which consists solely of the active military. The six ranks within the class translate as military rank. Ecuian warriors wear headdresses and clothing made of animal skins, employing short bows, clubs, spears, obsidian daggers, and animal-hide shields. Before a battle, they often prepare themselves for combat by chewing coca leaves or drinking fermented juices made from fruits and berries, which can elevate them into a state of almost berserk battle frenzy.

The Shaman Class is third in standing, ranking lower than the military due to the continual presence of hostile nations on the southern borders. There are both male and female shamans, though high-level shamans of either sex are scarce.

The Craftsman Class is filled by all individuals who have a productive work skill. Potters, leatherworkers, woodcarvers, stone masons, and hunters all qualify for this class, as do sages, wizards, musicians, witch-hunters (employed against the Quechuans) and magicians. The level of skill held determines the rank of the individual.

The Ecuian Class is composed of those who are not members of one of the higher classes. They include those lacking in usable skills, the poor, many women (for despite theoretical male-female parity, fewer women receive the training necessary to achieve high status), criminals, and so forth.

At the bottom of the social scale is the Slave Class. Slaves are not citizens, and have no representation or chance of upward mobility, but still may fall into one of six ranks within the class (and may be promoted

to higher ranks by their masters). Slaves of the lowest rank are never permitted to remove their chains, and cannot be left without escort or supervision. Those of the highest rank are allowed to wear only a symbolic neck-band (often of precious metal), and are permitted a greater degree of personal freedom. All slaves are foreigners, prisoners of war, criminals, or the children of slaves. There is no provision for freedom from slavery, save at the clemency of the Cua; once a person becomes a slave he or she is considered a slave for life.

The population of Ecua is centered in the Caucas River Valley. One stretch of hospitable territory along this river is continuously settled over a length of sixty stadia (almost seven miles) along both banks of the river. This settlement is Cauc (ka-WOK), the capital of the realm. The "city" of Cauc is interesting in that all buildings in the settlement are located right along the river; they do not extend inland at all. Each stretch of 10 stadia (2,020 yards) of Cauc is occupied by a specific social class, with dwellings occupied from north to south in ascending social order. The northernmost building is a dormitory housing the lowest slaves in the city, while the mansion at the southern end of the city is occupied by The Cua and his immediate family. Social position is thus directly reflected in location along the river, and by the quality of construction of the individual buildings (from mud/thatch huts in the north to massive stone constructions in the south).

Cauc is not the only city, of course. Other settlements include Gualilagua (gwa-li-LA-gwa), Oguayaquila (oh-gwa-ya-KEE-la), Ocatagua (oh-ka-TA-gwa), Sogamo (so-GA-nloh) and Atarata (at-ar-A-ta). Unlike Cauc, these cities are arranged not in straight lines, but in spiral form, with the highest social ranks living in the center of the city, and the lowest at the outer end of the spiral.

The Ecuans are judged a wealthy people. They work a variety of metals and stones, and have an abundance of gold in their land. Silver, copper, turquoise, emeralds, and similar resources are also reasonably common. They are good craftsmen, decorating even the simplest items with elaborate carvings, inlays, relief, and painting.

Ecua is stable and strong, and has resisted the advances of both Quechua and Nazca for centuries. They are not, however, powerful enough to make successful territorial inroads in either nation. As a result, a permanent

state of war exists, and has lasted for so long as to have become largely ritualized. The Ecuans regulate their strategies and tactics according to a complex formula of interpretation by religious leaders; Astronomical, Religious, and Historical precedents are combined to tell the Ecuans when to attack, when to defend, and even the sort of battle plans to be put into effect. For instance, no Ecuans would even contemplate fighting a battle on New Year's Day under the full moon; New Year's Day is noted for the great defeat at Tolimo (to-LEE-mo) eight hundred years ago, and the full moon has always been regarded as an omen of ill-fortune on that battlefield.

GUALAGUALA (GWA-LA-GWA-IA)

Similar in most respects to its sister island of Aconcagua, Gualaguala is the southernmost region of Tamochan's South District. It, like Aconcagua, is rugged and poor, but slightly less barren than its neighbor. Here on Gualaguala, the greater abundance of wildlife enabled the Chono tribesmen to gather into larger groups than on Aconcagua, and to establish more permanent dwelling-places than is possible for their semi-nomadic hunting brethren on the other island. There is some true agriculture on Gualaguala, and one settlement which is large enough to be called a village, Tagua (TA-gwa). Where most settlements on both islands are rather temporary affairs supporting only a handful of families each, Tagua holds several dozen small families in a circular village of dome-shaped huts of bone and skin, which are surprisingly comfortable even to visiting outsiders. Outside the village is the Shaman House, where the High Shaman of the Chono resides and offers counsel and teaching to any who seek his aid.

Near the Shaman House is Achacala (ash-ok-A-la), a sacred monolith which is central to the religion of the Chono of both islands. The monolith itself is dedicated to the Old God Og, while an enclosing circle of mastodon bones honors the goddess Hawwa. Within the circle, a shaman's power is believed to increase dramatically.

The Chono have worshipped the Old Gods here since time immemorial, and continue to hold all their rituals and ceremonies at this ancient place of power. The Shaman reigns supreme at Achacala; though other magic-users - druids, clerics, witches, and the like -

can sense the power of the shrine, it is said that only a shaman of the Old Gods can fully grasp the total aspect of the divine power coursing through Achacala. Even then, it takes a Chono Shaman, in harmony with the ancient power of this mystical place, to call forth the full powers of the sacred shrine. Chono Shamans are distinctive in appearance, their Neanderthaloid features unmasked by facial hair, but with broad stripes of black, white, and grey painted on their faces.

MANA (MA-NA)

Mana lies close to the mouth of the Acuan Sea, on the southern peninsula forming that Gulf. Taracua lies to the south and east, the Gulf to the west, with the fearsome land of Birama bordering Mana's north frontier. The land here is typical of the East District, covered with tangled jungle and inhabited by a variety of dangerous creatures.

Much of Mana's flora is deadly, including such terrible plants as stranglevines, scarlet leeches, charmpants, and violet creepers. Most such hazards are found along the coast, where the jungle is especially dense.

Many demonic creatures are said to inhabit Mana, most believed to have migrated across the tenuous border from neighboring Birama. For the most part, these are Hantu, Gremlins, Imps, Korupira (forest devils) and Manes, beings who are generally solitary in nature. There are a few jungle dwelling dinosaurs and the usual mix of more ordinary jungle animals. One of the greatest dangers is offered by the tribes of Andaman who populate this region.

The Andaman are of several varieties: leopard-men, bear-men and panther-men are said to be most common, though there are several other species as well. All are remnants of the bygone First Age, when Atlantean sorcerers engaged in the grisly practice of crossbreeding humans with animals. None of the species number very many, and they tend to live in relatively small groups.

The Andaman seek out humans both within Mana and across the borders in Taracua and Birama. Humans are sought for purposes of breeding, but may also be killed for food. The Andaman tend to be hostile humans who trespass on their own territories, and the more savage of the shape-changers will sometimes launch raids into human territories out of sheer bloodlust. Conversely, some tribes are believed to be friendly towards man.



There are humans in Mana too, but they are little more than animals themselves. They are organized in small family groups, using tools no more sophisticated than unshaped rocks and tree branches. Their language is a crude assortment of squeals, grunts, clucks, and similar noises used in conjunction with exaggerated body movements, about the same as that used by many primitive apes. This language can transmit only the simplest of messages, mostly basic emotional or emphatic concepts.

These people are human in form, but live no differently than their ape ancestors. They gather vegetation for food, only occasionally eating insects or small animals. They have no social organization beyond the simple family group, no religion, no tradition or history, and no contact with outsiders except for occasional accidental encounters. The Animal-People, who in many ways are far more sophisticated, often mate with these primitive humans which are said to inhabit them. Two ruined cities, known as Tamistitan (tam-i-STEE-tan) and Achamaho (ak-a-MA-ho) are particularly famous among scholars and adventurers alike. Large and imposing, neither has ever been successfully explored.

HUAC (HU-wok)

The peninsular region of Huac occupies the northern reaches of Tamoanchan, a land of harsh deserts, rugged mountains, and narrow coastal plains, some of them covered over by dense jungles. Huac is bounded primarily by water, with the Elysium Sea to the west and the Sea of Anahuac to the east. An island north of the main peninsula, Tamawa, is commonly counted as part of Huac proper. Only to the south does Huac actually join with the rest of the continent.

The region is wild and uninhabited, save by diverse and often dangerous fauna. Snakes, tarantulas, lizards, scorpions, and vultures are common to the deserts, along with coyotes and other larger, solitary animals. In the mountains, the traveler may encounter ocelots, pumas, peccaries, jaguars, and bears; the plains play host to such beasts as deer, lynx, hare, and armadillo. The jungle wildlife is diverse and abundant, but insects - mosquitos, leeches, and so forth - are especially common.

Though uninhabited now, Huac is known to have once supported a flourishing civilization, now long since vanished. Legend has it that this culture existed long before the rise of Atlantis, and was dying out even as

the first Atlanteans began to look beyond their island continent. The only remnants of this lost civilization are the ruined cities and ceremonial complexes they left behind. Like Ulloa in the far south, these silent and mysterious ruins - said to be haunted by strange beings and ancient magic, and to hold treasures beyond all comprehension - are all that are left. No one knows the fate of the people of Huac, or even who they were.

A few cities have been visited by scholars and treasure-hunters who have unearthed artifacts and some evidence regarding the nature of the lost culture. They are thought to have been human, or at least to have been of human size and general form, for their buildings and implements suit humans perfectly. They were a race which loved beautiful things: sculptures intricately carved from single gigantic emeralds of perfect hue, and many smaller jewels and trinkets using gemstones, gold, jade, and other such materials. The rose was a common subject for their sculpture, as were jaguars, serpents, and many other animals.

It is said that the Atlanteans, during the First Age, sought to settle Huac, and developed extensive plans for their colonization project. The region was divided into several districts, each named for a projected settlement. Some of the ruins were explored as well. Plans were made to establish coastal havens for trade routes into the Elysium Sea, plus hemp farms (for rope and hashish), emerald mines; silver mines, and lead mines. Tamawa was targeted to support a small colony to quarry blocks of serpentine from an immense coastal cliff almost entirely made up of this stone.

Only a few settlements were ever started, however, due to the subsequent decline of Atlantean power. The districts were named, and those names survive even today on Atlantean maps. These regions include Ahuachapan (a-WOK-a-pan), Managua (man-A-gua); Michuacan (mik-WOK-kan), Oaxaca (wax-OK-a). Ocalahuacan (ohk- a-la-WOK-on), Sinaloa (sin-a-LO-a), Tacuba (ta-KOO-ba), and Tenango (te-NAN-GO). Michuacan and Oaxaca held Atlantean hemp farms, and there were a few small silver and lead mines in Ahuachapan.

The most impressive ruins lie within Tacuba and Tenango, the most mysterious in Ahuachapan and Ocalahuacan. Most ruins include great step-pyramids, large monoliths and statues of great size. Long abandoned, they are overgrown with vines and choked with creepers and other vegetation. This alone makes them hazardous to explore; even ignoring the traditions of evil

creatures and other fell guardians.

NAZCA (NAZ-KA)

Nazca is one of the best-known and most powerful lands in Tamoanchan, and is perhaps the most unusual of the regions in the continent's Central Region. The Elysium Sea forms the western boundary of Nazca. Ecua lies to the north, Quechua to the east, and Paragua and Ulloa to the south.

Most of Nazca is extremely mountainous, and in many respects similar to the often barren reaches of Ulloa to the south. The chief fertile land of the region is concentrated in five low-lying river valleys in the central section of the realm. Only in these valleys do the rivers flow all year round. Most are seasonal, with flash floods in the spring giving way to drought in late summer and fall. Aside from the Five Valleys, the only productive regions are the unique fog oases, or "lomas." A loma occurs only within certain highly specific limits of topography, weather, and soil conditions; they can exist only near the ocean at elevations of 600 to 2,000 feet. Ocean fogs roll into valleys in these areas during

the winter, producing rainfall and filling underground pools and streams. The result is abundant vegetation in an area which would otherwise be nothing but desert, where animals of all kinds are found. Outside of the river valleys and lomas, conditions are harsh and population scarce.

The land of Nazca takes its name from that of a particular tribe of the Five Valleys region, a group also known as the Falcon People. This tribe has subjugated the other tribes in the region into a single Nazca nation. Their culture is warlike, and the realm is involved in power struggles with the neighboring realms of Ecua and Quechua. A need for more workable land has led to schemes to conquer Paragua, but so far they have been halted by Quechuan interest in the same area and by the dangers of Paragua itself.

The Falcon People are true humans, not another species of Animal-Men. They take their name from their ancestors' worship of the Falcon as a totem deity. Members of the Nazca tribe can be distinguished by tattoos which are worn on their faces, resembling stylized falcons, and the falcon-feather capes they wear. They also use falcons in battle and on the hunt, and the falcon motif to decorate their homes, pottery, clothing, and jewelry. Nazca beliefs center on emulation of the falcon in all things; their view of life is as of a flight through the air, and their lightning-fast hit-and-run battle tactics are those of a falcon swooping down from the skies.

The Nazca seat of power is in the Five Valleys. Their capital is the city of Cahuachi (ka-HWASH-ee), in the Valley of the Falcon. It is located in the fertile fork of land which lies between the Ica (EYE-ka) and Nazca Rivers. Their other major cities, Ica, Caango (kay-ANG-gm), Kotozh (KO-tozh), Pachacamac (pa-SHAK-amak), Tambo (TAM-bp), and Teote (tay-OH-tee), lie in this same general area, which is a paradise compared to most of the rest of the realm. This central area is virtually inaccessible to any invader, and is protected from the Quechuans by rugged mountains and narrow, easily defended passes. The nation of Ecua, through often hostile, is distant. A large stretch of barren, Nazcan-controlled coastline separates the valley from the Ecuian border, and Nazca controls everything south to the desolate regions of Ulloa and Paragua. As the falcon does not live in mysterious Ulloa, the Nazca have never contemplated settlement of the area (mere superstitions about the land do not frighten them).



Atlanteans

The valleys and the lomas are the only areas where either hunting or agriculture are possible. Hunting is an unreliable source of food at best, so that most must be obtained from small, domesticated herds of llamas, alpacas, and vicunas.

The bulk of protein in the Nazca diet, however, is derived from seafood. The Nazca are not seafarers, but some of their subjects along the coast do venture offshore in cumbersome, barge-like boats built of balsa. They fish the shallows with net and trident, and dried fish is a staple even in distant inland areas. Other subject tribes are concerned primarily with simple agriculture, with staple crops including manioc, corn, sweet potatoes, peanuts, and cacti fruit.

The Five Valleys provide mineral resources that make Nazca one of the richest realms in Tamoanchan. Substantive deposits of iron are present in the valleys, along with zinc, copper, gold, silver, and platinum. Tin is not uncommon, and the Valley of the Falcon has small quantities of quicksilver which are exploited. Most metals are mined in nugget form and hammered to form objects, though smelting is not unknown, and is used for large projects.

In the First Age, the Nazca were conquered by the Atlanteans and from them absorbed and retained many Atlantean ideals and concepts. Amazons from Hesperia also conquered the area, but were only beginning to integrate it into their empire when civil war caused them to withdraw. From the Hesperians, the Nazca tribe learned how a small, militaristic nation could rule many more numerous but disorganized subject realms.

Most tribes, the Nazca excepted, reverted to their pre-Atlantean ways once foreign domination ended. The Nazca, though, retained a city-based civilization, and slowly began to consolidate their hold in the Five Valleys. In a land where good, fertile ground was limited, the Nazca were motivated to spread and dominate over the broadest possible range. Their fierce and well-disciplined warriors overran the less sophisticated tribes, and quickly unified the region into a small but centralized nation. Each conquered tribe is controlled by a small Nazca garrison-unit, in the Hesperian style; the tribes support the Nazca overlords with all kinds of needed resources, from food and metals to military manpower and manual labor.

Nazca is ruled by a military hierarchy consisting of five warrior chieftains (selected by a council of the ten highest-ranking warriors). The highest of the chieftains has five votes, the next highest four, the third highest three, and so forth. When establishing laws, decrees, or policies of any type a majority vote is necessary to pass any measure. In times of crisis, the warrior council can vote to grant absolute power for a given period of time (usually a year) to the highest of the chieftains.

This government is characteristic of the whole of Nazcan society. All members of the Nazca tribe, whether by birth or by marriage, are members of the upper strata of the realm's society. Only they can obtain any social rank; conquered tribesmen assume social status only in the event of marriage to a Nazca. Any Nazca, even those elevated by marriage, receive the ritual falcon tattoo, and must undergo a rite of passage in which they capture a falcon in the wild and add its feathers to a falcon-feather cloak already made by the new Nazca's family. Failure of the rite results in expulsion from the tribe, for only true Nazca are permitted to wear the colorful falcon decorations.

Nazca must serve at least one year in military service. The rank attained denotes social status for all aspects of life thereafter. Though the tribesmen supply military auxiliaries, only the Nazca undergo this mandatory service, and only they achieve social rank as a result. Subject tribes are all equal, and inferior, in the eyes of the realm.

The wealth of the realm is also distributed according to military/ social rank: Those of no rank (the conquered tribes, or those Nazca who lose status) receive only as much as they need to live a simple life. They cannot own stone huts, nor can they amass excessive amounts of personal belongings. They cannot move from one village to another without permission. The harshness of Nazca rule is alleviated somewhat by the frequency with which the ruling class intermarries with the subject tribes, raising their spouses and children to Nazca status. The upper classes receive wealth and luxury according to social rank.

Once the mandatory year of military service is completed, Nazca warriors may leave and rejoin service with the army as often as they desire, in terms of one year each. Obviously, since military rank equals social rank, there is a powerful inducement to serve for a prolonged period, but those who do choose to leave

can enter any career they wish and live a life of relative (compared to the classless tribesmen) ease.

Nazca society is built around a male-dominant system. The females occupy a subordinate position in most aspects of society; they are masters of many crafts and art forms, especially all types of weaving and pottery sculpture. Their work is famed for its artistry as well as its functional ability. The Nazca subordinate all arts, sciences, and magic knowledge to military purposes (and, to a lesser extent, to improving the life of the upper classes). Knowledge that will not enable the Nazca to become better warriors is considered unimportant.

The training of the Nazca warrior is rigorous and intense. Most are skilled in wood lore, tracking, and covert fighting techniques, as well as the handling of falcons (trained for use in battle). The Nazca use specialized units for certain operations, employing scouts along their borders and sending spies into neighboring lands to acquire information.

Small bands of witch hunters also have been incorporated into the military, and are used exclusively against the religious fanatics of neighboring Quechua. Other forces are equally distributed throughout the realm, with the largest portion of the military being concentrated at Cahuachi.

Weaponry used by the Nazca includes a hafted stone throwing mace; hafted, polished-stone axes; falcon talons (fist-held iron talons anchored to the wrist) inlaid with gold; slings; spears made of magical chanta wood (hardwood palm) tipped with obsidian (or, more rarely, iron) heads; short swords of obsidian, bronze, and iron; long daggers of bone or bronze; spear-throwers; short bows; obsidian-edged clubs; and staffs. Armor is disdained by the Nazca, who go into battle in capes and hoods of falcon-feathers, with their tattoos prominent. The spectacle of the Nazca mustering for battle is a fearsome sight, and the terror tends to offset the lack of physical protection.

NAZCA RELIGION

The Nazca once worshipped the falcon, but now it is no more than a symbol of their nation and their power. There is no organized religion among the members of the Nazca tribe, at least none which is publicly acknowledged and accepted. The classless subject tribes, however, are given complete religious freedom. Most pay homage to Hawwa, one of the Old Gods; Eloah is favored by a large body of worshippers, as well. Sym-

bolic representations of the sun and moon are found throughout the country, and at times, the Nazca falcon symbol is incorporated with these religious signs. No other deities are so honored under the Nazca rule.

While individuals are allowed to worship in virtually any non-violent way they choose, they cannot congregate in groups which include anyone beyond immediate family members. Shamans, Druids, and other such religious classes are tolerated under the same rules, but must renounce their beliefs publicly if raised to the Nazca tribe, embracing the state as their single object of loyalty and devotion.

Necromancy in all its forms, however, is outlawed, and greatly feared. Nazca burial rites call for family members to be interred side by side, on family ground; personal possessions favored by the individual in life are buried with the body. Infant corpses are showered with jewelry and toys. Great care is taken to guard the bodies against theft, so prevalent is the fear of the Undead.

POINTS OF INTEREST

There are pyramids in Nazca, built by the Atlanteans during their reign, but restored and maintained by the Nazca since. They are focal points for political and military rallies, rituals, and as the ordinary places of congregation for Nazcans. Vendors set up shop around them, and actors, musicians, and entertainers use them as a stage on festival days. They are a prominent part of the social life of all Nazcan cities.

Perhaps the most stunning achievement of the Nazca race is the presence of their giant line symbols on the Nazca Plain and various mountain sides. These represent an experiment in rune magic on a vast scale, intended to call down favorable effects over a large area. The Tree of Life rune overlooking the Bay of Paracas was drawn to promote fertility and agriculture in that area. The Falcon rune on the Nazca Plain is intended to provide magical support to the Nazcan realm. The potency of these massive magical inscriptions remains a matter of conjecture.

FOREIGN RELATIONS

Nazcan trade is limited at best, as their near neighbors are hostile and their own culture unable to handle seafaring of any kind. They do occasionally trade with groups of Elysium's Tritons, and with the nomads of the Elysium Sea. But though trade is limited, Nazcan



Atlantis
coin; age has spread far from her own shores. Nazca coins, known as falcons, are made of gold and silver and are famed for their purity and superb workmanship. Even enemies of the Nazca accept their coinage at face value, so excellent is their minting.

The national policy of expansion and the Nazcan hatred of Necromancy are the twin reasons for the tension between the realm and Quechua and Ecu. The Nazcans despise the Quechuan theocracy, and will consider nothing but war, either open or secret, against that nation. The Quechuans have made enemies all around them as a result of their intolerant policies, and the Nazca are by far their most implacable foes.

The Ecuans are treated with less outright hostility, and wars on that frontier are only intermittent. As for travelers from more distant lands; foreign visitors must stay within the guidelines of Nazcan religious law, and they may not openly exhibit their beliefs in front of true Nazca citizens. Penalties for such offenses (and for most sorts of civil disturbances, as well) are harsh, and often cruelly inventive.

OGALAPAGO (O-GA-LA-PA-GO)

This large island is notable primarily for its volcanoes, several of which are known to be active. The jungles which surround the isle's coastal regions team with a variety of unusual animals including a giant species of tortoise.

Sea nomads of Munark come here often to rest and resupply. Otherwise very little human traffic reaches this lonely island. Nazcans occasionally venture this far from their shores, but few other fisher-folk of western Tamoanchan will dare such a long voyage.

In the deep central valleys lives a tribe of neanderthaloids that fled from First Age Atlantean conquerors. Ever since then they have shunned all contact with outsiders, avoiding even the peaceful Munark Sea nomads.

OGUANABARA (O-GWA-NA-BAR-A)

The jungle peninsula of Oguanabara forms the northern limit of the Acuan Sea, and is part of the East District of Tamoanchan. Water lies to west, south, and east, all of it part of the gulf; to the north are the two wild regions of Awok and Aricagua.

The region is uninhabited save for a small tribe of humans known as the Abara, a tall and dark-skinned race believed to be related to the Nazca. The Abara are much-feared in these parts, for they are extremely hostile and are known to engage in a number of grisly practices.

Not the least of these is the taking of human heads as war trophies. The Abara head hunters range far and wide throughout the region, hunting for food and searching for members of other tribes. Any humans encountered by the Abara are slain out of hand, their heads taken and subjected to a most gruesome process: the skull is removed, the eyes and lips sewn up (to keep the victim's spirit from returning), and the remains treated with certain herbs and filled with hot sand. This procedure serves to preserve and shrink the "head", after which it is hung by the hair and worn as a mark of proficiency in battle. The number of such trophies which any Abara warrior possesses is deemed a mark of his or her status; the more heads a warrior owns, the greater is his or her reputation within the tribe.

As repugnant as this practice may seem, Abara shrunk-



en heads are often sought after by traders. They bring a high price (1,000 - 4,000 G.P) as curios in certain lands, and are valued as fetishes by necromancers and other practitioners of Black Magic.

As it is said that the Abara will not kill Andaman (whom they believe are akin to demons), some Andaman tribes have taken to trading live human victims to the Abara for shrunken heads (two or more humans per each such trophy is claimed to be the going rate). This perhaps explains the appearance of these vile objects in such far away places as Tartessos, Khemit, and Sheba.

PARAGUA (PA-RA-GWA)

Paragua is a transitional region, considered part of the Central District, but actually blending facets of both Central and Eastern terrain and climate. The western portions are mountainous; to the east are extensive jungles very similar to neighboring Aigua, which lies to the east. North is Acuan Sea, and to the south is an arm of the Atlantean Ocean and the jutting peninsula of Ulloa. Due west lies Nazca, with Quechua bordering on the northwest.

It is a land untouched by man for many eons. Not since the Uragua migrated through here from Ulloa to Aigua have humans resided here. But, like Birama and Mana, Paragua is home to various demonic beings. Hantu and gremlins are particularly common in Paragua.

Several different types of Hantu inhabit the Tumucumaaye (tu-muku-MA-ya) Mountains in the west of Paragua. Many live in deep cave systems, caves which are also home of a carnivorous fungus known as the Scarlet Leech and many other fearful denizens of the dark depths. Rumors of vast treasures hidden in these dangerous tunnels are a frequent lure for adventurers, though most of the neighboring tribes fear this area.

Gremlins live in mountain valleys and jungle plains along the borders of Quechua and Nazca. They are said to enjoy harassing humans from these lands, and love to mimic human institutions and customs with savage gremlin humor. According to local legend, the gremlins long ago claimed all of Paragua as their "nation," and proclaimed one of their number "King:

The gremlin king supposedly has a following of advisors and bodyguards, and has built a "great gremlin city," called (in typical gremlin style) Ocawataza-

lacawatala (ok-a-wat-a-za-la-caw-a-tal-a), known among the gremlins themselves as Oa (O-a). In this "city," built entirely to gremlin scale, the Royal Palace is the largest building, towering three stories (36 inches) high, and encompassing an area of 34 inches by 64 inches. The palace is said to be constructed of solid gold, melted down from a variety of objects stolen from humans. A gremlin-sized step pyramid and various great monoliths (actually small stones) are also present in the gremlin city.

In imitation of leaders of both Earthly and Unearthly planes of existence, the King of Gremlins has purportedly created a "foreign policy" for his realm of Paragua. Recognition and an exchange of ambassadors was demanded from Nazca and Quechua. In the wake of unbelieving refusal from those two nations, the gremlins are now "at war;" which means that any and all humans who pass through Paragua are likely to be subject to the harassment of the humorous but often brutal gremlins.

In imitation of Nazcan and Quechuan society, the gremlins have conquered and enslaved a number of Sprites. These beings are condemned to forced labor by building additions to Oa, working miniature farms, and so forth. The slaves are outnumbered, and have been physically and spiritually broken by gremlin torture.

QUECHUA (KESH-WA)

The nation of Quechua, like Nazca, is an advanced and civilized realm of Tamoanchan's Central District. The northeastern coastline adjoins the Acuan Sea. Northwest is Ecuia, while Nazca is southwest and Paragua southeast. The land is rugged and mountainous in the interior, but the coastlands are low-lying, fertile, and in many areas clad in jungle. The region is home to a tall, bronze-skinned race of humans known as the Quechua.

Quechua can claim social and spiritual descent from Atlantis, which ruled the region during the First Age. The nation takes its name from the tribe which rose to preeminence in the wake of the Atlantean withdrawal. The Quechua tribe took over the knowledge and religion of the Atlanteans and slowly adapted it to their own ends. Though there is now little resemblance between the old Atlantean ways and the contemporary Quechuans, the power of Quechua could never have formed had not the men of Atlantis come first.



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The structure of the entire Quechuan culture is a result of the manipulation of the priests of Virachocha (vir-a-Kosha), the supreme deity of the Quechuan pantheon. The priests claim "the will of Tici-Viracocha" as the basis for any and all of their pronouncements concerning the structure and policy of Quechuan society.

Religion dominates all aspects of Quechuan life. The High Priests rule over a religio-military state in which the majority is oppressed for the benefit of the ruling minority. There are three social classes, each with many internal subdivisions of its own: The Priests are the highest class, followed in turn by the Warrior-Priests, and, finally, the Low or Common Class.

All citizens of Quechua, upon reaching puberty, are given the opportunity to enter the Priesthood. If they fail to meet the requirements, they may then attempt entrance into the Warrior-Priest class. Should they fail entrance requirements here, they become members of the Common Class. Thus, social mobility has nothing to do with birth, but strictly with the ability to meet the established class requirements.

The Priests of Quechua are the highest social class in the realm, as well as being the religious leaders (subdivisions of this class correspond directly to character class level). The Priests rule the nation completely, receiving most of the benefits of Quechua's resources. Their power derives from their position as the intercessors between the people and the gods.

The middle class of Quechua is made up of the Warrior-Priests. This class is responsible for carrying out the will of the Priests, but has some influence on government through the use of Warrior-Priests as advisors to the high-level priests. Their prime duties are to enforce the laws of Quechua, to defend the realm from foreign dominance, and to expand the territory and glory of Quechua over other lands. Quechuan Warrior-Priests wear quilted cotton armor, paint their faces with colored pigments, and wield obsidian clubs.

The Low or Common Class includes all who are neither Quechuan Priests nor Warrior-Priests, and is the most numerous of the social classes. The subdivisions are complex and intricate, and are indications of popularity and respect; they vary considerably from one area of the realm to another. Generally, only Commons pay any attention to subclass divisions, as Warrior-Priests and the Priests themselves consider the Com-

mon class as being below their notice. Only when laws are broken are Commons given any special notice, and then only for the time it takes to pass a swift, harsh sentence. Minor crimes carry enslavement as the most common punishment, while repeated offenses of major crimes usually result in death by religious sacrifice.

Despite this, the Low Class supports the Priests and the Warrior-Priests completely. The possibility that one's children may rise to higher station generally offsets the harshness of the regime, and the religious awe surrounding the upper classes further helps in this process.

Conquered tribes provide all the food and material things the upper classes may need or want. Terrace farming in the mountains is common, but it is mostly the coastal lowlands which supply produce. Hunting, however, is the mainstay of the Quechuan diet; the eastern slopes of the Tumacumaaye Mountains, and the lowlands around Acuan Sea support a variety of game animals. Fishing and frogging is also common to supply food for the inhabitants of the Lake Titicaca region.

Most of the tribes conquered by the Quechua have never progressed past simple stone-age hunter-gatherer techniques. They continue much as they always did, but under Quechaun domination. Food and furs (used by the upper classes for rugs and blankets) are demanded as tribute, and the religious and social control of these tribes is complete.

The coastal tribes around Acuan Sea are fiercer but still bound to Quechua. They are in most respects similar to the mountain tribes but are more militaristic. They also fish extensively, usually with nets and barbed-bone harpoons (and sometimes wooden tridents) from dugouts or log rafts. They are not, however, a seafaring people.

There is a trade settlement, called Ayamagua (ay-a-MAG-wa) on the gulf coast, used solely as a link with Taracua and its supply of precious iron. Goods are transported infrequently - perhaps once per year - via a large log barge-raft.

The settlement itself is small, with a few log-wall buildings inhabited by a few warrior-priests and common laborers. When goods arrive by Ayamagua, they are transported inland by porters. In fact, all transport

is by porter and sedan chair, for there are no pack animals in Quechua.

Quechuan expansion has slowed in recent decades, as the neighboring realms of Ecu and Nazca have resisted with increasing staunchness all Quechuan encroachment. Border skirmishes and raids against these neighboring nations are common but achieve little. Paragua, to the southeast, is tangled jungle without human inhabitants, but the terrain and Nazcan interest in the area have led to a stalemate.

Quechua mines several types of metals, including copper, silver, lead, and tin. The Atlantean practice of overlaying walls and other structures with such metals has been continued by the Quechuans, and gold, silver, copper, and tin gleam, brilliantly from the walls, columns, and stylized statues of the Quechuans.

Iron is a major exception to the general mineral wealth in Quechua; there are no known deposits in the region. The knowledge of ironworking, preserved in ancient Atlantean records is still known, and it is iron which shapes much of Quechua's foreign policy. The extensive deposits in the Five Valleys of Nazca, for example, are behind much of the enmity between the two lands (though Nazcan religious intolerance is another major factor).

The trade with Taracua is a poor substitute for actual control of a regular supply of iron, since the price of Taracuan iron is exorbitant. Quechuan policy currently seeks either to establish trade of their own with Atlantis, or the conquest of Taracua to control the trade ports there. Despite the abundance of metals, and the knowledge to exploit them, many items are still made of bone, pottery, reeds, skins, or stone. Though Commoners craft metal weapons, tools, and utensils

of all kinds, they may not own them; metal goods may only be used by members of the upper classes.

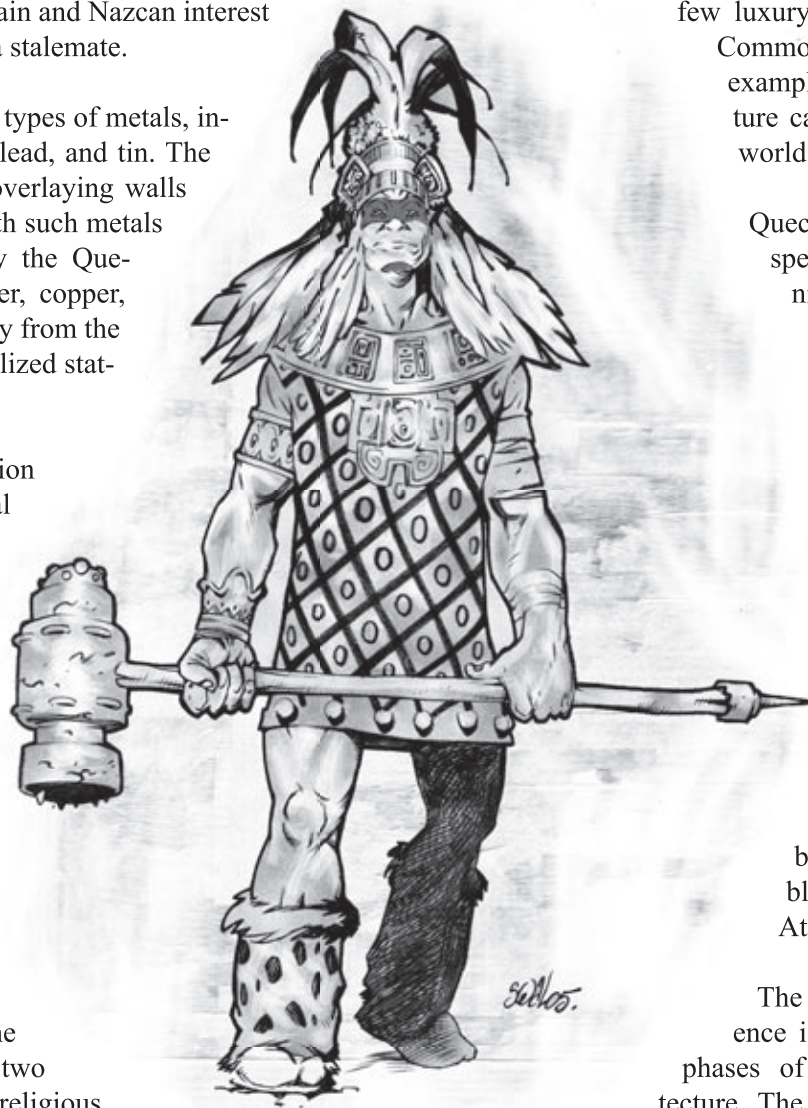
Of precious stones, quartz and turquoise are the only kinds commonly available. The Common craftsmen who use these stones produce high-quality jewelry and sculptures. Quartz sculptures inlaid with various metals are much in demand by all classes in Quechua (such sculptures are one of the few luxury items allowed to Commoners). No finer examples of quartz sculpture can be found in the world.

Quechuan architecture is spectacular. Ceremonial centers can be found throughout Quechua, where, the Priests and Warrior-Priests are housed in palace-like structures. These impressive, often immense structures are usually made of sun-dried brick, though some are carved from solid stone or are built of giant stone blocks in the old Atlantean fashion.

The Atlantean influence is evident in many phases of Quechuan architecture. The lines of buildings are straight and precise, stones

and bricks polished smooth and flat and precision fitted. Though the Atlanteans once erected great pyramids to Atlas, the Priests had these torn down and replaced by their own monuments, mostly using the same stones.

Quechuan structures of the greatest size and impressiveness include palaces, religious shrines, barracks, fortifications, treasuries, and large warehouse-markets.



Atlantis

Each of these is controlled by members of the upper classes.

Commoners may not build of stone or brick, and are found living in everything from branch and skin huts to log buildings to floating reed villages on Lake Titicaca and cliff-dwellings carved out of caves in mountain areas. Each of the subjugated tribes has its own favored building materials and methods.

RELIGION IN QUECHUA

The Quechuan religion originally began as an amalgamation between the Atlantean cult of Atlas (Atici, in early Quechuan writings), and the tribal deity Tici-Viracocha. The two have been identified with one another as Tici-Viracocha, a powerful but harsh deity who requires the intercession of the Quechuan Priest Class to maintain and support his worshippers. As a result, the priesthood has absolute power over the people through their position as interpreters of the god's will.

Tici-Viracocha is a ravenous god, one who demands human sacrifice - not of captives or foreigners, but of his own worshippers. His symbol is the moon, a common motif in stylistic art and crafts. To appease his need for human flesh, and hence to win his continued support for the Quechuan people, the priests have instituted the Lottery. All members of the common Class are subject to The Lottery; only volunteers (who hardly ever enter) are taken from among the upper two classes. Those chosen by The Lottery are sacrificed to Tici-Viracocha on the next holy day. The number of Lotteries held in a year, and the number of victims chosen, varies. (The average is six lotteries a year and a total of 36 people chosen over the course of that year.)

It is interesting to note that those who have earned the enmity of the Priest class often seem to find themselves selected, not long thereafter, for the inclusion in the next sacrifice. It is fairly plain to outsiders that the Lottery is a simple way for the Priests to exercise total control over the population as needed.

Although it may seem that the Priests cannot be circumvented, there are a few splinter cults within Quechua. These are radical, deviant factions within the upper classes, all of them weak in both power and membership. One such cult is said to employ the Abara technique of shrinking heads or entire bodies, then animating the shrunken corpse for use as a spy or familiar.

The only other non-legal organization of any consequence is the cult of The Sons of Belial. This ancient Atlantean religious group has gained a few converts within Quechua, having been introduced by one of the few foreigners who were ever able to become a citizen of the Warrior-Priest class. Most adherents to the cult are of the same class, almost all of them of low to middle rank. Their avowed purpose is to sweep away the dominant religion of Quechua.

TARACUA (TAR-A-KU-A)

As part of the East District of Tamoanchan, Taracua is basically a low-lying, jungle-dominated region. South and east is the Atlantean Ocean, while the territories of Mana and Birama are on the northern borders. An arm of the Acuan Gulf lies to the northwest, while the southwest border is with untamed Aigua. All the natives of this region are brown-skinned and somewhat short in stature.

Taracua is the most civilized region of eastern Tamoanchan, inhabited by a metalworking, city-based culture which is amicable to outsiders and engages in regular trade with the outside world. Though other civilizations to the west and north have developed Atlantean influenced cultures with superior power or sheer architectural or physical scope, Taracua has undeniably preserved the best of ideals and philosophies of the Atlanteans and the Hesperians, creating a hybrid society of great power and vigor.

Three cities are present on the Atlantean coast of Taracua, and nearly all the population of the region lives in these three major settled areas. The largest is the capital, Vaca (WA-ka); the other two are Buranhaem (BUR-an-hem) and Iberahem (EYE-ber-a-hem). Merchants from Atlantis, and even from Tartessos and other eastern ports, visit Taracua's cities from time to time. In turn, on very rare occasions, the Taracuans sail eastward in search of trade or on pilgrimages, quests, and so forth.

There is a single small port and mining village on the Acuan gulf coast called Sarahem. Sporadic trade with Quechua is centered here, but there are no real facilities for for foreigners with large ships.

A whole range of magical disciplines are studied by the Taracuans but the most important field is Astrology. Alchemists, Sages and Sorcerers are all few in number but well respected nonetheless.

Taracua is blessed with a plentiful supply of foodstuffs. Crops include manioc, sweet potatoes, yams, pumpkins, calapashes, coffee, cocoa, tobacco, and legumes.

Tapir, peccary, monkeys, birds, turtles and other animals are found here in abundance. Fishing is also important to the Taracuan people. Both the male and the female serve in the Taracuan military. A standing army is charged with the defense of the borders. In the north, they face the raids of Birama's demon-worshipping cannibals, who seek to kidnap women and children for ritual feasts and demon sacrifices, and to kill men for food. The western border with Mana must also be protected against the depredations of the animal-men of that region. These, being rather disorganized, offer less of a threat than the Hoacans of Birama. Warriors also are assigned to protect the cities, the farms, and the ships of Taracua. A part-time militia made up of hunters forms a last line of defense against any enemy who threatens the coast lands.

Taracua is ruled by a king and queen who are only occasionally bound by ties of marriage. The two monarchs are selected in a democratic fashion, with the Queen chosen by a vote of the women, and the king by a vote of the men. These elections install the new monarch(s) on the throne for life, or until voluntary or forced abdication. Only when a position becomes vacant is a new monarch selected; thus, it is hardly ever necessary to select two new rulers at the same time.

The king and queen have equal power, but they do not rule as absolute monarchs. Two other power blocks share power with them, a Council of Sages (made up of the country's most esteemed astrologers) and a Council of Landowners (plantation owners, military officers, merchants and other wealthy citizens). In all matters of national policy, the two councils cast one

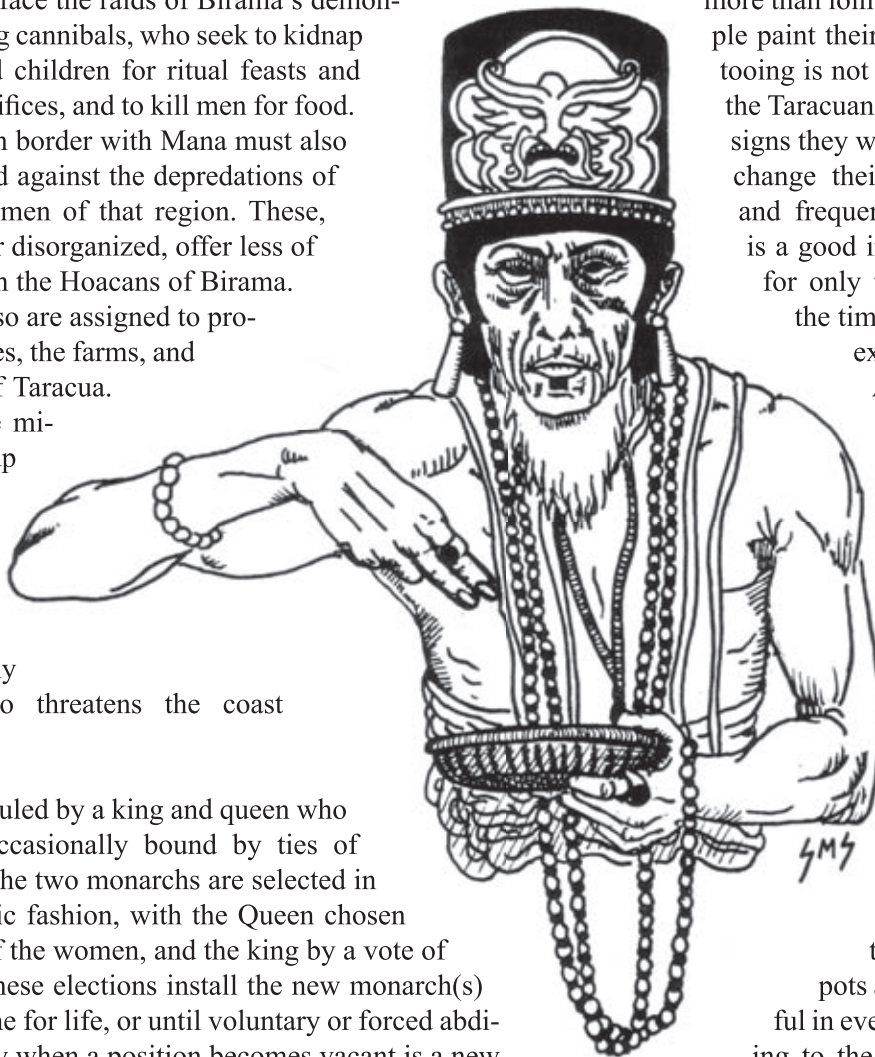
vote apiece upon reaching a consensus among their own ranks. The monarchs each have two votes. To pass a law or other measure, four of the six votes must favor it.

Taracuans love color and artistry. Buildings and large stones are covered by brightly colored murals, ranging from surrealistic, geometric shapes to realistic depictions of animals or scenes. Another major outlet for art is in the field of body painting. Clothing in this hot,

wet land is always minimal (usually little more than loin cloths are worn), so people paint their bodies extensively. Tattooing is not commonly practiced, for the Taracuans prefer to change the designs they wear as often as foreigners change their clothing. The amount and frequency of body paint worn is a good indication of social class, for only the very rich can afford the time every day to indulge in extensive body decoration.

Another facet of Taracuan personal appearance is that both sexes wear long hair, often braided.

The Taracuans take pride in all that they do, and try to elevate everything they undertake into an art form. They are fine sculptors, and have developed useful pottery sculpture into a distinctive form of art. Their pots are both intrinsically useful in everyday life and also pleasing to the eye, and are valued by foreign merchants (bringing 10x the standard rates for such items in places like Tartessos, Atlantis, and Khemit). The same is true of jewelry, for the Taracuans design and make excellent works of the jeweler's craft from the gold and copper mined around Iberahem, supplemented by seashells and pearls. It is not unusual for anyone, male or female alike, to collect and wear such jewelry. There are no social preferences regarding the types of jewelry worn, but they are usually displayed to complement a body paint design.





VACANT

Metal is also used for weapons. Meager sources of tin are hoarded, and used to make various bronze implements. Iron, and even occasionally Atlantean steel, is imported to make weapons and armor for the leaders of the Taracuan military.

Bows are the chief weapon of the army, with war clubs and hand axes used in close combat. Armor is minimal, but forearm guards and target shields are sometimes used. The lack of weapons superior to ordinary bronze items is not the result of ignorance; a Taracuan could forge Atlantean steel, but the essential resources are not available for such undertakings, and thus must be imported from overseas. Taracuan shipbuilding is also good, being largely based on the sleek design of Hesperian warships. The construction and seamanship techniques of the Taracuans are best suited to coastal and river waters. They can face an oceanic voyage, but are less efficient than the ships and sailors of nations more accustomed to such long, hazardous journeys.

THE CITY OF VACA (WA-KA)

The coastal capital of Taracua is Vaca, a city built upon the ruins of an ancient First Age Atlantean port. Though most of the city's buildings are made of adobe and palm thatch, the most important structures (temples, fortresses, etc.) are built of massive stone blocks. Many of these are built in the old Atlantean style, and some in fact are merely refurbished First Age structures.

Unlike the cities of most other advanced societies, Vaca has few shops and small business establishments. Instead, the city has a large public marketplace where hundreds of vendors sell their wares. As a result, prices for goods may fluctuate greatly from day to day, or from vendor to vendor. In order to keep arguments to a minimum, a state-appointed "judge" (always seated under a special awning of woven mats) presides over the marketplace each day. The king and queen of Taracua reside within the city, as do many high priests and astrologers associated with the government. A fairly large military contingent, led by Taracua's seven female war-chieftains, is also present, as are several divisions of city guards. The city is well patrolled, and criminals and troublemakers are treated harshly. The punishment for theft is slavery; the perpetrator's face being marked with identifying tattoo/scars. A second offense usually means death. Homicide, regardless of intent or circumstance, is punishable by execution, as is adultery. In all cases, the accused is allowed but a

single chance to argue his or her case, after which swift judgment is passed.

All things considered, life in Vaca is good. The majority of the population support themselves by growing maize, the staple of most Taracuans' diet. To increase productivity, farmers often work in communal groups of 20 or more individuals, each helping the others to accomplish their work. All commoners must pay a "maize tax" equivalent to 25 percent of their season's crop, or donate time to perform manual labor for the state.

The jungles immediately surrounding the western perimeter of the city have, for the most part, been cleared of dangerous beasts. Deer and fowl are plentiful in these areas, and are captured (usually with snares) for food. Parrots and other colorful birds are taken alive, using blowguns and clay pellets. Their colorful feathers are used extensively for decoration, and are sold throughout the region. Antillan Tritons occasionally visit the waters off Vaca, and trade conch and other shellfish for obsidian, flint, and jade. The people of Vaca do some trade with both Atlantis and Tartessos. In return for gold, honey, and precious stones, the Taracuans receive copper, bronze and iron implements. As Atlantis and Tartessos are both rivals for Taracuan trade, price wars are not uncommon.

ULLOA (OO-LO-A)

The inhospitable and mysterious land of Ulloa is part of the South District of Tamoanchan, a long, narrow peninsula jutting southwards between the Atlantean Ocean and the great Stygian Sea. To the north, Ulloa borders on Paragua, with a tiny portion touching the bounds of Nazca. For the most part it is harsh, and barren, but the northern areas do include tracts of lush jungle. Also in the north, in the high mountains bordering Nazca and Paragua, are valuable deposits of copper. Otherwise the land is uninteresting, and virtually uninhabited.

It was not always so. According to ancient Atlantean texts, the central and northern regions were once home to a thriving civilization, with many mountain cities on the same pattern as is common among the inland cities of Quechua today. But the Ulloans went through a prolonged period of religious civil wars, in which a number of new, often perverted cults arose. They battled one another ruthlessly, and the region was thoroughly fragmented when disaster came.



Atlantean

The Atlanteans, at the height of their power and achievement, invaded Ulloa in hopes of securing its rich copper mines. Splintered, the Ulloans were unable to offer effective resistance and city after city fell. The siege of the final city, the capital of Yamquisapa (YAM-kwiZAP-a), is a subject of mystery and myth in both Tamoanchan and Atlantean sources. It is said that the High Shamaness of the city, a follower of one of the most degenerate and evil cults the Ulloans created, sought to invoke the power of the Old Gods against the Atlanteans, and so staged an elaborate ritual which called upon dark evil powers. At the climax of the rite, the Old Gods did intervene; they transformed the Shamaness into solid granite. The ceremony was not completed, but it is said that the fabric of existence was weakened around Yamquisapa, so that fell creatures could sometimes find their way into the world there. So daunted were the Atlanteans by these events that, though they accepted the surrender of the terrified inhabitants, they never entered the city to plunder or occupy it. The populace, too, refused to remain. The ruins lie there yet, most feared of all the abandoned, dangerous lost cities of Ulloa.

Even the story of Yamquisapa, however, is far less a mystery than the enigma surrounding the disappearance of Ulloa's entire native population a few years later. In the wake of the Atlantean conquest, the population chose not to serve as slave labor for their new masters and so followed a Shaman leader who prophesized salvation for the people atop lofty Mt. Achane (ah-Ka-nee). Groups slipped away into the wilderness and made their way here, ascending to the summit. Here, at the mysterious Gold Door, legends say they found a passage that led to a strange, fabulous subterranean world. They entered, and have remained hidden and aloof from the surface world for thousands of years since. Today, no-one knows their fate. Some scholars believe that all the stories of the Ulloans are no more than a colorful myth. Every so often, though, adventurers who claim to have stumbled across the Gold Door and its secrets bring their story back to the unbelieving ears of the surface world.

Soon after the Ulloans vanished, the fearful Atlanteans themselves departed. They carried off plunder, and a few shipments of copper from the rich veins of the north, and departed for more hospitable climes. Since then, Ulloa has been a land of peril, where only a few backward tribes dare to tread. Monsters and nearly-extinct dinosaurs are said to have found refuge in

the land, but mostly Ulloa is bleak, barren, and eerie, haunted by memories of terror and mystery.

ISLE OF TAMAWA (TA-MA-WA)

This lonely island is best known for the Elysium Palisades, a huge cliff of solid serpentine along the west coast. Atlantean explorers discovered it during the Atlantean Golden Age, but before it could be exploited, the collapse of their empire forced the abandonment of their attempts to develop the region. Problems in Huac to the south, also contributed to their decline. Knowledge of the island has faded, buried in obscure books found only in a few private libraries.

Tamawa is mostly desolate and unattractive. Droughts are common in the land, often followed by violent wind-spread brushfires set off by lightning storms. Following the drought season comes a period of heavy rainfall, bringing flash floods and mudslides. A brief spring season brings forth flowers and pleasant weather, but this period of quiet is quickly displaced as the droughts begin once more.

There are numerous forms of animal life in Tamawa - bear, deer, rabbit, puma, coyote, snake, vulture and armadillo are the most common, along with less frequent forms such as scorpions, raccoons, skunks, hawks, goats, iguanas, and peccaries. No intelligent beings or peoples are believed to inhabit the island, though much may have changed since the days of the Atlanteans.

THE OCARABA SEA (O-CA-RA-BA)

The deep water of the Ocaraba Sea, like the Tamarac Sea to the north, converges with the Atlantean Ocean and separates Eria from Tamoanchan. Associated bodies of water include the Gulf of Tamara (ta-MA-ra), Tacuba (ta-CU-ba) Gulf, Tamagostad (ta-ma-GOS-tad) Gulf, and the Maka Lagoon. The latter was believed to have been a river at one time, but an earthquake is said to have sunk the land around the river and widened the mouth where it flowed into the Ocaraba Sea. Freshwater springs and runoff from the mountains and swamps of Aricagua and Awok mingle with the salt water of the channel to form the largest lagoon on Earth. The Makara like these waters; fresh water is a strong narcotic both to them and to their shark steeds, and the low salinity of the lagoon is stimulating.

The Makara, indeed, are common through most of the sea. Their presence inhibits the people of Tamarack from plying these waters, and limits trade of any kind from passing through these waters. The Ocaraba Sea is exceptionally clear and warm. Many species of eel, tropical fish, and seaweed are abundant throughout the region, as are numerous varieties of shellfish right along the continental coasts (particularly in the Gulf of Tamara).

THE ACUAN SEA (A-KU-AN)

The Acuan Sea splits the eastern portion of Tamoanchan in half. A warm, tropical body of water, it empties into the Atlantean Ocean between Birama and Awok. The sea devils of the ocean depths ply these waters, making them extremely dangerous for human travelers and limiting sea trade to a few coasting vessels at the extreme western portions of the bay.

One major chain of small islands exists between Awok, Oguanabara, Birama, and Mana, in the wide flaring between the entrance to the gulf and the Mana Sound. These islands, the Isles of Tirakamba, are mostly uninhabited, with one notable exception.

THE ISLES OF TIRAKAMBA (TIR-A-KOM-BA)

These dozens of small islets are mostly inhabited by wild beasts and dangerous monsters. One, however, the island of Inigre (e-NEEgra), is home to an isolated human culture. It is the largest of the Isles, about two miles long by half a mile wide. Megalithic walls of precision hewn stone - built in ancient times by some unknown but very advanced culture - augment the island's natural stone cliffs to present a continuous barrier against the outside world. There is not a single entranceway or break of any kind in this great barrier, called: The Wall of the World by native Inigreans.

Explorers have "discovered" Inigre repeatedly over the ages, but none have penetrated the outer wall. What little we know of Inigre comes from traditions handed down in Taracua. The Taracuans claim to have received visits from Inigrean seafarers centuries ago. No such voyages have been made in many generations, because of the threat of the Makara who range the waters of the gulf, but in those ancient days, visi-

tors recounted strange tales of life on the island. The Inigreans, it is said, are isolationists, with only the scantest knowledge of the world beyond the Wall and little desire to learn more. They have no knowledge of friendly peoples; their legends, based on early contacts with the savages of Birama, Oguanabara, and Awok are now much distorted.

The travelers who reached Taracua were exiles driven over the Wall of the World for crimes against their people, who somehow survived the dangers of the world beyond to reach civilization. Within the wall, according to the legend, the Inigrean people live out their entire lives. Primarily a farming people, accounts of the Inigrean methods of agriculture make it clear that they have independently attained an agricultural sophistication unequalled by any other human culture, past or present, even the First Age Atlanteans. They are reputedly capable of creating the most extraordinary hybrid plants, many with magical properties.

Most of the island's interior is given over to farmland. A wide variety of crops are grown in many different soil types. The inhabitants of Inigre live in small rectangular huts, built in the same proportions as the island itself (four times as long as they are wide).

In the center of the island stands a colossal stone megalith of workmanship equaling that of The Wall's. The Inigreans know nothing of its origins. People visit it only on certain holy days, placing great garlands of flowers at the base of the monolith and then swiftly departing. The significance of the ceremony is unknown; the Inigreans who told of it refused to discuss the details of the ritual with strangers.

They are also familiar with techniques of mining and metalworking.

Gold, copper, and precious stones are apparently common on Inigre and together with stone and clay are commonly used to make implements of all kinds. They make neither weapons nor armor of any sort.

When faced with danger, they are said to flee and hide in their homes, dropping any possessions or items they may be holding in their frantic haste. Despite this evident cowardice, however, there are no accounts of anyone - human, Makara, or other - ever having conquered these people. As for the other isles of the chain, they are inhabited primarily by serpents and other species of reptile. Occasionally shipwrecked sailors or native



exiles have lived on these other islands, but mostly they remain unexplored and unvisited.

THE NETHER REALMS

Far to the south, some say at the edge of the world, lies the mysterious region known as The Nether Realms. Bordered to the northwest by the Stygian Sea, and to the northeast by the Forgotten Sea, The Nether Realms are shunned by sailors throughout the known world.

Tales of this strange land abound, both in legend and in primitive folklore. The natives of southern Tamoanchan call this place The Land of the Dead. Here, they say, the spirits of evil men and women are doomed to wander forever as punishment for their earthly sins. The area is described by these natives as being burning hot by day, and freezing cold by night. The air is said to be choked with clouds of red dust, which, carried upon the wind, hover over the land like crimson specters.

Equally unpleasant is the Elysium Islanders legend, which depicts the region as the place from which all dragons originate. According to the Kiowans, the dragons are “born of fire, and emerge from the depths of volcanoes bearing with them riches from beneath the earth’s surface. A related folk tale tells of a greedy Kiowan warrior who traveled to the forbidden land to steal the treasures of the three-headed dragon, Azhdak. Hoping to sneak up on the dragon while it dozed, the warrior discovered to his dismay that only two of Azhdak’s heads ever sleep at any given time; Azhdak’s third head subsequently brings the story to an end in swift fashion.

Many more such tales exist, all perhaps of questionable value to the experienced seaman or navigator. Of more practical consideration may be the voluminous tome entitled: THE LOG OF THE MARINER (author unknown), reputedly discovered long ago in the hold of a half-sunken Sheban trading vessel. Though rife with gross overstatements and absurd postulations, the book is uncannily precise in certain aspects, and so is presented here in excerpted form.

“Thousands of miles had we traveled, through hazards beyond mortal endurance, when at last we approached within sight of our fearful goal: the terrible place

known as The Nether Realm. From our distant vantage point we could make out what appeared to be the bluish outlines of a vast and mountainous region, stretching east and west as far as the eye could see.”

“Ignoring the superstitious lamentations of our crew, I bade the helmsman to approach. As we did so the landscape ahead of us began more and more to resemble the icy peaks of Jotunheim, of which I have written elsewhere in this work. The air, however, was uncannily warm, and seemed in conflict with the landscape which lay ahead of us.”

“Approaching to within a mile or so of the shore, we detected the presence of what appeared to be a series of inlets or channels, leading inland. The closer we came, the more numerous did these waterways appear to be. On my command, the helmsman made for one of the wider channels, which measured perhaps twelve hundred feet across. This action brought forth the most profound wailing from the crew, who began at once to invoke the name of every beneficent deity known to man.”

“Even so, we continued on. Entering the channel, those few of us who had not prostrated ourselves upon the deck now marveled at the mountains of ice which loomed ominously to either side of our vessel. Through the twisting inlet we sailed, until, of a sudden, we came upon an intersection of sorts. Here three other rivulets converged upon the main channel at odd angles. Choosing the passage most consistent with our previous course, we proceeded further ahead. In short time we came upon another intersection, followed in succession by other, adjoining waterways.”

“Upon meeting with this selfsame occurrence at every turn, the true configuration of the land began to become apparent. Rather than being a solid mass, the region instead seems to consist of numerous islands of ice, connected by a labyrinthine network of natural canals. The size of these “islands” varies considerably, though the smallest might well be compared to a medium-sized mountain.”

“As for the flora and fauna, to be frank, I have seen nothing to indicate that the region supports either plant or animal life of any sort. Certain suggestive incidents - strange sounds being borne on the winds, mysterious ripples breaking the surface of the water, and so on - have been reported by members of the crew, but

further investigation seems out of the question, at least for the moment. My suggestion that we put ashore and explore one of the icy “islands” was met with a mutinous verbal assault upon my person, of such intensity that I had to seek refuge in my cabin. Were it not a certainty that the men admire and respect me, I might have cause to fear some physical harm as well.”

THE ISLE OF DREAD

Lying in the southern waters of the Atlantean Ocean is a large, irregularly shaped island, created around a chain of volcanoes which spew ash and lava out almost continuously. On the isle itself, ash accumulates in drifts up to twenty feet deep, and the waters around the island are murky grey with such volcanic debris.

Where the ash does not accumulate, lava lakes and rivers make travel next to impossible. Normal beings cannot survive long here without magical aid.

No sailor has willingly set foot on the Isle of Dread since the First Age, but the legendary horrors of the island are recounted with relish in many a tavern and waterfront inn even today. The island, it is said, was discovered by Atlanteans late in the First Age, when

decadence and corruption were already widespread in the empire. Beneath the volcanic ash and among the steaming lava pools, the stories say, those first sailors found innumerable gems of incredible size and beauty. Among these was a type of stone which has never been found elsewhere, before or since, known as Black Diamond. The Isle of Dread is said to be the only source of these priceless stones, which are valued at ten times the worth of standard diamonds.

A legend dating back to the First Age states that a powerful wizard once came to this isle, hoping to make his fortune. The wizard, a secret practitioner of the necromantic arts, is said to have employed a workforce of undead creatures and minor demons to unearth the isles’ treasures. According to the tale, the wizard’s colossal greed was his undoing, and he perished in a volcanic eruption.

The same was not true of his inhuman servants, however, who (some say) still reside upon the Isle of Dread to this day.



OCEANS & SEAS

THE ATLANTEAN OCEAN

The open waters of the Atlantean Ocean are vast and largely uncharted. Where once Atlantean ships plied the sea lanes during the daring days of the First Age, today the old trade routes are hardly ever traveled. A few ships from Atlantis, and an occasional adventurous crew from Tharshesh, can sometimes be found in the northern waters of the ocean; once in a long while, a ship from Tarucua in Tamoanchan crosses over to Atlantis or Gondwana. On the whole, though, the far reaches of the Atlantean Ocean remain untraveled and unexplored in this age of fear and superstition. Though there are many islands in the South Atlantean Ocean, as can be found from study of ancient maps, these are not found on modern charts. For generations, seamen have regarded the existence of any land in the heart of the ocean as completely legendary, convinced that the whole area between Tamoanchan, Atlantis, Gondwana, and the Nether Realm is completely bereft of land of

any kind. This widespread belief has made many sailors refuse to sail out of sight of the continental coasts; for fear that they might be lost in unknown waters without hope of a successful landfall.

Though humans and other land-dwellers seldom sail the Atlantean Ocean, the Tritons of Antilla routinely visit these waters. They revel in the absence of land-folk, and in the abundance of sea creatures and unspoiled nature. The Tritons know of the southern islands, though they have not explored them; they are adamant about preserving these regions as they are, and so have never revealed what they know to non-Tritons. Considering the Atlantean Ocean as a last refuge for their tribe against encroachment by outsiders, they do not even let it be known that they travel the deep waters of the central and south Atlantean Ocean.

These waters are far from calm. Ocean currents here

are unrelenting, and the weather is violent and stormy more often than not. The eastern ocean floor is sometimes wracked by earthquakes, causing tidal waves, surging currents, and other hazardous conditions. Maelstroms appear intermittently throughout the ocean, and two are permanent features. The whirlpool at Maelstrom Bay off eastern Atlantis is the only one which appears on human maps, the other being in the central ocean. The largest of these—indeed, the largest maelstrom in the world—is called The Maw by the Tritons. Its effects reach across nearly a third of the Atlantean Ocean, but it is only a subtle undertow over most of this area. As the traveler approaches the center of the Maw, this current becomes swifter, eventually becoming an irresistible pull that swirls the water and everything in it in ever decreasing circles over an area hundreds of miles across. At its center is the enormous whirlpool of the Maw. It is said that no mortal human, Triton, or otherwise, has ever been into the Maw and returned to tell of it. It is the one place in the Atlantean Ocean where the Tritons of Antilla never come.

THE ATLANTYDES (AT-LAN-TI-DEES)

Ancient human maps bear this name to mark a group of five large islands, plus a scattering of smaller ones, deep in the heart of the Atlantean Ocean. The southernmost of the main islands is on the arbitrary boundary between the Atlantean Ocean and the Forgotten Sea. These islands have long been lost to human history, for men travel these waters no longer. The Antillan Tritons call them The Islands of Solitude.

There are ancient accounts of these islands in the libraries of Atlantis, though most modern scholars dismiss them as seafarers' legends from the First Age. The weather is said to be pleasant on the northernmost of the islands, getting colder and harsh as one travels south. All are said to be uninhabited save by birds and a few small animals.

One tale, said to be based on the eyewitness account of a sailor rescued by the Tritons from a small boat in the middle of the ocean, is especially mysterious. This sailor, a common seaman named Glaucus, journeyed with an archaeological expedition that sailed to the Atlantis in the waning days of the First Age. Megalithic ruins, mostly toppled, overgrown, and buried, had been discovered on most of the islands. The southernmost island was found to hold an immense pyramidal structure of unknown origin on a cliff towering over the southernmost promontory.

The sailor Glaucus claimed that his ship anchored in a harbor below the pyramid, christened Haven Bay, and the expedition set out to explore it. At this point his account becomes confused, but it would seem that none in the party actually entered the pyramid. The sailors and scholars began fighting one another for no apparent reason, and seem to have killed one another until only Glaucus was left. He took a boat and fled the island in terror, though of what, nothing is said. When found and aided by friendly Tritons, he was on the brink of death from thirst and exposure, and quite insane. Scholars dismiss the story as a legend, or the ravings of a madman, but the ancient accounts speculate that some pre-human mystery awaits rediscovery in the Pyramid of the Atlantydes.

CABBALUSA (KAH-BA-LU-SA)

Stories of Cabbalusa are common among seafarers, who claim that it is an isolated island located somewhere in the southern reaches of the Atlantean Ocean. Once it may have been meant to be a serious account of a distant land, but today even the sailors who repeat these stories don't believe in them.

By all accounts, it is a veritable paradise, often sounding like a second Ogygia. Scenic cliffs rise high out of the sea, giving way to grassy meadows where flowing streams and crystal pools offer an idyllic retreat for weary sailors. Sea birds, small animals, and gentle breezes are described as adding to the serenity of this quiet land.

The legends also say that Cabbalusa is populated by a race of human-like females, extraordinarily beautiful in all respects, save for their lower legs, which resemble a goat's (shaggy and ending in cloven hooves). These women are supposed to seduce any sailor who lands on their islands with their physical charms and their beautiful, haunting songs. They can supposedly so mesmerize a man that he will not even notice their goat-like extremities. The story also claims that the man who gives in to the seduction of one of these raven-haired temptresses will become her slave for life. The tales claim that many unfortunate seafarers live out their lives as mindless thralls to the Cabbalusan women, besotted with love.

There are those who say these women are witches who serve a terrible Empusa, one of the Greater Demons. Each month, it is said, one of the hapless males is sacrificed to this Empusa; in return, favors are granted to

the witches. These typically take the form of deliverance of new males to the island. Sailors claim that storms, navigational errors, and other mishaps to ships at sea (skirting the Gondwanan coasts, for instance) are caused by these witches or their demonic patron.

Now and again, half-mad derelicts in waterfront taverns will claim to have escaped from Cabbalusa, but few believe their stories of pleasure and horror.

SEA OF BAKU (BA-KU)

The Sea of Baku connects with the Erythraean Sea through the straits between Turan and Jambu. Turan and Scythia lie to the west, Jambu to the east, while an arc formed by Hyperborea and Zemlazelan separates the northern stretch of the Sea of Baku from the icy North Sea. From the isle of Bathsheba to uninhabited Zemlazelan, it is a shallow sea, especially near the coasts.

The tides can create or inundate hundreds of tiny islands. (None lie more than a few feet above or below the water at any given time.) The constant flux between salt water and open air makes them inhospitable to marine life and surface life alike, leaving the islands barren and rocky.

There are permanent islands dotting the Sea of Baku as well. The larger, more accessible ones are generally dominated by Sheba; those which are too hard to reach, or too small to be of use, are usually uninhabited. A few are occupied by exiles, outcasts, hermits, and similar people. These isles are known collectively as the Isles of Zora (ZOR-a; "The Dawn").

Even more dangerous to seafarers than the shallow water is a terrifying natural phenomenon which gives the Sea of Baku its more colorful name: The Sea of Fire. The central region of the Sea is a constantly billowing mass of flame and choking smoke. Oil and natural gas springs on the shallow seafloor spew their flammable liquids unceasingly to the surface. How the fire started no one knows, though certain religions make reference to this phenomenon. No one can guess how long the Fires will last, but some claim that their end will herald a world-wide Cataclysm.

Besides providing inspiration for storytellers, the Fires of Baku effectively deter travel between north and south across the sea. The Shebans, those ubiquitous seafarers, skirt the southern sea but hardly ever venture past the Fires into the northern waters. Only Hyper-

borean amber serves as a lure strong enough to encourage a Sheban merchant to brave the dangers of such a voyage, and all but the most courageous avoid the journey, even so. Even if the Fires are passed successfully, the hostility of the Hyperboreans and the perils of the return trip are generally felt to be risks that outweigh the potential profits. Some sailors claim that the Fires can be skirted by hugging the coasts, through the Strait of Wolves (on the Neurian coast of Scythia) or the Samara (sa-MAR-a) Straits on the Molodo coastline. These straits are dangerously shallow; a large ship can cross only at high tide, and still runs a considerable risk of disaster.

The Straits of Samara lead into the Bay of Samara. The waters of this bay, which lies between the Fires of Baku and the Argan peninsula on the coast of Jambu, are warmed by a favorable current out of the Fires. The shallow waters support a mass of vegetation reminiscent of the Sargasso Sea, but rooted to the bottom. It is said that these waters are the feeding grounds of such monstrous creatures as kraken, leviathans, sea dragons, and plesiosaurs.

The Gulf of Zahran (ZAH-ran) is also rather shallow, but the Shebans have mapped safe passages through these waters. Ships without Sheban pilots are likely to be in as much danger as in the passages around the Fires. The gulf is dotted with small islands, most of them claimed as estate lands by Sheban nobles.

Between Hyperborean Cimmeria and Eridan in Scythia is a deep sea basin, the Eridan Straits. Also located in the straits is the Well of Awatan (a-wa-TAN), which causes strange tides and currents during storms or under the full moon. Local legends tell of sea monsters and sea devils living deep within the Well, but these are probably much exaggerated. Sightings of such creatures are few and far between, though some sailors with a flair for mystery claim that this is because those who face the true horror of the Well of Awatan do not escape to tell the tale.

THE ERYTHRAEAN SEA (AIR-ITH-REE-EN)

Sometimes referred to as "The Sea of Sheba" or "The Queen Sea" - both in reference to the Sheban seafarers who have made this sea their own - the Erythraean Sea is a fairly calm body of water criss-crossed by the heavily traveled sea-lanes of the Sheban trade.



Atlantis

The borders of this sea run along the continent of Gondwana, Turan, across the strait between Turan and Jambu which connects this sea to the sea of Baku, down the coast of Jambu to Lemuria, and then back along the uneven line of the Isles of Ozar and the Land of Punt. In the east, the Erythraean Sea gives way to the Bay of Ishnu between Lemuria and the Veddan subcontinent on the south coast of Jambu.

Where the sea borders on Lemuria there is little waterborne traffic. Ancient tradition has named this region The Forbidden Waters, and though none now know the derivation of the name, it has an evil reputation among sailors. Only the most foolhardy would even consider sailing The Forbidden Waters. The name appears even on the most ancient of maps, and has sufficed to keep countless generations from venturing into the area.

The Erythraean Sea is known for its abundance of aquatic life. Its calm coastal waters are usually crowded with small fishing boats. The Forbidden Waters are said to be subject to fierce seasonal storms, as are the southern straits around the Isles of Ozar. Here, at the Fangs of Lemuria, the weather is harsh and the sea treacherous.

THE ISLES OF OZAR (O-ZAR)

Strung in a ragged chain from the great island of Punt to the coast of Lemuria, the Isles of Ozar form an arbitrary boundary between the Erythraean Sea and the Forgotten Sea. In ages past, they were known as the Fangs of Lemuria, a name derived from the treacherous line of low-lying islets, rocky spires, and underwater reefs which comprise the chain. Running roughly east-north-east from Punt, the undersea, ridge which forms these islands is a hazard to any vessel which dare to sail these waters. Besides the constant threat of tearing the ship's bottom out on a reef, the currents that swirl through the island chain can play havoc with navigation, especially at night. Storms are common as well, and more than one ship is believed to have felt the bite of the Fangs in days gone by.

The largest island is said to have been the home of the Archmage Ozar, a powerful and eccentric wizard who claimed sovereignty over all these isles over a hundred years ago. Legend has it that Ozar populated all but the most insignificant of these isles with a bizarre menagerie of exotic beasts collected from over the entire

globe, and even from other Planes and Dimensions. He is also supposed to have kidnapped beautiful human women, nymphs, and other such females. No one knows what his purpose may have been, though the topic has been the subject for much conjecture and fanciful story telling.

Sailors generally avoid these waters, and not entirely because of the navigational hazards of the isles. It is said that all who approach the island have heard noises unlike any they have heard before - the calls of wild beasts, and weird roars from monsters and other strange creatures. No one has claimed to have landed here since the coming of Ozar.

THE SEA OF THE DEAD

Far to the north of Atlantis lies the Sea of the Dead, a cold, dark sea loosely bounded by Anostos, Jotunland, Hyperborea, Europa, and Atlantis itself. It is a strange and mysterious sea, known for its sea-dragons and great icebergs, summers of unending day and winters of the darkest night.

The islands that dot the sea range from sinister realms of evil beasts to the lovely garden isle of Ogygia. Those who sail these waters may expect to find adventure, for both wonders and perils are to be found in this region.

THE FORGOTTEN SEA

"Steer south from the Fangs of Lemuria," says the ancient seaman's tradition, "with the Twisted Cross above your bow. There shall ye find the wonders of the Lost Land." Few have braved the perils of the vast ocean known as the Forgotten Sea in recent memory. Though most seafarers of the eastern hemisphere are familiar with the location and reputation of the Forgotten Sea, there are only a few obscure stories out of the ancient past to suggest what may lie there.

The Lost Land of the old navigator's instructions probably refers to the continent of Mu. The great, largely desolate land mass is little known outside the isles of the Elysium Sea, and only the most ancient maps show the shape and location of the land with any degree of accuracy. It is a mysterious, sparsely inhabited continent, and most of the reports from travelers who have visited the land have contained as much fancy as fact.

The Forgotten Sea includes all the waters south of Punt through the Isles of Ozar, Lemuria, and Mu, all the way

to the Isle of Dreams. The Nether Realm forms the other edge of the sea. In the west, it merges imperceptibly with the southern reaches of the Atlantean Ocean; to the east lies the Stygian Sea, which is even more terrifying in reputation than the Forgotten Sea itself. All told, the sea wraps around two thirds of the globe.

The southern expanses of the Forgotten Sea are choked with icebergs and ice floes. Many varieties of whales, seals, and sea lions are reported to inhabit these waters, along with large, flightless swimming birds that congregate on the ice to breed. Close to the Nether Realm, it is said, strange elemental and demonic creatures roam the waters, delighting in the destruction of ships and the deaths of sailors.

An old tradition claims that there is also a race of friendly Sidhe living in the far south, a forgotten race of nymphs. The Ice Nymphs, as they are called, are supposed to inhabit icebergs, floes, and the great ice sheets. Legend says that they are born, age, and die with the mass of ice they are associated with, much like dryads and their trees. Seafarers believe that the Ice Nymphs can command the weather in these waters through ancient magic, and will use their power to curse any ship's crew which causes them harm (by building fires on the ice, for instance), or to aid those who do them a good turn.

STYGIAN SEA (STIJ-EE-AN)

These dreaded waters are rarely sailed by men. The few sailors who have been foolhardy enough to explore the sea have returned - sometimes - with stories of fell creatures of unknown origins stalking ships like jungle cats stalking prey. Leviathans and kraken, huge beasts of incredible power, are supposed to dwell in the dark waters, and ordinary sea creatures - whales, squid, octopi, and sharks - are rumored to reach tremendous sizes in this region.

But the true danger of the sea is said to be a tribe of demon-worshipping Makara who live deep within the Stygian basin. Their shamans have brought scores of lesser demons to become permanent denizens of the evil waters. The giant great white sharks are supposed to serve the Makara, as well.

Earthquakes are said to wrack the ocean depths, per-

haps caused by the closeness of the demonic planes, causing massive tidal waves to radiate outward from the heart of the Stygian Sea.

THE NETHER ISLES

Aside from the Satyrides and Taenerus, next to nothing is known for certain about the islands and islets off the coast of the Nether Realm. Only three appear consistently on ancient maps of the region, most of which are considered of dubious origin.

Over the ages cartographers have given these isles all manner of names; most are obviously fanciful inventions. Among the more common names the Nether Isles are referred to in this modern age are: the Forgotten Isles, the Forsaken Isles, the Cold Isles, and, the Isles of World's End.

THE SATYRYDES (SA-TEER-ID-EEZ)

Stories of the Satyrydes come down from very ancient Atlantean accounts, supplemented by a few more recent tales by far-ranging seafarers.

The Satyrydes are three in number, all very large islands. Two lie within the Forgotten Sea, called Panogwyll (pan-og-WIL) and Panogyr (pan-og-EER). The third, and largest, is Panogea (pan-og-EE-a), and lies near the mouth of the Ice Bay of Garmar (gar-MAR), a perpetually frozen indentation in the coast of the Nether Realm. A few tiny ice-covered rocky islets also dot the waters nearby, but they are not considered part of the Satyrydes.

Ancient seafarers tell of the hidden valleys of these three islands, shrouded in mist and heated by hot springs. Three are located on Panogea, two on Panogyr, and a single valley is said to nestle in the rugged mountains of Panogwyll. These valleys are filled with strangely luxuriant vegetation, almost tropical in nature, and a variety of fauna that would hardly be expected in such cold lands.

Small colonies of Satyrs and Gwyllion live in the valleys, the only intelligent dwellers said to reside on these islands.

In the winter, the sea freezes between all three of the Satyrydes and the coast of the Nether Realm. Every



eleven years, bands of Satyrs and Gwyllion are said to make a sacred pilgrimage on foot to the Ice Cove of Panogwa (pan-OG-wa), on the shores of the Nether Realm. It is an arduous trek, and many die, but the strongest reach the Ice Cove despite the hardships of the journey. Once there, they erect an ice monolith of tremendous size within an equally large circle of solid ice; upon completion of this task, they hold an orgiastic fertility ritual lasting eleven days. Then they return once again, losing even more of their number on the return trip. They believe, say the old accounts, that this ritual ensures the strength and hardiness of the next generation.

In the summer, the ice melts, but icebergs and floes continue to clog the coastline and clutter the sea around the islands. It is a dangerous region, with the cold, stormy weather making travel difficult and the danger of drifting ice a constant hazard. Moreover, sea dragons are believed to roam the waters, especially near Panogwyll.

A comparatively recent account tells of a visit to the Ice Bay of Garmar by a Sheban vessel driven far across the sea by unrelenting storms. Somehow, the Shebans avoided the hazards of the waters and escaped alive, bringing back stories of a small fleet - four fat Atlantean merchant ships, of First Age design - frozen solid within the ice. Even crew members were supposed to be visible, still at their posts, staring through tons of ice at a horizon they have never reached through thousands of years. The Sheban story is particularly intriguing because the name of one of the Atlantean ships, "Southwind Dayseeker", occurs in an old Atlantean legend of a ship lost before the Cataclysm while carrying a cargo of orichalcum to a distant Atlantean colony.

TAENERUS (TAY-EN-AIR-US)

Once part of the Nether Realm, the island of Taenerus is said to have been separated from the mainland by earthquakes and rising waters that inundated a narrow, low-lying land bridge and set the island adrift to the north. The southern approaches to the island, according to legend, are very hazardous, thanks to this shallow water - the Taenerus Reef. Taenerus lies between the Nether Realm and the twin islands of Aconcagua and Gualaguala, and so guards the passage between the Atlantean Ocean and the Stygian Sea.

There are numerous ancient legends about Taenerus, most of them patently absurd. But it is always said to

have been a source for rich deposits of precious gemstones, and Atlantean ships are known to have visited the forbidding, desolate island regularly in the First Age. It is also said that Atlantean sorcerers performed experiments seeking to produce plants and animals capable of thriving here, with mixed success. Strange monsters are supposed to haunt the rocky island even yet.

The neanderthaloids of Aconcagua and Gualaguala regard Taenerus as a sacred place, where they believe dead heroes journey to live out their afterlives in perpetual triumph over the monsters there. The neanderthaloids are said to quaver at the thought of anyone visiting there, for fear that heroes and monsters alike will be set free to roam the lands of the living. Thus, they will do all in their power to stop strangers who seek to visit the sacred isle.

Taenerus is harsh, savage, and dangerous. The summer is dry and bleak, while winter is a time of terrible blizzards and frigid subzero temperatures.

CHAPTER THREE



CHARACTER CREATION



The following outline provides a general overview of the procedure for character creation. More specific information can be found in the corresponding sections, as indicated.

1. ATTRIBUTES

In the *Omni System*™, there are eight different primary attributes that are determined randomly at the time of character creation. These Attributes are determined randomly and may be further modified by a character's race or culture. To determine your base ratings in the randomly generated attributes, roll one twenty-sided die (d20) for each attribute and compare the results to the following table:

ROLL (D20)	ATTRIBUTE SCORE
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20	+5

Finally, players may raise any negative value by subtracting an equal amount from any one positive value. For example, a player who rolled a 4, thereby getting a -3 attribute may increase this attribute by decreas-

ing another where he may have rolled a 17 giving him a +3. The player may elect to reduce the +3 to +1 and raise the -3 to -1, he may lower the +3 to +2 and increase the -3 to -2 or he may simply make both attributes +0, effectively cancelling each other. Attributes may only ever be moved towards the average in this way. A positive Attribute may not be raised and a negative Attribute may not be lowered. It is also perfectly acceptable to lower several positive Attributes in order to raise a single very low one.

Individual Gamemasters may allow variations on the above method. Some popular variations include allowing players to roll 8 twenty-sided dice and assigning the various results as per the table above to any Attribute they desire. Another is allowing players to roll 10 twenty-sided dice and dropping the highest and lowest results. All methods are fine as long as the players and Gamemaster are in agreement.

2. SELECT A RACE

Atlantis: The Second Age™ allows for a great number of playable races and cultures. Players may select from among the numerous human cultures of the Antediluvian Age or may opt to play one of the non-human races such as elves, dwarves, goblins, andamen or one of the races of sidhe or giantkind.

A player's choice of race or culture will determine the character's general outlook on life. Additionally, each Race will have a list of attribute adjustments, preferred skills, bonus talents, etc. These serve to differentiate the races and cultures from each other.

Players should record any Preferred Skills, Secondary Attributes, bonus Talents and other vital information from their selected Race on their Character Record Sheet.

3. SELECT OR CREATE A CALLING

Players should now review Chapter Five: Callings with the goal of selecting one of the sample Callings or using the rules contained in this chapter to create their own custom Calling. A Calling is akin to a character's life experiences including such things as background and grants a list of preferred skills and Talent trees of its own.

Players should record all relevant available Talent Trees, Talents, preferred skills, skill ranks, etc. received from their Calling on their character sheet.

4. DETERMINE OTHER CHARACTERISTICS

Review the section on Attributes in this chapter, and follow the guidelines to determine your character's Hit Points (HP), Movement, and Encumbrance ratings.

5. PURCHASE EQUIPMENT

The player may now purchase any required or desired equipment including such things as: weapons, armor, supplies, vehicles or mounts, hirelings, etc. Starting wealth is always 100 gp plus any additional amounts gained through the expenditure of CP during character creation.

6. PERSONALIZE YOUR CHARACTER

Finally players should personalize their characters by giving them a name, background and interesting personality traits. Some helpful hints on creating interesting player characters can be found on the following pages.

CREATIVE CHARACTERS

Many players new to any Omni System game may feel constrained by the rich cultural details the particular game presents, and can find it difficult to portray their character as anything but a stereotypical member of its culture. However, the cultural details presented in the game are merely representative of the broad traits ascribed to those cultures, and just as peo-

ple in our own world rarely fit a stereotype exactly, the same is true of those native to the many game settings available.

Even in cases where a character is fairly typical, many aspects of personality, not to mention background and appearance, are not mentioned in the cultural guides, such as sense of humor, personal quirks and preferences, and so on. These present any player with a wide number of ways in which to personalize the archetype they choose, without contradicting the broad cultural description if they don't wish to.

Three factors contribute to the overall quality and depth of any given character: Background, Personality, and Appearance. When creating a character it is not necessary to write chapter upon chapter, painstakingly detailing the character's life, outlook, and appearance, but by simply considering the questions put forward in this document, and writing a handful of short answers, a character can be given a life and personality



beyond that of a simple archetype. Each of the three sections will present twenty appropriate questions, not all of which need be answered, and not all of which will necessarily be applicable. If possible, the player and GM should work together to create the character, ensuring it is playable and not overly disruptive to the game they wish to play.

BACKGROUND

Arguably the most important aspect of character creation, a character's background provides a sense of personal history and it is often the character's upbringing and experiences in life that most define their personality and outlook. Remember: significant events, personages, and the like, need not necessarily be notable for good reasons; bad events can be just as memorable.

FAMILY

- * What were the character's parent(s) or guardian like?
- * Does the character have any siblings?
- * Does the character have a family of their own, or did they?
- * If no, do they ever intend to settle down?
- * What about other relatives; were any memorable for any reasons?
- * What is the current status of any of the character's relatives, i.e. alive, dead, missing, estranged, ill, enslaved, imprisoned, or divorced?
- * Were there any skeletons in the family closet?

HOME

- * Where was the character raised?
- * What was the family's status in terms of wealth, social, and local standing?
- * Did the family move at all?
- * Does the character have a home of their own?

CHILDHOOD/ADOLESCENCE

- * What was the character like as a child/adolescent?
- * Were any childhood/adolescent friends or enemies particularly memorable?
- * Were any childhood/adolescence events particularly memorable?
- Did the character learn any skills as a child/adolescent?

PROFESSIONAL HISTORY

- * Why did the character enter the profession they did?
- * How did the character receive their training?
- * Did they find any of it particularly difficult or easy?
Has the character done anything particularly notable since completing their training?
- * What contacts, friends, enemies or mentors did the character make while training, or pursuing their career?

PERSONALITY

The character's personality defines how they are roleplayed, and should be detailed bearing in mind the character's Background, as described above. Consider how the character's upbringing, family, past experiences, etc. affected their worldview, morality, and so on, and if they turned out the way they did because of, or in spite of, their Background. Consider how they fit their cultural stereotype, and how they differ from it.

ATTITUDES

- * What does the character like/love?
- * What does the character dislike/hate?
- * What is the character's attitude to sex?
- * What is the character's attitude to religion?
- * What is the character's attitude to magic?
- * What is the character's attitude to illegal activities?
- * What is the character's attitude to conflict, physical or otherwise?
- * Does the character have any misconceptions/bigoted outlooks?

CONCEPTIONS

- * How does the character see themselves?
- * How do other people see the character?
- * If the character could be summed up in one word, what would that word be?
- * What would the character change about themselves, if they could?

DIRECTIVES

- * What is the character's greatest fear/worst nightmare?
- * What is the character's greatest hope/dream/aspiration?
- * What motivates the character?



- * Is there anything the character will not do?

MISCELLANEOUS

- * What is the character's sense of humor like?
- * Does the character have any hobbies?
- * Does the character have any mental or behavioral quirks, flaws, or aberrations?

