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"LOST ATLANTIS" (ALL CAPS)
"LORDS OF CREATION"
AN OUTLINE OF AN ADVENTURE TO BE
DESIGNED BY TOM MOLDVAY AND BILL WILKERSON

I. INTRODUCTION - PLOT SYNOPSIS

"LOST ATLANTIS" IS A "LORDS OF CREATION" ADVENTURE FOR 6-8 NOVICE CHARACTERS. THE ADVENTURE IS A SEARCH BY THE CHARACTERS FOR THE FABLED ISLE OF ATLANTIS WHICH IS SAID TO HAVE SUNK INTO THE ATLANTIC OCEAN SOMETIME BETWEEN 3,000 AND 10,000 B.C.

THE ADVENTURE BEGINS IN THE HOME OF AN ATLANTEAN SCHOLAR, DR. KARL CARTWRIGHT, WHO IN REALITY IS KING CHRONOS, IMMORTAL RULER OF ATLANTIS. THE CHARACTERS ARE SENT INVITATIONS TO MEET AT HIS HOME IN NEW BRISTOL. WHILE TALKING OVER THE POSSIBILITY OF JOINING HIM ON A QUEST FOR ATLANTIS, THE MEETING IS INTERRUPTED BY AN ATTACK ON THE MANSION, DURING WHICH DR. CARTWRIGHT IS ABDUCTED BY A GROUP OF BLACK-ROBED FIGURES WHO REPRESENT A GROUP KNOWN AS THE "CIRCLE OF ESOTERIC MYSTERIES".

DURING THE ENSUING CONFUSION, THE CHARACTERS ESCAPE TO THE CELLARS, WHERE THEY ARE LED TO BELIEVE THEY WILL FIND

AN ARSENAL AND OTHER SUPPLIES SO THAT THEY CAN START ON THE QUEST AND TRY TO RESCUE DR. CARTWRIGHT. IN HIS SECRET STUDY THE CHARACTERS FIND THE CENTRAL PIECE TO THE POWER CRYSTAL WHICH KING CHRONOS WANTS ASSEMBLED SO THAT HE CAN EFFECTIVELY ELIMINATE THE THREAT TO HIS CONTINENT FROM THE ISLE OF MU. BY HAVING THE CHARACTERS GATHER THE PIECES OF THE POWER CRYSTAL, HE INSURES THAT AT THE PROPER TIME, IT WILL BE BROUGHT TO HIM TO INSERT IN THE CENTRAL CORE OF THE GIANT LASERS ABOVE THE TEMPLE OF POSEIDON IN ATLANTIS.

AFTER GOING THROUGH SOME UNDERGROUND CAVES, THE CHARACTERS COME UP TO ANOTHER HOUSE, WHERE THE ARSENAL AND SUPPLIES ARE KEPT.

HAVING BEEN TOLD BY DR. CARTWRIGHT A GROUP OF PLACES TO VISIT WHILE IN NEW BRISTOL, THE PARTY HAS TO INFILTRATE THE NEW BRISTOL HISTORICAL SOCIETY MUSEUM TO RECOVER THE SECOND PIECE OF THE POWER CRYSTAL. ONCE INSIDE, THEY ARE CONFRONTED BY THE TIME GUARDIANS, A GROUP OF BEINGS WHOSE

AIM IS TO MAINTAIN TEMPORAL EQUILIBRIUM. THEY INFORM THE PARTY THAT THE CIRCLE OF ESOTERIC MYSTERIES HAS ALREADY BEEN THERE, AND, UNABLE TO FIND THE PIECE OF THE POWER CRYSTAL, THEY HAVE ATTEMPTED TO END THE QUEST BEFORE IT BEGINS BY GOING BACK IN TIME AND ALTERING IT SO AS TO CHANGE PRESENT REALITY. THE TIME GUARDIANS HAVE TAKEN STEPS TO HOLD BACK WHAT HAS HAPPENED AND THE PARTY GOES TO THE ROOM, OVERCOMING TRAPS ALONG THE WAY, AND IS TRANSPORTED BACK IN TIME WHERE THEY STRAIGHTEN OUT THE PROBLEM AND ARE TRANSPORTED BACK TO THE PRESENT, WHICH HAS BEEN RESTORED TO REALITY.

A TRIP TO A CURIO SHOP EARNERS THE PARTY A MAP AND AN ARTIFACT, WHILE A VISIT TO THE WHARF RAT BAR FIXES THEM UP WITH AN OLD SEA DOG TO GUIDE THEM TO THEIR NEXT DESTINATION IN THE QUEST: THE BIMINIS.

