

# Alia-Wor

3 SAGES  
GAMES

Races from the world of Alia-Wor

## #1: Atlanteans

For use with  
the *Swords &  
Wizardry™*  
rules system



### Introduction

Atlanteans are an optional race the Referee may choose to allow as player characters, non-player characters, or both.

Atlantis once dominated the world of Alia-Wor, but was obliterated around six-thousand years ago in the climax of a war against the Amazons. However, magic being what it is—and the space-time continuum being full of holes and loops—it could be that some of the original Atlantean people, or their descendents, might yet walk the Realms of Wor.

Atlanteans are powerful psychics, using their minds to accomplish things later generations can only describe as “sorcery” or “magic”. True Atlanteans—those from the time of her zenith—may also understand mysteries long lost to modern Wor.

### History

The first Atlantean cities sprang up almost 7,500 years ago, when Human civilization began to flourish on Alia-Wor. However, within 600 years of those humble beginnings the Atlanteans had gained vast knowledge of magic and technology from an unnamed Demon Lord and were beginning to expand into a vast empire of great wealth and power.

Over the next century, the Kingdom of Atlantis seized many new lands until it finally encountered the young Amazonian Empire, which also held expansionist goals. War broke out almost immediately between the two nations, and continued virtually unabated for the next five centuries.

At this time—although Humans remained blissfully unaware of it—a massive war was brewing elsewhere between the Dragons and the Elven Gods. In an event referred to by future historians as “The Sundering”, the gods nearly destroyed themselves and reality when they finally entered into unrestrained combat. As it was, the physical and metaphysical fabric of Alia-Wor was forever changed... Atlantis and Amazonia, both reeling from the near-cataclysm, blamed each other and redoubled their war efforts.

The Demon Empress of Amazonia decided to gather war funds by seizing a Dwarven hold, but misjudged her opponent’s strength and was mortally wounded. When her priestesses attempted a ritual to rejuvenate the Empress, they failed to understand how the magical landscape had changed with The Sundering and only succeeded in destroying her and flooding large swaths of Amazonia’s coastline.

Atlantis saw an opportunity to finish off its nemesis for good, but her seers and mystics also miscalculated the changes The Sundering had wrought, and the ritual they invoked to destroy Amazonia did more harm to themselves—the lands Atlantis occupied were torn apart and sank into the depths of the ocean, bringing an end to the Age of Legends.

## Atlantean Characters

Atlanteans are physically Human, but possess highly-developed psychic powers, making them seem alien and “otherworldly” to most other Humans. When an Atlantean player character is created, the player must choose whether the character is a Seer or a Mystic—Seers have extrasensory powers and can see, hear, and step beyond the bounds of reality; Mystics transcend themselves in order to touch the divine, and have extraordinary powers of healing.

The Atlantean Seer starts with *ESP*, while an Atlantean Mystic starts with *Cure Light Wounds*. Either one can be used once per day. Every time an Atlantean gains a Level, he also gains a new power based on his “path” that can also be used once per day... So, for example, a 4th Level Atlantean Mystic could use *Cure Light Wounds*, *Purify Food and Drink*, *Cure Disease*, and *Cure Serious Wounds* each once per day.

Atlantean player characters can be Fighters, Magic-Users, or Fighter/Magic-Users. If the character is multi-classed, he can progress as both a Fighter and a Magic-User up to 5th Level. If an Atlantean is purely a Fighter or a Magic-User, he may progress up to 7th Level. An Atlantean Fighter with a Strength score (or an Atlantean Magic-User with an Intelligence score) of 15 or better can progress to 8th Level, and if the Fighter has a Strength score (or Intelligence score for Magic-Users) of 18, he can progress to 9th Level. However, Atlanteans never gain an experience bonus for a high Primary Attribute.

Atlanteans that aren't player characters might have different restrictions or limitations than those that are player characters, at the Referee's discretion.

*Option: If the Referee prefers to have a race that's psychic, but has no other magical powers, she could allow the Thief class to replace Magic-Users. In that case, all references to Intelligence should be replaced with Dexterity. This works well for “low magic” settings with psychic powers, such as is portrayed in Katherine Kurtz's “Derqni” novels.*

## ATLANTEAN POWERS

LEVEL	SEER	MYSTIC
1	ESP	Cure Light Wounds
2	Clairaudience	Purify Food and Drink
3	Clairvoyance	Cure Disease
4	Dimension Door	Cure Serious Wounds
5	Telekinesis	Neutralize Poison
6	Teleport	Commune
7	Project Image	Raise Dead
8	Mind Blank	Restoration
9	Astral Spell	Resurrection

*Atlantean characters start with the Level 1 spell for the type of psychic they are (either Seer or Mystic), and gain the spell listed for their type when they advance to another Level.*



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