APPEARANCE

The character's appearance is usually the first thing anyone notices about them, and can say a lot about their personality, profession, and background. Detailing what the character looks like gives the player a good mental image of the character, vital in imagining scenes in the game. The character's appearance also helps other players visualize the character, and enables GMs to determine how NPCs might react to the character. However, the character's appearance need not necessarily reflect all of their qualities, although it will always reflect some; not every warrior looks grim and determined, and not every sorcerer looks thin and bookish, for example.

PHYSICALITY

- * How tall is the character?
- * What kind of build and proportions does the character have, and are they muscular, toned, scrawny, or overweight?
- * How much does the character weigh?
- * What kind of style, color, and texture is the character's head/facial/body hair, if indeed they have hair?
- * What shape and color(s) are the character's eyes?
- * What color is the character's skin?
- * Does the character have any distinguishing marks such as birthmarks, scars, disfigurements, tattoos, or brands?
- * What does the character's expression usually convey, i.e. disdain, friendliness, surliness, calm?
- * What does the character's voice sound like?
- * Does the character have any favorite sayings or catch phrases?
- * How does the character move, walk, and carry themselves?
- * What would the character like to change about their appearance?
- * If the character's appearance could be

summed up in one word, what would that word be?

- * How would others generally describe the character's appearance?
- * If the character were a tree, what tree would they be? (*just kidding*)

APPAREL

- * How does the character dress when relaxing?
- * How does the character dress when they wish to make an impression?
- * How does the character dress when traveling? Working?

BELONGINGS

- * What item(s) is the character rarely without?
- * Does the character have any particularly cherished possession(s), such as an heirloom, memento, gift, or childhood possession?



CHARACTER ADVANCEMENT

THREAT RATING

The Omni System[™] uses a point based character progression system, that is to say, characters earn experience points and then spend these points as they choose to improve their characters.

Each obstacle or adversary in *Atlantis* is assigned a Threat Rating. A creature's (or other obstacle like traps and puzzles) Threat Rating (TR) is based on the threat posed to an average human (someone with all or most Attribute ratings at +0).

Threat Ratings are used by Gamemasters to help them determine the correct game balance of creatures and other obstacles he or she uses as adversaries for the PCs. Likewise, they are used in determining the amount of Experience Points a character earns for overcoming an obstacle. A new character, out on their first adventure, would earn a decent number of Experience Points for overcoming a Goblin raiding party while a more experienced group of adventurers would earn far fewer XP for overcoming those puny Goblins.

Characters must track their Threat Rating as they earn Experience and gain more and more skills and Talents. A Character's TR is increased by one for every twenty XP they earn. Thus, a character who is just starting out begins play with a TR of 1. As this character progresses and earns XP their TR also increases. When this character has earned a total of 64 XP, they would have a TR of 3. By the time they have acquired 153 XP, they will be in the TR 7 bracket. A character's TR will determine the number of XP they earn for overcoming creatures and obstacles.

EXPERIENCE POINTS

In role playing games such as *Atlantis: The Second Age*, characters earn Experience Points (XP for short) for their accomplishments. These points can be used to increase the level of a character's Skills, gain new Talents, improve Attribute ratings or even acquire a new Calling. Experience points are awarded by the Game-master, as follows:

- ◆ XP are earned on the difficulty of the adventure and the style of campaign being used by your

group, as explained in the Gamemaster's Section in Chapter Eleven.

Characters generally earn XP based on the TR of the adversary or obstacle they overcome. Threat Ratings can be calculated individually and for groups. For example, a single Goblin vs. a beginning character would be TR 1 vs. TR 1. That same TR 1 character would be facing a TR 4 encounter if that Goblin brings along 3 of his buddies, while it would be TR 4 vs TR 4 if it were a group of 4 beginning characters facing a group of 4 Goblins.

All XP awards should be divided equally amongst all characters who had a hand in overcoming the creature or obstacle. In situations where a group of adversaries is overcome, the total XP for the entire group should be totalled and divided equally amongst all characters involved in overcoming the group of adversaries.

Gamemasters should consult the table on the following page when awarding XP:

- ◆ A Bonus of 1-10 XP for should be awarded for good role playing, based on the persona that the player has created for his or her character. The GM may elect to increase or reduce this figure based on the style of the group's campaign.
- ◆ 1 XP per each game week that a character devotes to training, which can be used to improve the Skill being practiced.

IMPROVING SKILLS

As players earn Experience Points (XP) for adventures, they can use accumulated XP to improve their character's Skills. The cost in XP to improve a Skill from the character's Preferred Skill list is equal to the new Skill level (not the total Skill Rating, which is the combination of Skill plus Attribute modifier) plus one. For example, the Atlantean sorcerer, Alkon, has the Skill, Lore (Arcane Arts), at a Level of +5. To improve his Skill Level to +6, Alkon must spend 7 XP — the new Skill Level of +6 plus 1.

Skills can only be improved one Level at a time. Though PCs can improve more than one Skill at a time, the same Skill can only be improved once per week of game time.



EXPERIENCE POINT AWARDS TABLE

OPPOSING TR	CHARACTER TR									
	1	2	3	4	5	6	7	8	9	10
1	1	1	0	0	0	0	0	0	0	0
2	2	1	1	1	0	0	0	0	0	0
3	3	2	1	1	1	1	0	0	0	0
4	4	2	1	1	1	1	1	1	0	0
5	5	3	2	1	1	1	1	1	1	1
6	6	3	2	2	1	1	1	1	1	1
7	7	4	2	2	1	1	1	1	1	1
8	8	4	3	2	2	1	1	1	1	1
9	9	5	3	2	2	2	1	1	1	1
10	10	5	3	3	2	2	1	1	1	1
11	11	6	4	3	2	2	2	1	1	1
12	12	6	4	3	2	2	2	2	1	1
13	13	7	4	3	3	2	2	2	1	1
14	14	7	5	4	3	2	2	2	2	1
15	15	8	5	4	3	3	2	2	2	2
16	16	8	5	4	3	3	2	2	2	2
17	17	9	6	4	3	3	2	2	2	2
18	18	9	6	5	4	3	3	2	2	2
19	19	10	6	5	4	3	3	2	2	2
20	20	10	7	5	4	3	3	3	2	2

ACQUIRING NEW SKILLS

Characters may not acquire skill ranks in a skill not already on their Preferred Skills list, however, experience Points accumulated though adventuring can be used to acquire new skills. Additional Skills can be acquired at a cost of two XP per each week of time required to learn the new skill (as indicated in the Skill's description).

For some skills, characters may also need to hire a qualified person to teach the new skill. For example, if a warrior wanted to acquire the Tracking skill, he might have to hire a tracker or hunter to teach him this skill.

Once the necessary XP and time have been expended, the player can add the new Skill to the PC's Character Sheet. All new Skills have a beginning Level of +1.

ACQUIRING NEW TALENTS

Players may also spend the Experience Points their characters earn to acquire new Talents. Only Talents from Talent Trees open to the character's Race or Calling are available for purchase. The cost to acquire a new Talent is 12 XP.

The cost to acquire a new Talent Tree is 20 XP and the player does not gain a free Talent from this XP expenditure. Further XP must be spent to acquire a Talent from this new Tree. Therefore, for a character to acquire a new Talent Tree and gain a new Talent from that Tree, a total of 32 XP must be expended.

IMPROVING ATTRIBUTES

Like skills, a character's attributed may also be increased by expending XP. The cost to improve a Primary or Secondary Attribute is 5 times the new attribute rating (*Note: hit points cannot be increased in this way*). Improving an Attribute requires a number of weeks equal to the new rating in training time.

CHAPTER FOUR



RACE & CULTURE



There are many different races and cultures inhabiting the world of Atlantis. Players can play as Atlantean alchemists, Quechua nobles, Elven scouts, Dwarven warriors, Aesir sailors or one of many other races.

While new and exciting playable races will also be presented in future Atlantis source books, the following races are available for play in this tome:

- ✱ Aesir
- ✱ Ahl-At-Rab
- ✱ Andaman
- ✱ Centaurs
- ✱ Druas
- ✱ Dwarf
- ✱ Elf
- ✱ Goblin
- ✱ Human
- ✱ Netherman
- ✱ Satyr
- ✱ Triton

One of the first steps in character creation is selecting a race. Players have many to choose from and should read through the racial descriptions in this chapter to determine which race best suits them.

ATTRIBUTE ADJUSTMENTS

Each race has one or more Attribute Adjustments. Once a race has been selected, players must record these adjustments on their character sheets.

PREFERRED SKILLS

As explained in the chapter on Skills, each character will have a list of Preferred Skills. Players may not purchase ranks in skills not on their Preferred list.

Characters receive one free rank in any racial skills they select as preferred from their racial list at character creation.

BONUS SKILLS & TALENTS

Some races receive additional bonus or penalties such as natural weaponry or bonus Talents. These are listed in this section.

HUMAN

Humans work the land in every nation, comprising the majority of our world's population. They are slaves and serfs, beggars and bandits. They are also alchemists and scholars, nobles and kings.

Many humans harbor hatred or mistrust for the “less-er” races and monsters. In some nations, this attitude is more pronounced than in others, just as such a demeanor often depends on a person's education, religious beliefs or social rank. In all things, humans are a race most affected by the events around them. Just as the highest king or queen deals in war and the intricacies of the courts, so does the lowest peasant listen for news of a coming battle or seek signs to indicate the quality of a harvest. Humans are unique among the races, for they are not shut away from world – they are the world. Kingdoms rise and Empires fall by the actions of all men and women.

Human adults range between 5 feet and around 6 feet in height. Those who live without the need for toil or effort are often prone to corpulence and fatness, while a peasant who works hard and a soldier that practices with the blade are able to keep themselves reasonably healthy for their whole lives, short of suffering injury

or illness. An average human lifespan lasts between 35 and 60 years, though extreme longevity – surely a gift from the gods themselves – is not unheard of.

Humans are a diverse lot. Some are capable of achieving anything they put their mind to. Other humans are examples of ill-breeding and oppressive social systems that allow none to rise and excel beyond his low birth. After all, many of the world's brigands and bandits are humans – a strong counterpoint to the race's many highborn rulers.

The diversity among humanity varies among the nations of the Second Age. The Atlanteans and other humans such as those of Khemit, Minoa or Khitai live fairly safe lives. They want for little save ever increasing wealth and power. Others, not fortunate enough to be born in such civilized places, must struggle simply to survive; they are one drought or monster raid away from starvation and death. The nations of men and women battle each other just as often as they stand united.

ATTRIBUTE ADJUSTMENTS

Human characters may raise any one Attribute of their choice by +1 (to a maximum of +5).

PREFERRED SKILLS

All humans, regardless of culture or background begin play with the following preferred skills: *Lore (local)* +6, *Lore (region)* +2, *Speak Language (native)* +10.

Starting Human characters must also select a cultural background from the following list. Players should select 2 skills from the list and add these to their preferred skill list.

Atlantean (Atlantis): Administration, Alchemy, Animal Handling, Appraise, Cook, Diplomacy, Etiquette, Handicraft (any), Heraldry, Literacy, Lore (any), Medicine, Navigate, Profession, Speak Language (any), Swim, Theology (Atlantean). +1 MR

Hesperian (Hesperia, Gondwana): Administration, Animal Handling, Brawling, Command, Etiquette, Handicraft (Armorer, Weaponsmith), intimidate, Lore (history, law, tactics), Profession, Siegecraft, Swim, Theology (Atlantean), Weapon (any one). +1 CR

Elysium Islander (Elysium Ocean): Aquatic Combat, Climb, Handicraft (any), Lore (folklore, nature), Navi-

gate, Seamanship, Speak Language (Khitai), Weapon (spear). +1 CR

Erian Tribesman (Eria): Animal Handling, Evade, Handicraft (Artisan, bowyer/fletcher), Herb Lore, Lore (folklore, nature), Ride, Speak Language (any Erian), Survival (choose one), Tracking. +1 CR

Dabban (Gondwana): Herb Lore, Lore (nature), Perform.

Darian (Gondwana): Cook, Drive, Handicraft (artificer), Lore (agriculture, folklore), Profession (farmer), Speak Language (Khem).

Gorgon (Gondwana): Command, Handicraft (Armorer, Weaponsmith), Intimidate, Lore (tactics), Siegecraft, Speak Language (Khem), Swim, Theology (Gorgon), Weapon (any one). +1 CR or +1 MR

Kushite (Gondwana): Animal Handling, Cook, Drive, Handicraft (artificer, artisan, fine arts), Lore (agriculture), Perform (any), Profession (any), Ride (camel), Speak Language (Khem or Sheban or Turani), Survival (Savannah).

Magani (Gondwana): Animal Handling, Cook, Drive, Handicraft (artificer, artisan, fine arts), Lore (agriculture, mining, nature), Profession (farmer, herder, miner), Survival (Savannah).

Marhashi (Gondwana): Administration, Animal Handling, Appraise, Etiquette, Handicraft (any), Lore (arcane arts, demonology, law), Mode (any one), Profession (any), Speak Language (any one). +1 MR

Massawan (Gondwana): Animal Handling, Cook, Drive, Handicraft (artificer, artisan, fine arts, weaponsmith), Lore (agriculture), Profession (farmer, herder), Survival (Savannah).

Nubian (Gondwana): Animal Handling, Brawling, Drive, Handicraft (artificer, weaponsmith), Lore (tactics), Profession (mercenary), Ride (Elephant), Survival (Savannah or Jungle), Weapon (spears, hafted or bows). +1 CR

Ophirite (Gondwana): Administration, Appraise, Deception, Etiquette, Drive, Handicraft (any), Literacy, Lore (region), Navigate, Profession (merchant, miner, artificer), Speak Language (Atlantean or Khem).

Okaloan (Gondwana): Animal Handling, Handicraft (artificer, artisan), Lore (agriculture, mining, nature), Profession (farmer, herder), Survival (Savannah or Alpine).

Pemban (Gondwana): Animal Handling, Evade, Handicraft (Artisan, bowyer/fletcher), Herb Lore, Lore (folklore, nature), Survival (jungle), Weapon (spears or bows).

Khem (Gondwana): Administration, Cryptography, Diplomacy, Drive, Etiquette, Handicraft (any), literacy, Lore (agriculture, arcane arts, demonology, engineering, geography, history, law, tactics), Medicine, Mode (kinetic or manipulate), Profession (any), Ride (camel), Speak Language (Hellene, Minoan, Sheban, Atlantean or Nubian), Survival (desert), Theology (Khem), Weapon (Blades, Large). +1 CR or +1 MR

Acholi (Gondwana): Handicraft (any), Lore (agriculture, folklore, nature), Stealth, Survival (jungle), Swim, Weapon (spears or bows).

Baluchi (Jambu): Animal Handling, Handicraft (artisan, brewer), Lore (folklore), Mounted Combat, Ride (horse or camel), Survival (alpine), Weapon (any one). +1 CR

Damalawan (Jambu): Handicraft (artisan), Lore (ag-

riculture, engineering), Seamanship.

Dravidian (Jambu): Animal Handling, Brawling, Handicraft (bowyer, fine arts), Lore (folklore, nature), Stealth, Survival (jungle), Weapon (spears, bows or blowgun). +1 CR

Kazak (Jambu): Brawling, Gambling, Intimidate, Perform, Ride, Survival (alpine or desert), Weapon (hafted).

Xinjiang (Jambu): Animal Handling, Handicraft (Artisan, bowyer/fletcher), Lore (folklore, nature), Speak Language (Khitan), Survival (alpine).

Himvatian (Jambu): Animal Handling, Animal Handling, Handicraft (Artisan, artificer), Literacy, Lore (folklore, nature), Mode (Sensory), Speak Language (Khitan), Theology (Himvati).

Khitan (Jambu): Administration, Alchemy, Animal Handling, Appraise, Cook, Diplomacy, Drive, Etiquette, Handicraft (any), Literacy, Lore (any), Medicine, Perform, Profession (any), Ride, Speak Language (any), Swim, Theology (Khitan). +1 CR or +1 MR

Meluhan (Jambu): Animal Handling, Cook, Drive, Handicraft (artificer, artisan, fine arts), Lore (agriculture, law), Profession (farmer, herder, miner, trader).

Molodan (Jambu): Animal Handling, Cook, Handi-



craft (artificer, artisan, weaponsmith), Lore (agriculture), Profession (farmer, herder, miner, trader).

Mongalan (Jambu): *Animal Handling, Handicraft (artisan), Lore (agriculture), Mounted Combat, Ride (horse), Survival (savannah or desert), Tracking, Weapon (bows). +1 CR*

Salan (Jambu): *Animal Handling, Cook, Handicraft (artisan), Lore (agriculture, folklore), Profession (farmer, herder).*

Tamalan (Jambu): *Balance, Cook, Handicraft (artisan), Lore (folklore), Seamanship, Survival (tundra), Tracking, Weapon (spears).*

Veddan (Jambu): *Administration, Animal Handling, Appraise, Diplomacy, Drive, Handicraft (any), Literacy, Lore (agriculture, law, mining), Perform, profession (any), Speak Language (Khitan, Sheban).*

Abori (Europa): *Animal Handling, Brawling, Lore (folklore), Survival (forest), Weapon (hafted or thrown). +1 CR*

Alban (Avalon – Europa): *Command, Diplomacy, Etiquette, Handicraft (armorer, artificer, artisan, weaponsmith), Literacy, Lore (agriculture, engineering, heraldry, geography, history, law), Perform, Profession (any), Speak Language (Atlantean).*

Cymbrian (Europa): *Appraise, Balance, Brawling, Climb, Deception, Navigate, Seamanship, Swim, Weapon (Blades, small). +1 CR*

Havaran (Europa): *Animal Handling, Cook, Drive, Handicraft (artificer, artisan, bowyer, brewer), Lore (agriculture, arcane arts, folklore, forestry, history, nature), Mode (any one), Perform, Profession (farmer, woodsman, herder), Survival (forest), Theology (European), Tracking. +1 MR*

Ska (Europa): *Animal Handling, Handicraft (artisan), Lore (agriculture, engineering, mining), Profession (farmer, herder, stonemason), Survival (alpine).*

Skye (Europa): *Animal Handling, Balance, Handicraft (artisan), Lore (agriculture, nature), Profession (farmer, herder, carpenter), Seamanship, Survival (forest). +1 CR*

Starran (Europa): *Animal Handling, Handicraft (arti-*

san), Lore (folklore, nature), Survival (alpine), Weapon (bows). +1 CR

Aragani (Europa): *Animal Handling, Handicraft (artisan), Lore (folklore, nature), Survival (alpine), Weapon (slings). +1 CR*

Pict (Europa): *Brawling, Lore (folklore, nature), Stealth, Survival (forest), Weapon (hafted or spears). +1 CR*

Uallachan (Europa): *Animal Handling, Handicraft (artisan), Heal, Lore (agriculture, arcane arts, folklore, nature), Mode (any one), Perform, Survival (forest), Theology (European).*

Ku (Europa): *Animal Handling, Appraise, Diplomacy, Handicraft (artificer, artisan, brewer), Lore (agriculture, mining), Profession (farmer, miner, trader), Seamanship, Speak Language (Sidhe or Norse).*

Rom (Europa): *Animal Handling, Contortion, Diplomacy, Disguise, Drive, Gambling, Handicraft (any), Lore (folklore, geography, region), Mode (illusion), Navigate, Perform, Seduction, Sleight of Hand, Speak Language (any one). +1 MR*

Otesi (Europa): *Animal Handling, Handicraft (artisan), Lore (agriculture, folklore, nature), Speak Language (Sidhe), Survival (forest).*

Hellene (Europa): *Administration, Diplomacy, Drive, Etiquette, Handicraft (any), Literacy, Lore (agriculture, arcane arts, demonology, engineering, geography, history, law, tactics), Medicine, Mode (any one), Profession (any), Speak Language (Khem, Minoan, Sheban, Atlantean or Turani), Theology (Hellene), Weapon (spears). +1 CR or +1 MR*

Minoan (Europa): *Administration, Diplomacy, Etiquette, Handicraft (any), Literacy, Lore (agriculture, arcane arts, demonology, engineering, geography, history, law, tactics), Medicine, Mode (manifest, manipulate), Profession (any), Seamanship, Speak Language (Hellene, Khem, Sheban, Atlantean, Yalaki, Turani), Swim, Theology (Hellene or Atlantean), Weapon (Blades, small, polearms). +1 MR*

Kurgan (Europa): *Animal Handling, Brawling, Lore (folklore, nature), Ride (horse), Survival (savannah), Weapon (bows, hafted or spears). +1 CR*

Tharshi (Europa): Administration, Diplomacy, Drive, Etiquette, Handicraft (any), Literacy, Lore (arcane arts, demonology, engineering, geography, history, law, tactics), Mode (summoning), Profession (any), Speak Language (any two), Theology (Atlantean), Weapon (any one).

Sea People (Europa): Aquatic Combat, Balance, Climb, Lore (geography), Navigate, Perform, Seamanship, Speak Language (any one), Swim.

Cimmerian (Europa): Climb, Handicraft (armorer, artificer, artisan, weaponsmith), Lore (folklore, mining, nature), Survival (alpine), Weapon (hafted, 2 handed hafted).

Vanir (Europa): Animal Handling, Brawling, Handicraft (artisan), Lore (folklore, mining, nature), Seamanship, Survival (alpine), Weapon (hafted, spears). +1 CR

Turani (Gondwana): Animal Handling, Handicraft (artisan), Etiquette, Mounted Combat, Ride (camel), Survival (desert), Weapon (Blades, small). +1 CR

Joktani (Gondwana): Animal Handling, Handicraft (artificer, artisan), Etiquette, Lore (agriculture, history, law, mining), Ride (camel), Survival (desert), Weapon (any one). +1 CR

Sheban (Gondwana): Administration, Diplomacy, Drive, Etiquette, Handicraft (any), Literacy, Lore (arcane arts, demonology, engineering, geography, history, law, tactics), Profession (any), Speak Language (any two), Theology (Atlantean).

Yalaku (Gondwana): Animal Handling, Diplomacy, Etiquette, Handicraft (any), Literacy, Lore (agriculture, geography, history, law, tactics), Profession (any), Speak Language (Hellene, Minoan or Khem).

Zinnite (Gondwana): Animal Handling, Handicraft (artisan), Ride (camel or horse), Speak Language (Khem or Turani), Survival (desert).

Uraguan (Tamaonchan): Climb, Handicraft (artisan), Lore (folklore, nature), Survival (jungle), Weapon (bows or spears). +1 CR

Choma (Tamaonchan): Handicraft (artisan), Lore (folklore, nature), Stealth, Survival (jungle), Weapon

(bows or spears). +1 CR

Timeri (Tamaonchan): Handicraft (artisan), Lore (agriculture, folklore, nature), Survival (jungle), Weapon (bows or spears). +1 CR

Hoac (Tamaonchan): Brawling, Lore (demonology, nature), Mode (summoning), Stealth, Survival (jungle), Weapon (bows, spears). +1 CR

Ecuan (Tamaonchan): Diplomacy, Etiquette, Handicraft (any), Literacy, Lore (arcane arts, engineering, geography, history, law, tactics), Profession (any), Speak Language (Nazcan), Theology (Tamoan), Weapon (any one).

Nazcan (Tamaonchan): Administration, Diplomacy, Etiquette, Handicraft (any), Literacy, Lore (arcane arts, engineering, geography, history, law, tactics), Profession (any), Speak Language (Quechuan), Theology (Tamoan). +1 CR or +1 MR

Oguanan (Tamaonchan): Climb, Lore (folklore, nature), Survival (jungle), Weapon (bows or spears). +1 CR

Quechuan (Tamaonchan): Diplomacy, Etiquette, Handicraft (any), Literacy, Lore (arcane arts, engineering, geography, history, law, tactics), Profession (any), Speak Language (Nazcan), Theology (Tamoan), Weapon (any one). +1 CR or +1 MR

Taracuan (Tamaonchan): Administration, Diplomacy, Drive, Etiquette, Handicraft (any), Literacy, Lore (arcane arts, engineering, geography, history, law, tactics), Profession (any), Seamanship, Speak Language (Atlantean, Quechuan or Nazcan), Theology (Atlantean). +1 MR

Humanity is, by far, the most diverse of all the races. Players of human characters are advised to thoroughly read the sections of the World Guide relevant to the homeland of the character for further cultural information.

BONUS SKILLS & TALENTS

- + Human characters receive one bonus Talent at no CP cost. This bonus Talent must be selected from the Open Talents Tree.



ELF

Elves are a race of intelligent beings descended from the Sidhe, or Fairy Folk. They are perhaps most closely related to the mountain dwelling nymphs known as Oreads, though they possess a more highly developed culture and civilization. Once quite numerous, the race of elves has slowly dwindled in the face of human expansion. Even so, colonies of elves can still be found in certain forests (wood elves) and mountainous regions (mountain elves). A most advanced species, the high elves, dwell in the magical kingdom of Ys, in Europa. It is also rumored that elven settlements exist somewhere on the continent of Eria though their whereabouts are unknown to most scholars.

Elves are typically slender in build, with fine features and bright green or blue-green eyes. Skin coloration ranges from pale white (high & mountain elves) to tan (wood elves), with hair ranging in color from golden yellow to light brown. The majority of elves are both striking and statuesque in appearance, exhibiting a grace not generally found amongst the members of other races.

By human standards, elves have incredibly long life spans, most living well past 500-600 years of age. In spite of their long life spans, elves are not prolific, and it is rare for an elven couple to have more than one or two offspring. The low birth rate of elves has certainly contributed to the declining population of this ancient race.

Elves are the only humanoids that are trusted by the Sidhe, though the more malign types of Faery Folk find them as distasteful as any other folk. As they are familiar with the Sidhe's magics, elves are much less susceptible to the pranks and tricks which the Faery Folk enjoy playing on more gullible peoples.

Three racial sub-types of Elves are available for play: High Elves, Wood Elves and Mountain Elves.

HIGH ELVES

High Elves are believed to be the eldest of the humanoid races and are the most civilized of the Sidhe. Though quite numerous during the First Age, the High Elven population is now dwindling with the last remaining High Elf nation existing on the island and city of Ys in Europa. The High Elves of Ys have a trade empire than nearly spans the globe and are known to

manufacture ships of the finest quality.

ATTRIBUTE ADJUSTMENTS

High Elven characters receive a +1 adjustment to DEX, +1 to INT and -1 to STR. They may select either +1 CR or +1 MR.

PREFERRED SKILLS

All High Elves begin play with the following preferred skills: *Knowledge (local)* +6, *Knowledge (region)* +2, *Literacy* +6, *Speak Language (Atlantean)* +4, *Speak Language (Sidhe)* +10.

Starting High Elf characters, regardless of background, may select 2 of the following skills to add to their preferred skills list: *Diplomacy*, *Deduce Motive*, *Etiquette*, *Handicraft (artisan, bowyer, weaponsmith)*, *heal*, *literacy*, *Lore (arcane arts, history)*, *Mode (any one)*, *Perform*, *Seamanship*, *Speak Language (any one)*.

BONUS SKILLS & TALENTS

- ✦ All High Elves receive the bonus Talent Night Vision.
- ✦ All High Elves receive a +2 racial bonus to Balance and Diplomacy checks.
- ✦ All High Elves receive 4 free ranks in the Literacy Skill.

WOOD ELVES

Wood Elves are brown-skinned, with light brown or blonde hair. They are a graceful people, lithe and fleet of foot, who live in tree-top dwellings. These are simple platforms built among the branches, with living walls of carefully tended vines.

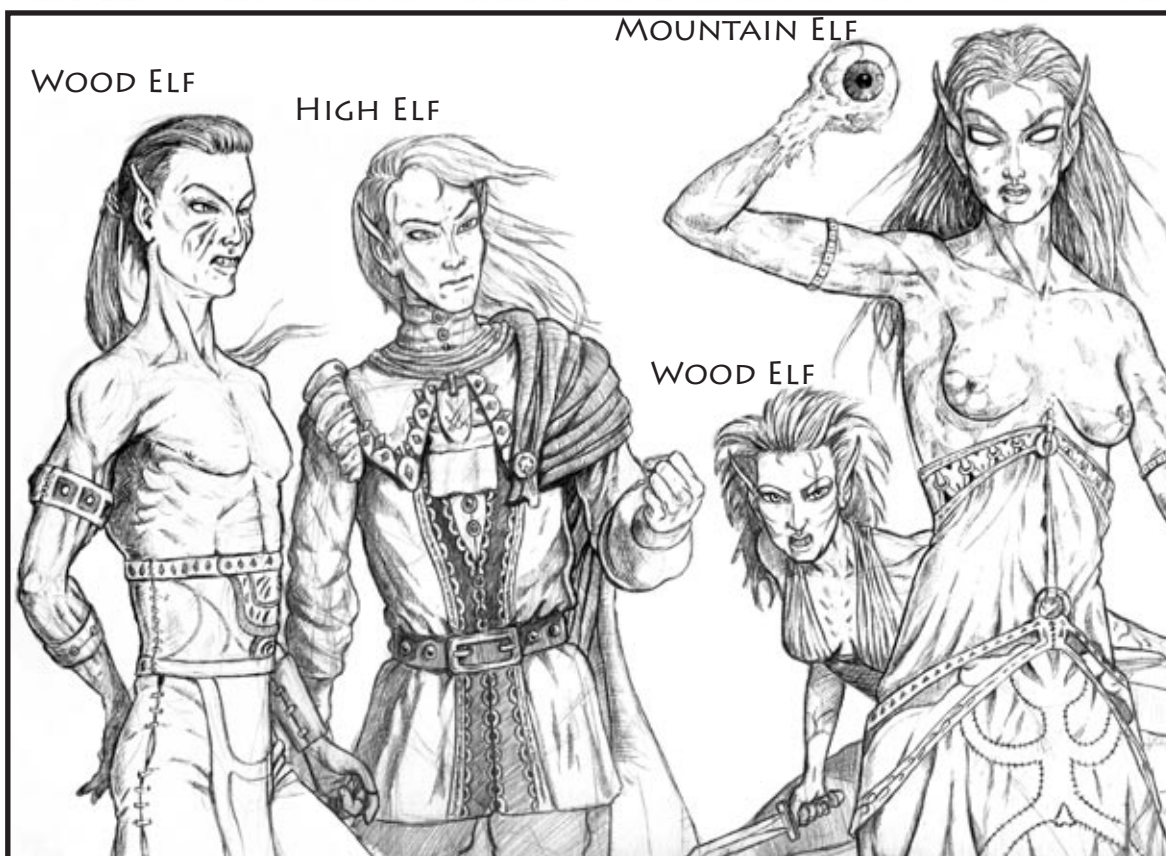
Wood Elves are generally much more xenophobic than their High Elven cousins although, once a Wood Elf calls a person friend, the bond is for life.

ATTRIBUTE ADJUSTMENTS

Wood Elven characters receive a +1 adjustment to DEX, +1 to INT and -1 to CHA. They may select either +1 CR or +1 MR.

PREFERRED SKILLS

All Wood Elves begin play with the following preferred skills: *Lore (local)* +6, *Lore (region)* +2, *Speak Language (Elven)* +10.



Starting Wood Elf characters, regardless of background, may select 2 of the following skills to add to their preferred skills list: *Balance*, *Climb*, *Deduce Motive*, *Handicraft* (artisan), *Herb Lore*, *Lore* (folklore, forestry, nature), *Stealth*, *Survival* (forest), *Tracking*, *Weapon* (bows).

BONUS SKILLS & TALENTS

- ✦ All Wood Elves receive the Night Vision and Forester bonus Talents .
- ✦ All Wood Elves receive a +2 racial bonus to Balance and Stealth checks.

MOUNTAIN ELVES

To many in the Second Age, the Mountain Elves are simply a legend. However, they do exist in the alpine wilderness of Hyperborea, and some say deep in the Black Mountains of Europa.

The Dwarves of Hyperborea call them Thiazi, and the legends of the Northmen speak of a race of beings descended from the blood of giants and the old gods themselves. They are in fact cousins of the High Elves and Wood elves but all similarities end there. Thiazi culture is much more primitive than the other elven cultures and is centered on religion.

Thiazi resemble Wood Elves in most ways except their eyes. Mountain Elves have eyes of pure white and not even a pupil despoils the ivory orbs. Because of this peculiarity, Mountain Elves never receive a penalty that would normally be caused by bright light, snow blindness or similar events.

Mountain Elves are nomadic, living in tent-villages and moving as they see fit, following some cycle of migration of which only they are aware. Each of the Thiazi is a ruthless killer and hunter, and the most skilled rises above the others as a tribal leader called a Ga'arm. Thiazi worship a god known to them as The Eye and the rare scholar who know anything of the reclusive Mountain Elves believe this deity is a corruption or variant of the Northern God, Odin (who has only one eye). This theory is further strengthened by the fact the Thiazi elves offer great worship to wolves, seeing them as spiritual protectors and brothers. (wolves being one of the symbols associated with Odin). All female Mountain Elves are raised to become priests of The Eye and the race is known for it's use of black magic.

While Mountain Elves hold little love for any other race, they have a particular hatred of Goblins and their ilk.



ATTRIBUTE ADJUSTMENTS

Mountain Elven characters receive a +1 to PER and -2 to CHA. Males receive +1 to CR while females receive +1 to MR.

PREFERRED SKILLS

All Mountain Elves begin play with the following preferred skills: *Lore (local)* +6, *Lore (region)* +2, *Speak Language (Thiazi)* +10.

Starting Mountain Elf characters, regardless of background, may select 2 of the following skills to add to their preferred skills list: *Animal Handling*, *Balance*, *Climb*, *Handicraft (artificer, artisan, weaponsmith)*, *lore (arcane arts, demonology)*, *Mode (sensory)*, *Speak Language (Norse)*, *Stealth or Survival (alpine)*.

BONUS SKILLS & TALENTS

- ✦ All Mountain Elves receive the bonus Talent Night Vision.
- ✦ All Mountain Elves receive a +2 racial bonus to Balance and Stealth checks.
- ✦ All Mountain Elves receive a +1 bonus to Attack rolls on the Omni Table when fighting Goblins.

DWARF

Dwarves are the most civilized of the subterranean races and are among the oldest of the humanoid peoples. They are found throughout the known world, but tend to congregate mainly in mountainous regions. A few small clans are said to be island dwellers, but they are quite rare, to say the least. Wars with the Trolls and Goblins have drastically reduced the dwarven population, so that few large clans are believed to exist today.

Dwarves are generally short and heavily built, with plain features and dark brown eyes. Skin coloration ranges from tan to a ruddy reddish-brown or black, with auburn, brown or black hair. Like elves, dwarves are long-lived, and produce few offspring. They are dour and hard-working by nature, having little interest in merrymaking except when strong drink is available. Superior miners and smiths, dwarves have a great liking for precious stones and metals, and any dwarven settlement will always have a good forge and at least one well-worked mine.

The largest Dwarven communities exist in Hyperborea, Frislandia and Punt with smaller holdings elsewhere in Europa and, some say, the Kaila Mountains of Jambu and even the Elysium Islands.

NORTHERN DWARVES

The Dwarves of the North, those from the great Dwarfhold on Hyperborea and those from Europa in general have fair to ruddy skin with hair color ranging from blond to auburn and red. Amongst males, facial hair is considered a mark of great distinction (the longer the beard, the better). They sport flowing beards, often intricately braided and bedecked with fine jewels and threads of precious metal. The Northern Dwarves are a hardy lot, a condition primarily born of their long wars with the Goblins, Trolls and Giants of the North.

Unlike their southern cousins, Dwarves of the North have little love or inclination towards magic. The one exception to this are the Dwarven Runecasters. Masters of rune magic, Northern Dwarves claim this Magical Order was given to their kind by the Norse Gods themselves.

Runecasters often serve as magical support in battle against their enemies as well as assisting with healing magics where possible. These spellcasters are rare however, usually only one or two Runecasters are found in any Dwarfhold.

ATTRIBUTE ADJUSTMENTS

Northern Dwarven characters receive a +1 bonus to STR, +1 to CON, -1 SPD and +1 CR

PREFERRED SKILLS

All Northern Dwarves begin play with the following preferred skills: *Lore (local)* +6, *Lore (region)* +2, *Literacy* +4, *Speak Language (Norse)* +10.

Starting Northern Dwarf characters, regardless of background, may select 2 of the following skills to add to their preferred skills list: *Appraise*, *Brawling*, *Handicraft (armorer, artificer or weaponsmith)*, *Lore (engineering, mining, tactics)*, *Literacy*, *Profession*, *Siegecraft*, *Survival (alpine, underground)*, *Weapon (hafted)*.

BONUS SKILLS & TALENTS

- ✦ All Northern Dwarves receive the bonus Talent Darkvision.



- ✦ All Northern Dwarves receive 4 free ranks in the Literacy Skill.
- ✦ All Northern Dwarves receive a +1 bonus to their Omni Table attack rolls when in combat against Trolls or Giants.
- ✦ All Northern Dwarves receive 5 additional Hit Points at character creation.

SOUTHERN DWARVES

The race of Southern Dwarves, though related to their cousins in the north, are culturally very different from the Northern Dwarves. Southern Dwarves hail from two geographically separated regions: Punt, off the southeast coast of Gondwana and the island of Papua off the coasts of Lemuria and Mu in the Elysium Ocean. Scholars are unsure how the two became separated and even the Southern Dwarves themselves are ignorant of a unified history.

Their build is fairly standard, but they have sturdy constitutions. Skin color is generally dark brown, though some lighter coloration is found from time to time. Facial hair is virtually non-existent, but the black, kinky hair on their heads is worn long and in a variety of intricate dreadlock styles. Such personal ornamentation is used to suggest social standing and occupation.

The Puntian Dwarves have a flourishing, civilized culture. They build above-ground - unusual for Dwarves - using a poured-stone process known only to their ar-

tisans. Buildings are small and sturdy, and are created with an individual artistry symbolic of Puntian character. Even the Royal Citadel is not a large, imposing structure, but rather a collection of smaller buildings set seemingly at random in the enclosure of the park-like Royal Preserve. The most elaborate structures on Punt are the labyrinthine mines, each representing many centuries of toil by generations of miners.

Culturally, the Dwarves of Punt are quite unlike most other members of their widespread race. Where most Dwarven societies are built around a warrior class, the Puntians are more diversified, with a complex social structure that gives almost equal importance to several different abilities and talents.

The Dwarves of Punt are renowned for their skilled gemsmiths. Even their ordinary jewelry is superb in quality and craftsmanship. Magicians and Alchemists frequently combine with jewelers to construct truly marvelous magical amulets, and many forms of jewelry in the land are commonly endowed with magical properties in ways that cannot be duplicated beyond the shores of Punt. The Dwarves are jealously possessive of these artifacts, and rarely part with them willingly. Though common in Punt, they are quite rare even in the nearby realms of Magan and Marhashi.

Merchants and craftsmen are also a respected class, though by no means as important as the masters of the magical arts. Puntian merchants have established relations with other seafaring nations, especially Sheba far to the north.



ATTRIBUTE ADJUSTMENTS

Southern Dwarven characters receive a +1 bonus to DEX, -1 SPD and +1 to either CR or MR

PREFERRED SKILLS

All Southern Dwarves begin play with the following preferred skills: *Lore (local)* +6, *Lore (region)* +2, *Literacy* +4, *Speak Language (Sheban)* +4, *Speak Language (Puntian)* +10.

Starting Southern Dwarf characters, regardless of background, may select 2 of the following skills to add to their preferred skills list: *Alchemy*, *Handicraft (artificer, artisan or fine arts)*, *Lore (engineering, tactics)*, *Literacy*, *Profession*, *Ride (Ostrich)*, *Survival (jungle)*, *Weapon (spears)*.

BONUS SKILLS & TALENTS

- ✦ All Southern Dwarves receive the bonus Talent Darkvision.
- ✦ All Southern Dwarves receive 4 free ranks in the Literacy Skill.

ANDAMAN

The Andamen are a race of humanoids believed to have been created long ago by the Atlantean sorcerers of the First Age. Once said to be quite numerous, the so-called “beast-men” are now considered a dwindling race.

There are several distinct sub-species of Andaman, each created through numerous attempts at cross-breeding and magical experimentation. The most common are the lion-men (Nemeans), jackal-men (Anubim), wolf-men (Garou), Jaguar-men (Balam) and Bull-men (Taurans or Minotaurs). There are many other varieties, nearly as diverse as the animal kingdom in general. Even Elephant-men and Raven-men have been reported although these may only be rumor and legend. Regardless of type, all Andaman have humanoid, fur-covered bodies and the heads and visages of their animal counterparts. While they possess sufficient manual dexterity for weapon use, Andaman are also capable of attacking solely with claws and bite.

In the wilds, Andaman often live in prides or packs of up to twenty individuals. They prefer plains and savan-

nahs to other types of terrain, and usually live in huts made of woven grasses. As they are creatures of magical origin, Andaman reproduction is erratic at best. Female Andaman will usually give birth to a litter of 1-4 cubs once per year, though there is a 50% chance that each of the young will be animal, not an Andaman. Thus it is believed the Andaman are slowly breeding themselves into extinction.

Andaman are generally grim by nature, tending to be impassive unless aroused to anger. They are fiercely loyal to their companions, and are savage fighters with or without weapons. Although Andaman do not like the scent of Nethermen, they bear no ill feelings towards any of the humanoid races. Some Andaman do, however, have a deep hatred for Atlanteans, and especially Atlantean sorcerers. Like their bestial ancestors, they have no spell casting abilities whatsoever.

Though most Andaman choose to make their home in wilderness regions, some have no qualms about living amongst civilized folk. Accordingly, it is not especially uncommon to find small groups of Andaman living in or nearby certain of the larger cities and settlements. Due to their natural abilities, Andaman are in demand in some regions, where they are sought after as skilled guides, scouts, hunters, and so on.

ATTRIBUTE ADJUSTMENTS

Andamen characters receive a +2 adjustment to either STR or DEX, -2 to CHA, +1 CR, and -2 MR (Anubim take +0 CR and +1 to MR instead).

PREFERRED SKILLS

All Andamen begin play with the following preferred skills: *Lore (local)* +6, *Lore (region)* +2, *Lore (nature)* +2, *Speak Language (racial)* +10.

Starting Andamen characters, regardless of type, may select 2 of the following skills to add to their preferred skills list: *Animal Handling*, *Balance*, *Brawling*, *Climb*, *Evade*, *Lore (folklore)*, *Stealth*, *Survival (any one)*.

BONUS SKILLS & TALENTS

- ✦ All Andamen have natural weaponry. This could be clawed hands or fangs for biting depending on type. An Andamen can do DR 4 with their natural weaponry and may use either their CR or Brawling skill rating as a modifier to the Omni Table roll.



- ✦ All Andamen may speak with animals of the same type as themselves. (i.e. Garou with wolves but not dogs, Balam with jaguars but not cats, etc.)
- ✦ All Andamen receive the Night Vision bonus Talent.
- ✦ All Andamen receive 5 additional Hit Points at character creation.

AHL-AT-RAB

Ahl-At-Rab (or “sand devils”) are a warlike species of saurians who populate certain deserts and barren wastelands. The Ahl-At-Rab are a nomadic race and continually move from place to place in search of food. They are believed to be distantly related to the sea-dwelling Makara.

Humanoid in form, Ahl-At-Rab are slow-moving but powerful creatures. They average about six-and-a-half feet in height, though seven foot males are not uncommon. All have scaly hides which range in color from

tan to dark brown. A fin-like crest runs from the center of the forehead to the base of the neck, and is believed to help maintain body temperature. Like all reptiles, Ahl-At-Rab are cold-blooded creatures. Because of their often violent lifestyle, Ahl-At-Rab generally live for about 45 years.

Although they are not builders, the Ahl-At-Rab are fairly skilled at making weapons and crude implements mostly of copper or obsidian. Some tribes have succeeded in domesticating certain types of reptiles, such as vipers, sand boas, and the ponderous lizards the Ahl-At-Rab call “sand dragons.” The Ahl-At-Rab use these giant creatures as steeds and burden beasts, and often train them to fight along with their riders. Mounted on their “sand dragons,” Ahl-At-Rab are able to travel up to twenty miles per day through most types of desert or barren terrain.

The Ahl-At-Rab live for combat, and will attack even large groups of armed men without hesitation. Though they possess ample natural weaponry Ahl-At-Rab usually prefer using spears, obsidian clubs, and war



whips made of sand dragon hide in battle. Both their spears and clubs function as missile weapons, as well as hand-held weaponry. The Ahl-At-Rab occasionally use copper or reptile-hide shields and breastplates, and sometimes affix such protective devices on their sand dragons. Unless they are hopelessly out-classed or outnumbered, Ahl-at-Rab will fight to the death. As they are carnivorous creatures, Ahl-At-Rab usually devour those they slay in battle, but will not stop to do so until all fighting has been resolved. They will take prisoners, both for use as slaves and as a hedge against times when food becomes scarce. For the latter reason, prisoners of the Ahl-At-Rab are usually not mistreated unless they are believed to be spies.

Though once quite numerous, the Ahl-At-Rab are believed to be a dying race. Few existing tribes number greater than forty to fifty warriors, plus a like number of females, young, and old ones. On rare occasions, two or more tribes will join forces and travel en masse, but most of the time the Ahl-At-Rab tribes are too busy warring against each other to bother with treaty-making.

ATTRIBUTE ADJUSTMENTS

Ahl-At-Rab characters receive a +1 to CON, -1 to WIL, -2 to CHA, +1 to CR and -1 to MR.

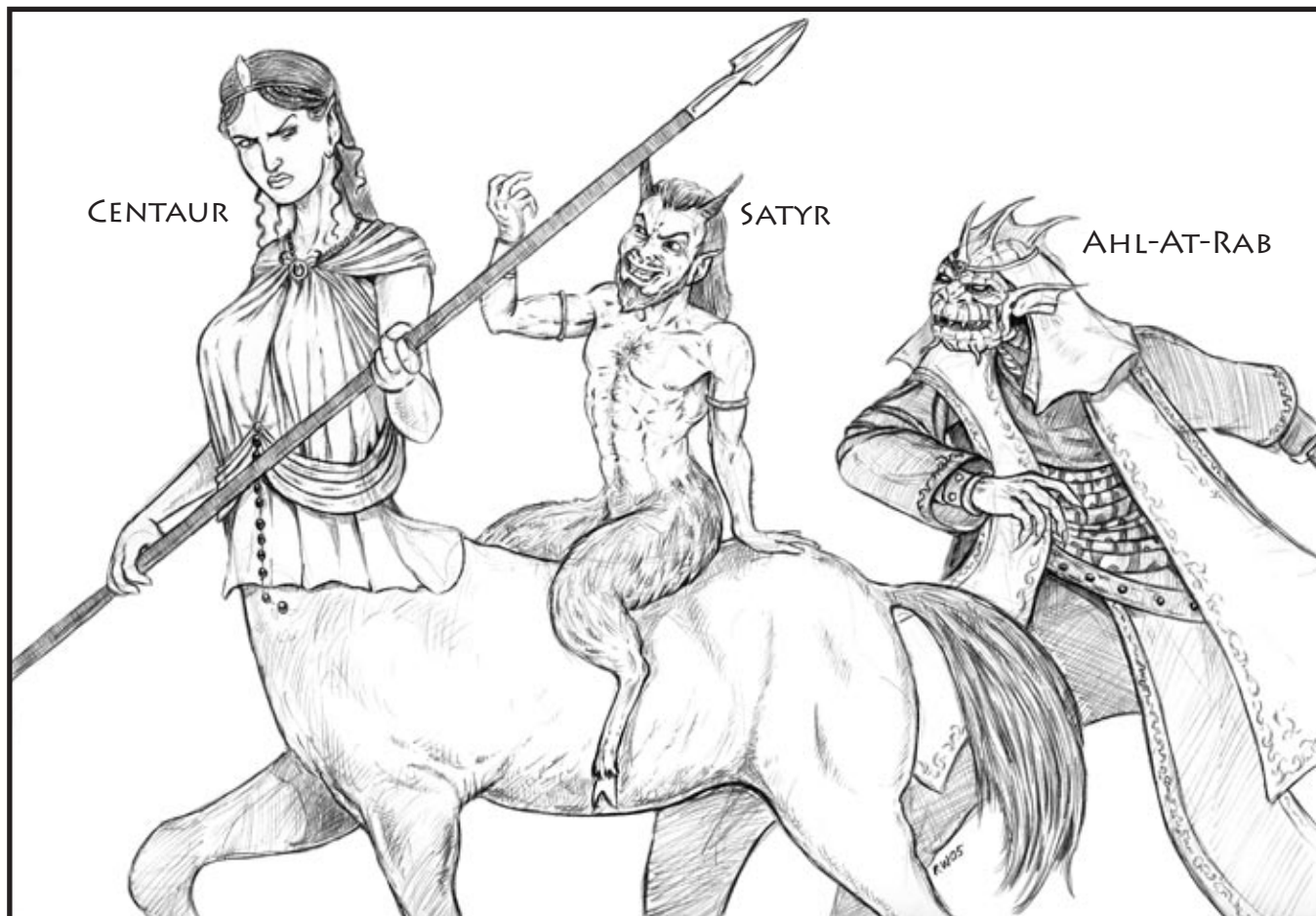
PREFERRED SKILLS

All Ahl-At-Rab begin play with the following preferred skills: *Lore (local)* +6, *Lore (Sahara region)* +2, *Speak Language (Khem)* +2, *Speak Language (Sauran)* +10.

Starting Ahl-At-Rab characters may select 2 of the following skills to add to their preferred skills list: *Animal Handling*, *Brawling*, *Evade*, *Lore (folklore)*, *Navigate*, *Ride*, *Survival (desert)*.

BONUS SKILLS & TALENTS

- ✦ Ahl-At-Rab need very little water to survive. Ahl-At-Rab characters can go three times as long without water as other humanoids.
- ✦ All Ahl-At-Rab characters receive the Acute Sight bonus Talent.
- ✦ Natural Weapons: Bite DR 3, Claws DR 2.



CENTAUR

The Centaurs of the plains are a nomadic race, generally found in small bands or herds. In appearance, they have the lower torso of a horse, with a human body emerging from the horse's foreparts. A generally barbaric race, centaurs are wanderers who inhabit open grasslands or mountain valleys. Some are fairly sophisticated, but few have ever been known to settle in any one region for long. Because of their migratory preferences, centaurs are found almost everywhere in the temperate regions, though they are rarely encountered on isolated islands. Their appearance throughout several separate landmasses is something of an enigma, for they do not love the sea, and are reluctant to cross it.

Centaurs do not eat meat, but live off a variety of grasses, vegetable products, and berries. The average centaur is a prodigious eater, requiring vast amounts of fuel to support his or her great body weight. A wandering tribe of centaurs can strip a region bare in a relatively short time, before being forced to move on. For this reason, a full, migrating tribe rarely numbers more than fifty individuals, and raiding bands are usually limited to about twenty warriors.

The centaurs, despite their pastoral nature, are fierce warriors. Writers have often marvelled at their raids, as is exemplified in this description from the Natural History:

"No village, no hamlet or farm, was safe from the depredations of the centaur migration that year. As the tribe passed along the chosen route, parties of warriors were dispatched to each side of the main column to harass and raid the folk who had the misfortune to dwell in those parts. Against common farmers these warrior bands were unstoppable, riding down all interference, setting fire to their villages and carrying off their supplies. Women they seized and carried off as well, plus a few young men and children to be used as slaves. When they were met by organized arms, the result was much the same, for they could outride the finest cavalry and overcome any but the most resolute bodies of foot soldiers."

Chiron's chronicle of this centaur migration exaggerates somewhat the power of such a tribe, but has been

proven to be substantially accurate. Centaur raiding bands commonly seek two specific things: liquor and women. Having no talent for brewing or wine-making, they satisfy their fondness for drink from the labors of others. In many lands, the drunken celebrations and brawls of centaurs have passed into legend.

Not all centaurs are as savage as this, however. Some are quite intelligent, and certain bands have been known to develop higher levels of technological sophistication. Though most arm themselves with clubs, simple spears, and other such weapons, bands and tribes equipped with elaborate armor, lances, bows, and well-forged swords are well documented.

ATTRIBUTE ADJUSTMENTS

Centaur characters receive an adjustment of +4 to SPD, +1 to STR, -2 to CHA, -1 to WIL, +1 to CR and -2 to MR.

PREFERRED SKILLS

All Centaurs begin play with the following preferred skills: *Lore (local)* +6, *Lore (region)* +2, *Speak Language (Sidhe)* +2, *Speak Language (local dialect)* +10.

Starting Centaur characters may select 2 of the following skills to add to their preferred skills list: *Brawling*, *Cook*, *Gambling*, *Lore (folklore, nature)*, *Navigate*, *Survival (savannah)*.

BONUS SKILLS & TALENTS

- ✦ For obvious reasons, Centaur characters may not take the Ride skill nor do they require the Mounted Combat skill.
- ✦ All Centaurs receive 6 additional Hit Points at character creation.

SATYR

The Satyrs are a woodland race, a wild and primitive people most renowned for their promiscuity and unruliness. Their heads, arms, and upper torsos are those of a man, but their legs are goat-like, covered in tangled fur and ending in sharp hooves. Their ears also resemble those of a goat, and they have horns on their heads.

Satyrs are simple, pastoral creatures, shunning civilization and preferring to live lives of simplicity and merry-making. They subsist on berries and other veg-



etale products, and have a great fondness for wine. For the most part, satyrs are harmless enough, but they have many faults which can put them at odds with men. Drunken satyrs can be destructive and violent, and bands of them sometimes descend upon remote farms or villages in a drunken frenzy. The usual object of these raids is to carry off women, for satyrs are notorious for their attraction to females of almost any humanoid species. If their advances are rejected, they may strive to use force where charm fails, often to unfortunate results.

ATTRIBUTE ADJUSTMENTS

Satyr characters receive an adjustment of +1 to DEX, +1 to CON and -3 to WIL.

PREFERRED SKILLS

All Satyrs begin play with the following preferred skills: *Lore (local)* +6, *Lore (region)* +2, *Perform (pan pipes)* +4, *Speak Language (Sidhe)* +10.

Starting Satyr characters may select 2 of the following skills to add to their preferred skills list: *Balance*, *Cook*, *Evade*, *Lore (folklore, nature)*, *Perform (any)*, *Speak Language (any one)*, *Survival (forest)*.

BONUS SKILLS & TALENTS

- ✦ Satyrs may use their horns as natural weapons doing DR 3 with a successful head butt.
- ✦ All Satyr characters receive a bonus talent from the Performing Arts Talent tree at character creation.

AESIR

Aesir are a giant race of humanoids found in certain hilly and mountainous regions of the world. They are thought to be descended from the Jotun, but are generally smaller and more intelligent than their fierce ancestors. Though most Aesir are warriors by trade, they are not an evil race. They love the sea, and are good sailors.

By human standards, Aesir are towering in stature, most measuring over seven feet in height and weighing up to four hundred pounds. Aesir reach adulthood at about age 14 and may live for up to 70 years on average. They are often described as “wild-eyed,” and can appear quite menacing when angered. They are a deeply emotional race, whose moods tend to run to the

extremes. Their skin coloration ranges from tan to dark brown or black, with hair ranging from light brown to auburn.

The Aesir live in clans of 10-40 individuals. They build great lodge houses of wood and hard-packed earth, roofed over with great strips of sod. Their villages are usually enclosed in an earthen work wall, providing protection from wild beasts and other dangers. Though the Aesir have little talent for most types of magic, their shamans are skilled warriors, healers, and story-tellers. Essentially a good-hearted folk, they despise those who practice the arts of necromancy and black magic.

Aesir are very fond of dwarves, who they call their “little brothers.” They hate Goblins, Trolls, and Ogres and are generally distrustful of the Nethermen. They have an especial dislike for the Jotun and the Fomorians, who often raid Aesir villages and accost Aesir ships at sea. Though they will not attack weak or defenseless foes, the Aesir revel in battle, and often sing songs and tell tales of their greatest victories. Because of their love of the sea, many Aesir seek employ as sailors, marines or even corsairs.

ATTRIBUTE ADJUSTMENTS

Aesir characters receive a +3 adjustment to STR, +1 to CON, -1 to INT, -1 to CHA and +2 to CR

PREFERRED SKILLS

All Aesir begin play with the following preferred skills: *Lore (Gava)* +6, *Lore (eastern Eria)* +2, *Lore (Atlantis)* +1, *Speak Language (Atlantean)* +2, *Speak Language (Norse)* +10.

Starting Aesir characters, regardless of background, may select 2 of the following skills to add to their preferred skills list: *Animal Handling*, *Brawling*, *Handicraft (artificer, artisan, weaponsmith)*, *Lore (folklore, region)*, *Profession*, *Seamanship*, *Weapon (any one)*.

BONUS SKILLS & TALENTS

- ✦ Because of their size, Aesir may use normal two-handed weapons with only one hand.
- ✦ Aesir are too large for normal horses. Only a heavy warhorse, draft horse or larger is sufficient for an Aesir’s needs (and then only barely). Likewise, furniture and conveyances intended for human use is normally of



insufficient strength and size of an Aesir.

- ✦ All Aesir receive 10 additional Hit Points at character creation.

DRUAS

The Druas are the most mysterious and least understood of the humanoid races. At best, the origin of the Druas species is uncertain; scholars have alternately ascribed to the theory that the Druas are descended from the Korupira (so-called “forest devils”) or are a crossbreed of elf and demon. Still others have speculated that the Druas are the last remnants of the fabled “first race” of humans who once dwelled on the dark continent of Mu. Further confusing the issue is the fact that of all the humanoid races, only the Druas have no apparent homeland or territory of their own.

While individuals and small groups of Druas are found scattered throughout the world, they seem to have no homogeneous cultural or religious ties. A popular folk tale of the dwarves says that the Druas once had an ancestral homeland called Talislanta, which sunk beneath the waves after the first cataclysm. According to the dwarves, the Druas are destined to “wander the world over, until Talislanta again rises from the sea.”

In stature, Druas generally resemble elves or nymphs, and exhibit the same grace and ease of movement as most of the Sidhe (faery folk). All have coal-black skin and white hair, with no facial hair of any kind. Their eyes are steel-gray, with the irises typically being flecked with traces of silver. A Druas’ stare is said to be most disconcerting, and has led some superstitious folk to claim that Druas possess “the evil eye.”

In temperament, Druas are perhaps like no other humanoids. Most seem preoccupied or lost in thought, as if dreaming, even when engaged in conversation. Druas, in fact, possess a natural affinity for the mystic arts, all of these folk having certain innate psychic abilities. Like elves, Druas also have very long life spans.

Certain hunters and adventurers claim to have chanced upon Druas settlements, which - so they say - are always located in the most inaccessible of wilderness regions. According to their accounts, the Druas live in circular structures of smooth-cut stone which, by their description, bear some resemblance to the Druidic Temple of Stonehenge, in Alba. As there remains little evidence to support such tales, they must be considered of dubious nature.

ATTRIBUTE ADJUSTMENTS

Druas characters receive an adjustment of +1 to WIL, +1 to INT, -1 to STR, -1 to CR, and +1 to MR.

PREFERRED SKILLS

All Druas begin play with the following preferred skills: *Lore (region)* +6, *Lore (region)* +2, *Literacy* +4, *Speak Language (Atlantean)* +4, *Speak Language (any one)*, +2, *Speak Language (Sidhe)* +10.

Starting Druas characters may select 2 of the following skills to add to their preferred skills list: *Balance*, *Climb*, *Cook*, *Diplomacy*, *Evade*, *Lore (history)*, *Literacy*, *Mode (manipulate, sensory)*, *Navigate*, *Survival (any one)*.

BONUS SKILLS & TALENTS

- ✦ Druas characters are immune to all spells of the Influence Mode.
- ✦ All Druas characters receive the Darkvision bonus Talent.



GOBLIN

The term “goblin” is actually applied to a whole range of different, but related, humanoid creatures. They are an ugly, misshapen race, varying in size from three feet in height to a very large species standing seven feet tall and weighing upwards of 350 pounds. A common facet of all goblin tribes is rule by the strong; smaller, weaker individuals tend to be easily dominated by their more powerful cousins.

The overall appearance of goblins, aside from size, is basically similar from one to another. They are humanoid in shape, but tend to be bowlegged, with long, almost ape-like arms and misshapen features. Skin coloration varies from yellow to brown or even a murky shade of dark green. A goblin’s eyes are jet black with white or yellow pupils. Their faces are broad and flat, and their mouths lined with sharp teeth and protruding lower fangs.

Goblins are a barbaric race, warlike, quarrelsome, and nasty. They hate and fear the sun, though a few can tolerate it at need. For the most part, they live underground, coming forth at night to raid neighboring territories for booty, food, and slaves; the latter two commodities are interchangeable, for goblins are carnivores who will eat prisoners for whom they have no other use.

As goblins are generally poor craftsmen, their equipment tends to be ragged. They occasionally acquire good quality weapons, armor, shields, and similar items from their raids, booty which generally goes to the strongest of the tribe. Thus the better-equipped goblins are also those most capable in the use of such gear.

Goblins are the fierce and determined enemies of dwarves, above all others, for both races compete for the best underground tunnel complexes. They occasionally cooperate with rival goblin tribes, trolls, ogres, and other foul creatures, and sometimes are found in the service of evil spell casters. For the most part, though, each goblin tribe works alone, and quarrels between tribes, often leading to outright wars, are quite frequent.

Goblins are not particularly bright, and few have ever been known to become conversant with magic of any kind. There are exceptions, and occasionally an intel-

ligent goblin can rise to a position of power. Such a leader may be a focus of a powerful alliance of tribes and can pose a serious threat to civilized peoples for miles around.

Although there many different varieties of Goblins, for the purposes of character creation, we have broken Goblankind into two groups: Goblins and Hobgoblins.

The difference is mainly one of size. Goblins are the smaller and weaker of the species while Hobgoblins are the big brutes. Hobgoblins tend to be the leaders of Goblin clans simply due to the intimidation factor of their size and not because they are natural leaders. Goblins on the other hand, have to be conniving and sneaky to survive in their brutal society.

All Goblins receive the Bonus Talent Darkvision.

ATTRIBUTE ADJUSTMENTS

Goblin characters receive an adjustment of +1 DEX, +1 CON, -1 SPD, -1 WIL, and -2 CHA.

PREFERRED SKILLS

All Goblin begin play with the following preferred skills: *Lore (local)* +6, *Lore (region)* +2, *Speak Language (Dark Speech)* +10.

Starting Goblin characters may select 2 of the following skills to add to their preferred skills list: *Brawling*, *Climb*, *Deception*, *Evade*, *Handicraft (artificer)*, *Stealth*, *Weapon (hafted or small blades)*

BONUS SKILLS & TALENTS

- ✦ All Goblin characters receive the Darkvision bonus Talent.
- ✦ All Goblin characters have a -5 penalty to Hit Points at character creation.

HOBGOBLIN

ATTRIBUTE ADJUSTMENTS

Hobgoblin characters receive an adjustment of +1 STR, -1 DEX, -1 WIL, -2 CHA +1 to CR and -2 to MR.

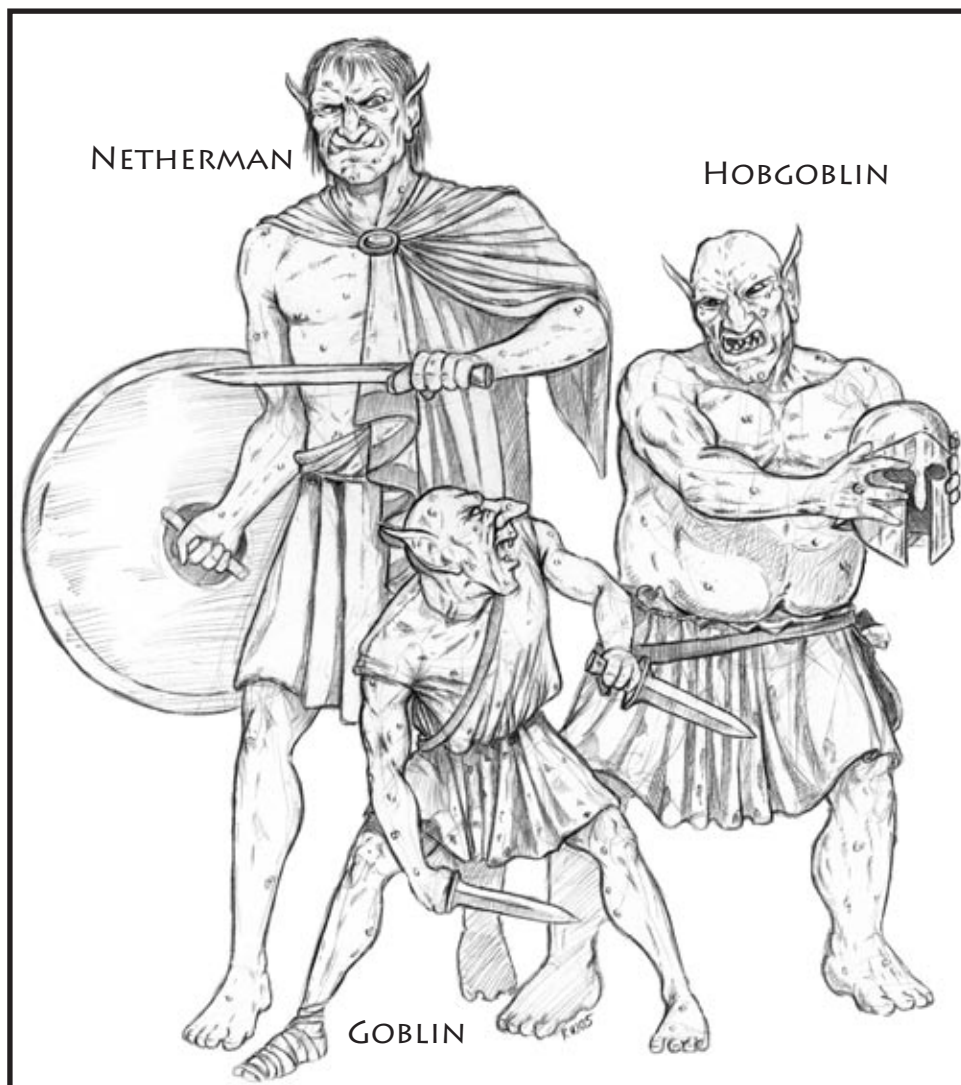
PREFERRED SKILLS

All Hobgoblin begin play with the following preferred skills: *Lore (local)* +6, *Lore (region)* +2, *Speak Language (Dark Speech)* +10.

Starting Hobgoblin characters may select 2 of the following skills to add to their preferred skills list: *Brawling*, *Handicraft* (armor, weaponsmith), *Intimidate*, *Weapon* (hafted or large blades).

BONUS SKILLS & TALENTS

- ✦ All Hobgoblin characters receive the Darkvision bonus Talent



NETHERMEN

Nethermen are not a true race of beings, but are a cross between humans and goblins. Though occasional interbreeding between the two species has helped maintain the relatively small Nethermen population, the majority of Nethermen are descended from the hybrid stock created by the Atlantean sorcerers of the First Age.

Nethermen basically resemble humans in stature, but have a tendency to be more muscular and less agile than homo sapiens. Like goblins, their skin coloration ranges from tan to yellow/green, brown or black. Mottling, a fairly common characteristic of goblins, is generally not seen amongst Nether folk. Nethermen also have the deep-set eyes of their goblin ancestors and the same “reverse” eye coloration (black with white pupils). Darkvision is present in about 95% of the species.

Nethermen have a fairly short life span. As they are not a true species, over half of both the males and females are sterile, and are unable to reproduce. For this reason the race of Nethermen, like the Andaman, seems slowly headed towards extinction. Despite this fact a number of nomadic clans still exist in various regions throughout the known world. All are warlike in nature, though not all are hostile to humans. For this reason, Nethermen are tolerated in many areas of human civilization.

Generally speaking, the Nether race has unfortunately “inherited” the worst traits of both their human and goblin ancestors. Although there are exceptions, most Nethermen are prone to be violent, cruel, and cunning, and have no great liking for any of the other humanoid races. As a race they have little talent for magic, most being skilled as warriors, spies, rogues and assassins. Certain tribes of Nethermen have their own shamans



or witch doctors, however.

Though most Nethermen clans are nomadic by nature, some few build permanent villages and settlements in certain wilderness areas. Such villages tend to be small and crudely built, often having stockade or earthenwork walls surrounding them. Those Nethermen who choose to live amongst humans are most often employed as mercenary soldiers, caravan guards and so forth.

ATTRIBUTE ADJUSTMENTS

Nethermen characters receive an adjustment of +1 STR, -1 DEX, +1 to CR and -2 to MR.

PREFERRED SKILLS

All Nethermen begin play with the following preferred skills: *Lore (local)* +6, *Lore (region)* +2, *Speak Language (local dialect)* +10.

Starting Nethermen characters may select 2 of the following skills to add to their preferred skills list: *Brawling*, *Deception*, *Handicraft (any)*, *Survival (any one)*.

BONUS SKILLS & TALENTS

- ✦ All Nethermen characters receive the Darkvision bonus Talent.
- ✦ All Nethermen receive 4 additional Hit Points at character creation.

TRITON

Tritons are a race of aquatic humanoids found in various temperate seas and oceans. In appearance, Tritons are extremely manlike, though their skin is a pale greenish in color, and their hair a blue-green hue. There are two castes of Triton, those with full tails (technically flukes rather than tails) and those with legs. Only legged Tritons are able to leave their watery homes and spend any time on dry land. These Tritons also have webbed feet and hands, enabling them to move swiftly in the water. The race breathes using gills, but also has poorly developed lungs, which permit them to function on the surface of the water. Tritons can even come ashore for short periods of time, but like most marine creatures they require moisture on their skins to keep from quickly dehydrating and dying. A day out of the water is generally enough to kill a Triton.

Both male and female Tritons are quite attractive to

humans, and it is believed that the two species are capable of interbreeding. However, the race of Tritons is shy and reclusive, and few men have ever had a chance to observe them for any length of time. What little is known of these beings is based on tales told by stranded Tritons, rescued and cared for by humans before being returned to the sea. As such, it is possible that the stories which are told contain much that is exaggerated or distorted for one reason or another. For obvious reasons, humans have rarely been in a position to visit the domains of the Tritons.

It is said that the Tritons build great undersea cities, often using living coral shaped into various structures. They are farmers and herdsman, and have domesticated a number of marine creatures, including various types of fish, dolphins, and, most importantly, the hippocampus. Their people farm seaweed and other aquatic plants and use undersea volcanos to forge metals into weapons and tools.

The Tritons are said to be at war with an evil undersea race, known as the Makara. The two races are bitter enemies, and it is largely due to this enmity that the Tritons have become skilled in the arts of war. Without such motivation, the Tritons would undoubtedly be a gentle and peaceful folk, but long conflicts with these bitter foes have made them fierce fighters.

Tritons employ a variety of weapons, including tridents and spears, short swords, and powerful crossbows which can throw a bolt over long distances, even underwater. Their culture is apparently one of numerous independent city-states, ruled by a king or queen. Trade among these cities is common, and cooperation, particularly against the Makara, readily offered. Certain Triton clans are known to trade with men, though they are few in number.

All Tritons are capable of communicating telepathically, both in their own language and in the languages of man. They are able to read the thoughts of non-telepaths at ranges of up to one hundred feet, making communication between Tritons and humans a relatively simple matter.



ATTRIBUTE ADJUSTMENTS

Triton characters receive an adjustment of +2 CON, +1 CR, -1 CHA, -1 DEX (on land) and +1 to either MR or CR.

PREFERRED SKILLS

All Tritons begin play with the following preferred skills: *Lore (local)* +6, *Lore (region)* +2, *Speak Language (Aquan)* +10, *Swim* +10.

Starting Tritons characters may select 2 of the following skills to add to their preferred skills list: *Aquatic Combat*, *Diplomacy*, *Handicraft (artisan, fine arts)*, *Speak Language (Atlantean)*, *Survival (underwater)*.

BONUS SKILLS & TALENTS

✚ All Triton characters may swim at a SPD of +2 in salt water and +1 in fresh water. (Triton Nobles swim at +4 and may not travel on land)

✚ Triton find fresh water to be a strong intoxicant. When immersed in fresh water Tritons must make a CON roll on the Omni Table. Partial Success results in a temporary (1d20 minutes) -2 penalty to INT and -3 penalty to WIL. Failure results in -3 penalty to INT and -5 penalty to WIL for 4d20 minutes. A mishap could result in death.



CHAPTER FIVE



& SKILLS & TALENTS

SKILLS

Like Attributes, Skills are more than a collection of numbers to be manipulated and optimized. Skills are the most fundamental way of describing a character - even more so than Attributes. "Stealth +5" is not just a number to be used with the Omni Table. It's an aspect of the character, and it tells a lot without ever rolling dice or assessing modifiers.

SKILL BENCHMARKS

The Skill Benchmarks section below is provided to help players and GMs better understand how their character's skill ratings correspond to more familiar levels of ability.

For example, a character with a +10 skill can be expected to know most things a professional in that field would know, have contacts with other professionals in the field, and be up-to-date on the latest developments and theories.

Skill Rating	Description
+0	Novice
+3	Apprentice
+5	Competent
+7	Adept
+10	Professional
+15	Expert
+20	Master
+30	Grandmaster
+40	Legendary

COOPERATIVE EFFORTS

If two or more characters both have ranks in a given skill, they may be able to work cooperatively to achieve a shared goal. More often than not, this will give the character some benefit as long as they are near the same level of competence (+/- 5) and working towards a common goal, but always keep in mind the old adage: "Too many cooks spoil the stew." When two characters work together using the same skill, allow the player with the higher skill rank to make the Omni Table roll but award a bonus to that roll equal to 1/3 of the relevant skill ranks of the characters assisting.

In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. When a cooperative effort may be useful is always at the discretion of the GM.

SKILL FORMAT

Several special terms are used in the following Skill descriptions. These terms are defined below:

Skill Name

Skill description is found in this section.

Training Time: Before a player may take his first rank in some skills, he must have spent at least this amount of time in training and practice. Subsequent ranks do not require this training. Training time assumes that a character is practicing the skill four or more hours a day with competent instruction. No instructor or exceptional schooling can alter this time.

Modifier: The Attribute used to modify your Omni Table roll using this skill.

SKILL DESCRIPTIONS

ACROBATICS

Ability to perform most types of acrobatic maneuvers, including tight-rope walking, tumbling, leaping, vaulting, and break-falling (falling up to 20 feet without taking damage). Group actions include pyramids and flinging other acrobats (or non-acrobats) into the air. This skill can also be used when attempting contortionist feats like wriggling free from ropes.

Training period: 50 weeks.

Modifier: DEX.

ADMINISTRATION

The knowledge and ability to maintain and run an orderly organization, be that a small merchant stall, the supply train of a vast crusading army or a multinational corporation.

Training period: 8 weeks.

Modifier: INT

AERIAL COMBAT

Ability to fight while airborne, a skill learned by avian species or those with some technological means of flight. Characters using aerial combat may make charging attacks, adding their STR and SPD as modifiers to Damage Rating. They may, alternatively, make diving attacks, allowing them to make one attack and one evade maneuver in the same round, without penalty. Evade maneuvers are performed, when airborne, at the level of Aerial Combat.

Training period: 20 weeks.

Modifier: CR

ALCHEMY

Alchemy is the Atlantean equivalent of chemistry (although it is also a mystical and spiritual path). While alchemical creations often have seemingly magical effects, they are not considered enchanted items. Basic knowledge of alchemical lore and practices includes the ability to read alchemical ciphers, prepare and preserve ingredients, identify mixtures by test, and utilize alchemical apparatus. Alchemists can also concoct, forge, or otherwise create the categories of substances listed here: Alchemical Materials, Elixirs, Poison, Potions, and Powders. Specific substances are described in detail in the Equipment chapter including Degree of Difficulty, ingredients, creation time, cost of materials,

and typical selling price.

To actually create an alchemical substance, characters must possess the relevant talent from the Alchemical Sciences talent Tree. When creating an alchemical substance, a failure means that the time and ingredients are lost and the alchemist must start again from scratch; a partial success means that the alchemist has failed, but can continue to work on the creation without new ingredients; and a success or critical success means that the process works as planned. An alchemist can work on more than one project at a time, but if so, she takes a -5 penalty on each roll for each extra project (the standard multiple action penalty).

Training period: 50 weeks.

Modifier: INT.

ANIMAL HANDLING

Ability to capture, tame, train, and/or breed domestic animals or wild beasts. Taming takes one week per every three Ability Levels of the creature; training to perform a single task on command, such as carrying a rider, attacking, or guarding, requires an additional four weeks, or longer if the beast is particularly fierce or stubborn in nature. The Intelligence of a beast typically determines the limits as to how much a creature can learn.

Training period: 5 weeks.

Modifier: WIL

APPRAISE

You can appraise common objects with a partial success or greater. Appraising a rare or unfamiliar item requires a full success or higher. If the check is successful, you estimate the value correctly; a failure means you are unable to even venture a guess at the item's value or you err and value the item at 50% to 150% of its actual value.

Training period: 10 weeks.

Modifier: INT

AQUATIC COMBAT

Ability to fight while immersed in water, a skill learned by aquatic species such as Tritons and Makara. Characters using aquatic combat may make diving attacks, allowing them to make one attack and one evade maneuver in the same round, without penalty. Evade maneuvers are performed, when submerged, at the level of Aquatic Combat.

Training period: 12 weeks.

Modifier: CR



BALANCE

You are adept at walking on slippery, uneven or otherwise precarious surfaces. A partial success lets you move at half your SPD along the surface with a check required once per round on any dangerous surface. A failure means you are unable to move for 1 round. A mishap means you slip and fall. The difficulty varies with the type and the condition of surface.

Training period: 4 weeks.

Modifier: DEX

BRAWLING

Proficiency in an unsophisticated form of hand-to-hand combat. Brawling is typically used for Close Attacks and Grappling, although characters can also use it to employ make-shift weapons, such as broken bottles or furniture, or to use such “dirty tricks” as eye-gouging and biting. The Damage Rating and Omni Table penalty for such weapons and tactics is usually between -3 and -5. Individuals can also use Brawling to attack with natural weaponry.

Training period: 4 weeks.

Modifier: CR

CLIMB

Basic ability to climb rocks, walls, trees, ladders, ropes, etc. The availability of hand-holds, the condition of the surface or object being scaled and similar factors can all contribute to the Degree of Difficulty for this skill (GM’s ruling).

Training period: 4 weeks.

Modifier: DEX

COMMAND

Ability to organize, coordinate, and direct groups of trained combatants. Individuals with this skill can personally command up to 10 combatants or one lower-level sub-commander per level of ability. Each sub-commander can in turn direct 10 combatants or one subordinate per level, thereby establishing a hierarchy of command.

Training period: 20 weeks.

Attribute **Modifier:** CHA

CONCENTRATION

This skill is used whenever a character is performing an action and is disturbed in some way. Whenever a character is attempting an action that requires his full attention and is distracted or otherwise interrupted, a Concentration check is required. This normally in-

volves a skill that requires careful attention, like picking a lock or spellcasting. Examples of situations that require Concentration checks would include being attacked while making a skill check, attempting to use a skill or cast a spell in a raging storm and so on.

Training period: 8 weeks.

Modifier: WIL

CONTORTION

Contortionists are able to bend in twist into a variety of strange and unusual positions. They may be able to dislocate joints or otherwise contort their bodies to escape all sorts of bonds, or fit into otherwise impossible spaces.

Training period: 20 weeks.

Modifier: DEX

COOK

The ability to prepare food in such a way as to ensure that it will be edible and reasonably tasty. A failure or partial success creates an edible, if unappetizing meal, while a full success creates a meal that is quite palatable. A critical success will be spoken of for weeks as a meal that was fit for a king. A critical failure will be unfit for even a character’s dog to eat.

Training period: 4 weeks.

Modifier: PER

CRYPTOGRAPHY

The ability to decipher cryptograms, codes, and secret or dead languages, and to write in code. Each text that a cryptographer attempts to decipher is given a difficulty rating, usually equal to the encoder’s level of cryptography. Decoding a text requires one hour per level of the text’s difficulty. The Degree of Difficulty will take into account the language or code and whether it is intricate, exotic, or very old writing.

Training period: 32 weeks.

Modifier: INT

DECEPTION

The ability to deceive other individuals without arousing their suspicion and to win their trust by deceitful means. Includes the use of various scams, rigged games, and the like. Also includes the ability to disguise one’s background, profession, and so forth. A Deception check is usually opposed by the target’s Deduce Motive check.

Training period: 10 weeks.

Modifier: CHA

DEDUCE MOTIVE

This skill is used to sense whether someone is being truthful, bluffing or to notice hidden meaning and innuendo in a conversation. A successful check lets you avoid being bluffed (see the Deception skill). You can also use this skill to determine when something odd is going on or to assess someone's trustworthiness.

Training period: 8 weeks.

Modifier: PER

DEFENSIVE MARTIAL ARTS

Proficiency in one of many art of weaponless, defensive combat. The basic principle of this art is passive resistance—in effect turning an opponent's offensive energy back upon him and avoiding harm by dodging or eluding attacks. Defensive Martial Arts cannot be used offensively. Successful use of Defensive Martial Arts allows the stylist to avoid an attack while disarming, throwing, or grappling the attacker. Defensive Martial Arts skill rating may be substituted for STR while in grappling combat. Defensive Martial Arts always inflicts Subdual Damage, rather than normal, lethal damage.

Training period: 50 weeks.

Attribute **Modifier:** DEX.

DIPLOMACY

Knowledge of the finer points of protocol, oratory, and negotiation. Individuals with this talent may seek positions as ambassadors, mercantile representatives, public officials, and so forth. The Diplomacy skill is used to change the attitudes of others including negotiations of all types. Debates and arguments are resolved using opposed Diplomacy check. Changing another's attitude using Diplomacy takes at least one minute to accomplish (usually longer).

Training period: 16 weeks.

Modifier: CHA

DISABLE MECHANISM

The ability to foil locks, traps, vehicles, electronic systems and other simple or complex mechanisms, typically with the use of some type of tools. Characters may spend more than one round attempting to open a particular lock or otherwise disable a device; for each additional minute (specified in advance), add a +1 modifier (up to a maximum of +10). On the subject of lock picking (likely the most common use of this skill), characters can attempt to open a lock that they have previously failed to open, with a -5 modifier for each

previous failed attempt. This skill may also be used to design and install lock mechanisms, traps, secret doors or passage ways, etc. although the Handicraft (artificer) skill is required to construct such mechanisms.

Training period: 12 weeks.

Modifier: DEX

DISGUISE

Your Omni Table roll determines how good the disguise is, and it is opposed by others' PER check results. If you don't draw any attention to yourself, others do not get to make PER checks. If you come to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), the Disguise check is immediately opposed. You get only one Disguise check per use of the skill, even if several people are making PER checks against it. The Disguise check is made secretly, so that you can't be sure how good the result is.

Training period: 4 weeks.

Modifier: CHA

DRIVE

Ability to operate a single type of land or simple waterborne conveyance, such as a cart, wagon, coach, rowboat and so forth. This ability does not include navigation skills or other detailed knowledge, which is covered under Knowledge (Geography) or Navigate.

Training period: 4 weeks.

Modifier: DEX

ENCHANTMENT

Similar in many respects to the various Mode skills used in spellcasting, the Enchantment skill is used when creating items with magical powers. See Chapter 8 Magic (Creating Magic Items) for full details on how this skill is used.

Training period: 12 weeks.

Modifier: INT

ETIQUETTE

Knowledge of proper protocol and custom for specific situations within a given culture. Characters may use their Etiquette skill rather than their CHA rating when rolling for reaction from those of similar cultures. Etiquette is normally only used in gentle society and it is up to the GM to determine the appropriate penalties to the Degree of Difficulty when attempting to use it in foreign cultures.

Training period: 12 weeks.

Modifier: CHA



EVADE

Ability to avoid being struck by an attack, such as a blow from a hand-held weapon, an arrow, or a magical bolt.

Training period: 6 weeks.

Modifier: DEX

FORGERY

Ability to duplicate written documents, seals, signatures, and so forth. Also includes the ability to create counterfeit replicas of coins, cut stones, or other valuables, which are practically indistinguishable from the genuine articles.

Training period: 6 weeks.

Modifier: INT

GAMBLING

Familiarity with any of a variety of games involving skill and chance, including the ability to detect or engage in illicit methods of determining the outcome of such contests (cheating).

Training period: 4 weeks.

Modifier: INT

HANDICRAFT

Like Knowledge, Perform, Survival and Theology skills, Handicraft is actually comprised of a number of sub-skills. These sub-skills are all tracked separately so you could have several Handicraft skills each at different ranks.

The various Handicraft skills are used whenever you need or want to create an item.

The Degree of Difficulty depends on the item to be created. If you succeed with a Critical Success, you have created a masterpiece. This exceptional item is then worth from 150% to 300% its normal value and/or it will convey a bonus to anyone using it (usually +1 to +5 for weapons, armor or tools)

The Handicraft skill is also used to repair items. A partial success is required to repair a broken item.

A few examples of Handicraft sub-skills are included below and GM's are encouraged to create new ones as needed in their campaigns:

Armorer: Skill in the fashioning of protective apparel and gear using hide or metal. Type of

material and style of armor is usually dictated by region, culture, and availability of goods. In some sci-fi settings, this skill could be used to create suits of powered armor.

Modifier: STR

Artificer: Skill in the making of useful and decorative wares and items from crystal, stone, wood, bone, clay, silver, gold, copper, brass, orichalcum, iron, gemstones, fine fabrics, needlework, glass, and ceramics. The artificer may learn how to work with one type of material per +5 ability in this skill. Artificers can identify their own and their competitors' handiwork, and appraise, as the Appraise skill, any item that they can produce.

Modifier: DEX

Artisan: Skilled builders and craftsmen specializing in one or more of the following: carpentry, masonry, wheelwright, cartwright, etc. The artisan may learn how to build one type of device per +5 ability in this skill.

Modifier: DEX

Bowyer/Fletcher: Skill in the manufacture of arrows, crossbow bolts, bows, crossbows and some siege equipment such as ballista.

Modifier: DEX

Brewer/Vintner: Skill at brewing, distilling, or concocting one type of alcoholic or non-alcoholic beverage.

Modifier: INT

Fine Arts: Skill and natural talent of creating works of arts. These could include paintings, sculpture, drawings, modern art, photography, writing, etc.

Modifier: DEX

Rope Making: Skill at using various materials such as sisal, hemp and silk in the manufacture of rope, twine and even sails for watercraft.

Modifier: DEX

Weaponsmith: Skill in the fashioning of quality weapons using metal. This includes such weapons as swords, axes and flails.

Training period on all Handicraft skills is 8 weeks.

HEAL

Skill in the arts of basic medicine and first aid. Characters with this skill are able to identify and utilize common remedies, provide aid and comfort to sick and wounded individuals, and serve as midwives. A

successful Heal check will restore up to 4 HP (2 with Partial Success) to a character if performed shortly after the damage is received. More thorough restoration of lost Hit Points and curing of diseases requires the use of the Medicine skill.

Training period: 8 weeks

Modifier: INT

HERB LORE

Ability to identify useful or harmful plants, and to use such materials to concoct simple medicines or poisons. Also includes knowledge of how to prepare and preserve the herbs collected.

Training period: 10 weeks.

Modifier: INT

INTIMIDATE

You are adept at using words, whether clever rhetoric or harsh insults, to demoralize and berate others into acting in a manner you choose. You can change another's behavior with a successful check, with the Omni Table result determining the degree to which you succeed.

Training period: 5 weeks.

Modifier: CHA

INVESTIGATE

Proficiency in the time-honored art of acquiring information. The Investigate skill is used in place of PER for rolls to listen in on conversations, gather rumors and innuendo and otherwise quietly acquire information about a specific topic. A Partial Success will get you general information about a person, place or commonly known news and trivia. A full or critical success is required for more detailed information. The detail of the information sought, how common the knowledge is and whether having this information is dangerous will all affect the Degree of Difficulty.

Training period: 8 weeks.

Modifier: CHA

LITERACY

The vast majority of the population of the world of *Atlantis* are illiterate. A player may fluently read and write any one language that they speak for every +5 ranks in Literacy. A character who is fluent or better in a particular written language (see Speak Language skill) will generally have little difficulty reading any but the most in-depth tomes on a particular topic.

Training Time: 30 weeks.

Modifier: INT

LORE

Like Handicraft, Lore actually comprises a number of sub-skills. Lore skills cover academic knowledge and information on a specific topic.

There are a myriad of potential Lore skills, some examples follow:

Agriculture: planting, producing and harvesting various crops and livestock.

Arcane Arts: magic orders, spells, magical creatures, faeries, ancient lore, arcane symbols, golems (does not allow spell casting).

Demonology: the forces of darkness, demons and devils, summoned spirits, etc.

Engineering : construction techniques, architecture, aqueducts, bridges, fortifications.

Folklore: myths, folk beliefs, and legends.

Forestry: management of woodlands, game keeping, wildlife

Heraldry: armorial bearings, genealogy

Geography: cartography, physical geography.