THE TRIP TO THE BIMINIS IS QUITE EVENTFUL WITH A VISIT TO "THE WANDERING ISLE", WHICH TURNED OUT TO BE A BEHEMOTH UPON WHOSE BACK AN ILLUSION HAD BEEN CAST BY THE CIRCLE AS ANOTHER TRAP TO DETER US. A RUN-IN WITH KEEPIES

WHO TRY TO ENSLAVE SOME OF THE PARTY TO DO THEIR BIDDING SERVES TO KEEP THE CHARACTERS ON THEIR TOES.

A SEVERE STORM AS THE PARTY NEARS THEIR DESTINATION DAMAGES THE BOAT AND DESTROYS MOST OF THE WEAPONS, AMMO, AND FOOD RESERVES, FORCING THE BOAT TO BEACH AT A PLACE CALLED FEAR CAY. THE CAPTAIN HAS AN OLD MAP OF THE ISLAND THAT SHOWS WHERE FOOD, AMMO, AND WEAPONS ARE CACHED SO THE PARTY GOES IN SEARCH OF THESE CACHES AS THE BOAT IS BEING REPAIRED. AS THE PARTY RECOVERS EACH CACHE, THEY ARE FORCED TO DEAL WITH FEARSOME CREATURES WHO LURK AROUND ~~EACH CACHE~~ ^{THOSE AREAS}.

IN THE CENTER OF THE ISLAND IS A LAKE WITH AN ISLE IN THE CENTER WHICH LOOKS TO BE HEAVILY WOODED EXCEPT FOR A SMALL PROMONTORY IN THE CENTER OF THE ISLE. THE FIRST PARTS OF THE POWER CRYSTAL ARE DRAWN TOWARD THE ISLE WHICH INDICATES A PIECE OF THE POWER CRYSTAL MUST BE THERE. UPON GOING TO THE ISLE THE PARTY WALKS UP THE HILL TO THE TOP AND FINDS AN AREA NOT UNLIKE STONEHENGE IN

CONFIGURATION. IN THE CENTER OF THE AREA A POOL OF BLUEST BLUE STANDS UNDISTURBED. AT THE BOTTOM OF THE POOL A RED GLOW SHINES UPWARD WHICH EMANATES FROM A RED CRYSTAL BOX IN WHICH A SOLAR POWERED BLASTER SITS, ALONG WITH ANOTHER PIECE OF THE ^{POWER} CRYSTAL. HOWEVER, WHEN ONE OF THE PARTY DISTURBS THE WATER, IT AWAKENS THE GUARDIANS OF THE GLADE; 5 ANTEANS (EARTH ELEMENTALS) RISE FROM THE STONES AND ATTACK THE INTRUDERS WHO HAVE DESECRATED THE GLADE. ONCE THE PARTY ESCAPES THE GLADE THEY CONTINUE IN THEIR REPAIRED BOAT TO THE BIMINIS, IN SEARCH OF DR. CARTWRIGHT, ANOTHER PIECE OF THE POWER CRYSTAL, AND THE FABLED ATLANTIS.

NEARING THE BIMINIS, THE PARTY RUNS INTO A STRANGE GREEN FOG ^{WHICH} ENVELOPS THE BOAT AND IS REMINISCENT OF THE FOG THE TIME GUARDIANS APPEARED IN BACK AT THE MUSEUM; SO IT IS NO SURPRISE WHEN THEY APPEAR AGAIN, AND TELL THE PARTY THAT THE KIDNAPPERS HAVE ONCE AGAIN GONE BACK INTO THE PAST. THE PARTY IS SENT BACK ^{APPROXIMATELY} 5,000 YEARS TO CIRCA 3,000 B.C. SO THEY CAN CONTINUE

TO FOLLOW THEIR TRAIL AND HOPEFULLY FORESTALL ANY SERIOUS DAMAGE TO THE FUTURE BY THEIR ENEMY'S TRIP TO THE PAST.

