

ATLANTIS

THE SECOND AGE

THERAGRAPHICA SAMPLE

RAW UNEDITED SAMPLE



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WELCOME TO THE ATLANTIS: THERAGRAPHICA.

This is a supplement for the ATLANTIS: The Second Age role-playing game. Thank you for taking the time to have a look!

WHAT IS THIS BOOK?

This book details all the monsters, adversaries, and opponents a hero in ATLANTIS might face during his adventures.

DO I NEED ANY OTHER BOOKS TO USE THIS BOOK?

This book is not a stand alone product! You'll need the ATLANTIS: The Second Age core book, a few friends, some dice and a lot of imagination.

HOW DO I USE THIS BOOK?

The ATLANTIS: Therographica is a reference book made primarily for the Game Master (GM) of the game to use when deciding what creature, to oppose the players and their heroes with.

The book also contains rules to help the Gm create new and exciting opponents for the players. The existing creatures in the book are designed to promote the themes of the ATLANTIS: the Second Age by focusing on monsters with a bit more cultural flavor. The creatures on the following pages are not geared for generic play but are tailored to the lands that they come from.

DO I NEED ALL THE CREATURES' ATTRIBUTES?

No. The attributes are there just to be thorough for a "just in case" moment. You only really need to know the Ability level, damage, armor and special abilities of a creature. Most of the time, the actual attributes won't be used, but in some cases it's good to know what the creature's PER is, or exactly how strong a creature is.

The short of it is; it's there if you need it.

CAN I USE THE CREATURES IN THE BOOK IN OTHER EXISTING ROLE-PLAYING GAMES?

"Do what thou wilt shall be the whole of the Law".

With a little work you can cram these creatures into any fantasy game. I'm personally biased and suggest using the ATLANTIS: the Second Age RPG but who am I to judge?

Thank you and enjoy the book!

ADVERSARIES

The antediluvian world is filled with harrowing entities, the enemies of all mortals. They wait in the shadows, plotting. They rule the unexplored reaches. To them, all are prey. Other beings, less extraordinary, but just as sinister lurk on every city street, in backwater villages, and even in the temples. A Hero must be forever on guard while adventuring in the known world.

The NPC creatures, criminals, and challenges that follow are formatted in such a way as to give only their pertinent skills and abilities; it is not intended to be a comprehensive list of every skill and advantage each NPC may have. Game Masters are encouraged to create other abilities and skills, to customize them, and tailor them for their NPCs, to make the game a unique experience..

ATTRIBUTES

Adversaries aren't built like player characters. This is done for speed and simplicity. The stat block for an adversary is abbreviated, and in some cases changed completely.

The Attributes listed are for the most common type of adversary encountered and should be modified for more or less powerful opponents. Some attributes are unique to Adversaries and are listed below:

Ability Level (AL): The Ability Level of the adversary

Hit Points (HP): The amount of damage the adversary can take before it's dead.

Hero Points (HrP): The number of Hero Points the adversary possesses. The number of Hero Points an adversary can use is restricted by the amount of Renown it has, just like a player character.

Scale (Scl): The scale and size of the adversary.

Renown (Ren): The amount of Renown the adversary has.

Threat Level (TL): The threat level of the adversary; used to make more or less potent opponents.

SKILL RATINGS FOR CREATURES

In Atlantis, creatures 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 the overall Ability Level, which is used as a 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 magic abilities are based on Ability Level.

ABILITY LEVELS DURING COMBAT

In combat the Ability Level of the Creature/adversary is broken down to help manage its effectiveness. Some creatures are very effective but easy to hit while some beast are very nimble but not very good at offensive actions. To represent this Ability Level is broken into two attribute for each adversary.

Attack Level (Atk)- used to perform attacks during combat

Defense Level (Def)- used as the DoD when being attacked.

To determine the ability levels for both Atk and Def the GM use the Ability Level for one of the abilities and half of the Ability Level for the other. This will give the adversary either a high Attack Level or a high Defense Level but not both. When the creature is chosen the GM decided which score is which and it stays fixed.

Example: a Dire Lion with an Ability Level of 16 can have an Atk 16 and a Def 8 or a Atk 8 and a Def 16.

The Expert Ability can be purchased to increase either ability.

ATLANTIS: THERAGRAPHICA

ALBA & IBER



ALBISH OGRE

Hulking, grey-skinned brutes that tower over fully-grown oak trees, Alba's Ogres are cunning creatures that use their size to bully those smaller than them, which means everyone. Alba's Ogres are foul tempered to a man and lazy beyond belief. These creatures emit a foul stench that drives away animals and kills plant life. Luckily, there are probably less than two dozen ogres in all of Alba with a few more scattered throughout Iber.

INT	PER	WIL	CHA	STR	DEX	CON
-3	+0	+0	-4	+12	+0	+9
SPD	HP	HrP	Scl	Ren	TL	AL
+1	145	20	+2	135	3	16-20
Att/Dam	Tree Trunk DR12+STR(24)					
Abilities	Aura of Fear, Miasma (Sight), Speak like a Man, Immunity (Mind Control)					
Armor	Pelt PR2					
Weakness	None					
Suggested Extra Abilities						

Ranged Attack (Fire Breathing), Multiple Heads, Swallow, Trample.