History: conflicts, historic figures, major battles.

Law: laws and customs of at least one land.

Local: customs and important figures and places in a given locality.

Mining: mining techniques, metallurgy, gemcraft, etc.

Nature: Plants, animals, weather patterns, seasonal cycles, etc.

Region: Like Local but an overview of a particular realm, trade routes, major towns.

Streetwise: Street and urban culture, local underworld personalities and events.

Tactics: Tactical and strategic theories of warfare.

General knowledge in a particular sub-skill requires only a partial success in most cases. More obscure knowledge could require a better Omni Table result. GM's are encouraged to create their own Lore skills as required by their campaigns.

Training period: 8 weeks.

Modifier: INT

MEDICINE

The skill needed to properly treat the ill and injured. While the Heal skill covers basic first aid, those with the Medicine skill may effectively diagnose and treat more severe injuries and diseases and may even per-



form surgery when required and when the proper facilities and equipment are available. The proper use of the Medicine skill will restore up to 12 hit points to wounded characters providing the physician has sufficient equipment, medicines and time. A full Medicine skill check requires 12 hours of time.

Training period: 40 weeks.

Modifier: INT

MODE

Modes are a special type of skill used solely in spellcasting. As such, the various Mode skills are fully described in Chapter 6: Magic later in this book.

MOUNTED COMBAT

Ability to fight from the back of a steed or mount without penalty. Mounted Combat enables a character to direct a mount to take an action in combat without incurring a multiple action penalty to the character's own actions. Steeds can be directed to move at their normal SPD or to attack or evade attacks at their Ability Level. Characters can, alternatively, engage in a charging attack, adding the mount's STR and SPD as damage modifiers in place of the character's own STR. When attacking from a mount, use the lesser of the Weapon Skill and the Mounted Combat skill to resolve the action. For example, a knight with a Weapon Skill (large blades) of +6 and a Mounted Combat skill of +4 would attack from a mount at +4. Riding is a prerequisite for Mounted Combat, but the Mounted Combat skill rating may be substituted for Ride at no penalty.

Training period: 20 weeks.

Modifier: CR

NAVIGATE

The Navigate skill is used by a character to find his or her way to a distant location without directions or other specific guidance. Generally, a character does not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, the character might make a check to wend his or her way through a dense forest, a labyrinth of underground caverns or the sewers of Atlantis

Training period: 12 weeks.

Modifier: PER

OFFENSIVE MARTIAL ARTS

Proficiency in one of the many styles of weaponless combat. Basic moves include punches, snap kicks, double leaping-kick (employed versus two oppo-

nents at close range, with no penalty for two attacks), head-butts, throws, and various disabling blows. Offensive Martial Arts emphasizes offense and attack at the expense of defense, achieving lethal results. A n Offensive Martial Arts stylist inflicts a Damage Rating of 4 while unarmed (+STR). Targets struck with a successful Offensive Martial Arts attack must make a CON roll (minus the attacker's STR) or be stunned for 3 rounds. Stunned characters act with a -3 penalty to all skill rolls. While utilizing Offensive Martial Arts, characters receive a +2 modifier to all attacks; however, they receive a -2 modifier to all defensive maneuvers.

Training period: 50 weeks.

Attribute Modifier: CR

PARRY

You are trained in multiple methods of deflecting an attack. Some item is required to effectively use the parry skill be it a shield, another weapon or a specialized parrying weapon.

Training period: 6 weeks

Modifier: CR

PERFORM

You can impress audiences with your talent and skill. Like Handicraft and Knowledge, Perform is actually comprised of several sub-skills. The various sub-skills are: dance (DEX), musicianship (guitar, harp, flute, bagpipes, etc.) (DEX), juggling (DEX), acting (acting, mime, etc.) (CHA), oratory (CHA) and singing (CHA).

Training period: 8 to 52 weeks

Modifier: DEX or CHA (see above)

PILOT (SPECIFIC)

Ability to operate a windship. This ability does not include navigation skills or other detailed knowledge, which may covered under a Lore skill, or Navigate.

Training period: 50 weeks.

Modifier: DEX

PROFESSION (SPECIFIC)

This skill covers a variety of sub-skills much like the Handicraft, Knowledge or Perform skills. A Profession skill reflect a character's ability to perform the various tasks required of a particular profession. Characters with a Profession skill may earn a set amount of wealth per game month not spent adventuring. This amount is determined by the Gamemaster and is dependent on a

number of setting specific factors. Example professions include: carpenter, laborer, miner, clerk, etc.

Training period: 52 weeks.

Modifier: VARIABLE

RESEARCH

The ability to research for specific information in a systematic, efficient manner. This skill can be invaluable for any student, scholar or scribe. A mishap on a Research check might indicate the researcher locates incorrect or flawed information, skewing their report or the results of any further research into that subject. A partial success could mean the researcher is on the right track and with additional time spent on research, should find the information they seek. The time required to do research depends on the available resources.

Training period: 2 weeks.

Modifier: PER

RIDE

Ability to ride one type of steed, such as a horse or camel. This skill does not allow a character to take advantage of a steed's abilities in combat, which is covered under Mounted Combat.

Training period: 2 weeks.

Modifier: DEX.

SEAMANSHIP

Ability to operate and navigate one category of sea-going vessel (Galley, Longship, Trireme, etc.) This also includes basic navigational piloting. A character with +10 or better in Seamanship can read any type of chart or map needed to navigate their vessels and can recognize familiar hazards, such as obstructions and coming storms. A cursory inspection is sufficient for any seaman to determine if a given vessel is in good condition.

Training period: 12 weeks

Modifier: DEX

SEARCH

The practiced and studied use of Perception, Search is used when carefully looking for traps, secret doors and other details that may be hidden or concealed. You generally must be within 10 feet of the object or surface to be searched.

Training period: 4 weeks.

Modifier: PER

SEDUCTION

Ability to influence by charm, suggestion and sex appeal. This skill can be used in place of Deception or Etiquette in certain situations.

Training period: 16 weeks.

Modifier: CHA

SIEGECRAFT

Proficiency in the use of siege weapons, such as catapults, ballistas or sows. Includes the abilities to target, fire, and load the weapon, and to accurately judge distances. This skill also includes both defensive and offensive tactics such as sapping, building hoardings, using boiling oil, etc. In modern or futuristic settings, this skill would encompass the use of such weapons as artillery and other large scale, area effect weapons.

Training period: 10 weeks.

Modifier: DEX

SLEIGHT OF HAND

Ability to perform various tricks and legerdemain, including card tricks, palming (concealing small objects in the hand), passing or switching small objects without being detected, ventriloquism, picking pockets and so on. Individuals with this talent can employ it to cheat or "fix" games of chance or to detect cheaters. Knowledge of the game to fix is required.

Training period: 12 weeks.

Modifier: DEX

SPEAK LANGUAGE

The ability to understand and be understood in a certain language. Characters are rated in their proficiency with a language on a four-tiered scale, as follows: Advanced, Native, Fluent, or Basic. A speaker who is at least +10 (Native) on this scale can pass himself off as a native. Sample languages include: Atlantean, Khem, Khitan, Alban, Tharshi, Hellene, Dabban, Ophiran, Turani, Minoan, Tamerac, Akealan, Quechuan, Nazcan, Mongalan, etc.

Training period: 12 weeks.

Modifier: INT

Skill Rating	Language Proficiency
+0 to +3	Basic
+4 to +9	Fluent
+10 or greater	Native



STEALTH

The ability to move silently, hide in shadows, and otherwise avoid detection. Normally Stealth is opposed by a character's PER roll. Note that using this skill in an unfamiliar environment may entail a penalty of -1 to -10, based on the Degree Difficulty involved (GM's ruling).

Training period: 12 weeks.

Modifier: DEX.

SURVIVAL (SPECIFIC)

Ability to forage for food and water, navigate, and find or construct suitable shelter in the wilds. Also includes knowledge of the flora and fauna of a given region, including techniques for hunting, capturing, and using their remains. Each different terrain is a different Survival skill. The different sub-skills include: savannah, forest, jungle, desert, arctic, swamp, alpine, aquatic and urban. GM's are encouraged to add any other terrain types they deem needed.

Training period: 30 weeks.

Modifier: CON

SWIM

Staying afloat and getting from place to place in the water. Characters can attempt lifesaving techniques using this skill, with negative modifiers dependent on conditions in the water, size and weight of the victim, and so forth. Note that while encumbered or wearing any type of armor or even heavy clothing, a character will suffer severe penalties to their Swim skill.

Training period: 4 weeks.

Modifier: STR

THEOLOGY

The in-depth study of one particular religion or philosophy. Knowledge of Theology includes the ability to recite passages of important texts or orations, explain critical teachings, describe underlying symbolism, identify relevant relics, cite historical examples, and so forth. Theology has several sub-skills, each tracked separately. There are sub-skills for the more common religions in *Atlantis: The Second Age*.

Training period: 12 weeks

Modifier: INT

TORTURE

Ability to acquire information by unobtrusive, usually physical methods. Failure can result in accidental death of individual being tortured. This skill is normally

opposed by a character's WIL.

Training period: 6 weeks.

Modifier: DEX

TRACKING

Ability to read and follow tracks and traces left by creatures or beings. A tracker can identify and estimate the age of such tracks and often determine under what conditions (flight, exhaustion, heavy encumbrance, etc.) they were made. The surrounding terrain and the age and overall condition of the traces affect the Degree of Difficulty for this skill. This skill may only be used in a natural environment. It is normally impossible to use this skill to track someone in an urban-like environment.

Training period: 10 weeks.

Modifier: PER

WEAPON

Proficiency with any single category of weapon. Weapon skills are used for both attack and defense. Gamemasters are free to create new or unique weapon groups as required by their campaigns. For example, unique and exotic weapons may be weapons groups unto themselves.

Training period: 20 weeks for the first weapon and 4 weeks for additional weapons.

Modifier: CR

WEAPON SKILL SUB-CATEGORIES

Group	Example Weapons
Blades, 2-handed	claymore
Blades, large	khopesh, longsword
Blades, small	dagger, gladius, katar
Bows	shortbow, stone bow
Flails	ball & chain, flail, whip
Hafted	axes, hammers, clubs
Hafted, 2-handed	maul, battleaxe,
Slings	slings, bola
Spears	spear, trident, quarterstaff
Thrown	javelin, chakram, mungwanga

Some specialized weapons may require their own weapon group (example: blowguns)

TALENTS

Talents are a feature of *The Omni System*™ that allow you to customize your character in a near limitless manner. Because of Talents, no two characters will be alike regardless of their starting race, skill selection, culture or Calling.

Talents allow your character to excel in certain areas, or to bend the rules that other characters must obey. They cover a range of skills and abilities from combat, to magic to stealth, religion and even social interaction.

GAINING TALENTS

Talents are grouped together in Talent Trees. Each tree covers a particular set of abilities. As character's gain experience, players are able to purchase new and more powerful Talents, further customizing their characters.

Talents are grouped together into collections covering related abilities. All Races and Callings have a list of available trees open to them. Any talent selected must come from one of the talent trees available to the character's Calling (or Race).

PREREQUISITES

Many of the Talents presented here have prerequisites. These could be as simple as requiring a minimum CR or other attribute rating or perhaps even requiring the character to have previously acquired another Talent in the tree or even one from another Talent Tree.

Characters must meet all prerequisites listed before they may acquire a given Talent. Similarly, if a character ever loses a prerequisite for a Talent they already possess, they may not use that Talent again until regaining the prerequisite.

For example: If a Talent has a prerequisite of STR +2 and the player with this Talent has his STR reduced to +1 (perhaps from disease), he may not use this Talent again until he has regained his lost STR.

TALENT TREES

The following is a list of Talent Trees available to characters in *Atlantis: The Second Age*™:

- ◆ Academia
- ◆ Alchemical Sciences
- ◆ Arcane Training
- ◆ Beast Lore
- ◆ Brawler
- ◆ Coin of the Realm
- ◆ Combat Training
- ◆ Dark Lore
- ◆ Defensive Fighting
- ◆ Dirty Fighting
- ◆ Elemental Lore
- ◆ Fools and Their Money
- ◆ In the Stars
- ◆ Inventive Incantations
- ◆ Militia Training
- ◆ Mime & Music
- ◆ Mounted Combat
- ◆ Open Talents*
- ◆ Path of the Healer
- ◆ Path of the Mystic
- ◆ Quick & Agile
- ◆ Rank & Privilege
- ◆ Rune Master
- ◆ Salt Water in the Veins
- ◆ Sell Sword
- ◆ Skirmisher
- ◆ Statecraft
- ◆ Voice of the Gods
- ◆ Wanderer
- ◆ Way of the Arrow
- ◆ Way of the Wise
- ◆ Wild Fighter
- ◆ Wilderness lore

** Open Talents do not have trees and may be selected at any time so long as the character possesses all prerequisites.*

Academia

Antiquarian, Crystal Matrices, Diligent, Expert Antiquarian, Linguistics, Memory Training, Scribe.

Alchemical Sciences

Brew Elixir, Brew Potion, Chemical Resistance, Concoct Powder, Create Poison, Create Homunculus, Crystal Matrices, Infuse Potion, Philosopher's Stone.



Arcane Training

Dark Arts Order **OR** Elementalism Order **OR** High Sorcery Order **OR** Rune Magic Order, Arcane Resistance, Enchanted Lore, Expert Enchanted Lore, Magical Aptitude, Magic Resistance (all), Memory Training, Refined Magic Resistance (all).

Beast Lore

Animal Affinity, Animal Companion, Animal Magnetism, Animal Sense, Natural Remedy, Nature Speak, Survival of the Fittest.

Brawler

Brutal Throw, Cheap Shot, Improvised Weapons, Intimidation Tactics, Opportunist, Quick Draw, Sucker Punch, Taunt.

Coin of the Realm

Coordinate, Gossip, Quick Hands, Haggle, Negotiator, Middleman, Well Travelled.

Combat Training

Armor Tolerance I, Armor Tolerance II, Find Weakness, Natural Tactician, Quick Draw, Shield Slam, Smite, Squire, Swing Through, Two Weapon Fighting, Weapon Focus.

Defensive Fighting

Amazing Dodge, Break Away, Defensive Fighting, Defensive Roll, Extraordinary Dodge, Two Weapon Defense.

Dirty Fighting

Cheap Shot, Improvised Weapons, Low Blow, Opportunist, Quick Draw, Sudden Strike, Sneak Attack, Taunt.

Fools & Their Money

Blend In, Fleet of Foot, Gossip, Inconspicuous, Non-Lethal Force, Opportunist, Quick Hands, Speed Climb, Sure Footed, Tough Trail, Urban Tracking.

In the Stars

Astrology Order, Augury, Prophecy, Weather Sense.

Inventive Incantations

Amplify Spell, Arcane Aim, Disguise Spell, Expand Spell, Hasten Spell, Muted Spell, Spell Extension, Spell Focus.

Master Craftsman

Clockworks, Crystal Matrices, Exceptional Craftsman, Master Craftsman, Swift Creation

Militia Training

Advanced Militia Training, Archery Training, Basic Militia Training, Close Quarters Fighting, Weapon Focus (polearm **OR** spear).

Mime & Music

Coordinate, Expert Performer, Naturally Charming, Pied Piper, Taunt.

Mounted Combat

Bred to the Saddle, Charge, Mounted Evade, Mounted Stride, Trample.

Open Talents

Acute Hearing, Acute Vision, Ambidexterity, Attribute Boost, Cold Endurance, Darkvision, Die Hard, Diligent, Enchanting Beauty, Exceptional Craftsman, Heat Endurance, Inheritance, Master Craftsman, Natural Talent, Night Vision, Non Lethal Force, Poison Resistance, Quick Learner, Rally, Run Like the Wind, Second Wind, Self Sufficient, Skill Emphasis, Strong as an Ox, Swift Creation, Thick Skin, Throw Anything, Tough as Nails, Tough Skin, Wealth.

Path of the Healer

Brew Elixir, Create Poison, Death's Door, Lay on Hands, Leeches, Natural Remedy.

Path of the Mystic

Danger Sense, Mysticism Order, Natural Remedy, Precognition, Prophecy, Sense Evil, Weather Sense.

Quick & Agile

Amazing Dodge, Defensive Fighting, Defensive Roll, Elusive Target, Extraordinary Dodge, Highly Mobile, Opportunist.

Rank & Privilege

Aura of Nobility, Coordinate, Force of Personality, Inheritance, Natural Tactician, Pride and Prejudice, Royal Favor, Voice of Command.

Salt Water in the Veins

Acute Vision, Close Quarters Fighting, Deep Breath, Nasty Reputation, Rally, Salt Spray, Skirmish, Tough as Nails, Well Travelled.

Sell Sword

Archery Training, Armor Tolerance I, Close Quarters Fighting, Find Weakness, Shield Slam, Sword & Shield, Take the Reins, Weapon Focus.

Skirmisher

Duck & Cover, Elusive Target, Opportunist, Skirmish, Take the Reins.

Statecraft

Aura of Wisdom, Coordinate, Force of Personality, Gossip, Intimidation Tactics, Middleman, Naturally Charming, Negotiator, Royal Favor, Taunt.

Voice of the Gods

Ecclesiastic Training, Invocation Order, Aura of Wisdom, Force of Personality,

Wanderer

Fleet of Foot, Linguistics, Mounted Stride, Well Travelled.

Way of the Arrow

Archery Training, Advanced Archery Training, Disabling Shot, Improved Range, Point Blank Shot, Quick Reload, Trick Shot, Weapon Focus (bow or crossbow).

Way of the Wise

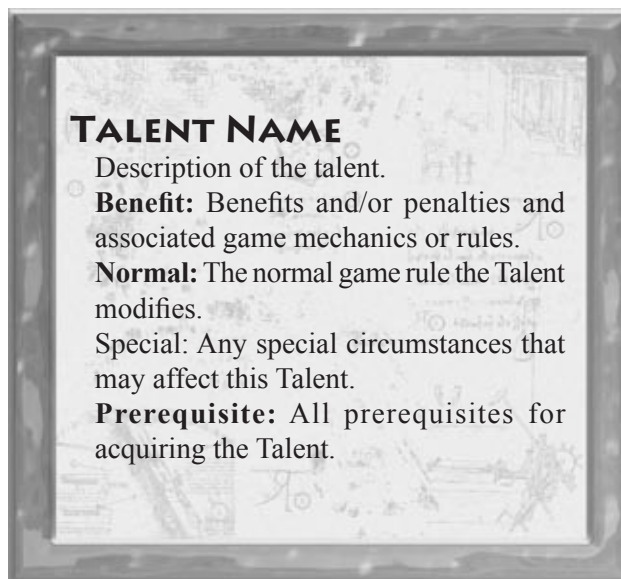
Shamanism **OR** Witchcraft Order, Augury, Danger Sense, Folk Remedies, Second Sight, Survival of the Fittest.

Wild Fighter

Close Quarters, Frenzied Attack I, Frenzied Attack II, Rage, Smite, Weapon Focus (weapon appropriate to culture).

Wilderness Lore

Danger Sense, Mountain Goat, Mountain Man, Natural Remedy, Speed Climb, Survival of the Fittest, Trackless I, Trackless II, Trackless III, Weather Sense.



TALENT DESCRIPTIONS

ACUTE HEARING

You have a trained ear or an exceptional natural sense of hearing.

Benefit: You receive a +2 bonus to all PER Omni Table checks as they relate to sound.

Prerequisite: None

ACUTE VISION

You have exceptional eyesight and see much better than most.

Benefit: You receive a +2 bonus to all PER Omni Table checks as they relate to vision.

Prerequisite: None

ADVANCED ARCHERY TRAINING

You have been trained in the effective use of various types of missile weapons.

Benefit: You receive a +2 bonus to all Omni Table rolls involving ranged combat (bows, thrown, etc.)

Prerequisite: Archery Training



ADVANCED MILITIA TRAINING

This training improves upon the Basic Militia Training and also includes the use of a wider range of weapons and personal defensive techniques.

Benefit: Increases the character's CR by +1.

Prerequisite: Basic Militia Training.

AMAZING DODGE

You have a remarkable ability to avoid being hit in melee combat.

Benefit: The character may double his DEX rating when calculating his defense against any one opponent in melee combat.

Prerequisite: DEX +1

AMBIDEXTROUS

Either from a natural ability or training, you are able to use both hands with near equal dexterity.

Benefit: You are always considered to be using your primary hand. Any actions taken with either hand suffer no penalty to the Omni Table roll.

Normal: Actions taken with the off-hand are usually at a -5 penalty.

Prerequisite: Dex +1

AMPLIFY SPELL

You have studied one particular spell at length and have effectively doubled the normal effects of this spell.

Benefit: Choose one of your known spells. Whenever you cast this spell it now automatically has the maximum possible effect (maximum amount of damage done, maximum number of hit points healed, etc.) on even a Partial Success on the Omni Table.

Prerequisite: +6 in the Mode of the given spell.

ANIMAL AFFINITY

You have a calming effect on the creatures of the forest.

Benefit: If you encounter an animal and are not actively in combat, you may attempt to soothe the creature by making a successful Omni Table CHA check. On a partial success, the animal will simply retreat by the quickest means possible. A full success means the animal in question considers you to be a friend and may aid you in some manner.

Prerequisite: Animal Magnetism, Animal Sense.

ANIMAL COMPANION

Your affinity for animals has garnered you a natural ally.

Benefit: You receive a loyal companion in the form of an animal of the same type with which you can communicate (through the Nature Speak talent). This animal companion will always be of the highest possible ability level for its type.

Prerequisite: Animal Affinity, Animal Magnetism, Animal Sense, Nature Speak.

ANIMAL MAGNETISM

You have a natural way with animals.

Benefit: You receive 2 free ranks in the Handle Animal and Ride skills.

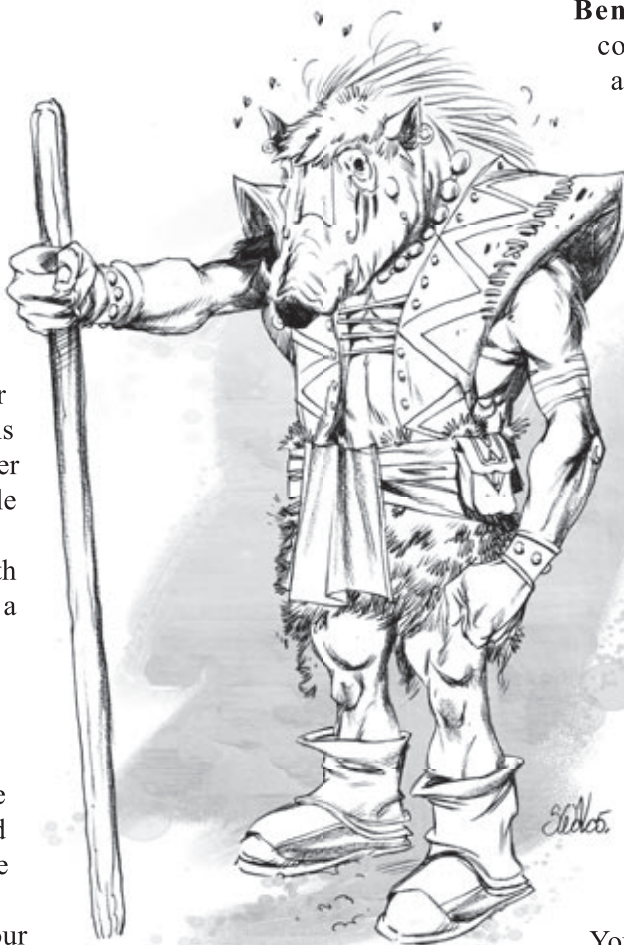
Prerequisite: None

ANIMAL SENSE

You have a natural affinity with the animals of the forest and can sense the presence of animals when they are about.

Benefit: You may make a PER roll on the Omni Table to try and locate any animals in the general vicinity. This works for natural beasts only, not Fey, magical or demonic aberrations and is effective to about one quarter mile. A critical success will also give you a sense of the types and locations as well as the approximate ability levels.

Prerequisite: Animal Magnetism.



ANTIQUARIAN

You are very knowledgeable about ancient artifacts and relics.

Benefit: You receive a +2 bonus on all Appraise skill checks when attempting to appraise the value of an ancient object or a +2 bonus to all Cryptography checks when deciphering ancient scripts.

Prerequisite: None.

ARCANE AIM

You are especially adept at targeting spell energy.

Benefit: You receive a +2 bonus to your Omni Table roll when casting a ranged spell of the Attack Mode.

Prerequisite: Attack Mode +5 greater.

ARCANE RESISTANCE

You have a natural immunity to magic in all of its myriad forms.

Benefit: You gain a +2 defense modifier when attempting to resist spells of any Mode. This applies to any beneficial spells, such as healing, cast upon the character as well. Characters may not have both Arcane Resistance and any Magical Order Talents.

Prerequisite: Available at character creation only.

ARCHERY TRAINING

You have a basic training in archery and the use of missile weapons.

Benefit: One free rank in either Weapon (bow) or Weapon (thrown).

Prerequisite: None

ARMOR TOLERANCE I

You have become accustomed to wearing your armor and no longer suffer some of the ill effects normally associated with it.

Benefit: This Talent effectively reduces the weight of armor worn by the character by 25% when calculating encumbrance penalties.

Prerequisite: None

ARMOR TOLERANCE II

The many years you have spent in your armor have enabled you to wear it like a second skin.

Benefit: This Talent effectively reduces the weight of armor worn by the character by 50% when calculating encumbrance penalties.

Prerequisite: Armor Tolerance I

ASTROLOGY ORDER

You have been educated in the ways of the Astrology Magic Order.

Benefit: You may cast spells of this Order providing you have ranks in one or more Mode skills.

Prerequisite: PER +2, INT +1

ATTRIBUTE BOOST

You have worked hard to improve your body, mind or spirit.

Benefit: You may increase any one Attribute by +1.

Prerequisite: None

Special: Attribute boost may be selected multiple times but no one attribute may be increased more than +2 using this Talent.

AUGURY

Gifted with a sense of foresight, you can sometimes predict what result a particular action will bring.

Benefit: Once per day, you may ask a simple question of the GM concerning an action you or a companion are about to perform. An Omni Table roll is required with no modifiers and a Degree of Difficulty, set by the GM based on the question asked. A partial success will give a vague answer while a full or critical success will give the player an edge on the action in question.

Prerequisite: PER +2

AURA OF NOBILITY

You have gained the respect and/or fear of others for your perceived nobility and rank in society.

Benefit: You may double your REN rating when adding it to CHA for determination of Reaction Rolls.

Normal: When making a normal Reaction roll, CHA and REN are added together and used as an Omni Table modifier.

Prerequisite: None

AURA OF WISDOM

You have gained the respect of others for your perceived wisdom.

Benefit: You may add your INT rating to CHA and REN when determining Reaction Rolls.

Normal: When making a normal reaction Roll, CHA and REN are added together and used as an Omni Table modifier.

Prerequisite: CHA +1



BASIC MILITIA TRAINING

Basic training given to (or more often forced upon) peasants in times of conflict. This includes coordinated fighting tactics and some weapon training.

Benefit: One free rank in either Weapon (Polearms) or Weapon (Spear).

Prerequisite: None

BLEND IN (SPECIFIC)

You are especially adept at hiding in a particular environment.

Benefit: You receive a +5 bonus to Stealth checks in one of the following environments: forests, mountains, steppes, swamps, desert, tundra or urban.

Special: This Talent may be selected more than once. Each time it applies to a different terrain type.

Prerequisite: None

BREAK AWAY

You have learned how best to disengage from melee combat without putting yourself at risk.

Benefit: The normal free unopposed attack(s) that a character incurs when he flees from a close combat is no longer applied.

Prerequisite: Amazing Dodge.

BRED TO THE SADDLE

You were taught to ride at an early age and have kept up the practice.

Benefit: You receive 2 free Ranks in the Ride skill and a +2 bonus to your skill rating in the Handle Animal skill as it pertains to one particular mount.

Prerequisite: None

BREW ELIXIRS

You have been taught the finer points of brewing alchemical or herbal elixirs.

Benefit: You may use the Alchemy skill to brew alchemical elixirs such as medicines, aphrodisiacs, antidotes, etc. Alternatively, you may use the herb lore skill to create Healing Elixirs.

Prerequisite: Alchemy +2 OR Herb Lore +8

BREW POTION

You have been taught the finer points of brewing alchemical potions.

Benefit: You may use the Alchemy skill to brew potions that convey magical effects upon the imbiber. You are effectively able to imbue a potion with the effects of any spell you know, thereby conveying the effects of

the spell upon the imbiber of the potion.

Prerequisite: Brew Elixir, Infuse Potion

BRUTAL THROW

When attacking unarmed, you may make a particularly damaging throw.

Benefit: After making a successful Grapple attack, the character may throw his opponent as normal but this throw has a chance of stunning the thrown opponent. The individual thrown must succeed in a CON roll or is stunned and unable to act or defend himself next round.

Prerequisite: Brawling +3 or CR +3, STR+2.

CHARGE

You have been trained in the fine art of mounted warfare.

Benefit: You may direct your mount to charge a specific target. You receive a +3 bonus to the Omni Table roll and do double the normal damage if successful.

Prerequisite: Mounted Combat 5+

CHEAP SHOT

You have learned how to hit someone where it hurts. Not a particularly honorable type of attack, such as a kidney punch or a knee to the groin, but nonetheless effective.

Benefit: Reduces the effectiveness of an opponent for a few rounds. A successful Cheap Shot causes all actions taken by victim to be at a special penalty of -2 for three rounds minus the victim's WIL (minimum 1 round). A Critical Success doubles the duration.

Prerequisite: Brawling +3.

CHEMICAL RESISTANCE

You have built up a resistance through years of handling dangerous alchemical substances.

Benefit: You receive a +5 bonus to any CON Omni Table roll to resist alchemical or poisonous substances.

Prerequisite: Infuse Potion, Create Poison.

CLOCKWORK

You are knowledgeable in the workings of the many clockwork devices that are a legacy of the First Age Atlanteans.

Benefit: You may use you Handicraft (artificer) skill to design and modify devices or mechanisms to create advanced clockwork mechanisms, including accurate clocks as well as clockwork powered vehicles and

prostheses. They can create clockwork automata capable of performing almost any mundane function, like automatically harvesting fruit or shelling nuts. Creating such devices takes between one day and several weeks, depending upon the complexity of the device. None of these items are “magical” and a difficulty penalty from -2 (for simple toys) to -20 (for highly accurate clocks used for navigation) is at the discretion of the GM.

Prerequisite: Handicraft (artificer) +12

CLOSE QUARTERS FIGHTING

You have learned to fight effectively while in tight confines or in tightly packed spaces.

Benefit: Reduces the negative effects of using small weapons while grappled and larger weapons when there is normally insufficient room to do so.

Normal: There is usually a -5 penalty if trying to use a weapon while grappled by an opponent.

Prerequisite: Brawling +3 or CR +5.

COLD ENDURANCE

Because of a natural trait or experience working and living in colder climes you have a superior endurance to the cold.

Benefit: You suffer only DR2 per round from exposure to extreme cold and have a PR 2 against cold attacks.

Prerequisite: None

CONCOCT POWDERS

You have been taught the finer points of distilling alchemical powders.

Benefit: You may use the Alchemy skill to create alchemical powders of all types.

Prerequisite: Brew Elixir,

COORDINATE

You have a knack for getting people to work together.

Benefit: Whenever you spend at least one round coordinating your companions, you grant them a +2 bonus to any one non-combat skill roll. You may coordinate a number of companions up to your CHA score.

Prerequisite: Negotiator.

CREATE POISON

You have been taught the finer points of distilling and brewing various types of toxins, poisons and venoms.

Benefit: You may use the Alchemy skill to create poisons of all types

Prerequisite: Brew Elixir

CRYSTAL MATRICES

You have been taught and are skilled in the creation of basic Atlantean crystal matrices.

Benefit: You may use the Handicraft (artificer) skill to create crystal matrices that will generate the heat of a campfire (DR 6, ignore all PR), illuminate a 100 x 100 foot area, pump 20 gallons of water a minute, or levitate up to 500 pounds off a ley line road.

Prerequisite: Handicraft (artificer) +10

DANGER SENSE

You have the ability to sense when something is going to go badly. Possibly a vague premonition of impending danger or even just a studied knowledge of where things are likely to happen, this Talent is invaluable.

Benefit: Adds +2 to the character’s Initiative roll at the beginning of any encounter.

Prerequisite: None.

DARK ARTS ORDER

You have been educated in the ways of the Dark Arts Magic Order.

Benefit: You may cast spells of this Order providing you have ranks in one or more Mode skills.

Prerequisite: WIL +2, INT +1

DARKVISION

You have the natural ability to see in the dark. This Talent does not grant sight in magically created or supernatural darkness

Benefit: You suffer no penalties to any Omni Table roll from natural darkness.

Prerequisite: May only be acquired through Race selection

DEATH’S DOOR

Your talent at the healing arts is exceptional.

Benefit: So long as a person has not been dead longer than a number of minutes equal to your PTY rating, you may make a Heal roll on the Omni Table with a Degree of Difficulty modifier of -15. A full success will revive the person bringing their hit point total to 1. A critical success will see the person revived and have a total of 5 hit points.

Prerequisite: Heal +10.



DEEP BREATH

You have an extraordinary ability to hold your breath. You may hold your breath while underwater or when attempting to avoid the effects of noxious gasses for twice as long as most people.

Benefit: You may hold your breath for up to one minute per +1 CON.

Prerequisite: CON +1

DEFENSIVE FIGHTING

You have mastered the art of making yourself hard to hit in combat.

Benefit: For each -2 taken on the Attack roll, the character's Defense is enhanced by +1, up to a maximum of the character's CR.

Prerequisite: DEX +1 or CR +3.

DEFENSIVE ROLL

You have learned to reduce the damage taken from a successful hit by rolling with the impact.

Benefit: With a successful DEX roll, the character can reduce the damage taken from a successful melee attack by one half. This reduction is done after adding the opponent's Strength but before Damage Reduction for armor and may not reduce the damage to less than 1.

Prerequisite: Defensive Fighting, DEX +1 or CR +3.

DEVOTION

You are particularly devoted to your faith.

Benefit: You receive a +1 bonus on all attack rolls when combating enemies of your faith. Ultimately, who and what is an enemy of your faith is at the GM's discretion.

Prerequisite: None

DIEHARD

You are tougher than most of your peers.

Benefit: You receive a one time bonus of +3 hit points. This Talent may be selected up to 3 times, each time adding +3 hit points.

Prerequisite: CON +1

DILIGENT

You have an eye for detail in everything you do.

Benefit: You receive 2 free ranks in the Appraise and Cryptography skills.

Prerequisite: None.

DISABLING SHOT

You have learned how to disable or slow down an opponent with a missile weapon.

Benefit: With a stated intent of disabling his target (made before the Attack roll), a successful attack using a ranged weapon (bow, crossbow, thrown weapon, etc.) will cause only half damage but also reduces the target's Strength, Dexterity or Speed by -2 for a duration of ten rounds.

Prerequisite: Point Blank Shot.

DISGUISE SPELL

You have learned various methods to disguise the arcane signature of one of your spells.

Benefit: Select one of your known spells. Whenever someone attempts to counterspell this spell, you receive a +5 bonus to resist.

Prerequisite: Relevant Mode skill +5 or greater

DUCK & COVER

You don't like being hit and have learned to make effective use of any cover provided.

Benefit: When the character is being targeted with a missile weapon, he counts any cover at twice value for determining penalties. For example, a character behind 20% cover would normally incur a -2 penalty on any attacks made against him with missile weapons. The same character with Duck and Cover would incur a -4 penalty.

Prerequisite: None.

ECCLESIASTIC TRAINING

You were singled out at a young age as having a particular aptitude for religion.

Benefit: You receive 4 free ranks in the Theology (select religion) skill.

Prerequisite: None.

ELEMENTALISM ORDER

You have been educated in the ways of the Elementalism Magic Order.

Benefit: You may cast spells of this Order providing you have ranks in one or more Mode skills.

Prerequisite: INT +1, STR +1, CON +1

ELUSIVE TARGET

You have the ability to move while under fire in such a way that reduces your chances of being hit.

Benefit: Any attempt to hit you while you are moving

will receive a further -2 penalty above the normal penalties associated with firing on a moving target.

Prerequisite: Duck and Cover.

Enchanted Lore

You have a special knowledge of enchanted items like swords, armor, wands and such.

Benefit: You receive a +2 bonus on all Appraise skill checks when attempting to appraise the value of an enchanted object.

Prerequisite: None.

ENCHANTING BEAUTY

You have been gifted by the gods with exceptional beauty.

Benefit: You receive a +5 bonus to all Diplomacy and Seduction Omni Table rolls when dealing with a member of the opposite sex.

Prerequisite: CHA +1

EXCEPTIONAL CRAFTSMAN

You excel in your chosen craft, often creating what others consider to be works of art.

Benefit: Select one of your Handicraft skills. You now receive a +5 bonus to all Omni Table rolls when using this skill. This Talent may be selected more than one, each time must be applied to a different Handicraft skill.

Prerequisite: None.

EXPAND SPELL

You have studied one particular spell at length and have effectively doubled the normal area of effect of the spell.

Benefit: Choose one of your known spells. You may now widen the area of effect of this spell up to twice the normal area with no increased difficulty to your Omni Table casting roll.

Prerequisite: +6 in the Mode of the given spell.

EXPERT ANTIQUARIAN

You are particularly knowledgeable in ancient artifacts and relics.

Benefit: You receive a +3 bonus on all Appraise skill checks when attempting to appraise the value of an ancient object. This bonus stacks with the bonus received from the Antiquarian Talent. Also, you may select one particular ancient civilization. You receive a +5 bonus instead of a +3 bonus to appraise checks relating to this civilization.

Prerequisite: Antiquarian.

EXPERT ENCHANTED LORE

You have particularly advanced knowledge of enchanted items like swords, armor, wands and the like.

Benefit: You receive a +3 bonus on all Appraise skill checks when attempting to appraise the value of an enchanted object. This bonus stacks with the bonus received from the Enchanted Lore Talent. In addition, you receive 2 free ranks in the Lore (arcane arts) skill.

Prerequisite: Enchanted Lore.

EXPERT PERFORMER

You are highly skilled in one particular style of the performing arts.

Benefit: Select one Perform skill. You receive a +5 bonus to all Omni Table rolls using this skill.

Prerequisite: None.

EXTRAORDINARY DODGE

You possess a near unearthly ability to avoid injury in melee combat.

Benefit: You may double your DEX rating when calculating your Defense in melee combat against any number of opponents.

Prerequisite: Amazing Dodge, DEX +2.

FAST AND PRAY

You are especially pious and seek the gods' guidance in all that you do.

Benefit: By fasting and praying for at least one day you increase your WIL by +1 for 24 hours.

Prerequisite: None.

FIND WEAKNESS

After studying an opponent for a time, you become familiar with his combat style and may use this to advantage.

Benefit: If you take a round to study your opponent in combat (make no attack, but may defend normally), you may substitute your INT rating for your STR rating to subsequent Attack rolls against this opponent.

Prerequisite: None.

FLEET OF FOOT

You are fast on your feet.

Benefit: You may permanently increase your SPD attribute by +1. This talent may be selected up to two times.

Prerequisite: None.



FOLK REMEDIES

The knowledge of various folk remedies and charms have been passed down to you by your elders.

Benefit: By spending 2 hours gathering common ingredients and carefully preparing them, you may make a potion, tincture or salve that will cure a specific disease, cure a specific poison or heal 4 hit points of damage.

Special: This talent may be selected more than once, each time it enables you to create a cure for a different disease or poison.

Prerequisite: None.

FORCE OF PERSONALITY

You have a strong sense of who you are and what you believe in.

Benefit: You receive a +3 bonus to any opposed check that uses your WIL rating as a modifier such as opposing the Intimidation or Torture skills.

Prerequisite: None.

FORESTER

You are at home amongst the trees and undergrowth of the forests and find it more welcoming than the cities of men.

Benefit: You may pass through heavy undergrowth with no penalty to SPD.

Prerequisite: Survival of the Fittest OR Racial

FRENZIED ATTACK I

Whether a berserker charge or just an all-out flurry of blows, a Frenzied Attack sacrifices Defense for damage potential.

Benefit: You may make one extra attack at full normal Attack bonus each round. This extra attack however, comes at a cost. When making a Frenzied Attack you are at -5 to your Defense until your next turn.

Prerequisite: Rage.

FRENZIED ATTACK II

An improved form of Frenzied Attack.

Benefit: You may make one extra attack at full normal Attack bonus each round. This stacks with Frenzied Attack I.

Prerequisite: Frenzied Attack I, Rage, CR +5.

GOSSIP

You have a good ear for gossip and a knack for discerning truth from embellishment.

Benefit: You receive a +3 bonus to all Investigate Omni

Table rolls.

Prerequisite: None.

HAGGLE

You are adept at the fine art of haggling.

Benefit: You receive a +3 bonus to all Omni Table rolls using your Diplomacy skill when used in a mercantile situation. Additionally, whenever you roll a Full Success on the Omni Table using your Diplomacy skill to buy or sell goods, you receive a +/- 20% to the value of the goods sold/bought. A Critical Success means you may buy or sell the goods at +/- 50% of their normal value.

Prerequisite: None.

HASTEN SPELL

You have studied one particular spell at length and have effectively halved the time required to cast it.

Benefit: Choose one of your known spells. You may now cast this spell as a free action, once per round.

Normal: Casting a spell normally counts as an action.

Prerequisite: +6 in the Mode of the given spell.

HEAT ENDURANCE

Because of a natural trait or experience working and living in tropical climes you have a superior endurance to the heat.

Benefit: You suffer only DR2 per round from exposure to extreme heat and have a PR 2 against heat and flame attacks.

Prerequisite: None

HIGHLY MOBILE

You are able to move freely in melee combat.

Benefit: You are able to attack or defend and still move up to half of your normal speed during your turn without incurring a penalty for multiple actions in a round.

Prerequisite: None.

HIGH SORCERY ORDER

You have been educated in the ways of the High Sorcery Magic Order.

Benefit: You may cast spells of this Order providing you have ranks in one or more Mode skills.

Prerequisite: INT +3

IMPROVED RANGE (SPECIFIC)

Through long practice, you have improved the range of one of your ranged weapons.

Benefit: The effective range of the selected class of ranged weapon is increased by 50%. This Talent may be taken multiple times, each time it is applied to a different class of weapon.

Prerequisite: Point Blank Shot.

IMPROVISED WEAPONS

You can use almost anything at hand as an effective weapon.

Benefit: The character suffers only a -2 penalty when using an improvised weapon or a weapon with which he is unfamiliar (has no skill ranks in).

Prerequisite: None.

INCONSPICUOUS

You can pass unnoticed in most situations.

Benefit: You rely on your ability to stay out of site. With this Talent, You gain 2 free ranks in the Stealth skill.

Prerequisite: None.

INFUSE POTION

You have alchemical knowledge that allows you to duplicate certain magical effects.

Benefit: You may use your Alchemy skill to create potions that, while their effects may seem magical, are purely natural in nature. Choose from one of the following effects: immunity to flame, immunity to cold, heal (10 hp), cure disease (up to level 5), aphrodisiac, depilatory, poison antidote (up to level 10), soporific (cause sleep for 1d20 rounds). These potions take 2 days each to prepare. (see Chapter Eight). The Infuse Potion talent is also required for the manufacture of Aqua Vitae.

Special: This Talent may be selected more than once, each time being applied to a different type of potion.

Prerequisite: Brew Elixir, Brew Potion

INHERITANCE

A member of your family has passed on to the Otherworld and left you an inheritance.

Benefit: The form of the inheritance could be anything the GM feels is appropriate. This could be a sword or tool of exceptional quality, a fine steed, small cottage or what have you for the lower classes right up to a fief, manor or even a keep for those in the nobility.

Prerequisite: Level 3+

INTIMIDATION TACTICS

You have learned how scare others out of their possessions through intimidating tactics.

Benefit: You receive 2 free ranks in the Intimidation skill and may use either STR or CHA as a modifier to that skill.

Normal: Intimidation normally uses only a character's CHA rating as a modifier.

Prerequisite: None

INVOCATION ORDER

You have been educated in the ways of the Invocation Magic Order.

Benefit: You may cast spells of this Order providing you have ranks in one or more Mode skills.

Prerequisite: WIL +2, CHA +1

LEECHES

You are knowledgeable in the medicinal uses of leeches.

Benefit: You gain a +2 bonus to all Heal and Medicine *Omni Table* rolls when you have access to leeches.

Prerequisite: None.

LINGUISTICS

You have a natural affinity for languages and may learn new languages much faster than others.

Benefit: Characters with the Linguistics Talent gain 3 free ranks in any language they know or learn in the future, i.e. if the player buys at least one rank in a language they automatically advance to the Fluent level.

Prerequisite: INT +1.

LOW BLOW

You have the ability to land a particularly nasty hit on an opponent that has the potential to stun him.

Benefit: An opponent struck with a Low Blow may be temporarily stunned and unable to perform any action other than defend himself or move at half speed for two rounds. A successful WIL roll will negate this effect.

Prerequisite: Cheap Shot.

MAGICAL APTITUDE

You have a natural aptitude for the arcane arts and sciences.

Benefit: You receive 1 free rank in any one Mode skill. This Talent may be selected more than once, each time the bonus is applied to a different Mode skill.

Prerequisite: None



MAGIC RESISTANCE: ATTACK

You were born with a natural resistance to arcane energy and are better able to resist some types of spells.

Benefit: You gain a +2 defense modifier when attempting to resist a spell of the Attack Mode.

Prerequisite: Character creation only

MAGIC RESISTANCE: ILLUSION

You were born with a natural resistance to arcane energy and are better able to resist some types of spells.

Benefit: You gain a +2 defense modifier when attempting to resist a spell of the Illusion Mode.

Prerequisite: Character creation only

MAGIC RESISTANCE: INFLUENCE

You were born with a natural resistance to arcane energy and are better able to resist some types of spells.

Benefit: You gain a +2 defense modifier when attempting to resist a spell of the Influence Mode.

Prerequisite: Character creation only

MAGIC RESISTANCE: MANIPULATE

You were born with a natural resistance to arcane energy and are better able to resist some types of spells.

Benefit: You gain a +2 defense modifier when attempting to resist a spell of the Transform Mode.

Prerequisite: Character creation only

MASTER CRAFTSMAN

Part of a relatively new and burgeoning social class, you have trained long and hard in a particular craft.

Benefit: You receive 4 free ranks in any one Craft skill.

Prerequisite: None

MEMORY TRAINING

Most folk of the Antediluvian world do not have access to durable writing material and thus many train their memories for near perfect recall.

Benefit: If you commit yourself to memorizing something, you can recite it, without error, at any later date. It generally takes three times as long to memorize a passage than it does to simply read it.

Prerequisite: INT +1

MIDDLEMAN

You are adept at coordinating efforts amongst disparate groups of people and are often sought out to mediate disputes.

Benefit: You receive 2 free ranks in the Diplomacy skill.

Prerequisite: None

MOUNTAIN GOAT

You are especially skilled at maintaining your balance on loose stone, rubble and steep slopes.

Benefit: You receive a +2 bonus to all Balance and Climb Omni Table checks as it relates to the above conditions.

Prerequisite: DEX +1, Surefooted

MOUNTAIN MAN

You are experienced in mountainous terrain.

Benefit: You receive a +2 bonus on all Climb and Survival (alpine) Omni Table rolls.

Prerequisite: None

MOUNTED EVADE

You are skilled at guiding your mount to avoid the blows of others.

Benefit: You receive a +4 bonus to your Mounted Combat skill for the purposes of defense only.

Prerequisite: Ride (Specific) +4.

MOUNTED STRIDE

The ability to get the best long-range speed out of a mount.

Benefit: The character may double the distance traveled in one day while mounted and in reasonably good terrain.

Prerequisite: Ride (Specific) +3.

MUTED SPELL

You have studied one particular spell at length and have devised a way to activate the spell without the use of sound.

Benefit: Choose one of your known spells. You may now cast this without any verbal components and in complete silence. Some type of somatic or material component will still be required to cast the spell however.

Prerequisite: +6 in the Mode of the given spell.

MYSTICISM ORDER

You have been educated in the ways of the Mysticism Magic Order.

Benefit: You may cast spells of this Order providing you have ranks in one or more Mode skills.

Prerequisite: INT +2, CON +1

NASTY REPUTATION

You have gained a reputation for being fearsome, cold-hearted or otherwise of a nasty disposition.

Benefit: You gain a +2 bonus to Intimidation Omni Table rolls.

Prerequisite: REN -1

NATURAL REMEDY

You are knowledgeable in the medicinal uses of herbs, roots, bark and other forest plants

Benefit: You gain a +3 bonus to all Heal Omni Table rolls when you have access to various herbal substances. This bonus stacks with any bonus received from other Talents in this tree.

Prerequisite: None

NATURAL TACTICIAN

You have studied the tactics and strategies of the battlefield.

Benefit: You receive 3 free ranks in the Lore (tactics) skill.

Prerequisite: None

NATURAL TALENT

You have a natural affinity for a particular skill.

Benefit: Select any one skill. You receive a +2 bonus to all Omni Table rolls using this skill.

Special: Please note weapons skills are excluded from this talent.

Prerequisite: None

NATURAL TALENT II

Your natural sense of skill exceeds most of your peers.

Benefit: Select any one skill for which you space already have the Natural Talent Talent. You receive an additional +3 bonus on any Omni Table roll using the skill. This bonus stacks with the Natural Talent bonus.

Prerequisite: Natural Talent

NATURALLY CHARMING

You are a naturally charming person and you may use your charm to sway the opinions of others.

Benefit: You may double your CHA as a modifier to all Diplomacy and Seduction rolls on the Omni Table.

Prerequisite: CHA +1

NATURE SPEAK

You have the mystical ability to understand the language of a particular type of animal.

Benefit: select on type of natural animal. You are able to understand and be understood by members of this species.

Prerequisite: Animal Affinity

NEGOTIATOR

You are skilled at the fine art of negotiation be that in obtaining the best price for your wares or in talking your way out of a difficult situation.

Benefit: You receive 2 free ranks in the Diplomacy and Sense Motive skills.

Prerequisite: None

NIGHT VISION

Your eyes see better in the dark than most people.

Benefit: You will never suffer more than a -3 penalty to an PER checks at night.

Prerequisite: None

NON-LETHAL FORCE

The ability to subdue an opponent using normally lethal weapons.

Benefit: Even when using normally lethal melee weapons (swords, axes, spears, etc.), the character may make any attacks deal non-lethal damage instead. This intent must be made before the attack on any particular round.

Prerequisite: Brawling +4 OR Defensive Martial Arts +2

OPPORTUNIST

The ability to turn any situation to one's own advantage.

Benefit: Any time an opponent misses a melee Attack against the character, he may make an immediate counterattack. This attack is out of sequence and still counts as an action taken. For example, if the character had already attacked (or taken another action) this round, the counterattack is at the normal -5 penalty for



multiple actions.

Prerequisite: DEX +2

PACT

You have made dangerous bid to gain enormous power by signing a pact with a demonic force from the lower dimensions.

Benefit: You receive a +4 bonus to any one Mode skill.

Special: When this Talent is selected the players must select either a permanent -1 penalty to CHA or CON. This Talent may be selected more than once, each time being applied to another Mode (the penalty must also be taken each time).

Prerequisite: Dark Arts Order

PIED PIPER

Your skill in musicianship is often able to soothe wild beasts.

Benefit: You may use your Perform (musicianship) to clam animals. GM's should gauge the general demeanor of the animal in question when determining the DoD. A full success will make the animal completely docile while a partial success will at least prevent the animal from attacking.

Prerequisite: Perform (musicianship) +8

POINT BLANK SHOT

The practiced skill of hitting a target at close range.

Benefit: Any attacks made with a ranged weapon within one half of the effective range receive a +2 bonus.

Prerequisite: CR +1

POISON RESISTANCE

You have built up a resistance to toxins and venoms.

Benefit: When attempting to resist the effects of poison you may triple, rather than double, your CON as a modifier to your Omni Table roll.

Prerequisite: CON +1

PRECOGNITION

Whether through a preternatural sense or skill at divination, you have an uncanny sense of déjà vu.

Benefit: Because of your "sixth sense" you may never be caught unawares, nor can you be surprised.

Prerequisite: Character creation only.

PRIDE AND PREJUDICE

Your family, clan, tribe or nation has a long standing antipathy for another such group.

Benefit: Select a family, clan or culture from your own or a neighboring realm. Driven by your hatred of this rival, you may add your WIL rating to your Attack roll instead of your CR when fighting a member, or agents of, this rival group.

Prerequisite: None

PROPHECY

You have the gift for prophecy. Whether through visions from the gods, an advanced knowledge of the stars and planets or some dark gift, you are able to predict the future with an uncanny degree of accuracy.

Benefit: Twice per day you may ask the GM one specific question about something that has not yet happened and make an Omni Table roll using your combined WIL and PER as a modifier. The degree of difficulty will depend on the specific question asked with more general or unimportant questions having a lower degree of difficulty than a life and death question. A partial success indicates a general sense of what is to come, while a full success should give fairly accurate information. Depending on the question asked and the Omni Table result, the character may receive a bonus to future Omni Table checks because of the knowledge gleaned from his Prophecy.

Prerequisite: None

QUICK HANDS

Benefit: Those from urban environments often find the need to steal in order to survive. From an early age, many learn to quickly pocket small items when others are distracted. Characters with this talent receive 2 free ranks in the Sleight of Hand skill.

Prerequisite: None

QUICK LEARNER

You are a quick study and learn faster than your peers.

Benefit: Learning new skills takes you half the time as other characters in both time and XP costs.

Prerequisite: None

QUICK RELOAD

Through training and practice, the character has learned how to efficiently reload his ranged weapons faster than normal.

Benefit: You may effectively use a bow, sling or other missile weapon twice per round without incurring the

normal multiple actions penalty.

Prerequisite: Weapon (any missile weapon) +4

QUICKDRAW

The ability to draw a weapon with startling swiftness.

Benefit: A character may draw his weapon as a free action and does not suffer any multiple action penalty.

Prerequisite: CR +2 or Weapon +4

RAGE

The ability to channel one's anger in combat.

Benefit: The character may choose to take a penalty on his Attack roll to increase the Damage dealt. For each -2 penalty taken to the Attack roll, +1 Damage is dealt on a successful hit. The player must state his intention to use this Talent before the roll to Attack.

Prerequisite: None

RALLY

You are skilled in giving rousing speeches or otherwise encouraging your companions and underlings to push their limits.

Benefits: Once per day you may grant a +1 bonus to all companions rolls when resisting fear (WIL checks) or Attack rolls.

Prerequisite: CHA +0

REFINED MAGIC RESISTANCE:

ATTACK

Through practice and experience you have further refined your natural magic resistance to certain types of spells.

Benefit: You gain a +2 defense modifier when attempting to resist a spell of the Attack Mode. This bonus stacks with the bonus received from Magic Resistance: Attack.

Prerequisite: Magic Resistance: Attack

REFINED MAGIC RESISTANCE:

ILLUSION

Through practice and experience you have further refined your natural magic resistance to certain types of spells.

Benefit: You gain a +2 defense modifier when attempting to resist a spell of the Illusion Mode. This bonus stacks with the bonus received from Magic Resistance: Illusion.

Prerequisite: Magic Resistance: Illusion.

REFINED MAGIC RESISTANCE: INFLUENCE

Through practice and experience you have further refined your natural magic resistance to certain types of spells.

Benefit: You gain a +2 defense modifier when attempting to resist a spell of the Influence Mode. This bonus stacks with the bonus received from Magic Resistance: Influence.

Prerequisite: Magic Resistance: Influence

REFINED MAGIC RESISTANCE: MANIPULATE

Through practice and experience you have further refined your natural magic resistance to certain types of spells.

Benefit: You gain a +2 defense modifier when attempting to resist a spell of the Manipulate Mode. This bonus stacks with the bonus received from Magic Resistance: Manipulate

Prerequisite: Magic Resistance: Manipulate

ROYAL FAVOR

Because of your connections, you are able to call upon favors from those more powerful than yourself.

Benefit: Once per week, you may make a Charisma check on the Omni Table in order to gain a favor from a more powerful contact. This favor can be anything from a night's lodging to a small monetary loan or the use of a sturdy mount. The form of the favor will depend on the Omni Table result and is always at the discretion of the GM.

Prerequisite: None

RUN LIKE THE WIND

The ability to run swiftly for distance.

Benefit: For the purpose of moving only, the character's SPD Attribute is considered 50% greater. This applies if the character is moving under his own power (i.e. not mounted) and on reasonably level and clear terrain.

Prerequisite: None

RUNE MAGIC ORDER

You have been educated in the ways of the Rune Magic Order.

Benefit: You may cast spells of this Order providing you have ranks in one or more Mode skills.

Prerequisite: INT +2, Dex +1



SCENT

You have a keen and sensitive sense of smell.

Benefit: You may use the Track skill by scent alone. In other words, you are able to track prey even in complete darkness. Strong winds, rain and other environmental factors may result in Omni Table penalties when attempting to track by scent.

Prerequisite: Racial Talent Only

SCRIBE

You have been trained in the exacting art of the scriptorium.

Benefit: You receive a +2 bonus to all Cryptography Omni Table rolls.

Prerequisite: Literacy +5

SALT SPRAY

You are an experienced sailor and are at home at sea.

Benefit: You receive two free ranks in the Balance skill and never suffer penalties while in combat aboard ship due to inclement weather, slippery decks or other turmoil.

Prerequisite: None

SECOND SIGHT

You have inherited the gift (or curse) of the Second Sight. You are occasionally visited by visions of the near future. Those with Second Sight can also see events happening to living people who are great distances away. This talent comes unbidden and cannot be controlled by the character.

Benefit: Whenever you are faced with a situation where you must choose between two or more options, you may roll on the action table modified by your PER rating. A full success will allow you to ask one question of the GM concerning the possible outcomes of the options. On any other Omni Table result, no visions appear.

Prerequisite: Character creation only.

SECOND WIND

Used to long days toiling in the sun, you can reach into your soul for reserves of energy.

Benefit: Once per day you may recover a number of hit points equal to your CON. This talent will not increase your hit points beyond your full normal total.

Prerequisite: Self Sufficient

SELF SUFFICIENT

You rely on few to find your way in the world.

Benefit: You receive 2 free ranks in the Heal and

Survival skills.

Prerequisite: None

SENSE EVIL

You have a preternatural sense for those of an evil or malignant nature.

Benefit: You may never be surprised by any creature or individual who is truly evil in nature including demons, evil spirits, undead and those men who have evil in their hearts like those who practice the Dark Arts.

Prerequisite: None

SHAMANISM ORDER

You have been educated in the ways of the Shamanism Magic Order.

Benefit: You may cast spells of this Order providing you have ranks in one or more Mode skills.

Prerequisite: PER +2, WIL +1

SHIELD SLAM

The ability to strike an opponent with a shield for damage.

Benefit: After an unsuccessful Attack against the character, he may make a retaliatory strike against his attacker using his shield. This shield slam does 4 points of damage and may disarm the opponent unless he makes a successful STR Attribute check. This does count as a normal action and suffers the -5 penalty for multiple actions in a round.

Prerequisite: CR +5

SKILL EMPHASIS

You have focused your attention and training to a particular skill.

Benefit: You receive a +2 bonus to one specific skill rating of your choosing.

Special: This talent may not be applied to any Weapon or Mode skill rating.

Prerequisite: None

SKIRMISH

Training in the use of skirmish tactics in combat.

Benefit: A character may throw any one-handed thrown weapons (spears, javelins, knives, etc.) at no penalty while moving at half speed.

Prerequisite: Weapon (thrown) +6

SMITE

The ability to strike an opponent with tremendous force.

Benefit: The character adds one half of his Combat Rating (round down) to the Damage dealt with a successful Attack.

Prerequisite: CR +4, Weapon Focus with the weapon used.

SNEAK ATTACK

You have the practiced ability to strike an opponent for maximum effect when he is caught unaware.

Benefit: Adept at using stealth to sneak up on unsuspecting targets, characters with the Sneak Attack talent may bypass all PR due to armor when making an undefended attack.

Prerequisite: Inconspicuous

SPEED CLIMB

You are as swift climbing vertical surfaces as you are walking.

Benefit: You may move at your regular SPD while using the climb skill.

Normal: The climb skill normally halves your SPD.

Prerequisite: DEX + 2

SPELL EXTENSION

You have studied one particular spell at length and have effectively doubled the normal duration of the spell.

Benefit: Choose one of your known spells. You may now extend the duration of this spell up to twice the normal duration with no increased difficulty to your Omni Table casting roll.

Prerequisite: +6 in the Mode of the given spell.

SPELL FOCUS

Through trial and error and much practice, you have perfected the casting of one special spell.

Benefit: Select one of your known spells. You receive a +5 bonus whenever you try roll on the *Omni Table* to cast this spell.

Prerequisite: None

STRONG AS AN OX

A life of hard, manual labor or training has sculpted you into a strong individual.

Benefit: You may carry up to 100 lbs. more than your usual encumbrance would allow.

Prerequisite: None

SUCKER PUNCH

A nasty punch that may render the target unconscious.

Benefit: If the character is unarmed and attacking his opponent from behind or unaware, a successful Attack may render the target unconscious for five rounds. This Talent is only effective against similar sized (or smaller) opponents that have a discernible head. Any creature that is immune to stun effects is unaffected, otherwise a successful Attribute roll against WIL will negate the effect.

Prerequisite: Brawling +5.

SUDDEN STRIKE

The character has learned how to attack suddenly from hiding.

Benefit: When attacking an opponent from concealment, the character adds +2 to his Attack rolls for the first round of combat.

Prerequisite: Brawling +5

SUREFOOTED

You have a naturally good sense of balance

Benefit: You receive 2 free ranks in the Balance and Climb skills.

Prerequisite: None

SURVIVAL OF THE FITTEST

Forced to live on the fringes of society, you have acquired various tricks to help you survive in these dangerous areas.

Benefit: Characters with this talent receive 2 free ranks in any one Survival skill.

Special: This talent may be selected more than once. Each time it is selected it applies to a different Survival skill.

Prerequisite: None

SWIFT CREATION

Your knowledge and skill allows you to create items in half the time it takes most craftsmen in your trade.

Benefit: Select one of your Handicraft skills. You now only require half the normal time to create and item normally produced with this handicraft.

Prerequisite: Master Craftsman

SWING THROUGH

Benefit: When a character successfully drops an opponent in melee combat, he may immediately make an Attack at a nearby (up to 10' away) foe. This Attack



is made at full normal Attack bonus and disregards the -5 penalty for multiple actions in a round.

Prerequisite: CR +3.

SWORD & SHIELD

The practiced art of using a sword and shield in combination.

Benefit: When armed with any one-handed sword and a shield, the character gains a +1 bonus to both Attack and Defense.

Prerequisite: CR +3.

TAKE THE REIGNS

The ability to grab the reins of a mount as it moves past the character.

Benefit: The character may attempt to grab the reins of a nearby mount and stop its movement. Unless the mount is an experienced warhorse, a character upon it no longer retains his normal Defense bonus for being mounted. Furthermore, the character holding the mount may strike the rider with a +2 bonus to all Attack rolls or he may strike the mount itself at +4.

Prerequisite: Dex +2

TAUNT

Sarcasm and caustic words that are intended to inflame an opponent's anger.

Benefit: A successful Taunt directed at an opponent will cause him to become so angry that he will likely attack the taunting character with reckless abandon. At the beginning of a round of combat, a character may attempt to taunt any one adversary or group of like individuals. If successful, they will attack the character taunting if possible, or their current target with rage. While enraged, an opponent's Attack and Defense ratings are reduced by -1 for each succeeding taunt action but the Damage they inflict on a hit is +1. A character may attempt to taunt every turn and the effects stack (i.e. three successful taunts at the same individual will cause him to Attack and Defend at -3, while any Damage caused by him will receive a +3 bonus).

Prerequisite: INT +1

THICK SKIN

You have an unnatural ability to absorb damage.

Benefit: The character receives a natural PR bonus of +1. This bonus stacks with light any light, non-metallic armor worn.

Prerequisite: CON +1

THROW ANYTHING

The ability to turn any object that can be picked up and thrown into a deadly missile.

Benefit: The character may use any handy object that is of an appropriate size (this size will differ with differently sized individuals) to make a ranged Attack. The character suffers no penalty for using an improvised weapon and the object does normal damage for a weapon of its approximate size and weight.

Prerequisite: Weapon (thrown) +4

TOUGH AS NAILS

The character has become inured to pain and hardship.

Benefit: The character may ignore up to three points of penalty due to damage, harsh environments (such as extreme cold or heat) or poison/disease.

Prerequisite: CON +2

TOUGH SKIN

You have an innate talent to take a licking and keep on ticking.

Benefit: This Talent reduces the damage taken from bludgeoning and unarmed attacks by -2

Prerequisite: CON +3

TOUGH TRAIL

You are adept at covering your tracks and shaking any potential pursuers in an urban environment.

Benefit: Anyone attempting to track you in a town or city receives a -7 penalty to their Omni Table rolls.

Prerequisite: None

TRACKLESS I

You are adept at covering your tracks in a natural environment.

Benefit: Anyone attempting to track you suffers a -7 penalty to their Omni Table roll on top of any other relevant modifiers for terrain type, weather conditions, etc.

Prerequisite: None

TRACKLESS II

You are incredibly adept at covering your tracks in a natural environment.

Benefit: Anyone attempting to track you suffers a -10 penalty to their Omni Table roll on top of any other relevant modifiers for terrain type, weather conditions, etc.

Prerequisite: Trackless I

TRACKLESS III

Your skill at covering your tracks in a natural environment makes you next to impossible to track.

Benefit: Anyone attempting to track you suffers a -15 penalty to their Omni Table roll on top of any other relevant modifiers for terrain type, weather conditions, etc.

Prerequisite: Trackless I, Trackless II

TRAMPLE

The trained ability to force a mount to overrun an unmounted opponent.

Benefit: A mounted character may make one extra attack on an adjacent foe using his mount. This attack is made at the full normal Attack rating for the mount in question. If charging, the mounts STR is doubled for damage purposes only.

Prerequisite: Mounted Combat +6

TRICK SHOT

The ability to make incredible shots with ranged weaponry.

Benefit: The character ignores all normal cover penalties when attacking with a ranged weapon.

Prerequisite: Improved Range, CR +5.

TURN THE OTHER CHEEK

You are a devout follower of the Law of One and take its lessons to heart.

Benefit: If you do not use your turn to attack an opponent, you may instead add your WIL rating as a modifier for your defense along with all normal defense modifiers.

Prerequisite: WIL +2, Law of One religion

TWO-WEAPON DEFENSE

The character has learned how to use two weapons to his defensive advantage while fighting.

Benefit: When the character is fighting with a weapon in either hand, he may use the second weapon in a defensive manner in which case, his Defense is increased by +2. If the character uses his second weapon to make an attack his Dense reverts to normal for that round.

Prerequisite: Two-Weapon Fighting.

TWO-WEAPON FIGHTING

The character has mastered the rudiments of two-weapon fighting.

Benefit: He may make an additional attack during his

round with the second weapon with a penalty of -3.

Normal: Performing a second action during a round normally incurs a -5 penalty.

Prerequisite: DEX +1

URBAN TRACKER

You are skilled in following a trail through an urban environment.

Benefit: You may use your Tracking skill in towns and cities as normal.

Normal: The tracking skill may not be used in an urban environment.

Prerequisite: PER +2

VOICE OF COMMAND

Your position in society means you are used to being obeyed.

Benefit: You receive 2 free ranks in the Intimidate skill.

Prerequisite: Command +4

WEAPON FOCUS (SPECIFIC)

The studied and practiced use of a class of weapon.

Benefit: The character receives a +2 bonus to all Attack rolls with the class of weapon selected.

Prerequisite: Weapon +4

WEATHER SENSE

You have the uncanny ability to predict the weather, a talent that is very useful in an agricultural community.

Benefit: You know precisely what the weather will be like up to one week in advance.

Prerequisite: None

WELL TRAVELED

You have traveled the known world on business and errands for your family, business or lord.

Benefit: You gain 2 free ranks in any 2 Lore (local) and any 1 Lore (region) skill rating.

Prerequisite: None

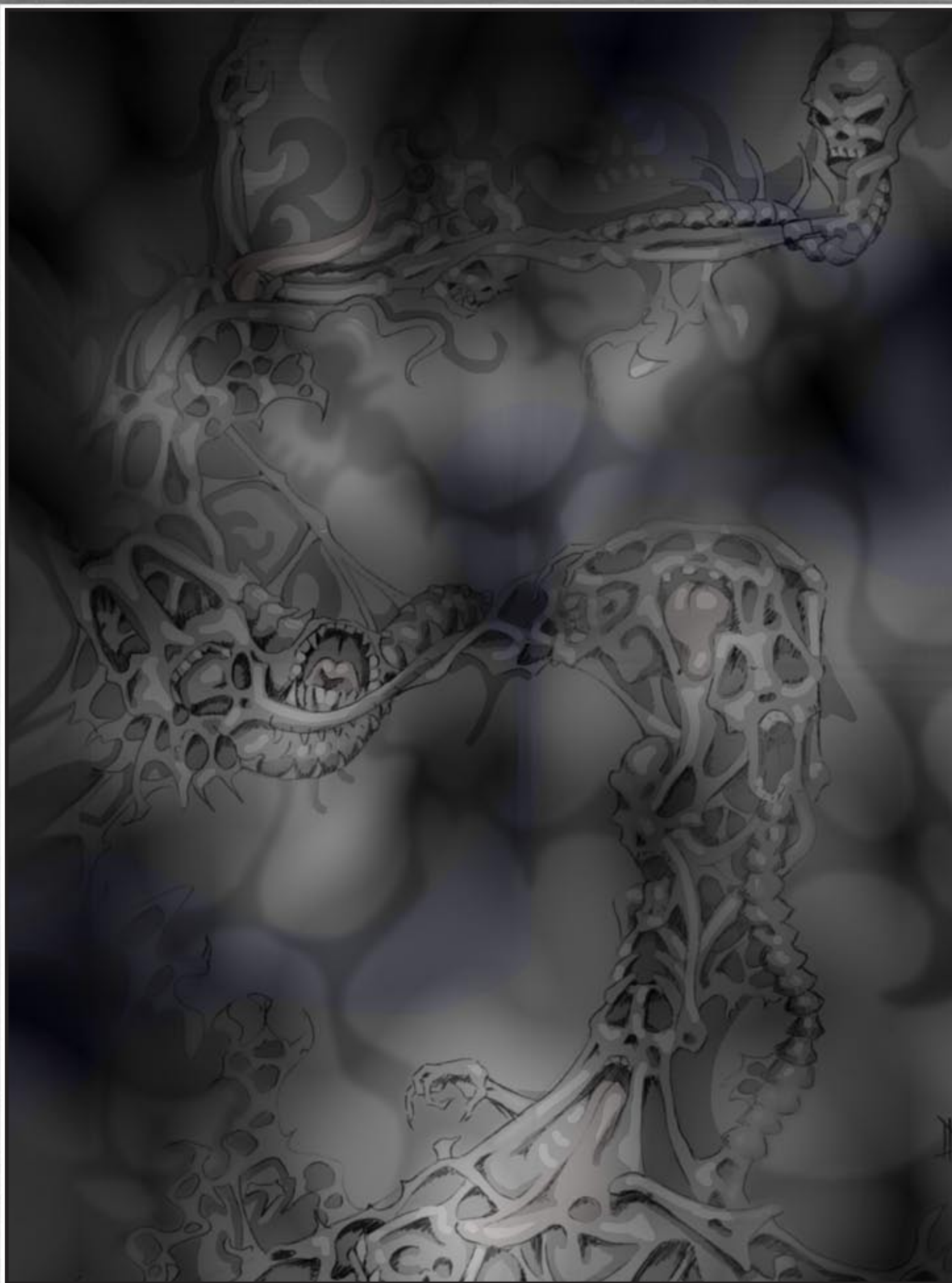
WITCHCRAFT ORDER

You have been educated in the ways of the Witchcraft Magic Order.

Benefit: You may cast spells of this Order providing you have ranks in one or more Mode skills.

Prerequisite: INT +1, CHA +2





CHAPTER SIX



CALLINGS



In *Atlantis: The Second Age*TM, beginning characters have followed career paths and personal choices to arrive where they are today. All beings, no matter their age and race, have some measure of skill and talent to fall back on and use in day-to-day life. In the game, this is represented by Callings; the collections of Skills and Talent Trees unique to your character.

Callings are not simply careers that a character is bound within. A Calling is the sum total of your character's life experience to date, and based on several factors such as region of birth, family background, career paths and the character's own personality. These are the main aspects when determining your Calling and the Skills and Talents that comprise it. In effect, you build a unique character class that applies to your character, constructed from the game mechanics most suited to his past, rather than selecting a template career.

CREATION POINTS

In the following chapter, each Skill and Talent is valued at a certain number of Creation Points (CP). These represent the cost of selecting the trait at character generation. Callings are limited at character creation to 50 CP (modified by Intelligence at +2 CP per +1 INT), which can comprise of any balance between Skills and Talents that the player desires. Some characters will have a focus on Skills, others on specific Talent Trees, while the majority will likely find a good balance at half and half.

A few Talents cost more than others, and this is included in their description. This relates to the rarity or difficulty in mastering such a trait, be it ruthless combat skills or a proficiency in the arcane arts. This is also to preserve game balance, so that a character that spends his points on being a qualified Atlantean lawyer still

amasses many useful skills and can assist the group as often as a spell-casting master of magic.

Building the traits for a Calling require some thought and knowledge regarding what the character's life has been like up until the beginning of play. This can best be addressed by considering the following four aspects:

Background: What was the character's family life like? Was he born into money, or was he part of a peasant working family in his youth? What kind of opportunities were presented to him to learn and experience new things?

Personality: What kind of pastimes hold the character's interest? Does he learn everything from the careers he has entered, or does he have hobbies and personal interests that he devotes his time and attention to? Does most of his knowledge derive from areas of personal interest rather than the jobs he has worked?

Region: What nation was the character born in? Does he know much of his own nation's history and place in the world? Does he hold fast to the national traditions and customs, or is he a traveller, taking in the cultures of many nations and learning what each has to offer?

Career: What jobs has the character worked over the course of his life? Is he the kind of person to stick at one career and devote himself to excellence, or does he switch paths in order to learn a little of everything?

ATTRIBUTES

A player may spend CP to improve a character's Attributes at character creation. By spending 10 CP, the player may increase any one primary or secondary Attribute by +1. Hp are not changed in this way (see below)

SKILLS

Once the basic questions about a character's past are answered, the selection of Skills and Talent Trees can begin. The Skills selected with CP during character creation are known as your character's Preferred Skills. These are in addition any Preferred Skills granted by Race or other bonuses. Each Skill costs 2 CP to initially purchase at +1. Once a skill is purchased, further increases cost only 1 CP.

For example, a character with Acrobatics +5 has spent 6 CP (2 CP to purchase the skill at +1 and 4 CP to raise it to +5.) If the character also wished to purchase Administration +2, it would cost 2 CP to purchase initially, and 1 CP to raise to +2 (for a total of 3 CP).

***Note:** All Weapon (including Brawling) and Mode Skills cost double CP. It costs 4 CP to purchase the skill at +1, and 2 CP per +1 increase after that. Aerial Combat, Mounted Combat and Aquatic Combat do not count as costing double CP, only basic "Weapon" Skills.*

TALENT TREES

Talent Trees are more expensive. Initial purchases cost 5 CP (unless specifically noted in the text), and this allows the player to choose one Talent within the Tree. Further purchases cost 3 CP, allowing the player to select another Talent within the same Tree and reflecting the degree of familiarity the character possesses in the area. Beginning a new Talent Tree always costs 5 CP unless stated otherwise in the text, as do all Open Talents.

For example, a character spends 5 CP on the Academia Talent Tree, and selects Antiquarian as his first Talent. Then the player decides he also wants the Diligent Talent from the Academia Tree, and spends a further 3 CP, for a total of 8 CP. If he also wished to purchase Brew Potion, it would cost another 5 CP (for a total of 13 CP) as that Talent is located within the Alchemical Sciences Talent Tree. By also adding Diehard, an Open Talent at 5

CP, the total rises to 18 CP.

***Note:** Characters are limited to one Order Talent in total. No character can master two Orders, and taking a second Order selection renders the first choice obsolete and unusable.*

PURCHASING SKILLS AND TALENTS WITH XP

CP are only used at character creation to create unique Callings. During the game, Skills and Talents are earned and purchased through Experience Points, as explained in Chapter Three.

STARTING WEALTH

All characters begin play with 100gc with which they may equip themselves for their upcoming adventures. At the discretion of the GM, players may expend CP to create characters that begin play with more wealth.

For each 2 CP expended on wealth, the character begins play with an extra 100gc in coin or other valuables.

STARTING HIT POINTS

All characters begin play with 20 hit points (plus CON). This number is modified by possible bonuses or penalties from the race selected. It may also be further modified by a character's Calling by expending CP. It costs 3 CP to purchase an additional 5 HP and this purchase may only be made once (i.e. a maximum of 3 CP may be spent on Hit Points).

TEMPLATES & CLASSES

This toolkit approach offers a degree of freedom in character generation, but it certainly isn't for everybody. The majority of this chapter is dedicated to dozens of example Callings, pre-selected and plotted like standard RPG classes. Adopting one of these Callings at character creation is just as valid as choosing individual traits, and indeed they are provided for that purpose as well as for offering examples of the kind of variety and freedom on offer.

EXAMPLE CALLINGS

The following Callings are examples of the characters that exist within the Atlantis setting. In keeping with the Creation Points System, many are region-specific, representing a life spent living and working in a certain place, as part of a specific culture, and performing a clearly-defined trade. These are not generic templates so much as Callings based upon an interpretation of a character's personality and proclivities; for example, the Asterean Ivory Hunter is a Calling that could produce any number of skilled bowmen and excellent archers, but the Calling below is an example of a character dedicating more CP to crafts and hunting skill at character creation.

Each of these Callings is constructed to the 50 CP standard.

ASTEREAN IVORY HUNTER

There are predators and then there are predators. You are the one that hunts the hunters; no prey too large, no beast too dangerous. You're not just in it for the money, of course. You understand the delicate balance of the natural world, and you see the beauty and grace of an animal in both life and battle. But understanding the natural world doesn't put food on the table, and you are rightfully proud of your skills on the hunt. Most hunters are in this game for the money alone, but you are also known for your craftsmanship in carving the ivory you hunt for, and this added talent means your hunts are more prosperous than those of your peers.

SKILLS

Handicraft (Fine Arts: Sculpting)	+5
Handicraft (Bowyer/Fletcher)	+5
Lore: Nature	+5
Lore (Region: Asterea)	+5
Tracking	+6
Weapon (Bows)	+1
Survival (Savannah)	+6
Survival (Forest)	+4

TALENTS

- Wilderness Lore Talent Tree
 - ◆ Survival of the Fittest (Savannah)

AESIR STORYTELLER

Bards, storytellers and skalds are the heart of any Aesir community, providing entertainment and a vital link to the past through the arts of song and story. You are one of the few to be trained by an elder Storyteller, and are destined to continue the tradition of lore-keeper and historian for your people after your mentor has passed on. While some Storytellers are focused in their talents, showing aptitude for one method of scholarly study or entertainment above all others, you are still unsure of which path you will follow. As such, you have some talent in oratory and instruments, as well as knowledge of both your people's folklore and world history. Your time to choose which to follow exclusively may come in time, or you may continue to spread your expertise among several areas.

SKILLS

Deception	+3
Diplomacy	+5
Intimidate	+4
Perform: Oratory	+5
Etiquette	+4
Perform: Instrument	+4
Lore: History	+4
Lore: Folklore	+5

TALENTS

- Mime & Music Talent Tree
 - ◆ Naturally Charming
 - ◆ Taunt

AESIR SHAMAN

If the storyteller is the heart of the Aesir communities, then the shaman is the soul. You are many things to your people, spiritual guide, physical healer, and honoured counsellor. Most shaman have a spread of talents, covering tending the sick and wounded to casting runes to determine the future, and you are no exception. Though you perhaps lack the raw magical and in-depth medicinal skills of some shamans, your abilities are undeniably useful to your settlement, and your mystical abilities are developed enough that Aesir from other communities have begun to seek you out in order to hear your divinations.



SKILLS

Heal	+2
Herb Lore	+2
Lore: Folklore	+1
Mode (Sensory)	+4
Mode (Ward)	+3
Theology: Norse	+10

TALENTS

In The Stars Talent Tree

- ◆ Augury
- ◆ Weather Sense

Way of the Wise Talent Tree

- ◆ Second Sight
- ◆ Shamanism Order

Path of the Mystic Talent Tree

- ◆ Sense Evil

EUROPAN SCAVENGER

It isn't easy living life as a wanderer in the Second Age, but you not only manage it, you excel at it, and are building up a reputation as scavenger with all the Dark Age artefacts you've recovered so far. It doesn't matter who hires you, be they scholar or scum; all you're looking for is money in your hands and a few handy relics that might just come in handy some day. Times can be hard and the money doesn't always flow steady, but a keen blade and a keener eye have served you well so far.

SKILLS

Appraise	+2
Climb	+2
Cryptography	+3
Lore: History	+2
Lore: Region (Alba)	+3
Lore: Region (Black Forest)	+4
Lore: Draconia	+3
Research	+2
Literacy	+2
Survival: Forest	+3
Weapon: Blades, Small	+1

TALENTS

Wanderer Talent Tree

- ◆ Fleet of Foot

Open Talents

- ◆ Die Hard

ELASSIPPEAN HORSE BREEDER

The region of your birth was one of the hardest hit in the dark age. You are one of those who remains in Ellassippea, struggling to bring pastured lands and rural civilization back to the realm. Your efforts are noteworthy in that you are respected for mastering one of the trades that Ellassippea was once renowned for: horse-breeding. Your herd is small, and it requires constant defending from bandits and horse thieves, but such are the trials of living a successful and honourable life in this new age. You know your way around animals, you'd match your wits against anyone else when it comes to horses, and you're good enough with a bow to dissuade most brigands from trying to ride away with your property.

SKILLS

Animal Handling	+5
Appraise	+1
Drive	+4
Heal	+2
Lore (Local: Ellassippea)	+2
Mounted Combat	+5
Ride	+7
Survival (Savannah)	+2
Weapon (Bows)	+2

TALENTS

Mounted Combat Talent Tree

- ◆ Bred to the Saddle
- ◆ Charge

GADIREAN GEM DEALER

You always feared you'd grow up as poor as your merchant father, who wasted away after a long life of trading pathetic commodities such as grain, cloth, flour and whatever other foolish cargoes he'd take to outlying villages on the Gadirean coast. You caught your first break when a merchant your father once dealt with offered you the chance to courier a small casket of gems to Cardigiawn. Once in the port city you wasted no time in setting up contacts and signing contracts. Ten years later, you're still not rich by any means, but you're well on your way, with investments in several gemstone mines within Gadirea. If there was a way to get your gems to the city of Atlantis itself, you could avoid the loathsome lack of winter trade in Car-

digiawn. All you need to do is grease the right palms and set up a trade route that avoids the attentions of bandits and thugs.

SKILLS

Appraise	+8
Deception	+7
Diplomacy	+5
Drive	+4
Etiquette	+2
Gambling	+3

TALENTS

Coin of the Realm Talent Tree

◆ Haggle

Fools and Their Money Talent Tree

◆ Inconspicuous

Academia Talent Tree

◆ Diligent

EUDEAN ALCHEMIST

While all the other children were looking to be apprenticed to traditional tradesmen or artists, you hoped for a different path. Magical science interested you, certainly, but a particular aspect of its application fascinated you. Near your home in Goldar, a sorcerer created enchanted perfumes and aphrodisiacs for the nobles of the empire, and you sought him out in the hopes of gaining an apprenticeship. Since that day, you have diligently learned the craft and are beginning to create your own perfumes, attempting to break into the luxuries market and receive acclaim for your work. You perform other alchemical works while not labouring in the creation of perfumes, but scents remain your greatest passion.

SKILLS

Alchemy	+10
Appraise	+2
Etiquette	+2
Handicraft (Fine Arts: Perfume)	+7
Lore (Arcane Arts)	+4
Literacy	+3
Theology	+1

TALENTS

Alchemical Sciences

◆ Brew Elixir

- ◆ Concoct Power
- ◆ Chemical Resistance

WEALTH

Extra 100 gp in Atlantean coin

ATLANTEAN POET

You are favoured with the fortune of having been born in the greatest city the world has ever known. Atlantis is a wondrous haven of civilization, learning and beauty, and you celebrate this fact through your poetic writings. In the copper-gold walls of the city, you see the wonder of both modern enlightenment and ancient tradition, and in the rippling canals that carry people in and out of the capitol, you feel the resonance of true civilization in your heart. This is a city where everyone in the world wishes to live, and you not only delight in that fact, you relish it with hedonistic vigor and incite your aristocratic friends to do the same.

SKILLS

Appraise	+1
Deception	+2
Diplomacy	+1
Etiquette	+4
Handicraft (Fine Arts: Writing)	+6
Lore (History)	+2
Literacy	+2
Perform (Oratory)	+9
Seduction	+4
Speak Language (Hesperian)	+2

TALENTS

Mime & Music Talent Tree

◆ Naturally Charming

◆ Expert Performer

Open Talents

◆ Talent Tree Enchanting Beauty



MESTEAN ASTROLOGER

Born in the city of Klymeus, you spent many years admiring the grand observatory atop the city's highest cliffs, and wondering just what the lives of the sorcerers within were really like, and what kind of men they must be to offer advice to the Council of Kings. Eventually, through a combination of university education and a willingness to study eclipsing all other activities, you were offered a place within the hallowed halls of the observatory, and access to the stored literature that astrologers come for miles around to glimpse. The destiny you see written in the stars is a complex one, but you're certain that with time you will come to understand what the Heavens are saying. Perhaps on that day you will be offered your dream, and be one of the select few who have the ears of the Council of Kings.

SKILLS

Deduce Motive	+4
Etiquette	+4
Lore (Arcane Arts)	+8
Literacy	+4
Theology	+2
Mode (Sensory)	+4

TALENTS

- In the Stars Talent Tree
 - ◆ Astrology Order
- Arcane Training Talent Tree
 - ◆ Enchanted Lore
 - ◆ Expert Enchanted Lore

MNESEAN PELTAST

You, like many of those born in the Mnesean region, were born to a miner family. Though mine work grates on the patience and nerves of any who do it, you found yourself always looking for ways to leave the mines once and for all. When you were sharing a tavern's common room with a recently-arrived mercenary company, you found your chance, and signed up, heedless of the dangers of such a life. While it soon became clear that you were no more than adequate with a blade and worse with a bow, your skills at throwing the javelin were near-unmatched in your regiment. This is the skill you fall back on now, lending your strong arm and array of javelins to whichever cause pays the most.

SKILLS

Brawling	+2
Heal	+1
Intimidate	+3
Weapon (Thrown)	+8
Weapon (Spear)	+2

TALENTS

- Defensive Fighting Talent Tree
 - ◆ Amazing Dodge
 - ◆ Extraordinary Dodge
- Combat Training Talent Tree
 - ◆ Find Weakness

HESPERIAN ELITE HONOR GUARD

As a female, you were already among the ruling caste. As one of the Elite Honour Guard you are not just one of the finest warriors in the nation, you are one of the best on Earth. You have a hatred for the Gorgons that burns like acid in your blood, and thought he your two nations are locked in exhausted standoff, you hunger for the day when armies clash once more. With a bow, with a blade, with a spear, axe or sling – even with your bare hands – you live to kill Gorgons. They have scarred your body in battles before, but worse, they scar the world with their very existence. You aim to put an end to that; maybe not soon, but one day.

SKILLS

Brawling	+3
Intimidate	+5
Lore (Region: Hesperia)	+3
Weapon (Blades, Small)	+3
Weapon (Blades, Large)	+4
Weapon (Bows)	+3
Weapon (Spears)	+2

TALENTS

None

HALCYAN LOTUS DEALER

You didn't ask to be born in Halcyon, but you're damn well trying to make the best of a bad situation. As a native, you are free to walk where you will, and that includes entering the Foreigner's Quarter and interacting with the dregs and detritus of civilization that end

up there. They need recreation just like everyone else, and that comes at a price – a price set by you. Sometimes you consider speaking with the Lotus Cultists who bring you the narcotic and entering a legitimate trade with some merchants in Khemit, but the truth is that you enjoy dealing the powder to the scum in the Foreigner's Quarter because it makes you feel superior. The money would be better if you set up the trade route, but the money is pretty good as it is anyway.