WHEN THE PARTY REACHES THE BIMINIS, A VASTLY DIFFERENT SIGHT AWAITS THEM FROM WHAT THEY EXPECTED. INSTEAD OF A CHAIN OF VERY SMALL ISLANDS, THERE IS ONLY ONE FAIRLY LARGE ISLAND. THE PARTY IS GREETED WITH A STARTLING SIGHT OF A BEING SOMEWHAT LIKE A CRAB WHICH SPEAKS INTELLIGENTLY. THE ASTREGAS, AS THEY ARE KNOWN, ARE INTELLIGENT CRUSTACEANS, AND LIVE ON THE NORTHWEST PART OF THE ISLAND. THEY EXPLAIN THAT THEY HAVE MAINTAINED AN UNEASY PEACE WITH THE ~~SHARKMEN~~ ^{SHARKMEN} ~~GROUPS~~ ON THE ISLAND BUT THAT THE PEACE HAS BEEN BROKEN BY MYSTERIOUS BLACK-ROBED FIGURES WHO HAVE WHISKED AWAY EACH GROUP'S LEADERS BY MAGICAL MEANS.

SWAMP MONSTERS

(AT-17x2 D-2-12 I+5 A-NONE LP-50 M-90' L-10
XP-22 P-7) HYPNOSIS, SENSUAL CHAOS, HALLUCINATION,
FEAR, TELEPATHY, MIND BLOCK)

There are five Swamp Monsters in the swamp but only three are in the area where the main encounter takes place. The other two the party meets singly. Primal ooze is guarded by the other three.

RANDOM ENCOUNTERS

1. SWAMP MONSTER
2. ~~SHADOW SPIRIT~~ BONE WARRIORS
3. 6 CROCODILES
- 4.

SHARKMEN

TOOTH IS IN A CASK ON AN ALTAR
100' UNDERWATER GUARDED BY 1 MEGALODON

RANDOM ENCOUNTERS

1. GREAT WHITE
2. 5 SHARKMEN SOLDIERS
3. KILLER WHALE

RED CAPS

TOOT must be gotten from the king.
(SEE YELLOW SHEET FOR STATS)

FOREST PALACE

RANDOM ENCOUNTERS

1. RED CAP PATROLS
- 2.

UNICORNS - Party can either kill a unicorn
or bargain for a horn

KORRED - (SEE YELLOW SHEET FOR STATS)

ELIXIR OF EARTHPOWER

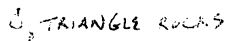
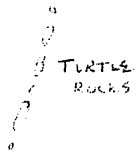
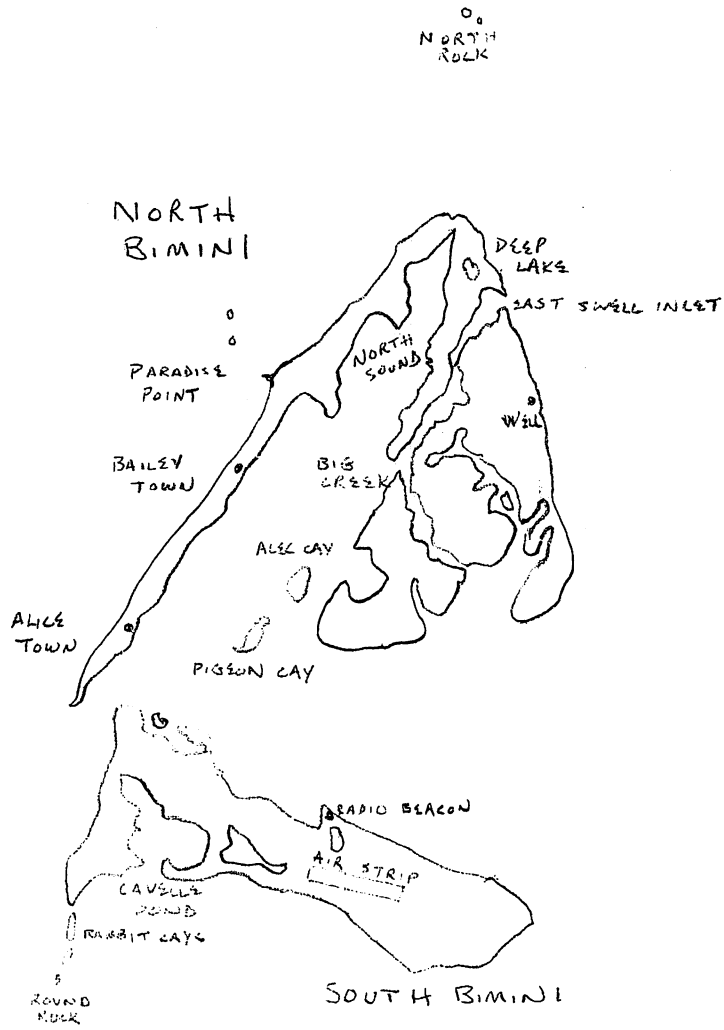
ONE SWALLOW WILL ALLOW ONE INDIVIDUAL TO WALK
THROUGH STONE FOR 10 MIN.

