

# THE ATLANTIS CAMPAIGN

Before the Romans, before Alexander, before history was truly recorded, a race of people founded the mightiest empire ever known. They ruled the entirety of the Atlantic and dominated Africa thousands of years before Moses would bring Egypt to its knees. They spawned a great culture, with a wealth of knowledge exceeded only by the tragedy of their demise. These were the Children of Poseidon. These were the people of Atlantis.

## WELCOME TO ANCIENT EARTH

This campaign is placed in ancient earth before the fabled city of Atlantis fell to a cataclysm beneath the waves. This campaign allows your characters to become scions of the Empire, desperately attempting to stave off the inexorable decay of their culture and its loss of world dominance.

As foretold, the Spartans, Athenians, and Egyptians stand poised to vanquish their would-be oppressors once and for all. Your characters will wield great powers, but will this be enough to save a society on a collision with disaster?

## MYTHIC HISTORY

This alternate-Earth campaign is based on writings of Plato and the legends of Ancient Greece. The Atlanteans and Player Characters are offspring of Poseidon. The predominant race though out the world is human and other types of races are mythical in nature. The action takes place on a mythical Earth where many of the legends of our history are actually true.

The legends of Atlantis originate with the Greek philosopher, Plato. His works, *Critias* and *Timaeus*, tell of a fallen civilization thousands of years before his time. It's this story of an empire both old and majestic, spanning the Oceans and possessing a knowledge and power now forgotten.

Plato tells the history of Atlantis and its founding in *Critias*. He presents a civilization established by the children of Poseidon and Cleito, a mortal woman. It relates how their five sets of twin sons came to rule an empire. He describes their government, the structure of the society, and the land itself. He speaks of their fall into corruption and decadence and of the Great War that would destroy their empire.

*Timaeus* recounts Atlantis' fall and eventual destruction. Atlantis is presented as the enemy of Ancient Athens. In this account, Plato details the final destruction of the island and its fall beneath the waves.

## In The Beginning

In an unrecorded past age, a fisherman named Poseidon found a rare red metal called orichalcum. While experimenting with this metal he awakened his own mystical powers. This allowed him to use magic to extend his life and gather powerful magical skills. Poseidon used his new powers to wander the world gathering knowledge and skills in all areas from mystical to mundane.

After a millennium of wondering, Poseidon desired a land of his own and used his arcane power to raise the ocean floor outside the Pillars of Hercules. (Strait of Gibraltar.)



Poseidon created this land from the exposed ocean floor and named it Atlantis. With his aid, Poseidon watched the land become a beautiful country, fair and rich, possessing verdant hills, noble mountains, and windswept plains. Frequent rains swept the island, and rich oceanic soil covered the plains. Beneath his raised land, Poseidon sensed a great source of power, more orichalcum. He later discovered that this mystical metal was very rare and that his new continent contained more deposits of orichalcum than anywhere else on Earth.

In time, small groups of humans migrated to Atlantis and started dwelling within the country. These were simple farmers and fisherman, hardy folk that flourished and prospered. Poseidon watched these people and was pleased.

### **Poseidon and Cleito**

Near the fertile plain of Atlantis on a small, lone mountain, Poseidon happened upon the home of Evenor, his wife, Leucippe, and their daughter, Cleito. Becoming enamored with Cleito's strong will, beauty, and radiant spirit, Poseidon asked Cleito to be his bride. Having a profound respect for the land and knowing it would be a great honor, she consented.

Desiring to protect his newfound love, Poseidon created barriers of water around the mountain. Shipping was unknown at that time and thus, the waves made an effective blockade. The self-proclaimed sea-god shaped the earth, digging three deep, circular channels around the mountain. He excavated another conduit from these rings to the ocean, letting the waters of his domain rush into the depressions, thereby creating a series of three ring-shaped canals enclosing the mountain with portion of land between them.

To provide for the needs of his love, he created twin pure springs in the center mountain. He then transported and populated the mountains, the surrounding plains, and the rest of the land with all manner of plants and animals. The mountain itself he graced with the richest bounty the world had to offer. Here were gardens which a mortal could live with no cares or worries, surrounded by the finest and most succulent fruits and the enchanting fragrance of exotic flowers. He raised a shrine of white marble in the center of the garden to serve as a home for Cleito and her family.



### **The Twins**

In the years that followed, Cleito bore Poseidon five pairs of twin sons; their names being Atlas and Gadeirus, Ampheres and Evaemon, Mneseus and Autochthon, Elasippus and Mestor, and finally Azaes and Diaprepes. Having inherited the innate ability to use magic

from their father, the children possessed a power and grace beyond that of mortal humanity. They grew strong with great physical power and strength of mind and magic. They also possessed their mother's temperance of character. Cleito taught them the ways of the land, sea, sky, forge and forest and instilled in them a need to better both themselves and the world.