SKILLS

Appraise	+3
Deception	+8
Gambling	+4
Lore (Streetwise)	+9
Profession	+7
Weapon (Blades, Small)	+1

TALENTS

Fools & Their Money Talent Tree

◆ Gossip

Quick and Agile Talent Tree

◆ Opportunist

MARHASHI WIZARD

Your skills in the arcane art of magic has placed you within the ranks of government officials, though as a mere journeyman you are little more than an administrator. You hold the lower classes in utter disregard, especially the slaves, though there is little about your job that satisfies beyond the respect your magical prowess has earned. You are actively seeking to join the Order of the Lion, and are considering turning to a life of travelling and seeking acclaim in order to amass the status required to gain entrance to the cult.

SKILLS

Appraise	+1
Deception	+2
Deduce Motive	+6
Etiquette	+3
Literacy	+3
Mode (Attack)	+4
Mode (Ward)	+1
Mode (Summoning)	+2
Mode (Sensory)	+2
Mode (Kinetic)	+1

TALENTS

Arcane Training Talent Tree

◆ Elementalism Order

NUBIAN MERCENARY

You are a mighty warrior who has worked in many realms. You spent a decade in the sands of Khemit, battling in the mercenary wars of petty nobles. You have guarded Sheban ships and slaughtered pirates that were foolish enough to attack, and you have even battled against the feared Amazonians when a regiment of mercenaries from Hesperia made its way down to employment in the burning southlands. You honour Eloah with your hunting prowess and battle skills, and you hold hopes that one day you shall return to Nubia with riches and fame, and take the title of chieftain over your tribe.

SKILLS

Brawling	+6
Intimidate	+5
Lore (Region: Khemit)	+3
Survival (Savannah)	+3
Survival (Desert)	+4
Tracking	+2
Weapon (Spears)	+2
Weapon: (Blades, Large)	+3

TALENTS

None

KHEM OASIS GUIDE

People always want to cross the deserts of Khemit, though in your eyes, only the twin gods of Reason and Emotion know why anyone would do so willingly. Endless seas of scorched sand, days of waterless hiking, storms of glassy, gritty winds that suck the moisture from the body; only a fool would travel across the deserts unless they had to. Unfortunately, you have to. People pay handsomely for a knowledgeable guide across the deserts of Khemit, and your skills are frequently in demand by explorers, merchants, magicians, and a host of other crazy folk who insist the adventure will be a good idea. You've got a good sword arm to deal with the jackals, raiders, slavers and just about any other trouble you can encounter, and a memory good enough to remember just about every haven, cave and oasis in the deserts you've visited in



the past. If the crazy people keep coming and offering you their money, you might as well go along and try to keep them alive.

SKILLS

Animal Handling	+3
Drive	+3
Lore (Region: Khemit)	+7
Ride (Camel)	+5
Survival (Desert)	+10
Tracking	+6
Weapon (Bows)	+4

TALENTS

None

HOBGOBLIN ENFORCER

Normally, you don't look for any trouble. You do what you're told and leave it at that. Like most Hobgoblins, you have a nasty disposition sure, but you don't go looking for trouble. Unfortunately, are perfectly designed to act as muscle for the Erlking and your penchant for following orders keeps you in the good graces of His Highness and that snivelling underling of his. When called upon, you will break legs, take out an eye or sometime even slay those who have cross His Highness. Again, not that you necessarily enjoy these tasks but hey... it's a living.

SKILLS

Brawling	+6
Command	+2
Deduce Motive	+2
Intimidate	+4
Ride	+2
Survival (Forest)	+4
Torture	+3
Weapon (Blades, small)	+3
Weapon (Hafted)	+6

TALENTS

Brawler Talent Tree

- ◆ Sucker Punch
- ◆ Cheap Shot
- ◆ Intimidation Tactics

MONGALAN BLADE-WARRIOR

The Khinghan Mountains are your home, and they are also your curse. To leave them would be wise in the search for a long, safe life, but to do so would mean abandoning your herds and your people to the depredations of the beasts and monsters that also call the foothills and crags their home. Suitable land in this region is scarce, and your people rely on you to scout the surrounding areas and look for new grazing land for the herds. It is a position that comes with much honour, but no small amount of responsibility. Ogres of the deserts, snow leopards – even yeti – all have fallen to your curved blades in your years as a hunter.

SKILLS

Animal Handling	+3
Brawling	+1
Climb	+2
Intimidate	+3
Lore (Region: Mongala)	+3
Mounted Combat	+3
Ride (Horse)	+6
Survival (Alpine)	+6
Tracking	+4
Weapon (Blades, Small)	+4

TALENTS

None

NGANI TRACKER

There is no place on earth as inhospitable as the Ngani Swamp of Lemuria, and you spend at least half of every year wading around in the noxious slime of the region, hired by whatever merchants and narcotics dealers offer the highest pay to seek out Black Lotus plants. The best and most potent supply of the plants in the world grows here, in what is certainly one of the most dangerous realms known to man or beast. Repeated adventures to the swamp on the hunt for "Ngani black" (as the drug is often called) have brought out ferocious skills you'd never have developed anywhere else. Not only an accomplished beasthunter and axeman, (axes are more useful against the undergrowth and vegetation than a sword) you are also a talented tracker and often volunteer go back for any groups that are lost in the swamp after a days' work.

SKILLS

Animal Handling	+1
Climb	+2
Heal	+2
Herb Lore	+2
Knowledge: Ngani Swamp	+3
Speak Language: Lemurian	+1
Survival: Swamplands	+5
Swim	+2
Tracking	+3
Weapon: Hafted	+2
Weapon: Hafted, 2-handed	+1

TALENTS

Open Talents

- ◆ Night Vision
- ◆ Tough as Nails

GALECEAN MONSTER HUNTER

The nobility always like to show off exotic items that their peers do not possess, and that's where you, a big-game hunter, come into things. At one point you hunted beasts and monsters in order to secure the remains for museums and private collectors, but now a recent trend among some of the nobility in several nations has turned towards the desire for the skulls of dangerous beasts to be displayed in a noble home. The nobles certainly pay better than anyone else, but they expect results and don't accept excuses. You've been gored, trampled, bitten and clawed in recent years, but you still come back to the plateaus of Galacea and take up your bow, out of greed because the money is so good, and out of pride because few can match your skills.

SKILLS

Animal Handling	+6
Intimidate	+3
Lore (Region: Galacea)	+8
Lore (Folklore)	+4
Survival (Alpine)	+5
Survival (Savannah)	+4
Weapon (Bows)	+6
Weapon (Spears)	+7

TALENTS

None

THARSHI SLAVER

"In the city of Tartessos, even life has a price." When you first heard those words, you knew where to go. You make no bones about it; you are a cruel person and feel no remorse at the pain of others. The strong survive, the weak struggle, the cunning prosper and the dim-witted suffer. This is the creed you live by, and it has served you well enough so far. Slave-trading might not be a particularly honourable trade, but it's certainly a lucrative one. When the supply of live bodies is slow, you're not above kidnapping people yourself, mugging travellers, or taking employment as an assassin if the coin is good enough. You know full well that you are unscrupulous, but you don't see it as a disadvantage. Quite the opposite, in fact, and your continued survival seems to bear that out.

SKILLS

Appraise	+6
Brawling	+2
Deception	+3
Diplomacy	+4
Gambling	+2
Heal	+1
Intimidate	+3
Lore (Streetwise)	+5
Torture	+3
Weapon (Blades, Small)	+1

TALENTS

Coin of the Realm Talent Tree

- ◆ Negotiator

PRIESTESS OF THE EYE

As a female Thiazi you have been raised since birth in service to The Eye. It directs you in life, guiding your thoughts and deeds, while your subservience to the Watching Goddess keeps your tribe safe and powerful. It is your duty to bestow blessings upon the hunters and the warriors who venture out into the wilds, and it is your duty to heal those who return injured, and pray for the souls of those who do not return at all. The Eye watches everything you do, and you intend to honour that attention as best you are able.

SKILLS

Deception	+1
Deduce Motive	+2



Heal	+3
Intimidate	+2
Lore (Arcane Arts)	+3
Mode (Attack)	+2
Mode (Manipulate)	+4
Mode (Sensory)	+2
Survival (Forest)	+3
Theology	+6

TALENTS

Voice of the Gods Talent Tree

◆ Invocation Order

ESCAPED SLAVE

You were unlucky enough to be enslaved when humans attacked your lands and slaughtered your tribe, but Fate has finally dealt you a good hand. Though nothing will change the cold welcome a goblin receives in many lands, you are determined to make something of your life with the years that remain to you. Perhaps if you gather riches and fame, you can return to your own lands and raise a tribe in your name. Until then, survival is your first worry, and keeping a step ahead of your slave master is the second.

SKILLS

Animal Handling	+1
Brawling	+3
Climb	+3
Speak Language (Atlantean)	+2
Survival (Savannah)	+2
Survival (Urban)	+5
Weapon (Blades, Small)	+2

TALENTS

Defensive Fighting Talent Tree

◆ Amazing Dodge

◆ Break Away

Skirmisher talent Tree

◆ Duck and Cover

◆ Elusive Target

Dirty Fighting Talent Tree

◆ Cheap Shot

TRITON TOMB RAIDER

Fascinated with the surface world from an early age, you sought out a profession that would bring you in contact with surfacers as often as possible. Against your parents wishes, you left Attalus while still young and began exploring the many sunken ships and flooded ruins of the Sea of Lost Souls. In your searches you have discovered many lost trinkets and artifacts; items it seems the surfacers find very interesting. Since those early days you have made an excellent living selling your finds to merchants from Atlantis, Khemit, Tharshesh and even the odd Sheban. You greatly enjoy your time out of the water but must confess, you are certainly glad that you have the freedom to return to the oceans rather than being restricted solely to life on land.

SKILLS

Appraise	+4
Aquatic Combat	+2
Diplomacy	+3
Disable Mechanism	+4
Lore (history)	+3
Lore (folklore)	+2
Navigate	+3
Profession (Trader)	+4
Search	+6
Speak Language (Atlantean)	+3
Survival (Aquatic)	+2
Weapon (Spears)	+2

TALENTS

None

TAMARAC TRIBAL HERBALIST

You were never much of a warrior. An embarrassment to your father, you sought out the counsel of your village shaman who guided you in the ways of growing things. Everything felt right, you understood the spirits of the plants your people use for everything from seasoning in food to cures for terrible plagues. Over time, you have learned the secrets of many plants and now suffer from a wanderlust to locate new and interesting plants from other lands.

SKILLS

Climb	+3

Concentration	+2
Cook	+4
Heal	+8
Herb Lore	+10
Search	+4
Survival (Forest)	+4

TALENTS

Path of the Healer talent Tree

- ◆ Natural Remedy
- ◆ Brew Elixir
- ◆ Create Poison

PUNTIAN OSTRICH RIDER

Ah the Ostrich, what a magnificent animal. You have always loved these beasts. Like your father before you, you served you people in the defense of your land. As a cavalryman in the Puntian military you saw service often, mostly defending your towns and villages from marauding lions and monsters even more foul. Your term of service is now up and rather than re-enlist you have opted instead to explore the world outside of Punt. While the majority of your people are content to stay on Punt, you have always dreamed of the wide world and with your trusty Ostrich as your companion, you embark now on an epic voyage of discovery.

SKILLS

Animal Handling	+3
Lore (Tactics)	+3
Mounted Combat	+6
Ride	+7
Survival (Savannah)	+3
Weapon (Spears)	+6
Weapon (Hafted)	+2

TALENTS

Militia Training Talent Tree

- ◆ Militia Training (Spears)

Mounted Combat Talent Tree

- ◆ Bred to the Saddle

WEALTH

100 gp extra wealth (Riding Ostrich)

KHEM ACOLYTE OF RA

You never knew your parents nor do you know if you have any siblings. Taken as an orphan into the Temple of Ra in Acheron, you were raised by the Priests to become one of their own. An able student, you revel in the brilliance of Ra: he is the lifegiver and life taker, the beginning and the end. The other gods all serve Ra and must be respected for this but nothing can compare to the might and power of the Pharaoh of the Gods. As you have now reached the Age of Ascension, the High Priest of Acheron has ordered you out into the world to learn of life beyond the temple walls. Terrified and excited at the same time, you trust in Ra that he will watch over you as you leave the only home you have ever known.

SKILLS

Administration	+3
Etiquette	+2
Literacy	+5
Lore (arcane arts)	+4
Mode (Ward)	+5
Mode (Manifest)	+3
Mode (Attack)	+3
Speak Language (Hellenic)	+3
Theology (Khem)	+8

TALENTS

Voice of the Gods Talent Tree

- ◆ Invocation Order
- ◆ Ecclesiastic Training

WOOD ELF SCOUT

The forest requires constant patrol. Your people have tamed and molded much of the environment to your needs but wild places are still wild places. Besides dangerous beasts and the occasional monster, the agents and troops of the ErlKing are always probing the defenses for weak spots. You serve your people by acting as advance guard of any intrusions upon your forest home. While this is a worthwhile task, you long to explore other regions of the world as you've never been far beyond the borders of the forest before.

SKILLS

Animal Handling,	+1
Balance	+2
Evade	+4



Lore (nature)	+2
Navigate	+2
Stealth	+4
Survival (forest)	+4
Tracking	+6
Weapon (bows)	+6
Weapon (Blades, small)	+2

TALENTS

Wilderness Lore Talent Tree

- ◆ Danger Sense
- ◆ Trackless I

BALAM SHAMAN

The jungle is your home but you are not an animal. You are Balam, and you embody all that is great and noble of The Great Balam. Your people were created by the Great Balam as an embodiment of his nobility. You do not despise humans for they are necessary to your survival. Without humanity the Balam cease to exist and you are sure this has a purpose. The Great Balam has shown your people the way of survival and in return to honor him with sacrifices, usually of other wild creatures but when necessary, you sacrifice the mothers and fathers of your children for they are not Balam, and you must survive at any cost.

SKILLS

Animal Handling	+2
Concentration	+2
Heal	+4
Lore (folklore)	+3
Mode (attack)	+4
Mode (manipulate)	+4
Mode (sensory)	+6
Stealth	+5
Survival (jungle)	+4

TALENTS

Way of the Wise Talent Tree

- ◆ Shamanism Order
- ◆ Folk Remedies

KHITAN ASSASSIN

The rule of law governs Khitai but ironically your skills and talents are in high demand among the nobility and mandarins alike. The law cannot resolve all issues and that is where you come in. Your is a secret art and one not suited to all men. Long have you studied and harsh has been your training. Others may not understand your art but that matters not.

SKILLS

Balance	+4
Concentration	+2
Disguise	+3
Defensive Martial Arts	+4
Offensive Martial Arts	+9
Stealth	+8
Survival (urban)	+3
Theology (Khitai)	+3
Weapon (Blades, small)	+5

TALENTS

None

CYMBRIAN CORSAIR

Life is freedom and freedom is life. The open seas are your home. Well, Cymbri is your home too but you really only get back there three or 4 times a year. You revel in the chase and boarding a foreign ship is better than sex... well almost. Sure life can be harsh but with the wind and spray in your face you are free and that is what really matters.

SKILLS

Appraise	+2
Balance	+4
Brawling	+5
Climb	+5
Gambling	+2
Navigate	+4
Seamanship	+6
Weapon (Blades, small)	+7

TALENTS

Sea Water for Blood Talent Tree

- ◆ Salt Spray
- ◆ Skirmish

SATYR BANDIT

Most of your kind are content to wander the wilderness or serve as performers for human masters. Not you. You want what most humans want: more stuff. Since childhood you have been driven by acquiring more trinkets and belongings. At first you thought your skills at the pipes might earn you the coin you sought but alas this route takes far too long for you. So you did what anyone in your position would do, you use your talents to draw in other and then relieve them of their belongings; belongings that look much better on you than them anyway.

SKILLS

Appraise	+2
Deception	+5
Diplomacy	+2
Perform	+6
Search	+2
Sleight of Hand	+4
Stealth	+4
Weapon (Blades, small)	+3

TALENTS

Fools & Their Money Talent Tree

- ◆ Quick Hands
- ◆ Inconspicuous

Dirty Fighting Talent Tree

- ◆ Sneak Attack
- ◆ Taunt

TAURAN GLADIATOR

Born a slave you have been fighting all your life. You know you were born in far off Minoa but you've lived in Atlantis for as long as you can remember. Not that you have much time to think of such things. Life is training and combat. Period. You train and train hard for life in the ring is brutal. You are strong though and have won many matches against both men and beasts. So many in fact you won your freedom over 3 months ago and yet still you are in the ring. It's all you know after all. Maybe you'll return to your homeland and find you family. Maybe. Maybe after you win your next match. A pair of Nemean lions shouldn't be too tough.

CALLINGS

The path of life can lead in many strange and unforeseen ways in the Atlantis setting. People grow into roles both exotic and mundane, gathering a variety of skills from all walks of life. For some additional ideas, here are some of the possible Callings that suit the game world:

Tax Collector	Executioner
Prison Warden	Poseidon Cultist
Indentured Servant	Architect
Engineer	Navigator
Metalsmith	Diplomat
Lawyer	Fisherman
Scholar	Bodyguard
Lotus Cultist	Cartographer
Port Official	Miner
Merchant	Smuggler
Border Guard	Yeoman
Corsair	Tribesman
Herbalist	Physician
Archer	Sailor
Regional Infantry	Naval Captain
Naval Lieutenant	Marine
Charioteer	Noble's Retainer
Naval War Machine Operator	

SKILLS

Brawling	+8
Weapon (Hafted)	+6
Weapon (Spears)	+4

TALENTS

Open Talents Talent Tree

- ◆ Non-Lethal Force



CHAPTER SEVEN



COMBAT

In *Atlantis*, as in real life, Combat can be a very deadly affair. Although drawing your sword should be considered a last resort when more sensible means of settling a dispute fail, there will inevitably be those instances where it is necessary. When this occurs, a familiarity with this chapter will greatly increase your character's chance of survival. This section includes information on:

Damage Ratings: for weapons and other attacks
Protection Ratings: the protective value of armor
Combat Tactics: strategies for combat

Note that Combat and Weapon skills can be acquired and improved as explained in the rules for Skills in Chapter 1. See Chapter 5 for descriptions of these Skills.

DAMAGE RATING

A weapon's Damage Rating (DR for short) is equivalent to the maximum number of Hit Points it is capable of doing in the hands of an individual or creature of "average" (0-rated) Strength. For example, a longsword with a DR of 8 will do a maximum of eight HP damage. When using hand-held weapons, combatants add their Strength Rating (STR) to the Damage Rating total. For example, a warrior with a STR of +2 will do a maximum of 10 HP damage with that same longsword (DR 8 plus STR +2 = 10). Remember that damage totals for most device-propelled missile weapons, such as arrows, are not modified by the user's STR, although many hand-thrown weapons such as javelins are. Details are provided in the Equipment chapter.



The *Omni Table* result indicates how much of the total DR a weapon does on a given attack, as follows:

- * Partial Success: Half the total DR.
- * Full Success: Full Damage Rating.
- * Critical Success: Full DR + Critical Wound.

A complete list of Damage Ratings for weapons can be found in the Equipment chapter.

EXCEPTIONAL WEAPONS & ARMOR

Not all weapons are created equal. The quality of weapons in the Second Age varies greatly, even between weapons of the same type.

Bronze is the strongest metal known to most people and is used for most weapons and armor throughout the world. There are other metals in use however. Iron is in use in some of the more advanced realms such as Khemit and Khitai while the Dwarves of Hyperborea have perfected the process of manufacturing steel, a process they protect fiercely. Likewise, the Atlanteans themselves have a secret alchemical process for developing the strongest of all known metals: orichalcum.

Unless otherwise stated, all weapons and armor are assumed to be of bronze. Iron weapons and armor weigh 50% more than their bronze counterparts but receive a +1 on all damage done or, in the case of armor, grant the wearer an extra +1 PR.

Steel weapons grant a +2 on DR and +2 on PR in the case of armor while weapons and armor made of orichalcum receive a +3 bonus and weigh no more than standard bronze armor and weapons.

Exceptional weapons may either be an ingenious de-

MISCELLANEOUS DAMAGE RATINGS

Body slam	DR 3 +STR
Choke	DR 4 per round (no armor)
Kick	DR 2 +STR
Punch	DR 1 +STR
Head butt	DR 1 +STR
Shield bash	DR 3 +STR

sign or may just be crafted with a greater care. Most exceptional weapons will grant the bearer a bonus of +1 to DR. Rare weapons may grant a bonus of up to +2 to both DR and the Attack roll.

ENCHANTED WEAPONS & ARMOR

A weapon can be enchanted to increase its DR, its chance to strike or even to give it spell-like abilities (such as a flaming sword). For example, a longsword with an enchantment of DR+1 has a DR of 9 - one point better than a non-magical longsword. There really is no limit to the enchantments that may be placed upon a weapon. Keep in mind that the number of magical weapons should be limited. Not every drake will have a +5 Flaming Sword of Wrath in his hoard.

Armor can be enchanted to increase its Protection Rating or to render it impervious to a specified form of attack (such as fire, cold, etc.). For example, chain mail with an enchantment of +1 has a PR of 6 - one point better than non-magical chain mail.

IMPROVISED WEAPONS

Sometimes objects not crafted to be weapons nonetheless see use in combat. Because such objects are not designed for this use, any creature that uses one in combat is considered to be nonproficient with it and takes a -4 penalty on Omni Table attack rolls made with that object. To determine the appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match.

PROTECTION RATING

In *Atlantis: The Second Age*, armor is rated according to its ability to absorb and reduce damage, which is referred to as its Protection Rating (or PR for short). The PR of any type of armor is equivalent to the amount of damage it will absorb, in Hit Points from each success-

ful hit. For example, armor with a Protection Rating of +3 will reduce the damage of an attack by three HP. This will apply to most attack forms but there may be some exceptions which will be detailed in the appropriate chapter.

Heavier types of armor usually have a higher PR, but will cause the wearer to suffer a penalty for Encumbrance unless he or she is strong enough to carry the additional weight (see Chapter 1, rules for Encumbrance). Detailed information on the Protection Rating of various types of armor can be found in the chapter on Equipment.

SHIELDS

Hand-held shields provide additional protection by making the bearer harder to hit. When used a shield reduces an attacker's Combat die roll by the shield's rating. The disadvantage is that while using a shield the defender suffers a penalty of -2 on all Dexterity-related die rolls.

MISCELLANEOUS COMBAT MODIFIERS

On occasion, circumstances will have an effect on combat, resulting in a penalty or bonus on the combatant's *Omni Table* die rolls. Here are some examples:

- * Attacking from above: +2.
- * Defending from below: -2.
- * Mounted vs. unmounted opponent: +3.
- * Limited visibility*: -1 to -10.
- * Unstable footing (mud, ice, etc.): 1- to -10.

**Includes fighting in darkness (unless one has dark or night vision), in fog or mists, or with vision partially impaired; the extent of the penalty is based on visibility.*

COMBAT TACTICS

In a game where a character's stated intent can dramatically affect the chances of success or failure, the choice of tactics plays an important role. For example, why stand toe-to-toe with a Giant and risk getting flattened when you can attack from a safe distance with a bow, or use your quickness to dodge the big brute until he's too worn-out to hit you?

There are four basic categories of tactics available to



characters in *Atlantis: The Second Age*: Attack, Defend, Move, and Stunt. Each counts as a single action; using more than one Tactic in a single round of combat requires the attacker to take the standard penalty for Multiple Actions (see Rules section). Attacks (and any spellcasting), Movement, and Stunts can only be performed during the character's turn. Defensive tactics can be used at any time during the round.

The following section contains descriptions of each of these tactics and their most common variations.

ATTACK

An attack can be defined as any action intended to injure, restrain, stun, or otherwise hamper an opponent. There are four kinds of attacks in *Atlantis*, close attacks, ranged attacks, grappling attacks, and subdual attacks.

CLOSE ATTACKS

A Close Attack is a maneuver that attempts to cause damage to an opponent at close range. Any type of hand-to-hand combat, with or without weapons, is considered a Close Attack. Unless the intended target is unaware or incapable of defense, a Close Attack is considered an Opposed Action.

To simulate a Close Attack, the attacker rolls on the *Omni Table*, adding the Skill Rating for the weapon or attack form being employed. The defender's Skill Rating is used as a negative modifier (see Defense, q.v.).

A Close Attack can be used against multiple targets, at the standard penalty for Multiple Actions (cumulative -5 per extra target). Alternately, a single target can be hit multiple times with a "rapid fire" attack, with the same penalties being applied. "Rapid fire" attacks can be dodged or parried as if they were a single attack.

Winj the beggar stabs at a city watchman who is attempting to evict him. Winj has a Skill Rating of 17 with Small Blades (the appropriate attack skill in this case). The watchman had not drawn his mace so he must defend with his

Brawling Rating of +9. The total attack roll modifier is +8 (17 - 9 = 8). Winj's player rolls a 10 for a total of 18: Full Success. The GM describes how the knife cuts into the lightly armored abdomen of the watchman.

RANGED ATTACK

A Ranged Attack is defined as any attempt to hit an opponent or target from a distance. Common Ranged Combat attacks include shooting with a projectile weapon such as a bow or crossbow, firing a catapult or other siege weapon, or using hand-hurled weapons such as javelins, rocks, or knives.

If the intended target is unaware of the Ranged Attack or is immobile, the Degree of Difficulty is based on the target's range and availability (size, visibility, degree of cover, etc.). If the defender is actively trying to dodge or evade a Ranged Attack, the Degree of Difficulty is based on range and availability plus the defender's modified defensive Combat Skill or Attribute Rating. Penalties for range and availability are as follows:

- * Target is within half effective range: no penalty.
- * Target is beyond half effective range: -5.
- * Target is beyond effective range: -10.
- * Target is beyond 2 times effective range: -20.
- * Target is moving: -3, plus an additional -1 per point of target's Speed Rating.
- * Target is protected by cover: -1 per 10% cover.
- * Target is smaller than man-sized: -1 to -10.
- * Target is larger than man-sized: bonus of +1 to +10.

Notes

All penalties for range and availability are cumulative. For example, if a target is beyond half effective range and is moving at a SPD of +1, the total penalty is -9.



Depending on their rate of fire, some missile weapons can be used vs multiple targets, or for “rapid fire” Ranged Attacks. The standard penalty for Multiple Actions applies to Ranged Attacks as well.

The effective range for hand-thrown weapons is 50 feet plus 10 feet per +1 STR. Ranges and firing rates for all other missile weapons can be found in the chapter on Equipment.

Flynn is firing his shortbow into a charging group of goblins while the caravan he is protecting tries to make its escape. The lead goblin is a mere 75 feet away, which is within the effective range of Flynn’s bow. The goblin knows it is about to be shot at, so it rolls to one side as it moves in. Flynn takes a penalty equal to the goblin’s Defensive Skill Rating of +9. Flynn’s Shortbow skill rating is +14, for a total Omni Table modifier of +5. Flynn’s player rolls a d20 and gets a 5 for an attack total of 10: Partial Success. Flynn’s arrow does only half damage as it grazes the creature’s thigh.

GRAPPLING ATTACKS

A Grappling Attack is any attempt to grab, restrain, or throw an opponent through the use of strength, leverage, or special grappling weapons. Grappling Attacks are handled as per Close Attacks. However, a defender who has been grabbed or restrained may take no further actions until he attempts to escape by making a successful **Omni Table** roll using his Strength Rating (doubled), Brawling -3, or Martial Arts skill -3. If the defender’s escape attempt is unsuccessful, on the next turn the attacker can either throw

or choke the defender without the

need for a second attack roll. A thrown defender can be hurled up to 5 feet away (+1 foot per +1 STR), and/or body-slammed (DR 3 +STR). Choking causes 4 DR per round until the defender escapes or is rendered unconscious.

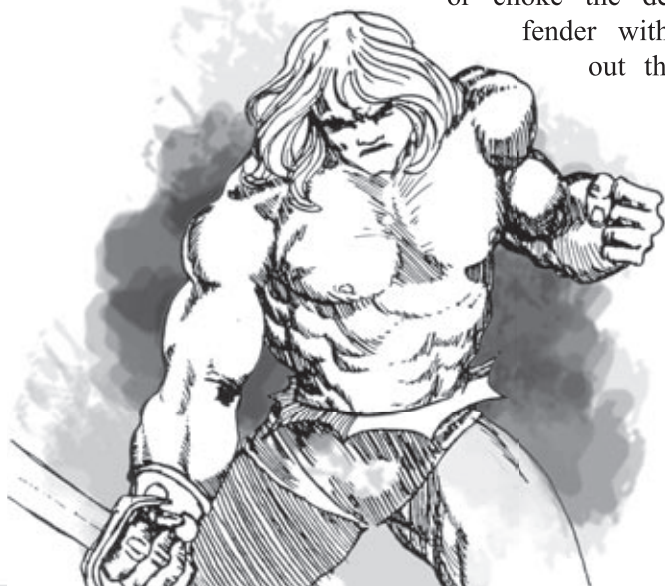
Grappling Attacks cannot be used against multiple targets. A single target can be both grabbed and choked or grabbed and thrown in the same turn, at a -5 penalty for the extra action. While engaged in a Grappling Attack, the attacker has a -5 penalty to his defensive skill rating and the victim has an effective 0 defensive skill rating.

Sigurd the Cimmerian is having a few drinks in a bar, and has had the misfortune of drawing the attention of the local tough, Darby. Sigurd knows that Darby, who is far larger and stronger than he, will try to get him in a hold and choke him. Sigurd, who is faster, decides to be the first to try to get a hold. He jumps on the back of the brawny tough and attempts to apply a choke hold. Sigurd’s Brawling Rating is +14 while Darby’s is +8. The GM decides that since Sigurd is attempting a very daring maneuver (tumbling through Darby’s defenses to get at his back) he receives a -3 to his Omni Table roll. Sigurd’s player rolls a 7 and adds the modifier of +3 for a result of 10: Partial Success. The GM rules that Sigurd has successfully grappled Darby but his choke hold causes no damage.

Because of their unusual nature and wide variety of effects, Grappling Attacks have different **Omni Table** results than standard Close Attacks as follows:

WHEN ATTACKING

- * **Mishap:** The attacker has twisted himself into an awkward position and failed to effectively hold his opponent. The opponent receives a +5 bonus on their next attack vs. the grappler.
- * **Failure:** The attacker fails to grab the defender.
- * **Partial Success:** The attacker gets a partial hold but has little leverage. No choke or throw attacks may follow this attack. The defender gets a +5 bonus to his or her attempt to escape this hold.



- * **Full Success:** The attacker achieves the hold they were attempting. They may throw or choke the defender with their next action, or simply continue to hold.
- * **Critical Success:** The hold is especially well-placed and strong. The defender takes an additional -5 penalty to an escape attempt.

WHEN ESCAPING

- * **Mishap:** The defender twists himself into an even worse position. He takes an additional -5 penalty to any further escape attempts. Note that further Mishap results do not add to this penalty. The maximum is -5.
- * **Failure:** The defender remains in the hold.
- * **Partial Success:** The defender slips part-way out of the hold. Add +5 to his next escape attempt.
- * **Full Success:** The defender escapes the grapple.
- * **Critical Success:** The defender performs a perfect reversal. The defender may make an immediate attack on his opponent at full skill, flee, or perform any other action.

SUBDUAL ATTACKS

A Subdual Attack is an attempt to knock-out an opponent by non-lethal means. This Tactic requires the use of a blunt weapon (such as a club, staff, mace, punch, kick, etc.) and can be used as part of any attack. Damage from a Subdual Attack is tallied the same as for other forms of attack. However, if a subdual attack causes an opponent to be reduced to 0 HP, the victim is merely rendered unconscious for 1-20 rounds. HP lost as a result of a Subdual attack is restored shortly after the victim regains consciousness (1-10 minutes, or with a successful CON roll against Difficulty 10, per the GM's ruling).

DEFENSE

A Defense can be defined as any action intended to avoid or block an attack. There are two types of defense tactics in *Atlantis: The Second Age*: Dodge and Parry.

An opponent who does not have the initiative or who willingly surrenders the initiative can elect to either Dodge or Parry an impending attack. To do so, the

defender must declare the intent to defend before the opponent rolls for the attack.

The procedure for defense is the same as for attacks. The defender rolls on the *Omni Table*, adding their defensive skill rating and subtracting the attacker's skill rating. Read the *Omni Table* for the outcome of the Defensive tactic. Note that in the case of a full or critical defensive success, there is no need for the attacker to roll to hit.

DODGE

Dodging is a defensive maneuver that moves the character out of harm's way. This may be as simple a maneuver as ducking, or as complex as a backflip. Dodging is effective against close, ranged, and grappling attacks. Any of the following Skills or Attributes can be used for a Dodge attempt:

- * Evade Skill Rating
- * Defensive Martial Arts Skill Rating
- * Acrobatics Skill Rating at -5
- * Dexterity Rating or Combat Rating (as per rules for substituting Attributes for Skills)

Flynn manages to disable all but one of the goblins before the pack reaches the caravan. The last goblin leaps aboard the wagon Flynn is on, tearing at him with his dirty knife. Not wanting to lower himself to fighting like an animal (or being dragged from the wagon) Flynn elects to dodge the goblin's attack. Flynn's Brawling Skill Rating is +10. The goblin's Brawling skill rating is +9. Flynn rolls with a +1 bonus (10 - 9 = 1) and gets a final result of 8: Partial Success. The evasive maneuver doesn't entirely avoid the goblin's attack, so Flynn will take 1/2 damage if the goblin's attack roll succeeds.

PARRY

Parry is a defensive maneuver that interrupts an attack by putting something in the attacker's path, such as a shield or weapon. Shields are designed expressly for this purpose, and give defenders who have a Shield +2 bonus when used for Parrying. This maneuver is known as a Shield-Parry. Note that Enchantment increases the Shield-Parry bonus according to its plus-rating. For example, a +1 shield would confer a bonus of +4 to Shield-Parries. Other, specially constructed

weapons may also offer Parry bonuses (*see Chapter 9; Equipment*).

Any of the following Skills or Attributes can be used as the modifier for a Parry attempt:

- * Parry Skill Rating.
- * Brawling (no penalty if parrying a Brawling attack; penalty of -5 if parrying a weapon attack).
- * Combat Rating (substitution).

Ranged Attacks can also be parried, but at an increased Degree of Difficulty (penalty of -5 to -10). Attacks by exceptionally large and powerful opponents that overwhelm the defender cannot be parried, such as blows from an Jotun's club, or a charging elephant.

Note that a result of Mishap when attempting to Parry means that the defender is not only hit by the attack, but whatever was being used to parry has been damaged or destroyed (GM's ruling).

After Winj's attacks, the watchman decides to hit back with his fists. Winj chooses to actively defend against this attack, by parrying with his knife. Winj's Small Blades Skill Rating is 17 and the watchman's Brawling Skill Rating is 10. However, Winj has already performed one previous action in the round, so he takes an additional -5 to his Parry roll for a total modifier of +2 (17 - 10 - 5 = 2). Winj's player rolls a d20 and gets a 9 for a total of 11: Full Success. Winj will take no damage from the watchman's attack and there's no need to roll to see if it hits.

MOVEMENT

Movement is a tactic intended to increase or close the distance between attacker and defender. There are three variations: Retreat, Flee, and Advance. Note that in all three cases, rugged or difficult terrain can decrease the maximum distance that can be covered in a round, and may even require DEX or skill rolls to navigate safely.

RETREAT

A Retreat is an attempt to disengage from an attack in an orderly and measured manner. The retreating oppo-

nent can move up to half her normal Movement Rate per round while continuing to fight or defend against attack without penalty.

FLEE

Fleeing is an attempt to disengage from an attack without regard for considerations of defense or attack. Instead, the main goal is to escape as quickly as possible. A Fleeing opponent can move up to his full Movement Rate per round, but may not attack or defend while doing so. Attempting to Flee while engaged in Close Combat of any type exposes the fleeing opponent to one Unopposed attack from each opponent within range. A successful Dodge or Parry will allow an individual to Flee on the following round without being exposed to a Close Attack.

If a Fleeing character is being pursued, both the character and pursuer(s) must make Attribute Rolls vs their respective Speed Ratings once for each round of pursuit. Compare *Omni Table* die rolls and Speed Ratings to see if the Fleeing individual escapes or gets caught, using the following guidelines:

- * **Mishap:** stumble and fall; you're injured and cannot continue next round.
- * **Failure:** stumble and fall; you can get up and continue next round.
- * **Partial Success:** move up to half your maximum Movement Rate.
- * **Full Success:** move up to your maximum Movement Rate.
- * **Critical Success:** maximum Movement Rate plus you gain an additional 50' on opponent.

Note: for Mishaps and Failures that occur during aerial or aquatic pursuits, substitute stumbles for collisions, unfavorable wind/water currents, and/or crashes as applicable.

ADVANCE

An Advance is an attempt to close with an opponent at half maximum Movement Rate or less. This tactic allows the individual to attack or defend while moving, without penalty. It is also possible to use this tactic to Advance under cover, making it more difficult for opponents to target the advancing individual with Ranged Attacks (q.v.).



A high speed Advance is called a Charge. This tactic allows the individual to move up to his maximum Movement Rate, though at the expense of any attempts at defense. Attacking while Charging is possible, at a penalty of -3 for Close Attacks and -5 for Ranged Attacks. When making Close Attacks while Charging, add the character's Speed to the damage rating, as well as Strength. See the Combat Skill, Mounted Combat, for additional modifiers.

STUNTS

A Stunt can be defined as any type of unconventional maneuver attempted during the course of Combat. This tactic includes such flamboyant maneuvers as leaping from high places, swinging from ropes or chandeliers, vaulting over opponents, and the kind of daredevil moves that are commonly seen in most action-adventure movies. It also covers "dirty tricks" like tripping, throwing dirt in an opponent's eyes, and so on.

Any applicable Skill or Attribute can be used as a modifier for a Stunt, though most actions of this sort carry a stiff penalty for Degree of Difficulty (GM's ruling applies in all cases). Characters who possess Martial Arts, Acrobatics, and certain Performing Skills generally fare better at Stunts than those who do not have such specialized abilities.

Under certain circumstances, a Stunt can be combined with another tactic without incurring a penalty for Multiple Actions. For example, leaping over a bar counter and kicking an enemy can be accomplished in one fluid action, and need not entail any added penalty for multiple actions. However, leaping over a rail, swinging from a chandelier, and kicking an enemy who was across the room would count as an additional action, resulting in the standard -5 penalty.

Since every stunt is different, we won't provide you with an exhaustive list here. It's always up to the GM to determine what the Degree of Difficulty is for any given stunt, based on the specific circumstances and how "cinematic" she wants the game to be. It's usually a good idea for the GM to tell her players ahead of time just what sorts of stunts will be allowed.

Winj cuts a rope with a thrown knife, bringing down a bazaar stall on the heads of two guardsmen. (Thrown Weapons: Difficulty -10 for a small target).

Stefanos the Gypsy whirls his cloak in the

rushing guardsmen's faces as he jumps behind the bar. Hopefully, the cloak will momentarily stun and blind the guards, allowing Stefan to seemingly vanish. (Acrobatics; Difficulty -15 to confuse all three guards).

AIMED SHOTS

An aimed shot is an Attack intended to hit a very specific target and/or cause a very specific effect. Almost any Combat Tactic can be used in conjunction with an Aimed Shot. A Ranged Attack intended to cut a windship's sail, disable a moving conveyance, or knock a weapon from an opponent's hand, is an Aimed Shot. So is a Close Attack intended to disarm an opponent by striking his hand, or a Shield Parry used to deflect a missile in a specific direction. The ability to temporarily stun or subdue an opponent with a single blow, a staple of the action-adventure genre, can also be accomplished with an Aimed Shot.

Aimed Shots are handled much like other Combat Tactics, the main difference being that maneuvers of this sort usually carry a pretty severe penalty for Degree of Difficulty — not surprising, given the fact that an Aimed Shot is by its nature much more difficult to accomplish than a standard attack. A result of Success or Critical Success is required to achieve the intended effect; for Aimed Shots, an **Omni Table** result of Partial Success is the same as Failure.

Aimed Shots can also be used to hit the small parts of an opponent that are not covered by their armor, and thus ignore its Protection Rating. The additional Degree of Difficulty penalty for this tactic is equal to the total PR of the armor worn. For example, to strike through a seam in Kang Battle Armor (PR 7) the attacker would take an additional -7 to his or her roll.

CRITICAL WOUNDS

Any attack that is made with the intent to "kill" or injure that yields an **Omni Table** result of Critical Success will cause a Critical Wound. Assuming the victim has not been reduced to zero or less Hit Points, he must make a roll vs his CON Rating (minus the DR of the attack) to determine the extent of the injury, as follows:

- * **Critical Success/Success:** victim can continue without penalty.
- * **Partial Success:** victim can continue, but

suffers a penalty of -5 on all die rolls until the Critical Wound damage is healed (by magical or non-magical healing, or through rest and recuperation).

- * **Failure/Mishap:** victim is incapacitated and rendered incapable of movement, regardless of actual Hit Point total. No further actions can be taken until the Critical Wound damage is healed.

In the case of minor NPCs, a critical hit can cause instant death or knockout (GM's ruling) without the need for a CON roll.

RECOVERY

As mentioned in Chapter 1: The Rules, healing occurs at the rate of 5 Hit Points per day, plus one additional point of healing per +1 Constitution Rating. Individuals with negative Constitution Ratings heal at the rate of 5 HP per day, minus one point of healing per -1 CON Rating (the minimum rate of healing is 1 HP per day).

Individuals who have suffered a Critical Wound, a permanent injury, or a close brush with death may require a period of convalescence. If the victim receives immediate magical or alchemical healing, he or she may be fully recovered after just a few hours of sleep. Otherwise, recovery time could range from a day or two to a week, several weeks, or even longer. The amount of time required to make a full recovery in such instances is up to the GM to decide, based on the nature and extent of the victim's injuries.

CREATIVE COMBAT

All too often, combat in the game consists of little more than "I hit him with my sword", "I do 13 damage", "I dodge", "I parry". With the dramatic opportunities combat presents in *Atlantis: The Second Age*, this monotonous approach fails to enliven the game, or fire the imagination. Role-playing need not stop when combat begins.

DESCRIPTION IS EVERYTHING

Combat is full of sensations and sounds. Describe the grunts and cries of combatants, the thud and clash

of weapons, the expressions on individual faces, the moves opponents make, their actions and reactions, the smells and emotions.

No combatant is ever completely aware of everything going on around them in a fight. A good GM trick is to occasionally, secretly, tell one player that their character notices something another character doesn't, such as a pit their colleague may be about to step backwards into, a hidden sniper drawing a bead on their friend, an opponent blindsiding their unsuspecting compatriot, and so on, and give them a round or two to do something, even if only to quickly shout a warning. This trick can bolster the sense of camaraderie and teamwork among the players surprisingly well, and adds more dynamism to the conflict.

CONSIDER THE CONSEQUENCES

Only psychopaths and other miscreants enter combat at the drop of a hat. Use of force should be appropriate to the situation, and bear in mind the character's outlook on life. Like people in the modern world, medieval Europeans are almost always aware of the possible consequences of their actions, and if their actions go counter to morality, local law, or common sense. Lethal force should only be used when faced with little recourse, unless the character is a deviant, or a native of a violent culture, such as Arim. For example, someone using a knife in a barroom brawl would be considered a sick thug, unless their assailants were also brandishing such lethal weapons. Characters who behave in violent fashion, or react with disproportionate force, should expect to be reviled, hunted, imprisoned, or executed, by local authorities, relatives and allies of their victims, and so on. Consequences are something every character should consider and expect.

THINK ABOUT THE ENVIRONMENT

One of the most overlooked aspects of any combat, and the first that should be born in mind, is the actual location of the fight. Considering the characters' surroundings for a moment can add a whole new dimension to a conflict. Ask yourself such questions as:

- * What can be ducked behind, jumped on, off, or over, interposed between the attack and target, or might impede a combatant, such as boulders, tables, pillars, trees, balconies, etc.?



- * Are there perils in the surroundings that might harm, kill, or otherwise inconvenience an incautious or unlucky combatant, such as a cliff-edge, open pit, lava flow, untriggered trap, or patch of ice?
- * Does the environment in any way prohibit the use of certain weapons, or make their use more difficult? Some weapons, for example, require considerable space to be swung effectively, such as greatswords, so a fight in a short, narrow corridor would make their use very difficult. Similarly, fighting in close formation may make it hazardous to use some weapons, as the space needed to use them may be occupied by an ally.
- * What are the weather conditions? Conditions such as powerful gales, thick fog, etc. can make the use of missile weapons problematic at best, and even melee combat can be effected if you can't see any opponent

more than a yard away, or if a lot of flying debris, sand, etc. makes usual action difficult.

With a good grasp of the environment comes the ability to bring it into the conflict. Imagine how it can be used to the benefit or detriment of the combatants. Opponents can be forced towards perils, boulders can be used as cover, and so on. A Mishap on any roll during the combat may also involve the environment somehow, such as a trip or blunder into an object, suddenly finding oneself maneuvered to the brink of the lava flow, a missed attack resulting in the weapon getting stuck in a tree or pillar, etc.

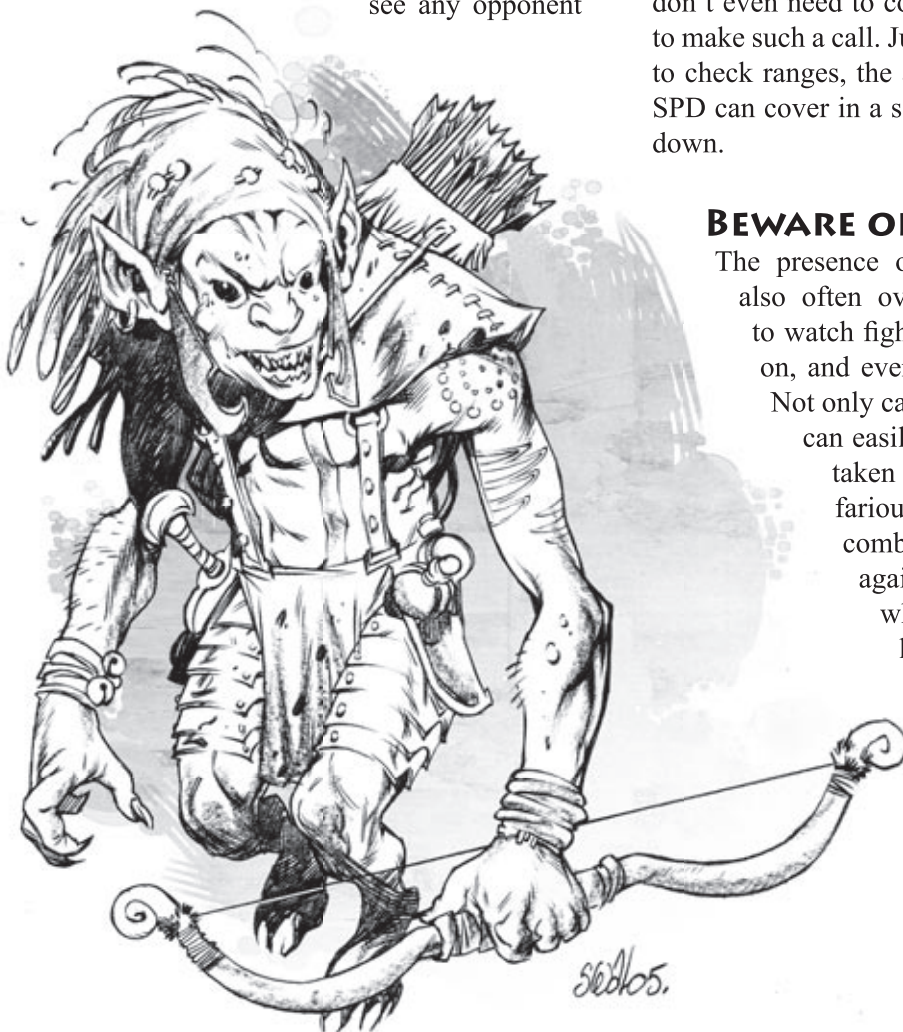
Avoid getting caught up in precise details; keep the play fast and fluid. Accurate distances are not important; use vague terms such as "close", "a stone's throw away", or "right next to you", and if ranged combat or distance matters, simply make a rough judgement of how long (in rounds) it will take to cover the area, or if the attack is basically close, short, or long range. You don't even need to consult the ranges of the weapons to make such a call. Just keep things moving. Stopping to check ranges, the amount of area someone with X SPD can cover in a single round just slows the action down.

BEWARE OF BYSTANDERS

The presence of bystanders during a fight is also often overlooked. Crowds often gather to watch fights, and may goad the opponents on, and even place wagers on the outcome.

Not only can bystanders get in the way, they can easily be hit by stray shots or blows, taken hostage or used as shields by nefarious individuals, or even enter the combat themselves on either side, or against both, the classic example of which is when the local military or law enforcement attempts to stop the conflict and incarcerate the combatants and gets drawn into the conflict.

Firing into any melee, whether bystanders are involved or not, is a very dangerous proposition, due to the continual movement of the combat-



ants. Missed shots may easily hit an unintended target, such as an ally. Aside from intelligent bystanders there are always cases of animals becoming involved somehow. Herd animals may stampede, posing a threat to everyone, while a predator may leap unexpectedly into a melee, in the hopes of taking a wounded individual on the periphery of the fight. Certain mobile plants can also provide an added element to a fight, especially if they are not recognized as such from the onset.

USE YOUR SURROUNDINGS

The character should also exploit the environment of the fight. Many objects, such as chairs, rocks, ropes, nets, wall hangings, and pots of oil, may be used as impromptu clubs, missiles, entangling implements, incendiaries, and so on. Rugs may be pulled from under assailants, barrels of oil spilled to create slick patches, chandeliers shot down to fall on assailants below, and so on. Even an unskilled or unarmed combatant can be terribly effective if they make intelligent use of their surroundings.

WANTON DESTRUCTION

A battle can take a serious toll on the surrounding environment, and the effects are worth thinking about. Use of fire in any form may ignite combustibles, and create a hazard. Attacks that miss their intended target may hit something else, thereby damaging it, and the use of items as cover, fighting platforms, etc. will almost certainly result in them being ruined in some way. A fight will practically always leave signs of its occurrence, even if only in the form of splashes of blood.

FIGHT WITH STYLE

The majority of weapons can be used to perform a variety of strikes, in a variety of ways. Give some thought as to what form an attack takes. Is it a thrust, a lunge, a wild swing, an overhead blow, a feint, or a backhanded swipe? A weapon can even be used in unorthodox ways. A strike may be made with the flat of the blade, possibly subduing or intimidating an opponent. A staff may be used to thrust. A blow to knock out can be made with a weapon's handle or pommel. Many melee weapons can even be thrown if the situation is desperate enough.

The reach of a weapon (its comparative length) is also worth bearing in mind. A character with a notably longer weapon than their opponent (such as a halberd being used against an opponent with a sword), may not

only keep their opponent at bay, and strike them first, but they may effectively prevent their opponent from attacking, if the opponent is unable to get inside the reach of their weapon. However, should the opponent with a shorter weapon manage to step inside the reach of the longer weapon, they may make its use next to impossible as well.

The sword the character bears is not their only weapon. Try and add the occasional unarmed strike into a combination of blows; it is more interesting, and can surprise an unexpecting opponent. A swift kick can force an opponent back, giving the character room to maneuver or flee, while a solid punch can stun, and a head butt can bring you in so close that your opponent cannot bring any weapon larger than a dagger to bear.

Consider how a combatant can be taken out of the fight quickly without necessarily being gradually bludgeoned or sliced in a protracted melee. Opponents can be disarmed, tripped, pinned, grappled, thrown, knocked out, entangled, or knocked over, for instance.

Few combats should ever be to the death; only the most deeply unintelligent, insane, frenzied, or foolishly courageous combatants will continue fighting when badly wounded or outclassed. A hasty retreat is a key survival strategy for practically every living being. Particularly bloodthirsty or lethal maneuvers, such as attempts to slice an opponent's head off, pierce their eyes, or eviscerate them should be rare, and used only when dramatically appropriate. Should players continually attempt such maneuvers against every opponent, they should expect all of the NPCs they fight to respond in like fashion.

DON'T JUST STAND THERE

The way some combats are conducted, it is hard to imagine the combatants doing much more than standing toe-to-toe trading blows. In truth, combat is continually in motion. Bear some thought as to how the characters move about, and how this can be used to advantage or disadvantage.

- * Do they try and outflank an opponent, or move to a better attacking position?
- * Do the combatants circle each other warily?
- * Do they attempt to close in, or move away?
- * How do they dodge: duck, sidestep, roll, or leap?
- * Do they press an opponent, forcing them



back, or yield and give ground?

- * Do they charge or leap into a fight, weapon raised high, calmly walk forward, or wait for their opponent to come to them?

Once again, the environment is very important when considering the motion of the various characters. Chandeliers or ropes may be swung from, sails slid down with a dagger, pillars ran around, tables dived under, jumped on or over, and so on. Characters with the Acrobatics skill can make particularly impressive use of motion, such as cartwheeling, backflipping, somersaulting, and going into elaborate springs or rolls, although anyone can roll, leap, or dive.

Combatants who find themselves on the ground may be in peril if their opponent is still standing, and may be forced to roll or flail wildly in an attempt to avoid being struck, and provide themselves with the moment needed to regain their feet.

Motion in certain environments can add a whole new dimension, quite literally, to a fight. Airborne combats, for example, can feature attacks from above or below, diving attacks, swoops, and so on, while underwater combats also occur in three dimensions, but slow down motion, and make non-thrusting weapons far less effective.

KEEP TALKING

Just because the action has started, doesn't mean the talking has ceased. Characters should engage in appropriate dialogue when fighting, hurling expletives, insults, and imprecations at opponents, shouting warnings and encouragement to colleagues, screaming battle cries, engaging in the cut and thrust of witty repartee with like-minded antagonists, and so on. Just as players speak the words of their characters when roleplaying any other situation, they should do so in combat sections of the game.

COMBAT IS A BLOODY AFFAIR

The damage opponents suffer can be as detailed or as vague as befits the gaming group's tastes, playing style, and campaign style.

Never simply state the amount of Damage inflicted by any blow -- describe it. Small amounts of damage comparative to the character's HPs might be cuts, nicks, grazes, or bruises, while heavy damage can be bone-crunching impacts, deep slices causing blood to flow, and so on. GMs of truly Grim campaigns may even inflict penalties on a character's actions if they are significantly hurt, and may interpret particularly damaging strikes as incapacitating or mutilating. Likewise, Heroic campaigns may seldom involve damage worse than bad cuts or broken bones, all of which they recover from very quickly. At worst, a Heroic character might lose an eye or a limb, giving them a dramatic reason to seek revenge.

Combat in a game can, and should, be as gripping and exciting as any fight scene in an action movie, and if given as much thought and effort as possible, will take its place alongside any other roleplaying scene for a sense of character and drama.



CHAPTER EIGHT



MAGIC & ALCHEMY

MAGIC IN THE SECOND AGE

Although it is often feared and misunderstood by some peoples and nations, the Atlantean world of the Second Age is a land filled with magic. This magic takes myriad forms, from the poultices of a primitive Shaman to the incantation of a sorcerer used to summon mighty demons. The material in this chapter explains how Magic is used in *Atlantis: The Second Age*™. In it you will find information on:

- ⊗ An overview of Magic in the world of the Second Age.
- ⊗ Spellcasting Modes: the backbone of the system.
- ⊗ The various Orders of Magic.
- ⊗ Rules for creating and using Enchanted Items.

If you're a Gamemaster, you should read this chapter so that you'll understand the basics of how magic works. If you're a player with a spellcasting character you need only concentrate on the sections that describe your character's Order(s) and the Modes in which he is proficient. Players with non-spellcaster characters can skip this chapter altogether, if they like.

MAGIC IN THE GAME

Because the number of spells, charms, powers, and principles at work in the various magical disciplines of the Second Age is nearly limitless, the game system does not try to cover them all. Rather, a solid framework is provided for the mechanics of magic, allowing players and GMs to create their own spells using the eleven Modes as guidelines.

In the section where Orders are described, you'll find some sample spells for various Modes. Use spells similar to these when you first begin playing *Atlantis: The Second Age*™. Then, once you are more familiar with the rules, you can create additional spells. As play progresses, you can record the spells that your character commonly uses, building your character's personalized "spellbook".

In *Atlantis: The Second Age*™, only characters that have a Magical Order Talent may actually use their magical knowledge to cast spells. Others may study the arts and learn about magic through the Lore (arcane arts) skill but without a Magical Order Talent, spellcasting is beyond their ability.

MAGIC IN THE WORLD

Magic has existed since ancient times, and can be found in the richly furnished halls of stately Atlantean Palaces and in the filthy huts of the tribal witchdoctors alike.

Magical arts are traditionally taught only to initiates and usually in secret, although in some regions magical knowledge is sometimes passed on through inheritance. A distinction is usually made between the Dark Arts, which are used to bring death and destruction, and more benign magic, normally used to protect against the forces of Darkness and to help prevent natural calamities. In itself, magic is neither good nor evil; it is the spellcaster's intentions that make the difference. While generally accepted as a fact of life in most civilized realms, spellcasters may be driven off or even executed for their knowledge in more primitive and superstitious regions of the world.

In the Second Age, the magical arts can be divided between Low Magic, such as witchcraft, shamanism and

the magic of creatures like the Sidhe, and High Magic, in which we find a more scholarly approach to magic like mysticism, elementalism and the hermetic style of sorcery. This distinction is mostly one of style and does not necessarily reflect the relative power of one Order over another. There are tales of witches who wield incredible power and the Sidhe are feared for a reason.

Another distinction is generally made between magic in general and The Dark Arts or Black Magic. Even in places where magic is fairly common and accepted, Black Magic is still taboo. The Dark Arts deal primarily in death and in interactions with, and the summoning of, demonic entities. While this form of magic may bring great power to the practitioner, the dangers are extreme.

ABOUT ORDERS & MODES

An Order is a field of magic or magical tradition, such as Witchcraft, Sorcery, and Shamanism. Members of the same Order derive their magical powers from the same source, and tend to observe similar rituals and practices. In *The Second Age* there are eleven main magical Orders. Other Orders undoubtedly existed in ancient times; and still others still are practiced in secrecy on the fringes of civilization.

Most spellcasters belong to a single Order, though some elect to gain proficiency in additional fields of magic. To acquire the knowledge of a new Order, a student must study with a teacher for no less than 52 weeks. However, Orders are not Skills per se, and are not used for *Omni Table*™ die rolls.

A Mode is essentially a spell-effect, such as Manifestation, Manipulation, and Influence. Modes are used as a basis for creating original spells, if the player or GM so desires. Each Order uses Modes in a different way; the differences are substantial enough that even if a spellcaster knows the Mode Manipulation in one Order, he will not be proficient in the same Mode as it is practiced by members of other Orders. Therefore, a character's Mode skill ranks must be tracked separately for each Order with which they are familiar.

LIMITATIONS OF MAGIC

Second Age magic is neither free-form nor spontaneous. Rather, it is a precise discipline that involves the memorization of formulized spells. A spellcaster cannot “make up” a spell at a moment's notice or improvise while spellcasting. It is the player's job to come up with interesting spell names and effects before game play begins. The spells that the player invents must fit within the style of the spellcaster's Order, the game-mechanics of the chosen Mode, and the practical restrictions of all Second Age magic.

Modern magic cannot:

- ✿ Return the dead to life;
- ✿ Create intelligent life;
- ✿ Affect time or causality;
- ✿ Control two Powers at once (no spells of Fire and Earth together);
- ✿ Cast more than one spell at a time, or blend two spells together (use two Modes at once).

Note that these restrictions may not apply to some unknown magical Orders, or Orders of the ancient past like those of First Age Atlantis. Nor does it apply to the magic or otherworldly entities.



SPELLCASTING

In the *Atlantis: The Second Age*™ game a spell can either be cast from memory or from a written work such as a scroll or book. The following sections explain how these two methods work in the game.

OVERVIEW: CASTING SPELLS FROM MEMORY

The following is an overview of the procedure for casting spells from memory. Each of the steps is explained in detail below.

1. **Player states Intent (what is the spell's Mode & intended effect?)**
2. **Player chooses Spell Level (how powerful will the spell be?)**
3. **GM determines bonuses or penalties (based on the character's Mode rating, spell level, and other factors)**
4. **Player rolls to Cast Spell**
5. **GM judges Result**

CASTING SPELLS FROM MEMORY

1. Stating Intent

Decide what kind of spell you want to cast, based on the Modes your character knows; if your character doesn't know the Mode, you can't cast a spell of that type. Keep in mind your character's magical Order, how its members cast their spells, and whether or not they use material components or rituals of any sort.

Once you've done this you can describe the type of spell the character is casting and its intended effect. Is the spell attacking something nearby? Is the spellcaster cooking up a diabolical curse? Is she waving her arms and chanting? Is she drawing arcane runes in the dirt? The important thing is to state your Intent clearly, so the GM and other players can picture your action in the scene.

2. Choosing Spell Level

Each time a spell is cast from memory, the player must decide how much energy his character will invest in it.

In game terms, the quantity of energy behind a spell is known as its Spell Level. Spellcasters can usually cast a spell at any level desired. However, the higher the Spell Level, the more difficult the spell is to cast, and the greater the chance of a magical Mishap.

3. Determining Bonuses and Penalties

After the spellcaster's player has described the spell and the desired effect, the GM must determine if any bonus or penalty will be applied. This is done before the player rolls to cast the spell.

Use the character's modified Skill Rating in the chosen Mode as the primary modifier. Then apply a penalty of -1 per level of the spell that is to be cast as the Degree of Difficulty. Compare the two figures to get the modifier that will be applied to the player's Omni Table roll.

Alkan the Aeromancer has a skill rating of +7 in the Move mode and wants to cast "Touch of the Wind" (a Kinetic mode spell) at Level 6. His final Omni Table modifier is +1 (7 - 6 = 1).

4. The Casting Roll

To determine whether the spell is successful or not the player rolls a d20 on the Omni Table, applying the GM's modifier to the die result.

5. Judging the Result

After the player rolls, the GM interprets the Omni Table result, taking into account the specific circumstances surrounding of the action, and other factors, as follows:

- ◆ **Mishap:** the spell fails, resulting in potentially disastrous consequences (see Magical Mishaps, in this section).
- ◆ **Failure:** the spell fails.
- ◆ **Partial Success:** the spell has half the intended effect, range, duration, or potency (GM's ruling based on the type of spell cast).
- ◆ **Success:** the spell works as intended.
- ◆ **Critical Success:** the spell is cast as efficiently and effortlessly as possible. This spell does not contribute to the caster's Spell Penalty for the day.

CASTING SPELLS FROM WRITTEN WORKS

Spellcasters can also cast spells by reading them directly from magic scrolls or spellbooks. There are benefits and drawbacks to this method. When casting a spell from a written work, the spellcaster receives a bonus of +5 to her casting roll. However, this type of spell-casting requires a minimum of 1 minute (10 rounds) per Spell Level to cast.

Scrolls are lightweight and easily carried, and can be reused any number of times. However, a scroll can only contain a single spell. Spellbooks can contain hundreds of spells, but are usually cumbersome and ill-suited for travel. Most spellcasters are careful to guard their books from those who might want to steal their secrets.

MAGICAL MISHAPS

There are few things a spellcaster dreads more than a Magical Mishap. A mishap when spellcasting is never a good thing and could lead to one or more of the following effects:

- ◆ No noticeable effect (50% chance of side-effect occurring later)
- ◆ Spell rebounds upon caster
- ◆ Spell strikes unintended target (random direction)
- ◆ Reverse spell effect (rebounds upon caster)
- ◆ Reverse spell effect (random direction)
- ◆ Static spell effect: area charged with magical energies (5-foot radius around the caster)
- ◆ Wandering spell effect: 5-foot radius charged with magical energies, moves at random
- ◆ Phase-shift: caster teleported to random location
- ◆ Black hole effect: caster and any individuals within 20 feet are drawn into another dimension
- ◆ Temporal rift: caster falls backwards (or forwards) in time
- ◆ Random spell effect (Gamemaster's choice)

COUNTERSPELLS

Any spell or magical effect can be dispelled by casting a counterspell of the same Mode. If the counterspell is of a different Order than the original spell, the spellcaster takes an additional -5 penalty to his casting roll. Counterspells have the same range and duration

as regular spells of the same Mode.

First, the spellcaster must successfully cast the counterspell (follow the normal spellcasting procedure). Then compare the level of the counterspell to the level of the spell to be countered. Use the level of the counterspell as a positive modifier and the level of the spell or magic to be countered as the Degree of Difficulty then roll on the Action Table. Full or Critical Success means the spell has been countered, and its effects negated. Partial Success means the spell's level and its effects have been reduced by half (round up). Failure means the counterspell has no effect, while a Mishap may actually strengthen or extend the duration of the target spell (GM's ruling).

For example, Al-Qaddan casts a Level 9 spell that creates a Wall of Winds between him and his rival, Alkan the Aeromancer. However, Alkan is proficient in this Mode (Ward), and is of the same Order as Al-Qaddan. He successfully casts a counterspell at Level 8, hoping that this will be sufficient to dispel his opponent's magic. After his spellcasting roll, Alkan's player rolls again at a penalty of -1 (his level 8 counterspell minus Al-Qaddan's level 9 spell = -1). He rolls a 17, for a result of Full Success. Al-Qaddan's barrier sputters and dissolves before his eyes.

THE SPELL PENALTY

Casting spells from memory is mentally exhausting. Each time a spell is cast, the spellcaster incurs a cumulative penalty of -1 on further spell-casting die rolls for that day, with one exception: spells that result in a Critical Success do not contribute to this penalty. A minimum of eight hours of rest is required to recover normal spellcasting abilities. "Rest" includes sleep, meditation, or any other form of relaxation.

Torren the Wizard wants to cast "Arkon's Bolt of Destruction." He has already cast three spells in the last few hours, so Torren suffers a -3 Spell Penalty (in addition to any other Action Table modifiers). After the spell is cast, Torren's player notes on his character sheet that Torren's new Spell Penalty is -4. The next time he casts a spell, he will take an additional -4 penalty to his casting roll.



SPELL CREATION & SPELLBOOKS

Before game play begins, players of spellcasting characters have a bit more work than other players. *Atlantis: The Second Age*™ uses a flexible magic system and as such, players are free to create their own unique spells for their characters. Before game play, players of spellcasters receive 5+INT spells to put into their grimoires. They must use the rules presented in this chapter to create the spells that their characters know or may choose from the sample spells given. These spells may be of any Mode in which the character currently has ranks and must follow the rules associated with the character's particular Order of magic.

These spells now become the core of the character's spellbook. As the character gains experience, he may learn additional spells or he may gain access to new spells through adventuring. Regardless of their source, any new spell learned must be carefully copied to the spellcaster's spellbook. If, at any time, the character loses his spellbook, he will start to amass penalties to his casting abilities. This takes the form of a -2 special penalty to all attempts to cast any known spells the following day and increases by -1 every day thereafter (maximum -10) until the book is found or replaced and a full day is spent in study. Magic is complex and spellcasters usually study from their tomes for several hours every day just to keep their formulae and incantations fresh. Replacing a lost spellbook from scratch takes 4 weeks and could cost up to 500 gc.

The term "book" can also be misleading. A Spellbook is not restricted to velum, papyrus or parchment. Depending on a spellcaster's Order, a spellbook could take the form of prayer beads, medicine pouches or other forms of fetishes. In the case of most *civilized* magic, spellbooks are generally just that: books.

ACQUIRING NEW SPELLS

Aside from actually finding new spellbooks and scrolls while adventuring, players may expend XP to learn new spells. A number of weeks equal to the spell level is required for study after which the player must spend 1 XP times the spell level in XP. Once this has been done, he or she may add the new spell to their spellbook.

MODES

Every spell that can be cast in *Atlantis: The Second Age*™ has one primary effect, or Mode. This idea holds true regardless of the outward form the spell takes. Does the spell heal injury? Does it move objects? Does it create illusions? Once you know the spell's primary effect, you know its Mode, and how it works in the game. The following is a list of the nine Modes and their primary effects. Each is described in detail later in this chapter.

◆ Attack	◆ Influence
◆ Illusion	◆ Kinetic
◆ Manifest	◆ Manipulate
◆ Sensory	◆ Summoning
◆ Ward	

Like all other skills, though, Modes are improved as per the rules in *Chapter Five - Skills & Talents*. When a character learns a new Mode, they are actually learning many different concepts and theories of how to manipulate magic in the particular function of the Mode in question.

Spellcasters never refer to Modes by name. Instead they discuss specific spells and their effects, such as the fiery tendrils of "Baal's Flame Whip". Most spellcasters realize that modern magic is restricted to certain types of effects, but these types have not been researched and catalogued much since ancient times. Modern spellcasters are also very conscious of the limitations of their magic when compared to the supposed glories of past ages.

CHOOSING THE CORRECT MODE

As previously stated, choosing the correct Mode to represent a spell is a process of determining the spell's primary effect. The appearance and form of the spell makes little difference when picking a Mode. An important point to remember is that the spellcasting character does not "know" the Modes. Rather they know the theory and function of magic as it pertains to twelve broad categories represented by the Modes. If a spell falls into a category that the spellcasting character has not studied, then it cannot be cast, regardless of its outward form. He simply has not studied how to make magic create the desired effect. This notion can seem

confusing at first, so an example is provided below to act as a guideline for the GM.

The player of Kultan the Demonologist describes his spell "Infernal Terror": "I summon a minor demon that will arc through the air and claw someone's face, then disappear back from whence it came." The spell involves summoning a demon, but the primary effect here is a simple attack. Though it may seem to be a summoning spell at first, the Attack Mode is actually the better choice. Later, Kultan's player describes a different spell, "I want to summon a demon that will fight the whole band of Ogres while I run away." This spell's primary effect goes beyond simply doing damage to a target. The player wants to create an autonomous entity which can fight, create a diversion, and move about on its own. This is truly a Summoning Mode spell.

HOW DO ORDERS USE MODES DIFFERENTLY?

Even though all of the spellcasters of The Second Age use the same nine Modes as part of the game system, the specific effects of spells cast by each Order can be quite different. It's not as if every spellcaster knows the same nine basic spells and simply calls them by different names. In fact, even spellcasters from the same Order are likely to know very different spells. The number of spells and incantation that exist in the world are as limitless as the stars in the midnight sky. In fact, finding an as yet unknown spell should be a very important event for any spellcaster, perhaps it is even the basis for a quest. A spellcaster's Order forms the basis for how his spells work in practice. In addition to the game mechanics associated with the Modes, each Order has side-effects based on the type of energy that its spells control. These should always be kept simple and obvious: fire burns, winds blows, spirits are creepy, etc.... Sometimes these side-effects are beneficial and sometimes they are a limitation.

Morag casts a Witchcraft spell that her player calls "The Touch of the Wind". This spell moves objects around by blowing them with a powerful breeze. This is obviously a Kinetic Mode spell. This spell would be perfect for blowing leaves from Morag's workroom, but would not work well for moving a torch across a room since the winds would blow out the flame.

Al-Ahab the Fire Wizard (Pyromancy Order) also wants to cast a Kinetic Mode spell, "Pillar of Emerald Fire". With this spell, a jet of green flame appears beneath an object, lifts it, and then moves across the ground as the sorcerer wills. This spell would be very poor for clearing out a dusty workspace, but the flames cast a faint light which would help the Pyromancer guide the spell in the dark.

Neither of the above example spells would be good for moving a piece of fragile, old parchment. However, a sorcerer casting "Magic Fingers" would have no trouble carefully manipulating the fragile document with disembodied hands of arcane force.

MODE FORMAT

Several special terms are used in the following Mode descriptions. These terms are defined below:

- ◆ **Area:** The maximum spacial area the Mode can affect. Modes without this component listed affect a pinpoint-sized area.
- ◆ **Duration:** The amount of time the effects of the Mode last. Modes with a duration of "Instant" last only a moment and then expire. Their effects (damage done, for example) may linger, however.
- ◆ **Casting Time:** The amount of time it takes to cast a spell of that Mode. If the spellcaster takes any other action during the time she is casting the spell, the spell automatically fails. Modes with no casting time listed take one round to cast.
- ◆ **Range:** The maximum distance a spell of the given Mode can travel from the caster.
- ◆ **Resistance:** The means by which the Mode can be resisted by the target, if any. If no resistance is listed, spells of that Mode may be Dodged like any normal attack, assuming the target is aware of the spell (see Chapter Seven: Combat for details).



ATTACK

The Mode of Attack is a literal unleashing of destructive arcane energy to harm or destroy another being or object. Once cast, Attack spells have an instant duration and their Hit Point damage rates are equal to the level of the spell being cast (e.g. a level 4 Attack spell inflicts 4 Hit Points of damage).

Most Attack effects are ranged attacks and are subject to the modifiers and adjustments based on the range and position of the intended target (see Chapter Seven: Combat). In this case, ranged Attack spells may be dodged by rolling against the caster's rating in the Mode.

Close combat spells are also within the purview of this Mode, such as magically-generated melee weapons made from pure arcane energy. These effects last for a number of rounds equal to the spell level, and inflict the same amount of damage as a ranged Attack spell of the same level. When using such spells in combat, the caster applies his appropriate skill (brawl, sword, spear, etc.) rather than his rating in the Attack Mode.

Area-effect Attack spells can also be created with this Mode, (windstorms, magical explosions, etc...) and deliver damage equivalent to a standard ranged spell of the same level. Every cubic foot of effect radius counts as -1 to the casting roll.

Example Uses of the Attack Mode

"I channel arcane energy in the form of a screeching flayed skull to inflict harm upon my attackers."
[Dark Arts + Attack]

"I speak Words of Power and throw handfuls of liquid flame to splash over my enemies."
[Elementalism + Attack]

"I hurl a bolt of pure holy energy to destroy the undead creature that dares return to the world of living."
[Invocation + Attack]

"I cast a powerful sense of agony in his mind, hoping the pain will render him unconscious long enough for me to make my escape."
[Mysticism + Attack]

MODE: ATTACK

Damage: 1 Hit Point per spell level.

Range: 50 feet (-1 to casting roll per additional 10 feet).

Duration: Instant / 1 round per level (no range).

Area: -1 to casting per foot of radius.

PR Resistance: -1 for each point of PR the spell overcomes.

Attack Bonus: -1 for each +1 bonus on attack rolls.

ILLUSION

The Illusion Mode is used to create and detect artificial sensory input, such as phantasmal images or illusory sounds. These illusionary effects will appear real, though they lack substance.

The standard level 1 Illusion effect will register to a single sense (i.e. sight, but not touch, smell, taste or hearing) but has no motion capabilities. For each +3 spell levels, the effect can include another feature, from the following list:

Sensory Enhancement: Illusions can be enhanced by the addition of other sensory elements, such as sight, sound, taste, touch and sound. Like all aspects of the Illusion effect, these sensory enhancements may seem real to others but will lack any actual substance.

Motion: A visual effect can also be made to move. The caster must be within the spell's range and be able to sense the effect in order to control its motion. An Illusion effect may also be tied to an object or being so that it moves with the target; for instance, a Sorcerer could wear an illusory cloak.

Details: The base illusion is relatively detailed, but only to a point. With this enhancement, the Illusion effect may take on a new depth of vivid detail, such as reproducing the exact features of a complex map, enhancing the perceived value and quality of an item, or perfectly copying the features of someone's face.

Magnitude: The sound, volume, brightness and ap-

parent size of the Illusion effect can be enhanced by increasing its magnitude:

1 feature added: as loud as a shout, as bright as a torch, as big as a humanoid.

2 features added: as loud as a trumpet, as bright as a campfire, as big as a horse.

3 features added: as loud as a cheering crowd, as bright as a bonfire, as big as a wagon.

4 features added: as loud as thunder, as bright as a lightning flash, as big as a house.

5 features added: as loud as a hurricane, as bright as the sun, as big as a ship.

Spellcasters can detect and resist any Illusion effect by rolling against their own skill in the Illusion Mode, with the level of the spell cast being used as the Degree of Difficulty for the attempt. Beings without the Illusion Mode must rely on their wits and observation to determine if something is real or not. This is simulated by having the character make an Attribute roll versus his or her PER rating, using the level of the spell as a negative modifier. Success indicates that the viewer suspects the Illusion effect to be unnatural or artificial in some way. Spellcasters can also choose to use their PER score in this way if it is higher than their score in the Illusion Mode.

The Illusion Mode can be used to render a target invisible. Invisibility is a very complex spell as it must exactly mimic the environment around the target. Invisibility for a single, stationary individual is a level 10 spell (1 level for the basic illusion plus 9 levels of complexity). If the character wants to stay invisible while moving, add 3 levels for a total of 13.

Illusion spells can also be used to produce illumination. A small, stationary globe of light is a simple level 1 illusion. By adding 3 levels, the ball of light will move with the caster. This light can be used to blind enemies by directing it into their eyes. To accomplish this, the magician must make a ranged attack roll using her Attack or Illusion Mode rating with an additional penalty of -7 for aiming at a small location. If successful, targets are blinded for three rounds, +1 round for each magnitude feature added to the spell.

Illusions can be produced anywhere within the range of the spell, and can also be cast while scrying, in which case the range of the spell is unlimited.

Example Uses of the Illusion Mode

"I bend light away from myself, altering the flow of what is perceived by those around me and rendering myself invisible."

[High Sorcery + Illusion]

"I make the hidden gesture, pointing at my assailants and opening their eyes to the 'truth'; that they hold not swords but serpents!" [Witchcraft + Illusion]

"I create the illusion of my face resembling the Baron's, so I can infiltrate the party without suspicion."

[High Sorcery + Illusion]

MODE: ILLUSION

Basic Illusion: Level 1

Features: +3 spells levels per additional feature

Range: 50 feet (-1 to casting roll per additional 10 feet) / scrying.

Duration: 10 rounds (-1 to casting roll for each extra round of duration).

INFLUENCE

Spells that affect and manipulate a being's thoughts and emotions fall within the sphere of the Influence Mode. The subject of an Influence effect will obey a single command from the caster, such as *"Halt where you are"*, *"Sleep"* and *"Tell me your name"*. The command is sent telepathically into the subject's mind, and need not be spoken aloud unless the caster so desires. The subject will attempt to carry out the instruction to the best of its ability until the duration of the spell elapses.

No subject can be ordered to accomplish an instruction that contradicts its basic nature or abilities; for example, a human cannot be commanded to fly unless he somehow has the ability to do so. Dangerous actions, such as attacking an enemy, can be commanded and obeyed, but blatantly harmful or suicidal actions will suffer penalties (at GM's discretion). This includes instructions to attack a being many times more powerful than the subject: commanding an unarmed child to attack a pride of lions might warrant a -10 penalty, while an experienced warrior would do so at only -1.



The target of an Influence effect can resist being controlled by making a WIL roll. For every 2 spell levels, the target takes a -1 penalty to WIL.

Additionally, a spellcaster may alter a target's scores in any mental- or social-type skill or attribute. For example, a spell that would see the target become forgetful or scared might have the same effect of lowering the target's INT or WIL ratings.

The subject of an Influence effect recalls the events that occurred while under the spell's control. If the caster attains a Critical Success on the casting roll, the target will believe the actions undertaken were his own idea and not suspect the influence of magic, no matter how strange or uncharacteristic the deeds were.

Example Uses of the Influence Mode

"I psychically weaken his desire to search everywhere in the room, hoping I can convince him not to check the barrel where the bloodstained sword is hidden."
[Mysticism + Influence]

"I speak words of arcane commanding to the ghost, and demand that it serve me."
[Black Magic + Influence]

"I alter the summoned fire elemental's rage so that it desires only to attack my foes."
[Elementalism + Influence]

MODE: INFLUENCE

Range: Line of sight

Area: Single target (-1 per extra target)

Duration: 1 round (-1 to casting roll for each additional round)

Resistance: WIL roll - ½ spell level

Mental Attributes: +1/-1 per 3 spell

KINETIC

This is the Mode for any spell effects that move, levitate or manipulate objects and beings without the caster physically touching the target. Levitation, telekinetic movement and all similar effects made possible by the Kinetic Mode require the spellcaster's full attention and concentration to maintain. It is not possible to cast

other spells while levitating upward or while manipulating a target, though it is possible to leave the item or being suspended motionless in the air without canceling the spell while the caster turns his or her attentions to creating another magical effect.

A Kinetic spell at level 1 can affect up to 100 pounds (STR +0), and allows the spellcaster to control the target range up to 50 feet. For each 3 levels of the spell (starting at level 3) the effect gains a +1 STR rating, and adds 25 pounds to the total weight allowance. Objects or beings manipulated with this Mode travel at a default SPD of -4 (10 feet per round) and can be moved anywhere within the spell's effective range. The target of the effect can be affected by an increase in SPD, with each -1 penalty on the casting roll equating to a +1 in SPD.

The STR rating of any Kinetic effect must be divided between holding and lifting the target. For example, the caster may wish to prevent a foe from fleeing his presence. A level 9 spell would allow the spellcaster to hold his opponent with a STR rating of +3. If the caster also wished to levitate the caster off the ground, he would have to add 6 more spell levels for a lifting STR of +2 (enough to lift 150 pounds).

Grappling attacks such as throwing and choking foes are also covered by the Kinetic Mode. In these cases, the caster cannot hold the target in place or restrain them in any way.

Distant manipulations are certainly possible, such as pulling a lever from across the room or slamming and bolting a door from several dozen feet away. These actions use the same rules for STR rating as lifting or otherwise manipulating targets, and can also be used to wield a weapon or employ a physical ability such as juggling or writing. In this case, the caster's Skills or Attributes are used to determine the success or failure of the manipulation (for example, a spellcaster using a Kinetic effect to unlock a door must make a lock-picking roll after the spell is cast).

Depending on the effects of the caster's Order, some spellcasters can fly with the Kinetic Mode, by creating an effect with enough STR to lift themselves. Range doesn't apply in this case, and flight speed is -4 unless increased as per the rules for increasing the SPD of any target of a Kinetic effect. Complicated or ostentatious aerial maneuvers might require a DEX or Acrobatics

roll for the caster to maintain control, and a failed roll may result in a crash or other unfortunate mishap at the GM's discretion.

Example Uses of the Kinetic Mode

"I call upon the power of the Gods to halt the blasphemer in his tracks and allow me to pass judgment."
[Divine Magic + Kinetic]

"I leap into the air and let the spirit of the storm carry me through the sky on the wind itself."
[Shamanism + Kinetic]

"I increase the pull of the Earth's gravity on a small area around the bandits, essentially holding them in place." [High Sorcery + Kinetic]

"I create a whirlwind of raging air to capture and throw my opponent hundreds of feet away."
[Elementalism + Kinetic]

MODE: KINETIC

STR: +0 (100 pounds) (+1 STR and 25 pounds per 3 spell levels)

Range: 50 feet (-1 to casting roll for every 10 feet of extra range)

SPD: -4 (10 feet per round) (-3 to casting roll for each +1 SPD rating)

Area: 0' radius (-1 to casting roll per foot of radius)

Duration: 5 rounds (-1 to casting roll per additional round of duration)

MANIFEST

Manifest effects create non-living materials and objects from pure magical energy and make them appear at the spellcaster's disposal. Up to 10 pounds of matter, covering an area up to 1 cubic foot, can be created per spell level. The caster must be familiar with the object or material to be created, though simple shapes such as bricks, timber, bows and swords require no special training or foreknowledge. The creation of exact replicas or finely detailed pieces incurs a -1 to -10 difficulty on the casting roll, at the GM's discretion.

When the duration of the spell ends, the item disap-

pears, unless it has been consumed or mixed with another material. Manifested water still quenches a being's thirst even after the duration of the spell has ended, and Manifested metals mixed with others in a forge will remain alloyed after the spell has expired.

Example Uses of the Manifest Mode

"I speak with the spirits of the earth and demand that they manifest small round stones under the feet of my foes to make movement difficult."
[Shamanism + Manifest]

"I summon forth a wall of flames to repel my attackers." [Elementalism + Manifest]

MODE: MANIFEST

Maximum Mass: 10 pounds per spell level

Maximum Area: 1 cubic foot per spell level

Range: 50 feet (-1 to casting roll per additional 10 feet)

Duration: 5 minutes (-1 to casting roll per additional 5 minutes of duration)

MANIPULATE

The Manipulate Mode covers all effects that alter the physical forms of objects and beings. The level of the spell required depends on the changes that the caster wishes to wreak upon the target. Minor or cosmetic changes will fall under the purview of low-level spells, while high-level effects can heal grotesque injuries, warp a form into another shape completely, or alter one creature into another. Manipulate usually affects the physical. For manipulations of the mind the Influence Mode should be used.

The following list can be applied to the results of any Manipulate effect:

Healing/Harming: 1 HP recovered/reduced per spell level. Can also cure or cause disease by healing/inflicting 1 disease level per spell level. Heal/Harm effects only affect living beings, and the stan-



standard Manipulate rules for duration are waived.

Increased/Decreased Skill Rating: +1/-1 in skill rating per spell level.

Increased/Decreased Attribute: +1/-1 in Attribute per 3 spell levels. (PER is changed using the Sensory Mode instead)

Alter Damage Rating: A weapon's DR can be enhanced or reduced by +1/-1 per 3 spell levels.

Alter Protection Rating: The PR of any item or being can be enhanced or reduced by +1/-1 per 3 spell levels.

Minor Manipulation (Level 5): Alters facial features of living beings or the form of small objects no larger than a small child.

Significant Manipulation (Level 10): Alters one humanoid to another humanoid species, unnatural alterations such as feathers or grass instead of hair, changes the form and material of objects no larger than an average adult human.

Major Manipulation (Level 15): Alters one species into any other, transforms 20 ft x 20 ft of any one non-living object into any other substance; i.e. stone to metal, metal to wood or soil to water.

Complete Alteration (Level 20): Alters any living being in any way imaginable; flesh to stone, etc. Also alters 50 ft volume of any non-living material into any other, even living substances. This is the only way in which life can be created magically, short of divine intervention.

The modifiers and effects of Manipulate spells always stack. A spellcaster turning himself into an eagle would be casting a Major Manipulation (Level 15). If he wished to enhance the DR of his talons by +1, he could cast the Major Manipulation at Level 18, including the +3 spell levels required to enhance or reduce DR ratings by 1 point.

Beings altered into other species maintain their Attributes and usable skills unless the spell specifically reduces the scores.

If the subject was injured before any transformation effects, he or she remains damaged afterwards unless a healing Manipulate spell is cast. Cast as a counterspell, Manipulate effects can restore objects or beings affected by Manipulate spells back to their original forms, including "un-healing" any recovered damage.

Example Uses of the Manipulate Mode

"I demand that the spirit of the bronze wastes away and dies, so that the sword my enemy is holding rusts and crumbles in his hands." [Shamanism + Manipulate]

"I channel the power of the gods to seal the cuts and heal the injuries sustained in battle."

[Invocation + Manipulate]

"I call upon the power of the earth mother to run through my veins and allow me to shapeshift into a panther to hunt my enemies." [Witchcraft + Manipulate]

"I use my arcane knowledge to turn this base lead into gold long enough to buy the windship and be on my way." [High Sorcery + Manipulate]

MODE: MANIPULATE

Level Required: See description

Range: Touch / -5 to casting roll to cast on any target within line of sight (including scrying)

Subjects: -1 to casting roll per additional target

Duration: 1 minute (-1 to casting rolls per additional minute of duration)

SENSORY

The Sense Mode is used to divine the location of specific entities, objects and beings, and to reveal supernatural presences. For purposes of Opposed actions, a Sensory effect's rating is equal to its spell level. For example, a level 4 spell used to detect the lies of a thief with a Deception skill of +6 would be subject to a difficulty of -2 (4-6 = -2).

The Sense Mode can also be used to detect the presence of other spells, such as uses of the Illusion and Ward Modes. In such cases, the level of the magic being detected is applied as the difficulty versus the level of the Sense spell being cast.

Perhaps the most useful Sensory effect is scrying - the

ability to see into other locations (and even times) via magical vision. The range of a scrying spell is limited to one mile per spell level, or one hour per spell level if the caster wishes to see into the past or future of any given location. The caster must employ a reflective item of some kind in which to view the images, and can only scry into a location that he or she is familiar with. Only the five standard senses are effective within a scrying spell, unless the caster also employs supernatural or magical senses.

Example Uses of the Sensory Mode

"I peer into my mirror and ask the spirits what will happen within the king's bedchamber at noon today." [Shamanism + Sensory]

"I ask the gods to grant me the knowledge of where my enchanted ring was lost." [Invocation + Sensory]

"I meditate to detect the number of sentient minds within the nearby area, to determine how many enemies we'll face once we leave the room." [Mysticism + Sensory]

"I speak Power Words of Revealing to sense if there are any magical items within the area." [High Sorcery + Sensory]

REVERSE: OBSCURE

The reverse of the Sense Mode is Obscure, and it conceals objects, beings and locations from both magical and mundane detection. For example, an individual location can be concealed against Sense spells, a lie can be masked with magic to make it more believable, or magical senses can be confused. Use the Obscure spell as the difficulty modifier against any attempts to

divine what is being hidden. Obscure effects cannot be deployed to make anything truly invisible, rather they make them go unnoticed.