FEARBEAG

This strange creature consists of dozens of 6-inch tall men who cling onto each other to form a single man of about 6ft in height. The Fearbeag hides its strange body behind baggy clothes and a hood. The being's voice sounds like a chorus of tiny children. The Fearbeag is a semi-spirit being that seeks the company of those who accept it, but eats those who don't. It tries not to reveal itself to large groups of people. As long as one part of the Fearbeag's body survives it can regenerate its lost brothers. The Fearbeag is often knowledgeable regarding all the hidden paths in the area it dwells and might be persuaded to give up this information in exchange for appropriate gifts.

INT	PER	WIL	CHA	STR	DEX	CON
+1	+3	+0	+0	+2	+1	+2
SPD	HP	HrP	Scl	Ren	TL	AL
+1	21	10	+0	30	+1	+8
Att/Dam	Punch DR STR+2 or bites DR STR+2					
Abilities	Speak Like A Man, Grapple					
Armor	0					
Weakness	Fear (Horses)					
Suggested Extra Abilities						

Enhanced Perception, Regeneration, Multiple Heads

BOGGART

Boggarts are powerful hair-covered humanoids, with yellow eyes the size of saucers, long pointed ears, and arms that range down to just above their ankles. Boggarts are typically violent and territorial, staking claim to a small area surrounding their lair. Boggarts are most common in Alba but can be found throughout Europa, where they take the names like Bogeyman and Satyr. Boggarts demand tribute from those crossing their territory and react with extreme violence if not satisfied. The creatures have been known to protect mortals living in their domain; regarding them as favored pets.

INT	PER	WIL	CHA	STR	DEX	CON
+0	+1	+3	+0	+5	+5	+5
SPD	HP	HrP	Scl	Ren	TL	AL
+1	75	20	0	78	3	16

Att/Dam	Claws and Teeth DR STR+4
Abilities	Camouflage, Rending, Grappling, Sundering
Armor	Heavy Hide PR4
Weakness	Allergy (honey)
Suggested Extra Abilities	

Poison, Howl, Tunneling, Wall Crawling

CARRAIG FUILEACHDACH

Carraig Fuileachdach are slabs of rock, usually altars, which have been the site of human sacrifice for generations. The stone absorbs the suffering, anger, and feelings of powerlessness generated by the rituals becoming a sentient being with a hunger for blood and power. These stones are subtle and work through human cultists, often masquerading as deities. Their sole purpose is to gain more power and sacrifices. Being sessile Carraig Fuileachdach rely on their cults, but are far from vulnerable, they each possess mighty magic power and can draw on centuries of stored energy to fuel their spells. There are less than ten stones in all of Europa (mostly in Iber) but a few more exist scattered throughout the world in places where blood sacrifice is or was common.

INT	PER	WIL	CHA	STR	DEX	CON
+10	+5	+10	+5	-5	-5	+10
SPD	HP	HrP	Scl	Ren	TL	AL
-5	240	50	0	121	5	31

Att/Dam	None
Abilities	Damaging Aura (animates stones and throws them), Armored Hide, Drains Life Force, Aura of Fear, Beguile, Speak Like a Man, Spell Ability (Dark Arts)
Armor	PD8 (Plus Armored Hide)
Weakness	Achilles Heel (Salt)
Suggested Extra Abilities	

Miasma

ATLANTIS: THERAGRAPHICA

CAORTHANNACH

Caorthannach are humanoid creatures born of poison and flame. They are dark-skinned, heavily muscled monsters that appear as a mix between a man and a hairless hound. Caorthannach move about on all fours and can easily run down a man on horseback this way. The creatures dwell on Iber where they poison wells, burn down villages, and cause mayhem wherever they go. Heroes regularly hunt Caorthannach with more than a few dying horribly in the attempt, but no matter how many are killed more keep appearing. The origin of the beasts is a mystery to all.

INT	PER	WIL	CHA	STR	DEX	CON
-2	+2	+1	+0	+8	+4	+5
SPD	HP	HrP	Scl	Ren	TL	AL
+2	75	20	0	60	3	18
Att/Dam	Nails DR2+STR					
Abilities	Ranged Attack (Fire breath), Poison, Spit Poison, SwiftX1					
Armor	Thick Skin PR2					
Weakness	Allergy (Salt Water)					
Suggested Extra Abilities	Armored Hide, Sunder, Regeneration					

THE DULLAHAN

A Dullahan is fierce spirit of an undead black horse with scarred flanks and flaming and black boned hoves that spark flame when they strike the earth. The Dullahan stalks lone travelers, decapitating them, and then reanimating their corpses as riders. The creature requires fresh riders constantly as the animation magic only lasts for three nights. During the three nights the Dullahan seek only to cause terror and misery. The Dullahan's lair is typically strewn with dozens of corpses belonging to former riders.