As the children grew older, they discovered that their physical and mental strength was matched by their mystical power. The secrets of magic came easily to them, and before long, they were weaving spells and dwelling upon the mechanisms of the arcane arts. By the time they reach adulthood, each possessed power greater than that of any human magician. As the years passed, it also became evident that their natural life spans were greatly extended

### **The Brothers Explore**

As the children of Poseidon reached adulthood, they began to look beyond their mountain home. They traversed the length and breadth of the island where they found pockets of humanity thriving on the bounty of the land. These mortals soon revered the twins as kings of their areas. From these areas the brothers each selected wives and raised families of their own. This second generation also displayed marks of arcane power. Thus, the nation was populated; each generation growing larger and larger with many of the offspring retaining the arcane powers of orichalcum.

Eventually the brothers grew bored with the simple life in their kingdoms and began searching for something new beyond the confines of the island. To that end, they decided to travel across the oceans to lands distant and far. The brothers separated, each exploring as the winds of fate would take him. While abroad, the brothers found people both different and strange, and they began learning the ways of civilization.

From the Lemurians in their empire south of Asia, Mneseus learned the secrets of creating stone buildings larger than the tallest tree. Autochthon wrested the craft of metallurgy, including the secrets of bronze from the dark men of Mu. Elasippus stayed for some time in the growing acropolis of Athens and acquired the arts of shipbuilding. But eventually, a rival named Athena expelled him for attempting to bring the land under his control. (This was the

first conflict with Greece, which would foretell a greater war to follow.)

For several centuries, the bothers traveled the breadth of the world, but eventually they tired of the long voyages. Longing for home, the kings returned to Atlantis. They discovered upon their return that a civilization had arisen from the seeds they ad sown as youths long ago. Generations had passed, and their offspring had spread the arcane bloodline through much of the population. While not possessing the sheer might of the first few generations, their descendents still bore the marks of power, including long life and an aptitude for the arcane arts. Yet, the returning sons were appalled. Despite the change in the nature of the people and the number of their settlements, the culture had barely grown. Having experience the wonders of the outside world, the returning kings found the simple hovels and farms primitive and base.



### **The Founding of a Nation**

Quickly re-establishing their authority, the ten sons of Poseidon began to teach, showing their people the secrets of sea travel, construction, bronze, and magic. They commanded the people to build towns and cities and to use this knowledge to reshape the land as Poseidon had done himself. They created great canals throughout the central plain, transforming it into rich farmland. They tamed the creatures of the island, using oxen and elephants as beasts of burden and construction. They raised structures of stone and clay, creating sprawling towns joined by an intricate system of roads.

Two of the kings had found special purpose during this age of growth. Azaes, one of the

youngest, busied himself with various experiments with orcachalcum. Like his father, he found that the metal enhanced mystical properties. It was capable of channeling raw magical forces, purify and contain them. This made the metal a perfect material for magical construction. Azaes presented his findings to his brothers, and the kings made plans for great mines to acquire the rare mineral. Azaes' twin, Diaprepes, took charge of this task, for his domain was mountainous and rich in natural resources.

The eldest son, Atlas, began to build the greatest city in the world, the City of Atlantis. Using his arcane arts in addition to calling upon the aid of his offspring, Atlas and his people bridged the canals with great arches of stone. They conjured the finest building materials from the ground, using them to construct homes and temples, libraries and shipyards, roads and walls. They interlaced the city with veins of orcachalcum, creating a network of arcane power. They intended their capital to serve not only as the political and economic center of their civilization, but as the mystical heart as well.

In the following centuries, the children of Poseidon shaped the land, building a civilization unmatched in scope. They cultivated vast farms on the fertile plain, easily feeding their growing populace. The mines grew ever deeper, claiming vast quantities of precious and useful minerals, including the fabled orcachalcum. The city of Atlantis itself grew enormous. Sprawling across the landscape, it contained universities, temples, markets and shipyards. There a great fleet was constructed utilizing the channel to the sea for passage.

The Atlanteans research arts both arcane and mundane and began unraveling the patterns of the world. Combined with metal, orcachalcum, and crystals, the Atlanteans' mystical power gave the growing nation a strength and vision unrivaled on Earth. They reshaped the land as they saw fit. They created artifacts of stone and magic to labor and fight, leaving them more time for study and the advancement of their society. They brought the very elements under their control, governing the weather just as they governed the land around themselves.

### **The Empire**

Inevitably, the people of Atlantis began to look outside their island home. The Atlanteans began sending out expeditions to explore the world, using their arts of weather control and

seafaring to propel their vessels at great speed. They spread out upon the waves, quickly crossing the ocean to the coast of Africa where they established the seaport of Cyrago. The seaport was constructed to serve as a stopover for traveling vessels and a repository for supplies. From there, the Atlanteans spread up and down the coast, charting the waters and securing new territory.

The empire of Atlantis grew rapidly. The people of Poseidon claimed vast stretches of Africa, creating settlements throughout its verdant interior and subjugating the natives. The empire spread so quickly that the entirety of the Atlantic Ocean and its bordering lands were soon under their dominion.

Ventures into the Mediterranean, however, were much more problematic. Northern Africa quickly fell under Atlantean control, and the empire planted colonies along the southern coast of modern-day Spain, France, and Italy. But when the explorers continued further East, they encountered a civilization that gave even the might of Atlantis pause. The city of Athens and her allies, while paling in comparison to Atlantis, possessed the power to hold off Atlantean expeditions. Never had the burgeoning empire faced a people with strength comparable to their own. Atlantis possessed a great arcane power, but it was evenly matched by the arcane arts and devotion of the Athenians and their protectors.