SUMMONING

The Summoning Mode is used by spellcasters wishing to interact with extra-dimensional entities, such as bringing demons to Earth and speaking with the dead. It is no surprise to learn that Summoning is perhaps the most dangerous and unreliable of the Modes, involving great risk when used at high levels of power.

The primary effect achieved with this Mode is the direct summoning of extra-dimensional beings, transporting a creature from its dimension of existence and bringing it to Earth. The type of creature that is summoned is decided by the caster, though each of the Orders has restrictions on the types of beings it can summon. The level at which a Summoning spell is cast determines the level of the creature that responds to the call. For example, a demon summoned with a level 3 spell will have an overall Ability Level of +3.

If a spellcaster summons a creature for which there are no direct corresponding statistics, the GM must determine the game mechanics of the entity based on those of a similar creature. For example, the summoned ghost of a long-dead human would have similar statistics to those he had in life: those of a normal human warrior. Summoned creatures may have additional special abilities, such as flight or immunity to weapons, as determined by the GM. As with all summoned entities, the ability level of the summoned creature is equal to the level of the spell.

PROCEDURE FOR SUMMONING SPELLS

The Offering

Prior to casting the summoning spell, the caster may wish to burn an offering to gain the favor of his or her patron deity, demi-god, etc.... A minimum offering of 100 gc worth of incense, aromatic herbs and/or spices is customary, and affords the caster a bonus of +1 on the spellcasting roll. Fragrant oils and certain types of magical fumes may be used to bestow further bonuses upon the caster.

The Ritual Inscriptions

In any ritual summoning of creatures which might prove dangerous or hostile to the caster, he or she must

MODE: SENSORY

Range: 50 feet (-1 to casting roll per extra 10 feet of range)

Scrying Range: 1 mile (-1 to casting roll per extra mile of range)

Scrying Time Range: 1 hour into past or future (-1 to casting roll per hour either way)

Duration: 1 minute (-1 to casting roll per additional minute)



inscribe the traditional Circle of Protection and Thaumaturgic Triangle upon the floor or ground. Inks or chalks may be used, or the inscriptions may be traced in the dirt, scratched into a floor, etc.... The time required to complete the circle and triangle is one minute. For each additional 2-minute period spent carefully preparing the magical inscriptions, the summoner receives a +1 bonus to his or her spellcasting roll.

Both the Magical Circle of Protection and the Thaumaturgic Triangle must be perfectly inscribed in order to have the desired effect. Even under ideal conditions, there is a chance that the caster will fail to correctly inscribe either the circle or the triangle (Mishap on the spellcasting roll). A flaw in either of these two inscriptions may bring about disaster for the summoner.

The Summoning

While standing within the magical Circle of Protection, the summoner may then cast the desired spell of summoning. The summoned creature will arrive within 1 minute, appearing within the confines of the Thaumaturgic Triangle. Up to 3 individuals may stand within the confines of a Magical Circle of Protection. Anyone outside the magic circle may be attacked by any creature summoned.

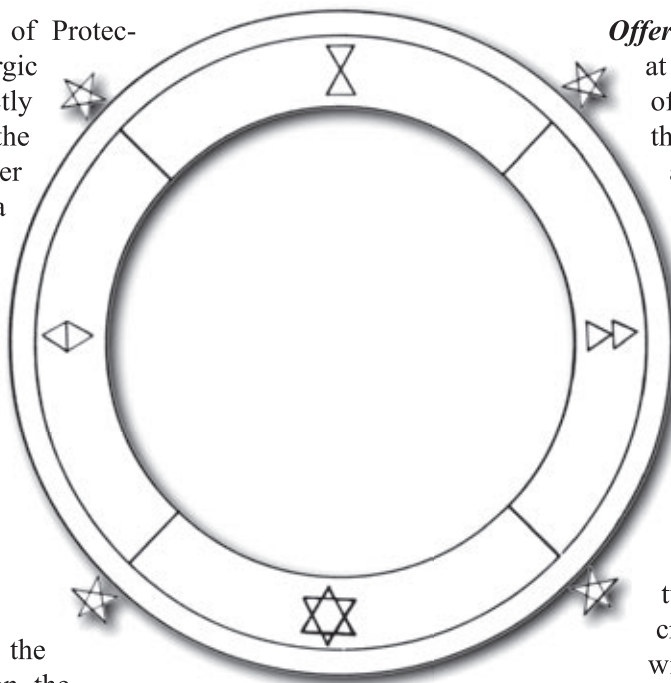
Sealing a Pact

Once the summoned being has arrived, the caster may attempt to seal a pact with it. If the summoned creature is, by its nature, inclined to react with benevolence towards individuals of the caster's Calling, it will offer to perform a service for the summoner (a friendly nature spirit for a druid or a totem animal to a shaman).

If the type of being summoned is one who has no such relationship towards members of the caster's profession, it will always seek to resist the summoner. In this case, the summoner is allowed three chances to seal the pact by some other means. Each attempt causes the summoned creature to roll against WIL on the Omni

Table; if the creature fails to make even one of these three saves, the pact is sealed. If the creature makes all 3 saves, it is free to do as it wishes.

There are several methods which may be employed to seal a pact, ranging from offerings to threats and magical influence. The effects which any such attempt will have on a summoned creature are as follows:



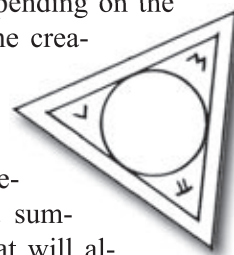
Offering Riches: Demons save at -1 per each 1000 gc worth of riches offered, per level of the demon in question; i.e., an 8th level demon saves at -1 when offered at least 8000 gc, -2 when offered at least 16,000 and so forth.

Offering a Service: This is most ideal method of sealing a pact. As long as the service offered is one which would appeal to the type of creature summoned (GM's discretion), a pact can be sealed without further delay.

Offering a Sacrifice: Demons, malicious spirits and certain war-like deities are extremely fond of human sacrifices, and will always accept such an offering at once (as a rule, only the most evil summoners will make this sort of offer). On the other hand, many beings, like most elementals, never accept the offer of a living sacrifice.

Threat of Harm: Mere threats will never make a summoned creature agree to a pact unless the summoner possesses a weapon or magic item which the creature fears (such as a rod of demon smiting or consecrated water, etc...). If the summoner possesses such a device, the summoned being receives a penalty of between -1 to -10 on the Omni Table roll depending on the overall danger of the device to the creature.

Threat of Imprisonment: If the summoner possesses a spell or device that can imprison or trap a summoned creature, this type of threat will al-



RESULTS FOR SUMMONING SPELLS

A summoning spell may result in the occurrence of any of the following circumstances:

Mishap: The spellcaster has failed to correctly inscribe both the circle and the triangle. The summoned creature will appear, but will not be restrained in any way. In this case, the caster may be in grave danger, for the summoned creature will be free to act as it chooses. Malign beings may seek to enslave, slay or, in the case of demons, possess the caster's physical form. Less evil creatures will usually simply return to their home planes.

Failure: The summoned creature will appear momentarily, and then vanish back to its own plane. The spell failed.

Partial Success: The spell succeeded in summoning the desired creature but because of some flaw in the spell formula, the creature summoned is granted a +5 bonus to resist all attempts to force it into a pact.

Success: The spell has performed as expected although the caster must still seal a pact.

Critical Success: Not only was the spell cast successfully but the creature summoned receives a -5 penalty to resist a pact being forced upon it.

ways cause the creature to take a penalty of -4 on the Omni Table roll.

Magical Constraint: Some spells of the Influence Mode may also be used to force a summoned creature to comply with a pact. This is the safest method of sealing a pact, as the summoned creatures resolve to resist the pact is reduced (penalty to their WIL roll) with little risk to the summoner.

Summoning by Name: If a spellcaster is able to learn the common name of any being, she is allowed an additional chance to seal any pact with that creature. Most creatures will reveal their common name (or names) in exchange for release from a pact of summoning, enabling the caster to summon the being by name the next time (+5 to casting roll on the summoning spell).

Uttering the True Name: If a spellcaster is able to

learn the true name of any creature (except a being of deific power), he or she may coerce the creature into sealing any pact without delay. While knowledge of a creature's true name allows the summoner to cast spells upon it at will, the possession of such knowledge is extremely dangerous; the creature itself will not rest until it has found a way to eliminate the individual who knows its true name. Furthermore, other individuals or beings desiring to learn the creature's true name may attempt to coerce this knowledge from the summoner.

Failure to Seal A Pact

Failing to seal a pact of summoning also frees the summoned creature from restraint, allowing it to return to its home plane. Evil or hostile creatures may first seek to punish or slay the attacker, if they believe they can do so with comparative ease. If not, such creatures may instead seek revenge upon the caster at a later date.

Successfully Sealing A Pact

Once a pact has been successfully sealed, the summoned creature may be made to perform a service for the caster. The exact type of service which any summoned creature may be made to perform varies according to the creature's abilities. No summoned being can provide answers to questions it cannot possibly know; for example, no demon could enlighten a spellcaster about the scientific principles of the weather cycle, but would be knowledgeable on matters of the soul and the afterlife. Ghosts are likely to know much of what they knew in life, though some will have more malicious knowledge, such as the name of their murderer if they were a victim of such a crime. The GM is the final judge on what a summoned being may or may not know.

Note that should the caster command a summoned creature to undertake any service which it is not within its abilities to perform, the pact is instantly broken. In such cases, the summoned creature will simply return to its home plane, though hostile beings may seek vengeance upon the caster at a later date.

A Summoning effect requires time to cast, equal to 1 round per level of the spell. The default duration of the summoned creature's servitude is 1 minute, with each additional minute inflicting a -1 penalty on the casting roll. Once the duration of the spell ends, the being either vanishes, or remains on Earth of its own volition if it is able to do so for any reason (immense power,



magical ability, etc....)

REVERSE: BANISHMENT

Cast in reverse, the Summoning Mode is the Mode of Banishment, and returns any summoned creature to its plane of existence. Attempts to banish entities are made with a difficulty penalty equal to the creature's overall ability level. Like Summoning, Banishment effects take 1 round per spell level to cast. A spellcaster can use the Banishment Mode on entities that he cannot summon, but takes a -5 penalty on the casting roll when doing so.

All spells of banishment take 1/4 the time required to cast similar spells of summoning (i.e. 1 round casting time for every 4 ability levels of creatures to be banished).

Example Uses of the Summoning Mode

"I summon the demon Ba'al to rise from hell and do my bidding." [Dark Arts + Summoning]

"I whisper the names of my ancestors and pray that they attend me now and hear my need."
[Shamanism + Summoning]

"I summon an animal spirit to watch over me while I work my rituals." [Witchcraft + Summoning]

MODE: SUMMONING

Ability Level of Summoned Creature:

1 per spell level

Casting Time: 1 round per spell level

Duration: 1 minute (-1 to casting roll per additional minute)

Permanent Summons: +15 levels

WARD

Ward spells protect and shield any given individual being, item or area with a magical field. Ward spells only confer protection upon the target in accordance with the spell's effects. For example, a spell protecting a caster against the harmful effects of acid will not protect him or her against harm from fire or injuries sustained in battle.

Ward spells do not offer inviolate protection. A personal Ward effect has a Protective Rating equal to 2 per spell level, and any damage that exceeds the Protective Rating damages the effect itself, not the protected person or object. Damage done to the Ward spell reduces its Armor Rating by the same amount.

Ward spells can be cast to protect against the following effects and conditions:

- ◆ A single type of weapon: choose between melee or ranged.
- ◆ A single elemental effect: choose between fire, ice, electricity, cold, acid, or heat.
- ◆ A single type of skill: commonly used vs. disable mechanism, legerdemain etc....
- ◆ A single type of disease or plague.
- ◆ A single Mode (regardless of Order): choose between the Modes, though it is not possible to create a Ward effect against Ward spells. Casting a Ward spell against the Attack Mode effectively functions as protection against magical damage.
- ◆ Any single type of creature: choose between races such as elves, gremlins, demons etc.... A Ward effect cannot be raised against all humanoids or summoned entities, however; it must always be configured against a specific race.

Ward effects can incorporate more than a single type of protection with every -2 penalty added to the casting roll. There is no limit to the number of protections of a Ward effect, beyond the abilities and roll results of the caster. For example, a Ward effect could surround the caster in a shield of flame (Elemental Magic) or a holy golden aura (Invocation) and both could offer protection against melee weapons, ranged weapons, fire damage and cold damage, at a -8 penalty when the spell is cast.

Spells of the Ward Mode have a base duration of one minute (10 rounds) and must be cast upon a target within the caster's line of sight; no more than 10 feet per level of the spell being cast. The appearance of a Ward effect depends on the caster's Order, though they can be subtle and hidden (in the case of warded items or areas) or flashy and evocative (in the case of spell-protected creatures), as the caster desires.

Ward effects can be negated by counterspells, as per the rules for Counterspells and Anti-Magic.

REVERSE: MALEDICTION

When Ward effects are reversed and cast with malicious intent in order to render a being or item more susceptible to harm, the magic is considered part of the Malediction Mode, which serves as the reverse of Ward. Malediction effects are cast in an identical manner to Ward spells, though rather than protect the target against the named criteria, the spell renders the being or item vulnerable, ensuring that the target suffers twice the normal damage from the threat or malady. In cases of Maledictions that do not inflict direct damage, the Gamemaster should apply penalties to resist the effects of the "curse" in question.

Example Uses of the Ward Mode

"I call upon the Gods and demand that they protect their servant from the blades of all enemies."

[Invocation + Ward vs. Melee Weapons]

"I concentrate arcane power into a shield of flickering blue flame that repels any attempts to harm me with magical energy."

[Elementalism + Ward vs. Mode: Attack]

"I hear the lock rattling as the thieves try to break into the room, and I cast a spell of warding on the door, so that Fate itself turns against the intruders."

[Astrology + Ward vs. Lock Picking (disable mechanism)]

"I call upon the spirits of my ancestors to watch over my son and keep him safe from the plague while I seek a cure for the village."

[Shamanism + Ward vs. Disease]

"May you be consumed by fire, until there is nothing left but your blackened bones."

[Elementalism + Malediction vs. Fire]

MODE: WARD

Range: Can be cast on a being or item 10 feet per level distance from the caster.

Area: -1 to casting roll per foot of radius beyond the target's immediate personal space.

Duration: One minute (-1 to the casting roll for each additional minute of duration).

PR: 2 per spell level

THE ORDERS OF MAGIC

Most Second Age spellcasters are exposed to only one kind of magic in their lifetimes and know little, if anything, about other styles. Cultural traditions, taboos, and local mythology all shape magical practice in a given region. It is for this reason that certain styles of spellcasting are peculiar to particular peoples or regions and have spread little in the centuries since the end of the First Age. These styles are referred to by Second Age scholars as Orders.

The nine Orders of magic practiced by spellcasters of the Second Age are:

ASTROLOGY

The magic of, the stars and planets, luck, circumstance, and fate. Astrology is primarily found in civilized realms although primitive seers of the Astrology Order are not unheard of.

DARK ARTS

Similar in many ways to the Invocation Order, members of the Dark Arts Order invoke their magical power from demonic entities. They deal mainly in death, decay and destruction

ELEMENTALISM

Spellcasters of this Order draw their power from one



of the Elemental Dimensions of Water, Earth, Air, or Fire. Elementalism has its roots in High Sorcery but is much more focused in its study than High Sorcery.

HIGH SORCERY

Primarily practised by Atlanteans and their colonies from the First Age, High Sorcery is the study of Magic as a science. Sorcerers produce effects by manipulating the flux of arcane energy that permeates the omniverse. High Sorcery can change the normal physical laws of reality.

INVOCATION

Members of this Order call upon Gods and Goddesses for their magical powers. Those who entreat with demons and devils fall under the Dark Arts Order, not Invocation.

MYSTICISM

This Order deals with the powers of the mind, will, and soul. Mystics seek balance between mind, body and spirit. The Mysticism Order is primarily practised on the continent of Jambu.

RUNE MAGIC

This Order is primarily practised by the Dwarves of Hyperborea and their rare students of other races and involves the study of runes, sigils and symbols. Another sect of this Order can be found in the Elysium Ocean region where practitioners use a form of runic tattoo magic.

SHAMANISM

The most common form of magic practised in the uncivilized regions of the world, members of this Order draw their power from the totem-spirits of animals, plants and the Earth in general.

WITCHCRAFT

One of the most ancient and secret of Orders, Witchcraft is the magic of animals, plants, and the natural world and the Order from which High Sorcery evolved during the First Age of the world.

ORDERS FORMAT

Each Order is described according to the following format:

- ◆ **Name of Order**
- ◆ **Description of the Order:** its history, and/or practices
- ◆ **Advantages:** special advantages of this Order
- ◆ **Limitations:** disadvantages or limits of the Order
- ◆ **Modes:** bonuses or penalties for certain types of Modes (optional*)
- ◆ **Enchantment:** typical types of enchanted items made by members of this Order
- ◆ **Example Spells:** examples of spells that might be used by members of this Order. The example spells are categorized into three different difficulty levels: Basic (or beginner) spells, Advanced Spells, and Master Spells

ASTROLOGY

To most living in the Second Age, luck, fate and destiny are nebulous forces beyond the province of mortal beings. Though few common folk can grasp the power and meaning of the vagaries of chance, those who know the secrets of the stars, planets and heavens can. It is with this key that an Astrologer unlocks his powers.

Astrologers are skilled in the arts of divination and the interpretation of signs and events.

Most Astrological divinations are vague, metaphorical and difficult to understand. With practice, however, an Astrologer can learn to better interpret the cryptic pronouncements of the stars.

Some physical effects may also result from astrological spellcasting. Trained Astrologers may cast spells that draw upon the essence of the zodiac or constellations. Therefore, water may be manifested by drawing upon the zodiacal sign of Aquarius or perhaps the Astrologer may be imbued with great strength by drawing

ADVANTAGES

Spells of Astrology can be quite subtle. No lights, noises, or other tell-tale signs emanate from the magician while she is casting a spell. Of course, those familiar with Astrology may realize what is happening as soon as the magician begins an innocent shuffle....

LIMITATIONS

As noted under Physical Components, Astrologers must use their star charts and tools to cast sensory mode spells. Without his charts, an Astrologer is powerless to divine the future or past.

MODES

Not available: Kinetic, Manifest, Summoning

Bonuses: Sensory +4, Ward +1

Manipulate Effects: Astrologers can manipulate any quality that is representative in a symbol of the Zodiac

Summoning Effects: N/A

ENCHANTMENT

- ◆ Special scrying pools whose surface resembles the night sky. (Sensory)
- ◆ Amulets that channel the powers of the Zodiac to their wearers. (Manipulate)

upon the powers of Taurus the bull.

Those who practice the Astrology Order are most often found in Atlantis, Khemit and Khitai. A few adherents hail from Meluha on Jambu, Marhashi on Gondwana and Taracua on Tamaonchan; these are the exception to the magical traditions of these realms, not the rule.

PHYSICAL COMPONENTS

An Astrologer must have both hands free in order to manipulate the star charts and other tools required for his art. When casting non-sensory mode spells, Astrologers must still use their hands to trace astrological signs in the air.

SAMPLE ASTROLOGY SPELLS

Horoscope (Sensory)

Duration: 1 minute

Casting Modifiers: Variable (see description)

Description: By consulting simple star charts and focusing their energies on them, an Astrologer can often create a simple horoscope for himself or another person. In game terms, the PC asks the GM: "What is likely to be my best course of action?" The level of the spell should be used as a ruler in deciding how accurate and helpful the insight will be. For example, a 5th level horoscope might yield only general information, such as, "The future is obscure, but it seems



that subtlety is the best course of action." For a 10th level horoscope the result might be more specific, as in "Signs indicate that deceit would yield greater fortune than direct action." A 20th level horoscope might yield more detailed information, like "Fortune would shine on sneaking into the tower in disguise", while at 30th level the GM might really get specific, as in "Use a spell to hide your life-essence and enter the necromancer's tower in the guise of undead."

Planets in Alignment (Ward)

Duration: 5 rounds (30 seconds)

Casting Modifiers: -10 (10th level spell)

Description: By drawing upon the destiny aspects of the stars, the caster will temporarily be granted good luck in any sort of fight or melee. During the time the enchantment is in effect, attacks of any sort (melee or ranged that are aimed at the caster will unaccountably miss the mark, either by the narrowest of margins, or by what will appear to be an incredible stroke of good fortune. Once the spell has absorbed 20 hit points of damage or its duration is exceeded, the good luck fades and the caster's fortunes return to normal.

The Warrior Stars (Manipulate)

Duration: 2 minutes

Range: Touch (three targets)

Casting Modifiers: -18 (15th level, -1 for extra duration, -2 for extra targets)

Description: By drawing upon the courage and bravery of mythical hero constellations, the Astrologer may cause up to three targets to be filled with the courage of the archetypal Warrior, receiving +3 to their CR attribute.

Reflexes of Aries (Manipulate)

Duration: 5 minutes

Range: touch

Casting Modifiers: -20 (15th level, -5 duration)

Description: By channeling the fundamental powers of the constellation Aries, the Astrologer may invest these powers in a single person. This serves to boost the reflexes of the subject such that taking them by surprise becomes much harder. The spell confers a temporary +5 to the target's SPD for the purposes of determining initiative. The spell does not serve to warn the recipient of a pending attack but rather boosts their own natural reflexes to respond.

Light of the Moon (Illusion)

Duration: 1 minute

Range: 50 feet

Casting Modifiers: -4 (4th level (+3 levels for motion feature))

Description: This fairly minor spell allows the Astrologer to project a small globe of pale light as a reflection of the light of the full moon. This small globe of radiance can be guided by the Astrologer and moves with a SPD of +0.

Mars Ascendant (Attack)

Duration: Instant

Range: 50 feet

Casting Modifiers: -15 (-10 for damage, -5 for overcoming PR)

Description: Using this spell the Astrologer calls upon the martial aspect of the planet mars (the celestial representation of the war god, Aries). This spell will fire a bolt of vril energy at a target selected by the caster up to 50 feet away. This bolt of celestial power does DR 10 and automatically overcomes 5 points of PR.

Contra-Influence (Influence)

Duration: 10 rounds

Range: Line of Sight

Casting Modifiers: -9 (9th level, -9 for extra duration, -2 for extra targets)

Description: The spell of contra-influence draws upon the reverse energy of Gemini. A victim of this spell must make a WIL roll on the Omni Table at a -5 penalty. Failure indicates the victim of the spell will act in a manner contrary to their normal nature for 10 rounds. A partial success reduces the time affected by 5 rounds. Characters that are normally cautious will act in an impulsive and foolhardy manner, miserly characters might go on a spending spree or give away their possessions, etc....

View Astral Dimension (Sensory)

Duration: 5 minutes

Range: 50 feet

Casting Modifiers: -4 (-4 for extra duration)

Description: By drawing upon the power of the stars and planets, the Astrologer is granted the ability to see invisible or astral creatures out to a fifty foot diameter.

Far Seeing (Sensory)

Duration: 2 minutes

Range: 20 miles

Casting Modifiers: -20 (-1 for extra duration, -19 for extra range)

Description: This powerful spell allows the Astrologer to use his charts and other scrying devices to spy on a individual up to 20 miles away with perfect clarity. If the Astrologer knows the birth date of the target, they receive a +5 bonus to their casting roll. Knowing the birth date and birth place increases this bonus to +10. Far Seeing grants not only a visions of the target but also auditory access as well.

Divine Ailment (Manipulate)

Duration: 1 round

Range: Touch

Casting Modifiers: -5 (5th level)

Description: By consulting their charts and using the power of the stars, the Astrologer is granted a +5 bonus on all Heal rolls on the Omni Table when attempting to diagnose or heal a disease. This penalty is not granted when using Heal to heal wounds or other such damage.

Leo Ascendant (Illusion)

Duration: 10 rounds

Range: 50 feet

Features: visual and auditory

Casting Modifiers: -6 (+3 motion, +3 2 features)

Description: With this spell the Astrologer brings forth an Illusion of a great Nemean Lion by drawing upon the energy of the constellation Leo. The illusory lion can move and gesture (including a great roar) at the Astrologer's command and in all ways resembles an actual beast.

Incantation of Astral Warding (Ward)

Duration: 5 minutes

Area: 10 feet radius of caster

Casting Modifiers: -12 (-4 duration, -6 for environmental warding, -2 Mode protection)

Description: The incantation of astral warding creates a barrier of astral force around the caster and any allies with a 10 foot radius. The barrier prevents all forms of magical attack spells (those of the Attack mode). The Ward also protects those inside from fire, electricity and cold damage.

Infusium Scorpius (Influence)

Duration: 5 rounds

Range: Line of sight

Casting Modifiers: -12 (8th level, -4 duration)

Description: By means of this spell, the Astrologer infuses the target with a blind rage from the energy of the constellation Scorpio. The recipient will attack any creature within 10 feet, friend and foe alike, by any means at their disposal. Creatures affected will be unable to cast any spells or otherwise use special abilities but will use any other means of attack even if it is bare hands and teeth alone.

Aspect of Taurus (Manipulate)

Duration: 5 minutes

Range: Touch

Casting Modifiers: -28 (-15 major manipulation, +9 attribute increase, -4 duration)

Description: This incredible spell allows the Astrologer to turn himself or anyone he touches into a Tauran by charging the recipient of the spell with the latent powers of the constellation Taurus. The recipient takes on all outward appearances of a Tauran but otherwise retains all attribute and skill ratings of their normal form with the exception of STR. The recipient gains a +3 bonus to the normal STR rating for the duration of the spell.

THE DARK ARTS

The Dark Arts deal with the power of death, decay and destruction. Practitioners of the Dark Arts believe they can gain power by interacting with, and controlling entities from the lower dimensions. Many also seek to gain temporal power by overcoming death, something that none but the most powerful adherents ever gain.

Because of its morbid applications, practitioners of The Dark Arts accumulate knowledge of anatomy, physiology, and the general workings of the body. Due to cultural taboos regarding the dead across the Antediluvian world, Dark Arts practitioners are among the only experts in this field (one major exception being Khem Priests).

Dark Arts spellcasters learn their spells by studying the magical writings of ancient black-magicians and by communing with demonic powers. Aspirants need a great numbers of corpses and living beings to practice on, another reason why this Order is unpopular



in "civilized" lands. Dark Arts spellcasting is usually unpleasant in some way. Spells can be painful for the caster, the subject, or both. Bizarre and gruesome fetishes must be used to focus spells. In some extreme cases, actual death or suffering must be inflicted to empower the magic ritual.

Practitioners of the Dark Arts may be found throughout the Antediluvian world but are most common in civilized lands such as Atlantis, Tharshesh, Khemit, Marhashi, Sheba and Khitai.

PHYSICAL COMPONENTS

A practitioner of the Dark Arts must be able to gesture with both hands and speak aloud in order to cast spells. Certain necromantic devices and fetishes are also required, such as a necklace of bones, a bag filled with corpse-dust, a preserved skull, etc.... Each Dark Arts spellcaster chooses his or her own personal fetishes.

ADVANTAGES

Death and pain are not only the subject of the Dark Arts, they are also its ally. The vast majority end up spending eternity enslaved by a demon or other dark spirit, but some few are able to cheat death. Upon their demise, a Dark Arts practitioner has one opportunity to escape his final fate. A single d20 is rolled by the player. On a roll of 13, the character dies as expected but is later resurrected as an undead creature within 24 hours. The form of undead assumed is purely at the discretion of the GM and should reflect the overall power and experience of the spellcaster at his time of death. This undead creature remains under the control of the spellcaster player but suffers a loss of 5 skill ranks from all known skills as a result of the horrific transformation.

LIMITATIONS

Those who practise The Dark Arts are universally regarded with fear and suspicion by most decent folk, and are welcome in few lands. Nature spirits and other benevolent entities will not willingly cooperate with spellcasters of this Order, whom they consider cruel and vile.

MODES

Not available: Illusion

Bonuses: Attack +1, Summoning +4

Manipulate Effects: Dark Arts practitioners are able to manipulate many qualities, most commonly physical

strength and power. In all cases, the side effect of a Dark Arts spellcaster's manipulations is the demonic appearance of the recipient in some way.

Summoning Effects: Dark Arts adherents specialize in dealing with otherworldly entities but generally not of the benign type. Dark Arts summonings are always of demons and other malign spirits.

ENCHANTMENT

Common enchanted items created with the Dark Arts include:

- ◆ Talismans that ward away or control undead (Ward, Influence)
- ◆ Weapons or items enchanted with disease-causing spells (Manipulate)

SAMPLE SPELLS OF THE DARK ARTS

Pain Touch (Attack)

Duration: Instant

Range: Touch

Damage: DR 5

Casting Modifiers: -5 (-5 damage)

Description: By drawing upon demonic energy, the Dark Arts practitioner may deliver a withering attack using only his bare hands. On a successful close attack using the Brawling skill (or just CR), the Dark Arts practitioner delivers 5 points of damage from negative energy. This attack bypasses all protection provided by physical armor but magic items and spells that provide PR still come into play. Additionally, the victim of this spell must make a CON roll on the Omni Table. On a failure, the victim suffers a permanent scar from the attack where the skin and muscle have been shrivelled and disfigured. A partial success or better indicates no permanent disfigurement.

Withering Bolt (Attack)

Duration: Instant

Range: 50 feet

Damage: DR 5

Casting Modifiers: -15 (-5 damage, -5 PR resistance, -5 bonus to hit)

Description: The creator of this common spell is thought to be the same as of the Pain Touch spell as both cause similar vicious wounds. The caster must make a ranged attack as usual but with a +5 bonus to hit. If successful, the withering bolt does 5 points of damage and ignores all PR except that provided by

orichalcum armor. Additionally, the victim of this spell must make a CON roll on the Omni Table. On a failure, the victim suffers a permanent scar from the attack where the skin and muscle have been shrivelled and disfigured. A partial success or better indicates no permanent disfigurement.

Protective Circle vs. Demons (Ward)

Duration: 5 minutes

Range: 10 feet

Area: 10 feet diameter

Casting Modifiers: -19 (15th level, -4 duration)

Description: All practitioners of the Dark Arts learn this, or similar spells at an early point in their careers. Protective Circles are a must when one deals in the summoning and commanding of dark forces. The caster of this spell must first draw a magic circle upon the ground using chalk mixed with the blood of a Sidhe. This process takes approximately five minutes. Once completed, the casting time of the spell itself is only 1 round. This spell creates a magical barrier of energy that helps guard all those inside the barrier from attacks by demonic entities. The barrier has an HP rating of 30, making it fairly effective in protecting the Dark Arts practitioner from summoned demons that are not under control.

Protective Circle vs. Spirits (Ward)

Duration: 5 minutes

Range: 10 feet

Area: 10 feet diameter

Casting Modifiers: -14 (10th level, -4 duration)

Description: All practitioners of the Dark Arts learn this, or similar spells at an early point in their careers. Protective Circles are a must when one deals in the summoning and commanding of dark forces. The caster of this spell must first draw a magic circle upon the ground using chalk mixed with bone dust. This process takes approximately five minutes. Once completed, the casting time of the spell itself is only 1 round. This spell creates a magical barrier of energy that helps guard all those inside the barrier from attacks by malign spirit entities and undead. The barrier has an HP rating of 20, making it fairly effective in protecting the Dark Arts practitioner from summoned spirits that are not under control.

Invoke Dark Spirit (Summoning)

Duration: 5 minutes

Range: 50 feet

Casting Time: 8 rounds

Casting Modifiers: -12 (-8 ability level, -4 duration)

Description: This spell is among the more favored spells of many Dark Arts spellcasters for it is at the heart of the art: the summoning of dark forces. With this spell, the spellcaster calls forth the ghost of a particularly evil humanoid from the spirit realm to do his bidding. If the summoner is protected by a protective circle, it will obey one single command from the summoner. If there is no circle present, the malign spirit will attack the closest individual for the duration of the spell after which it will retreat back to the spirit realm.

Ghost

Ability Level: 8

INT +0

PER +3

WIL +3

CHA -5

STR -6

DEX +5

CON n/a

SPD +3

Attacks/Damage: Energy drain DR 2 (ignores PR)

Special Abilities: Incorporeal, ghosts cannot be struck by non-magical weapons; flight; able to detect invisible and ethereal beings at will

Armor: None

Hit Points: 22

Hyd's Hideous Malformation

(Manipulation)

Duration: 1 minute

Range: Line of Sight

Area: Single target

Casting Modifiers: -20 (-15 attribute decrease, -5 range)

Description: This spell invokes dark powers that transform the target into a hideously ugly creature. The target's face begins to swell and boils form and rupture on the surface of the skin. The target's limbs lengthen or shorten, become twisted and malformed, while their torso bloats and bursts the seams of clothing. The target's CHA is effectively lowered by -5 for the duration of the spell. The target may attempt to resist the effects of the spell by making a WIL roll on the Omni Table using the spell's level as the degree of difficulty.

Alsgar's Skeletal Servant (Summoning)

Duration: 10 minutes

Casting Time: 1 round

Casting Modifiers: -10 (-1 ability level, -9 duration)

Description: Using Alsgar's famous necromantic in-



cantation, the spellcaster may call forth a dark spirit to animate a skeleton that will do the caster's bidding. The Dark Arts practitioner must have a humanoid skull on which the magic will be worked. Upon successful casting, bones will erupt from the ground where the caster has placed the skull. These bones will magically form into a humanoid skeleton and the skeleton will rise and be mobile serving the caster to the best of its ability for the duration of the spell, after which it will disintegrate into dust. The summoned skeleton may be equipped with weapons and/or armor at the spellcaster's discretion which takes an additional round's time.

Skeleton

Ability Level: 1

INT -5	PER -5
WIL -5	CHA -10
STR +3	DEX -4
CON n/a	SPD -3

Attacks/Damage: Claws DR 4 or per weapon employed

Special Abilities: None

Armor: PR 4S, PR6 T, PR 0B

Hit Points: 14

Omen of Darkness (Sensory)

Duration: 1 minute

Range: 50 feet

Casting Modifiers: -12 (12th level)

Description: By calling upon the wisdom and knowledge of demonic forces the caster may attempt to deduce the answer to an otherwise unknown question. The player may ask a question like: "Where have the gate keys been hidden in this room?" and then roll on the Omni Table using the Perception rating of the spell as a positive modifier (+12). The degree of difficulty (1-20) is determined by the GM, based on how well-concealed or esoteric the information is.

Mazar's Malediction (Manipulation)

Duration: 1 minute

Range: Self or touch

Casting Modifiers: -12 (-12 increased attribute)

Description: Through this frightful spell the Dark Arts practitioner may alter his physical make up or that of an ally on whom he casts this spell. For the duration of the spell the target will have a +4 increase in their STR rating. As a side-effect, the target takes on demonic features, growing horns from the forehead, feet of cloven hoofs, skin tone of black or red and so on.

Demonic Destruction

(Summoning - Banish)

Duration: Instant

Range: 50 feet

Casting Time: 20 rounds

Casting Modifiers: -20 (20th level)

Description: Even the most experienced Dark Arts spellcaster sometimes cannot control summoned demons and, if so, the Demonic Destruction spell may be used to banish the creature from whence it came. Upon successfully casting this spell, up to 20 levels of summoned extra-dimensionals beings will be immediately returned to their home dimension. Should the demons not wish to be sent home, they may attempt to resist the banishment with a Full Success on a WIL roll on the Omni Table. The creature suffers a -5 penalty to this roll due to the strength of the spell.

Ebon Armor (Ward)

Duration: 10 Minutes

Range: Self or Touch

Casting Modifiers: -19 (10th level, -9 for duration)

Description: This incantation causes the necromancer's shadow to expand, solidify, and envelop him in a fearsome-looking suit of black plate armor including cuirass, peturgis and greaves. The armor is weightless and provides 20 HP of defense before dissipating. NPCs suffer a -3 to their morale when facing a foe in Ebon Armor.

Incantation of Possession (Influence)

Duration: Instant

Range: Line of sight

Area: Single target

Casting Modifiers: -22 (18th level, -4 duration)

Description: By releasing a small portion of their own spirit, the spellcaster of this frightening spell may actually take possession of the target's mind. The target may attempt to resist the spell with a successful WIL roll with a -9 penalty (half spell level). Failure indicates the spellcaster has successfully invaded the target's mind and may implant one single command, which can be any single action such as go to sleep or drop your weapons. The target will take any action possible to fulfill the command and will take no other action until the expiry of the spell.

Barghel's Bane (Influence)

Duration: 6 rounds

Range: 50 feet

Area: Up to 3 individuals within range

Casting Modifiers: -13 (-6 mental attribute, -5 duration, -2 Area)

Description: Barghel's Bane fills the enemies of the spellcaster with fear and doubt. Those targeted by the spell become edgy and unsure of themselves. Each affected creature takes a -3 penalty to their CR due to their mental stress.

Wall of Souls (Ward)

Duration: 5 rounds

Range: 10 feet

Casting Modifiers: -16 (-10 area, -6 PR)

Description: By calling upon the enslaved spirits of the dead, the caster can command them to form a howling, spectral barrier within a 5 foot radius of the spellcaster. Within the barrier the faces of the dead can be seen moving about, howling their eternal agony. Nothing unliving can pass through the barrier, although living matter can pass through with ease. The barrier can be broken by inflicting 12 HP damage.

ELEMENTALISM

Elementalism is the catch-all Order for the various magical traditions that harness and manipulate one of the four elemental powers: Fire, Water, Earth, and Air. Spellcasters study a single element at a time, often exclusively. Such magicians are known as Pyromancers, Aquamancers, Geomancers, or Aeromancers, respectively.

Elemental power is thought to originate from deep in the earth and is stuff from which everything in reality is formed. Elementalists can learn to contact spirits of the primordial elements to draw forth raw elemental power or to consort with these living spirits (known as Elementals).

Elementalists are most commonly found on the island of Atlantis although a fairly popular school of Geomancy is to be found among the Puntian Dwarves and many Sheban mages dabble in both Aquamancy and Aeromancy. Many Nazcan spellcasters also follow this Order in the form of Aeromancy.

PHYSICAL COMPONENTS

Elementalists often incorporate elemental substances into their spellcasting, such as bits of coal and flint for a Pyromancer, a vial of water for an aquamancer, a fistful of earth for a Geomancer, or a flute or fan for

an Aeromancer. Such physical accoutrements are not required, however. An elementalists must have their hands free to gesture in order to cast their spells.

ADVANTAGES

Each elemental power bestows a special ability on arcane scholars that study its ways. A spellcaster must have at least one Elemental Mode rating of +10 or better to receive the abilities below. A magician must focus on a single type of Elemental magic to receive these special benefits. If a magician studies both Air magic and Fire magic for example, he receives no special abilities.

Water The elementalists can breathe freely underwater, and never feels the cold. This does not offer any special defense from elemental cold attacks.

Fire Extremes of heat do not bother a Pyromancer. Additionally, normal, non-magical fires will not harm the Pyromancer, although their equipment can still be damaged. This offers no special defense against magical fire attacks.

Earth Weapons of stone, such as thrown rocks, boulders, slingstones, stone axes, etc., will not harm a Geomancer, nor will landslides or earthquakes. This offers no special defense against magical earth attacks. The Geomancer is also infused with the solidity of earth, and gains an additional 2 HP.

Air Aeromancers are never bothered by natural winds of any intensity, and natural lightning never harms them, although magical lightning attacks will. Additionally, airborne toxins, gases, etc... are slower to reach them, giving them an extra round in which to act.

LIMITATIONS

All spells of Elementalism lack subtlety. They produce loud noises, bright lights, and strong scents, and are impossible to conceal. Elemental magic is also very limited in the kinds of effects it can produce (see Mode restrictions, below).

MODES

Not available: Illusion, Influence, Sensory

Bonuses: Summoning +2 plus Attack +3 (Pyromancy) or Kinetic +3 (Aeromancy) or Ward +3 (Geomancy) or Manipulate +3 (Aquamancy)



Penalties: None

Manifest Effects: An elementalism may only manifest the element in which the specialize. For example, an Aquamancer could manifest water as either ice, liquid or steam.

Manipulate Effects: The elementalism's chosen element can be transmuted through its various forms. Fire may be turned to smoke or ash, and vice versa. Air may be transformed to fog, toxic gases may be changed to fresh breezes. Water can be purified or turned to solid ice or steam. Earth can be altered from oozing mud to solid stone.

Summon Effects: An Elementalism may summon an Elemental appropriate to the type of energy he studies. A Pyromancer may summon a fire elemental, a Geomancer may summon an earth elemental, etc.

ENCHANTMENT

Common enchanted items created with Elementalism include:

- ◆ Medallions that protect the wearer from a specific element (Ward)
- ◆ Wands or staves that project destructive elemental forces (Attack)
- ◆ Devices that can produce elemental matter, such as waterskins that fill themselves, masks or helms that produce fresh air, torches that light on command, etc. (Manifest)
- ◆ Weapons empowered with an elemental force (Attack)

SAMPLE ELEMENTALISM SPELLS

Elemental Blast (Attack)

Duration: Instant

Range: 50 feet

Area: Single target

Damage: 12 HP

Casting Modifiers: -12 (12th level)

Description: This spell can be used to create an aquamantic blast or steam of ice, geomantic shards of stone, pyromantic blast of flame, or an aeromantic bolt of electricity which may be hurled at a target, inflicting 12 HP of damage. To cast the enchantment, the elementalism must have a small amount of the chosen element in hand.

Aquamantic Globes (Ward)

Duration: 5 rounds (30 seconds)

Range: Self

Casting Modifiers: -8 (8th level)

Description: By taking a handful of water and tossing it into the air, the aquamancer can use this spell to create a number of water bubbles that hover in the air. These magical spheres will follow the elementalism wherever he goes, and will move to intercept incoming attacks, bursting as they absorb the blow. The globes can sustain a total of 16 HP damage before they are all expended.

Transmutative Defenses (Manipulation)

Duration: 1 minute

Range: Touch

Subject: Single target

Casting Modifiers: -12 (12th level)

Description: By means of this spell, the elementalism may change the physical makeup of a target's armor and similar protective gear. For example, a Pyromancer who succeeds in touching an opponent's armor may turn it to ash or smoke while a Geomancer may transmute a target's armor into a muddy texture. The spell may transmute up to PR 4 worth of armor effectively reducing the PR of the armor by up to 4 points.

Mists of Obscurement (Obscure)

Duration: 3 minutes

Range: 50 feet radius

Casting Modifiers: -10 (8th level, -2 for extra duration)

Description: This enchantment allows the elementalism to create billowing clouds of gray mist, obscuring vision and damping sound in the area of effect. Living creatures caught within the mists suffer -8 to any PER-based rolls they make. This spell can be cast by either Aquamancers or Aeromancers.

Conjure Element (Manifest)

Duration: 5 minutes

Range: 50 feet

Casting Modifiers: -0

Description: This spell has slightly different effects depending on the school of elementalism but the overall theory is the same. Using this spell the elementalism may call forth a moderate quantity of the relevant element: an Aquamancer conjures enough water to sustain two average-sized adult humanoids for one day. A suitable receptacle must be provided to hold the water

until it is consumed, and it must be consumed before the spell expires, after which the water evaporates swiftly. Pyromancers may call forth a small amount of flame (enough to start a reasonable campfire or torch or create a pound or two of ash). Geomancers may bring forth mud, earth or rock and while Aeromancers rarely find need for this spell, it could prove lifesaving when confronted by toxic fumes or gas as the caster may conjure a bubble of pure air.

Thunderbolt (Attack)

Duration: Instant

Range: 50 feet

Area: 3 foot radius sphere

Casting Modifiers: -12 (9th level, -3 for area)

Description: This spell allows the Aeromancer to generate a bolt of lightning, which can be sent arcing through the air with the sound of thunder and will do 9 HP damage to all within a six-foot diameter area of the strike. A side effect of this spell is that all within the area of effect must make Constitution checks at -3 or be deafened for three rounds (one-third the level of the spell). The bolt may be dodged as usual, with a -3 (in addition to the normal penalty of the caster's Attack rating) due to the area of effect.

Pyroclasm (Attack)

Duration: Instant

Range: 50 feet

Area: 5 foot radius sphere

Casting Modifiers: -15 (10th level, -5 for area)

Description: This spell creates a stream of coruscating flames that will inflict 10 HP damage to all in the area of effect and ignite all combustible materials. Victims caught in the area of effect may continue to take an additional 3 HP of damage per round from burning clothing, hair, and/or other items until they spend at least one round to extinguish the flames. Items of paper or light cloth (such as books and normal clothing) will almost certainly be set aflame, while other items may get a roll at the GM's discretion. Individuals targeted by this spell may attempt to evade or dodge as usual, but at a -5 penalty (in addition to the normal penalty of the caster's Attack rating) due to the spell's area of effect.

Whirlwind (Kinetic)

Duration: 5 rounds

Range: 50 feet

Casting Modifiers: -18 (6th level for +2 Strength, -12 for SPD)

Description: This spell allows an Aeromancer to use the minor spirits that exist everywhere in the air to create a whirlwind that can be made to move individuals and objects weighing up to 150 lbs. At the caster's discretion, the whirlwind can be used like a spell of levitation to lift either the Aeromancer or a designated subject into the air. Or it may be directed in a more forceful manner, to force back assailants, scatter small objects or creatures, disperse mists or gasses, and so forth. In the latter case, the vortex will cause up to 2 HP of damage per round and move objects or creatures up to 30 feet per round (Speed rating of +0).

Petrification (Manipulate)

Duration: 2 minutes

Range: Touch

Casting Modifiers: -21 (20th level, -1 for extra duration)

Description: Using this spell, a Geomancer can turn a living being or creature into stone. The spell may be resisted with a Constitution check at -10 (half the spell level). On a partial resistance the spell still turns the victim to stone, but spell duration is reduced by half.

Endure Flame (Ward)

Duration: 5 minutes

Range: Self or touch

Casting Modifiers: -19 (15th level, -4 for extra duration)

Description: By means of this spell, the Pyromancer may surround himself with a glowing barrier of flame that absorbs all flame and heat that it touches while the spellcaster contained within stays cool and unscathed. The flame barrier will absorb up to 30 HP of heat or fire damage before dissipating in a roar of fire and ash.

Summon Elemental (Summoning)

Duration: 1 minute

Casting Time: 2 rounds

Casting Modifiers: -17 (8th level, -9 for duration)

Description: This spell opens a portal to an Elemental dimension and summons forth a lesser elemental spirit from it. When the spell is complete, a lesser elemental of the type relevant to the caster's school appears. Once these creatures appear, they serve the spellcaster for the duration of the spell. The elementals obey the elementalist explicitly and never attack their master, even if someone else manages to gain control over them. The spellcaster need not concentrate to maintain



control over the elementals and they may be dismissed at any time up to the spell's duration.

Lesser Elemental Spirit

Size: 7' tall; weight unknown

Ability Level: 8

INT -2 PER +0

WIL +0 CHA +0

STR +5 DEX +0

CON +5 SPD +10

Attacks/Damage: Earth claws DR 6; Air Wind Burst DR 4 range 50 ft.; Fire Flame touch DR 6; Water Punch DR 4.

Special Abilities: Fire and Air elementals may fly at their full SPD while Earth elementals may travel through or on the earth at full SPD. Water elementals swim at full SPD and may travel on the ground at half SPD.

Armor: PR 3

Hit Points: 30

Flash Freeze (Manipulate)

Duration: 1 minute

Range: Line of sight

Casting Modifiers: -14 (9th level, -5 for range)

Description: This useful spell draws upon the powers of both air and water and may therefore be used by either types of elementalists. By means of this spell, the caster is able to freeze a target's joints, slowing them down and causing minor pain (-3 to SPD). More powerful versions of this spell have been known to stop opponents completely. The target resists with a STR check vs -1/3 the spells level.

Windflight (Kinetic)

Duration: 2 minutes

Casting Time: 2 rounds

Casting Modifiers: -38 (-12 weight, -14 duration, -12 SPD)

Description: By casting this spell the caster is able to fly at SPD +0 (30' per round), for 2 minutes. This spell also causes swirling winds, knocks over small items and loose articles, extinguishes candles and other small flames, and generally makes a lot of noise. This spell functions on the caster only.

Purify Water (Manipulate)

Duration: 1 minute

Range: Touch

Casting Modifiers: -5 (Level 5)

Description: A fairly common aquamantic spell, this spell is normally used to purify saltwater for drinking, although it may be used on any type of water. Many Atlantean merchant ships keep Aquamancers on board for this very reason.

Putrefy Water (Manipulate)

Duration: 10 minutes

Range: Touch

Casting Modifiers: -14 (5th level, -9 duration)

Description: Although abhorrent to most Aquamancers, some will employ this spell to cause trouble for their enemies, turning clean water into a brackish mass of undrinkable filth.

HIGH SORCERY

The Earth is permeated by waves of fluctuating magical power, known to Second Age spellcasters as vril. During the First Age, certain sorcerers developed incantations, gestures and rituals that could tap into the flow of vril that surrounds the planet. These procedures, known as High Sorcery, have survived, albeit to a lesser degree of power, into the Second Age.

In its natural state, vril is an ambiguous, flowing force with no discernible positive or negative characteristics. When directed through the spellcaster, vril can take on a nearly limitless range of forms (excluding elemental forces, which cannot be replicated by High Sorcery).

Vril can be used to surround the caster with a shimmering aura of protective energy; to conjure simple shapes such as ropes, swords, or walls of force; or to manipulate the physical world with grasping tendrils or "magic hands". Vril can also manifest as destructive beams of force or the intricate conglomerations of swirling light and shadow used to create illusions.

High Sorcery was discovered and "perfected" by First Age Atlanteans but its practice can now be found throughout the civilized world due to Atlantean colonial ambitions of the past. While still most common in the Atlantean sphere of influence, local traditions of Sorcery have sprung up in such diverse lands as Marhashi, Tharshesh, Taracua, Khitai, Minoa, Sheba and Avalon. The Elves of Ys are renowned for their skill in the High Sorcery Order.

PHYSICAL COMPONENTS

Those who practice High Sorcery must gesture with both hands and speak arcane phrases aloud in order to cast spells. A device such as a wand or staff is sometimes used to direct spells, but is not required.

ADVANTAGES

Specialization: The High Sorcery spellcaster may pick one Mode to represent the type of spells she regularly practices. This Mode receives a bonus of +3 to its overall rating.

LIMITATIONS

Obvious: Spells of High Sorcery are always accompanied by glowing lights, an electrical charge in the air, and a strange humming sound. Anyone nearby that makes a successful PER roll with a +5 bonus will be aware that magic is being used and will be able to discern its source. Because of this, subtle illusions that are meant to appear “real” are very difficult to accomplish with this Order. Likewise, anyone affected by a spell of High Sorcery (magical influence, protection) will have a noticeable glow and shimmer about them.

MODES

Not available: Influence, Sensory, Summoning

Bonuses: +3 to one Mode chosen by the spellcaster

Penalties: None

Manipulate Effects: Only simple physical qualities can be altered with High Sorcery through the careful application of vril. For example, a character’s strength might be altered by applying a field of vril that helps the character lift, push, and swing. Or a sword’s damage rating might be altered by adding a nimbus of destructive energy to the blade. Subtle manipulations (in-

creasing a character’s memory or charm, for example) are not possible with this Order.

Summon Effects: N/A

ENCHANTMENT

Common enchanted items created with High Sorcery include:

- ◆ Wands and staves that store defensive magic. (Attack, Ward)
- ◆ Rings that levitate the wearer on a pillar of arcane force. (Kinetic)
- ◆ Weapons empowered with destructive arcane energies. (Attack)
- ◆ Globes, glass spheres, and mirrors that produce entertaining illusory scenes. (Illusion)



SAMPLE HIGH SORCERY SPELLS

Animated Warrior (Kinetic)

Duration: 5 rounds

Range: 50 feet

Casting Modifiers: -9 (3rd level spell, -3 for area of effect, -3 for complexity)

Description: This complex spell causes a suit of armor and one weapon to animate as though the wizard himself were in it. This will appear as though a hazy, glowing warrior were wearing the armor and holding the visible weapon. The weapon will be swung with the same skill as if the caster were holding it, although the

strength is +1. The caster can perform no other action while moving the armor and weapon.

Invisibility (Illusion)

Duration: 1 minute

Range: 50 feet

Casting Modifiers: -13 (1st level base, +9 levels for complexity, +3 levels for Motion)



Description: With this spell the caster makes himself or any man-sized target in spell-range invisible. Sound, scent and other senses are unaffected. In combat, the invisible fighter receives a +5 to his effective combat rating, unless the opponent has other reliable means of detecting him, such as magical senses, the invisible character is standing in water, etc....

Arcane Aura (Ward)

Duration: 1 minute

Range: Self/Touch

Casting Modifiers: -4 (-4 for number of effects ward-ed)

Description: A standard spell for many sorcerers, the Arcane Aura spell causes the target's skin to shimmer with vril energies. Any blows (ranged or melee) that strike the target are absorbed by the magical aura, until 20 HP of damage has been taken, at which time the aura fades. Magical attacks (attack mode) pass through this ward with little difficulty.

Vril Healing (Manipulate)

Duration: Instant

Range: Touch

Casting Modifiers: -12 (12th level)

Description: The sorcerer using Vril Healing passes his hands over the wounded individual, and a soft light emanates from the caster's hands. This light seeps into the wound, and will continue to glow for several seconds, after which it fades and the wound is healed, or nearly so. A total of 12 HP damage can be healed with this spell, and once a target has been magically healed no more can be done that day unless further damage is taken.

Arcane Strength (Manipulate)

Duration: 1 minute

Range: Touch

Casting Modifiers: -6 (-6 attribute increase)

Description: With this spell, the sorcerer's skin starts to glow bright green with vril energy. The arcane forces present enhance the spellcasters STR by +2.

Arcane Bolt (Attack)

Duration: Instant

Range: 50 feet

Damage: 12 HP

Casting Modifiers: -12 (12th level)

Description: By using this spell, the sorcerer is able to

channel a burst of pure vril energy into a bolt that emanates from his outstretched hand and may be directed at a single target up to 50 feet away. The bolt of vril energy causes 12 HP of damage but leaves no visible wounds or marks upon the target.

Arcane Blast (Attack)

Duration: Instant

Range: 50 feet

Damage: 12 HP

Casting Modifiers: -12 (12th level, -10 for area of effect)

Description: Similar to the spell Arcane Bolt, this version of the spell causes 12 Hp of damage to all those within a 10 foot radius of the blast. Like Arcane Bolt, Arcane Blast leaves no visible wounds.

Wizard Rope (Manifest)

Duration: 5 minutes

Range: 50 feet

Casting Modifiers: -0 (1st level)

Description: Through the use of this simple practical spell the sorcerer conjures forth a rope made of sparkling energy that can be used for any of a multitude of purposes. The rope disappears after 5 minutes.

Glittering Cloud (Manifest)

Duration: 5 minutes

Range: 50 feet

Area: 10 cubic feet

Casting Modifiers: -0 (1st level)

Description: Another simple spell taught to many apprentice sorcerers, this cloud conjures forth a 10 cubic foot cloud of sparkling glitter that swirls around the area of effect for 1 minute, reducing visibility. All those caught within the swirling cloud suffer a -4 penalty to all Omni Table rolls.

Weloan's Warding (Ward)

Duration: 2 minutes

Range: 10 foot radius

Casting Modifiers: -12 (-9 area, -1 duration, -2 extra mode protection)

Description: Weloan was a famous Tharshi sorcerer who lived around the time of Hesperia's Empire. He fought many battles against Hesperian forces and devised this spell to protect against the battle magics of the Amazons. By casting this spell the sorcerer surrounds himself and any allies within a 10 foot radius

with a shimmering globe of vril energy. Although physical objects (and beings) can pass through the barrier unmolested, magical attacks and attempts to magically attack the minds of all those within are blocked. Weloon's Ward provides 20 HP of protection against the attack mode and provides protection for all those within from influence spells.

INVOCATION

Invocation is a means of attaining magical power by calling upon the aid of supernatural entities and forces. The type of being called upon varies greatly among Invokers, and is usually dependant upon their superstitious or religious beliefs.

A variety of Second Age cultures use Invocation, calling upon entities benevolent and foul. Khem priests believe themselves to be the earthly representatives of their gods while many Quechuan or Nazcan priests view themselves as mortal agents whose goal is to placate their gods. Diabolists and Demonologists gain dark powers in exchange for consorting with creatures from the lower planes.

Some aspects of the Invocation Order resemble the Dark Arts in that they both channel magical energy originating ultimately with powerful extra-dimensional entities. However, practitioners of the Dark Arts make a pact with a demonic entity for their powers whereas priests of the Gods need only worship their deity.

Regardless of their sources, all orders of Invocation share a common philosophy: in order to receive magical power, the Invoker must first gain the favor of the supernatural patron. There are many rites and rituals to accomplish this, depending on the style and beliefs of the Invoker. All Invokers realize that if they fail to act according to the wishes or ideology of their patron, they will find themselves deprived of their powers (or worse).

Characters who select the Invocation order must dedicate themselves to one deity. These may be selected from any of the Gods and Goddesses described in Chapter 10 at the discretion of the GM. All spells designed by players of characters from this Order should reflect the nature of their chosen deity.

Being religious by nature, the Invocation Order exists throughout the world wherever organized religion is

found. The priests of Khemit are perhaps the most famous members of this Order but those of other faiths like those in Hellas, Minoa, Khitai, Atlantis and even among the Vanir, are also said to possess great powers in this Order.

PHYSICAL COMPONENTS

Invokers generally incorporate the icons and trappings of their beliefs into their spellcasting, using such items as holy symbols, ritual vestments, incense, votive candles, and so forth. Invocation also requires that the magician be free to gesture and speak clearly, to better beseech their patron and proclaim their loyalty and faith.

ADVANTAGES

Invokers often find that their magic becomes more powerful and easier to use when they act in the interests of or follow the codes and strictures of their patron diety. The GM may award a casting roll bonus of +0 to +20, depending on how well-favored the actions or intentions of the priest are in the eyes of his patron. Note that this bonus does not apply to every casting roll, only those situations that warrant the special attention of the patron.

LIMITATIONS

As an Invoker's magic becomes easier when he is faithful, so too does it grow weak when he fails to please his patron God or Goddess. The GM may subtract a casting roll penalty of -0 to -20, depending on how ill-favored the Invoker's actions are in the eyes of his patron. Note that the GM does not have to reveal these penalties to the player.

MODES

Not available: None

Bonuses: Two Modes befitting the patron diety: +2

Penalties: Two Modes not suiting the patron diety: -2

Manipulate Effects: Anything appropriate to the patron entity. (*ex: transform into the form of a stag for priestess of Artemis, etc.*)

Summon Effects: An Invoker can summon any extra-dimensional being associated with his patron. Supernatural wild beasts may be summoned by a priestess of Artemis while a priest of Poseidon may call forth a mighty whale or massive school of fish.



SAMPLE RELIGION ADJUSTMENTS

Poseidon (Atlantean):

Kinetic +2, Attack +2, Influence -2, Manipulate -2

Ra (Khem):

Attack +2, Sensory +2, Manifest -2, Manipulate -2

Eros (Hellenic):

Illusion +2, Influence +2, Attack -2,

Ward -2

Ares (Hellenic):

Attack +2, Ward +2, Illusion -2,

Manifest -2

Thor (Norse)

Attack +2, Kinetic +2, Ward -2, Summon -2

ENCHANTMENT

Common enchanted items created with Invocation include:

- ◆ Weapons enhanced with the blessing of a deity. (Manipulate)
- ◆ Armor or amulets enhanced with protective properties (Ward)

SAMPLE INVOCATION SPELLS

Shield of Faith (Ward)

Duration: One minute

Range: Touch

Area: Self

Casting Modifiers: -12 (10th level, -2 for extra attack protection)

Description: An invoker can call on the protection of his patron deity when he is faced with danger. The Shield of Faith surrounds the caster with a glowing aura that absorbs 20 HP of damage from either ranged or melee attacks damage before dissipating.

Breath of Hesperus (Manipulate)

Duration: Instant

Range: Touch

Casting Modifiers: -10 (10th level)

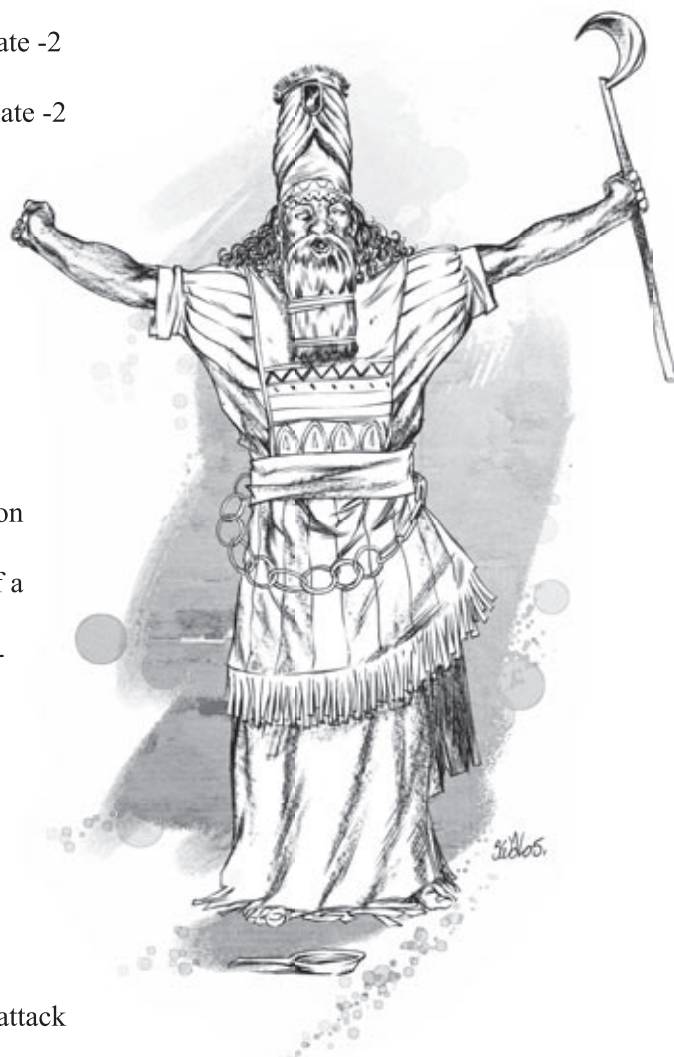
Description: With this spell, a priestess of Athena leans close to a fallen comrade and breathes an icy blue cloud of air, a boon from Athena allowing her to heal her fellow Amazon or other ally for 10 HP of damage.

Communion (Sensory)

Duration: Instant

Range: Scrying- 1 mile, 6 hours into past or future

Casting Modifiers: -12 (12th level)



Description: By silently praying to his patron deity, an invoker can learn mysteries and uncover secret knowledge. The player may ask a specific question and roll on the Omni Table using the spell level as a bonus to the PER roll. The degree of difficulty is determined by how well-concealed or esoteric the information is.

By the Word of... (Sensory)

Duration: Instant

Range: 50 feet

Casting Time: 3 rounds

Casting Modifiers: -12 (12th level)

Description: By means of this spell the invoker calls upon the might of his patron deity to banish creatures not of this world to their home dimensions. In a great flash of light up to 12 ability levels of demons, spirits or other extra-dimensional beings will be instantly returned to their home dimensions. The total ability

level of such creatures is used as the degree of difficulty on the spellcasting roll.

Hammer of Thor (Attack)

Duration: 3 rounds

Range: 50 feet

Damage: 10 HP

Casting Modifiers: -12 (10th level, -3 duration)

Description: Priests of the Norse god Thor are renowned for their martial prowess and warlike nature. By means of this spell, a Priest of Thor calls forth a hammer of shimmering energy that can be thrown at an opponent up to 50 feet away with no penalty for distance. If it strikes the opponent, the hammer does 10 HP of blunt damage and immediately flies back to the hand of the wielder to be thrown again. The hammer may be thrown up to three times at which time it disappears in a thunderclap and flash of light.

Soul Swarm (Attack)

Duration: Instant

Range: 50 feet

Damage: 10 HP

Casting Modifiers: -12 (15th level, -5 for area of effect)

Description: This spell was originally created by the priests of Set but similar versions are used from Atlantis to Hellas. When this spell is cast, a momentary stream of souls of the dead is unleashed, allowing hundreds of 1-inch angry spirits of the dead to swarm out and attack anything in the area of effect, causing a total of 15 HP damage to all those within the area of effect. Those unfortunate enough to be subjected may attempt to dodge, but at -5 (in addition to the normal penalty of the caster's Attack rating) due to the area of effect. Once the souls have inflicted their damage, they fade back to nothingness.

Ra's Brilliance (Illusion)

Range: 50 feet

Duration: 5 rounds

Casting Modifiers: -13 (1st level base, +12 levels for Magnitude)

Description: With this spell, the Priest of Ra beseeches his patron deity to shine a great holy light down upon the believers (or non-believers) and fill them with grace and power. A massive beam of illumination radiates outward from the caster, covering an area as large as a house and as bright as a lightning flash. Believers

will be filled with a great sense of peace and understanding, while outsiders may feel cowed or threatened by the massive radiance.

Food of the Gods (Manifest)

Range: 50 feet

Duration: 20 minutes

Casting Modifiers: -2 (2nd level, -3 duration)

Description: By calling upon the generosity of his deity, the invoker conjures forth enough food to feed ten men. Though the food is bland it is filling. Any uneaten food will vanish into thin air when the duration of the spell expires.

Aphrodite's Command (Influence)

Range: Line of sight

Duration: Instant

Casting Modifiers: -8 (8th level)

Description: The sensual and sensuous priests and priestesses of Aphrodite often call upon their Goddess to boost their own natural charisma and powers of persuasion. By means of this spell, the invoker is imbued with the seductive powers of her deity. They may utter only a single word of command that the target of the spell must obey, but which cannot cause harm in and of itself, although it can have nasty side effects (i.e., compelling someone standing next to a cliff to "jump"). The target may resist with a WIL roll but takes a penalty of -4.

MYSTICISM

Thought over Action. Will over Instinct. Mind over Matter. These are the tenets of the Order of Mysticism. Mystics cultivate the powers of their will in order to perform supernatural feats. They also seek to comprehend the unseen world of spirits and the soul. The powers of this Order include the ability to confuse or manipulate the minds of others, to fortify the body or soul with energy, to perceive invisible auras, to read emotions and to commune with spirits of all kinds.

Mysticism has been practiced on the continent of Jambu for untold millennia by many different cultures, most notably by the Khitans and Himvati. It is believed that First Age Atlanteans also practised their own form of Mysticism but if so, no sign of this lost tradition can be found in the modern Atlantis. In the Second Age, Mysticism has little in common with the magical traditions of the Atlanteans and their descendants. While many



mystics prefer to study in private or with a personal "guide" as their instructor, several great schools of Mysticism can be found throughout Jambu and many of these are in fact temples as Mysticism and religion are often one and the same for practitioners. There are other schools of Mysticism found in other areas of the world but Mystics are considered rare beyond Jambu (one exception are the Bacaals of Atlantis).

PHYSICAL COMPONENTS

Mysticism requires very little in the way of physical components. The mystic must be at peace while casting spells, however. Emotional or mental turmoil interferes dramatically with a mystic's abilities. During es-

pecially stressful situations, a mystic will first meditate before attempting to cast a spell (see Limitations).

ADVANTAGES

Mysticism has entirely invisible spell effects. It produces no images or sounds and cannot be detected by normal magical means. A mystic employing Aura Reading on another practitioner of Mysticism may "see" forces emanating from the mystic, but cannot be sure what sort of spell is being cast. In addition, spells of Mysticism require no gestures, incantations, rituals, or foci of any kind.

LIMITATIONS

A mystic must be at peace in order to perform any spell-casting. Loud noises, bright lights, emotional or physical distress, or any kind of distracting stimulus can cause spells to be cast at a penalty of -5 to -10. A successful Concentration skill roll, using the level of distraction as the Degree of Difficulty, negates this penalty. It is for this reason that Mystics devote themselves to increasing their Concentration skills.

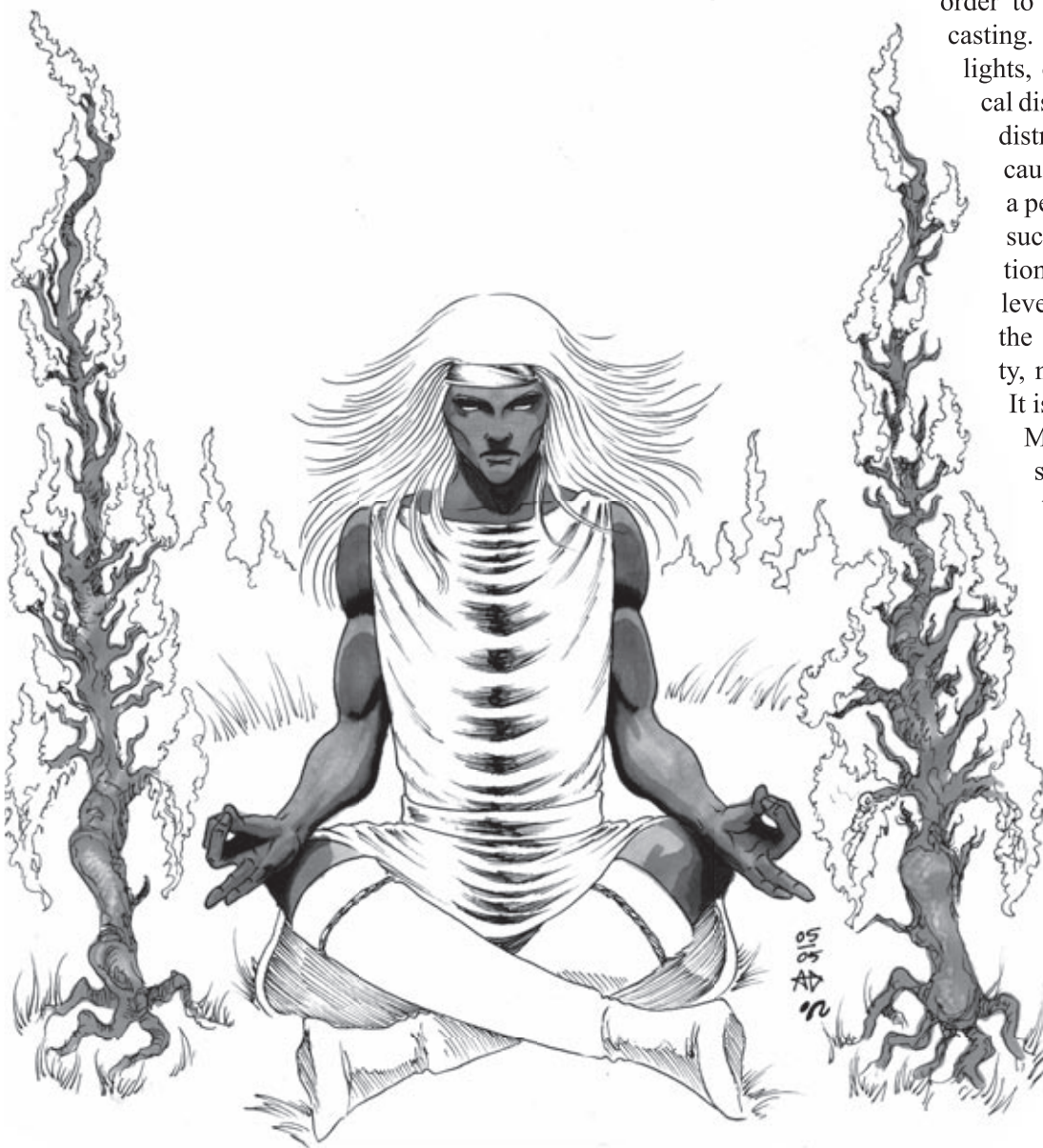
MODES

Not available:
Manifest

Bonuses: Influence +3, Manipulate +3

Penalties:
Attack -5

Manipulate Effects: A mystic can manipulate any quality of body, mind or spirit. A mystic cannot alter any quality of inanimate objects or animals.



Summon Effects: Mystics have the very special ability to use the Summon Mode as a means of leaving their physical body and moving about on the astral plane (see the "Astral Projection" spell, below). A Mystic may also use the Summon Mode to cast spells that call forth spiritforms from the astral plane.

ENCHANTMENT

Mystics never practice enchantment. Their efforts are spent bettering their own bodies, minds and spirits and not on mundane physical objects.

SAMPLE MYSTICISM SPELLS

Tower of Solitude (Manipulate)

Duration: 2 minutes

Range: Self

Casting Modifiers: -13 (12th level, -1 duration)

Description: By focusing on familiar people and places, the caster erects a tower of Solitude in their mind, allowing them to shrug off urges that otherwise they might not be able to. The Mystic receives a +4 bonus to their WIL score for the duration of the spell.

Skin of Iron (Manipulate)

Duration: 1 minute

Range: Self

Casting Modifiers: -9 (9th level)

Description: By focusing their inner strengths upon themselves, the Mystic is able to increase the toughness of their skin making it as hard as iron. For the duration of the spell, the mystic has a PR of 3 against all attacks.

Nimble Mind (Manipulate)

Duration: 1 minute

Range: Self

Casting Modifiers: -9 (9th level)

Description: This spell is one of many basic mind-over-body alterations that beginning mystics often learn. For the duration of the spell, add +3 to any DEX attribute roll for balance or body-coordination. This +3 DEX does not add to manipulation skills like Disable mechanism but it does apply to skills like Acrobatics and Perform (dance).

Mind's Eye (Manipulate)

Duration: 10 minutes

Range: 1 mile

Casting Modifiers: -9 (-9 duration)

Description: By meditating and listening deep within, the mystic uses this discipline to discern the approximate location of all living minds within a one-mile radius. This spell cannot be used to determine the precise locations of individuals, but will give general indications such as: *"There are several dozen living beings in the grove ahead"* or *"We must be passing over an underground cavern, I can sense travelers below moving north"*. If more detailed information is sought, the mystic adds +3 to Perception and rolls against a penalty based on the level of detail desired (GM's ruling).

Healing Thoughts (Manipulate)

Duration: Instant

Range: Self or touch

Casting Modifiers: -10 (10th level)

Description: Mystics use this discipline to heal themselves or others by exercising the force of their own will. Up to 10 HP of damage may be healed each time Healing Thoughts is used.

Telekinesis (Kinetic)

Duration: 5 rounds

Range: 50 feet

Casting Modifiers: -6 (3 levels for +1 Grappling Strength, 3 levels for +1 lifting Strength)

Description: By focusing the power of the mind, the mystic can create an invisible force that can be used to move objects, wield a weapon, parry a blow, open a door, or catch a falling object. The telekinetic force has a Strength of +1 for purposes of grappling and lifting.

Mystical Mind Trick (Influence)

Duration: 5 rounds

Range: Line of sight

Casting Modifiers: -18 (18th level)

Description: Subtle Ways is a means by which a mystic may use the power of suggestion to influence others. To do so, the mystic speaks a phrase in a subtle tone of voice while focusing on the subject of the suggestion. If the influence is not resisted (with a WIL check at -9), the subject will believe that the suggestion originated within his or her own thoughts. For example, the mystic might suggest something like: *"No need to check*



that door, no one could be hiding in there” or “These aren't the slaves you're looking for. Move along.” If the subject fails to resist, he or she succumbs to the suggestion without hesitation. On a partial success the subject will be inclined to agree with the thought, but not completely convinced. On a failure, the target will go along for the duration of the spell. On a mishap, they will continue believing the suggestion after the spell duration, unless shown evidence otherwise.

Meditative Focus (Ward)

Duration: 1 minute

Range: Line of sight

Casting Modifiers: -10 (10th level)

Description: The Meditative Focus is the key to unlocking the body's inner potentials. With a moment's concentration, the mystic is ready for any incoming attack. Arrows can be knocked from the air, swordblades caught between the palms, even hidden attacks or attacks from behind are sensed and avoided. Nothing can reach the mystic until the Focus wears off, which occurs in 1 minute or when the aura has been breached (20 HP of damage).

Deepen Shadows (Illusion)

Duration: 2 minutes

Range: Self

Area: 5 foot radius of caster

Casting Modifiers: -7 (4th level, -3 magnitude, -9 duration)

Description: Originally created by a secretive mystic sect of spies and assassins in Khitai, this spell deepens the shadows in a 5 foot radius around the mystic granting a +4 bonus to all stealth skill checks.

Feather Walk (Kinetic)

Duration: 1 minute

Range: Self

Casting Modifiers: -9 (-4 for lifting Strength, -5 for extra duration)

Description: This discipline allows the mystic to alter his or her body weight, becoming as light as a feather. While using it the mystic can walk along any surface stronger than a spider web, fall any distance without harm, and move without making a sound (+9 to stealth skill). Up to 175 lbs can be made weightless, counting the mystic and everything carried on his or her person.

Mindprobe (Sensory)

Duration: 1 minute

Range: 50 feet

Casting Modifiers: -12+ (12th level, - difficulty of probe)

Description: By concentrating, the mystic can use this discipline to reach into the mind of another and read surface thoughts, relive memories, or even bring to light hidden knowledge and blocked memories. The target may resist with a Will check at -12, though individuals who have been trained to keep secrets may receive a bonus to the resistance check. For example, a spy may add their Deception skill level. The level of knowledge sought determines difficulty of the probe as follows:

Surface thoughts -0

Recent memories -3

Old memories -6

Forgotten memories -9

Suppressed memories or subliminal observations -12

Past lives -20 or more

RUNE MAGIC

Rune Magic is the art of inscribing, manipulating, encrypting, and decoding magical and mundane writing. Rune Masters are generally intrigued by symbology of all kinds and believe that the mastery of the runes contains magical power.

Rune Masters cast spells by inscribing magical sigils. During the process of inscription, the Rune Master infuses the writing with a portion of his will, thereby bestowing its magical properties. This procedure is often fatiguing, but once completed, the spell is in place and may take effect at a later time or when certain conditions are met. With this Magical Order, the line between Spellcasting and Enchantment is a fine one, indeed.

Because of its subtle yet enduring nature, Rune Magic is often used by royalty, nobility and rich merchants to protect valuables and vaults. The founders of the art, the Dwarves of Hyperborea, employ their spellcraft primarily to safeguard their mountain holds and defend against the ever-present danger of the Rock Trolls and their kin.

As would be expected, Rune Masters learn spells by memorizing written formulas of magical symbols. Books, scrolls, and tomes of Rune Magic are always in

cipher, and are all but impossible to decode.

Rune Magic is almost entirely practiced by the Hyperborean Dwarves although there are rare Rune Masters of other races deemed worthy of the knowledge by the Dwarves.

PHYSICAL COMPONENTS

A Rune Master must be able to trace a pattern with at least one hand in order to cast spells. For many runic spells, the spellcaster must make an actual mark of some sort. Rune Masters often carry papers, inks, brushes and chisels for just this reason.

ADVANTAGES

The Trigger Effect

When casting any rune magic spell, the spellcaster may choose a circumstance that will trigger the forces of the rune. Until this condition is met, the spell will remain in stasis. Spells in stasis are subject to all forms of magical detection and counter magic. When the triggering circumstance occurs, the spell will discharge, expending all of its energy. A trigger increases the spell's Degree of Difficulty by 5 levels, and the rune must be clearly inscribed upon the subject. A given spell can only be triggered once. If a Rune Master wishes to create a permanent effect that can be triggered many times, she must enchant the rune, as per the rules for Enchantment which can be found later in this chapter.

LIMITATIONS

Because of the often complex symbology employed by this Order and the need to actually inscribe its spells, rune magic takes longer to perform than other styles of spellcasting. Unless specifically stated otherwise, all Rune Magic spells take 2 rounds to cast.

MODES

Not available: Illusion, Influence

Bonuses: Attack +3, Ward: +3

Penalties: Summoning: -2

Manipulate Effects: Rune Masters can manipulate attributes by making the appropriate Rune (Rune of Strength, Rune of Reason, etc). A rune master can also alter Damage Rating or Protection Rating with a Rune of Potence or a Rune of Shielding, respectively.

Summon Effects: N/A

ENCHANTMENT

Common enchanted items created with Rune Magic include:

- ◆ Alarm and trap systems designed to defeat intruders and protect valuables (Attack, Illusion, Ward)
- ◆ Rings, medallions, bracers, and torcs inscribed with empowering runes (Manipulate)

SAMPLE RUNIC SPELLS

Symbol of Perth (Sensory)

Duration: 1 minute

Range: 50 feet

Casting Time: 2 rounds

Casting Modifiers: -Variable (see below)

Description: Inscribed in the air above a page or other written surface, a rune of Perth will render any form of writings or inscriptions clear and intelligible to the caster. The symbol functions no matter what language the original inscriptions were written in, or what efforts may have been used to obscure the message (codes, obscured letters, etc.) The level of difficulty entailed in the translation is used as a spell penalty in this case. For foreign languages, the penalty is -1 to -10, depending on the age and/or relative obscurity of the writings. For codes and cyphers, subtract the skill level of whoever devised the encryption. Obscured writings may cause a penalty of -1 to -20 to be applied, depending on how badly distorted, faded, or smudged the original inscriptions are. All penalties are cumulative.

Dokor's Axes (Manifest)

Duration: 5 minutes

Range: Self

Casting Time: 2 rounds

Casting Modifiers: -6 (1st level, -5 for trigger)

Description: This symbol is commonly sewn into the sleeve of a robe, or carved into the face of a ring. When triggered by the wearer, the rune causes a war axe to be conjured into each of his or her hands. Dokor's Axes are not magical weapons per se, but do damage equivalent to common war axes. Note that Dokor's Axes can be triggered only once and must be re-cast before it can be used again.

Rune of Forbidden Passage (Manifest)

Duration: 20 minutes

Range: 50 feet

Casting Time: 2 rounds



Casting Modifiers: -5 (2nd level, -3 for extra duration)

Description: When this Rune is drawn upon the surface of any door, the portal will be sealed shut by the presence of conjured mortar and remain so until the sigil is dispelled or the door broken down by force.

Rune of Algiz (Ward)

Duration: 1 minute

Range: Touch

Casting Time: 2 rounds

Casting Modifiers: -15 (10th level, -5 for trigger effect)

Description: The Algiz rune of protection may be inscribed anywhere on a subject's clothing or body. The symbol will lie dormant until the wearer is attacked, at which point it will activate, protecting the wearer from up to 10 HP of any type of physical damage. After activation, the rune fades and may not be used again.

Rune of Teiwaz (Manipulate)

Duration: 2 minutes

Range: Touch

Casting Time: 2 rounds

Casting Modifiers: -16 (15th level, -1 for extra duration)

Description: When the Rune of Battle is inscribed on a weapon, its wielder has +5 added to the appropriate weapon skill (or a skill of +5 if they were unfamiliar with that weapon before).

Runes of Healing (Manipulate)

Duration: Instant

Range: Touch

Casting Time: 2 rounds

Casting Modifiers: -15 (15th level)

Description: Inscribed upon an injured person or creature, the Runes of Healing will restore up to 15 HP of physical damage.

Exploding Runes (Attack)

Duration: Instant

Range: 10 foot radius

Casting Time: 2 rounds

Casting Modifiers: -25 (10th level, -10 for area of effect, -5 for trigger effect)

Description: These runes are usually inscribed on a gate or a doorway to prevent intrusion. Anyone who opens the protected gate or door without first uttering

the command word will trigger the runes, causing a deafening explosion. Anyone within ten feet of the explosion will sustain 10 HP damage and be permanently deafened unless a Constitution check at -3 succeeds. A 10th level healing spell of the manipulate mode will be needed to restore hearing.

Runes of Hagalaz (Attack)

Duration: Instant

Range: 50 feet

Casting Time: 2 rounds

Casting Modifiers: -30 (15th level, -5 for area of effect, -5 for extra duration, -5 for trigger effect)

Description: The Runes of Hagalaz are a large inscription that resembles a jagged lightning bolt bound by a ten foot diameter circle. It is always drawn on the ground or floor, using a staff or dagger (in dirt), or chalk (on stone or wood). Anyone stepping into the area demarcated by the symbol will be struck by lightning for 15 HP damage. Due to the large area of effect, attempts to evade damage suffer a penalty of -5 (in addition to the normal penalty of the caster's Attack rating). Once the Runes of Hagalaz have been triggered, it will continue to crackle with electrical energy for 5 rounds, during which anyone who enters the inscribed area will also be struck by lightning. Many Dwarven ancient tombs are guarded with symbols of this sort.

Rune of Banishing (Summoning)

Duration: Instant

Range: 50 feet

Casting Time: 5 rounds

Casting Modifiers: -25 (20th level, -5 for trigger effect)

Description: This rune may be used to banish summoned entities of any sort, sending up to 20 levels of summoned creatures or beings back to their place of origin. If the creature to be banished is greater than 20th level, then a more powerful rune must be employed.

Loki's Runic Inscription (Attack)

Duration: Instant

Range: Touch

Casting Time: 1 rounds

Casting Modifiers: - (10th level, -5 for trigger effect)

Description: This complex runic inscription is placed upon an object of the rune master's choosing, normally an object of value, coin purse, pack or similar item.

Whenever anyone but the caster touches the object so-inscribed, the runes of Loki release a burst of arcane energy that does 10 HP damage. This runic inscription is often used by runemasters when travelling in urban areas as a theft deterrent for their valuables.

Rune of Othila (Kinetic)

Duration: Instant

Range: Touch

Casting Time: 1 rounds

Casting Modifiers: -16 (-15 SPD, -1 duration)

Description: By tracing this runic pattern in the dirt, and stepping within, the runemaster is lifted up as the runes become a solid 2 foot disc. The caster (up to 200 lbs.) may then move about at SPD +1 for 1 minute.

SHAMANISM

Shamanism is the magic of spirit and dream. By connecting with his unconscious dream-self, a shaman can interact with the spirit-gods of the Dreamrealms, known as Totems. Totems are the spiritual representation of all the primal energies that inhabit the world. For example, the Eagle Totem embodies the spirits of all great eagles, the wise hunter. The specific creatures and qualities represented by the Totems vary from region to region.

Most shamans see spirits in abundance in the world. Every natural form is an extension of one Totem or another. The oak trees are the many arms of Giver-of-Life; the crow is the embodiment of Raven. When in communion with a Totem spirit, a shaman may either seek the spirit's council or take on the powers and aspect of the Totem. Attaining the dream-like state necessary to commune with the Totems often requires the ingestion of herbs, mushrooms, or other natural psychotropic substances. Some shaman also train themselves to visit the Dreamrealms while sleeping or meditating.

Like Witchcraft, Shamanism is an oral tradition, without scrolls or spellbooks. Shaman initiates are usually chosen by their instructors and trained in private. In tribal communities, the Shaman is often the leader or chief council to the tribal head. Shamanism can be found throughout the world but is rarely practiced in civilized realms.

PHYSICAL COMPONENTS

Shamanism relies on complex chants, gestures or dances, and specific natural fetishes. For example, to

summon up an Avian-Totem, the Shaman might cry out like a raven or hawk, flap his arms like wings, and brandish a fetish made of feathers.

ADVANTAGES

Personal Totem

Every shaman has a specific totem animal that guides them in the spirit world. When casting spells appropriate to their totem, the shaman receives a casting roll bonus of +3. The player may pick one Mode that this bonus applies to, according to the nature of the chosen totem. For example, a Hawk totem might give a bonus to Sensory spells (due to the animal's keen perception). A Shaman will never be attacked or threatened by an animal of the type that corresponds to his totem.

LIMITATIONS

A Shaman must first attain the dream-state to cast his spells. This can be accomplished by ingesting a natural hallucinogen such as opium, blue lotus, or other psychotropic herbs or mushrooms or by careful meditation, normally with the aid of rhythmic drumming. Without the benefit of drugs or meditation, the shaman suffers a casting roll penalty of -5.

MODES

Not available: Manifest, Kinetic

Bonuses: Sensory +2

Penalties: Attack -3

Manipulate Effects: A shaman can manipulate a quality that suits his personal totem: a Bear totem might let the shaman alter strength while the Wolf totem might find perception and stealth altered. Every shaman has the ability to assume the form of her totem animal. See the example spell, "Totem Form" below.

Summoning Effects: A shaman cannot summon the entities of the dream-realm, per se, but she can communicate with them. The Summon Mode is used for any spell that does this. The greater the level of the Summon spell, the more likely a given spirit is to be helpful and knowledgeable.

ENCHANTMENT

Shamans rarely practice complex enchantment, though they are known to create simple fetishes or charms.

◆ A feather-charm for commanding avians (Influence)

◆ A claw-fetish for tracking prey in the wilderness (Sensory)



◆ A blood-tattoo for resisting poisons (Ward)

SAMPLE SHAMANISM SPELLS

Spirit Track (Sensory)

Duration: 5 minutes

Range: 50 feet

Casting Modifiers: -9 (7th level, -4 for extra duration)

Description: This spell allows the caster to see the spirit-traces left by the passage of any living creature, spirit, or extra-dimensional entity. The age of the tracks can also be determined by the use of this spell. The shaman's effective Perception rating is +7 while using this spell.