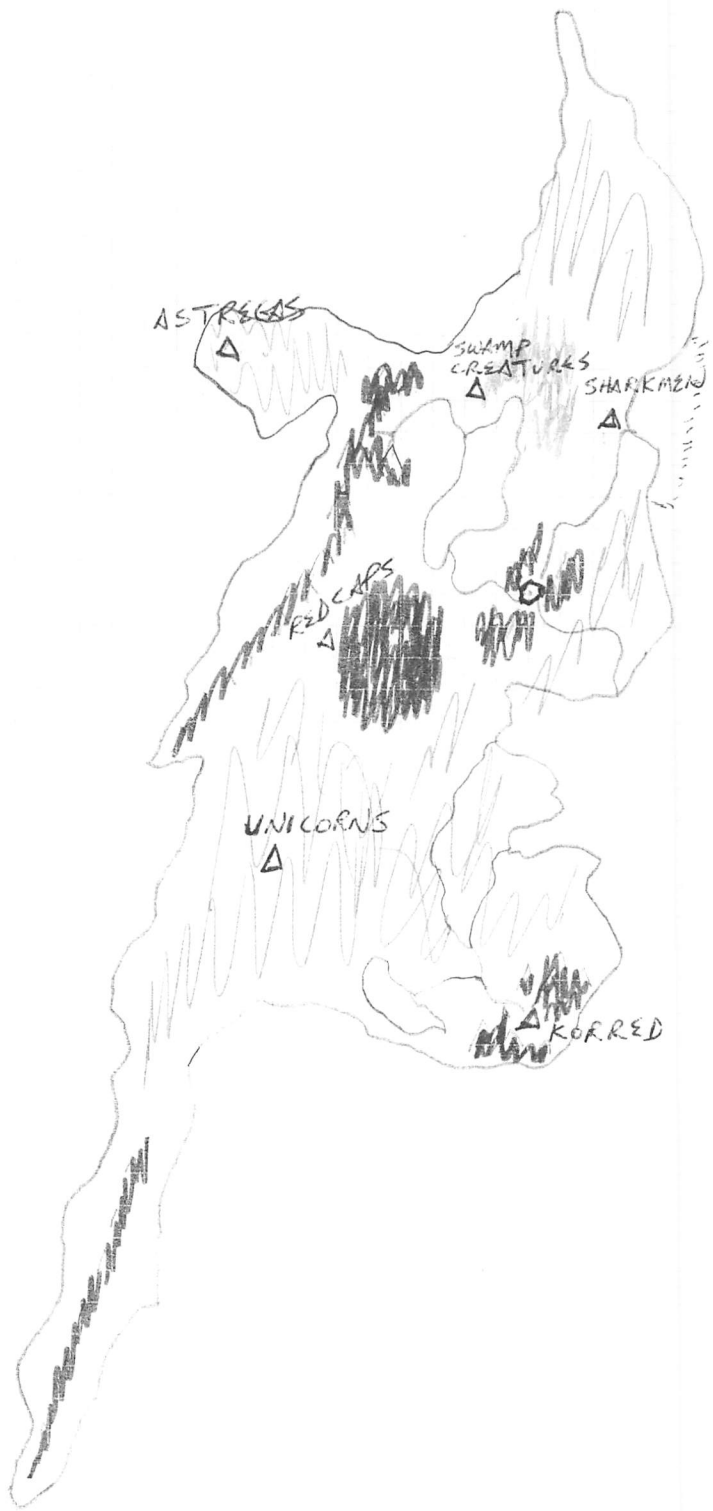
GUARDED IN CAVERNS

RANDOM ENCOUNTERS

1. LAESTRYGONES (1)
2. KORRED PATROLS (5)
3. TROLLS (1)

BIMINI ISLANDS





ASTREAS

SWAMP
CREATURES

SHARKMEN

CAPS

UNICORNS

KORRED

||| = MARSH

|||| = MOUNTAINS

||||| = FOREST

|||| = PLAINS

BIMINIS SCENARIO XP-45

ASTREGAS IN VILLAGE

10 AVG. (AT-13 DM. 1-~~6~~^{CLUB} (+2) I+2 A-2 LP-13 M-50'
L-7 XP-3)

10 SOLDIERS (AT-20 D-1-10^{SWORD} (+2) I+2 A-5 Ball. LP-20 M-50'
L-7 XP-5)

2 HEROS (AT-17x2 D-1-10^{SWORD} (+4) I+4 A-6 Ball. LP-53(18)
M-60' L-9 XP-26 P-4 HYPNOSIS)

SHARKMEN IN VILLAGE

10 AVG. (AT-18 D-2-16 I+2 A-2 LP-18 M-60' L-7
XP-3)

10 SOLDIERS (AT-13x2 D-2-20 I+3 A-3 LP-27 M-70' L-8
XP-8)

2 HEROS (AT-14x3 D-2-20 I+6 A-4 LP-70(13) M-70'
L-12 XP-27)

The Sharkmen launch an attack on the Astregas almost immediately after the party lands and hears the story about how the machine that walks on wind came and drew QEDA MELETA, 2 HEROS, + 10 SOLDIERS UP into ~~the~~ its belly. (Solar-powered dirigible with tractor beams)

If after the battle you have captured one of the Sharkmen alive, he will tell you much the same story.

If the party is to succeed in freeing leaders of both villages, they are told that they must perform the following task - (over)

10 SOLDIERS
2 HEROS
5 AVG.

Check source
on Bimini's area
3000 BL.

by a mysterious individual in a ~~white~~ ^{white} robe ^{with a}
(Actually King Chronos in disguise) ^{silver trident}
on it

Party must go to each group on the island and retrieve a particular object - use whatever means are necessary to acquire these items. He gives them an emerald which glows brighter as they near each item.

1) ASTREGAS - the "Sacred Shell of the First-born" will be given freely by the ASTREGAS to fulfill your quest