The Athenians had the Olympians who held Athens in high regard and favored its denizens with their blessings. It became evident that the group of powerful Olympians, while less skilled, also had knowledge of the mystical arts and were able to block the Atlanteans from conquering their favored city of Athens. Additionally, the neighboring Spartans possessed martial skills beyond any the Atlanteans had thus far encountered, surpassing even the great Atlantean warriors.

Unsure how to contend with this new threat to their way of life, the Atlanteans decided to isolate the Athenian region from the rest of their territory. Five of the greatest Atlantean weather works and mystics drawing upon great magic, created the eternally swirling Maelstrom. They placed this maelstrom along with a great beast they also created, Scylla, at the Pillars of Hercules, thus forming a channel of destruction that few ships could face. Furthermore, Gadeirus' daughter, the powerful sorceress,

Circe, was charged with keeping a watchful eye on the Athenian people and keep them from leaving the confines of the Eastern Mediterranean Sea.

The Atlantean Empire prospered and grew despite challenges from the Lemurian Empire and the wizards of wind and fire from the Fertile Crescent in Asia known as Mu. By the end of the Great Expansion, the empire of Atlantis controlled nearly all of Africa, more than half of Europe, and much of Central and South America. No enemy could truly challenge this great nation of the waves. The empire's deadliest enemy would prove to be itself.

It's during this golden age that Poseidon and Cleito abdicated their rule in favor of their sons and departed for parts unknown. Nobody has seen or heard from the founding couple for more than a thousand years. It's rumored they fled to a new land to start another Empire.



### **Corruption and Decay**

Years passed like days for the great people of Atlantis. Lifted above the cares of worries of ordinary mortals, they spent their lives enjoying the richness of the world. Some absorbed themselves in arcane study. Others devoted uncountable hours to perfecting the minute details of sculpture and painting. Years were spent creating patterns for tapestries. With the wealth of the Empire at their disposal and the power granted by their advanced studies, the Atlantean people surrounded themselves in luxury.

In time, the people of Poseidon forgot what it was like to live a life of toil. Surrounded by such opulence, it was easy to forget the struggles and ambition that had brought them to their lofty position. Where the people once took pride in both themselves and their Empire, they began to take their positions for granted. Successive generations saw no further need to press onward, challenging themselves and the world for the glory of their people and their Empire.

The people of Atlantis began to squabble among themselves. Factional politics came to rule the society with citizens vying for prestige and grasping for the approval of one or more of the

Ten Kings. Even the sons of Poseidon fell victim to the decadence that had begun to permeate their society. Where once they saw each other as compatriots, they began to compete with one another, each feeling his vision to be the best for the Empire. Tension grew between the Kings, pulling the nation's loyalties in different directions.

With the people's focus lost and their attention diverted by petty squabbles, Atlantean culture began to decay. Laws were made to benefit whoever had the lawmaker's ear at the moment. Armies of servants set out to war on isolated tribes merely to further a commanders' political aspirations. Seeing themselves as above reproach, Atlantean wizards explored realms of arcane lore shunned by common sense. Their arrogance angered the Olympians. Athena in particular found the Atlantean pride offensive.

### **The War for Atlantis**

While the Atlantean people turned inward upon themselves, the world began moving against them. The Athenians, with the prompting and blessing of their patrons, raided Atlantean shipping, disrupting trade throughout the Eastern Mediterranean. Atlantean warships sent to deal with the problem failed before the might of the Athenian combined fleet. The Atlanteans did not respond to this threat with the combined focus seen in the past. Atlantean naval commanders, fearing for their stations, kept the truth of their failure from their superiors at home. Thus, the beginning of the war was completely unknown to the people of Atlantis.

Within a year, the militaristic Spartans joined the Athenian cause. The combination of their martial expertise and the Athenian's naval skill created an alliance capable of threatening Atlantean rule. The combined forces spread outward, quickly conquering Tyrrhenia (Italy), and the island of Crete. Next, the Athenian fleet backed by their Olympian Patrons destroyed the great Maelstrom and Scylla. Seeing the destructive power of the Greek Alliance, the Sorceress Circe warned her father, Gadeirus, of the impending attack. The insolence of the Athenians and the deception of his admirals outraged the king Gadeirus. He sent a massive contingent of ships and troops to deal with the threat and brought the Athenian-Spartan alliance to a standstill.

### **Current Situation**

As of now, the Greek Alliance is in a fighting stalemate with the Atlanteans. The Pillars of

Atlas have been breached and the Atlanteans are harassed everywhere they go. It is extremely dangerous for an Atlantean to travel anywhere within the Mediterranean Sea.

The Atlantean forces are seeking a way to re-establish their world dominance and the Greek Alliance is constantly pushing the Atlanteans towards destruction. Many strategists on both sides of the conflict believe the Empire of Atlantis is coming to an end.



### **THE PROPHECY**

Alliance soothsayers consulted the oracles for ways to break the Atlantean hold on the region but received no answer.

A similar review was conducted by the more powerful Sorcerers of Atlantis. What they divined was the following: "*A nation of minor stature will herald the downfall of Atlantis.*"

Since that prophecy came to light, the kings and leaders of Atlantis have been searching for a way to prevent this doomsday prediction.