Call Totem Animal (Summoning)

Duration: 6 minutes

Casting Time: 20 rounds

Casting Modifiers: -20 (-5 ability level, -15 for permanent summons)

Description: This spell allows the shaman to summon a totem animal: a creature that will willingly serve the caster as his or her familiar. The type of animal that responds to the summons is the same as that chosen by the player as their shaman's Totem Animal. The animal must be native to the shaman's homeland, and must be of the natural world (i.e., not of sorcerous, demonic, or extra-dimensional origin). A totem animal will be ability level 5 and has the same stats as any animal of the same species, but has the ability to comprehend and converse with the caster on a spiritual (non-verbal) level. Only one such totem animal will serve the Shaman at any time.

Giver-of-Life (Manipulate)

Range: Touch

Casting Modifiers: -12 (12th level)

Description: This ritual allows the shaman to enter a trance and call upon the spirits to heal up to 12 HP of damage to any living creature or being. A ceremonial drum, flute, or fetish is a necessary component of this spell.

Totemic Aspect (Manipulate)

Duration: 1 minute

Range: Touch

Casting Modifiers: -12 (-9 attribute increase, -3 skill increase)

Description: After entering the dream-state, the shaman's form shifts to partially resemble that of her Totem Animal. Fingernails extend into claws, eyes turn to slits, or skin hardens into scaly hide. The player may increase one attribute and one relevant skill by +3 for the duration of the spell, to simulate the Totem Animal's special aspect.

Dreambane

(Manipulate)

Range: Touch

Damage: Level 15 disease

Casting Modifiers: -15 (15th level)

Description: A vengeful or vindictive shaman can lay a powerful curse with this spell. By touching the victim while he sleeps and whispering the curse, the shaman severs the sleeper's connection to the Spiritrealms. The victim now suffers a Level 15 disease known as Dreambane. He can no longer have a restful night's sleep, and will always awake fatigued and confused from the host of nightmares that visit his sleeping self. For seven consecutive nights, the victim will lose 1 point of CON. If the victim's CON rating drops to -7 or below, they fall into a coma. A special tincture of Purple Lotus, Cleric's Cowl, and Black Mushroom can cure the Dreambane (and restore lost CON points) or awaken the victim from a coma. The shaman that cast the spell can also lift its effects at will.

Far-Seeing (Sensory)

Duration: 3 minutes

Range: 5 miles

Casting Modifiers: -14 (8th level spell, -2 for extra duration, -4 for extra range)



Description: By entering a trance the shaman can use this spell to see through the eyes of any creature of the same species as the caster's totem animal. For example, if the shaman's totem animal is a jaguar, he or she will be able to see through the eyes of any jaguar within range of this spell. If no suitable animal is present in the area, the spell fails (GM's discretion). The shaman must roll a PER check with a +8 modifier to detect specific events, the difficulty will vary based on the relative obscurity of the event. Note that a shaman will be completely unaware of his or her immediate surroundings while using Far-Sight.

Totemic Form (Manipulate)

Duration: 5 minutes

Range: Touch

Casting Modifiers: -29 (15th level, -10 for ability level of Totemic Form, -4 for extra duration)

Description: This spell allows the shaman to adopt the form of his or her chosen Totem Animal (see the spell, Call Totem Animal, for more information). Once the shape-change has been affected, the shaman will have the same abilities (and game stats) as the animal whose form has been adopted and an ability level of +10.

Altered State (Sensory)

Duration: 5 minutes

Range: 50 Feet

Casting Modifiers: -11 (7th level, -4 for extra duration)

Description: By means of this spell, the shaman may enter a trance-state in which he or she will be able to see invisible, astral or spirit entities of any sort with a Perception rating of +7.

Tribal Drums (Illusion)

Duration: 1 minute

Range: 50 Feet

Casting Modifiers: -6 (6th level)

Description: With this spell, the shamans creates the sounds of drums off in the distance. Drums are used by many of the tribal cultures of Gondwana for communication purposes, and this spell can be used by the shaman to create any desired rhythm.

Viper's Strike (Manipulate)

Duration: 1 minute

Range: Touch

Casting Modifiers: -9 (9th level)

Description: Shamans with the Snake totem can increase their SPD by +3 for up to a minute by chanting this incantation and shaking a bone rattle.

WITCHCRAFT

The magic of the natural world is subtle, mysterious and in harmony with its environment. The spellcasters that practice this Order are similarly at peace with their surroundings and are known in most civilized lands as Witches (both males and female casters). Looked down upon by most casters of more scholarly Orders, Witches are more common in primitive and rural places than in cities and civilized lands. In the lands of Havar, for example, the ruling class is comprised of practitioners of this Order, known collectively as Druids.

Unlike the invasive sorcery of the Atlanteans, witchcraft comes from a tradition of nurturing and communing with the spirits of nature. One should not be fooled by its placid appearance, however. Nature also has its fury, and should not be trifled with.

Witchcraft relies heavily on physical components for its spells to work. A connection must always be made between the witch, the materials of the spell, and the target. This connection is often metaphorical - a witch may break a handful of twigs to symbolize the breaking of bones, for example - but the spell will work so long as the metaphor has meaning for the witch. The act of association connects witch, materials, and target as if they were one. The most powerful spell components are personal effects owned by a subject or, better yet, discarded parts of the target; for example, a splinter from a wagon-wheel or a lock of hair.

The magic of witchcraft is about relationships, not power. If a witch wants to break a stone in two, he does not hurl destructive energy at the stone. Rather, he associates the stone with a bit of clay, and breaks that instead. To bring a curse on someone, the witch might obtain an article owned by the victim and cast his magic upon it, thereby doing harm to the intended victim. Witchcraft is one of the most subtle forms of spellcasting, often having none of the obvious external effects of other Orders, such as lights or loud noises.

In most realms Witchcraft is passed down by oral tradition. In addition, aspiring Witches must be "right" for the teachings to work for them. Overly violent or destructive attitudes conflict with this Order, making the magic ineffective.



Witchcraft is generally practiced by those who are attuned with nature in some way. It is essentially the state religion of Havar and is the primary form of magic used by the Sidhe and their allies, the Wood Elves of Broceliande. The Order is primarily found throughout Europa while Witches are almost unknown on Jambu and Tamoanchan. Some few may be found on Eria and the Elysium islands but Shamanism is a far more popular form of magic in these regions.

PHYSICAL COMPONENTS

A witch must have both hands free and be able to speak aloud in order to cast spells. Some sort of symbolic object must also be used, and is often destroyed as part of the magic ritual. The player is free to improvise appropriate metaphors for the spell components.

ADVANTAGES

Witches possess the power of Binding, allowing them to work their magic across any distance, provided they have a strong mystical connection to their target. Any object that has been on the target's person for three or more days, or a physical piece of the target (such as hair, fingernails, or blood) will suffice. This material can be used for a single ritual only, and is consumed as the spell is cast. Spells that incorporate the power of Binding act as if the witch is touching the target.

LIMITATIONS

Witches suffer a casting roll penalty of -0 to -5 while using their magic in cultivated areas such as cities or settlements. Note that the settlements of Havar and the Elven realm of Broceliande are designed specifically to enhance the flow of nature's forces, not restrict them. Witchcraft use in any such area receives a casting roll bonus of +2.

MODES

Not available: Manifest, Kinetic

Bonuses: Influence +2, Ward +2

Penalties: Attack -3

Manipulate Effects: A witch can alter virtually any quality, provided he has the appropriate physical components. The heart of a bear might help the witch alter a subject's strength, for example. No manipulation can be made without a metaphorical connection like this. A witch's "curse" sometimes takes the form of a transformation of the target into an animal. Once the "curse" is cast, it takes one day per level of the spell for the target to transform completely. The process is a gradual

one, adding a new animal feature each day as the spell runs its course. Once fully transformed, the target will remain in that state for seven days and then instantly revert to its normal form. It is rumored that the witches of old could transform a victim permanently, but it is unknown whether any modern Witches or Druids possess such a talent.

Summon Effects: A witch can summon minor spiritforms to perform simple tasks. These spiritforms are Ability Level 7 or less and can do no harm to living things. They do have unique qualities, however, including invisibility, immunity to normal weapons, and the special power of Weirding (see sample spell, below).

ENCHANTMENT

- ◆ Wooden staves or wands enchanted with spells of Witchcraft (Attack, Ward, etc.)
- ◆ Medallions or brooches that protect from harm (Ward)
- ◆ Rings or stones that render a subject invisible to scrying (Sensory - Obscure)
- ◆ Crystals or mirrors for viewing distant locales (Sensory)

SAMPLE WITCHCRAFT SPELLS

Obsession (Influence)

Duration: 5 rounds

Range: Touch (or Binding)

Casting Modifiers: -14 (10th level, -4 duration)

Description: This spell enables the caster to afflict a subject with an overwhelming craving or desire of the caster's choice. For example: the urge to eat or drink to excess, affection for a particular person or creature, a fixation upon obtaining some object of desire or compulsive behavior of some sort (laughing, crying, counting things, etc...). The subject may resist the spell with a Will check at -5. On a partial success they will still feel the obsession, but can control it with repeated will checks for the duration. On a failure, they will experience the obsession for the spell's duration. On a mishap they will continue to experience the obsession after the spell expires until something shocks them out of it.

Weird (Summoning)

Duration: 1 minute

Casting Time: 1 round

Casting Modifiers: -1 (1st level)

Description: This spell calls forth a minor spiritling and allows the caster to compel it to retrieve any small object or item that rightfully belongs to the caster without the requirement of a pact. A WeirDED spiritling will recover any object that was lost, stolen, dropped, or even thrown; however, it will not retrieve any item that was sold or freely given away. Once the service has been rendered, the spiritling will then return to its home, unless the summoning is made permanent with an enchantment.

Sympathetic Harm (Manipulate)

Duration: Instant

Range: Touch (or Binding)

Casting Modifiers: -9 (9th level)

Description: This spell allows the caster to do harm to another being by harming an object that symbolizes the intended victim. A crude doll or fetish made from a piece of the target's hair or clothing will suffice to effect the magic, which can cause up to 9 HP damage to the intended victim. Optionally, the nature of the damage done to the victim (fire, strangulation, stabbing, etc...) is determined by the type of damage done by the caster to the object. The spell may also be used to cause minor damage or inconvenience, such as shooting pains in a hand or limb, tripping, obscuring vision, etc.... The GM determines resistance rolls based on the nature and intended severity of the attack.

Mending (Manipulate)

Duration: Instant

Range: Touch

Casting Modifiers: -10 (10th level)

Description: This spell allows the caster to heal up to 10 HP of damage to any living creature, or to mend a similar amount of damage done to any inanimate object.

Nature's Fury (Attack)

Duration: Instant

Range: 50 feet

Area: 10 foot radius

Casting Modifiers: -10 (8th level, -10 for area of effect)

Description: By giving voice to a soft chant, the witch can call a swarm of flying insects and/or small avian creatures (such as sparrows, or whatever creatures are indigenous to the region) and direct them against a designated area and all within. Though individually

such small creatures may be capable of only minor damage, the aggregate effect of the swarm's attack is considerable (8 HP damage). At the end of the round, the swarm departs as swiftly as it arrived.

Forest Gloom (Illusion)

Duration: 5 rounds

Range: 50 feet

Casting Modifiers: -19 (1st level base, -15 for magnitude, -3 levels for motion)

Description: This spell enables the witch to call upon the spirits of woodland or forest to shut off the outside world, shrouding the area around him or her in darkness. The gloom is not absolute, but is an interweaving of shadows, revealing less than it seems. The area of effect is a circle roughly 200 feet diameter around the caster, which moves along with the magician for the duration of the spell.

Barkskin (Ward)

Duration: 3 minutes

Range: Self or Touch

Casting Modifiers: -14 (12th level, -2 for extra duration)

Description: By calling upon the spirits of the forest for protection, the witch can make his skin as hard and durable as the strongest tree-bark. Barkskin will absorb a total of 24 HP damage before the spell is broken.

Animal Friendship (Influence)

Duration: 5 rounds

Range: Line of sight

Casting Modifiers: -12 (8th level, -4 for extra duration)

Description: By the use of this spell, witches befriend an animal by communing with its spirit. This spell is generally short term, lasting only long enough for the caster to obtain the animal's services for one minute. The animal resists with its ability level against half the spell level. On a partial success the animal is moderately friendly if not particularly obedient. On a failure it obeys simple commands for the duration. On a mishap it remains friends with the caster, even after the spell's expiration, or for as long as the caster gives no reason for the bond to be broken.

Detect Unnatural (Sensory)

Duration: 5 minutes

Range: 50 feet

Casting Modifiers: -10 (6th level, -4 for extra dura-



tion)

Description: While this spell is in effect, the caster can sense anything that is not native or natural to the area. Hidden structures, traps, lost objects, and non-natural magical effects will stand out like a beacon to the caster's eyes.

CREATIVE CANTRIPS

Magic, in particular spellcasting, is one of the cornerstones of the Atlantean setting. The great masters of the past wove enchantments so potent that modern magicians can but marvel at their achievements. Even so, latter day spellcasters are still capable of producing wondrous magics, though these are but a pale shadow of the past. With magic being of such importance to the game, it is worth making it that bit more exotic, and enriching the roleplaying experience in the process. The Atlantean magic system actively permits and encourages players and GMs to create their own, unique, imaginative spells, and presents fantastic opportunities for the creative individual.

However, creating a spell, especially on the spot, can prove daunting for some players, and as a result, many spellcasting descriptions in-game can become dull or clichéd. This need not be the case, for creating a memorable spell requires but a little thought and is easier than might at first be believed.

Here is a step-by-step guide:

INTENT

When creating a new spell, the first thing to do is decide precisely what you want it to achieve. This might be as simple as: *"Hurt my enemy at range"* or as involved as: *"Steal the keys from the guard's belt and place them in my grasp"*.

BASIC IDEA

Taking your Intent, and the restrictions of your Order into account, think for a moment of how it might be achieved. Take a moment to consider what the spell could possibly do. In the case of one designed to cause injury, think what things can hurt someone. For example: being cut, impaled, burnt, bludgeoned, frozen, crushed or electrocuted.

DESCRIBING THE SPELL

Suppose you decide that you want your enemy to burn in a ball of flame (in essence the classical "Fireball"). Well, now you have the idea, you can go on to describe the spell itself. Just by considering each of the following components of a spell's description, you can make it far more unique:

APPEARANCE

What exactly does the spell look like? What substance forms the physical aspect of the spell? A Fireball, for example, need not look like a simple ball of flame. It could look like a flaming winged skull, a fiery fist, incandescent heart, or glowing phoenix. It's still a fireball, but it need not look so basic. Also consider the color or colors of the spell; where magic is concerned you need not adhere to the expected. Why not make the fireball green, blue, purple or even pink? Giving the spell an unusual appearance is entirely permissible, providing it makes no change to the effect of the spell (in this case, burning someone).

Another part of the spell's appearance is its motion. If the spell has to cover a distance, how does it do so? Does it erupt, or does it travel? Following the fireball example, does it fly through the air and, if so, does it fly straight, spiral, or zigzag? Does it simply appear out of nowhere to engulf the target? Does it bounce or roll along the ground?

SOUND

What does the spell sound like? Sound accompanies the casting of many spells and can range from the tinkling of bells to the rumble of thunder, from echoes of chilling laughter to the crackle and sizzle of energy. Once again, giving just a little thought to this aspect of a spell gives it much more depth, and the sound need not necessarily match the spell. Why not have your fireball sing as it flies through the air?

SMELL

The least important of the descriptive elements in most cases, describing the scent of the spell can make it seem far more real in the mind's eye. Once again, the scent of the spellcasting, if indeed there is any, can be unique or unexpected. For example, the fireball may well smell of brimstone, but it could just as easily smell of lavender or anything else.

NAMING THE SPELL

Now you have decided what your spell does, and described it, it is time to give it its all-important name. Even the most mundane spell can be made exciting when given an impressive title.

Given the eccentricity and egotism of many spellcasters, it is hardly surprising that even the most banal of cantrips may often bear a flamboyant title. Precious few magicians, having spent weeks or months in toil creating a new spell, would then give their unique creation a humdrum name. Instead, they would make it grandiose, taking pride in their personal achievement.

Giving a newly created spell a good title is satisfying and easy. All spell-titles are composed of one or more of the following components, although two or three components is optimum:

DESCRIPTOR

The most vital part of any spell name informs of the spell's effects, appearance or, less commonly, results, and in many cases, a truly evocative Descriptor is often all that's needed to make a spell sound fantastical. When describing the spell, try to avoid the most mundane descriptions, and choose those less immediately obvious. For example, while "Fireball" does accurately describe the spell producing the ball of fire, it is hardly flamboyant. Take a second to think of alternate or related words that can be used to describe the same thing. In this case, such words as Flaming, Blazing, Incendiary, Conflagrating, Scorching, Burning, Searing, and Lambent, as well as Sphere, Orb, and Globe, are also appropriate substitutes for "Fire" and "Ball". "Searing Orb" sounds far more exotic than "Fireball".

CREATOR'S NAME

A common spell-naming convention, especially as regards the more egotistical or famous creators of spells, is that of appending the individual's name to the front of the spell's title. For example, the infamous Pyromancer Sassan may very well have created the Searing Orb spell, and named it "Sassan's Searing Orb".

EMBELLISHMENT

Spell creators sometimes add certain extravagant descriptors to their spell titles, particularly if especially proud of a spell, or excessively egotistical. For example, if Sassan was particularly delighted with his Searing Orb spell, he might add such a word as Excellent,

Magnificent, Superior, Superlative, Brilliant or Triumphant, to the spell's title. It might have been named "Sassan's Triumphant Searing Orb" in this case.

SPELL, CANTRIP, OR DWEOMER

Another common spell-naming convention is the actual referral to the spell as being a spell, placed before or after the main description. For example, Sassan might have named his Fireball spell, "Sassan's Searing Orb Spell" or "The Spell of Searing Orbs". Alternately, he could have chosen to use a different word, such as Cantrip, Dweomer, Enchantment, Charm, Glamour, Weird, or Incantation.

MODE NAME

Adding a direct referral to the type (i.e. Mode) of the spell is also a common spell-naming option. For example, Sassan might have named his Searing Orb spell, "Sassan's Searing Orb Attack", or might have substituted such words as Assault, or Strike. In the case of an Illusion spell, such words as Illusory, Phantasmal, Ephemeral, Deceptive, or False, can just as easily be used, and so on.

SIGNATURE SPELLS

The ability to be truly individual when creating new spells means that it is quite possible for all of a spellcaster's spells to bear some kind of personal trademark or signature, if desired, that makes all their spellcastings instantly recognizable as their work, for better or worse. For example, the spells of Moncarr the Mauve might always feature a particular red hue in some way, irrespective of the spell's appearance or effect. His "Crimson Fist of Justice" spell might resemble a clenched fist of cracking red energy, while his "Invocation of Carnelian Regeneration" might turn the skin of the individual he is healing temporarily red. A signature need not be a color, nor necessarily even a visual clue. A specific scent, sound, or other theme, is just as appropriate.

Making magic memorable does take imagination and a little thought, but the result is always worth it, as it will entertain all concerned, enrich the game, and perhaps even garner an additional XP or two from an appreciative GM. Any player can say: *"I cast a Fireball! A ball of fire flies forth and strikes my target!"*; but stating something like: *"I invoke Sassan's Searing Orb! A ball of vivid green flame spirals swiftly through the air, shrieking, the scent of brimstone in its wake!"* makes



the tired old fireball exciting, and magic as magical as it should be.

CREATIVE COMPENDIA

Maintaining a spellbook is an integral part of playing any spellcasting character in the Second Age, and although the bookkeeping aspect can put some players off, it can be a very involving exercise.

SAMPLE SPELLS

*Atlantis: the Second Age*TM presents a variety of sample spells for each Order, and these can always be used when personal inspiration fails, or time is of the essence. Indeed, even though the sample spells have effective Levels, Ranges, etc... already worked out, it is entirely possible to ignore these factors, and simply use the description of the spell, allocating the mechanics as desired. Another way to get more use out of the sample spells is to slightly tweak the description and give the spell a different name.

PREPARING SPELLS

Although the sample spells can prove their worth several times over, it is infinitely more rewarding to personally create spells. Creating spells can be exciting, but does require some thinking and creativity, and can be cause for some players to panic. By spending a little non-gaming time preparing some spells, the entire spellcasting process can be speeded up significantly during play.

When deciding the kind of spell descriptions it is necessary to prepare, and what kind of spells will be needed, bear in mind the current campaign, the personality of the spellcaster, and the Modes they possess. For example, an action-packed military campaign will require more Attack Mode spell descriptions, while one based on intrigue might require spells of the Sensory and Influence Modes. Similarly, a spellcaster known as a practical joker will have several elaborate Illusion, Manifest and Manipulate spells useful for such antics, while one famed for their attunement to nature will inevitably have a few peaceful, nature-based spells. One good guideline when preparing some sample spell descriptions is to look at the various Modes for which the character's Orders have bonuses or penalties.

After this initial investment of time and imagination,

playing the spellcaster will be much easier, and far less daunting. The same spells can be used time and again by the same character, and as the character is played their repertoire of spells will be rapidly increased with the addition of spells created as experience is earned. Creating a few extra spell descriptions between each session also makes life much easier for the player of a spellcasting character, and it is surprising just how large, and quickly, a character's grimoire can grow.

CREATING AND MAINTAINING THE GRIMOIRE

As any experienced roleplayer knows, keeping notes can be vital to the success of a game, and scraps of paper, torn notes, and other hastily scribbled messages can be easily lost. When keeping a record of a character's spells, relying on scraps of paper to record them can waste a lot of time if such pieces are misplaced.

It is worthwhile investing in an attractive notebook to act as the character's spellbook; one with an unusual cover, such as a mottled or marbled effect or a fake leather binding, is especially appropriate. Such a notebook can even be used as a physical prop, embellished as desired with gold pen, transfers, or stickers, and need not be expensive. Treat the notebook as if it is the character's traveling spellbook and record any prepared spell descriptions in it; use pencil when scribbling down spontaneous creations, or descriptions that lack spell mechanics, as these can easily be written in properly with ink later, and the pencil erased. Try and use the same color ink throughout the notebook to give the spellbook a more uniform look. Using a fountain pen or quill, while extremely authentic, is not necessary. Don't worry about ink blotches or errors either, as magician's spellbooks are typically replete with such marks. If possible, try and write as the character would, because doing so is a good roleplaying experience and can provide the character with more depth.

The spellbook need not be restricted solely to the containment of the character's spells either. Magicians often scribble notes in their traveling grimoire, especially in the margins, and many also keep their journal, details of notable events, dates and times of meetings, important clues, personal theories, and so on, in them as well. Some even add sketches and diagrams of things they have seen, such as magical symbols they wish to investigate or research later. Few magicians are particularly artistic in nature, so it doesn't matter

if these illustrations are rough. Physical clues, such as fragments of parchment, and letters used as props in a game can also be kept in the pages of the spellbook, or even glued in. Printing off pieces of text using a special font on a computer, including any number of arcane-looking fonts, can add even more realism to the grimoire, and the translated or legible text can even be printed off and glued onto the back of the page, so it can be easily read.

Just a little preparation and thought when playing a spellcaster can make the game more enjoyable for all concerned, and keeping and maintaining a notebook as if it is the character's eclectic traveling grimoire, can be one of the most enjoyable aspects of playing a spellcasting character.

CREATING ENCHANTED ITEMS

Enchantment is the process of investing items with lasting magical power. Enchanted items continue to produce their effects without the need for further Spellcasting. For example, a stone can be enchanted to give off a soft light when a command word is spoken, allowing it to be used as a source of illumination whenever it is needed.

In game terms, Enchanting and Spellcasting are very similar. The Modes and magical Orders are used in the same way and the actual game mechanics are nearly identical. The big difference between the two processes is time. Enchantment takes considerably longer to perform than Spellcasting and is much longer lasting. Enchantment also requires an investment in specialized and costly materials.

Enchantment counts as an individual skill of the character's magic Order, in the same way a Mode does. Experience Point costs for learning and improving Enchantment are the same as any Mode. As such, it is possible to be an accomplished enchanter within one field of magic, but still be a novice in another.

ENCHANTMENT TYPES

There are two types of enchantments: Limited and Continuous.

Limited enchantments function three times per day. A

magic item invested with a Limited enchantment may recharge itself every day, or may need to be recharged manually by some means (prayer, ritual, exposure to moonlight, or whatever). Examples include a wand that shoots lightning bolts, a ring that gives the power of flight, or a staff that heals wounds.

Continuous enchantments function all the time unless their magic is somehow disrupted, and never need to be recharged. Examples include an amulet that confers continuous protection from fire, magically enhanced weapons and enchanted armor. Continuous enchantments take considerably longer to make than limited enchantments and require finer and more expensive materials. Modes with a duration of "Instant" cannot be incorporated into Continuous enchantments.

Note that regardless of the method employed, a single item can have only one enchantment. For example, a sword cannot be both +2 damage and capable of producing light.

OVERVIEW: PROCEDURE FOR ENCHANTMENT

The following is an overview of the procedure for enchanting an item. Each of the steps is explained in detail below.

1. Player states Intent (what is the item's Mode, Spell Level, and intended use? Will it have a Limited or Continuous enchantment?)
2. Determine Enchantment Requirements (how long will the item take to make, and how much will it cost?)
3. GM determines bonuses or penalties (based on the spellcasters's Enchantment skill rating, the item's Spell Level and casting penalties, and other factors)
4. Player rolls to see if the Enchantment was successful
5. GM judges result

THE ENCHANTMENT DIE ROLL

1. Stating Intent for Enchantment

Like stating intent for spell casting, the player decides what spell-effect (Mode) the item will have, and its spell level. The player also decides whether the item will have a Limited or Continuous Enchantment. If



the enchantment is Limited, the player must decide whether it must be recharged manually and, if so, by what means.

2. Determining Enchantment Requirements

Before an item can be enchanted there are two requirements a GM needs to determine. First: how much time will it take to make the item described by the player? Second: how much will it cost the character to buy the materials needed for the procedure?

The requirements for Limited and Continuous Enchantments are determined as follows:

Limited Enchantment

- Time required: 2 weeks (80 hours) per Spell Level (one and a half weeks if the item must be recharged manually).
- Cost of materials: 2 times the average price of the item that is to be enchanted.

Continuous Enchantment

- Time required: 6 weeks (240 hours) per Spell Level.
- Cost of materials: 4 times the average price of the item that is to be enchanted.

Note that the Enchantment process does not require special materials or rare ingredients, such as those used in the field of Alchemy. Instead, Enchantment is accomplished by investing ordinary items with the power of magic spells. The Cost in Materials reflects the fact that most Enchanters prefer to use items of good quality, which tend to be more durable. Enchanted items can be made from sub-standard materials, though such items may function erratically or may prove to be defective in some way.

3. Determining Bonuses or Penalties for Enchantment

After reviewing the requirements for the enchanted item, the GM must determine if any bonus or penalty will be applied. This is done before the player rolls to enchant the item.

Apply a bonus equal to the character's Enchantment skill rating. Additional bonuses may be applied if the enchanter is using a magical device that enhances his powers, has access to superior materials or is operating under highly beneficial conditions or surroundings.

Apply a penalty of -1 per spell level plus any additional casting roll penalties the spell might have as a result of increased range, duration, etc. Additional penalties may be applied if the enchanter is using sub-standard materials, or is working under poor conditions or extreme duress.

Comparing applicable bonuses and penalties, the GM arrives at a single figure. This is the modifier that will be applied to the player's Omni Table roll.

4. The Enchantment Roll

To determine whether the Enchantment is successful or not, the player rolls a d20 on the Omni Table, applying the GM's modifier to the die result.

5. Judging Results

A Critical Success means the item has been enchanted, plus it functions even better than intended. Possibilities include: the item functions at a higher level than planned, works more times per day, does not have to be re-charged, etc....

A Full Success means the item has been enchanted and works as planned.

A Partial Success means that the enchantment failed to take hold, but the item and all materials survived intact and can be used again. To do so, the character must repeat the "Time Required" segment of the procedure, then roll again and check the results.

Failure means the enchantment did not take hold and the item and all materials were ruined. If the character wants to try again he must start from scratch.

A Mishap is equal to a critical failure, and may yield disastrous consequences. Some of the worst magical mishaps have occurred as a result of failed attempts at Enchantment.

TIME & ENCHANTING

Unlike Spellcasting, Enchanting does not need to be performed all at once. Many enchanters space out their work over many months and work on several items at a time and more than one enchanter may work on an item, for quick completion. If all the enchanters make their Enchantment roll, the item will succeed. Regardless the number of enchanters, only 24 hours of work can be put into it in a single day.

CREATING TRIGGERED ENCHANTED ITEMS

If desired, any enchanted item can be made so that it will be activated by a specific circumstance or "trigger" (for example, a ring of levitation might activate when the wearer falls more than ten feet). Creating an enchanted item with a trigger adds an additional week to the time required.

USING ENCHANTED ITEMS

Anyone can use an enchanted item, provided they know how the device functions. Some enchanted objects require precise command words or must be physically manipulated in a particular way in order to function. Others are always active (like most enchanted weapons, protective amulets, etc...), are activated by touch, or by a specific trigger of some sort.

Spellcasters can divine the operation of an unfamiliar enchantment by studying it for one hour and making a successful Enchantment roll, using the item's spell level as the Degree of Difficulty. The spellcaster is allowed three attempts to identify a given item; if unable to do so, he or she will have to seek the help of another spellcaster. Optionally, he can wait until he has improved his Enchantment skill by at least +1, and then try again.

If an enchanted item must be aimed to work properly, the character can use the Thrown Weapon skill or an appropriate Mode. Lacking these, the character defaults to Combat Rating or Magic Rating and takes a substitution penalty determined by the GM (usually -5).

ENCHANTED WEAPONS AND ARMOR

Most magical weapons carry enchantments that enhance their basic Damage Rating. The Manipulate Mode is used to accomplish this effect. Attack spells are sometimes enchanted into normal weapons, staves, or wands, allowing the wielder to fire the spell from the item. Attack enchantments never add to the base damage of a weapon, and cannot be combined with a normal attack.

Enchanted armors typically have enhanced Protection Ratings or carry a Ward that repels certain types of damage, such as fire, cold, or Attack spells.

EXAMPLE ITEMS

The following are some examples of enchanted items, illustrating the Mode used in their creation, their Level and Type, and their cost in time and materials.

Item: A pair of magical boots that levitate the wearer all the time

Mode: Move

Spell Level: 6 (can lift up to 150 pounds)

Type: Continuous

Time Required: 36 weeks

Item: A ring that lets the wearer create a small sphere of light 3 times per day

Mode: Illusion

Spell Level: 4

Type: Limited

Time Required: 8 weeks

Item: A dagger enchanted with magical sharpness (+2 Damage Rating)

Mode: Alter

Spell Level: 6

Type: Continuous

Time Required: 36 weeks

Item: A sword whose blade produces a stream of magical flames up to 3 times per day, and must be plunged into fire to be recharged

Mode: Attack

Spell Level: 8

Type: Limited

Time Required: 12 weeks

Item: A brooch that protects against scrying when activated, and can be used 3 times per day

Mode: Conceal

Spell Level: 10

Type: Limited

Time Required: 20 weeks

MAGICAL AND MUNDANE TECHNOLOGY

Atlantis owes much of its continuing political and mercantile might to their many First Age relics and the various First Age technologies they have learned to use and occasionally even to duplicate. Atlantis is the



most technologically advanced nation of the Second Age. It leads the world in both magical and mundane technologies.

VRIL COLLECTORS

One of the wonders of the First Age was the invention of vril collectors. These huge magical constructs are located at upwellings and nexus points of the telluric currents of vril energy that flow through the Earth. Although the basic techniques of construction are identical, there are two types of vril collectors. The first, known as vril pyramids take the form of large pyramids - either step pyramids or geometrically perfect straight-sided pyramids. Vril pyramids transmit their power to specially-made crystal matrices and are usually found in the center of cities. Every modern Atlantean city has a collector pyramid in the center. Because of the vast power of the telluric currents, each pyramid can power an almost limitless number of crystal matrices. The only limit is that any crystal matrix that is taken more than 21 miles from a vril pyramid instantly ceases to work until it is brought back within range. The only other limit is that each crystal matrix can only draw a limited amount of power from the collector - large devices may require multiple crystal matrices to power them. Unfortunately, more than half of these collectors were destroyed during the collapse of the First Age or failed later due to wear or vandalism. Modern Atlanteans long ago abandoned the large cities that lack vril pyramids.

The second type of collector, known as vril circles take the form of a large hemispherical crystal between three and five yards across, surrounded by a large circle of specially carved four-sided stone pillars connected along their tops by long narrow stones that go from one pillar to another, forming a ring. The stone pillars are between eight and 12 feet high, and all of the pillars in a single circle are identical. The structure of the vril circles allows crystal matrices, known as linked matrices, that have been specially attuned to the collector to obtain energy from it, regardless of distance. Each crystal matrix is tied to a single crystal set on the outside of one of the pillars and each pillar in a vril circle contains one of these crystals. Most vril circles contain between 21 and 60 pillars and so can power between 21 and 60 linked matrices. During the height of the First Age, almost 200 of these collectors powered a vast fleet of ships and other powerful devices. Each of these linked matrices can draw large amounts of power from the collector - enough to power

a large ship or a powerful siege weapon. Today, only 41 of these collectors remain on Atlantis, and so the Atlantean fleets are greatly reduced. The necessity of using these matrices to power ships of Atlantis's vast trading fleet means that very few are allocated for the rare magical siege engines.

The energy derived from vril pyramids and vril circles can be used in a multitude of ways. During the height of the First Age, specially constructed crystal matrices transformed vril energies into light, heat, motion, lift, or a wide variety of other purposes. Unfortunately, most of these techniques were lost during Dark Ages. In addition to being unable to create new vril collectors, the Atlanteans also can now only create a very limited number of types of crystal matrices. While each type of crystal or linked matrix is easy and inexpensive to build, modern Atlanteans only known how to create a handful of different types of crystal matrices.

CRYSTAL MATRICES

Second Age Atlanteans can create ordinary crystal matrices that can produce as much light as a 150-watt light bulb or as much heat as a camp fire, as well as matrices that can pump and purify water. They can also create matrices that lift and propel vehicles, as long as the vehicles run on one of the specially made ley line roads. Any single matrix can have only one of these four functions. Ironworkers and potters in Atlantean cities use several heat-producing matrices to power their forges and kilns.

Fortunately, while the varieties of crystal matrices are quite limited, creating any of these four types of collectors is a relatively straightforward procedure no more complicated than creating a simple and inexpensive piece of jewelry. In every Atlantean city, crystal matrices set on tall bronze poles light the city streets at night, while others provide clean water to public fountains and private dwellings. At least one matrix providing light or heat can be found in the dwellings of successful merchants and shopkeepers, while the houses of the wealthy all have running water and at night, they shine with light.

Although no one has yet discovered how to duplicate them, other types of matrices also survive, including ones that can provide both lift and propulsion for the rare flying palanquins. In addition, there are matrices that produce cold sufficient to keep a large chest below freezing all year round or a small house comfortably

cool during the hottest days of the summer. The rarest surviving matrices are those that power the small crystal weapons carried by a few nobles and high status bodyguards. Each of these matrices is a prized personal possession that has been passed down from parent to child since the fall of the First Age and only work within range of a vril pyramid. By far the most common form of these weapons are flame spears and crystal swords (Chapter 9 - Equipment). Unlike the exceedingly rare independent matrix weapons, many hundreds of vril pyramid powered weapons survive. In addition, less than a hundred vril pyramid powered vril cannon survive. Today, these potent weapons arm the city walls of the most important Atlantean cities.

LEY LINE ROADS

One of the wonders of the First Age were the ruler-straight ley line roads that stretched from one city to another. Ley lines are currents of vril energy that flow through the earth, from one magical nexus point to another. Since both vril pyramids and vril circles are built on magical nexus points, each one is connected to the other nearby nexus points by ley lines. During the First Age, the savant-adepts discovered how to tap into the ley line energies by building roads on top of them. Although the secret of creating new vril collectors has been lost, the knowledge of how to create and use ley line roads remains.

Ley line roads are made from an almost indestructible slate gray glass known as vril glass. Although alchemists can still create small amounts of this substance, it is far easier for them to work and shape existing pieces of vril glass. The vast majority of the material used in the ley line roads built in the Second Age comes from fragments of vril glass gathered from roads that were damaged or destroyed during the Cataclysm.

Vril glass channels the telluric currents so that the roads produce energies that shield everyone on the road from precipitation and extremes of temperature. The roads also glow softly at night and gradually push inanimate debris to the side. In addition, Atlantean crafters retain the knowledge of how to construct crystal matrices that allow vehicles to travel these roads without power. Known as vril chariots, these vehicles are used by nobles, the military and well-off merchants to move goods both in and between cities and in every Atlantean city people can rent vril chariots and drivers. Today, the largest streets of Atlantean cities are paved with vril glass. In addition, most Atlantean cities are

connected to all of their neighboring cities by ley line roads. vril chariots are used to travel both in cities and between them. While ordinary citizens must walk or ride horses or similar animals, the wealthy transport themselves and their possession in these floating vehicles.

LINKED MATRICES

The variety of linked matrices is even more limited. The only type that can be manufactured today are the ship matrices that can be used to propel ocean or river-going ships or the exotic sand-boats that skim over the sands of the deserts around Khemit. Linked matrix-powered vril cannons can no longer be duplicated, but 19 survived the end of the First Age and are now mounted on the decks of the largest Atlantean warships. There are also several dozen personal weapons containing linked matrices. These potent artifacts are only given to the greatest Atlantean heroes and generals and, unlike ordinary crystal matrix-powered crystal swords and flame spears, they can be used anywhere.

INDEPENDENT MATRICES

The greatest development of First Age vril technology was the creation of the independent matrices. These rare assemblages of crystal and orichalcum directly absorbed vril energies without the necessity of being tied to a vril circle or pyramid. The levitationals for the famed Atlantean flying ships are the most widely known independent matrices that still survive.

SHIP MATRICES

Used on ordinary ships, or on exotic ice- or sand-going vessels, these spherical, two-foot in diameter linked matrices can propel the vessel they are mounted on at cruising speeds of up to 12 mph. Such vessels can briefly attain speeds of 25 mph, but can only maintain this speed for a quarter of an hour. Merchant ships powered by ship matrices can travel up to 120 miles per day and the swiftest war galleys can travel up to 140 miles per day. In storms and other bad weather, these distances are sometimes reduced to as little as half this amount.



WINDSHIPS

Today, Atlantis has only 148 of these powerful vessels. Although Atlantean sorcerers, alchemists and engineers can usually repair damaged levitationals and can rebuild any other portion of one of these vessels, if a levitational is lost or destroyed, no one knows how to create another. As a result, all levitationals are considered treasures of the Sea Lord, who personally chooses the brave merchant adventurers or heroic naval captains who will command these fabulous ships. During wartime, all flying ships are transformed into naval vessels. In peacetime, the Sea Lord normally gives 100 of the flying ships to the best captains in the Atlantean Navy and the remaining 48 are assigned to the finest merchant captains in the nation. Most of these merchant captains are drawn from the ranks of captains who have already been awarded the use of a sea-going vessel powered by a ship matrix.

VRIL WEAPONS AND OTHER INDEPENDENT MATRICES

A handful of others independent matrix-powered vehicles also survive. In Atlantis, the most widely known are the 11 small vimanas. Hesperia also have a handful of each of these sorts of vehicles. However, the most famous and feared of the devices powered by independent matrices are the deadly vril weapons. The most deadly were handheld vril cannons that could level city walls with a gesture. These were all lost or destroyed during the Cataclysm and the following the Dark Ages. However, more than a hundred lesser weapons still survive and dozens more may still lie buried in ancient ruins. Although a few unique weapons survive, the vast majority are either Flame Spears or Crystal Swords (see Chapter 9 - Equipment).

BUILDING AND REPAIRING ATLANTEAN TECHNOLOGY

Much of the knowledge of how and why Atlantean technology works was lost during the Cataclysm and subsequent Dark Age. Modern Atlanteans have rediscovered some of the basic theories of First Age technology but most of these wonders are still beyond modern techniques. While simple crystal matrices for lighting and irrigation can be produced, the more advanced matrices and the all-important vril Pyramids and Circles are still a mystery to modern Atlanteans.

Those who spend their lives studying this lost First Age science are known as Technomancers. Technomancers

are essentially specialty alchemists, for the scientific mind of the alchemist serves well those interested in technology. Along with alchemical skills the Technomancer also requires advanced skill in the handicrafts such as Handicraft (artisan) or Handicraft (artificer).

When attempting to construct or repair First Age Technology, characters must successfully make two Omni Table rolls, one each against their Alchemy and the relevant Handicraft skill. the degree of difficulty is set by the GM and should reflect the overall complexity of the device. For example, a simple light crystal matrix would have a degree of difficulty of perhaps -3 while a non-functional vril Pyramid would have a degree of difficulty of -40 or more.

ALCHEMY

Although not a true form of magic, alchemy is often categorized as a magical science. Unlike spellcasters though, Alchemists work their magic by manipulating physical substances. This can range from the simple brewing of a poison or medicine to the creation of life in the form of a homunculus or the crafting of wondrous automatons.

The Alchemy skill is similar in some respects to the various Mode skills used in spellcasting. Alchemy by itself is not very useful. By itself, someone with the Alchemy skill might use it to deduce the makeup of a certain substance, discuss alchemical theory or use it in conjunction with a Handicraft skill to repair First Age technology. However, when used in conjunction with certain Talents, it allows the character to design and create wondrous potions, elixirs, medicines, poisons or other fantastic substances and creations.

Alchemists spend long hours studying the properties of herbs, metals, gemstones and various animal parts and by products. Alchemists are able to fashion their wondrous creation through a process known to them as *Projection of Will*. Through their training and knowledge an Alchemist is essentially able to tap into the vril energy of the planet and infuse this energy into the process of manufacturing alchemical substances and wares. This *Projection of Will* technique is also used by the specialist alchemists known as Technomancers in creating the wondrous constructs known as Machinae. *Projection of Will* was also used by First Age savant-adepts in their experiments into hybridization but modern Alchemists are currently limited to creating simple

lifeforms such as the bizarre homunculi.

The following section details several of the strange and wondrous alchemical creations and substances, the methods used in their creation, and the required ingredients.

ALCHEMICAL CREATIONS

The creations listed below are examples of some of the more well-known products of alchemy. Players and GMs should work together to develop additional creations, using the examples as models and the plant and animal ingredients listed later in this chapter as inspiration.

Measurements for Alchemical Creations

8 drams = 1 ounce

16 ounces = 1 pint or 1 pound

Alchahest

Alchahest is a powerful acid. Each one-ounce dose is sufficient to dissolve up to one cubic foot of any non-magical substance. Alchahest is usually contained in vials of dense amberglass. A direct hit with a dose of alchahest will inflict DR 35 to any living creature.

Difficulty: -10 Alchemy

Ingredients: 50 drams vitriol, one dram powdered contrary vine

Time required: four days

Cost of materials: 585 gc

Minimum value: 681 gc

Alchemical Solvents

These caustic liquids are specially made to dissolve only a specific type of inanimate substance, such as wood, iron, stone, or crystal. A single one-ounce dose is sufficient to dissolve up to one cubic foot of substance in approximately three rounds. Note that there is no alchemical solvent for amberglass.

Difficulty: -8 Alchemy

Ingredients: 30 drams vitriol, one dram powdered contrary vine, tiny sample of substance to be dissolved

Time required: two days

Cost of materials: 359 gc

Minimum value: 391 gc

Amberglass

Amberglass is a unique material that can be used to

contain alchemical and magical mixtures, essences, spell energies, and even certain creatures of a magical nature. This substance radiates a faint aura of magic. The skill, Alchemy, can be used to create five ounces of raw amberglass; shaping the amberglass into usable items requires extra work, using a skill such as Handicraft (artificer).

Difficulty: 5 Alchemy

Ingredients: Two ounces powered amber, six ounces powered glass

Time required: one day

Cost of materials: 57 gc

Minimum value: 73 gc

Aqua Vitae

Known as the waters of life, Aqua Vitae is a mysterious substance that is very difficult to create in the laboratory. It requires expensive and rare ingredients and the process of distilling it can be fatal. The process of distilling aqua vitae requires the Infuse Potion Talent.

Difficulty: -15 Alchemy

Ingredients: 1 dram each of 20 different herbs, 1 dram each of 30 different animal ingredients, 10 carats of powdered diamond, 1 powdered black pearl, 2 drams of powdered iron, 1 dram of powdered orichalcum, 1 dram of powdered jade and one dram of alchahest

Time required: one day

Cost of materials: 57 gc

Minimum value: 73 gc

Homunculus

Only the most advanced alchemists attempt to deal the First Age science of hybridization. Though much of this ancient science has been lost, some few alchemists still retain enough of the knowledge to create an autonomous magical creature known as a homunculus.

The alchemist must carefully prepare and mix the many ingredients and the aqua vitae in exact proportion. As a final step, a clay figure of the desired physical form of the homunculus must be created using the handicraft (artisan) skill (an easy task).

The base degree of difficulty to create a homunculus is -10. This standard homunculus has +0 in all Attributes except Intelligence which starts at a base of -5 and has an ability level of 1. These base scores may be increased but the degree of difficulty to create the homunculus is increased by -2 for every +1 increase to an attribute.



Additionally, the ingredients used should reflect the type of homunculus sought. For example, a homunculus with a +2 STR should require animal ingredients such as an Ogre's heart or the liver of a Jotun. A dextrous homunculus might require the brain stem of a rare monkey or perhaps a live Zazir.

This whole process may take 1 month of uninterrupted work (minimum 8 hours per day) and another 2 months for the homunculus to grow after which the alchemist may roll on the Omni Table using his Alchemy skill and the degree of difficulty as a modifier to see if he was successful.

Mishap: Not good. A mishap roll means something went horribly wrong. This could indicate an explosion destroying the laboratory and possibly injuring or even killing the alchemist.

Partial Success: No explosion, but it's not great either. On a partial success, the ingredients mixed properly and a homunculus was created but not in the manner intended. The attributes for this homunculus will be randomly determined by the GM and the homunculus is impossible to control. These types of homunculi will go berserk, destroying anything they come upon and attacking others at random.

Success: You mixed all the ingredients perfectly and your Projection of Will was flawless. Your homunculus was created as designed.

Critical Success: You performed better than expected. Not only was your homunculus created as planned but it receives an extra +1 to any attribute at the players discretion.

Through *Projection of Will*, an alchemist may control a number of homunculi equal to your CHA at any one time though the number in your service is only limited by your wealth and time. The homunculi you create will follow your every command to the best of their abilities.

HOMUNCULUS

Homunculi are creatures created and given artificial life by alchemical means. An homunculus may have almost any form from the hideous to the sublime, according to the designs of its creator. Most are capable of independent thought and action, subject, in most cases, to the commands of its master.

All homunculi are created by an intricate process involving the mixture of up to eight different types of animal ingredients. A clay replica of the homunculus, depicting its intended form, must first be fashioned by the alchemist, after which it is placed in a copper vat along with the desired mixture of ingredients. The vat is then covered, and sealed for a period of two months, during which time the homunculus will begin to grow and (hopefully) take on the desired form. Upon completion of the two month gestation period, the homunculus should be fully formed.

If the operation is successful, the completed homunculus will emerge from the vat as conceived by its creator. The creature will normally take from 2-8 minutes to fully awaken, after which it may be somewhat disoriented. If the process has turned out as planned, the homunculus will recognize its master at once. Should the homunculus' master not be present when the creature awakens, it will generally become violent and act in a most irrational manner. Only the homunculus' creator will be capable of controlling the creature should this situation occur.

All homunculi radiate a strong magical dweomer. As they are possessed only of artificial life, homunculi are immune to magical control, and are unaffected by poisons or potions of any sort. Healing spells are only half as effective when cast upon an homunculus and homunculi who have been slain cannot be restored to life by any means.

Size: Variable

Attributes: Variable

Ability Level: 1

Attacks/Damage: Fists DR 1 (modified by STR); Bite DR 2 (modified by STR)

Special Abilities: immune to spells of the influence mode; immune to toxins; healing potions and spells only half effective

Hit Points: 12

Alchemists may teach their homunculi skills by expending double the normal XP for learning skills.

Difficulty: -10+ Alchemy

Ingredients: 1 oz. powdered orichalcum, 2 carats of powdered diamond, 1 flawless 3 carat or better ruby, 1 lb. of each of 8 animal ingredients relevant to the desired homunculus, 3 drams alcahest, 1 dram vitriol

Time required: 3 months

Cost of materials: 3000 gc

Orichalcum

Orichalcum is a magical alloy of copper, iron and gold of superior hardness. Weapons made of orichalcum cut through most materials with ease (armor affords only half normal protection rating against such weapons), and are capable of damaging all manner of corporeal extra-dimensional creatures even if not enchanted. Orichalcum armor affords double the normal protective rating against all but orichalcum weapons. A forge and metal worker's tools are required to undertake the operation, which yields a one-pound ingot.

Difficulty: -6 Alchemy

Ingredients: 1 oz each of copper, iron and gold and 7 carats of powdered diamond

Time required: two hours

Cost of materials: 800 gc

Minimum value: 1000 gc

Quicksilver

This animate liquid metal is used in the making of vials for holding vitriol, as well as in other alchemical operations. The process creates one ounce of quicksilver.

Difficulty: -5 Alchemy

Ingredients: Eight ounces of powdered silver, seven drams of powdered contrary vine, and one carat of powdered diamond

Time required: 5 days

Cost of materials: 151 gc

Minimum value: 231 gc

Vitriol

This powerful adhesive can be used to bond organic or inorganic materials of any sort except for quicksilver; vitriol can only be contained in vials lined with this alchemically animate metal. It hardens in one minute, creating a nearly unbreakable bond. Only alcahest will serve to dissolve this glassy substance. The process creates ten drams of vitriol, enough to cover two

square feet.

Difficulty: -7 Alchemy

Time required: 7 days

Cost of materials: 1 gc (buyers provide their own quicksilver vial)

Minimum value: 113 gc

ELIXIRS

Aphrodisiac Elixir

Promotes feelings of desire unless a successful WIL roll is made. Each dose lasts one hour.

Dose: one ounce

Difficulty: -3 Alchemy

Ingredients: Eight drams each of powdered tantalus and rainbow lotus

Time required: one day

Cost of materials: 48 gc

Minimum value: 51 gc

Bravery Elixir

Fills the imbibor with a sense of confidence and bravery. Grants a +4 bonus to all WIL rolls while under the effects.

Dose: one ounce

Difficulty: -4 Alchemy

Ingredients: Eight drams of powdered purple lotus

Time required: one day

Cost of materials: 38 gc

Minimum value: 45 gc

Healing Elixir

Heals ten points of damage per dose.

Dose: one ounce

Difficulty: -5 Alchemy OR Herb Lore

Ingredients: Two ounces of powdered amber and ten drams of balmroot

Time required: two days

Cost of materials: 106 gc

Minimum value: 110 gc

Medicinal Purge

Rids the body of parasitic organisms within an hour.

Dose: one ounce

Difficulty: -5 Alchemy or Herb Lore

Ingredients: One ounce of powdered elephant dung and twelve drams of cleric's cowl

Time required: one day

Cost of materials: 24 gc

Minimum value: 26 gc



Poison Antidote

Reverses the effects of any poison or toxin, provided the antidote is delivered in time.

Dose: one ounce

Difficulty: -5 Alchemy or Herb Lore

Ingredients: Twenty-five drams of powdered cleric's cowl

Time required: two days

Cost of materials: 50 gc

Minimum value: 54 gc

Soporific Elixir

Causes the drinker to fall into a deep slumber lasting from two to twelve hours, unless a successful CON roll is made to resist. Even a success on the CON roll leaves the subject groggy, with a -1 on all actions. Unless an antidote is employed, it will not be possible to awaken the sleeper while the soporific remains in effect.

Dose: one ounce

Difficulty: -6 Alchemy

Ingredients: Eleven drams of powdered black lotus

Time required: two days

Cost of materials: 110 gc

Minimum value: 142 gc

MEDICINAL MIXTURES

Concoctions in this category include tonics, serums, balms, ointments, salves and various other medicants. Such mixtures are generally able to treat only a single, specified malady: fever, itch, nausea, insomnia, depression, minor wounds (3 points), burns, and so forth. Unfortunately, Second Age medicine is burdened by superstition, specious theories, ignorance, and more than a little quackery. Consequently, medicinal mixtures carry a -5 penalty with regard to effectiveness.

Dose: one ounce

Difficulty: -1 Alchemy or Herb Lore

Ingredients: Varies according to locale, customs, and particular malady

Time required: four hours

Cost of materials: 1 sp on average

Minimum value: 11 sp

NARCOTICS

Hashish

This narcotic is made from the resinous buds of the hemp plant, and is popular in northern Gondwana and

the Turanian subcontinent. A one-dram dose heightens the user's perception (PER+1) and produces a sense of euphoria that lasts for three hours; it also reduces reflexes (1-DEX) and can impair the user's judgement (-2 INT). This procedure yields 10 drams.

Difficulty: -3 Alchemy

Ingredients: 10 drams of hemp bud

Time required: one day

Cost of materials: 254 gc

Minimum value: 262 gc

Lotus, Black

The powder of the black lotus possesses powerful narcotic and mind-expanding properties. It bestows upon the user the powers of clairvoyance and clairaudience. However, characters must succeed at a WIL roll to resist addiction, with a cumulative -1 penalty per use. A one-dram dose lasts one hour.

Difficulty: -6 Alchemy

Ingredients: one dram of black lotus powder

Time required: two hours

Cost of materials: 200 gc

Minimum value: 202 gc

Lotus, Purple

This narcotic is created from the pollen of the purple lotus plant. It is a highly popular drug in Atlantis, Europa and Gondwana, reportedly affording the taker a synthesis of pure pleasure. A one-dram dose lasts two hours.

Difficulty: -4 Alchemy

Ingredients: one dram of purple lotus pollen

Time required: four hours

Cost of materials: 25 gc

Minimum value: 29 gc

Opium

This insidious drug is derived from the seeds of a certain variety of poppy found throughout southern Jambu. When smoked, it enables the user to "see" visions of the near future; other effects of the drug include delusions of grandeur, dulled reflexes (-1 DEX), and a general feeling of euphoria. Opium is both intensely pleasurable and extremely addictive. Individuals who experiment with the drug even once may become dependent upon it; CON roll at -2 to resist. A one-dram dose lasts a full day.

Difficulty: -4 Alchemy

Ingredients: two drams of poppy seeds

Time required: four hours

Cost of materials: 100 gc
Minimum value: 104 gc

Yaje

Yaje is a bitter, pungent liquid made from a crushed and boiled vine. The secret of making Yaje is known only to tribal shamans and wisemen of the Tamaonchan region. A one-ounce dose allows a trained character to see and communicate with invisible and astral presences; some individuals can use the narcotic to enter other planes of existence. The tribal shamans are loath to share this valuable substance, or the Yaje vine from which it is derived, with outsiders.

Dose: -8 Herb Lore

Ingredients: 6 drams of Yaje syrup, six drams of powdered bone

Time required: seven days

Cost of materials: 120 gc
Minimum value: 128 gc

Venomwood Resin

Yields sufficient toxin to coat one edged weapon (adds DR 25), two arrows or crossbow bolts (adds DR 16), or four darts (adds DR 8). Note that the larger the weapon, the more venom it delivers and thus the more damage it inflicts. The poison is good only for one successful strike and causes half its usual damage if resisted.

Dose: one ounce

Difficulty: -7 Alchemy

Ingredients: Nine drams of venomwood tree sap (found only in the Ngani swamps of Lemuria)

Time required: two days

Cost of materials: 90 gc

Minimum value: 122 gc

POISONS

Black Mushroom Powder

Causes severe hallucinations (-5 to all actions) lasting about thirty minutes. If resisted, the hallucinations last one minute.

Dose: one ounce

Difficulty: -7 Alchemy or Herb Lore

Ingredients: Twelve drams of powdered black mushroom

Time required: one day

Cost of materials: 24 gc

Minimum value: 40 gc

Cobra Venom

Causes searing pain sufficient to incapacitate a victim for five rounds (-10 on all actions). If successfully resisted, the venom's effects can be ignored.

Dose: one ounce

Difficulty: -5 Alchemy

Ingredients: Nine drams of draconid venom

Time required: one day

Cost of materials: 90 gc

Minimum value: 106 gc

Paralytic Poison

Causes paralysis lasting up to one hour. If resisted, the victim is rendered somewhat sluggish (-3 on all actions) for ten rounds.

Dose: one ounce

Difficulty: -2 Alchemy or Herb lore

Ingredients: Twelve drams of crag spider venom

Time required: one day

Viper Toxin

Yields sufficient toxin to coat one edged weapon (adds DR 15), two arrows (adds DR 10, or four darts (adds DR 5). The poison is good only for one successful strike and causes half its usual damage if resisted.

Dose: one ounce

Difficulty: -5 Alchemy

Ingredients: Ten drams of viper's venom

Time required: one day

Cost of materials: 40 gc

Minimum value: 56 gc

POTIONS

Cold Resistance

Bestows immunity to magical or non-magical cold and ice. Lasts six hours.

Dose: one ounce

Difficulty: -5 Alchemy

Ingredients: Ten drams of powdered Yeti tooth and twelve drams of cleric's cowl

Time required: three days

Cost of materials: 224 gc

Minimum value: 272 gc

Fire Resistance

Bestows immunity to magical or non-magical heat and flame. Lasts six hours.

Dose: four drams

Difficulty: -5 Alchemy

Ingredients: Two carats of powdered ruby and five drams of Ahl-At-Rab blood



Time required: three days

Cost of materials: 220 gc

Minimum value: 268 gc

Love Potion

Causes the drinker to become infatuated with the first individual whose name he or she hears spoken, unless he can make a WIL roll to resist. Even a success on the roll means that the imbiber is distracted by the infatuation, if not overcome by it. Lasts six hours.

Dose: two ounces

Difficulty: -8 Alchemy

Ingredients: Forty drams of powdered purple lotus and two drams of Nymph's hair

Time required: six days

Cost of materials: 206 gc

Minimum value: 302 gc

Rejuvenating Potion

Restores strength and vitality, plus all lost hit points.

Dose: one ounce

Difficulty: -15 Alchemy

Ingredients: Forty-nine drams of powdered bryony, seven carats of powdered diamond, and seven drams of gold dust. May substitute seven drams of dragon blood for the balmroot

Time required: five days

Cost of materials: 281 gc

Minimum value: 441 gc

POWDERS

Enhancement Powder

Enhancements are pigments that can be used to change the color of an individual's skin or hair. These powders are sold in one-ounce kits, containing enough powder to cover an average-sized person from head to foot. Enhancements come in a variety of brilliant (and sometimes garish) colors. The effects last for 24 hours, or until removed by magic or altered by additional enhancements.

Dose: one ounce

Difficulty: -2 Alchemy

Ingredients: One dram of chameleon pigment and seven drams of powdered glass

Time required: one day

Cost of materials: 20 gc

Minimum value: 28 gc

Incendiary Powder

Ignites on contact with air, creating fire (DR 10) and

dense smoke (10' radius for smoke).

Dose: one ounce

Difficulty: -6 Alchemy

Ingredients: Six carats of powdered ruby and twenty-four drams dragon fang

Time required: one day

Cost of materials: 144 gc

Minimum value: 160 gc

Morphius Powder

Causes victims to fall into a stuporous sleep lasting up to one hour per dose. Unless an antidote is employed, it will not be possible to awaken the sleeper until the powder's effects wear off. Sindarans use morphi powder to sedate hostile beasts, intruders and other threats. If successfully resisted with a CON roll, the powder causes drowsiness (-1 penalty on all actions) for five rounds.

Dose: one ounce

Difficulty: -7 Alchemy

Ingredients: Twelve drams powdered black lotus root

Time required: two days

Cost of materials: 120 gc

Minimum value: 142 gc

Neutralizing Powder

Neutralizes the effects of any type of poison, alchemical waste, or toxin, whether ingested or dispersed into the air or soil. Maximum area of effect per single dose is a 10-foot diameter circle.

Dose: one ounce

Difficulty: -8 Alchemy

Ingredients: Two ounces of powdered amber and two drams of powdered sphagnum moss

Time required: two days

Cost of materials: 60 gc

Minimum value: 92 gc

Smoke Powder

When exposed to air, a dose of this powder is sufficient to create a volume of dense blue smoke five feet in radius. The smoke is non-toxic and disperses in about 10 rounds, or less if used outdoors in windy conditions.

Dose: four drams

Difficulty: -3 Alchemy

Ingredients: 10 drams of incense

Time required: one day

Cost of materials: 1 gc

Minimum value: 9 gc

CHAPTER NINE



EQUIPMENT



COIN OF THE REALM

There are a wide variety of coinage used throughout the world from the shell coins of the Elysium tritons to the amber shards of Haloga.

The most common coin in circulation is the Atlantean gold crown (gc). A gold crown is worth 10 silver petals (sp). Each silver petal is worth 10 copper slates (cs). In addition to copper, silver, and gold coins, there are also are wide variety of other metals used in coinage from platinum to tin to lead.

To make the economics of the Second Age easier for the GM, all prices of goods and services are given in Atlantean currency

WEALTH OTHER THAN COIN

Merchants commonly exchange trade goods without using currency. in fact, in many areas of the world, currency is not even recognized and folk from these regions normally rely on barter as a means of trade. in these cases, trade goods, weapons, armor, tools, gems or other such items may be required for trade.

BUYING & SELLING GOODS

In general, a character can sell something for half its listed price. Trade goods are the exception to the half-price rule. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself.

The section covers the many types of goods and equipment available in the Second Age, and includes information on:

- ◆ **Weapons & Armor:** descriptions of weapons and armor from both primitive and those from civilized nations.

- ◆ **Conveyances:** descriptions of Second Age land, sea, and airborne conveyances

- ◆ **Specialized Equipment:** descriptions of items used by particular Second Age cultures

- ◆ **Trade Goods & Natural Resources:** descriptions of wares from many nations.

- ◆ **Magical Equipment:** magical mechanisms and enchanted items

- ◆ **Alchemical Creations:** elixirs, medicinal mixtures, narcotics, poisons, potions and powders along with alchemical ingredients.

- ◆ **Equipment Master List:** complete information on prices, weights, weapon & armor ratings, etc.

METALLURGY OF THE SECOND AGE

The most common metal used in the Second Age is bronze. Bronze is an allow of copper and tin making these two metals among the most valuable resources of the Second Age. Unless otherwise noted, all metal weapons and armor are assumed to be made of Bronze.

The First Age Atlanteans also mined iron and did manufacture many weapons and tools from those superior metal. Though knowledge of iron smelting is still known on Atlantis, most other areas of the world have not yet reached this level of metallurgy.

One of the highest achievements in Atlantean metallurgy was the first age discovery of Orichalcum, an alchemical alloy of copper and gold. Weighing the same as normal bronze weapons and armor, Orichalcum is much stronger than normal bronze. It is highly sought after and the Atlantean's strictly guard the secrets of it manufacture.

Finally, there is steel. This incredibly strong refined metal is known only to the Dwarves of Hyperborea.

Type	Class	DR ¹	WT	Attribute	STR	Cost	Effective Range
Bladed weapons							
Crystal Sword	Blades, small	12S	6	STR	+0	500 gc	—
Dagger	Blades, small	3T	2	DEX	—	1 gc	—
Gladius	Blades, small	6S	4	STR	+1	5 gc	—
Great Sword	Blades, large	12S	20	STR	+3	60 gc	—
Haladie	Blades, small	2S	1	DEX	—	4 gc	—
Katar	Blade, small	4T	2	STR	+1	5 gc	—
Khopesh	Blades, large	7S	5	STR	+1	14 gc	—
Knife	Blades, small	2S	0.5	DEX	—	1 gc	50 ft.
Kukri	Blades, small	4S	2	DEX	+0	8 gc	—
Longsword	Blades, large	10S	10	STR	+2	40 gc	—
Machete	Blades, small	4S	3	STR	+0	4 gc	—
Mong	Blades, large	8S	5	STR	+2	20 gc	20 ft.
Sapara	Blades, large	8S	8	STR	+1	16 gc	—
Sickle	Blades, small	4S	2	DEX	—	7 gc	—
Talwar	Blades, large	9S	15	STR	+3	28 gc	—
Tjaluk	Blades, small	4S	1.5	DEX	+0	10 gc	—
Hafted weapons							
Aat	Hafted	8B	6	STR	+0	5 gc	—
Aclys	Hafted	4B	3	DEX	—	5 gc	20 ft.
Aqhu	Hafted	5T	5	STR	+0	4 gc	—
Ancus	Hafted	4T	3	STR	—	6 gc	—
Battle Axe	Hafted, 2 handed	10S	10	STR	+2	45 gc	—
Club	Hafted	5B	6	STR	—	1 gc	—
Fang	Hafted	6T	5	STR	—	3 gc	—
Hammer	Hafted	7B	6	STR	—	3 gc	10 ft.
Hercules Club	Hafted, 2 handed	11B	6	STR	+2	10 gc	—
Ja-Dagna	Hafted	5B	4	STR	—	2 gc	30 ft.
Maquahuilt	Hafted	7S	4	STR	+1	4 gc	—
Maul	Hafted, 2 handed	12B	16	STR	+3	30 gc	—
Oncin	Hafted, 2 handed	9T	8	STR	+1	16 gc	—
Pacho	Hafted	6S	4	STR	—	8 gc	—
Tebutje	Hafted, 2 handed	9S	7	STR	+1	20 gc	—
Tomahawk	Hafted	5S	4	STR	—	3 gc	40 ft.
Tonfa	Hafted	4B ⁷	2	STR	—	2 gc	—
War Axe	Hafted	6S	5	STR	+0	10 gc	20 ft.
Warhammer	Hafted	10B	10	STR	+2	12 gc	—
Spears & Polearms							
Flame Spear	Spears	16T ⁸	4	STR	+0	1000 gc	—
Khitan Halfmoon	Spears	9S	14	STR	+1	15 gc	—
Maki	Spears	9S	15	STR	+1	50 gc	—
Mancatcher	Spears	3T ²	12	STR	+1	35 gc	—
Pilum	Spears	8T	8	STR	+0	13 gc	—
Pitchfork	Spears	5T	6	STR	—	1 gc	—



Type	Class	DR	WT	Attribute	STR	Cost	Effective Range
Spears & Polearms cont'd							
Pole Axe	Spears	10S	18	STR	+3	30 gc	—
Quarterstaff	Spears	6B	4	STR	—	1 gc	—
Sarissa	Spears	6T	14	STR	+2	18 gc	—
Sjang Sutai	Spears	10S	8	DEX	+1	26 gc	—
Spear	Spears	7T	6	STR*	—	2 gc	40 ft.
Tepoztopili	Spears	7S	7	STR	+1	4 gc	—
Trident	Spears	7T	8	STR*	+1	13 gc	30 ft.
Zinnor	Spears	7T	8	STR	+1	14 gc	30 ft.
Ranged Weapons							
Arrow, barbed	n/a	6T ³	n/a	n/a	—	1 gc/doz	—
Arrow, blunt	n/a	5B	n/a	n/a	—	1 gc/doz	—
Arrow, normal	n/a	6T	n/a	n/a	—	5 sp/doz	—
Arrow, piercing	n/a	6T ⁴	n/a	n/a	—	5 gc/doz	—
Atlatl	Atlatl	+3T	1	DEX	—	1 gc	+60 ft.
Blowgun	Blowgun	1T ⁵	1	DEX	—	5 gc	40 ft.
Boomerang	Thrown	4B	1	DEX	—	1 gc	60 ft.
Bola	Sling	2B ⁶	1	DEX	—	2 gc	50 ft.
Chakram	Thrown	4S	1	DEX	—	8 gc	60 ft.
Flame Spear	Spears	12T ⁸	4	DEX	+0	1000 gc	150 ft.
Harpoon	Thrown	8T ³	5	DEX	+1	8 gc	50 ft.
Javelin	Thrown	6T	4	DEX	—	1 gc	90 ft.
Scythian Bow	Bow	n/a	6	DEX	+0	30 gc	390 ft.
Short Bow	Bow	n/a	6	DEX	+0	17 gc	270 ft.
Sling	Sling	4	-	DEX	—	1 gc	140 ft.
Shuriken	Thrown	3T	0.5	DEX	—	5 gc	60 ft.
Stone Bow	Bow	5B	7	DEX	+0	20 gc	135 ft.
Throwing Iron	Thrown	5S	2	DEX	+1	3 gc	40 ft.
Throwing Stick	Thrown	3B	1	DEX	—	2 sp	60 ft.
Other Weapons							
Ball & Chain	Flails	7B	8	STR	+1	8 gc	—
Cestus	Brawling	+3B	1	STR	—	1 gc	—
Flail	Flails	6	5	STR	+1	10 gc	—
Garrote	—	*	*	STR	—	1 gc	—
Net	Net	*	5	DEX	—	2 gc	20 ft.
Sap*	Sap	4	2	STR	—	1 gc	—
Whip*	Flails	2	4	DEX	—	4 gc	—

1. Number listed is amount of damage done on a full success. The letter after the number indicates the type of damage done and indicates the relevant PR rating to be used for an opponents armor. (B= blunt force, S= slashing, T= thrusting)

2. On a full success, the victim is immobilized and many not take any action other than attempting to break the grip of the weapon.

3. The barbs on these weapons do an additional DR 3 when removed.

4. Piercing arrows ignore 2 points of PR.

5. Blowgun darts are normally coated with some type of toxin from a paralytic to those that do significant damage.

6. These weapons provide a +4 bonus to attacks whose intent is to trip or entangle.

7. These weapons provide +4 bonus to parry attempts.

8. The damage done by Vril weapons ignore 4 points of PR.

The hardest metal known to Second Age men, steel is very rare but makes incredibly durable weapons and armor.

- ◆ For blades of iron: triple the weight, add +1 to damage and double the price.
- ◆ For blades of orichalcum: multiply price by 20; add +2 to damage.
- ◆ For blades of steel: double the weight, add +3 to damage and multiply the cost by 20.
- ◆ For brass weapons: increase price by half; certain demons are vulnerable to brass.
- ◆ For silver weapons: multiply price by 5; certain supernatural creatures are vulnerable to silver.

Other substances are also used in the manufacture of weapons and armor including wood, obsidian, hide, shark teeth, etc. Non-standard components are further explained under the relevant weapon or armor description.

EXCEPTIONAL WORKMANSHIP

All weapons and armor listed in this chapter represent average workmanship and components. For superior manufacture or workmanship, the GM may attribute a bonus of +1 to +5 to either Attack Rolls, Damage or both.

VRIL WEAPONS

Although they are constructed from crystals and other innately delicate materials, vril weapons were subjected to potent enchantments that render them stronger and sturdier than the finest mundane spear or sword. Even the hardest usage will not crack them or dull their edge. Also, because of the great power of vril fire, armor provides only half its normal protection (round down) against all attacks by these weapons. Most surviving vril weapons are powered by vril pyramids and can only be used near them. However, a several dozen are powered by linked matrices, and around a hundred use independent matrices.

WEAPONS

The following is a list of weapons used by the various peoples of the Antediluvian world. All weapons in this section are rated according to Damage Rating (DR), weight in pounds (WT), the attribute used to modify Omni Table rolls, minimum STR required to use the weapon, average cost, and Effective Range, when appropriate. Characters receive a -2 penalty to combat skill rating for each point by which their STR falls short of the weapon's minimum STR requirement; characters cannot use missile weapons at all without having the minimum required STR.

Aat: A mace with a round or pear shaped head made of bronze. The hilt is usually wrapped with a cord for a better grip.

Aclys: A wooden throwing club usually with metal spikes of studs attached. The haft of the aclys is attached to the throwers wrist by way of a leather cord or thong. The aclys can be retrieved by means of the cord in one round.

Ancus: The ancus was derived from the traditional goad used with elephants in Jambu. It consists of wooden haft with a sharp pick-like blade attached.

Aqhu: Another weapon derived from a tool, the

VRIL CANNON

These ancient weapons are relics of the First Age – although a few savants can repair them, no one in the Second Age knows the secrets of their manufacture. A few independently powered ones may lie buried in lost ruins, but all the ones in use today are powered by vril-pyramids or vril-circles. A vril-cannon is a vast cylindrical quartz crystal set in a base of orichalcum. Most are approximately 7 feet long and one and a half feet in diameter. These weapons must recharge for 3 rounds before they can be used again. Because they are both rare and impossible to duplicate, they are never sold. It takes at least three people to operate one of these deadly weapons.

Type	DR	Crew	Range	Recharge
Vril Cannon	35	3	2,500	3

Aqhu was derived from the adze used by Khem masons and stoneworkers. It consists of a metal or wooden haft and a chisel like blade.

Arrows: There are a myriad variety of arrows and arrowheads in use in the Second Age. For simplicity's sake, arrows have been divided into 4 categories:

Barbed: These arrows have any barbed points instead of one arrowhead. As well as doing normal damage, the removal of a barbed arrow does an additional 3 points of damage. Barbed arrows are most often found in Tamoanchan and the Elysium Ocean regions but are not unknown on Eria and Jambu as well.

Blunt: Blunt arrows are generally used when hunting for small prey but can also be used in combat. Blunt arrows do Bludgeoning damage.

Normal: normal arrows are the most common type, They have a leaf shaped head used to pierce lighter materials, skin and tissue.

Piercing: Piercing arrows are generally only used for combat. They are designed with sharp, conical or pyramidal tips to better pierce heavier armors.

Atlatl: An atlatl is not a weapon per se but rather is used in throwing short javelins. The leverage of an atlatl extends the range of a thrown javelin by 80 ft. and also increases the damage done.

Ball & Chain: A ball and chain is just what it sounds like: a heavy metal ball attached to a chain. Sometime the ball is spiked or studded and often the chain is affixed to a wooden haft. The ball is swung around to give it increased impact.

Battle Axe: A battle axe is a large double bladed combat axe often found in Hyperborea and northern Europa. Similar axes are also to be found among the peoples of Jambu.

Blowgun: Found primarily among more primitive cultures, the blowgun is most often used in hunting but can also be used in war. While the darts of a blowgun do a negligible amount of damage, what makes the weapon dangerous is the fact that most of these darts are coated in some toxin or another.

Bola: bolas are found in various cultures around the world, most notably some tribes of Tamoanchan and the Zephyr tribes of Mu. A bola consist of stones attached together by means of a flexible cord. Like a sling, the bola is swung above the head before being released. A bola grants the user a +4 to Omni Table rolls when attempting to trip an opponent.

Boomerang: A type of throwing stick most often found in southern Gondwana. Because of its unique shape, a boomerang will return to the hand of its thrower the round after it is thrown.

Cestus: A cestus is a brawling weapon that consists of leather and linen wraps quilted with lead and other heavy substances. The weapon gives more weight to normal punches.

Chakram: The chakram is a throwing disk most often found in Vedda, Meluha, Sheba and Joktan. It is a flat bronze or iron ring about a foot across with a sharpened edge.

Claymore: The claymore is a large (6 feet) two handed sword commonly found among the Ska and Starrans of Alba. Only the strongest warriors may wield this massive weapon,

Club: There are many varieties of clubs in use in all nations of the Antediluvian Earth. Clubs can be solid pieces of wood or may have stone heads attached for more weight.

Crystal Sword: Crystal Swords are enchanted blades carved from flawless crystals of quartz, with guards, hilts, and inlay work of golden orichalcum. When held by a living wielder, the blade coruscates with brilliant white vril-fire and a transparent, faintly glowing shield of energy emanates from the hilt, protecting the wearer from all attacks from the front and sides. This shield is the equivalent of 6 point armor for any attack that does not come from behind the wielder. Also, this shield is wide enough that a person standing within two feet of the wielder, on either side, is also fully protected. This shield does not in any way impair the wielder or slow his attacks or movements.

Dagger: unlike the knife, the dagger is a rugged and intended for combat and hunting. It consists of a short metal blade sharpened on both sides.

Fang: A common weapon from Khitai, the fan consists of 2 double edged blades attached at right angles to each other.

Flail: Flails were originally derived from the tools used to thresh grain. They consist of a metal club attached by a short chain to a wooden haft. The additional leverage makes them deadly in combat but more difficult to wield than a normal club.

Flame Spear: While more powerful vril weapons could once strike flying ships from the sky and breach the walls of the mightiest fortress, these far more modest weapons are still exceptionally deadly. Flame spears are all made in the form of ordinary short spears, with four foot long orichalcum shafts surmounted by a blade made of the finest quartz crystal. In addition to being useful as an ordinary short spear, as long as a living wielder touches one of several thumb-sized rubies mounted on the side of the shaft, the blade is surrounded by ice-white vril-fire. Simply touching this



AMMUNITION & ACCESSORIES FOR MISSILE WEAPONS		
Type	WT	Cost
Case (blowgun)/60 darts	5	1gc/1gc
Pouch w/12 shuriken	6	5 gc
Pouch w/20 sling stones	5	5 sp
Quiver (blunt arrows)/20 arrows	5	1 gc/2gc
Quiver (barbed arrows)/20 arrows	4	1gc/2gc
Pouch (piercing arrows)/20 arrows	4	1gc/3 gc
Quiver (normal arrows)/20 arrows	4	1gc/1 gc

crystal allows the wielder to use this as an exceptionally deadly and powerful spear. However, if the user touches the crystal and commands it to fire at a distant target, the spear can also shoot forth a jet of vril-fire capable of striking any target within 150’.

Garrote: A garrote is simply a cord or wire used for strangulation. They normally have short wooden handles making them easy to hang onto while a victim struggles. (see *asphyxiation in Chapter 11*)

Gladius: Originally an Atlantean weapon, the Gladius can now be found in almost all lands. It is a short sword with a double-edged blade.

Haladie: A Meluhan double dagger with curved blades. These weapons are often used in both hands and can be quite deadly against unarmored foes,

Hammer: Another tool-turned-weapon, the hammer consists of a heavy square or rectangular head mounted on a wooden or metal haft,

Harpoon: Primarily, used in hunting seal, walrus, whales and other sea creatures, the harpoon is essentially a barbed spear with a cord or leather thong attached to make retrieval possible.

Hercules Club: Named for the great Hellenic demi-god, the Hercules club is a large, two-handed wooden club sheathed (and often studded) in metal.

Ja-Dagna: An ironwood club used by the Akelan tribes of Eria. The ja-dagna has a polished round striking edge.

Javelin: A typical throwing spear. The javelin is used more often than bows in Atlantean, Khem and Hellenic armies. Javelins are intended as melee weapons and suffer a -4 on all melee attacks with them,

Katar: The katar is a punching dagger consisting of a double edged bladed affixed to a hilt. When held

the blade juts out from the users fist.

Khitan Halfmoon: A polearm consisting of a crescent shaped blade affixed to a seven foot pole. The weapon is use din great sweeping arc and can devastate unarmored or lightly armored opponents.

Khopesh: The traditional sword of Khemit, the Khopesh is a sickle-sword made of bronze and used by elite warriors.

Knife: A simple weapon consisting of a short single-edged blade attached to a wooden haft. Knives are used more for cutting and eating than they are in combat however some knives are specially balanced for throwing and are deadly in the hands of an experienced knife-fighter.

Kukri: A type of fighting knife common in central Jambu. The Kukri has a single sharped edge and a curved blade.

Longsword: The longsword is the name given to a number of different types of simple swords used throughout the world. These swords all share a simple design with a straight, double-sided blade with a simple crossbar separating blade from hilt.

Machete: The machete is a type of short sword normally used for cutting through undergrowth or other utilitarian uses.

Maki: The maki is a weapon from Jambu that blurs the line between polearm and sword. Averaging 5 to 6 feet in length, the Maki’s blade is half the length of the weapon. It is wielded two-handed and it borrows techniques from both sword use and polearm use.

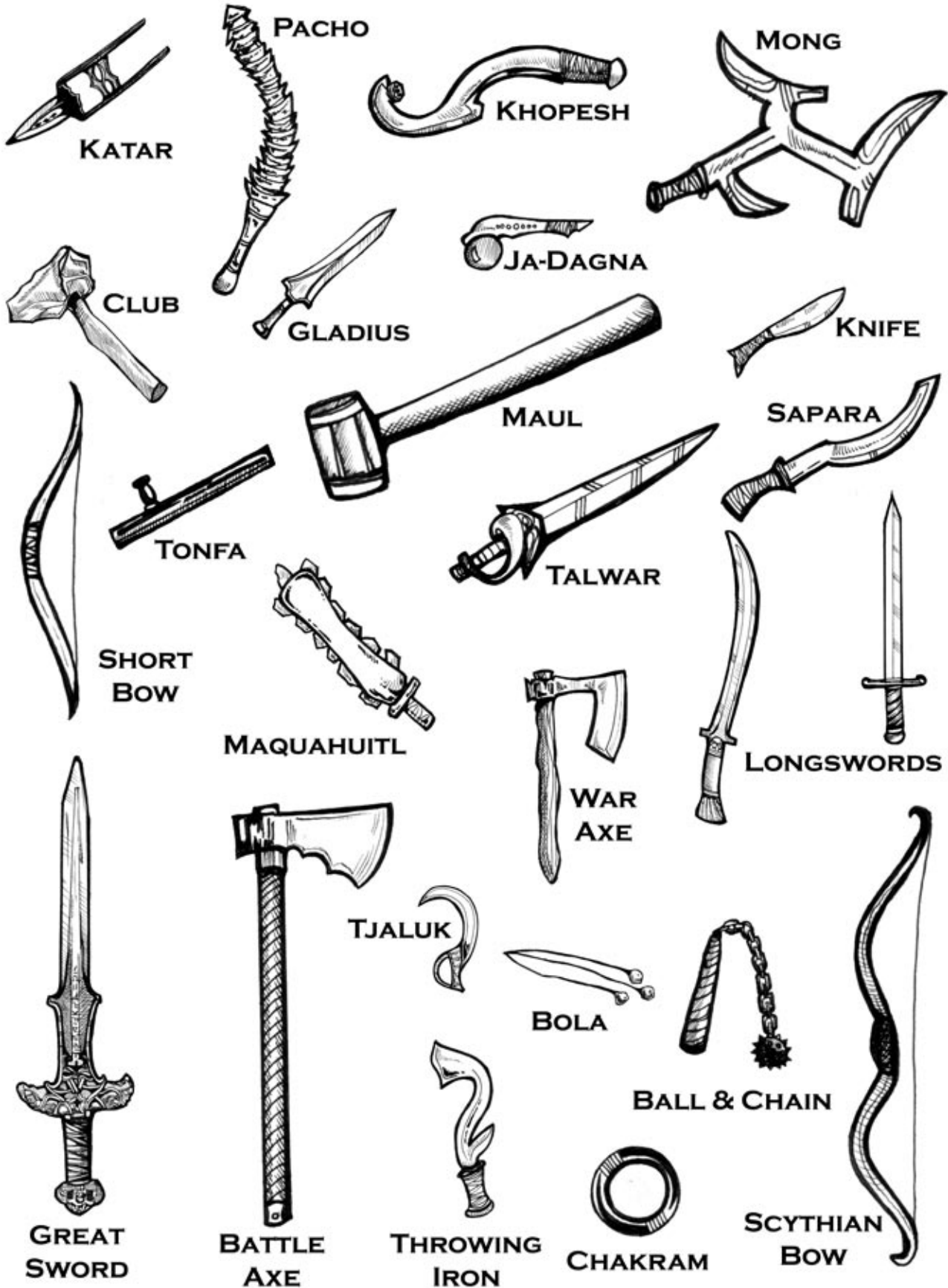
Mancatcher: A forked polearm with a spring loaded mechanism that closes around the hapless victim requiring a Full Success STR roll on the Omni Table to break free.

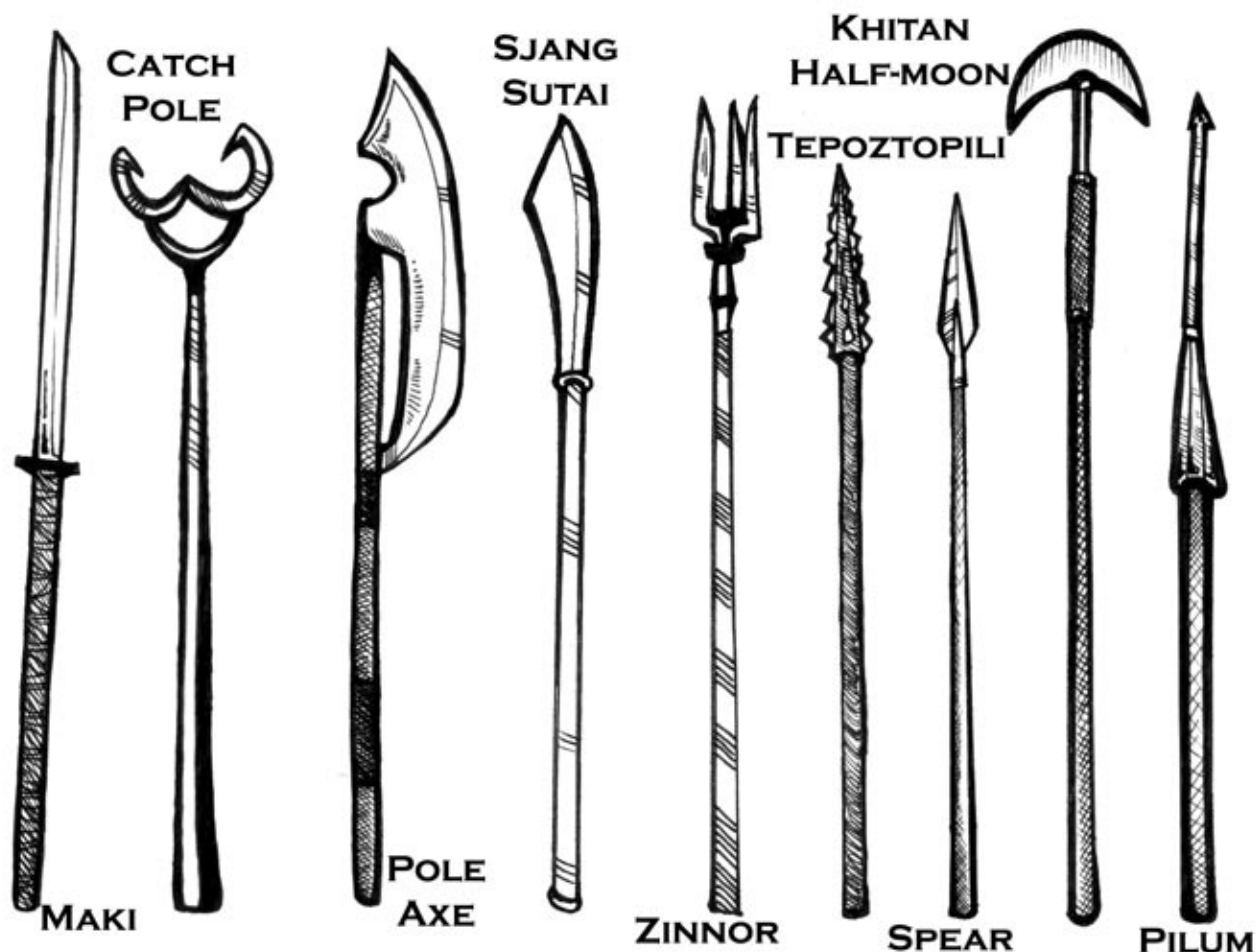
Maquahuatl: A common weapon in Tamoanchan and also found around Aztlan in Eria. It consists of a wooden club covered in shards of obsidian (a type of volcanic glass). Since most warriors in these regions wear little to no armor, these weapons are particularly devastating to bare skin and cloth.

Maul: A maul is a heavy hammer normally made of wood and wielded two-handed. They require considerable strength to wield effectively.

Mong: The Mong is a strange weapon found most commonly in Gondwana (particularly among the Nubian tribes). It is strangely shaped metal weapon normally of bronze though iron mong are known. Shaped like a large Throwing Iron is is normally used as a melee weapon.

Net: A net is used to entangle enemies. On a Full Success with a net the victim is entangled and must





make an omni Table roll against STR to try and break free (-12 Difficulty)

Oncin: A type of pick specifically designed for use in war rather than stonework. The oncin can be devastating even to heavily armored opponents as it automatically bypasses 2 points of an opponents PR on a successful hit.

Pacho: this wooden club from the Elysium Ocean region has dozens of shark teeth lashed to its surface.

Pilum: The pilum is a very common weapon found throughout Atlantis although less common elsewhere. It is essentially an infantry spear with the top half being a solid metal rod with a piercing tip. They are a melee weapons and cannot be thrown with any accuracy.

Pitchfork: Another agricultural tool, the humble pitchfork can make a adequate weapon when needed.

Pole Axe: The pole axe is exactly what it sounds like, an axe head mounted on a polearm. It is often used by city guards in a crowd control capacity.