INT	PER	WIL	CHA	STR	DEX	CON
-1	+1	+0	-3	+4	+2	+4
SPD	HP	HrP	Scl	Ren	TL	AL
+3	27	10	0	54	1	15
Att/Dam	Hooves DR4+STR					
Abilities	Swift, Expert, Knock Down, Undead					
Armor	Unnatural Hide PR8					
Weakness	Ward (Gold)					
Suggested Extra Abilities	Flight, Aura of Fear, Howl, Armored Hide					

THE DULLAHAN RIDER

The rider is nothing more than a drone controlled by the Dullahan and can never move further than 10 meters from its master. While animated the rider fights at the ability level of its master and has the Hit Points and equipment it possessed in life.

BÁNÁNACH

Bánánach are achingly beautiful female spirits that haunt battlefields and other sites of great loss of life. Though most common in Iber and Alba they can be found throughout the world. The spirits are not undead creatures but instead some form of genius loci; a manifestation of the despair of the dying. Bánánach protect the dead from those who would plunder their graves and corpses. A Bánánach can rarely be reasoned with and can use its magic to animate the corpses of the dead to enforce their will. A Bánánach may exchange items from its domain in exchange for services such as returning a locket belonging to a fallen soldier to his lover or recovering objects stolen from the dead.

INT	PER	WIL	CHA	STR	DEX	CON
+4	+2	+4	+1	+0	+2	+2
SPD	HP	HrP	Scl	Ren	TL	AL
+5	45	20	0	75	3	18
Att/Dam	Fists DR2+STR					
Abilities	Intangibility, Enhanced Perception (sight), Speak Like a Man, Spell Ability (Sorcery)					
Armor	PR8 (semi material)					
Weakness	None					
Suggested Extra Abilities	Expert, Aura of Fear, Swift, Terrain Immunity (battlefield)					

PHOUKA

Phouka are shapeshifting air elementals twisted and ruined by some forgotten tragedy. They spend most of their time invisible only appearing in order to punish or reward those they see as wicked. Phouka have been known to aid those they see as "pure of heart". They can befoul plants and animals so that they appear healthy but are actually deadly poison to eat. Phouka who make their presence known usually expect tribute, if they receive it they may grant some boon, if not, pain and suffering are sure to follow. Phouka have no natural form but may appear as short human shaped apparition.

INT	PER	WIL	CHA	STR	DEX	CON
+5	+3	+5	+1	+1	+1	+2
SPD	HP	HrP	Scl	Ren	TL	AL
+2	45	20	0	60	3	16
Att/Dam	Teeth Like Daggers DR STR+4					
Abilities	Shapechange, Camouflage, Speak Like a Man, Spell Ability (Witchcraft Tradition)					
Armor	PR2 (Coarse Hide)					
Weakness	None					
Suggested Extra Abilities	Drains Life Force, Poison, Howl					

ATLANTIS: THERAGRAPHICA

SLUAGH

These short, slender humanoids have jet black skin, no discernable face, and a pair of bat-like wings sprouting from their backs. Sluagh feed off the energies given off by death and are often found hovering over graveyards or plague-ridden cities. Often mistaken for spirits each Sluagh serves a king; a bloated version of themselves unable to fly and possessed of great knowledge and sorcerous powers. The Sluagh kings cannot survive on the meager offerings provided by graveyards and the like and so demand that their lesser kin seek out the dying so that the king can feed directly at the moment of death.

INT	PER	WIL	CHA	STR	DEX	CON
-1	+0	-2	-2	+0	+5	+0
SPD	HP	HrP	Scl	Ren	TL	AL
+5	10	5	0	15	0	5
Att/Dam	Claws DR2+STR or by weapon					
Abilities	Flight, Swift					
Armor	Supernatural Skin PR2					
Weakness	None					
Suggested Extra Abilities						
Drag Down, Expert, Grapple						

TAPPER

Tappers (or Nomen as they are called in Europa) are spirits of stone who merge so completely with their chosen element that there is no way of telling where a Tapper ends a rock begins. Tappers dwell in the deep places of the earth and rarely venture forth from their mines. These creatures are fond of mortals, sometimes warning them of rockfalls or cave ins by tapping the stone, hence their name. A few Tappers are not so happy with "skydwellers" and go out of their way to hurt them. A mine haunted by a violent Tapper is a dangerous thing indeed.

INT	PER	WIL	CHA	STR	DEX	CON
+1	+3	+1	+2	+0	+0	+3
SPD	HP	HrP	Scl	Ren	TL	AL
+0	24	10	0	45	1	8
Att/Dam	Rocky Shards DR4+STR					
Abilities	Camouflage, Shapeshift (stone shapes only), Tunneling, Wall Crawling					
Armor	Stoney hide DR 8					
Weakness	Allergy (Honey)					
Suggested Extra Abilities						
Tough, Armored Hide, Spell Ability (Witchcraft), Speak Like a Man						