### **GEOGRAPHY OF ATLANTIS**

Atlantis is an unnatural island raised and kept on the surface by the mystical powers of the Atlanteans. The island was formed from a chain of smaller islands 600 miles long and 400 miles wide. The sea floor that had lain between the islands became the Great Central Plains. Mountains cover the northern quarter of the teardrop-shaped island, and another chain rounds down the western coast. A cluster of hills occupies the southeastern corner, forming a shielded flood plain within the interior that drains into the Atlantic Ocean.

The island has a balmy climate; hot and humid in the summer; cool and damp in the winter. Tropical storms are frequent but usually turned

aside by the Atlantean weather-workers. Lighter showers are allowed to pass over, keeping the farms of the central plains well watered. Animals of every description populate the island. Herds of elephants roam the undeveloped interior amid wild vines, berries, and huge flowers. Jungles in the south teem with monkeys and exotic birds. Woodlands cover the mountains. Wheat, barley, grapes and fruit-trees are the primary produce of the farms. Coral reefs to the south make for rich fishing and supplement the already abundant crops of the island, easily feed the Atlantean populace.

### City of Atlantis

In the southeast, alongside the cluster of hills and touching on the central plains, lies the majestic City of Atlantis. The metropolis is built around the small mountain where Poseidon originally took Cleito as his bride and the Ten Kings were born. On top lies a large shrine to Poseidon and is the heart of the government.



The base of the mountain is surrounded by the first of three canals of seawater. The city itself is built on the divided circles of land formed by these great waterways. Cleito's mountain occupies the innermost circle of land. The next ring outward houses the leaders of the Empire. Enormous estates dominate this region, and from here, councils decide the fate of the Empire. Within this circle also lies the estate of King Atlas, lord of the city.

Business and craft houses dominate the outer ring. The city's massive port lines its edges, and within it sits the University of Atlantis. The homes and businesses of the common people blanket the surrounding countryside, forming the largest community in the Empire.

Connecting the three watery channels is a large canal that runs out to the Ocean. Sea walls have been built around the rings to prevent flooding. Beneath the city streets is a vast web

of orcachalcum that channels magical energies inward, causing the city to throb with its power.

### The Kingdoms

The Island nation of Atlantis is divided into ten kingdoms, each ruled by one of the tens sons of Poseidon.

Atlas rules the City of Atlantis itself and the surrounding countryside. Widely considered the most noble of the brothers, he continually strives to make his land hospitable and beautiful.

Gadeirus oversees the region to the north of the City. He considers Atlantis the pinnacle of civilization, and believes that Atlantean conquests must continue or else the island's civilization will turn in upon itself and grow stagnant. Disappointed that his people have put aside their expansionist desires, he is the greatest proponent of military action among the kings.

Ampheres and his twin Evaemon govern the extreme southern reaches of the primary island. Both excel in matters of agriculture and continually search for better methods of providing food for the needs of the people.

Mneseus, who originally brought the arts of the Lemurian architecture to Atlantis, reigns over the northern most hills of the main island. His domain holds many of the greatest estates and vineyards of the Empire.

Autochthon is in charge of the southern reaches of the western mountains. His lands contain the mighty forges of the Empire, within which orcachalcum and other metals are purified and shaped.

His brother, Elasippus, rules the Central Plain to the west of the capital, where the many beasts of burden are indigenous. His land is a rolling tapestry of open plains, reaches and cattle yards.

Mestor controls a small island in itself north of the primary land mass. This kingdom provides most of the fruit consumed within the nation.

Finally, Azaes and Diaprepes share the southern-most islands. Azaes's land is covered in lush forest and is the greatest source of useable timber for the nation. Diaprepes's territory is dotted with mines and provides the island with stone and metal, including the mystical orcachalcum.

Atlantean colonies also exist around the globe. They exist in the far north on the snow lands of Akadius, to the southern reaches of Africa. Small settlements have also been placed in the lands far to the west across the Atlantic Ocean as well as selected portions of Asia. The voyage to many of these colonies is too far to make continual travel to these locations possible. This makes communication with these settlements sparse and by necessity, these colonies need to be self-sustaining. Communication from many of these locations has not been heard in many years.



### **FOES**

Atlantis has several enemies able to stand up to its might. The Greek Alliance possesses shipbuilding and sailing expertise Atlantis can only match with a great deal of magical manipulation. In addition, the entire Olympian Pantheon holds the Greek Alliance in high regard granting them magical support.

Far to the east, around the southern tip of Africa, the Lemurian Empire thrives. Lemurians are the best stone-crafters in the world, possessing masterful carving techniques and an ability to tunnel through the hardest of rock. Much of their empire lies beneath the towering spires they construct on the surface.

Finally, far to the west exists the Nation of Mu. Populated by primitive beast-like people, they possess metalworking skills far beyond any found elsewhere in the world. They are exceptionally hostile to outsiders, eating any foreigners they happen upon. In addition, they wield a shadow-magic undetectable by most Atlantean senses, which make them a very dangerous enemy.