2) SHARKMEN - the single tooth of the Shark God Skulos.

3) SWAMP MONSTERS - a flask of the primal ooze they generate from

4) RED CAPS - tuft of King Woodrow's HAIR

5) UNICORNS - a unicorn horn

6) KORRED - ELIXIR OF EARTHPOWER

When all these things are gathered the party will be brought by magical means to the mountains near the hexagonal citadel where Bloodhook, Qeda Melete, and their minions are being held.

There he combines the things you brought to conjure up a mighty fighting machine to take on the guardians of the citadel.

TRIP TO THE BIMINI'S

XP-35

4 ENCOUNTER AREAS

#1) BEHEMOTH ISLAND

MCPHERSON KNOWS OF THIS ISLAND AND WARNS TO STAY AWAY FROM IT. HOWEVER, THERE IS ^{REPUTED} TO BE A CHEST LEFT THERE BY A PIRATE OF LONG AGO

#2) ⁵ KELPIE (AT-10 D-1-3 I+4 A-4 (ALL) LP-30 M60 L-10 XP8 F

KELPIE WILL ATTEMPT TO LURE BOAT PASSENGERS TO THEIR DEATHS IN THE SEA OR TO ENSLAVEMENT DEPENDING ON REACTION

- FASCINATION
- EN. SLEEP
- ANIMATION

REDD ENCOUNTER

#3) ³ LAESTR/GONES (AT-14x3 D-4-24 I+6 A-5 LP-70 M-90' L-11 XP-36)

CANNOT ALL BE IN THE SAME PLACE

ISLAND HAS A CACHE OF WEAPONS, FOOD, AND AMMO HIDDEN IN CAVES.



#4) RED CAPS + KORRED

— ¹⁴ (AT-14x2 D-2-20 I+3 A-3 LP-30 M-30' L-8 XP-

— ⁴ (AT-12x2 D-2-20 I+3 A-NONE LP-30 M-60' L-8 XP-8)

— ³ HEROS (AT-12x3 D-2-20 I+3 A-2 LP-40 M-60 L-9 XP-12)

— KING WOODROW

① (AT-15x3 D-3-30 I+4 A-~~3~~ LP 59 (19) M-60' L-9 XP-30, P-4 POWERS SENSUAL CHAOS - INVISIBILITY

— ③ KORRED HEROS (AT-14x3 D-2-20 I+3 A-2 LP-40 M-60' L-4 XP-12)

① KING BORS (AT-16x3 D-3-30 I+4 A-3 LP 53 (21) M-60' L-4 XP-30) P-4 PHYSICAL CONTROL DERMAL ARMOR

ON THE BIMINI'S XP-40

ASTREGAS

BONE WARRIORS

GIANT PIRANHA

SHARKMEN

SWAMP MONSTERS

COS EM - SOLAR POWERED DIRIGIBLE