Quarterstaff: A simple length of wood, normally oak or some other hard wood. As simple traveler's weapon.

Sapara: The Sapara is another sickle-sword simi-

lar in design to the Khopesh. It most commonly found among the Turanian nomads and the tribes of Zin.

Sarissa: The sarissa is an extremely long form of spear used by Atlantean, Hesperian and Tharshi armies against massed cavalry.

Scythian Bow: A composite short bow designed by the Kurgan horse nomads of the Scythian steppes. It makes an excellent horsebow and is superior to most other short bows.

Short Bow: A typical bow found in many cultures around the world. Although normally made from wood, bone and horn versions are also manufactured by some cultures.

Shuriken: A small metal disk sharpened and spiked used as a thrown weapon primarily by the Khitans.

Sickle: Commonly used as an agricultural tool in the harvest, the sickle can also be used as a weapon (most often by farmers and other commoners).

Sjang Sutai: This type of polearm is most frequently found in Khitai. It is essentially a bladed staff with a circular metal guard separating the blade from the shaft of the staff.

Sling: A sling consists of a small patch of leather

attached to two cords or thongs on either side. A rock or other small heavy item is placed in the leather pouch and the entire thing is swung in a circle to build up speed before the stone is released.

Spear: A simple weapon consisting of a wooden shaft with a sharpened end. More sophisticated versions exist with metal blades instead of simple sharpened sticks.

Stone Bow: Similar to a short bow but with a leather patch placed on the bow string. Like sling, a rock is placed in this patch and then fired much like an arrow.

Talwar: A sort of cross between a Khopesh and a Longsword, the Talwar is a large curved sword most frequently found in Jambu, Sheba, Turan and Joktan.

Tebutje: The tebutje is the 2-handed version of the pacho. It is found most commonly in the Elysium Ocean region.

Tepoztopili: Similar to the Maquahuitl, this weapon is a wooden spear with a triangular head covered in obsidian. It most commonly found in Tamoanchan and southwestern Eria.

Throwing Iron: Although the name is a bit of a misnomer (throwing irons are most commonly made of bronze), the throwing iron consists of a number of different weighted, multi-bladed weapons used for ranged combat.

Throwing Stick: perhaps among the first weapons used by humans, the throwing stick is simply a weighted club used for ranged combat. There are dozens of regional variants.

Tjaluk: A knife with a curved blade and knuckle guard. It is most commonly found in Jamu and Gondwana.

Tomahawk: The traditional fighting axe of the Erian tribes. The axe head is normally bronze although stone heads are also known.

Tonfa: The tonfa consists of a wooden block about 18 inches to 2 feet in length with a handle jutting out from one end at a right angle. It can be used like a club but more importantly is used to parry blows by resting its length along the forearms. These weapons are commonly used in both hands.

Trident: The favored weapon of the Triton people, many humans also find the weapon an excellent choice. It is essentially a three pronged spear normally made of metal. The Tritons particularly prize tridents made of orichalcum.

War Axe: This is a combat version of the simple hand axe. Reinforced for durability, the war axe is a favored weapon of the Dwarves of Hyperborea.

Warhammer: The warhammer is 2-handed hammer designed specifically for combat. It consists of a heavy metal head with a stout wooden handle.

Whip: A whip is a length of woven leather or hide usually used on animals or slaves. In the hands of some, it can also make a formidable weapon against unarmored foes. Users receive a +4 bonus to all Omni Table rolls when attempting to trip or entangle an opponent.

Zinnor: Similar to a trident a Zinnor is a metal spear with the tines arranged in a triangle pattern as opposed to a trident which has the tines in a row,

ARMOR

Many types of armor are used by the people of the Second Age. In the Second Age, armor can normally be broken down into the following pieces: a cuirass consisting of a molded breast plate often with an adjoined backplate; a peturgis (broad belt and apron that covers the groin and thighs normally made of leather; and greaves of metal or leather covering the lower legs. A helmet is also often added to most full suits of armor.

From the heavy plate armor of Avalon to the woven cord of the islands of the Elysium Ocean, armor may be broken into a number of categories.

Light Cloth

Light cloth armors are probably the most common along with light leather armor. They consist of multiple layers of linen or another cloth used to soften the blows of light weapons or the claws and teeth of beasts. It is very light weight but offers little in the way of protection for serious injury.

Heavy Cloth

Heavy cloth armor is traditionally made by layering linen or another cloth until it is about half an inch or so thick. This is normally accomplished by gluing the fabric layers together making the whole armor stiff but still light weight. Other types of armor also fall into this classification including cord armor, quilted or padded armor and armor of woven reeds and grasses.

Light Leather

Soft Leather armor is made from the hides of horses, cattle, deer and similar animals. It is soft and supple but provides adequate padding and protection from blunt weapons and some slashing attacks.



Heavy Leather

This type of armor consists of normal leather that has been treated and hardened or from the hide of an animal such as an elephant or rhinoceros. Wooden Armor also falls into this category of armor.

Bezainted

This type of armor consists of normal heavy leather or heavy cloth with the addition of metal rings, disks or studs affixed to the outside of the armor. This additional armor helps to deflect piercing attacks as well as slashing weapons.

Jazerainted

Jazeraint armor consists of a number of metal scales being riveted onto normal Heavy Leather Armor. These scales generally cover the majority of the armor with areas like the joints and armpits left bare leather for ease of movement.

Brigandine

This type of armor is similar to jazerainted armor but consists of a number of metal, bone or wood strips which are then overlapped and lashed together and then encased in a layer of leather front and back.

Lamellar

Lamellar armor is made of a series of metal scales that are laced together rather than riveted into leather as in the case of jazeraint armor. This type of armor offers excellent protection against all types of attack and is fairly easy to move in.

Mail

Mail armor consists of small metal rings linked one to the other to form a metal fabric. Mail is very time consuming to make and is therefore very expensive. It does offer excellent freedom of movement and protection against all types of attacks.

Plated

Plated armor consists of a solid metal breast and/or back plate and metal plates mounted on leather in other vital areas.

All armor is rated according to Protection Rating (PR) against each of three types of attack (blunt (B), thrusting (T), and slashing (S)), weight in pounds (WT), minimum strength required to employ the armor (STR),

	PR			WT		Cost
	B	S	T			
Cuirass						
Light Cloth	+1	+0	+0	5	—	5 gc
Heavy Cloth	+2	+1	+1	8	-2	10 gc
Light Leather	+1	+2	+1	7	—	16 gc
Heavy Leather	+2	+2	+2	11	+0	45 gc
Bezainted, cloth	+2	+1	+1	18	+0	22 gc
Bezainted, leather	+2	+2	+2	20	+1	50 gc
Jazerainted Cuirass						
metal	+2	+3	+2	28	+1	60 gc
Brigandine Cuirass						
metal	+3	+4	+4	44	+2	300 gc
bone	+2	+2	+2	33	+2	150 gc
wood	+3	+2	+2	30	+1	135 gc
Lamellar Cuirass						
metal	+3	+3	+3	30	+2	260 gc
Mail Cuirass						
chain shirt	+4	+5	+5	40	+3	300 gc
Plated Cuirass						
tin cuirass	+2	+3	+1	32	+2	200 gc
bronze	+4	+5	+3	40	+3	300 gc
iron	+4	+5	+5	50	+3	400 gc
steel	+4	+6	+6	42	+3	600 gc
orichalcum	+4	+6	+6	40	+3	1000 gc
Peturgis						
heavy cloth	+1	+1	+0	8	+0	45 gc
leather	+1	+1	+1	12	+1	65 gc
Greaves						
leather	+1	+1	+1	4	+0	50 gc
metal	+1	+2	+2	8	+1	75 gc
Helmet						
leather	+1	+1	+1	2	+0	15 gc
metal	+1	+1	+1	8	+1	50 gc

and average cost. Characters have a -1 penalty to all actions for each point their Strength Rating falls short of the armor's minimum STR requirement.

SHIELDS

Information on shields includes weight in pounds (WT), maximum damage the shield can withstand in a single attack without breaking (Max. DR), the minimum strength required to employ the shield (STR) and average cost.

Type	WT	Max. DR	STR	Cost
Shield, bronze	20	25	+1	20 gc
Shield, hide/wood	5	15	-1	10 gc
Shield, iron	20	35	+2	35 gc
Shield, orichalcum	5	40	-1	100 gc
Shield, steel	20	50	+1	60 gc

CONVEYANCES

Most of the conveyances listed here are self explanatory. A few however, are unique to the Atlantean world and require some description

Aquanos

The Aquanos is a true wonder from the First Age. Through the wonders of alchemy and sorcery, the First Age Atlanteans were able to create a marvelous vessel that could travel under the surface of the seas and was self-propelled with Vril energy through independent matrices. The secrets to the manufacture of these magnificent vehicles has been lost to Second Age men and there are currently no more than 9 known functioning Aquanos (and all but one are in the hands of Atlantean Kings, the other being held by the Queen of Sheba)

Size: Up to 100' in length.

Speed: Cruise at +8 (12 mph); top speed +15 (26 mph).

Automaton Galley

Another wonder of the First Age, the Automaton Galley looks like any other common galley plying the seas and oceans of the Antediluvian world. What sets them apart is their means of locomotion. Like all galleys, a crew is required to man the banks of oars that propel the vessel. In this case, this crew is comprised entirely of brass automatons that resemble the torso, head and arms of a muscular First Age Atlanteans. Each automaton is powered by a linked matrix and receives its power from a Vril Circle. The automatons are perfectly synchronized and as a result, these Vril powered vessels are generally faster than most slave powered galleys. There are 18 known Automaton Galleys still in working order. Eight are in the possession of the Atlantean Navy, six are owned by the Queen of Hesperia, one by the Pharaoh of Khemit, and two by wealthy Tharshi merchants. The eighteenth was once in the possession of Atlantis but was recently captured by corsairs and is currently believed to be owned by the pirates of Cymbri.

Size: Up to 100' in length.

Speed: Cruise at +8 (12 mph); top speed +15 (26 mph).

Dragonship

Like the Aquanos, the Dragonship is a wonder of the First Age of Atlantis. Atlantean artificers, alchemists and sorcerers perfected the use of Vril energy to propel a ship across the water. Powered by rare crystal matrices, Dragonships have neither sails nor banks of oars. They are propelled by a specially mounted crystal mounted firmly below the water level at the stern of the ship. Constructed of brass, they gain their name from the fact that most have large dragon heads carved or mounted onto their bows. Several of these ships have vril powered weapons mounted into these dragon heads.

Size: Up to 120' in length.

Speed: Cruise at +8 (12 mph); top speed +15 (26 mph).

Galley

Galleys are sturdy ocean going ships that have one or two masts for sails but are more commonly propelled by two banks of slaves at oars (40-80 slaves) Galleys can normally 80 tons of cargo or approximately 100 passengers.

Size: Up to 120' in length.

Speed: Cruise at +5 (9 mph); top speed +12 (19 mph).

Sailing Ship

With a narrow hull and from one to three masts, the sailing ship is not very common in the Second Age. Since most sailors fear to sail beyond the sight of land, galleys are far more common on the seas. Only a skilled crew can handle a sailing ship properly so that it can achieve its top speed. Sailing ships are often armed with light ballista.

Size: Up to 120' in length.

Speed: Cruise at +10 (15 mph); top speed +14 (24 mph).

Trireme

These vessels are propelled both by sails and by humanoid slaves, rowing in three banks on each side of the ship. The prow of the trireme is often fashioned in the likeness of a giant face. The vessels are armed with heavy fire-throwers and other weaponry.



Size: Up to 175' in length, 40' in width.
Speed: Cruise at +6 (10 mph); top speed +12 (19 mph).

Vimanas

Vimanas are small, exceedingly swift flying vessels. Except for those now hidden in ruins, less than 30 of these vessels survive, 11 of which are now in Atlantis. Vimanas are oval or circular disks surrounded by a low railing, to prevent passengers from falling off. Each vehicle can carry up to seven people and their gear. Most remaining vimanas are made in the form of manta rays that are 9 feet long, 12 feet wide, and 3 feet thick.

The surface of the vimana is configured so that there are seven low seats – two rows of three seats, with a single pilot seat in front. Behind the seats is a depression for storing up to 250 lb of cargo. The pilot controls the vessel by directing the flows of vril using moving her hands over a series of six colored crystals – different hand movements can cause the vimana to rise, land, hover or move at various speeds.

When activated, the vimana rises into the air, and is surrounded by a transparent, faintly glowing bubble that protects passengers from wind and rain and prevents them from falling off when the vehicle is flying. This sphere also acts as 2-point armor to all passengers and cargo.

Size: Up to 9' in length and 12' in width.
Speed: Cruise at +25 (60 mph); top speed +30 (83 mph).

Vril Chariot

Vril chariots can only be used on ley line roads. They are most common in Atlantis, but a few can be found in Hesperia where a few of the ancient vril collectors and ley line roads remain intact. Although some of these vehicles are elaborate conveyances specially built for the use of vain nobles, their basic form is nothing more than a platform between 4 and 9 feet wide and 5 and 24 feet long. In the front is mounted a spherical crystal matrix the size of a human skull. This matrix provides both lift and propulsion to the vril chariot. The driver need only touch this sphere in specific places to cause it to float, land, or move forward at different speeds.

Vril chariots can be commanded to float up to three feet above the road and can travel at speeds of up to 10

mph. Vril chariots can travel up to 90 miles per day. However, when used on the crowded ley line roads within cities, they rarely move faster than 4 or 5 mph.
Size: Up to 9' in length.

Speed: Cruise at +1 (5 mph); top speed +6 (10 mph)

Windship

These magnificent vessels were originally created by the Atlanteans of the First Age as a means of traveling to their far flung holdings. In modern times, the secret of their construction is lost and much care goes into maintaining the fleet that survived the Great cataclysm. Windships are far from common, and the costs entailed in their maintenance is prohibitive. These vessels traverse the air, powered by sails and kept aloft by magical apparatus known as levitationals. Although windships can travel great distances in a single day, they can be difficult to maneuver and land, and their lightweight construction leaves them somewhat fragile and with minimal cargo capacity. Accordingly, windships are considered frivolous and extravagant by most people.

Size: Up to 50' in length.
Speed: Cruise at +14 (24 mph); top speed +18 (33 mph)

Windship of War

These vessels are the largest windships in existence. The ships are equipped with six masts, four light ballistas, and four heavy ballistae. Drop hatches built into the flat-bottomed hull allow alchemical agents to be dropped upon enemy forces on the ground. The hull is constructed in four levels, with sufficient space to house a crew of over one hundred and fifty. Only 4 such vessels are currently known to exist all in the service of the Atlantean Kings.

Size: Up to 175' in length, 40' in width.
Speed: Cruise at +14 (24 mph); top speed +18 (33 mph)

CONVEYANCES

Type	Cost	SPD
Aquanos	1,000,000 gc	+8
Automaton Galley	750,000 gc	+8
Cargo barge	5,000 gc	+2
Carriage (fancy)	200 gc	-2*
Cart, small	5 gc	-1*
Chariot	1,000 gc	+0*

Dragonship	500,000	+8
Galley	10,000 gc	+5
Palanquin (curtained)	100 gc	+0
Pleasure barge	200,000+ gc	+3
Raft	1-2 gc	+0
Reed boat	5 gc	+5
Sailing Ship	20,000 gc	+10
Trireme	30,000 gc	+6
Wagon (enclosed)	100 gc	-2*
Wagon (open)	50 gc	-2*
War chariot	5,000 gc	-1*
Vimana*	500,000+ gc	+25
Vril Chariot	35,000 gc	+1
Windship*	250,000+ gc	+14
Windship of war*	750,000+ gc	+14

* This SPD rating is added to the SPD of the animal or animals pulling the conveyance.

SPECIALIZED EQUIPMENT

Alchemical Test Kit

This is a pouch containing glass vials, pipettes, and other items used to test and identify mixtures or substances of various sorts. A skilled alchemist can use this kit to identify potions, powders, poisons, dusts, and other substances. Each kit contains enough materials for ten tests.

Crystal Matrix

The energy derived from vril pyramids and vril circles can be used in a multitude of ways. Though much knowledge was lost during the Dark Ages, modern Atlanteans only known how to create a handful of different types of crystal matrices. These matrices can be used to power vril weapons, for use on vril chariots, to create vril light or to be used as water pumps. A crystal matrix is a delicate 1 foot by 1 foot web of crystals that weighs between 2 and 5 pounds. It functions as long as it is within range of a vril pyramid or has been attuned to a vril circle.

Lens Cusps

These specially constructed lenses fit over the wearers eyes and grant them better close vision. Cusps will increase a character PER score by +2 when used to identify or locate small items.

Ship Matrix

Whether used on ordinary ships, or exotic ice or sand going vessels, these spherical, two-foot in diameter linked matrices can propel the vessel they are mounted on at cruising speeds of up to 12 mph. Such vessels can briefly attain speeds of 25 mph, but can only maintain this speed for a quarter of an hour. Merchant ships powered by ship matrices can travel up to 120 miles per day and the swiftest war galleys can travel up to 140 miles per day. In storms and other bad weather, these distances are sometimes reduced to as little as half this amount.

Spy Glass

This device consists of two lenses, one affixed to either end of a hollow tube. A Spy Glass may be used to increase the range of a character's vision. It grants the user a +4 bonus to all PER rolls when attempting to view objects of creatures 200 feet away or more with a maximum range of 2 miles.

Vial, Glass

Glass vials are used for holding alchahest and other alchemical substances.

Vial, Quicksilver

These vials are lined with quicksilver and used for holding vitriol.

EQUIPMENT MASTER LISTS

The following is a complete list of equipment and supplies available in the Antediluvian world, including information such as price, weight, etc. Descriptions of unusual good and items can be found at the beginning of this chapter. Prices listed here reflect the average price for goods of standard quality, as found in regions where such goods are in abundant supply. Prices may be adjusted as follows:

- ◆ Half price for shoddy or used goods
- ◆ Double price or more for goods of superior quality or material.
- ◆ +50-200% in areas where such goods are rare or illegal.
- ◆ +10-40% for tariffs on imported goods



BEASTS

Type	Cost
Baboon (tamed)	100 gc
Camel	50 gc
Cat, house	1 gc
Cheetah (tamed)	250 gc
Chicken	5 sp
Cow	10 gc
Dog, guard	25 gc
Dog, hunting	17 gc
Donkey/Mule	8 gc
Elephant (tamed)	2500 gc
Elephant, war	5000 gc
Falcon, hunting	50 gc
Goat	1 gc
Horse, Riding	40 gc
Horse, Draft	30 gc
Horse, War	250 gc
Lion (tamed)	500 gc
Monkey, small	50 gc
Ostrich (riding)	100 gc
Ostrich (tamed)	60 gc
Ox	15 gc
Parrot	35 gc
Parrot (talking)	40 gc
Pig	1 gc
Pigeon, homing	1 gc
Pony	15 gc
Sheep	1 gc
Songbird	5 gc
Thunder Lizard (tamed)	250 gc

TACK AND HARNESS

Type	Cost
Barding	*
Battle rig (thunder lizard)	20 gc
Battle tower (elephant)	1,000 gc
Harness (any steed)	1 gc
Saddle bag	1 gc
Sedan chair (ogriphat)	40 gc
Yoke (per burden beast)	1 sp

Key

* Base price is the cost for comparable armor for humanoids. For horse & camel mounts: multiply cost by 5. For thunder lizard & elephants: multiply cost by 10.

CLOTHING

Type	Cost
Boots (cloth/hide)	5 sp
Boots (velvet/leather)	10+ gc
Cap (cloth/hide)	5 cs
Cap (velvet, satin)	10 gc
Cape (cloth/hide)	2 sp
Cape (silk, satin)	5+ gc
Cloak (cloth/hide)	5 sp
Cloak (velvet/brocade)	10+ gc
Gauntlets (chain)	10 gc
Gauntlets (thick hide)	5 sp
Gloves (hide/cloth)	1 sp
Harness (leather)	1 gc
Headband (cloth/hide)	1 cs
Headband (silver)	5 gc
Hooded cloak	5+ sp
Loincloth (cloth)	1 cs
Loincloth (hide/fur)	2 cs
Ritual vestments	10+ gc
Robe (elaborate)	20+ gc
Robe (simple)	5 sp
Sandals/slippers	5 cs
Slippers (elaborate)	10+ gc
Smock/dress (simple)	2 sp
Smock/gown (elaborate)	20+ gc
Toga	8 gc
Tunic/breeches (cloth)	1 gc
Tunic/breeches (velvet)	10+ gc

TRAVELERS' EQUIPMENT

Type	Cost
Backpack/traveler's satchel	2 gc
Bandolier belt	10 gc
Bedroll	1 sp
Chest, large (10,000 coins)	10 gc
Chest, small (1,000 coins)	5 gc
Coin purse (50 coins)	1 sp
Fan	1-5 sp
Flask, copper (1 pint)	1 sp
Flask, pottery (1 pint)	5 cs
Gourd (w/stopper; 1 quart)	1 cs
Lantern	2 gc
Lantern oil (pint; one hour)	1 gc
Map Case (bone)	1gc
Mirror, crystal	10 gc

Mirror, metal	2 gc
Pouch, belt (100 coins)	2 sp
Pouch, shoulder (500 coins)	1 gc
Rope, hemp (per foot)	1 cs
Rope ladder (per foot)	2 cs
Sack, cloth (1,000 coins)	1 cs
Sack, hide (1,500 coins)	1 sp
Strongbox, large (10,000 coins)	25 gc
Strongbox, small (1,000 coins)	10 gc
Tallow (burns one hour)	1 cs
Tent	1 gc
Tinder box	5 sp
Torch (burns four hours)	1 cs
Walking stick	1 sp
Waterskin, large (2 gallons)	5 sp
Waterskin, small (2 quarts)	2 sp
Wineskin (2 pints)	1 sp

TOOLS AND PROFESSIONAL EQUIPMENT

Item	Cost
Abacus	2 sp
Adze	1 sp
Navigation Clock (atlantean)	500 gc
Barrel, large (20 gallons)	5 sp
Barrel, small (1 gallon)	1 sp
Cage, metal (per cubic foot)	1 gc
Cage, wood (per cu. foot)	1 sp
Chain (per foot)	5 sp
Chart, navigational	100 gc
Chart, astrological	125 gc
Clockwork tool kit	150 gc
Costume (fool/jester)	10+ gc
Costume (for stage)	25+ gc
Crowbar	2 sp
Glass worker's tools	25 gc
Grapnel	2 sp
Iron maiden/rack	100 gc
Jeweler's tools	25 gc
Juggler's pins (each)	1 sp
Crystal matrix engineer's tools	200 gc
Lens Cusps	5 gc
Lock, simple	1 sp
Locksmith's tools	20 gc
Logbook/ledger	2 gc
Loom	1 gc

Mallet	1 sp
Manacles	1 gc
Metalworker's tools	50 gc
Net, dredging	2 gc
Net, fishing/throwing	1 sp
Notebook/folio	2 sp
Oil cloth (per square foot)	1 cs
Performer's make-up kit	2 gc
Pick/shovel	1 sp
Saw	2 sp
Seal (to stamp documents)	25 gc
Sharpening stone	5 cs
Slave's collar	1 sp
Spy Glass	50 gc
Spikes/pitons (10)	1 sp
Stone worker's tools	10 gc
Thieves' tools	20 gc
Veil, silk (dancer's)	1 gc
Winch	5 sp
Woodsman's axe	2 sp
Woodworker's tools	10 gc

ALCHEMICAL AND MAGICAL EQUIPMENT

Item	Cost
Alchemical test kit	5 gc
Alembic	1 gc
Apothecary jars (12)	1 gc
Bellows	5 sp
Blowtube (alloy)	2 gc
Blowtube (silver)	25 gc
Brazier	2 sp
Censer	5 sp
Crucible	1 gc
Crystal ball (unenchanting)	20 gc
Crystal Matrix	200 gc
Furnace	200 gc
Hour glass	5 gc
Incense	1 sp
Ink, sepia (per ounce)	1 sp
Inkwell (crystal)	5 sp
Inkwell (pottery)	2 sp
Mirror (obsidian)	200 gc
Mirror (silver)	10 gc
Mortar and pestle	1 gc
Piping/tubing (per foot)	1 sp



Prism	2 gc
Quill pen	1 sp
Retort	1 gc
Scroll (hide)	5 sp
Scroll (parchment)	1 gc
Scroll case (bone)	1 gc
Scroll case (hide/wood)	5 sp
Ship Matrix	100,000 gc
Scroll case (silver)	10 gc
Spell book (iron-bound)	50 gc
Spell book (leather-bound)	20 gc
Spell book (silver-bound)	100 gc
Sphere (per inch diameter)	1 gc
Tongs	1 sp
Vat (per cubit foot)	5 gc
Vial (12)	2 gc
Vial, amberglass (each)	20 gc
Vial, quicksilver (each)	20 gc
Wand (unenchanted, costly)	100 gc
Wand (unenchanted, simple)	10 gc

TRADE GOODS

These prices assume that the buyer is purchasing in bulk from dealers rather than buying small amounts from retailers. A standard bolt of cloth is one yard wide and five yards long.

Type	Unit	Cost
Ale	gallon	25 sp
Amberglass	pound	235 gc
Coffee	pound	10 gc
Copper	10 pounds	2 gc
Cotton	bolt	5 gc
Dung, cattle	ton	20 gc
Dung, elephant	ton	50 gc
Gauze	square yard	1 sp
Glass, clear	pound	2 gc
Glass, colored	pound	5 gc
Gold	10 pounds	200 gc
Hide/fur	20 pelts	10-2,000+gc
Iron	10 pounds	4 gc
Steel	10 pounds	20 gc
Ivory	pound	10 gc
Linen, common	bolt	5 sp
Linen, fine	bolt	25 sp
Mead	gallon	5 cs
Mahogany	board foot	2 gc

Musk	20 drams	500 gc
Oak	board foot	3 sp
Oranges/Lemons	ton	100+ gc
Orichalcum	10 pounds	50 gc
Produce/grain	ton	100+ gc
Sackcloth	bolt	5 cs
Sambucan (Hellas liquor)	gallon	10-100gc
Silver	10 pounds	20 gc
Silk	bolt	5 gc
Spices	pound	50+ gc
Sulfur	ounce	4 sp
Tea, Khitan	pound	5 gc
Tea, Meluhan	pound	4 gc
Timber, common	board foot	1 cs
Timber, hardwood	board foot	1 sp
Yew Wood	board foot	3 sp
Whiskey	gallon	3 gc
Wine, Atlantean	gallon	5 gc
Wine, common	gallon	1 gc
Wine, Hellene	gallon	4 gc
Wine, Hesperian	gallon	4 gc
Wine, Sheban	gallon	7 gc
Wine, Ysian	gallon	10 gc
Wool	bolt	1 gc

FOOD & LODGING

Type	Cost
Beer, mug	2 sp
Coffee, cup	1 gc
Mead, mug	4 sp
Meal, inn, full	1 gc
Meal, inn, simple	1 sp
Night's Lodging (simple)	5 sp
Night's Lodging (quality)	2+ gc
Rations, travel (one week)	3 sp
Stable fees (per night)	1 sp
Tea, cup	4 sp-1 gc
Whiskey, shot	6 sp
Wine, glass	3 sp - 10 gc

CHAPTER TEN



RELIGION



Divinity is a complicated matter in the Atlantis setting. Nations hold to different faiths, which often overlap and clash in contentious areas with the beliefs of people of other regions, and little in the way of organized religion exists anywhere in the world. In Atlantis itself, the centre of civilization and prosperity, a vast pantheon is broken down into sub-sects and coteries of followers, worshippers and cultists. This chapter focuses on Atlantis itself, though the details of other faiths and pantheons will be covered in future supplements.

The religious habits of most Atlanteans fall somewhere between common sense and opportunism; the Atlantean people are aware of the various gods and their divine influence over certain aspects of the world, and therefore the mortals pray to and worship whichever god best suits the situation at hand. It is therefore common for someone to offer blessings to several gods over the course of any given week; be it for luck in business dealings, for help in overcoming sickness, for a good harvest and so on. In this manner, the gods receive approximately equal worship from the people of Atlantis.

Conversely, it is actually considered the mark of a poor lifestyle to continually call upon the favour of many gods in the space of too short a time. While each is likely to pray to all of the various deities over the course of his life, Atlanteans have a strange condescension for those that seem to abuse the generosity of the gods by changing from one deity to another more frequently than most people. Exactly what the balance between frequent changes of worship and “too-frequent” changes depends on the groups and the gathering in question, and the concept of inconstant worship is often a petty slur hurled between political or social opponents.

While this overall dedication to the pantheon is the prevalent attitude that most Atlantean citizens hold of religion, a significant minority of the populace dedicate their lives to the worship of one deity or a single belief system. These sectarian groups are occasionally frowned upon by the various tiers of society, but seem to draw membership equally from all social levels; aristocracy, tradesmen and paupers alike.

Most temples in Atlantis are dedicated to the Pantheon of Thirteen rather than specific individual deities. This is generally accepted, though separate places of worship for single gods and goddesses do exist and are rarely frowned upon by any but the most ardent traditionalists. Most Atlantean priests and divine magic-users believe they draw their power from the pantheon as a whole, even if specific effects and miracles are performed in the name of a single god.

CULTS

‘Cult’ is a perfect term to describe the secular breakdown of the Atlantean religious factions. Independent cells of believers operate their own rites and rituals, creating religious observations (or inheriting them from another group) and performing acts of worship to a single deity, or in increasingly more common instances, acts of reverence to a single code of belief.

A “cultist” is a common enough term for one Atlantean to use when describing another, for though these cells of faithful citizens are sometimes frowned upon as untraditional and regarded as distastefully close to fundamentalism, it is no crime to dedicate oneself to religion in this manner.

Each cult has its own particular view on how best to

worship the divine patrons, and the rites and practises of one sect dedicated to a certain god might appear completely different to another. Such is the nature of mortal worship, and the myriad beliefs that arise from faith in divinity.

THE ATLANTEAN PANTHEON

The pantheon of Atlantis is a gathering of thirteen deities and lesser divine powers. Many of these beings are viewed with awe and reverence, as is to be expected, but the people of Atlantis often look upon their pantheon with a mind to appease the gods and avert harm, rather than the simple worship of divinity. The following descriptions detail the roles these gods play in Atlantean life, and the tendencies of the cults that emerge around the worship of each deity.

Atlantean belief tells of an age of chaos, where existence was ruled by the Old Gods before the rise of the Pantheon of Thirteen. The Atlantean pantheon rose and challenged the Old Gods over the rights to rule creation and, upon victory, shaped the world in an image pleasing to them. Because of this bitter history between the gods of Atlantis and the Old Gods, many pious Atlanteans consider any worship of the Old Gods heretical and barbaric.

To the people of Atlantis, the gods are not fallible beings that resemble mortal beings with infinite power, such as other faiths have presented. The gods are the thirteen distinct primal forces of the universe, shaped in a manner that allows mortals to comprehend their influences. The custom of attributing gender and appearance to the gods arose out of artistic culture, for art and theatre based on the lives of the gods has always been a popular genre.

Priests of the Atlantean pantheon must possess the Invocation Order Talent.

AMMUTENSIS

Goddess of Justice and Balance

Those who ask for revenge, divine retribution or justice call to Ammutensis. Ammutensis is sometimes interpreted as one of the deities that decides the fate of mortal souls after death, but is most frequently portrayed and referred to as the goddess concerned with

vengeance over those who wrong their fellow men. Cults centred on the worship of Ammutensis can be sincere coteries of folk dedicated to justice, but many tend to be little more than glorified vigilante groups, cabals of vicious occultists dedicated to revenge and, in some cases, guilds of assassins.

ZEUS

Father of Creation

God of gods, highest of all divine beings, Zeus is the embodiment of the planet's rage. Storms, thunder, lightning and natural disasters are his warnings and omens to the mortals below and his displeasure shows with each rainstorm. In recent years, it has become increasingly believed that the Lord of Gods grows angry with the mortal world below, though whether the raging storms that Zeus is famed for have truly increased in frequency is debatable. People pray to Zeus for many reasons and ask for many boons. He is not regarded as a kind god, nor is he one that harbors any love for mortals and few worshippers pray to him out of love or anything more than fearful respect. It is thought that Zeus finally struck down the last of the Old Gods when the Atlantean pantheon rose to prominence.

Cults centered around the worship of Zeus often indulge in occult practices dedicated to ruining the lives of their enemies, be it socially, economically or through arcane murders. Other coteries devote their attentions towards seeking some way of appeasing Zeus, hoping to earn the god's favor (or avoid his displeasure) by performing acts that are hoped will please him. Of course, no two groups agree on the exact nature of such actions and the rituals to appease the Lord of Gods run the gamut from secret human sacrifice to offerings of worldly goods and monies.

Any specific religious matter that is not covered by one of the other gods' influences should logically be the domain of Zeus. However, the people of Atlantis turn to Poseidon when such instances arise.

POSEIDON

God of the Oceans and Seas

To the Atlantean people, Poseidon is every bit as important as Zeus, despite his lesser role, and Poseidon is definitely the most widely-worshipped deity in all Atlantis. Much of Atlantean superstition is founded on

the capricious personality of the Lord of the Seas, and he is a god more feared than loved, with most of his common prayers sounding more like pleas for mercy or desires to go unnoticed than benedictions for his favor. And yet, the respect and awe that Atlanteans hold for Poseidon is staggering, especially to other races and cultures who rarely revere one deity above a whole pantheon in such a manner. Poseidon is thanked for the prosperity of Atlantis, and worshipped with pleas not to withdraw his favor, though few agree on just how the Sea God's attention has allowed Atlantis to prosper. In many benedictions and prayers, Poseidon seems to be spoken of in vague reverence and thanked for general blessings or fortune in the worshipper's life. It is considered the worst kind of blasphemy to curse on Poseidon's name and some traditionalists even consider it a crime to do so.

Cults centered on the worship of Poseidon number a curiously large number of occultists, priests and seers. Many foretell an era of peace and splendor if Poseidon remains appeased, while others insist that an age of darkness and death will come to pass unless Poseidon's rage is abated somehow. Few mortals have ever agreed on the god's state of mind, though most legends tell of a deity that is frequently incoherent with greed, rage and jealousy over the other gods, and a dubious joy in interacting with the world below.

HADES

God of the Underworld

Brother to Poseidon and Zeus, Hades is the god who rules over the lands of the dead. He occupies a special place in the hearts of many Atlanteans, for though the god's task is a grim and dark one, he is regarded by many as a fair and just deity, causing no harm to souls within his realm unless they attempt to return to the land of life.

Cults centered around reverence to Hades tend to focus on groups of people dedicated to preserving the memories of the deceased. Curious rites, almost akin to "ancestor-worship" and often derided as the mark of primitive peoples, have taken root within Atlantis, and Hades-based cults venerate (and summon) the dead in the hopes to gain wisdom. Not surprisingly, other sects seek to send souls to Hades in order to appease the god and many such cults target worshippers of other gods in the hope that Hades would be pleased by such removal of rival religious influence.

Some splinter sects revere Hades as the God of Wealth, because of the precious stone and metal deposits under the Earth's surface which are assumed to be close to the Underworld. While these cults are few in number, they are often extremely dedicated and organized cells resembling merchant consortiums or thieves' guilds aided by a little divine magic.

HARPOKRATES

God of Secrets

When someone prays for a damning secret, lie or crime to remain hidden, it is the will of Harpokrates whether the prayer is answered. A lesser power in the Heavens, Harpokrates is nevertheless beseeched constantly by liars, cheats, thieves and murderers. Considered a gentle and kindly deity, it is believed that Harpokrates is saddened by the dark secrets of lust, infidelity and hate that he must keep hidden. Not surprisingly, when mortals find themselves caught in lies and punished for crimes, they often swear on Harpokrates' name, meaning that in addition to being among the most frequently prayed to, he is also the most often cursed.

Cults based on the worship of Harpokrates sometimes function like information dealers, hoarding secrets from every level of society and offering such knowledge to select customers for a tidy price.

HERA

Goddess of Family

Hera is the long-suffering consort of Zeus and a matriarchal figure to many of the lesser gods. She is highly respected for her devotion to a difficult marriage and for her attempts to balance the chaos of the Atlantean pantheon. Mortals who suffer at the hands of their spouses and families frequently call upon Hera for guidance and strength and many evening prayers calling upon the gods for protection over the family involve her name.

The rare cults based around the sole worship of Hera range from "neighborhood watch" coteries that concern themselves with law, order and honor within the local area, to groups of "counselors" that interfere and exact revenge on family members that have caused grief to their relatives.

The Cult of Hera is very popular in Hesperia, although secretive.



ARES

God of War

The violent, fickle and ultimately cowardly deity known as Ares is the ruler over conflict between mortals. Even in battle, few soldiers call upon Ares, for to speak his name in war is to attract his attention. Many soldiers and warriors are all too aware of the ebb and sway of battle, and Ares' blessing is no guarantee of victory; the war god delights in the chaos, the tides and turns of fortune in battle, and rarely lends aid to any mortal in the name of a quick victory. Particularly superstitious warriors worry that by calling on Ares, the war god will actually turn the eyes of the enemy towards them, in the hope of watching the resulting spectacle.

Cults centered on the worship of Ares rarely have experienced warriors as members. Most cultists tend to be merchants or nobles who would benefit financially or socially from outbreaks of warfare in certain regions and work from the shadows to incite such actions. It is believed that some of the more warlike nobles in Atlantis are members of a cult of Ares, though such rumors fly thick and fast no matter the political climate.

ATHENA

Goddess of City and Crafts

Athena is revered as the goddess of civilization, cities, and handicrafts. Stories tell of an aggressive deity, espousing notions of conquering lands and peoples who resist the spread of civilization. Her love of progress and advancement in the trades and crafts stems entirely from a sneering condescension of so-called "primitive cultures". Cults that rise in worship of Athena are relatively rare and are usually dedicated to manipulating national events in order to steer Atlantean civilization across the globe and bring other nations under heel. Some cities have a cult of Athena dedicated specifically to city and surrounding regions and these coteries of like-minded citizens (drawn from all tiers of society) devote themselves to the glory and continuing growth of their home city. Some of these latter cults focus on affecting the decisions of the nobility and the important guilds, while others have more influence on the 'ground level' and establish elaborate webs of power on the streets and in the back alleys.

Athena is perhaps the most popular goddess in Hesperia.

APOLLO

God of Truth

Apollo is a powerful god who receives a great deal of reverence from the people of Atlantis. As god of truth, he is considered lord over all that transpires under the light of the sun. The sun is his eye that glares upon the world of mortals, and it is considered blasphemy to lie when standing in sunlight; a curious tradition that only the truly pious ever follow. A common vow of truth among Atlanteans is to swear something upon Apollo's name or Apollo's eye.

In some cities, cults centered on the worship of Apollo are actually employed in an official capacity as judges and juries, though these are almost exclusively drawn from the middle and upper classes of society. Other cults have been known to degenerate into unofficial guilds that seek to dispense justice, acting as little more than vigilantes or lynch mobs that put on elaborate trials and executions for their victims, all in the name of Apollo.

APHRODITE

Goddess of Love and Beauty

As the goddess of desire, beauty and love, Aphrodite is among the most worshipped deities in the known world. She is prayed to by artists, architects and performers wishing to create works of true beauty, by the lovelorn who hope for a new lover, by parents wishing for handsome children and by any mortal who wishes to preserve or improve his or her appearance. Supposedly a selfish and vain goddess, Aphrodite is disliked by many worshippers of the other gods on account of her "flighty and meaningless" influences in the world, when there are so many more vital aspects of life and divinity to be concerned with.

Cults that rise around the worship of Aphrodite are frequently no more than elitist cliques of beautiful people, with some working as licensed guilds, supplying models and subjects for artists to study. Not surprisingly, many of these are simply guilds offering expensive and high-class prostitution, sometimes masked in the name of providing a "muse" for creative endeavors. In other instances, cults of Aphrodite can be somewhat less carnal in their quest for beauty, seeking to preserve buildings or regions of great beauty and acting as preservation committees.

While Aphrodite is also worshipped in Hesperia, she is traditionally worshiped by the men as the Amazon women have little time for matters of the heart.

HERMES

God of Wealth

Hermes occupies an interesting (and vital) niche within the Atlantean pantheon: highly regarded as the god of finance, commerce and fair trade, he sees a great deal of reverence from tradesmen, merchants and nobles with an eye for making money in business. But Hermes is also the patron god of thieves, scoundrels, cutpurses and muggers who pray for luck in their criminal activities. Ironically enough, both types of worshipper pay a great deal in tithes to chapels and temples (and the cults) of Hermes, both in thanks for past fortunes and in the hopes of prosperity in the future.

Accordingly, cults centered on Hermes tend to be both extremely wealthy, and utterly polarized from one another; one might be a conclave of merchants and traders established to facilitate communication between businessmen and draw the god's favor through honest trade, while the other could be a thieves' guild as grand or humble as can be expected of such an organization.

ARTEMIS

GODDESS OF THE WILD

Hunters, animal-tamers, conservationists, yeomen and any mortals involved with beasts and the wilderness will likely call on Artemis at least once in their lives. She is the goddess of the wild places, the beasts of the world and crude, animal-like behavior. She is therefore associated with the moon, which is considered her eye just as the sun is Apollo's.

Some cults revolving around Artemis-worship tend to be somewhat hostile to the spread of civilization, with many such groups living rough in the wild, seeking to bring down the civilized nations in a storm of natural magic and hordes of allied (never subjugated) beasts. Others scoff at such a melodramatic viewpoint, honoring Artemis by simply seeking to spread civilization without damaging the world by overuse of magic or harm to the wilderness.

The worship of Artemis is also very popular on Hesperia and in her colonies. Many Amazon scouts and hunters venerate Artemis above all other gods.

HEPHAESTUS

God of Fire

An unpopular god, and the only divine power rumored to be physically ugly, Hephaestus is the deity who rules over the untamed element of fire. While his influence is clearly vital to life in the world, few offer more than the vaguest blessing to Hephaestus in the presence of fire for it has become taken for granted as a mundane fact among the myriad wonders of Atlantis. Most often, Hephaestus is now praised as the God of the Forge, and smiths hold annual celebrations in his honor, as well as consecrating many of their masterworks in the god's name.

Few cults centered on the worship of Hephaestus actually exist, and those that do are often simply blacksmith's guilds, though often with a clearly defined purpose and higher trading standards than others.

SPLINTER BELIEFS

Though the Pantheon of Thirteen is the accepted religious belief in Atlantis, splinter factions exist even beyond the cults of individual gods. There are several dozen of these groups, each at varying levels of organization and with different 'alternate' viewpoints on divinity, but the two largest and well-known are the Law of One and the Sons of Belial. Both of these sects have achieved some legitimacy in Atlantean religion, though many traditionalists decry these splinter groups as heretics.

THE LAW OF ONE

The followers of the Law of One believe that faith is only broken down into several gods and goddesses because of the mortal inability to comprehend pure divinity. In truth, there is only one divine being; the Creator, and it is to him that all worship must be offered. This nameless god created the entire world alone, and all of the Pantheon of Thirteen are no more than fragments of the Creator's overall consciousness.

The Law of One tends to hold to a demanding belief system. Regimented fasting periods, daily prayers, benedictions and blessings, confessions ... all is strictly regulated and ordained by the High Priests of each city. The sect also manages to remain relatively well-organised, with few High Priests opting to alter the standard practises for personal purposes. This unification means that a worshipper of the Law of One can



almost always relate perfectly to others of his sect, no matter where he or she goes.

Many Atlanteans dismiss the Law of One as little more than another doomsayer cult, for many of its recent proclamations and prophecies foretell of a great disaster should the nameless god remain displeased with the world he has created. Not surprisingly, they preach to prevent the end of the world the answer is to convert and worship the “true” god.

Priests and prophets of the Law of One use the Invocation Order for spellcasting purposes.

SONS OF BELIAL

Though Belial is well-known to many occultists as a powerful demon from the Underworld, he is regarded by the Sons of Belial as the mightiest entity in all the realms of the dead, above any “false” deities such as Hades or Zeus. However, the Sons of Belial are not a sect established purely in the name of demon-worship and black magic (though allegedly much of these practices do occur); rather they are an order founded on paying heed to the principles of the demon Belial.

The weak serve the strong, the strong control the weak: to the Sons of Belial, this is an inexorable cycle of natural law. The strong are entitled to the luxuries of life; the strong deserve to extend their dominion over the world; the strong are the ones who shall guide the destiny of Atlantis. The weak are to be subjugated and should be the property of those who rise above them.

To those outside the sect, this is a mandate of oppression and potentially one of worldwide conflict. To the Sons themselves, it is natural selection pushed to its logical limits. The Sons of Belial manipulate the tiers of Atlantean society from the shadows, a bribe here, a rumor there, and seek to plunge the world into war. After this prophesied conflict, a New Atlantean Empire will rule the planet with all other regions shall be rendered no more than slave and vassal nations that exist purely to support the glory of Atlantis.

High Clerics of the Sons of Belial use the Invocation Order for spellcasting purposes.

THE OLD GODS

To the people of Tamaonchan they are the Becabs, to the Hellenics they are the Titans, and to the Atlanteans they are simply the Old Gods. Once there was a power in the Heavens; a primal chaos from which all creation was born. This was ruled over by the Old Gods. The folk of some nations still reach out with thoughts of faith to these entities, but according to Atlantean thought, they are a dead force in the universe with little real ability to affect the mortal world.

And yet, those who pray to the Titans, the Becabs, and any incarnation of the ancient deities, still gain power much as the faithful of the modern pantheons. Whether it is belief in divinity that allows divine magic to function or a true channelling of godly power is a matter that has plagued scholars and holy folk for millennia. Some Atlanteans insist that all the ancient deities of other cultures and regions are nothing more than echoes of the Old Gods and certainly no worthier of worship than any modern pantheon.

THE PANTHEON OF KHEMIT

The Pantheon of the lands of Khemit is a complicated hierarchy of gods and goddesses of various ranks and positions. The people of Khemit spread their worship among many gods in a manner similar to the Atlanteans, though they revere several hundred deities and powers rather than just thirteen.

Temples to each god do exist, though the overwhelming majority of holy sites and buildings are consecrated to worship of the Ogdoad; the eight primal god-powers that emerged from chaos to create the world.

Tantamount to heresy in Atlantis, the people of Khemit

actually believe that their rulers are avatars of the gods, and become true divine beings after death. In this manner, the Khem pantheon is constantly expanding, though regional rulers are rarely considered gods of any specific influence and merely function as generic deities, called upon for fortune, if at all. Many people of Khemit believe animals also share a shard of the divine, as do sentient beings, and therefore many gods are depicted with animalistic features.

The eight primal gods of the Ogdoad are Amaunet, Amun, Kauket, Kek, Nun, Naunet, Heh and Hauhet. The Ogdoad each bear the heads of poisonous frogs or hooded serpents and killing such animals often brings punishment from the temples if discovered.

The remaining pantheon is divided into hundreds of lesser beings, varying by region and interpretation. The pantheon of Khemit has several moon gods, for instance, with varying regions each claiming a different deity as the ruler of the night sky. Atlanteans often say that the people of Khemit have a lesser god for every possible undertaking, which isn't much of an exaggeration.

Priests and Acolytes of the Khem Pantheon use the Invocation Order for spellcasting purposes.

The commonly accepted form of the pantheon's most popular deities is below:

- Δ Anhuret, god of the sun and war
- Δ Anubis, jackal-headed god of the underworld
- Δ Anuket, gazelle-headed goddess of rivers
- Δ Apepi, serpent-headed god of evil
- Δ Apis, bull-headed god of faith
- Δ Atum, god of the sun
- Δ Bes, dwarf-bodied god of childbirth
- Δ Wadjet, snake-headed goddess of the sun
- Δ Hathor, cow-headed goddess of love (and spiritual mother to all Khemits's rulers)
- Δ Geb, god of the soil
- Δ Hapy, goose-headed god of floods
- Δ Hatmehet, fish-headed god of fisherfolk
- Δ Heretkau, goddess of souls
- Δ Hesat, cow-headed goddess of pregnancy
- Δ Horus, falcon-headed god of revenge
- Δ Khenty-Imentiu, wolf-headed god of war
- Δ Khnum, ram-headed god of craftsmen
- Δ Khonsu, falcon-headed god of the moon
- Δ Mafdet, cat-headed goddess of justice

- Δ Ma'at, goddess of truth and law
- Δ Min, god of male virility and mining
- Δ Montu, hawk-headed god of war
- Δ Nehebukau, serpent-headed god of healing
- Δ Neith, cow-headed goddess of the loom
- Δ Nut, goddess of the sky
- Δ Osiris, god of eternal life and departed spirits
- Δ Ra, hawk-headed god of the sun
- Δ Sebek, crocodile-headed god of strength, reptiles and evil
- Δ Seker, hawk-headed god of shadows and secrets
- Δ Sekhmet, lion-headed goddess of war
- Δ Seshet, Goddess of writing and history
- Δ Sutekh, sloth-headed god of storms
- Δ Sopdet, God of Floods
- Δ Su, God of the Sky
- Δ Taurt, Hippopotamus-headed goddess of childbirth
- Δ Tefnut, Lion-headed goddess of water
- Δ Djehuti, the Ibis-headed god of knowledge and scribes

THE PANTHEON OF TAMOANCHAN

The religion of Tamaonchan regards the four cardinal directions as the holy elemental pillars of creation. Each is overseen and controlled by one of the Becabs, colossal iguana-gods that eternally watch over the world with unblinking eyes. The Becabs have always existed somewhere out of mortal sight, and these divine beings soon grew bored staring at the naked world, so they decided to create beings that would add variety to the endless task of guardianship.

The first creations were the lesser gods: Huracan, Gucamatz, Tepeu, Alom, Bitol and Tzacol. These lesser gods were imbued with reason and cunning and the Becabs watched the first creations dividing and splitting into even lesser entities, and in turn creating creatures below their power; the beings of the mortal world. The pantheon that the people of Tamoanchan now worship consists of several dozen gods that formed from the divisions among these first six deities, though these six names are still held in sincere regard as the High Six. Temples to each of the High Six and the lesser gods exist in abundance across the continent, with each god overseeing a specific influence, much like the deities



of Khem or Europa. The High Six, though shattered into many gods, are still worshipped as a form of honouring them.

Worship of the Becabs is rare, but not unheard of. It is considered a purer path than worship of the accepted gods, but also outdated and a break with tradition. Worship of the Becabs is considered much like a primitive worship of the Old Gods and Atlantean scholars believe these iguana-gods are mere echoes of the ancient beings overthrown by the Pantheon of Thirteen.

Priests of the Tamaonchan Pantheon use the Invocation Order for spellcasting purposes although many lay worshippers may have skill in the Shamanism or Witchcraft Orders.

THE PANTHEON OF EUROPA

The people of Europa follow a sizeable pantheon based around worship of divinities that control the elements and the animals of the world, as well as the emotions of sentient beings. European faith holds that the gods constantly interfere with the mortal world and are little better than any other sentient beings in matters of jealousy, anger, love, lust and hate. Gods are just as prone to strong emotion as mortals and their passions mean they spend a great deal of time interacting (and, in some cases, meddling) with the mortal world.

Many European deities are warrior gods and goddesses, which says something of the regional character, but a unique aspect to the European pantheon is the concept of the Trinity. The vast majority of divine powers are divided into 3 “interpretations” of themselves, each representing a different aspect to the overall concept. For example, a war god would have a name representing his overall identity, but would also have three other names, representing war in defence of the home and hearth, war as a way of crushing enemies, and war as an expression of personal strength, valor and glory. The people of Alba pray to whichever aspect of the gods is most applicable to their current actions.

In addition to simple names, most European gods also have titles denoting their role in the divine hierarchy. However, regional variations make an overall pantheon extremely difficult to construct, as a thousand varia-

THE EYE

The worship of the entity called the Eye is a faith unique to the Thiazi elvenkind. It follows the belief that there is only one divine being: a merciless, hateful creator god that lives only to watch mortals suffer. The Eye is always watching, ever-aware, and judges harshly those who break its savage laws – laws which the Thiazi have adopted as the laws of their primitive society.

Devotion to the Eye can take a gruesome bent if the worshipper is faithful enough. It is Thiazi custom to eat the eyes of fallen foes (and live prisoners) to gain the victim’s strength and learn from the sights the victim has seen. The eyes of particularly worthy adversaries are often preserved in fluid and used as magical components in rites to placate the ever-watching god that hates all life.

tions on each god and goddesses’ main name, title, and three “aspect” names exist across the nation – and in some cases, variations on what the god actually does. Oghma, Ogham, Ogmia, Og-Him and Ogiamma are all regional variations on the name of the commonly-accepted God of Knowledge, but in some regions Ogham is simply a lesser power associated only with writing, and no other forms of knowledge at all. It is even accepted for communities to “invent” names for the gods, depending on the types of worship that occurs there, and such practises make any comprehensive list nearly impossible.

Few dedicated temples to the gods exist, though many homes have a modest *shrine* to one or more gods that the family favors and many communities feature a communal shrine somewhere in the settlement where people can pray and leave tokens of affection (carved idols, paintings, corn dolls, etc...) as gifts for the gods – a traditional method of gaining favour with the divine beings.

The one major exception to this is the colossal temple to the European gods found at Stonehenge in Havar. This ancient Atlantean site currently houses a temple and observatory that is the holiest site to the Druids of Havar.

Perhaps the two gods worshipped most widely across the European continent are Cernunnos (god of the hunt) and The Morrigan (a triple goddess of battle and death). Other gods in this pantheon may or may not be worshipped across the entire continent.

Priests of the European Gods are known as Druids and they use the Witchcraft Order for spellcasting purposes.

THE PANTHEON OF HELLAS

In many respects, the Hellenic pantheon resembles the Atlantean divine hierarchy with several key differences. The most immediate difference is the Hellenic viewpoint of the gods' natures as emotional and fallible beings with distinct personalities and interests, almost as if they were little more than incredibly powerful mortals.

The Hellenic pantheon uses most of the same gods as the Atlantean model, though each of the deities named in the Atlantean section are also attributed with additional personality traits in the Hellenic model. Each god tends to have complicated family ties to the other gods and a history of incest-ridden relationships, violence, betrayal and even hate between divinities makes the Hellenic pantheon a snarled web of intrigue that frequently clashes with the mortal world. The Hellenic gods often apparently choose mortal champions to perform glorious feats in their names, in the hopes of raising mortal worship and winning converts. This is a belief that is strongly opposed to Atlantean faith, which has the gods taking a less "direct" role in mortal affairs and merely offering sedate patronage and affection. To the Hellenics, the named gods are an active, quarrelsome and troubled family, each seeking to advance his or her own interests.

Another key difference is the concept of demigods. The gods of the Hellenic pantheon's interpretation are able to raise mortals to a half-godhood for great deeds performed in life. The Atlantean deities, as manifestations of primal reality, have no such inclination or ability. The Hellenic pantheon is usually worshipped by mortals praying to individual gods; few revere the pantheon as a whole.

The Hellenic pantheon also adds many names and titles to the list of gods, each one the child or consort of the main deities:

- ◆ Asclepius, God of Healing
- ◆ Aeolus, God of the Wind
- ◆ Algos, God of Pain
- ◆ Ariadne, Goddess of the Seasons
- ◆ Astraea, Goddess of Innocence
- ◆ Damia, the Protector of Women
- ◆ Demeter, Goddess of the Harvest
- ◆ Nike, Goddess of Justice
- ◆ Nemesis, God of Revenge
- ◆ Eos, God of Dawn
- ◆ Eros, God of Desire
- ◆ Hebe, Goddess of Work
- ◆ Dionysis, God of Wine
- ◆ Thanatos, God of Death

In addition to these are many trios of divine beings, powerful spirits and lesser gods (such as the Erinyes, the Muses, etc...) that each concern themselves with one aspect of mortal life, animal existence or the natural world. The Hellenic faith says that the gods are the children of the Titans, and overthrew their parents and masters at the dawn of time. This provides a clear link between the gods of Hellas and the gods of Atlantis, meshing well with the tales of the Pantheon of Thirteen displacing the Old Gods for stewardship of the world.

Hellenic Priests use the Invocation Order for spellcasting purposes.

THE PANTHEON OF KHITAI

The people of Khitai pay homage to a creator god known as the August Personage of Jade. While the August Personage of Jade is credited for creating man in his image (and, of course, the entire world according to his desires) he is a distant and inaccessible god that few beings worship directly. Instead, there are castes of "enlightened entities" akin to angels that seek to turn sentient beings towards certain influences. These are the Ahuras, who seek to guide mortal souls to perfection and enlightenment, and the Daevas, who urge mortals to obey their base urges and focus on pleasure and destruction.



There are many thousands of Ahuras and Daevas, each holding court over a single influence and served in turn by lesser spirits. Many families traditionally identify with a single Ahura or Daeva, maintaining worship over many generations and establishing family shrines to the entity. In this case, a great number of Ahuras and Daevas serve as “guardian angels” and “personal demons” to families, providing divine power to the faithful mortals. Though some temples to certain Ahuras and Daevas do exist, it is far more common for families to “adopt” one of the beings as a personal totem of sorts. It is not considered evil or a crime to follow a Daeva, for even devils possess positive traits such as loyalty, strength, willpower and so forth. Likewise, following an Ahura does not always put a mortal on the path to righteousness and good deeds, but rather a path of personal growth and understanding.

Wandering priests in Khitai are referred to as bodhisattvas, and these mortals preach a following of the 6 Perfections: generosity, ethics, patience, effort, concentration and wisdom. It is important to note that understanding the 6 Perfections is what is considered important in a priest’s life, and the further he progresses in his understanding of the Perfections, the more favor he gains with his chosen Ahura, Daeva, or a combination of both if he worships many entities.

The vast majority of Khitan and Priests and Monks use the Mysticism Order for spellcasting purposes.

THE NORSE PANTHEON

The Norse pantheon resembles the faith of Europa in many ways, though certain mythological differences exist. This pantheon is worshipped by the people (including the Dwarves) of Hyperborea, the Jotuns, some clans from Skara and Starr on Alba and the Aesir of Gava. At the forefront of Norse religion is the concept of Ragnarok, when the Dead Gods will return and seek to end the mortal world by killing the modern gods. These Dead Gods are referred to in some sagas as frost giants and “old gods” and bear obvious similarities to the Atlantean notion of the ancient Old Gods that were usurped by the Pantheon of Thirteen.

The Norse pantheon, like Europa’s, functions on the

basis that the gods are very real personalities that each influence specific areas over nature; be they animals, mortals, or the natural world. Also like the European pantheon, the Norse religion boasts many war gods whose influences overlap and blend together.

A major difference between the European and Norse faiths is the idea that one all-powerful god rules over the pantheon; Odin the All-Father. Beyond this, the complicated web of familial relations occurs between the lesser gods, forming a web of affairs, betrayals, half-mortal children and bitter grudges between gods.

Respect is paid to the Norse pantheon by deeds, not words. Priests and holy folk pay honor to the gods by sacrificing their enemies in the name of deities, reading prophecies in the entrails of enemies and prisoners and carving runes into their own skin. It is a savage form of worship, but visually (and viscerally) effective to say the least.

Norse Priests may use either the Witchcraft or Invocation Order for spellcasting purposes. Hyperborean Dwarf Priests also frequently have skill in the Runic Magic Order.

CULTS AND SECRET SOCIETIES

Many covert religious, political and magical fraternities exist in the Atlantean world of the Second Age. While the majority of these factions are relatively insignificant, some few are known to possess a substantial degree of influence in the regions in which they operate. The following is a list of known organizations which fall into this latter category:

THE BROTHERHOOD OF CYMBRI

A secret society based in the city state of Cymbri, the Brotherhood is purportedly a political organization. Its primary reason for existence is said to be the protection of the hidden pirate-city of Cymbri. In reality the Brotherhood also functions as an organized network for criminal activities ranging from smuggling to fencing stolen goods and, some say, even murder. Only individuals who have been granted Cymbrian citizenship may join the Brotherhood, whose members work

covertly throughout Europa and northern Gondwana. According to certain Atlantean sources, the Brotherhood has connections with the corrupt government of Tharshesh and possibly Turan as well. The Shebans in particular despise this organization (and vice versa).

THE SERPENT CULT

This secret fraternity is based in the city of Acheron, in Khemit. Its members, primarily wizards and necromancers, are all followers of the serpent god, Set. Greatly feared throughout the surrounding region, the Serpent Cult's activities are cloaked in secrecy; rumors tying the cult to the most grisly necromantic rituals, including human sacrifice and demon worship, continue to persist. Within the labyrinthine passageways of the cult's pyramid temples are said to be vast stores of stolen riches, guarded, some claim, by giant serpents and creatures hideous beyond the imaginings of mortal men. The Serpent Cult has followers in Nubia and in various places throughout Gondwana and Europa. Many believe the cult is associated with the Cult of Sefar, and possibly the various non-human sects associated with the evil entities known as Tiamat and Jormungandr. The objectives of the Serpent Cult are not known.

CULT OF SEFAR

This black magical order came into prominence during Hesperia's Golden Age, when its followers nearly succeeded in bringing down the Hesperian Empire. Based in Gorgos, only Gorgon females are allowed within the order. Most of the cult's members are warriors, warrior/priestesses, or dark arts acolytes. The cult's avowed purpose is to expand Gorgon influence in the European/northern Gondwanan region and to bring about the demise of the nation of Hesperia. The Cult of Sefar has been known to launch terrorist attacks against Hesperian colonial settlements and ships.

THE ASSASSINS

This secret society remains one of the great enigmas of the Atlantean Second Age. Its origins are unknown, scholars having alternately described the cult as being based in Vedda, Turan, Khemit and even Tharshesh. The cult is known to engage in the assassination of political, religious and magical figures, usually for exorbitant fees. Some claim the Assassins are associated with the Black Mystics; others, that the sect has no affiliation with any other group. Whatever the case, the Assassins are among the most feared of all the

Atlantean cultists.

THE GREY COUNCIL

Originally a magical fraternity devoted to the preservation of the alchemical/magical sciences, the Grey Council was established by Atlantean sorcerers during the bygone First Age. With the fall of the First Age Atlantean Empire, the Council was, for a time, disbanded. It emerged again at the beginning of the Second Age, establishing a base on the island of Dardanus. The Grey Council currently owns and operates the Magical Institute of Dardanus. As it did long ago, the Council continues to maintain a code of strict neutrality. The ruling body of the Council numbers seven individuals, each a spell-caster of exceptional ability. Spell-casters, alchemists and thaumaturges of any nationality may be granted membership status, but only by appointment of the Grey Council's ruling body. Members are allowed free access to the Institute's considerable body of magical and alchemical knowledge.

THE LEOPARD MEN

A secret society of dark and sinister purpose, the Leopard Men cult has followers throughout much of the Gondwanan continent. Its members meet only at night, when they don leopard skin costumes and clawed gloves. Keeping to the shadows, the Leopard Men prowl for victims, who they kill and cannibalize. Some say that the leaders of this vile cult actually possess the ability to assume the form of werecats. Despite its extensive and widespread following, the Leopard Men are without any real form of organization. As such, the cult's power is quite limited. Even so, its members are much feared in the regions in which it operates.

ORDER OF THE GRAND CIRCLE

This royal order of knights was founded by the first king and queen of Avalon, where much of its membership still resides. The Order is charged with the defense of Avalon and the propagation of its own lawful and good ideals. Courage, compassion and skill at arms are the highest principles of the Order. Membership is by appointment of the king or queen of Avalon only.

ORDER OF BAAL

A secret society of black magicians and necromancers, the Order of Baal has its greatest following in Sheba. Its members revere the evil entity known as Baal, archdemon of elemental power. Once very powerful, the cult is now believed to be dying out, several factions



having abandoned the Order's once fanatical devotion to necromantic ritual in favor of the practice of witchcraft. The highly secretive Black Druid cult of Europa, about which little is known, may be associated in some way with the Order of Baal.

LOTUS CULT

A minor drug cult, this uninfluential sect is based in Dabba. Its members are all addicted to Lotus powder and spend their lives in a stuporous daze. Some make feeble claims regarding the cult's so-called metaphysical doctrines, though most acknowledge the essentially hedonistic nature of their disorganized fraternity. Any conceivable threat to its supplies of Lotus will spur the cult to action; otherwise, the group is best known for its total disregard of all other earthly concerns.

ABARA WITCH CULT

A black magical order of the most primitive sort, the Abara Witch Cult is based in Oguanabara, in Tamoanchan. The cult is led by witch doctors of the Abara tribe, a violent people who engage in the practice of headhunting. Its members engage in a number of gruesome practices, including the making of such necromantic fetishes as shrunken heads, hands of glory and monkey paws. Despite its primitive and savage nature, the Abara Witch Cult is said to have adherents in some of the more civilized regions of the world.

ORDER OF THE LION

A secret magical fraternity, the Order of the Lion is based in Marhashi, in Gondwana. Its members are all wizards, and members of the inner circle of families who rule Marhashi. The Order's primary interest is in maintaining its own power and influence, which it does by collecting potent magical artifacts and disposing of (or exiling) rival wizards. The albino lion is the symbol of this secret society.

MYSTIC ORDERS

There are a number of mystic orders of varying purposes in the Atlantean world, most originating on the continent of Jambu. The Black Mystics of Himvati, though a small minority, wield considerable influence in some regions. Their interest in certain necromantic rituals (and their rumored association with the Assassin cult) causes them to be greatly feared, and their mountain temples are avoided by most sensible folk.

considerably more benevolent in nature. These mystics and savants are generally found only in the most remote fastnesses of Himvati, though some few have been known to travel throughout the continent and beyond. They are quiet and contemplative and seldom seek involvement in the affairs of others. Though their power is said to be great, the Dao are non-violent, and abhor the use of physical force. They will use their magical abilities in the defense of innocents, however, and to foil the plans of evil-doers.



CHAPTER ELEVEN



GMs ONLY



RULES & TIPS FOR GAMEMASTERS

*Atlantis: The Second Age*TM uses a simple rule system based on the Omni Table. All actions in the game are resolved by the same procedure: first, compare the character's Skill or Attribute Rating with the Degree of Difficulty. Then take the difference (positive, negative or zero) and add it to a d20 roll. Then, consult the Omni Table for the result.

Players contribute by describing the Intent of their character's actions to the GM before rolling on the Omni Table. The GM combines the character's Intent with the Omni Table die result to interpret the outcome of the attempted action. With a few variations pertaining to the use of Combat, Magic, and Skills, these are the basics of the rule system.

Make sure you have a good grasp of how the rules work before starting to play. Take it slowly at first, and don't be too concerned if you or your players make mistakes at first. Once everyone becomes acquainted with the rules and their respective roles, the game will run much more smoothly.

INTERPRETING OMNI TABLE RESULTS

Here are some tips for interpreting Omni Table results:

❶ Describe the Action Table result in terms of how close the character came to their stated intent. When the player describes her character's action in the scene, picture what could happen if:

...the character performs extremely well (Critical Success)

...the character performs at their skill level (Full Success)

...the character barely succeeds (Partial Success)

...the character fails in the attempt (Failure)

...or the character bungles the action (Mishap)

❷ Use the player's intended result as the basis for your description. For example:

Player: "I approach the guard, attempting to capture his attention with my outrageous costume and conspiratorial demeanor. Hopefully, his back will be turned long enough for Al-Taab to lift the keys from his belt."

GM: "Okay. Roll on the Omni Table and add your Deception skill rating to the result."

Player: "Hmmm. A 10: partial success."

GM: "The guard is not really fooled by your act, and seems very suspicious. He can't help but look your way, however, giving Al-Taab the chance he needs. He'd better be careful with those magic fingers, now that the guard is on the alert."

❸ If the Omni Table result is associated with a number (such as damage in combat) try to include a bit of description as well, to add color to the scene. For example:

Instead of saying: "You take 6 hit points of damage," try something like: "The Nubian's serrat-

ed blade bites into your upper arm, drawing a jagged line of blood across your sleeve."

- ④ Don't forget the environment. Characters don't always fail due to a lack of skill. Sometimes, things just don't go their way. When a Player Character fails at a task that they ordinarily could accomplish (striking an inferior opponent, for example, or scaling a simple wall) you can describe their failure as a result of unforeseen circumstances or unfavorable conditions. For example:

"The Goblin's shield does not buckle as you anticipated, but instead deflects your expertly placed blow." "The brick you were using as a foothold crumbles just as you place your weight on it."

Be careful with this technique, though. Too much of it and the game becomes slapstick comedy.

DETERMINING DEGREE OF DIFFICULTY

Setting the degree of difficulty for a given action is another important GM job. For many actions, the rule-book provides guidelines for selecting difficulty numbers. In combat, for example, the degree of difficulty in hitting a foe is equal to the combat skill rating of the defender. When spellcasting, the Level of the spell acts as the degree of difficulty. Not all actions are so cut-and-dried, however.

As a tool for the harried GM, a sliding scale of difficulty numbers is provided below. Remember that degree of difficulty is always based on how hard it is for an average "novice" (0-rating) practitioner to accomplish the action.

Difficulty	Modifier
No chance of failure	No need to roll
Any fool could do it	+10
Very Easy	+7
Easy	+5
Simple	+3
Routine	+0
Tricky	-3
Difficult	-5
Very Difficult	-7
Extreme	-10
Beyond extreme	-15 or worse

Armed with these numbers, the ratings of the characters and some common sense, the GM can run an

Atlantean campaign without ever looking in this book for a rule. For any given action, no matter how unusual, ask yourself: "Would this be Difficult for the average skilled practitioner? Very Difficult? Routine?" When you have your answer, you have your degree of difficulty and you're ready to roll. Or not to roll, as the case may be.

TO ROLL OR NOT TO ROLL

There's no need to call for an Omni Table roll for each and every action. Sometimes simply knowing the character's trait rating is enough to judge the outcome of an action.

For example, M'Tombay the Nubian is wandering through an open market while visiting the city of Acheron in Khemit. M'Tombay's Puntian companion, Goryn, is somewhere in the sea of humanoids, frantically searching for the Nubian. Frustrated, Goryn stands on a cart and begins yelling and waving his arms, "M'TOMBAY! OVER HERE!" The GM decides that M'Tombay is quite a distance away, and is entranced by a collection of Khitan pottery. Still, there is no need to roll in this case. With his +6 Perception, M'Tombay is one of the most observant beings on the continent. He hears Goryn's vulgar hooting and begins moving in the opposite direction.

Only during stressful or unusual situations is a roll required to accomplish an ordinarily simple task. Just be consistent about what does and does not require a die roll in your game.

INTERPRETING SPELLCASTING DIE ROLLS

Interpreting the results of spell-casting die rolls can be tricky for beginning Gamemasters, particularly when the player-spellcaster is still getting used to the peculiarities of Atlantean magic. In each case the GM should try to take into account the individual circumstances, be fair and patient, and use common sense. Here are some examples:

- **A full success does not always yield the same result.**

A full success while hurling fireballs underwater may not be as impressive as the same stunt used on wooden carriage wheels while on dry land. These secondary

effects are important, and depend a great deal on the vividness of the player's roleplaying, description and statement of Intent.

- **A full success isn't always required.**

Even pathetic results can sometimes do the trick, if the Intent is good: *"I use a puff of elemental air to blow that vial of acid into the fireplace."*

- **Even a critical success doesn't always work.**

If the player's Intent is flawed, no amount of powerful Spellcasting will help. A critical Influence success still has no effect on illusory people or mindless undead.

- **Intent should always be clear and to the point.**

"I whip up a swirling wind of hurricane force, knocking my enemies to the ground as I soar into the air and hurl lightning at the incoming Fomorian warships. Oh and the wind is actually a summoned Air Elemental." One thing at a time, please. Explain to your players that Intent should be limited to a single, clear course of action.

THE ENVIRONMENT

A GM should always keep the character's environment in mind. The environment can come into play in a number of ways. Is it raining? If so, perhaps a penalty for wet and slippery surfaces should be applied to combat. Is there a considerable amount of noise and confusion? If so, Concentration and other skills like Disable Mechanism may require negative penalties.

EXTREME TEMPERATURES

Most importantly, severe environmental factors like extreme heat or cold could actually cause damage to those not equipped to deal with these extremes.

Players who find their characters in the deep desert may take damage from the extreme heat as well as from possible thirst. Those who are shipwrecked in the arctic without adequate protection will take damage from exposure and hypothermia.

The amount of damage dealt by extreme temperatures is at the discretion of the GM but should generally range from 1 to 10 DR per hour of exposure.

Thirst and hunger will likewise cause characters to take damage. (see table)

ENVIRONMENTAL DAMAGE RATINGS

Burning	DR 4 per round (no armor)
Drowning	DR 4 per round (no armor)
Falling	DR 6 per 10-foot drop (max 60)
Thirst	DR 2 per day
Hunger	DR 1 per day
Exposure	Up to DR 10 per hour in extreme temps

DROWNING

A character can normally hold their breath for up to one minute plus 1 round for each point of CON or minus 1 round for each negative point of CON. Certain Talents may prolong a character's ability to hold their breath.

TRAVEL RATES

All figures listed here represent the average rate of movement in miles per day (assuming 10 hours of travel time, not including rest periods or stopovers) or, in some cases, miles per hour (MPH). The Gamemaster may modify these figures as necessary, according to game circumstances.

OVERLAND TRAVEL

Method	Distance	MPH
Walking	20 miles	2
March, militia	23 miles	2.3
March, trained soldiers	28 miles	2.8
Mounted, riding horse	28 miles	2.8
Mounted, elephant	20 miles	2
Caravan	12 miles	1.2

Roads, especially the many surviving First Age highways, increase movement by up to 10% and negate the penalty due to inclement weather such as rain. Roads have no effect on extreme weather or snow and ice. The bonus for road movement somewhat negates the penalty for bad terrain. Rugged terrain includes hills, light woodlands, broken terrain, etc... and reduces movement by up to 25%. Movement speed while mounted



or with wagons is limited to 50%. Very Rugged terrain includes mountains, swamps, deserts, etc.... and reduces movement by up to 75%. Movement while mounted or with wagons is generally impossible, though mounts may be led at the walking speed. Inclement weather conditions may reduce rates by 50% or more on top of the above terrain restrictions.

WATERBORNE TRAVEL

Vehicle	Distance	MPH
Dragonship	192 miles	16
Galley	144 miles	12
Aquanos	108 miles	9
Longboat	192 miles	16

Halve listed figures for unfavorable winds/currents, navigational hazards, etc... Crafts without oars have an effective speed of '0' if becalmed. Crafts with oars will normally move at 25% of their speed when under oar. Dragonships and Aquanos require neither oar nor wind for propulsion and always travel at full speed unless there are problem with their crystal matrix.

AIRBORNE TRAVEL

Airborne travel rates can be figured by the hour. Use the ship's SPD rating and listed MPH total in favorable conditions. In unfavorable conditions (high winds, storms, etc...), reduce the figure by 1/2 or more, depending on the severity of the prevailing conditions.

DISEASES AND AFFLICTIONS

The following is a list of diseases found in the Atlantean world. Included are various folk remedies and other treatments known (or at least believed) to be of some effect in curing or abating these maladies. This list is by no means exhaustive and there are dozens if not hundreds of other diseases that player characters may encounter in their adventures.

The Ague (Malaria) Level: 7

A parasitic disease spread by mosquitoes, the Ague causes shaking chills, then severe fever and headache. After several hours the victim begins sweating profusely whereupon the headache and fever disappear. Attacks recur every two to three days. Also causes

weakness and some anemia.

The Ague is rarely fatal with proper attention to the fever. While under the effects of the disease characters suffer a -2 penalty to all Attributes due to fever and shakes. Normally, the infection runs its course in two to three weeks.

The Bloody Flux Level 5

An infection caused either by bacteria or amoebas, normally spread through consuming food and water contaminated by infected fecal matter, the Bloody flux has an incubation period of 1-6 days. The disease causes diarrhea, fever, cramps and dehydration. After incubation, the character suffers -1 to CON and STR for each week of infection until -5 CON is reached and death occurs.

Notes: Endemic in medieval armies and pretty common in cities. Dysentery likely caused more deaths in a medieval army than actual combat. Infantile diarrhea was a leading cause of death for infants.

Gonorrhea Level 10

A bacterial infection of the genital tract, transmitted through sexual contact with an incubation period of 2-8 days. After incubation, characters suffer an urgency and burning sensation on urination with profuse discharge of pus. Inflammation of the prostate and seminal vesicles may lead to fever and difficulty urinating. If infection spreads to the upper tract, there is acute fever and abdominal pain. Bacteria may invade the bloodstream and produce infections in other parts of the body, most commonly arthritis; the sufferer then develops fever and hot, swollen, painful joints. In males, symptoms normally subside in three to six weeks; in females, in a month or two. Serious infections may result in infertility for both males and females. Sufferers may remain infectious for several months following infection. Known colloquially as the Clap, this disease is rarely fatal, -1 CON for duration, -5 to any Diplomacy or CHA rolls made on the Omni Table where the target knows of the character's infection.

Influenza Level 10

An acute, extremely contagious viral infection of the upper respiratory tract, spread by inhalation or contact with an incubation period of only 1-2 days. Those afflicted suffer a sudden onset of chills and fever, headache, general body pain and overall malaise; weakness, nausea, eye pain, mental confusion. After 1-5

days the respiratory symptoms increase: dry or sore throat, cough, runny nose. Serious complications include bronchitis and bacterial pneumonia. The disease can last a few months, maximum. Afflicted characters take -2 CON for the duration. If pneumonia results, a further -1 CON per week is suffered until death occurs at -5 CON.

Notes: Because influenza is very contagious, it often forms epidemics, generally occurring in the winter or early spring.

Leprosy **Level 5**

A bacterial infection, transmitted by respiration or contact, leading to disfigurement and eventually death, with incubation sometimes lasting years. Those afflicted will see their facial features begin to coarsen and the voice becomes hoarse. Pale spots appear on the skin and eyes that turn into red, raised, blister-like nodules. Skin spots are insensitive to cold, touch, and pain; hands and feet lose feeling and eventually muscle weakness and paralysis set in, usually in the extremities. Secondary infections of lesions or unnoticed wounds often become gangrenous and lead to further complications. In most cases, blindness occurs after several years. In time, the nose, fingers and toes decay and rot and the hands become clawed. Sufferers take -1 CON and -1 CHA per year of infection until death occurs at -5 CON.

Measles **Level 7**

A mild, highly contagious viral disease transmitted via respiration with an incubation period of 7-14 days. The first signs are cold-like symptoms (runny nose, dry cough, high fever, aching), plus inflamed and sensitive eyes. After three days of initial symptoms, red spots appear in the mouth, followed quickly by a red rash which starts on the face and spreads over the rest of the body. Most symptoms disappear after only a few days. Those afflicted take -1 to CON and -1 INT for duration due to fever.

Plague **Level 15-25**

A bacterial infection transmitted by flea bites (or occasionally by respiration), the disease has several forms. **Bubonic (level 15):** After 2-6 days, necrosis of the flea bite and heat and swelling in the nearest lymph nodes (neck, groin, or armpit); buboes can be as large as an orange and extremely painful. Headache, fever, delirium. Approximately one in five will go on to develop

the pneumonic form.

Pneumonic (level 15): less common but more infectious, involves a lung infection, with coughing and sneezing.

Septicemic (level 25): rare, the infection spreads throughout body in the bloodstream; death occurs too fast (within hours) for buboes to form.

In all cases the victim suffers -1 CON per day after symptoms appear until death occurs at -5 CON. Survivors are generally immune for years after.

Smallpox **Level 12**

A severe, highly contagious viral disease transmitted by inhalation, The Red Death has an incubation period of 12 days. Those infected suffer high fever, chills, severe headache and backache, and general malaise. Hemorrhages (bleeding) may occur in lungs or other organs. After 4 more days a distinctive itchy rash of red lesions appears on face, arms, legs, and sometimes the trunk. The bumps soon become pus-filled blisters and, if secondary infections do not occur, they break and begin to dry up in about one week. Victims take -2 CON and -2 STR for duration. Survivors have a 45% chance of suffering a permanent -1 CHA due to scarring.

Notes: Varies in severity from a mild form with few skin lesions to a highly fatal hemorrhagic form. The majority of deaths occur in the second week of the disease.

Corpse Rot **Level 10**

This malignant disease is transmitted by the bite of the ghoul. Symptoms include fever, severe weakness, unconsciousness and a gradual blackening and swelling of the limbs and body. The disease affects both humanoids and animals and is usually fatal within twenty-four hours. A potent alchemical or magical curative, employed in conjunction with a counterspell against curses, relieves these symptoms in approximately 95% of all cases. A swift burial is advised with regard to the unlucky 5% of such cases, as victims tend to swell and emit a horrid putrescence soon after death.

Swamp Fever **Level: 10**

Swamp fever is a disease believed to be transmitted through contact with rats; drinking water tainted by these noxious creatures may also lead to the contraction of this malady. Swamp fever causes permanent



insanity, perhaps in as short a time as two days. Most humanoid creatures appear to be susceptible to the disease, which can sometimes be treated via the ingestion of a mixture of crushed cleric's cowl root and vinegar. The folk of Ophir claim that immersion for twelve hours in a trough of fresh elephant's dung is a more certain cure, though madness might be deemed preferable to such a malodorous treatment. The symptoms of swamp fever are irrational behavior, a constant thirsting and a tendency to lean to the left while walking, standing, or running. Victims rendered insane by the disease typically evince the strangest behavior imaginable: prancing, capering, laying on the ground and rolling about, speaking in gibberish, emitting loud yelps and hoots, and so forth.

Yellow Tinge

Level 5

An infectious disease that affects water-breathing humanoids (such as the Tritons) and many other types of aquatic creatures. The victim's gills slowly become clogged with a sticky, yellow secretion, eventually resulting in death by asphyxiation within thirteen days. A fluid mixture consisting of spirits of alcohol and powdered red iron, applied directly to the gills twice daily for three days, will provide a cure. Magical or alchemical intervention is likewise possible in most cases.

AN ANTEDILUVIAN BESTIARY

Only a small sampling of the myriad creatures of the Second Age are presented within this tome. Sample creatures are provided here so that creative Gamemasters might use them as archetypes in building their own monsters. Those interested in a more thorough treatment on the many strange and fantastic creatures of The Second Age are referred to *The Atlantean Bestiary*, a tome whose sole purpose is to detail these creatures from mundane animals to extra-dimensional entities.

The creatures presented here use a simplified system for determining the extent of their abilities. In place of a skill rating in each individual skill, creatures are rated according to their overall ability level which is used as an Omni Table modifier for almost every situation. CON ratings have already been factored into the Hit Point totals and STR ratings have been factored into Damage ratings. A creature's TR is equal to their ability level.

When portraying animals and other non-humanoids, GMs should take into account the creature's nature and tendencies, as well as the circumstances under which the creature is encountered. Is the creature normally aggressive or passive? Does it hunt by day or night, alone or in packs? Is the creature sick, injured, starving, drowsy, in heat, or fleeing from a larger creature? Even the most placid herbivores may attack if they feel trapped or cornered, or if they think their mate or off-

spring are being threatened. Conversely, even the most aggressive predator may pose no threat if its stomach is full, or if it is preoccupied with other concerns.

Even in a milieu as diverse as the Antediluvian world, there are only so many different kinds of creatures to encounter. By individualizing the encounters in your adventures, you'll make things more interesting for your players and also keep them from getting complacent about their surroundings. GM's are highly encouraged to modify creature stats as needed to keep things interesting: imagine the players' surprise when they run into that Rock Troll that just won't go down because the GM gave it 45 HP.

AJATAR

A breed of winged serpent that dwells in the frosty northern climes of Europa and the North Sea islands, the Ajatar is a monstrous snake that is known to attack lone travelers or small groups. An adult Ajatar is as thick around as a strong man's thigh, and usually grows to three meters in length. It is covered in thick white scales that have defeated the sword thrusts of many a warrior, and the creature's large snake-like head is covered in spiny ridges of protruding black bone. An Ajatar's eyes are milky white, for the creature is nearly blind and can see no further than a few feet in front of its face. However, it possesses an unrivalled sense of smell; a sense which is used by the Ajatar flicking its tongue out and tasting the air.



While it is not the largest of the dreaded serpent creatures of the world, it more than makes up for any perceived weakness with its unrivalled ferocity. When an Ajatar strikes, it does so from the sky. A telltale screech, like that of a hawk or eagle, is often a traveler's only warning, the noise being produced by air rushing through the ridges and bone protrusions from the Ajatar's head and spine. When attacking, it leaps to wrap around an opponent's limbs and torso, beating its bat-like wings to further unbalance the victim. Once the prey is entangled, it is small effort for the serpent's head to strike repeatedly, biting down with its two rows of finger-sized sharp teeth on each jaw. These teeth break off easily and grow back in a matter of weeks. They are also known to leave vicious scars on anyone unlucky enough to be attacked.

The Ajatar is also capable of spitting poison, though it may only do this when biting a victim. This toxic saliva is capable of causing paralysis if it comes in contact with a victim's skin, or worse, a death-like sleep if it is ingested. Ajatar saliva-venom is a potent poison sometimes used to coat weapons.

Though the "snow serpents" are native to the northernmost realms of the world, regional varieties of these savage hunters exist worldwide. Ajatar that dwell in more temperate climes are green-scaled and often coil in the branches of trees before dropping on unsuspect-

ing prey below. In desert regions, the "Lyndwurm" is a black-scaled variation of the Ajatar, and often buries itself in the sand before leaping out to fly at its prey.

Size: 7'-10' in length, 170 lbs.

INT -9 PER +1

WIL +1 CHA n/a

STR +3 DEX +1

CON -1 SPD +1

Ability Level: 4-6 **TR:** 3

Attacks/Damage: Bite DR 6T, Tail DR 5 per round from constriction

Armor: Dense scales: PR 2

Special Abilities: Flight, Constriction: Treat a Constriction attempt as a Grapple attack with a +3 bonus for the agility of the serpent, Paralyzing Bite: -10 to all rolls for an hour (CON roll to resist)

Hit Points: 20

Habitat: Northern Europa and Hyperborea (Ajatar), Northern Gondwana (Lyndwurm)

ANDAMAN

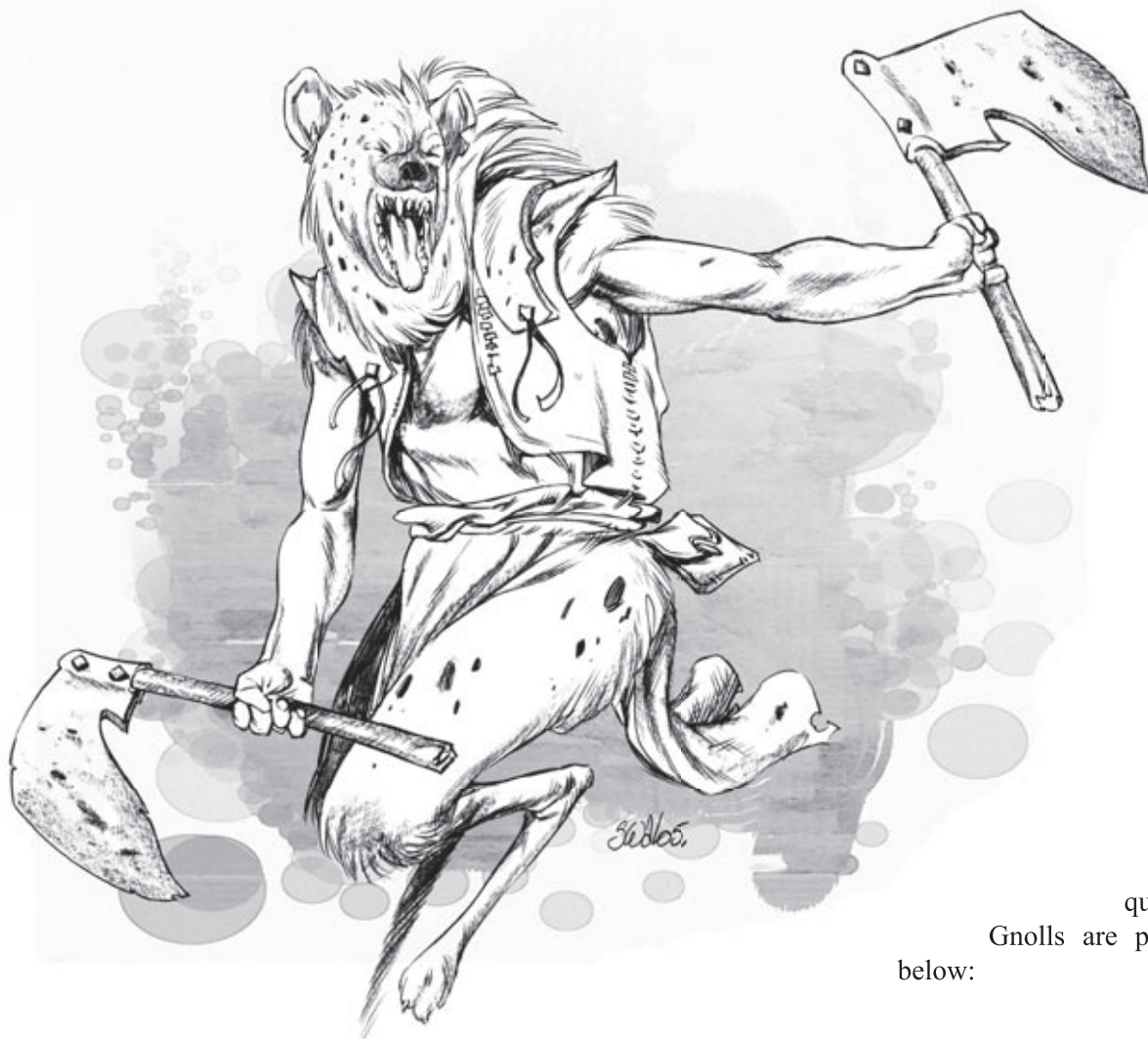
The Andaman are a race of humanoids believed to have been created long ago by the Atlantean sorcerers of the First Age. Once said to be quite numerous, the so-called "beast-men" are now considered a dwindling race.