### **ATLANTEAN CULTURE**

Atlantean ideas and values have influenced a large portion of the Classical World. Likewise, many ideals of those the empire has subjugated have been incorporated into its own culture. Below is a look at how the people of Atlantis

view themselves and the world in which they live.

### **Atlantean Citizens**

There are two distinct groups of citizens. Those descended from Poseidon and those who are not. The descendants are the backbone of the culture, serving both as defenders of the Atlantean way of life and as a reminder of the mystical origin of its people. Nobles of this group hold almost all top positions of power within the Empire. They are expected to be paragons of wisdom and strength, a position to which they are uniquely suited. Though not above the law, they possess a great deal of influence within society, and their word bears much heavier weight than that of other citizens.

Those descended from Poseidon that have Exalted are known as "Nobles". There are only about ten Nobles in each family so in all of Atlantis, there is about 100 Exalted characters. Accordingly, each is considered special. It's from this group where the ruling class originate.

It's also from this group of descendants where the Wizards and Sorcerers originate. It's a matter of pride within a family to acknowledge an "Exalted" member and celebrate their potential. This is also the origin of the Player Characters.

The distinction between an Atlantean Noble and a Terrestrial Exalted in the World of Creation is that most Nobles possess an essence of one or two. There are very few essence 3 users in Atlantis and even fewer essence four or five.

In comparison to the few number of Nobles, the largest group of citizens are those with no trace of Poseidon's blood. These people are foreigners – brought into the fold during the Great Expansion and their descendants. In either case, they are now full citizens of the Empire. Newcomers to Atlantis are expected to learn about the Atlantean way of life and to teach that philosophy to their children.

In total, the nation of Atlantis has about 200,000 citizens within its borders. Each of the ten families and their extended family relationships is about 5% of that total population.

### **Family**

Atlantean society is based on the extended family. The eldest member, call the Si'an leads the household and governs day-to-day affairs. The Si'an declares the food fit to eat at meals,

decides all marriage requests, and governs all large expenditures of money. Resolving interfamily conflicts is his or her responsibility in addition to representing the family to the rest of society. Since the Si'an is often quite old, a younger member of the household is appointed as intermediary. Generally, Si'an are given great respect and treated like nobility within the family.

### **Childhood**

Atlantean childhood is a formulized affair. By tradition, the first 10 years of an Atlanteans life is spent at home, enjoying the pleasures of youth. Children are expected to master reading and writing, the daily prayers, and to be able to tend to their own grooming. This includes taking part in chores of the household, preparing and serving meals, cleaning the walkways, airing bed linens, running messages, and doing simple shopping in the marketplace. Mastery of basic etiquette and customs of Atlantean society is also expected.

On the morning of their eleventh birthday, the Si'an acknowledges the child and they start their formal education. The next ten years are dedicated to the study of a wide variety of subjects including history, spell-craft, religion, philosophy, cartography, literature, and trade skills such as stonework, carpentry, pottery, weaving, etc. The arts of war are also taught, which includes the study of weaponry, tactics, strategy, provisioning, and much more. At the end of this decade, the child selects a formal career path and seeks apprenticeship with a master of their chosen vocation.

It's on their twenty birthday with the selection of their vocation that a child of Atlantis is considered an adult. They can form their own family and travel without the Si'an's permission. It's at this point, where many Atlanteans leave their extended family home to seek their own fortune; returning to the family once their inner desires are completed or forming their own household.

### **Marriage**

Marriage is an occasion highly celebrated in Atlantean society, as Atlanteans enter into lifelong commitments with the greatest of caution. Most wander through a string of lovers over the course of their lives, remaining attached for years but separating when the relationship starts to sour. Children created by these trysts are always considered part of the mother's family and are raised as such without prejudice

as to the father's identity. Relationships within a family are common, though never between siblings or parents and children. Marriage within a single household is strictly forbidden.

Among those who do marry, adultery is nearly unknown because the penalty for such behavior is permanent exile for both spouses. Who was unfaithful doesn't matter, for any failing in the marriage is considered the fault of both parties. Marriages are highly respected, and both individual gain great status for the commitment. Thus, any damage to the relationship and its institution is a great sin. After all, it reflects badly on the entire family.

### **Death**

Death is taken very seriously by the long-lived Atlanteans. Funerals are solemn affairs in which the whole of the deceased's family is expected to participate. The body of the departed is ritually anointed and laid out on a pyre. The corpse's hands are placed around a meticulously crafted trident of selected rare woods, and the body is wrapped in the finest linen. The Si'an comes forward and speaks of the deeds of the fallen, reviewing his or her life in detail. Great emphasis is placed on accomplishments both large and small. The character and personality of the deceased are not mentioned because those impressions are considered very personal and subjective, and their disclosure would affect the memories of those assembled. As final words are spoken, the Si'an lights the pyre. The assembled are expected to say until the fire dies after which the ashes are carried to the sea and sacrificed to Poseidon. Mourning lasts one day for every ten years the departed was alive.

### **The After Life**

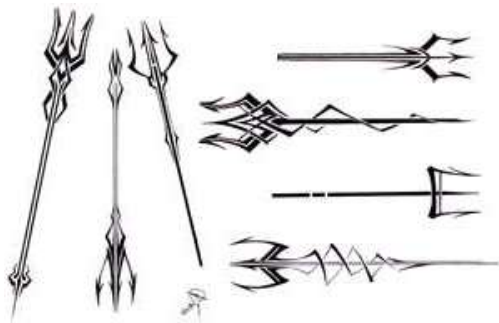
There is a common believe that when a person dies, their soul goes to Limbo for judgment. Upon judgment, the wicked go to Hades, and the just and honorable go to Paradise. Both are mystical places to either punish or reward the deeds and actions of the deceased.

Because a soul immediately leaves their body upon death, there is no resurrection or raising of the dead in this campaign. Accordingly, an undead creature is an anathema to Atlanteans. Anybody that practices such sorcery is considered evil that must be stopped.

## Religion

Most Atlanteans consider Poseidon to be a god. They also have the belief that all descendants of Poseidon have divine blood flowing through their bodies. As such, the Atlantean people are very religious. They view Poseidon as more than just their deity; he is their forefather. Throughout the day, Atlanteans pay homage to Poseidon in myriad ways. A cool sea breeze causes an Atlantean to pause and give thanks. One greets a stranger by offering him or her water. At the evening meal, the head of the table is always left vacant and a place is set; waiting for Poseidon to visit the family. The ocean itself is considered holy, and every Atlantean is expected to bathe in the Sea at least once a year.

While Atlanteans acknowledge the existence of other gods, Atlanteans do not pay them homage. Prayer to other gods is allowed but only temples to Poseidon may be erected. The worship of Poseidon is the national religion.



## Law

The Atlantean legal system is straightforward. Each year, the Ten Kings gather in Atlantis to discuss any issues that have risen during the last year that may require new laws. Generally, within the borders of Atlantis, those acts causing direct harm to the personal welfare of another are illegal. Thus, murder, rape, arson, burglary, assault, and other forms of violence and theft are crimes under Atlantean law. Chief temple priests serve as judges and the Ten Kings resolve the highest order of disputes. Penalties usually follow the “eye-for-an-eye” formula, making the judgment suite the crime. Murder is punished by execution, theft is penalized by a period of service to the victim in addition to the return of the goods or recompense for their value, and so forth.

When a dispute arises between two uncompromising individuals of different families, it falls to their Si’an to meet and resolve the

problem. If the Si’an cannot resolve the issue, a Chief priest of Poseidon is called. Should this also fail to resolve the situation, it may be redirected to a higher-ranking priest. The chain up can continue to one of the Ten Kings who have final authority to resolve disputes. For the most part, it is in the best interest of both parties to resolve the issue before a King is consulted. This is because while both parties must agree to a priest’s settlement, a King’s judgment is final and requires no approval of those involved. In addition, refusing to accept the decision of a priest reflects badly on both parties and their families. When an individual lacks a Si’an, a priest is automatically consulted.

## Slavery

Slavery is legal within the Atlantean Empire and serves as a major source of basic labor. The condition of slavery is never inherited. Children are automatically considered free of their parents’ obligations. Slavery is a penalty given to an individual for failure to pay debts, as a judgment for a crime, captured enemy combatants, or as punishment for sedition. However, those possessing the blood of Poseidon cannot be committed to slavery. Thus, Noble Atlanteans are exempt from this punishment.

A master must provide for slaves’ basic needs, and their physical well-being must be maintained. Married slaves cannot be separated from their spouse, and children cannot be taken away.

## Social Order

Atlantis is, in many ways, a meritocracy. Citizens are judged not by what they do, but how well they do it. This reflects the Atlantean drive for perfection and control. Those who produce the highest quality work are true masters of their craft and are given greater respect. For this reason, Noble Atlanteans usually hold the highest positions. (Their natural talents place them above nearly everyone else.)



### **Clothing and Fashion**

Atlantean clothing styles are rich but loose and comfortable, befitting the island's balmy climate. Males favor ornately embroidered vests that leave the chest exposed, loose leggings, and sandals. Women wear long, flowing gowns hung from the shoulder, which are often tied with a sash around the waist and slit partly up the side of the leg for ease of movement and comfort. In colder weather, women wind long sashes of warmer fabrics wrapped around their limbs to form a skin-tight garment, and men add a sleeved undershirt to their usual ensemble.

Vibrant blues and greens are the favored colors of leisure, with earthy browns used for work clothing. Reds, purples, and yellows are employed as highlights, usually in the form of sashes and shawls, while black, white, and grey are reserved for under-garments. Elaborate embroidery is common; often including silver, gold and sometimes even orca-chalcum thread in the designs. Such enhancements typically feature eye-pleasing patterns rather than images.

Footwear consists of thin hardwood sandals, carved and shaped to fit the sole of the wearer's foot. A simple pad of leather provides a buffer between the skin and the wood of the sandal. Long ribbons or leather straps that often run all the way up the calf tie the shoe to the wearer's foot. Intricate swirls are etched on the bottom of the sandals to provide traction. Atlantean footwear is designed to keep feet comfortable and cool while not interfering with swimming.

Jewelry is very common and worn during everyday life. Rings and amulets featuring polished metal and gemstones are favored, though earrings are not uncommon. Intricate clasps and pins ordain Atlantean hairstyles, which tend to be straight and shoulder-length for

both men and women. Tattoos are also popular, typically in the form of small, patterned designs that enhance the natural flow and fall of clothing styles. Facial and head tattoos are commonly worn by those in the military, incorporating any scars acquired in the line of duty.

### **Architecture**

Atlanteans build structures to endure. They prefer to build with stone, primarily marble and other hard rock. When wood is used, only the hardest will suffice.

Atlantean homes are designed to be very open. A household consists of a multi-storey central structure connected to numerous outbuildings through covered walkways. The dwellings themselves have a central meeting hall and work areas on the first floor. Bedrooms are on the second and higher stories. Arched windows abound, allowing the free movement of air throughout the dwelling. During colder seasons, ornate curtains are hung covering doorways and windows to trap heat within the structure.

In larger cities, massive aqueducts flow overhead. The upper floors of many taller houses have access to these sources of water. In some cases, an aqueduct runs straight through the house. Solid waste is carried away each morning in large clay urns, while liquid waste is emptied into covered sewer channels that run in alleys behind the structures. Periodically, these channels are flooded with water from the aqueducts, keeping them clean and free of obstruction.

### **Food**

Saltwater fish are considered the most perfect of food, coming as they do from Poseidon's humble beginnings. A prayer of thanks is always given before each meal. No part of an ocean fish is wasted. Atlantean cooks have numerous recipes for preparing every part of the fish. Even the bone are ground up and combined with several other spices and flour to make rich bread called macah.

Food is delicately seasoned with an emphasis on salt and garden-grown herbs. Imported spices are reserved for formal affairs. Most of the best Atlantean chefs are also skilled herbalists and are in high demand in Noble houses.

## Art

Atlanteans are very artistic people. Ornate paintings and carvings adorn the walls within their homes. These designs usually depict the sea, mountains, and other natural scenes, making the interior seem larger than it is. Buildings are constructed with alcoves and wall niches for statuary, and every curve and angle of the structure is shaped and polished to please the eye.

Artistic tastes favor complex designs that suggest the subject to the view rather than boldly tell it. Atlanteans believe that art should require careful attention to convey its meaning. Simple images and carvings are scorned as being too pedestrian, easily forgotten, and ignored. A work of art should capture the eye and give new meaning with each viewing.

Atlantean musicians favor the flute and harp as well as a five-stringed instrument call the halista. Played with a bow, it is well known for the resonant, yet haunting sound it produces. Many of the great Atlantean compositions are written for a quartet of flute, harp, halista, and a single vocalist. The music itself is flowing and melodious, reminiscent of ocean waves cresting upon the shore, remarkably complex and intricately layered.

## Literacy

In Atlantis, about 90% of the population can read and write Atlantean. Literacy is a common skill known by most citizens. It's also known that most people in other human cultures cannot read or write.



## Names

Since the dawning of the Empire, most individuals are known by their first name. If there is more than one person with the same first name, a family name is given. If additional

information is needed, a detailed genealogy is given to link the individual to one of the Ten Kings.

Note, it would be appropriate for Characters to have a Greek-sounding name to help support the campaign feel.

## Worldview

The descendants of Poseidon see themselves as masters of their world. They are driven to control and shape every aspect of their lives. An architect is willing to chop down a forest just to improve the view from a new structure. The world is moldable clay, a suitable base from which one can construct what one desires.

Atlanteans view themselves as the pinnacle of civilization and culture; they are a lot prideful. This is not to say that they see no value in that which is not Atlantean in origin. Rather, they believe such things should be assimilated into their culture and then perfected, as only Atlanteans are capable. Atlanteans place great value on study, for only through understanding can the proper way of accomplishing a task be found.

The struggle for perfection exemplifies Atlantean culture. True mastery of an art or craft is not only a worthy goal, it is all that is worth doing. They are the ultimate tool-users, continually developing new methods for shaping the world. Atlanteans have no need to struggle with a task when they can create a tool to accomplish it, freeing more time for important studies. They are proud even egotistical people – it's difficult to impress a race that believes they are descendents of a god.

Atlanteans are very image-conscious. They will go to great lengths to make every aspect of their lives pleasing to the eye and wonder to behold. Buildings are works of art with sweeping curves and angles that draw the eye to the best aspects of the construction. Swords are intricately embossed with designs and glyphs. Scars are surrounded by complex tattoos with the flow of the blemish worked into their design. Atlanteans pride themselves on their refusal to accept imperfection; pre-existing flaws are seen merely as tools with which to work.

## Conflicting Beliefs

Over the last few centuries, there has risen a subtle division in beliefs between two primary ideological philosophies.

One proposes that evolution is sponsored by ordered, well-planned growth. This is the primary belief of most Atlanteans and has the following ideals: "Control is victory. Obedience is the path of life. A well ordered society and life allows growth in all things from art to science. To promote order is to promote the advancement of humanity and knowledge."

The contrary belief is the Cult of Chaos. This belief asserts that, "Chaos is the proper state of being, the state in which all are free to act. Chaos is the way to strength. Chaos is the engine powering life. Chaos finds its fullest expression in times of war. In war all are put to the test. In war those unfit are exterminated. Only in bloodshed can true progress be made, can promise be realized. In war we are victorious, and through war true perfection will be realized. Victory through chaos."

It has been rumored that the Cult of Chaos is seeking to undermine the Atlantean society as they see it as corrupt and no longer allows humanity to prosper and grow. There is no telling what this cult will do to further their goals.



### **Magic**

The civilization of Atlantis is built upon the mystic arts. City streets pulse with arcane power and the nation itself rides above the waves on a bed of magical energy. Weather workers make the environment more hospitable and many Atlanteans can use magic to ease their life. In many places, Atlantean magic manipulates and controls the environment in ways that inspire awe in foreign mages but are taken for granted by those that reside there.

Buildings of impossible construction and height are held together by arcane skill.

Orcachalcum, the mystical metal indigenous almost exclusively to Atlantis, has a property that naturally enhances magical energies. By crafting orcachalcum into an item, a skilled artisan can cause it to draw upon the energies of the environment to greater effect.

Though vast in power, due to the unrestrained exploitation of this rare mineral, the reserves of Orcachalcum are all but exhausted. New veins of the metal have not been discovered in more than two centuries. The leaders of Atlantis fear that the exhausted resource will ultimately spell the end of their civilization.

This dwindling availability of Orcachalcum has also fueled speculation of why less-and-less "exalted" Atlanteans are emerging from recent generations.

Atlanteans have also discovered that crystals energized with orcachalcum can be attuned to function in lesser ways as the mystical metal itself. While not as powerful as orcachalcum, precisely cut and worked high quality crystal can serve as temporary reservoirs of arcane power.

Because of the dual use of orcachalcum and crystals, many Atlantean magical artifacts incorporate one or both materials to enhance their effectiveness.

### **EQUIPMENT**

Role-playing in the Classical World offers some unique challenges for player characters. Chief among these challenges is the use of Bronze and the limited available equipment.

#### **Bronze**

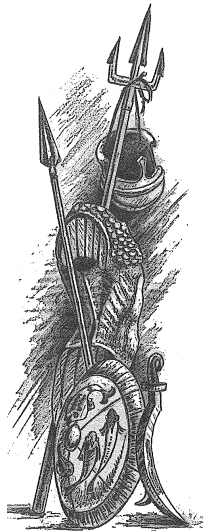
Bronze was still the metal of choice for tools and weapons when Plato began telling stories of Atlantis. The typical soldier wore a bronze cuirass, helmet, and greaves, and carried a bronze sword and bronze-tipped spear. Bronze fittings reinforced this shield, and bronze tools helped farmers cultivate the fields that kept him fed.

Bronze is an alloy of copper and tin. It is easy to work into a variety of shapes, but it is very soft compared to iron or steel. This does not mean that bronze weapons were ineffective. Mediterranean smiths forged weapons to compensate for the frailties of their medium. Bladed weapons were kept short because long

swords would bend or break too easily. The leaf-shaped blade of the hoplite's sword and the heavy, reverse curve of the falcata were designed to add force to a swing. They were every bit as deadly as their iron and steel successors, simply not as durable.

A properly forged bronze weapon is perfectly serviceable instrument of war. A soldier trained in the use of a hoplite sword or falcata is fully capable of delivering terrible blows with deadly accuracy. Therefore, Classical bronze weapons impose no attack or damage penalties. However, bronze is a soft metal that breaks easily.

Due to the material issues using bronze in a role-playing game, it will be assumed that equipment is being maintained so that the qualities of the bronze do not interfere with the statistics of the published game materials. The bronze-age equipment will be used as flavor and campaign setting features and should not have an impact on game mechanics.



### Buying & Selling Used Items

Due to the Atlantean desire for perfection, there is not a large market for used goods. For this reason, the purchase value for used items of mundane origin is roughly 10% of the original purchase price. However, the sale value for magical items and artifacts is quite high. Use the standard values in silver.

### Economics

Considering the rarity of gold, the Atlantean monetary system is based on silver. Gold pieces are available, but are rare. One gold (gp)

equal 10 silver pieces (sp) equal 10 copper (cp). The coins are slightly smaller than a modern-day dime. Fifty such coins weigh a pound. All coins minted in Atlantis have one side depicting Poseidon holding a trident and the other side has a crashing wave.

Most Atlanteans are wealthy compared to their cultural counter-parts. As such, a farmer typically earns 5,000 sp a year with a 10% tax rate. Most merchants earn 10,000 to 15,000 sp a year and nobles earn much more. Please also note that noble Atlanteans do not pay taxes.

### RUMORS

- Poseidon created several new races of humans. He is experimenting with a warrior race to help win the current war.
- Chaos cults are recruiting unwilling members throughout the nation.
- The great wizards of Atlantis plan to create a Kraken to destroy the enemy fleet.
- Chaos cult members have infiltrated all levels of government. They plan to betray us to our enemies!
- The Ten Kings are gathering all the greatest weather workers to create a permanent hurricane around Atlantis. Such a storm will surely stop our enemies.
- Two of the Ten Kings are secretly at war with each other. They disagree how to rule the Nation so they are going to fight it out.
- Food, and especially fish, is becoming more scarce. Nobody knows why but something must be done or else we will all starve!
- The Greeks have built a giant horse automaton. It carries 50 soldiers and can knock down walls in a single night. It cannot be stopped!