There are several distinct sub-species of Andaman, each created through numerous attempts at cross-breeding and magical experimentation. The most common are the lion-men, jackal-men, wolf-men, leopard-men, tiger-men and jaguar-men. Regardless of type, all Andaman have humanoid, fur-covered bodies and the heads and visages of their animal counterparts. While they possess sufficient manual dexterity for weapon use, Andaman are also capable of attacking solely with claws and bite.

In the wilds, Andaman often live in prides or packs of up to twenty individuals. They prefer plains and savannahs to other types of terrain, and usually live in huts made of woven grasses. As they are creatures of magical origin, Andaman reproduction is erratic at best. Female Andaman will usually give birth to a litter of 1-4 cubs once per year, though there is a 50% chance that each of the young will be animal, not an Andaman. Thus it is believed the Andaman are slowly breeding themselves into extinction.

Andaman are generally grim by nature, tending to be





collo-
quially as
Grolls are presented
below:

impassive unless aroused to anger. They are fiercely loyal to their companions, and are savage fighters with or without weapons. Although Andaman do not like the scent of Nethermen, they bear no ill feelings towards any of the humanoid races. Some Andaman do, however, have a deep hatred for Atlanteans, and especially Atlantean sorcerers. Like their bestial ancestors, they have no spellcasting abilities whatsoever.

Though most Andaman choose to make their home in wilderness regions, some have no qualms about living amongst civilized folk. Accordingly, it is not especially uncommon to find small groups of Andaman living in or nearby certain of the larger cities and settlements. Due to their natural abilities, Andaman are in demand in some regions, where they are sought after as skilled guides, scouts, hunters and so on.

Some Andamen are described as player character races in Chapter Four. Another type of Hyaena-man known

Groll (Hyaena-Man Andaman)

Size: 6'5" tall, 245 lbs.

INT -3 PER +2

WIL +2 CHA -5

STR +2 DEX +0

CON +2 SPD +0

Ability Level: 3-6 **TR:** 2

Attacks/Damage: Bite DR 4T or per weapon employed

Armor: None

Special Abilities: Night Vision

Hit Points: 20

Habitat: Europa (Scythia) and Gondwana

ANIMALS

Boar

Size: 5'-6' in length, 400 lbs.

INT -9 PER +0

WIL +3 CHA -1

STR +7 DEX +1

CON +3 SPD +1

Ability Level: 5-7 **TR:** 2

Attacks/Damage: Gore DR 6S

Armor: thick fur: PR 2

Special Abilities: Boars are very aggressive when provoked. They will continue fighting for 3 rounds after being reduced to 0 HP

Hit Points: 18

Habitat: Worldwide

Brown Bear

Size: 8'-12' in length, 600 lbs.

INT -9 PER +3

WIL +1 CHA +1

STR +8 DEX +1

CON +2 SPD +1

Ability Level: 4-6 **TR:** 2

Attacks/Damage: Bite: DR 5T, Claws: DR 4S

Armor: dense fur: PR 2

Special Abilities: Bear Hug: treat

a Bear Hug attempt as a

Grapple attack with

a +1 bonus. If suc-

cessful, the bear

will inflict DR 2

per turn from the

hug and may Bite

with a special +3

bonus

Hit Points: 26

Habitat: Eria, Jambu

and Europa; mostly

forest and mountain.

Elk

Size: 8'-12' in length, 650 lbs.

INT -9 PER +3

WIL +2 CHA +0

STR +5 DEX +1

CON +1 SPD +2

Ability Level: 3-5 **TR:** 1

Attacks/Damage: Hooves DR 3B,

Antlers: DR 4S

Armor: Thick fur: PR 1;

Special Abilities: none

Hit Points: 18

Habitat: Atlantis, Eria, Europa & Hyperborea

Horse, riding

Size: 6'-10' in length, 850 lbs.

INT -5 PER +1

WIL +1 CHA +1

STR +7 DEX +2

CON +2 SPD +4

Ability Level: 5-7 **TR:** 1

Attacks/Damage: Bite: DR 2T, Stomp: DR 4B

Armor: none

Special Abilities: none

Hit Points: 18

Habitat: Wherever men exist, horses are present

Lion

Size: 6'-8' in length, 450 lbs.

INT -7 PER +2

WIL +1 CHA +3

STR +6 DEX +3

CON +1 SPD +2

Ability Level: 5-7 **TR:** 4

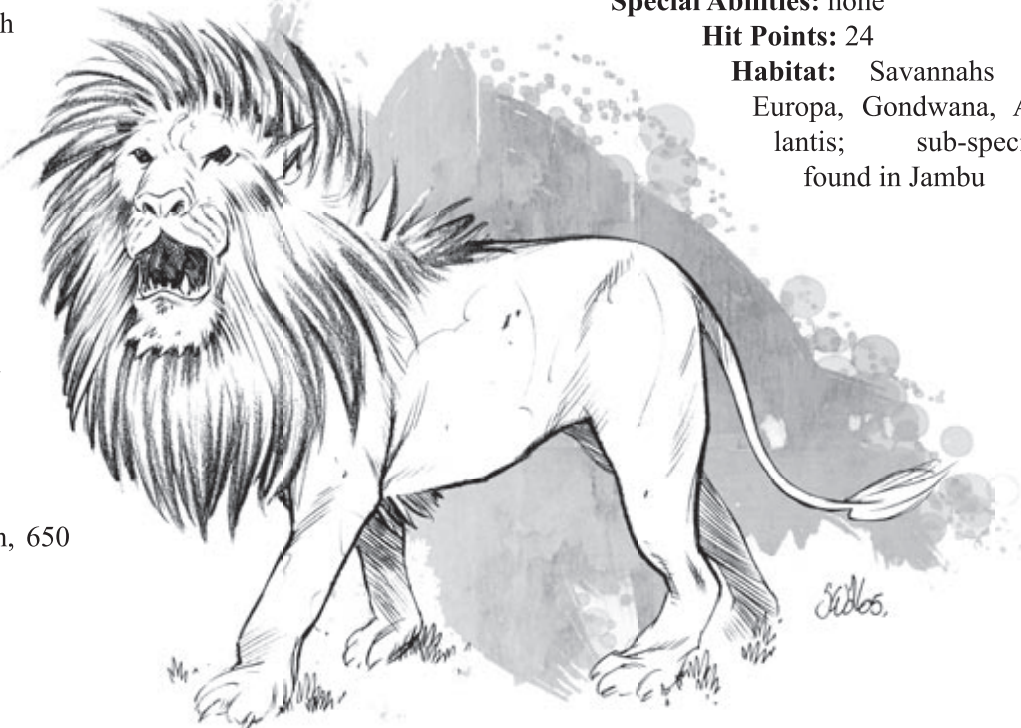
Attacks/Damage: Bite: DR 6T, Claws: DR 4S

Armor: thick fur: PR 1

Special Abilities: none

Hit Points: 24

Habitat: Savannas of
Europa, Gondwana, At-
lantia; sub-species
found in Jambu



Ostrich, riding

Size: 8' tall, 350 lbs.

INT -4 PER +0

WIL +0 CHA -1

STR +1 DEX +2

CON +2 SPD +5

Ability Level: 3-5 **TR:** 1

Attacks/Damage: Claws DR 3S

Armor: None

Special Abilities: None

Hit Points: 18

Habitat: Punt

Pony

Size: 4'-6' in length; 400 lbs.

INT -5 PER +1

WIL +2 CHA +1

STR +5 DEX +2

CON +1 SPD +3

Ability Level: 3-5 **TR:** 1

Attacks/Damage: Bite: DR 1T, Stomp: DR 2B

Armor: None

Special Abilities: none

Hit Points: 14

Habitat: Worldwide

Shark, Great White

Size: 30' long; 2000+ lbs.

INT -7 PER +0

WIL +0 CHA -5

STR +7 DEX +0

CON +5 SPD +4

Ability Level: 9 **TR:** 10

Attacks/Damage: Bite: DR 12T

Armor: PR 3 (thick hide)

Special Abilities: None

Hit Points: 44

Habitat: Oceans & seas worldwide

Wolf

Size: 5'-7' in length, 120 lbs.

INT -5 PER +4

WIL +1 CHA +2

STR +3 DEX +2

CON +1 SPD +2

Ability Level: 3-5 **TR:** 1

Attacks/Damage: Bite: DR 3T

Armor: thick fur: PR 1

Special Abilities: none

Hit Points: 14

Habitat: Forests and plains in Atlantis, Eria, Europa, Hyperborea and Jambu

ARCITENUS

A race of two-headed centaurs, the Arciteni are somewhat similar to their more common and familiar cousins. The typical Arcitenus is stronger and much larger than an ordinary centaur, and possessed of two heads, rather than one, on broad, muscular shoulders. These are the only real differences, physically, between the two races.

Scholars believe that the Arciteni are the brutish ancestors of ordinary centaurs, but opinions as to their actual relationship and their origins differ. In *The Natural History*, Chiron the Wise takes the popular view that the origin of this race was magical, and recounts a legend common among the villages of the eastern steppes:

"In days gone by, they say the magician was summoned-upon to assist the plainsfolk to repel a great migration of centaurs, in hopes that the warlike tide might be turned or held back. This he did for a time, by means of complex spells and arcane lore, until at length it seemed that the people were saved. Yet those who had called upon him for salvation proved unwilling to grant the magician the payment he now demanded, and in anger he used his powers now to summon, rather than repel, the centaur invaders. He himself led the barbaric half-men, and conquered the land, proclaiming himself tyrant over the district. To protect himself, so it is said, he created a host of bodyguards, like centaurs but larger, fiercer and possessed of two heads for constant watchfulness. When at last the tyrant magician was killed, his followers dispersed, and the people of the villages gained their liberty once more."

Chiron's view of the race's origins is one common in popular folklore, but disputed by many scholars. The truth is long lost in legend and conflicting tradition, and not likely to be settled.

The Arciteni are barbaric, and are even more aggressive and fierce than the typical centaur. It is rare that one encounters an Arcitenus using sophisticated weapons, armor or other implements. They also tend to be uglier, more ill-tempered and even fonder of random destruction than their cousins. Luckily, they are much

less common overall, and thus not so frequently met. Their range is much the same as that of ordinary centaurs, and they are also found in small migratory bands or tribes.

Size: 10' at the shoulder, 2800 lbs.

INT -2 PER +3

WIL +0 CHA -2

STR +4 DEX +1

CON +4 SPD +3

Ability Level: 6-10 **TR:** 5

Attacks/Damage: Hooves DR 5B or per weapon employed

Armor: None

Special Abilities: Two-headed, Arcenteni are given two PER rolls to check for surprise.

Hit Points: 32

Habitat: Atlantis, Gondwana and Europa wilderness areas

BASILISK

The lizard-like creature known as Basilisk is among the most deadly creatures in the known world. The Basilisk is most famous for its ability to paralyze enemies and turn them to stone with a mere glance. This ability is not a greatly exaggerated legend by any means. In fact, it is all too accurate and the main reason these beasts are ruthlessly hunted.

A Basilisk roaming the wilds near a settlement is a disaster that needs immediate action. Hunters and trackers will head into the wilderness seeking to kill the creature before it can approach the settlement and wreak havoc among the people and their livestock. It is a voracious carnivore and preys mercilessly upon wild deer, cattle, sheep and even humans. It only uses its petrifying gaze as a last resort, though it is an extremely savage killer even without this power.

A Basilisk stands approximately as high as a pony or small horse. It stands on two legs that are well built for short-distance sprints and powerful leaps, each tipped by curling claws that serve as vicious kicking talons. The lizard-like head is crested with bone spines and spikes on the forehead and around the eyebrow ridges, and the long jaws boast two rows of sharp, thin teeth that are used to scissor meat in chunks from the bone.

A Basilisk's eyes are stone-grey with black pupil slits, and only when the reptile uses its petrifying ability do they cause harm. The skull of a Basilisk can bring a

surprising amount of money on the market in some cities, as much as a year's wages for one of the peasantry.

Size: 5'-6', 80-120 lbs.

INT -5 PER +3

WIL +1 CHA n/a

STR +3 DEX +5

CON +3 SPD +15

Ability Level: 1-10 **TR:** 8

Attacks/Damage: Bite: DR 8T, Foot-claws: DR 6S

Armor: Thick scales: PR 3

Special Abilities: Petrification by Gaze. Opponents must make a WIL roll once per round when engaging a Basilisk in combat, a Failure or Mishap indicates the character must make a CON roll on the Omni Table with a -5 penalty. A Failure or Mishap on this second roll indicates the character has been turned to stone

Hit Points: 33

Habitat: Deserts and Savannahs of Gondwana, Jambu, Mu and Lemuria.

BOGGART

Boggarts (or "bogey men") are the most malicious of the Sidhe, and can be found in woodland and swampy areas throughout the known world. Like all faery folk, they are magical creatures and possess certain spell-like powers and abilities.

The average height of a Bogart is about two feet, give or take a few inches. Their faces and bodies are shriveled and lined with wrinkles, giving them the appearance of little old men (in fact, Boggarts are born looking like this). While their skin coloration normally ranges from yellowish-brown to green, Boggarts are able to change the color of their skin at will and can assume any hue or combination of hues found in nature. Boggarts often use this ability to spy on other creatures, making them almost impossible to detect in natural surroundings of any type.

In terms of temperament, Boggarts are mean and spiteful creatures. They enjoy setting booby traps in wooded areas, playing tricks on others, and pilfering small items from individuals who pass through their domains. Boggarts excel at petty thievery, and are skilled at moving silently and picking pockets. They are quite bold, and will follow travelers for days, stealing coins, jewels and other valuables at every possible opportunity. According to legend, if a Boggart is caught he must reveal the location of his stolen riches; for this reason,



Boggarts usually hide their ill-gotten gains in stump holes, badger burrows and other places too cramped for creatures larger than themselves to enter.

Besides their other abilities, Boggarts also dabble in magic of the Witchcraft Order. They will often use their spell-casting abilities to baffle individuals who attempt to catch them for their treasure.

Boggarts are inept fighters and generally attempt to avoid combat situations. If forced to fight in order to protect themselves, they are capable of delivering a nasty bite. Boggarts will also throw stones and other small objects at individuals in order to make mischief, but never with the intent of causing serious harm or death.

Unlike most faeries, Boggarts are solitary creatures. They rarely choose to speak with others, preferring instead to hold conversations (and even arguments) with themselves. If approached in a kindly and unthreatening manner, Boggarts will sometimes engage in short conversations. They do, however, have a distressing tendency to lie most of the time.

Size: 2'-2.5' tall, 28-42 lbs.

INT +1 PER +3

WIL +1 CHA -5

STR -3 DEX +2

CON +1 SPD +1

Ability Level: 2-6 **TR:** 1

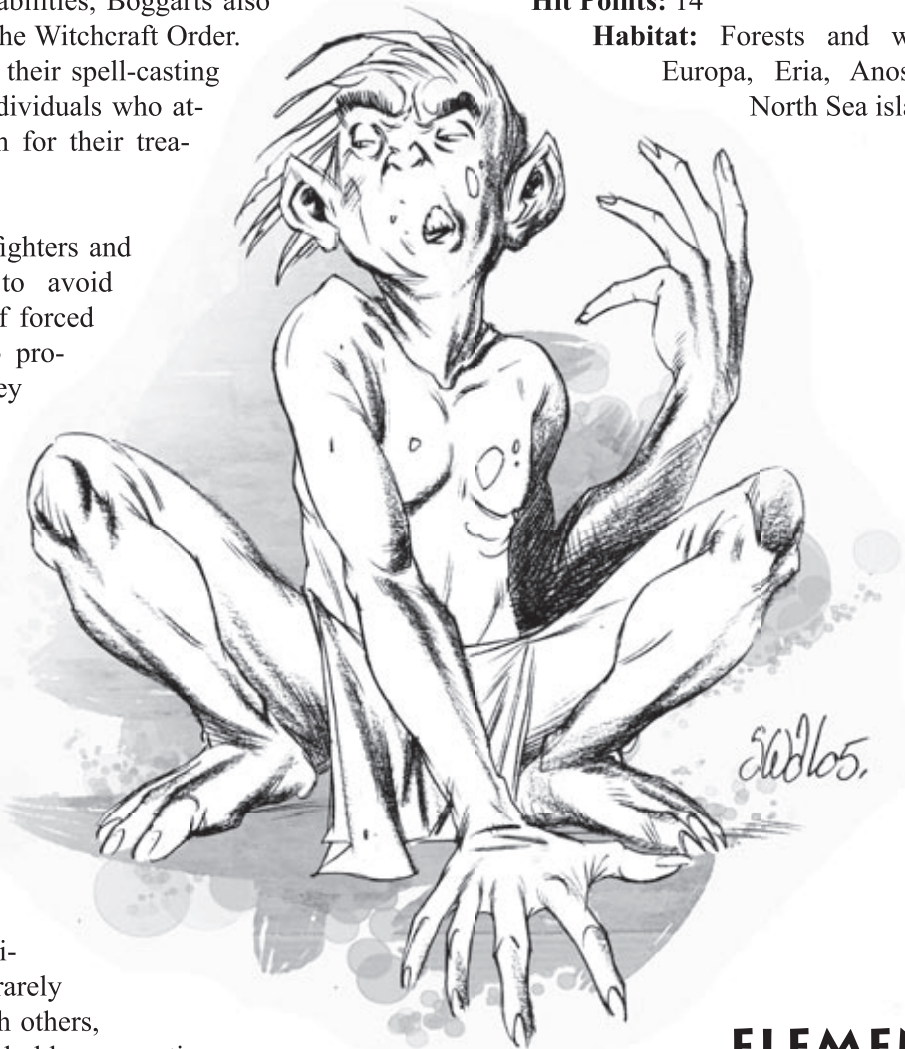
Attacks/Damage: Bite: DR 2T

Armor: PR 1 (rubbery skin)

Special Abilities: Ability to change skin coloration (+8 to Stealth skill), +4 racial skill bonus to Sleight of Hand, Witchcraft Order with Illusion and one other Mode at ability level

Hit Points: 14

Habitat: Forests and woodlands of Europa, Eria, Anostos and the North Sea islands



ELEMENTALS

If ghosts are the spirits of the dead, Elementals are the spirits of the world. Sometimes, because of a Sorcerer's summoning or a harrowing event in the area, the land is infused with magical energy and a primal intelligence. When this happens, an Elemental is formed from one of four elements of nature: Earth, Air, Water and Fire.

An Air Elemental can form from a man's death scream or a family's fear of a wind storm, magically and spontaneously instilling the air itself with sentience and personality. A Fire Elemental might form from the funeral pyres of vast battlefields or the raging flames that consume a peasant home. A Water Elemental might come into being from the thrashings of a drowning fisherman or through flood waters that ravage a coastal



region. An Earth Elemental might be birthed from the digging of a mass grave or the merciless onslaught of an earthquake. The only unifying fact with the natural creation of every Elemental is that powerful negative emotions are felt nearby. The world itself senses these emotions and Elementals are born in the wash of potent suffering.

They are destructive and dangerous beings that lack all moral or ethical intelligence. Akin to natural disasters themselves, Elementals ravage the surrounding area in

a bid to extinguish all nearby sentient life. It should come as no surprise that these creatures are inordinately powerful, harmed only by their opposing elements, by magic or by enspelled weaponry.

Elementals that are summoned into being by magical means differ from their naturally-occurring counterparts in that they are often obedient to the summoning mage, though they are no less dangerous if improperly bound.



FIRE ELEMENTAL

Size: Approximately human-shape, weightless

INT -3 PER +2
WIL +9 CHA n/a
STR n/a DEX +8
CON n/a SPD +20

Ability Level: 1-19 **TR:** 20

Attacks/Damage: Special: see below

Armor: None

Special Abilities: Immunities: Elementals are immune to all mind-controlling effects. Fire Elementals can only be harmed by magic or by magical weapons. A Fire Elemental is immune to fire damage and regenerates 6 HP for every level of fire damage inflicted.

Weakness: a Fire Elemental can leave its birth-flames, but suffers 5 HP of damage per turn that it stands away from a source of flame. It regenerates 6 HP per turn that it spends standing with a source of flame that is at least the size of a campfire. **Flight:** Fire Elementals can fly at double their "running" speed, though it costs 6 HP per turn to do so, as the magical flames wither in the air. **Living Flame:** A Fire Elemental inflicts DR 4 fire damage on its foes, using its WIL score as the STR for a touch attack

Hit Points: 90+

Habitat: No restrictions

WATER ELEMENTAL

Size: Approximately human-size, 200 lbs.

INT -3 PER +2
WIL +9 CHA n/a
STR n/a DEX +8
CON n/a SPD +20

Ability Level: 1-19 **TR:** 20

Attacks/Damage: Special: see below

Armor: None

Special Abilities: Immunities: Elementals are immune to all mind-controlling effects. Water Elementals can only be harmed by magic or by magical weapons. A Water Elemental is immune to drowning damage.

Weakness: A Water Elemental can leave its water source, but suffers 6 HP of damage per turn that it stands away from a pool of water. It regenerates 6 HP per turn that it spends standing with a source of water that is at least the size of a cauldron. **Flight:** Water Elementals can fly at double their "running" speed, though it costs 6 HP per turn to do so, as the magical water dries in the air. **Drowning Touch:** A Water Elemental inflicts DR 2 drowning damage on its foes by forcing its liquid body into their mouths and noses, using its WIL score as the STR for a touch attack. Every

12 HP inflicted on a victim forces the target to vomit some of the water back up, effectively inflicting a -6 to all rolls for his next turn. When the target has no more Hit Points, he is considered drowned/asphyxiated

Hit Points: 90+

Habitat: No restriction

EARTH ELEMENTAL

Size: Approximately human-size, 300lbs.

INT -3 PER +2
WIL +9 CHA n/a
STR n/a DEX +8
CON n/a SPD +20

Ability Level: 1-19 **TR:** 20

Attacks/Damage: Special: see below

Armor: Rock-hard skin: PR 9

Special Abilities: Immunities: immune to all mind-controlling effects. **Weakness:** Unlike other Elementals, these creatures can be damaged by mundane weapons, though they are still exceedingly difficult to destroy. An Earth Elemental will never willingly leave the ground at any time, and suffers 6 HP of damage per turn that it is held away from the earth. It regenerates 6 HP per turn that it spends standing with its feet on the ground, drawing strength for the earth itself. **Mighty Strikes:** An Earth Elemental inflicts DR 11 damage on its foes, using its WIL score as the STR for a brawling attack.

Hit Points: 90+

Habitat: No restriction

AIR ELEMENTAL

Size: Approximate human-sized, Weightless

INT -3 PER +2
WIL +9 CHA n/a
STR n/a DEX +8
CON n/a SPD +30

Ability Level: 1-19 **TR:** 20

Attacks/Damage: Special: see below

Armor: Special: Special: see below

Special Abilities: Immunities: immune to all mind-controlling effects. Air Elementals can only be harmed by magic or by magical weapons. **Weakness:** An Air Elemental will never willingly touch earth, and suffers 6 HP of damage per turn that it spends on the ground. It regenerates 6 HP per turn that it spends hovering in the air, using the air itself to rebuild its form. **Flight:** Air Elementals can fly at double their "running" speed with no penalties. **Howling Winds:** An Air Elemental attacks by hurling nearby objects at its victims, or by

throwing the targets themselves. This attack uses the creature's WIL as its STR in telekinesis attacks, in a manner similar to Ghosts.

Hit Points: 90+

Habitat: No restriction

GREMLINS

Gremlins are the smallest of the minor demons, rarely exceeding six inches in height. Most are greenish in color, and have iridescent, butterfly-like wings. Their tails and heads are often covered with rows of tiny spikes, colored blue, yellow or black.

Gremlins have a number of unusual abilities, not the least of which is an innate talent for E.S.P.. They also can become invisible at will and are adept at spying and eavesdropping. Like imps, they are able to detect magical emanations, but can only do so by touch.

Gremlins have virtually no natural weaponry, their bite and claws having little more effect than those of a small rodent. To compensate for this deficiency, gremlins are incredibly quick and elusive. They are almost impossible to hit while airborne and are easily the most maneuverable of the flying demons. Gremlins also use needle-sharp "spears" in combat, the tips of which are coated with a resinous venom. Only gremlins know the secret of making this peculiar toxin, which causes victims to fall into a comatose sleep lasting up to ten minutes.

Like certain other demons, gremlins are adept at spotting magical gates and dimensional portals. A surprising number of these minor demons use this ability to gain access to the prime material plane, where they may wreak havoc on all sorts of creatures and beings. They may be summoned by spellcasters and are said to make useful familiars.

Size: 4"-6" tall, 0.5-1 lbs.

INT +1

PER +2

WIL -2

CHA -5

STR -4

DEX +4

CON +4

SPD -4*

* Walking, may fly at SPD +3

Ability Level: 2-3

TR: 5

Attacks/Damage: Bite DR 1T or tiny weapons DR 2

Armor: None

Special Abilities: Flight; invisibility at will; detect magic by touch; +5 bonus notice magical gates. Gremlins frequently coat their weapons with a sleep poison. On a failed CON roll, the victim falls into a deep sleep for d20 minutes

Hit Points: 14

Habitat: Extra-dimensional, Tamaonchan



HIPPOCAMPUS

The Hippocampus, or seahorse, is an aquatic creature native to various warm seas and oceans. The beast resembles a horse in the appearance of its upper body, but trails off into a fish-like tail behind. Two sturdy forelegs, bearing fins instead of hooves, propel



it through the water, the thrashing tail providing extra power as well as guidance.

Though it looks much like a horse with the body of a fish, the hippocampus is a true sea creature, an aquatic animal which draws oxygen from the water through the use of gills. Their bodies are scaled, the foreparts having rather fine scaling and the tail being covered with somewhat larger plates.

A hippocampus can move with great speed through the water. They can be caught and trained to carry riders or to serve as pack animals, though capturing these swift creatures is generally tricky. Once trained, however, they are devoted and loyal animals.

Size: 8' long, 1600-2000 lbs.

INT -1 PER +3

WIL +2 CHA +1

STR +4 DEX +3

CON +1 SPD +4

Ability Level: 3-5 **TR:** 5

Attacks/Damage: Tail
sweep DR 5B

Armor: PR 3
(thick hide)

Special Abilities: Water-breathing (cannot survive out of water for more than 10 minutes)

Hit Points: 28

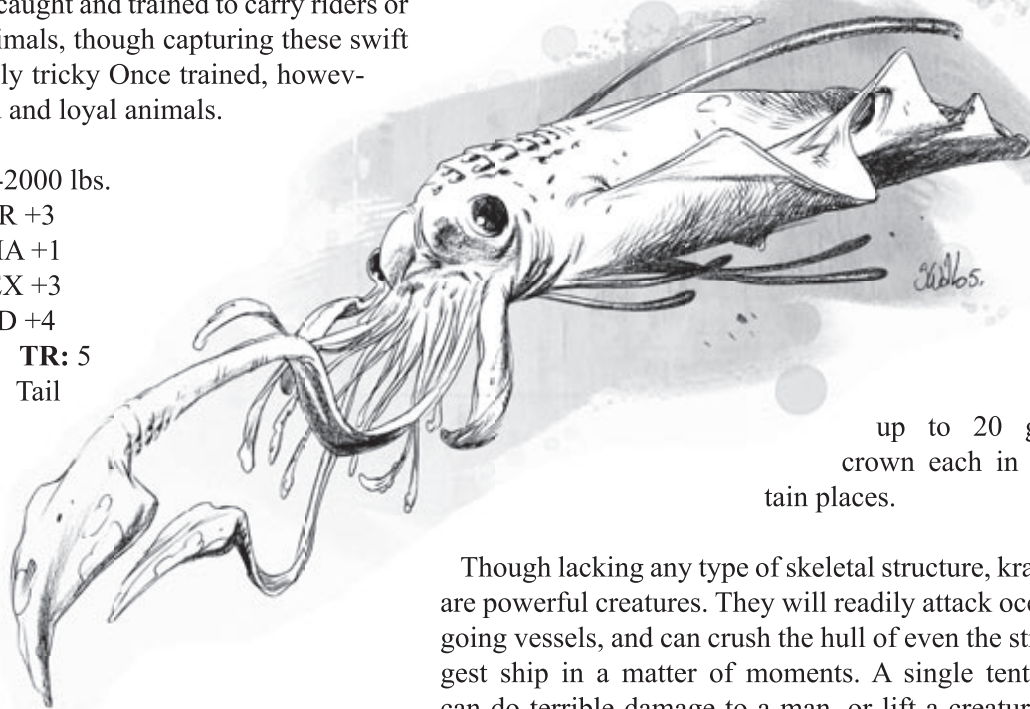
Habitat: Oceans and seas worldwide

KRAKEN

Kraken (also known as “demons of the deep”) are immense and horrid creatures who prowl the depths of the seven seas. Although they resemble giant squids, kraken possess a sinister intelligence and are known to be extremely dangerous to man.

Kraken may grow to over 80 feet in length, and may weigh as much as twelve tons. Like squids, they are soft-bodied, and have powerful, beak-like mouths. The underside of their tentacles are covered with three rows of suckers, allowing kraken to cling or fasten themselves to any type of solid surface. In their natural habitat they have few enemies (see Leviathan), and often prey on whales, dolphins and other large sea creatures.

Though Tritons claim that kraken mate frequently, they are almost never encountered in pairs. Female kraken lay hundreds of eggs at a time, but most either fail to mature or are eaten by undersea predators. The female encases her eggs (each usually about six inches in diameter) in a protective sac or membrane, but thereafter abandons the brood. These egg sacs are usually anchored to the ocean floor or a coral reef. The eggs are considered delicacies by some folk, and may command



up to 20 gold
crown each in cer-
tain places.

Though lacking any type of skeletal structure, kraken are powerful creatures. They will readily attack ocean-going vessels, and can crush the hull of even the strongest ship in a matter of moments. A single tentacle can do terrible damage to a man, or lift a creature as large as a heavy warhorse with relative ease. As kraken are quite intelligent, they will seek out the survivors of shipwrecks and pursue individuals who attempt to elude them (tales of kraken following lifeboats in order to feed on their crews are quite common). They will often lay in ambush, almost totally submerged, with a single eye-stalk thrust above the water.

Kraken are able to “swim” by forcing streams of water from chambers within their bodies, thereby propelling themselves through the water. This propulsion mechanism allows Kraken to move at surprising speeds and enables them to maneuver with remarkable dexterity. If outnumbered or under heavy attack, a kraken may attempt to escape by expelling a dark cloud of ink and taking evasive action, or by diving. The same mechanism which serves as a means of locomotion can also be used to take on large quantities of water as ballast.

Kraken are highly aggressive and cause great destruction to ships of all sorts but are relatively few in number. Of the few who survive beyond the egg stage, most are devoured by other sea creatures before they reach adulthood. The small number who manage to survive are still sufficient to warrant the fear of sailors and traders throughout the waterways of the known world.

Size: 80'+ in length, 24,000 lbs.

INT +1	PER +1
WIL +2	CHA -2
STR +12	DEX -2
CON +4	SPD +2

Ability Level: 12-18 **TR:** 20

Attacks/Damage: Beak DR 12S; Tentacle DR 6 per round constriction

Armor: None

Special Abilities: ink cloud: impairs visibility underwater in a 1000 cubic foot space. Victims suffer -6 to all rolls while in the cloud

Hit Points: 100

Habitat: Oceans and seas worldwide

INCUBUS/SUCCUBUS

An Incubus (or Succubus) is the product of the unholy mating of an Arch-Demon and a human spell-caster.



Though smaller in size than other greater demons, Incubi and Succubi are just as powerful, and in some ways even more dangerous, due to their magical abilities and terrible cunning. On their home dimension they are the advisors and consorts of the Arch-Demons, and are often sent into the material dimension to gather information or perform various sinister tasks. Because an Incubus or Succubus can shape-change into humanoid form at will, these demons are particularly well-suited for such covert activities.

Incubi and Succubi also have the magical ability to charm individuals with their piercing gaze. Humans are particularly susceptible to this form of attack, especially if they are of the opposite sex of the demon employing this ability. Incubi and Succubi themselves are immune to this talent, as they are to control spells of any type.

Though an Incubus or Succubus can remain in human form indefinitely, these beings will revert to their true demonic forms if angered or attacked in any way. They will recoil at the sight of any holy symbol. Further, these creatures are unable to enter temples and churches or to tread upon any consecrated ground.

If summoned, an Incubus or Succubus will require an offering of a living human of the opposite sex, to be taken back with the demon to its home plane upon completion of the required service. Like all greater demons, Incubi and Succubi may be commanded to grant a wish of limited power, or perform any single service for the summoner, so long as a successful pact is made. If the demon is not given a suitable offering, it will attempt to seduce and/or kidnap one of the summoner's closest friends or relatives and take the victim back to its home plane.

In melee, an Incubus or Succubus will seek to strangle opponents with its powerful hands. Like vampires, both Incubi and Succubi drink the blood of their victims.

Size: 7' tall, 300+ lbs.

INT +4	PER +3
WIL +2	CHA +4
STR +4	DEX +3
CON +4	SPD +1*

*walking, may fly at SPD +3

Ability Level: 14-16 **TR:** 15

Attacks/Damage: Bite DR 4T plus DR 2 per round from blood loss OR per weapon employed

Armor: Natural PR 3

Special Abilities: Detect invisibility; +10 bonus to Seduction skill; immune to seduction skill; shape change at will into any humanoid form; speak any language at +10, immune to Influence Mode. Dark Arts Order with Influence Mode at ability level

Hit Points: 70

Habitat: Extra-dimensional

JINN

Jinn are extra-dimensional beings whose powers are derived from one of the four elemental forces: earth, air, fire, and water. Though some scholars claim that these beings are more closely related to true elementals, others believe them to be a variety of demon.

There are four types of Jinn, each corresponding to one of the four elemental forces. All are proud and fierce, especially when brought to anger. When summoned, a Jinn of any type must either grant a wish of limited power or perform up to three services. If the summoner desires the services of the Jinn, he or she must somehow coerce the Jinn into a pact (see The Dark Arts). Should the summoner succeed in sealing a pact, he or she may call upon the Jinn up to three times in the next twenty-four hours and demand a service. Though the duration of any single service may not exceed ten minutes, no reasonable command may be refused.

If the summoner merely desires to have the Jinn grant a wish of limited power, he or she need not coerce the Jinn into sealing a pact. The summoner should, however, ask the Jinn's name as a matter of protocol. If summoned at some future date and addressed by name, the Jinn will remember the summoner's good manners and react accordingly. Conversely, summoners who coerce Jinn into performing the traditional three services will find the Jinn is likely to twist the meaning of any command as suits his whims.

The four types of Jinn are as follows:

Jann are brown-skinned Jinn of elemental earth. When summoned, Jann appear amidst a cloud of swirling dust. They know all spells relating to earth and stone. The best-known of the Jann are named Mentifil, Ordaphe, Idurah, Musar, Necas, Erami and Andimo.

Genii are white-skinned Jinn of elemental air. When summoned, Genii appear amidst a swirling wind. They know all spells of wind and air, and can fly and become invisible at will. The best-known of the Genii are

named Parahim, Apilki, Erkeya, Dalep, Capisi, Drisophi, Glisi and Cargoste.

Efreeti are red-skinned Jinn of elemental fire. When summoned, Efreeti appear amidst a cloud of acrid smoke. They know all spells of fire and are impervious to the effects of heat or flames. The best known of the Efreeti are named Pyrhum, Aphtiph, Orudu, Itumo. Coroman, Tapheth, Oriman and Amtophul.

Marid are green-skinned Jinn of elemental water. When summoned, Marid appear amidst a whirling cloud of misty vapor. They know all spells of water and ice, and are impervious to the effects of cold. The best-known of the Marid are named Amasol, Ardiphne, Isaphil, Amue, Aposto, Ermot, Amue and Istiphul.

Size: 10'-12' tall, variable weight

INT +4	PER +4
WIL +3	CHA +2
STR +5	DEX +3
CON +5	SPD +4

Ability Level: 12-20 **TR:** 17

Attacks/Damage: Punch DR 6B or per weapon employed

Armor: PR 5

Special Abilities: Elementalism Order (relevant element) with 5 Modes at ability level; Dimension travel at will, Detect magic on sight; Detect invisibility and astral presence by sight; Speak all languages at +10

Hit Points: 70

Habitat: Extra-Dimensional (summoned)

JOTUN

The Jotun are a race of giants who hail from the frigid lands of Jotunheim. Though generally of low-average intelligence, the Jotun are fairly civilized, and have a culture equivalent to those of many nations of men. Humanoid in appearance and averaging perhaps twelve feet in height, the Jotun are blue-skinned and have hair

of a predominantly white or yellow color. They usually wear long, impressive beards and dress in animal hides and various types of armor.

While regarded by many as barbarians, the Jotun people have a reasonably well-organized culture. They are great builders and construct imposing castles and fortifications. Their weaponry and armor are generally on the model of Hyperborean gear, with chain mail, axes, swords, warhammers and similar equipment being most commonly employed by their warriors.

In *The Travels*, Kullervo the Wanderer has left us a picture of Jotun society which shows the traveler's insight into the nature of people, as well as providing one of the clearest pictures of Jotun culture to have come down to us:

"Our landing on the shores of Jotunheim brought us into contact with the giant folk who inhabit those parts. They are a warlike race, proud and quarrelsome and reluctant to acknowledge any master. The weakest among them attach themselves to a Great Lord, giving and accepting fealty and protection. The Great Lords frequently go each in their own way, with little cooperation, and frequent enmity. The great city of Utgard often makes claims to be the "capital" of a Jotun "kingdom," but the independence of the Great Lords is checked only under the strongest of kings, and then only for the briefest of times. For the rest, the Jotun act as they will, and a stranger's reception among them may end in tragedy or in violence."

The Jotun are noted for being rude and are possessed of a cruel sense of humor. Though some few of them have undertaken a study of the magic of enchantment, most have neither the wit nor the desire to study the arcane



arts. For the most part, they prefer the brutally direct methods of simple combat. Among the other arts they have mastered, the Jotun have sufficient knowledge of seafaring to build raiding vessels and carry out occasional expeditions against their neighbors. As with so many other aspects of their culture, such exploits are conducted on a strictly individual basis; a single Great Lord will gather a handful of ships, but instances of cooperation or large-scale planning are rare.

The wilds of Jotunheim's outer reaches are inhabited by various savage Jotun, physically alike, but devoid of the relative civilization or social order of the true Jotun culture: these barbaric giants lack the sophisticated equipment of their civilized cousins, and tend to be even less tolerant of outsiders. They dress in crude furs, wield rudely-fashioned clubs and dwell in caves. Usually living a solitary existence, they are sometimes found in small hunting bands.

Size: 12' tall, 2000+ lbs.

INT +0 PER +0

WIL +1 CHA -4

STR +7 DEX -1

CON +5 SPD +0

Ability Level: 6-16 **TR:** 10

Attacks/Damage: Punch DR 5B or per weapon employed

Armor: Thick skin: PR 2

Special Abilities: immunity to cold, susceptibility to fire (+50 damage from fire)

Hit Points: 45

Habitat: Jotunheim (frequent raids elsewhere)

MAKARA

The Makara are a race of ocean-dwelling humanoids, much-feared for their aggressive and warlike nature. They are found in warmer seas and oceans throughout the known world and are the arch-rivals of the race of merfolk known as the Triton.

Makara are horrid creatures, having protruding lower jaws lined with rows of shark-like teeth and dark, deep-

set eyes. Their bodies are covered with tough green scales which afford protection from most types of biting and stinging sea creatures. A row of sharp spines runs from their crested heads to the small of the back. Both their clawed hands and feet are webbed, allowing Makara to move through the water with great speed.

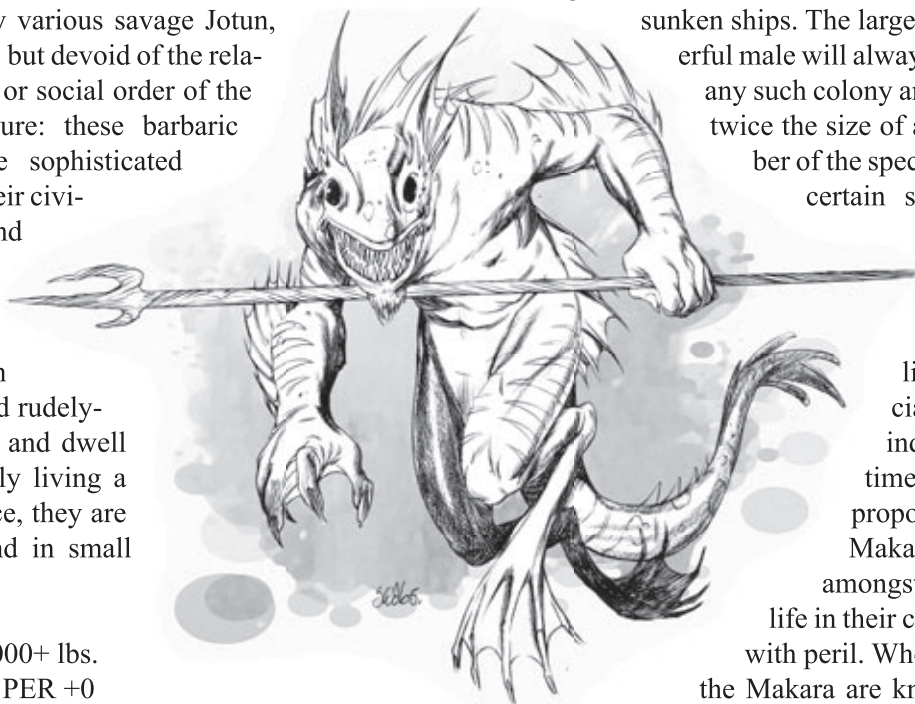
The Makara are social creatures, usually living in colonies of up to 200 individuals. They often reside within undersea caves and caverns, though it is said that small

groves have been known to occupy the hulls of sunken ships. The largest and most powerful male will always be the leader of any such colony and may be almost twice the size of an average member of the species. According to certain scholars, Makara

continue to grow slowly throughout their entire lives and especially long-lived individuals sometimes reach immense proportions. The Makara constantly war amongst themselves and life in their colonies is fraught with peril. When food is scarce, the Makara are known to resort to cannibalism.

In combat, Makara are vicious fighters. Although their natural weaponry is quite formidable, most of their warriors employ various types of pole arms, such as spears, military forks and tridents. Makara are both fearless and merciless and take prisoners only when food is plentiful. In such cases, a Makara war party may bring air-breathing captives into their watery domains and keep them in undersea grottos or air-filled caverns. There these unfortunate victims are usually tended like sheep and fattened for slaughter. Makara often argue violently over the rights to the fattest victims, who are considered to be delicacies of the most desirable sort.

Though it was once believed that Makara, being incapable of speech, were ignorant or bestial creatures, it is now known that such is not the case. Makara can communicate empathically with most creatures, though their language is crude and simple by civilized



humanoid standards. The ability to communicate empathically is probably used by the Makara when training their “pets” (moray eels, sharks, stingrays and the like), which are often brought along on warring or hunting missions.

Makara are a great threat to sailors and sea-faring merchants, whose ships they will readily attack from below the water line. Because Makara can survive for up to one hour out of water, they will occasionally attack coastal villages and isolated island groups.

Size: 6’-7’ tall, 180-260+ lbs.

INT -2 PER +0
WIL +0 CHA -1
STR +1 DEX +2
CON +1 SPD -1*

on land, swim at SPD +4

Ability Level: 1-12 **TR:** 3

Attacks/Damage: Claws DR 2S; Bite DR 4T Or per weapon employed

Armor: None

Special Abilities: Breath water, can survive out of water for no more than 1 hour, -4 on all rolls out of water. Empathic communication with other Makara and sharks (range of 250 feet). Possible Elementalism or Dark Arts Order with 3 Modes at ability level.

Hit Points: 20+

Habitat: Warm oceans and seas worldwide

MANTICORA

Manticoras are not natural creatures, but are the products of sorcerous cross-breeding and hybridization. They are most hideous, having lionine torsos, great bat-like wings and spiked tails. A Manticora’s head and visage invariably appear as a mixture of human and lionine features.

Manticoras are powerful beasts, often measuring ten or more feet in length and standing up to six feet high at the shoulder. With their curved talons, sharp fangs and spiked tails, they are formidable antagonists. They are incredibly fierce and are believed by some scholars to be utterly immune to fear.

Though Manticoras are capable of flight, they are neither swift nor especially maneuverable while airborne. Such is not the case on land, where Manticoras exhibit a surprising degree of speed and dexterity. Rearing up on its hind quarters, a Manticora can simultaneously engage opponents with claws and fangs (from the

front) and spiked tail (to the rear, or to either side). According to some accounts, Manticoras can also use their leathery wings to batter foes.

Despite the claims of certain members of the magical community, Manticoras are not known to exhibit any extraordinary degree of intelligence. They can be trained only with great difficulty and are said to make poor steeds, due to their violent and unpredictable nature. They may be used as guard beasts, but will invariably seek to escape if not secured with one or more stout chains.

In the wild, Manticoras often lair in caves or amidst other natural rock formations. They feed primarily on vermin, but will eat almost anything they can swallow or tear to pieces. Being hybrids, few of these monsters are able to produce offspring. Accordingly, they are quite scarce in most regions and are seldom encountered in any numbers. Details of their mating habits and offspring remain largely unknown.

For many years, scholars have claimed that Manticoras “launch” or hurl their tail spikes (somewhat like a porcupine) when attacking prey. Though Manticoras certainly have this capability, it is now known that they use this form of attack only if hard-pressed; otherwise they prefer to employ the tail as a mace-like weapon. Chiron the Wise suggests that Manticoras conserve their tail spikes because they take so long to regenerate (4-12 weeks, according to Chiron).

Size: 10’ long, 2500+ lbs.

INT -4 PER +3
WIL +0 CHA -4
STR +5 DEX +0
CON +4 SPD -1*

* on land, may fly at SPD +2

Ability Level: 5-8 **TR:** 7

Attacks/Damage: Claws DR 4S; Bite DR 8T; Tail Spikes DR 4T

Armor: PR 3 tough hide

Special Abilities: Flight; may throw tail spikes to a max. range of 60 ft.

Hit Points: 44

Habitat: Wilderness areas of Atlantis, Europa, Gondwana and Jambu

NATURE SPIRITS

Nature spirits are the least powerful and most common of the races of spirit beings. Though normally invisible



to the naked eye, these spirit forms exist throughout the natural world and are known to inhabit all types of organic and inorganic substances.

Nature spirits are roughly humanoid in form and initially average about six inches in height. Every two hundred years, these creatures grow an additional half-foot in height and gain a corresponding increase in abilities. Although, like most spirit entities, nature spirits are immortal, few ever exceed eight feet in height.

Like many Sidhe, nature spirits have little fondness for most of the humanoid races. Though they are capable of traveling between the spirit and material planes at will, nature spirits seldom appear as physical entities for any great length of time. If summoned by a shaman they will willingly perform a single service, but only if the service in question is of relatively brief duration (one hour or less).

There are five types of elemental spirits, each being composed of a particular elemental substance. Each is capable of causing energy damage by touch, an ability which is magical in nature. The five elemental spirits, and their powers, are as follows:

Water spirits: Water spirits have deep blue skin and long, green hair. They know all that transpires within the area of water which they inhabit and may be asked to locate or retrieve items lost in their domain. Water spirits can be found in streams, pools, fountains, lakes, oceans, and even puddles.

Fire spirits: Fire spirits are flaming red in color, with blazing yellow "hair." They may be asked to ignite any combustible materials within 100 feet from the spot where they were summoned, but are only able to kindle relatively small fires. Fire spirits can be found in any type of open flame or volcanic region.

Wind spirits: Wind spirits are translucent beings who have light blue skin and wispy white hair. They hear everything that transpires within their domain and may be asked up to three questions concerning any such knowledge which they may possess. Wind spirits can be found anywhere the wind blows, though they will never enter man-made or semi-enclosed structures of any kind.

Earth spirits: Earth spirits are the color of the earth, clay, sand or stone in which they live. Unlike other elemental spirits they are hairless. They know of ev-

ery creature or being who walks, crawls, slithers, or tunnels through their domains and may be asked up to three questions concerning any such knowledge which they may possess. Unlike wind spirits, they have little interest in what other creatures say, but are keen observers of what others do. Earth spirits may be found in any type of soil or stone.

Wood spirits: Wood spirits have brown skin and leafy green hair. They can make any plant or tree grow to its full size in the space of an hour, or cause any fruiting tree or shrub to produce fully-ripened fruit in any season except winter. Wood spirits are found in all types of plants, trees, herbs, and grasses.

Size: 6" per ability level

INT +0 PER +5

WIL +1/ 2 ability levels CHA -5

STR +1/ 2 ability levels DEX +4

CON +0 SPD +4

Ability Level: 1-16 **TR:** 1 per ability level

Attacks/Damage: DR 1 per ability level by touch,

Armor: None

Special Abilities: shapechange into appropriate animal type. **Fire Spirits:** ignite combustibles; **Water Spirits:** Locate items lost in their domain; **Earth Spirits:** Reveal events seen in their domain; **Wind Spirits:** Reveal conversations heard in their domain; **Wood Spirits:** Cause plants to grow or to bear fruit

Hit Points: 2 per ability level

Habitat: Extra-dimensional (may be summoned by Shamans)

NYMPH

Best-known of the Sidhe peoples, Nymphs are a slender, graceful race of extraordinary beauty. The name is generic for all female Sidhe; it is usually misapplied to suggest that these female Sidhe are a race unto themselves, an obvious impossibility.

The race of Nymphs is commonly divided into five distinct groups: Dryads, Hyads, Naiads, Nereids, and Oreads. These are dealt with separately below.

Dryads (or wood Nymphs) are female Sidhe who live in forest regions. They make their homes inside trees, through the use of witchcraft magic. They are shy and retiring as a rule, preferring to avoid the attention of non-Sidhe. Now and again a Nymph will take notice of an attractive male (not necessarily a Sidhe) and will approach him. Most, however, are not so bold, and in-

deed are brought up to fear the advances of men. This causes a perpetual problem between Dryads and the more lustful wilderland peoples, such as Satyrs and Centaurs.

Most other Nymph cultures are essentially similar, but make their homes in different regions. Hyads have mastery over elemental magics of the air and live among the clouds. Naiads inhabit lakes and rivers, particularly in wilderness areas. The Nereids live deep underwater, in the sea, and are frequently found associating with Tritons. Some, less scrupulous than their sisters, are known to lure sailors to their dooms.

Oreads are mountain-dwellers and love to hunt at night in secluded mountain vales. They are fierce, and not at all shy. If offended, they are likely to exact vengeance. At least half of any Oread band will be riding rabican steeds if encountered outside of their woodland settlements. Some scholars associate these Nymphs with the race of Elves, a relationship which the proud Oreads deny.

All Nymphs are slight of build and very attractive, especially to humans. Kullervo the Wanderer once encountered a band of oreads, and described them in this passage from *The Travels*:

"Each was dressed in modest simplicity, in a loose tunic that seemed to shimmer with changing hues as one watched; now it blended with the grey of the rocks, now with the green of the meadows All carried spears, save for a few who were armed with bows and small quivers of arrows. They were sure of themselves, picking a trail through the moonless dark, and we were hard-put to maintain the pace they set. When at last we reached the narrow cleft at the end of the valley, the leader of the band signaled and her troop melted into the shadows. Turning to us, she repeated her previous warning, and bade us never come into these woodlands again."

Size: 4.5'-5'tall, 60-90 lbs.

INT +3	PER +4
WIL +0	CHA +5
STR -2	DEX +3
CON +0	SPD +1

Ability Level: 1-10 **TR:** 3 (Oreads 5)

Attacks/Damage: Normally none (Oreads per weapon employed)

Armor: None

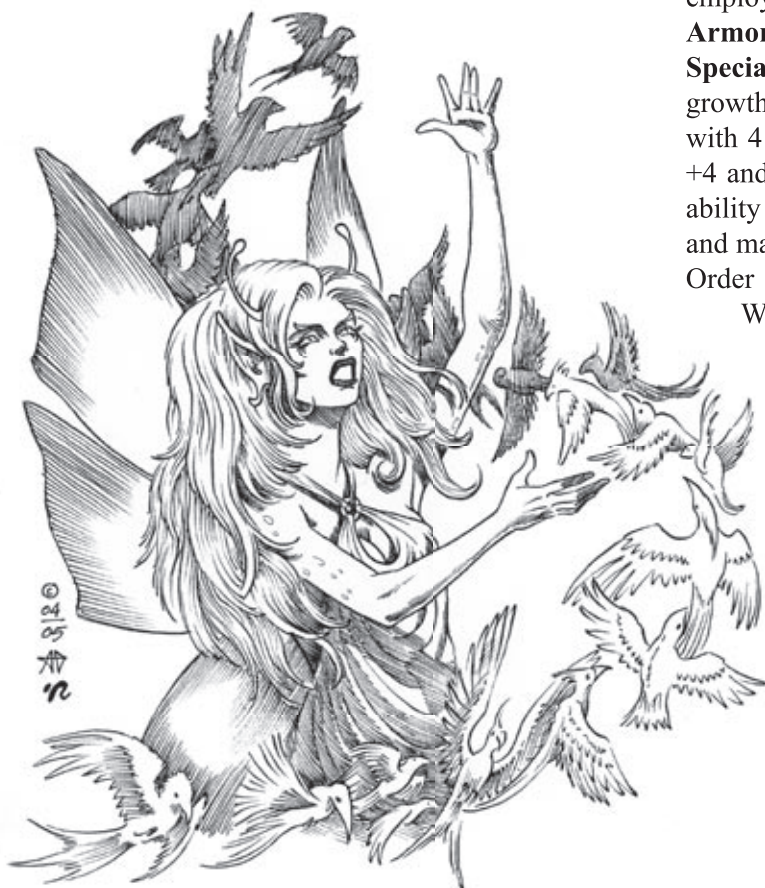
Special Abilities: Dryads may pass through plant growth at full SPD and have the Elementalism Order with 4 Modes at ability level; Hyads may fly at SPD +4 and have the Elementalism Order and 4 modes at ability level; Naiads & Nereids may breathe underwater and may swim at full SPD and have the Elementalism Order and 4 modes at ability level; Oreads have the Witchcraft Order with 4 Modes at ability level

Hit Points: 18 (Oreads 24)

Habitat: Rural areas worldwide

OGRE

Tall, broad and massive in build, ogres are a branch of giant-kind, but are even more cruel and evil in nature than most of their giant relatives. Typically, these creatures are a yellowish-brown in color, with scabrous, dark, mottled skin and thick, shaggy facial and body hair. They have eyes that show no obvious pupils and their bodies emit an overpowering stench. Knotted muscles and a powerful build combine to make them appear misshapen, and they are exceedingly ugly in form and feature alike.



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Ogres are bestial creatures, incredibly strong and ferocious and quite stupid. They are easily confused or duped and often fall prey to magic spells based on illusion. They may also be distracted by a variety of simple deceptions, puzzles or questions. However, an ogre in a killing frenzy is unlikely to be diverted from his prey.

Ogres are usually rather solitary in their ways, though bands of up to a dozen individuals are sometimes encountered. They are fond of appropriating a cave, an abandoned building or some other lair and then terrorizing the surrounding region. Fascinated by shiny trinkets and similar objects, they frequently amass sizable treasures from waylaid travelers, or as tribute from frightened locals.

The main diet of ogres is meat, often human flesh. They delight in brutality and cruelty, preferring smashing and crushing weapons above all others and frequently taking prisoners to torture at leisure. They are greatly feared, as Chiron the Wise points out in his *Natural History*:

“Upon learning that an ogre had taken up residence in the abandoned keep, the townsfolk determined to appease the creature for fear of otherwise provoking its wrath. Small jewels and other treasures were part of the tribute offered up. In addition, a lottery was decreed, and one victim chosen every week turned over to the monster for its cruel sport. Ultimately, a wandering mercenary substituted himself for one of the chosen victims and surprised the ogre. It was killed in the struggle that followed and the mercenary was given land, a title, and a great fortune by the townsfolk he had thus freed.”

Because of their low intelligence, ogres are generally primitive and barbaric. They dress in ragged, uncured hides, and generally carry simple clubs, or occasionally, maces or other weapons captured from their victims.

They are found almost everywhere, though ogres are far from common. A few have been known to attach themselves to bands of goblins or other evil creatures, but for the most part they are too primitive and quarrelsome to cooperate with members of other races.

Size: 7'-8' tall, 400-500 lbs.
INT -4 **PER** +0

WIL -2 **CHA** -5
STR +7 **DEX** -2
CON +4 **SPD** -2
Ability Level: 3-5 **TR:** 4

Attacks/Damage: Punch DR 6B or per weapon employed

Armor: PR 2 (thick hide)

Special Abilities: None

Hit Points: 32

Habitat: Wilderness regions worldwide

SPRIGGAN

Spriggans are strange little creatures believed to be related in some way to the lesser elementals known as earth gnomes. They average three feet in height, have somewhat exaggerated facial features and are hairless. Poor craftsmen, most wear shabbily-made tunics and articles of clothing that have been lost or discarded by other creatures.

Spriggans are usually found only in wooded areas; far from the towns and villages of more civilized folk. They make their home beneath the earth, where they construct elaborate burrow and tunnel complexes. Inveterate scavengers, Spriggans collect all sorts of items, including clothes, empty bottles, balls of string, coins and so forth. They are quite proud of their collections and often show them to others of their id. While Spriggans have no concept of what money is, they sometimes will trade items in their collections for other articles. As individual preferences dictate the nature of any Spriggan's tastes, they may agree to the most absurd-seeming exchanges, or may refuse a seemingly favorable deal. In any case, the reasons for a Spriggan's willingness or unwillingness to deal will rarely be comprehensible to humans (or, for that matter, any other creature except the Spriggan who is involved in the exchange).

While most other Sidhe races find them to be somewhat comical, Spriggans consider themselves a noble race. They often stand guard over other communities or bands of Sidhe such as Sprites, Zazir and Nymphs. Despite their smallish size, Spriggans are quite strong and many are handy with a club or cudgel.

Spriggans are sociable creatures, even though most prefer to live alone. They occasionally meet with others of their own kind, comparing collections and exchanging tidbits of news and gossip. They enjoy strong drink, but become silly after a glass or two. When in

such a condition, Spriggans become quite bold and will sometimes challenge each other to various feats of derring-do.

Spriggans do not like Goblins, whom they consider rude and gross. They despise Trolls, especially the types that burrow underground.

Size: 2.5'-3' tall, 40-60 lbs.

INT -2 PER +2

WIL +2 CHA -2

STR +2 DEX +0

CON +0 SPD +0

Ability Level: 3-4 **TR:** 3

Attacks/Damage: Per weapon employed

Armor: None

Special Abilities: -2 penalty to CON rolls to resist intoxicants

Hit Points: 19

Habitat: Woodlands of Europa and the North Sea islands

TROLL, CAVE

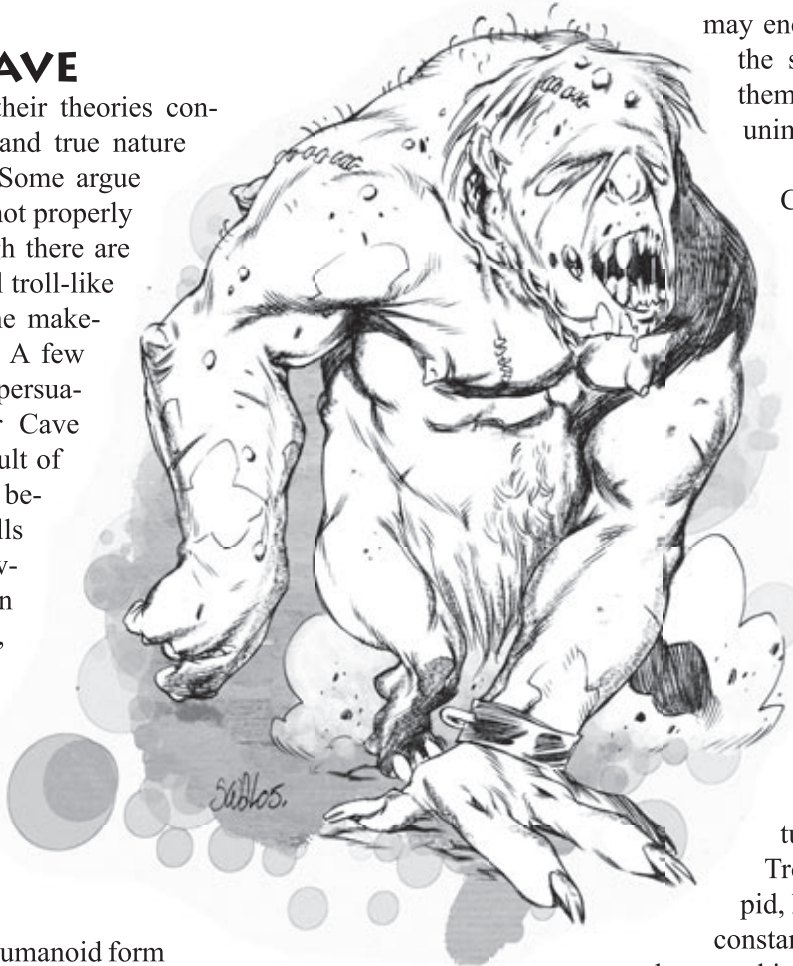
Scholars differ in their theories concerning the origin and true nature of the Cave Troll. Some argue that the creature is not properly a Troll at all, though there are undoubtedly several troll-like characteristics in the make-up of these beings. A few writers have made persuasive arguments for Cave Trolls being the result of unnatural breeding between Mountain Trolls and some large, now-extinct subterranean reptile. However, this theory is not fully accepted among naturalists, and scholarly debates on the subject continue.

Cave Trolls have a humanoid form similar in many respects to that of Mountain Trolls: massive, heavily-muscled, and hairless, with broad flat features and elongated ears. There

are several startling differences, however. First, the Cave Troll is much larger than any other form of Troll, ranging from ten to twelve feet in height when fully grown. The Cave Troll is also covered with a greenish, scaly hide. The fangs are smaller and less numerous, for Cave Trolls usually feed on smaller prey than do other trolls. Most interesting of all is the fact that the Cave Troll lacks pupils in its eyes and is quite blind.

Adapted to an underground existence, where perpetual darkness reigns, the Cave Troll species has developed other senses to compensate for its lack of sight. They can detect even the slightest vibrations in rock for up to a 1000-foot range and have some sort of "sonar," like a bat's, for the detection of obstructions in their immediate vicinity. They also have an amazingly accurate sense of smell, which leads them unerringly to prey. Subterranean disturbances of any kind, including mining, combat, or even the passage of a large party taking no particular precautions to move in a stealthy fashion, may draw curious Cave Trolls rapidly to the

scene. The scent of other creatures may encourage them to attack, the smell of blood driving them into a killing frenzy of unimaginable ferocity.



Cave trolls are superb tunnelers, using their immense strength to claw through stone and rock. In a single minute, a Cave Troll can clear a five foot cubic volume of such material. In this fashion they can rapidly burrow new tunnels as needed. This ability has led Rock Trolls and some Goblin tribes to attempt to capture and train Cave Trolls to aid them in mining and tunneling work. Cave Trolls are incredibly stupid, however, and it requires constant supervision to keep them working in the desired manner.

As such, Cave Trolls are generally of little value in this type of work. Attempts to cross-breed Cave Trolls with Rock Trolls, in the hope of obtain-



ing a species with similar abilities but a higher intelligence, have never met with any degree of success.

Cave Trolls are strictly creatures of the darkness. Exposed to daylight, they turn to stone. This has prompted the other major theory of Cave Troll origins, which claims that Cave Trolls were in fact animated from stone in imitation of ordinary trolls by some powerful black magic. Ludicrous as this theory may seem, it is not without its own adherents.

Size: 10'-14' tall, 1400 lbs.

INT -5 PER +0

WIL -3 CHA -6

STR +10 DEX -3

CON +5 SPD -3

Ability Level: 6-10 **TR:** 8

Attacks/Damage: Punch DR 6B; Bite DR 4T or per weapon employed

Armor: PR 5 (very thick flabby hide)

Special Abilities: Tunneling (may move at a SPD -4 through earth); Blind: Cave Trolls are blind and are therefore immune to visual illusions, their PER rating works via scent

Hit Points: 32

Habitat: Wilderness regions worldwide

TROLL, ROCK

Rock Trolls are the most common species of Trolls, an evil and dangerous race of creatures feared for their great strength and cruelty. Rock Trolls are the smallest of Troll-kind, but also the cleverest. As cleverness is relative, however, even Rock Trolls are, by human terms, brutish and stupid.

Most Rock Trolls stand between six and seven feet in height, are brawny, over-muscled and extraordinarily ugly. Their skin is greyish in color and their bodies are hairless. Rock Trolls have flat-faced faces, with low foreheads, broad noses and elongated ears. Their mouths are wide and filled with long, sharp teeth.

Being fairly intelligent, Rock Trolls are capable of manufacturing various types of equipment, from weapons, shields and armor, up to massive siege engines. Such equipment is normally crude in the extreme, though effective enough.

Rock Trolls usually organize into large, warlike clans, under the leadership of a Troll king who is generally the strongest of the tribe. Unlike other Trolls, they are not so much governed by their appetites. They take prisoners, employing them as slave laborers in their underground mines. Rock Trolls covet mineral wealth of all kinds and spend much energy in the planning and construction of mining operations.

By and large, however, these creatures prefer to take treasures from others, an approach that, to their minds, is far more appealing. As a result, Rock Trolls are continually at odds with the race of Dwarves, who are their most dire enemies. Underground wars between Dwarves and Rock Trolls break out frequently and in these subterranean conflicts the Rock Trolls exercise their considerable abilities in the area of siegecraft. Kullervo the Wanderer, in *The Travels*, recounts the story of a siege of this type, in which he and his companions were involved:



“On the fifth day there was a new breach made on one of the upper levels on the south side. None of the defenders had expected an assault from this quarter. Evidently the Rock Trolls had excavated a mine in that area long before, in anticipation of the attack, and it had gone undiscovered. The defenders rallied after losing much of the south quarter of level two and we were among the reserves thrown in. Soon we found ourselves in an awful melee, facing these fell, monstrous beings. By now many were armed with hammers and axes captured from the dwarves, and our only advantage was the superior strategy of the General, who lured their best fighters into a trap and then launched a counter offensive which carried us back to the breach...”

Rock Trolls occasionally cooperate with Goblins and sometimes “tame” the bestial Cave Trolls. They will ally themselves with any creature which can help them achieve their immediate ends, though they are treacherous and cruel partners in any endeavor.

Size: 6’6”-7’ tall, 300-400 lbs.

INT -2	PER +0
WIL +0	CHA -3
STR +3	DEX +0
CON +3	SPD -1

Ability Level: 3-8 **TR:** 3

Attacks/Damage: Bite DR 2T; Fists DR 2B or per weapon employed

Armor: PR 3 (rocky hide)

Special Abilities: Dark Vision

Hit Points: 28

Habitat: Subterranean primarily in Europa and Hyperborea, rare elsewhere

UNICORN

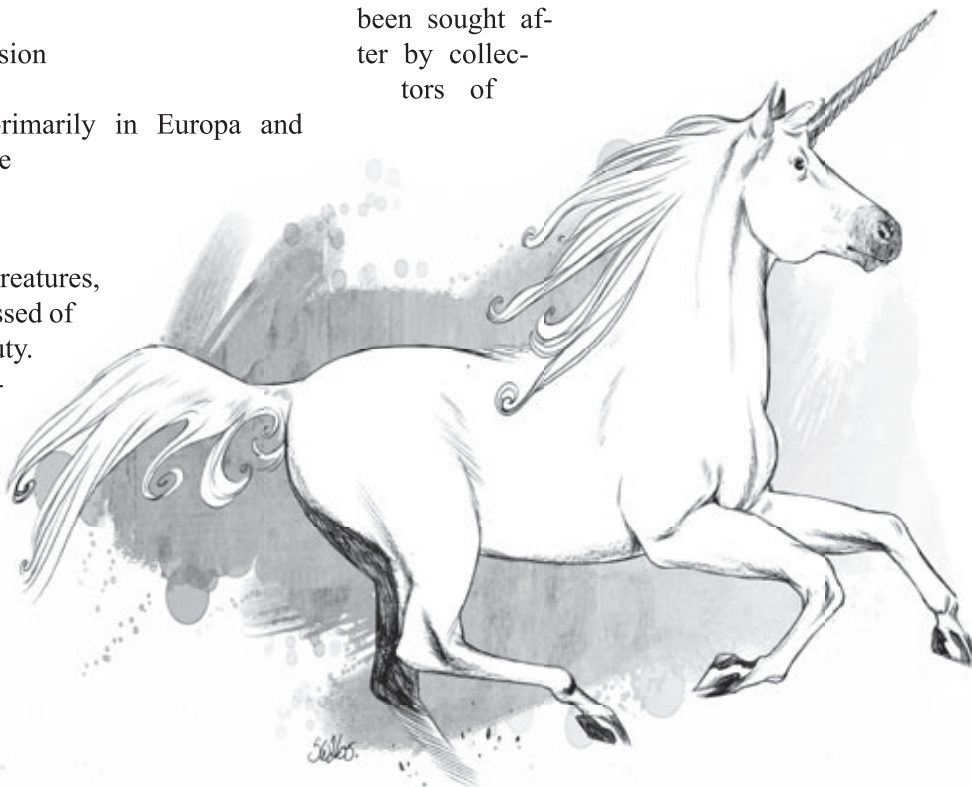
Unicorns are woodland creatures, rare and elusive and possessed of exceptional grace and beauty. In appearance they resemble small, slightly-built horses with long, flowing manes. They are easily distinguishable from other equine species, however, by the spiraling horn which each unicorn bears in the center of its forehead.

Shy by nature, unicorns shun the company of most other creatures, preferring to dwell alone or in mated pairs. They will sometimes tolerate Elves, Nymphs, and the more benign varieties of Sidhe, and have an uncanny attraction for human females. It is said that unicorns will only consent to be ridden by virgin maidens of pure heart.

Unicorns are among the swiftest of creatures and are able to traverse even the densest forests with uncanny speed and agility. So light is the tread of these creatures that they leave not the faintest traces of their passing, such trails normally being indiscernible even by magical means. In addition to their physical attributes, unicorns possess the ability to sense living creatures of all sorts at a range of up to one mile, making them almost impossible to observe, much less capture.

Although they are the gentlest of creatures, unicorns are more than capable of defending themselves should the need arise. The horn of a unicorn is a potent weapon, and is said to be capable of piercing even magical armor. A unicorn may also use its hooves against attackers, though it will rarely employ such tactics unless all avenues of escape are blocked. Being immune to magical spells of control and influence, unicorns cannot be charmed. Nor are they affected by poisons or toxic substances of any kind.

Unicorns have long been sought after by collectors of



rare beasts, generally to little avail. Spellcasters and alchemists covet the unicorn's horn, which is said to possess many excellent virtues. Despite the exorbitant prices which these items command, unicorn horns remain amongst the absolute rarest of commodities. The possessor of a single such horn might well demand a king's ransom in gold for it.

Size: 5' at shoulder, 400-600 lbs.

INT -1 PER +5

WIL +5 CHA +5

STR +2 DEX +4

CON +1 SPD +5

Ability Level: 4 **TR:** 5

Attacks/Damage: Horn DR 6T; Hooves DR 4B

Armor: None

Special Abilities: Sense danger with a 1 mile range; 50% immunity to spells; immune to all poisons

Hit Points: 29

Habitat: Sylvan glades and forests Hesperia, Jambu and Europa

WEREWOLF

The most common of the werereatures, and perhaps the most dangerous, though not as strong as the werebear or wereboar, werewolves are possessed of a savagery and ruthlessness matched by few other beasts. They are drawn to the scent of blood and able to track prey by both scent and sound with great effectiveness. Like wolves, they are practically tireless runners, and will pursue victims relentlessly for miles.

Werewolves are nocturnal predators, most being capable of assuming wereform only when the moon is full. The progression of lycanthropy in these monsters, however, is far more rapid and profound than in most other species of werereatures. Accordingly, many who contract the disease find that, each change to wereform lasts longer than the previous episode, until the individual eventually loses all semblance of humanity. Victims of this form of lycanthropy invariably progress to the point where the change to wereform is permanent and irreversible.

Given such facts, it is hardly surprising that the bite

of a werewolf is the most likely of all werereatures to cause lycanthropy. Most experts estimate the chance of contracting lycanthropy from a werewolf to be as great as 35-40%, the chance that the disease will be progressive in nature being as high as 20%.

In combat, werewolves are fearsome adversaries. Although they are susceptible to damage by silver weapons, werewolves have no fear of such devices. If anything, a werewolf is even more dangerous when it has been wounded. When badly hurt, these creatures often go into a berserker-like rage, attacking with twice their normal ferocity. The inhuman strength possessed by werewolves enables them to claw through leather armor and hide with no great difficulty. The fangs of a werewolf are much less likely to penetrate these types of protection, a fortunate circumstance considering the virulence of the creature's bite.



Many who claim to know something of these creatures claim that werewolves are repulsed by the herb aconite, better known as monk's hood or wolfbane. Even those who support this theory admit that, to be truly effective, the herb must have been picked less than 24 hours prior to its use.

Size: 6'+ tall, 200+ lbs.

INT +0 PER +4

WIL +0 CHA -4

STR +3 DEX +2

CON +2 SPD +2

Ability Level: 5-7 **TR:** 6

Attacks/Damage: Bite DR 6T; Claws DR 3S

Armor: None

Special Abilities: May track by scent alone; regenerate 1 HP per minute; may transmit Lycanthropy to victim of bite

Hit Points: 26+

Habitat: Wilderness and rural worldwide wherever wolves roam

WYVERN

The Wyvern is an offshoot of dragon-kind, having a serpentine body, leathery wings and a tail tipped with a poison stinger. Covered with fine scales, Wyverns are not quite so heavily armored as the great dragons, but are still formidable opponents. They are generally brownish or grey in color, and are most commonly en-

countered in densely forested regions or rugged areas, where they often will establish a lair in a large cave.

Unlike any of the true dragon species, the Wyvern is not intelligent. It has the cunning and ferocity of a serpent, but does not possess the sinister ability to mesmerize or command others that true dragons often display. Their natural weaponry is fairly formidable, however, and includes razor-sharp talons, carnivore teeth, poison sting, and fiery breath.

Unlike many serpentine creatures, Wyverns are frequently found in groups. According to *Chiron's Natural History*, these creatures occasionally migrate en masse into new hunting grounds and can pose a great menace to men who may happen to lie in their path:

"The last great migration of the Wyverns through these regions led to considerable destruction. Though the beasts lack the intelligence which characterizes their larger brethren, they are characterized by a ferocity and aggression almost unmatched in the animal kingdom. Their attacks caused great damage, until it was discovered that masses of archers, firing volleys as the creatures stooped low to attack, could effectively deal with the dangerous beasts. Their numbers, and their continued ferocity even in the face of great losses to their ranks, kept the battle going far beyond the point at which intelligent beings would have broken off the attack. As it was, the conflicts continued until the migration had passed fully on into the wilderness which lay to the west."

Wyverns, unlike the greater dragons, are rarely associated with treasure hordes or burial mounds. Their ferocious nature and hunting patterns make it more usual for them to be encountered in open terrain. Like other lesser dragon-types, Wyverns can sometimes be tamed and used as aerial steeds.

Size: 12' tall;
1000-1500
lbs.



INT -5 PER +3
WIL +0 CHA -3
STR +4 DEX +3
CON +2 SPD -3*

*on the ground, Wyvern fly at SPD +3

Ability Level: 6 **TR:** 8

Attacks/Damage: Bite DR 10T, Tail Stinger DR 4t + poison (DR 2 per round for 5 rounds)

Armor: Leathery hide PR 4

Special Abilities: Flight; Poison sting; fiery breath (DR 12 to a 10 foot diameter area usable once per day)

Hit Points: 34

Habitat: Wilderness and desolate regions worldwide.

YETI

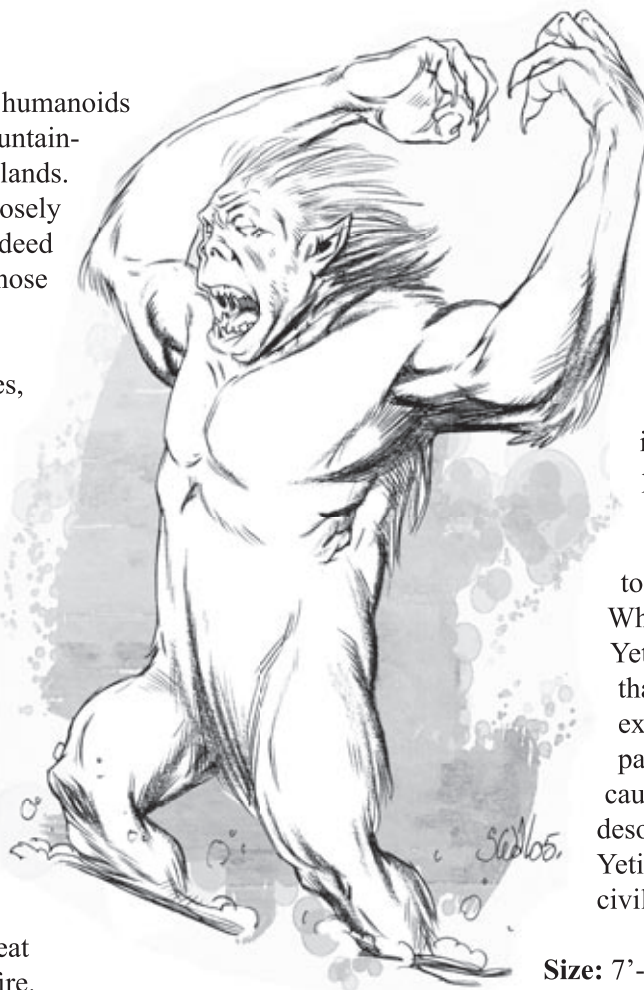
Yeti are a giant species of humanoids who dwell only in certain mountainous regions and frozen wastelands. They are believed to be closely related to lemures and do indeed bear some resemblance to those ape-like beings.

Yeti are massive creatures, often reaching eight feet in height and weighing as much as a quarter ton. Their bodies are covered with a heavy coat of white fur. Like lemures, Yeti have no fur on their faces, palms, or the soles of their feet. Beneath their thick hides Yeti also have a layer of fat, which effectively renders them immune both to systemic poisons and frigid climatic conditions. Conversely, Yeti are unable to tolerate heat and are quite susceptible to fire.

Unlike lemures, Yeti are solitary creatures. Little is known of their mating habits or way of life, and Yeti young are never seen. Captured Yeti fall sick and die within a few days, making study of these creatures a nearly impossible task. Neither is it known whether Yeti construct permanent dwelling places, are territorial, or are nomadic by nature.

The aggressive tendencies of these fierce carnivores

are, on the other hand, well-documented. Those who live closest to the Yeti's natural habitat readily attest to the murderous nature of these monsters. It is said that Yeti will attack even fairly large groups of men or animals without provocation, and will kill even when they are not motivated by hunger. Despite their great size, Yeti are capable of moving with surprising speed and stealth. They are almost impossible to detect in their native environment and are often able to surprise their chosen prey. Yeti are also superior climbers, and will leap upon victims from above if given the opportunity.



In combat, Yeti are frightening antagonists. They generally attack by raking victims with their claws, using their vicious bite only against prey that has been stunned or knocked to the ground. If badly wounded, Yeti are likely to go into a berserker-like rage. Unlike lemures, they will not flee if outnumbered or hard-pressed; in fact, the fearsome shriek of an attacking Yeti often sets their victims to flight.

While little is known about the Yeti, it is generally believed that these creatures do not exist in great numbers in any part of the known world. Because they live only in the most desolate and forbidding climes, Yeti are rarely encountered by civilized men.

Size: 7'-8' tall, 400-500 lbs.

INT -1 PER +2
WIL +0 CHA -5
STR +5 DEX +2
CON +4 SPD +1

Ability Level: 4-8 **TR:** 6

Attacks/Damage: Bite DR 4T; Claws DR 5S

Armor: PR 3 (shaggy hide)

Special Abilities: immune to cold; immune to poison; +5 bonus to Stealth skill; terrifying shriek: those that hear it must roll vs. WIL with a -2 penalty. Fail-

ure means the character is paralyzed with fear for d20 rounds

Hit Points: 41

Habitat: Mountains and tundra of Jambu, Lemuria and North Sea islands

ZAZIR

Zazir are an unusual species of Sidhe, measuring 1-2 inches in height and weighing only 1-2 drams. Though they are said to inhabit almost every region of the world, sightings of Zazir are incredibly rare; Zazir are extremely shy and have little liking for mortal creatures. When seen at all, they are most often encountered in the company of sprites, of whom they seem fond.

Unlike most Sidhe, Zazir are quite industrious. They possess the unique ability to manufacture organic and inorganic materials from pure essence (that substance which alchemists believe exists on the border between physical and metaphysical reality). Each Zazir has his or her own specialty: some create precious stones, some color the petals of flowers, some fashion dew drops and distribute them on grasses, spider webs and so on. The more mischievous of these diminutive creatures make cobwebs, balls of lint, and the type of burrs that stick to people's clothing.

Though Zazir are generally benign creatures, they do not like being disturbed by noisy and inconsiderate humans. Those who disturb their works, even by accident, as happens most often, will often find that the Zazir have played some malicious prank upon them in order to get even. Typical Zazir pranks include putting tiny holes in a wineskin or water bag, tying knots in bow strings and shoe laces, undoing clasps or fastenings, and so on.

There are some who claim that Zazir will make gold or precious stones for those who treat them well. Others say that one must catch a Zazir and put it in a glass cage before it will make anything for a mortal. Either way, it's doubtful that a Zazir could make more than a carat's worth of precious stones (or a single coin's worth of gold) in a day, even if it really wanted to.

Size: 1"-2' tall, 1-2 drams

INT +2

PER +3

WIL +2

CHA +0

STR -5

DEX +4

CON -4

SPD -3*

*on the ground, Zazir fly at

SPD +5

Ability Level: 1-3

TR: 1

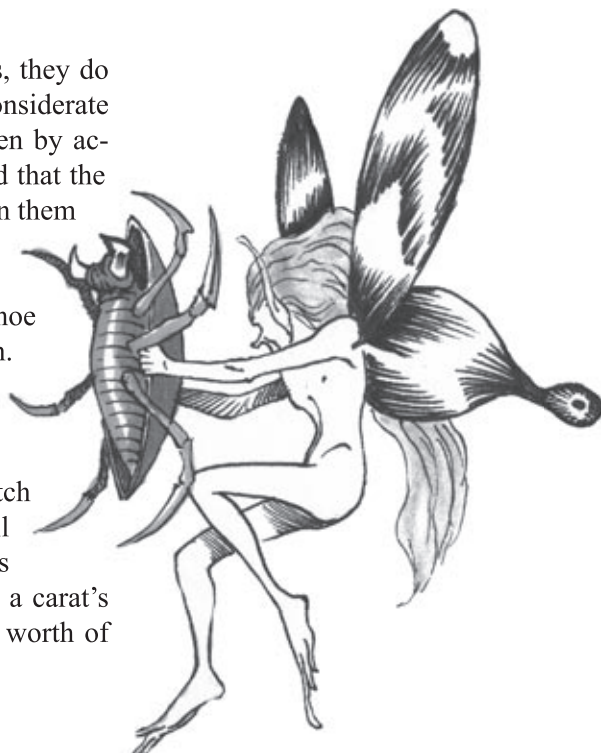
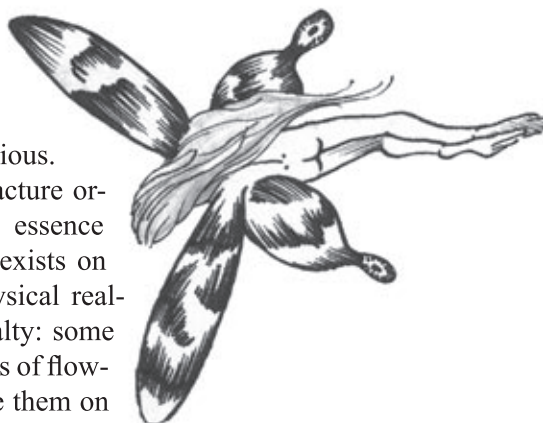
Attacks/Damage: None

Armor: None

Special Abilities: Flight; Elusive, Zazir receive a +4 bonus in all Defensive maneuvers and stunts; may create matter from one of the four elemental essences

Hit Points: 4

Habitat: Rustic locales worldwide



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ATLANTIS

THE SECOND AGE

CHARACTER NAME _____

RACE AND/OR CULTURE _____

CALLING _____

GENDER _____

AGE _____

HEIGHT _____

WEIGHT _____

HAIR _____

EYES _____

SKIN _____

BIRTHPLACE _____

ATTRIBUTES

○ ○ ○ ○
INT PER WIL CHA

○ ○ ○ ○
STR CON DEX SPD

○ ○ ○
CR MR REN

○
HP

DAMAGE

LETHAL _____

SUBDUAL _____

○
SPELL
PENALTY

○
EXPERIENCE
POINT
TOTAL

XP SPENT _____

○
TR

TALENTS

TALENT	TALENT TREE	BENEFIT

THE OMNI TABLE

ROLL

RESULT

0 OR LESS

MISHAP

1 - 5

FAILURE

6 - 10

PARTIAL SUCCESS

11 - 19

FULL SUCCESS

20 +

CRITICAL SUCCESS

LANGUAGES

Rating

SKILLS

SKILL NAME	RATING	SKILL LEVEL	ATTRIBUTE MOD	ATTRIBUTE
Acrobatics				DEX
Administration				INT
Aerial Combat				CR
Alchemy				INT
Animal Handling				WIL
Appraise				INT
Aquatic Combat				CR
Balance				DEX
Brawling				CR
Climb				DEX
Command				CHA
Concentration				WIL
Cook				PER
Cryptography				INT
Deception				CHA
Deduce Motive				PER
Defensive Martial Arts				DEX
Diplomacy				CHA
Disable Mechanism				DEX
Disguise				CHA
Drive				DEX
Enchantment				INT
Etiquette				CHA
Evade				DEX
Forgery				INT
Handicraft ()				*
Handicraft ()				*
Heal				INT
Herb Lore				INT
Intimidate				CHA
Investigate				CHA
Literacy				INT
Lore ()				INT
Lore ()				INT
Medicine				INT
Mounted Combat				CR
Navigate				PER
Offensive Martial Art				CR
Parry				CR
Perform				*
Pilot				DEX
Profession				*
Research				PER
Ride				DEX
Seamanship				DEX
Search				PER
Seduction				CHA
Siegecraft				DEX
Sleight of Hand				DEX
Stealth				DEX
Survival ()				CON
Survival ()				CON
Swim				STR
Theology				INT
Torture				DEX
Tracking				PER
Weapon ()				CR
Weapon ()				CR
Weapon ()				CR
Weapon ()				CR

MAGIC

ORDER	ORDER	ORDER
PHYSICAL COMPONENTS	PHYSICAL COMPONENTS	PHYSICAL COMPONENTS
ADVANTAGES	ADVANTAGES	ADVANTAGES
LIMITATIONS	LIMITATIONS	LIMITATIONS

Mode	Lvl	Mod	Rtg	Mode	Lvl	Mod	Rtg	Mode	Lvl	Mod	Rtg
Attack				Attack				Attack			
Illusion				Illusion				Illusion			
Influence				Influence				Influence			
Kinetic				Kinetic				Kinetic			
Manifest				Manifest				Manifest			
Manipulate				Manipulate				Manipulate			
Sensory				Sensory				Sensory			
Summoning				Summoning				Summoning			
Ward				Ward				Ward			

WEAPONS

WEAPON	RANGE	DR	WT

ARMOR

[illegible]

EQUIPMENT

[illegible]

WEALTH: