
THE TURAKIAN AGE

The Turakian Age

A Setting Book for *Fantasy Hero*

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A WORD OR TWO OF APPRECIATION

Dedication: I'd like to dedicate this book to my friend Wendell McCollom, who's run so many wonderful *Fantasy Hero* games for the "Monday Night Gaming Group" for so many years now (and hopefully many years to come). Thanks, Wendell!

Special Thanks: First, special thanks to Geoff Speare and the rest of the *Digital Hero* playtesters and testreaders, who helped make this book as error-free as possible. Second, thanks to Simon Rogers for the CC2 help.



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INTRODUCTION



Bright the tall sky
Firm the wide earth
Inviting the path
Lead it to wisdom, or folly?

—from the *Benethar Sacur*

Fantasy Hero is an exciting and intriguing game — but like any other RPG, it takes time to set up a campaign world and present it for the GM's and players' use. This book, *The Turakian Age*, takes most of that work out of your hands. Within these pages you'll find a richly-detailed campaign world, full of ideas for adventures and characters... and wondrous settings in which to place them.

Chapter One, *The Turakian Chronicles: A History Of The Turakian Age*, presents the history of the world up to the default campaign starting point — the year 5000 of the Second Epoch — including a detailed timeline that incorporates dates mentioned in other chapters. (If you want to know about the history beyond 5000 SE, you can read about it in Chapter Eight, but you have to get the GM's permission.)

Chapter Two, *Commoners And Kings: The People Of Ambrethel*, describes the races commonly chosen for player characters. It discusses, in broad terms, what each race is like, where it lives, what it likes to do, and so forth. Package Deals are included for the races, as appropriate.

Chapter Three, *Strange And Wondrous Lands: The Realms Of Ambrethel*, is a kingdom-by-kingdom review of the lands of the Turakian Age. Each realm's description includes vital statistics for that land, information on its history (and current events), and a review of its geography, society, and more.

Chapter Four, *Beneath The Looming Shadow: Life In 5000 SE*, covers daily life in Ambrethel. It discusses subjects most characters would know about, to one extent or another — calendars and zodiacs, marriage and burial customs, the prevalence of magic and how it affects society, and the like.

Chapter Five, *Warrior, Wizard, High Priest, Thief: Turakian Character Creation*, provides Package Deals, game element notes, and other information vital for creating player characters and NPCs for a campaign set in Ambrethel. It includes details on things like thieves' and mages' guilds, barbarian tribes, and famous warriors.

Chapter Six, *Mysterious Ways: The Gods Of Ambrethel*, explains the religions of Ambrethel. It covers everything from the names and attributes of the gods, to priesthoods and churches, to the theological differences between the branches of the High Faith.

Chapter Seven, *Mystic Lore: Turakian Magic*, picks up where *The Fantasy Hero Grimoire* left off in describing Turakian Age magic. After reviewing the nature of magic in Ambrethel, it describes two new arcana (Theurgy and Ulronai Warrior-Magery), provides a selection of unusual regional spells from various parts of Ambrethel, and describes some Turakian Age-specific divine magic and enchanted items.

Chapters Eight and Nine are the GM's section, so don't read them unless you're running a Turakian Age campaign or have your GM's permission. Chapter Eight discusses how to run a *Fantasy Hero* campaign in this setting. It also includes the GM's Vault with all the secret, GM's-eyes-only, information pertaining to the previous chapters) and a generous selection of plot seeds. Chapter Nine includes some monsters and NPCs to help the GM get the game started.

OTHER RESOURCES

Obviously, no single book can *completely* describe an entire world... particularly not one featuring magic, monsters, and endless adventure! Besides *Fantasy Hero* itself, there are several other books you may find helpful for running or playing in Turakian Age campaigns.

First and foremost is *The Fantasy Hero Grimoire*, which contains thousands of spells. Although it's suitable for use in any *Fantasy Hero* game, the *Grimoire* specifically represents the Turakian magic system. Chapter Seven includes plenty of spells so closely related to the Turakian setting that they weren't appropriate for the *Grimoire*, but the vast majority of Turakian spellcraft is in the *Grimoire*, not this book.

Second, Hero Games has two books of creatures, monsters, and similar foes for characters to confront (or for wizards to change shape into or summon). *The HERO System Bestiary* includes nearly 200 creatures, most of them Fantasy-style fantastic beasts or ordinary animals such as lions, horses, and wolves. *Monsters, Minions, And Marauders* is a book of Fantasy monsters; it features over 100 monsters (none duplicated from the *Bestiary*). Additionally, for many of the monsters MMM describes specific, named beings from the Turakian setting. If you want to learn about the cloud giant Aristocles the Mighty and his struggles against the

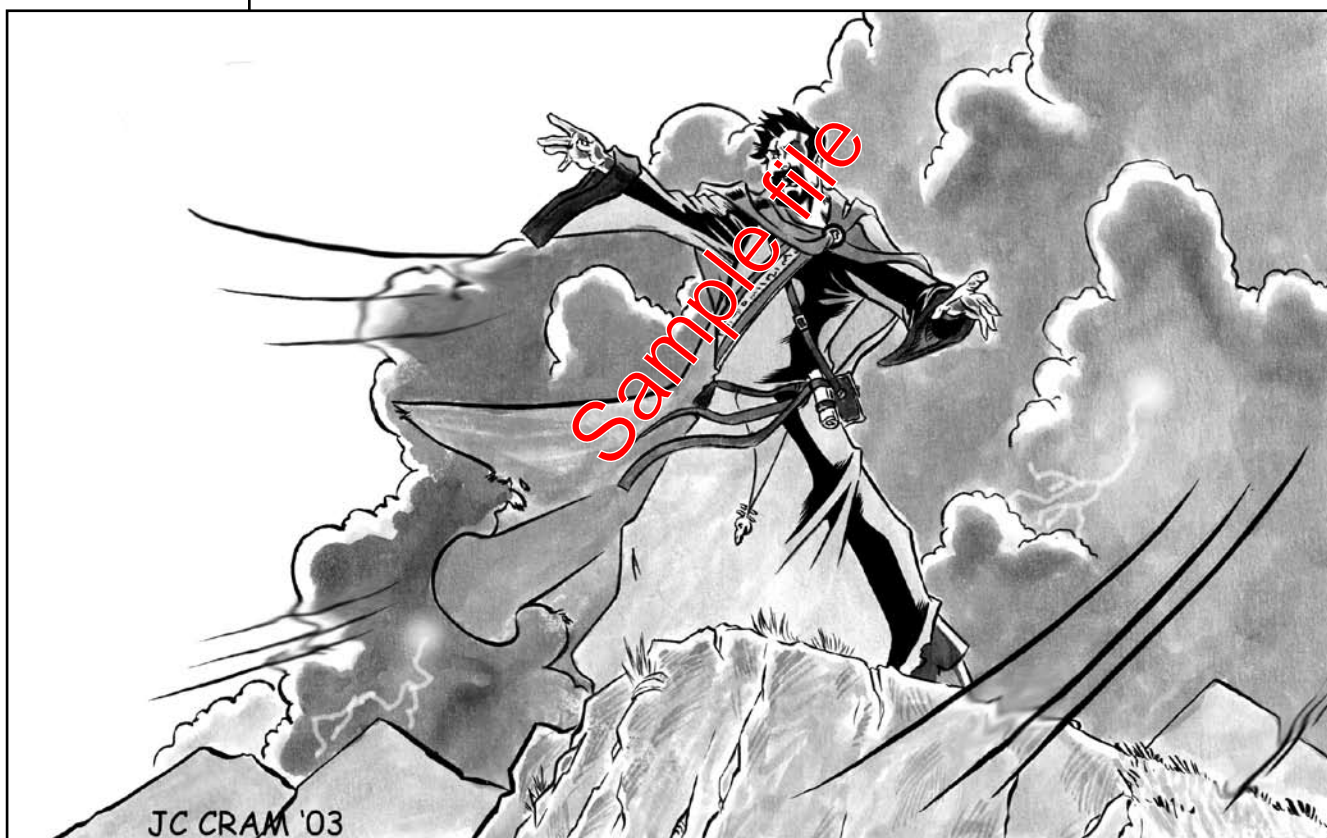
fire giants of the south, or get the character sheet for the dark elven ranger Hraynul Shadowstep so he can bedevil your PCs, MMM is the place to look.

THE HERO UNIVERSE

The Turakian Age setting is part of the *Hero Universe* meta-setting that encompasses all of the Hero Games settings for the 5th Edition rules. You can read more about the Hero Universe by going to <http://www.herogames.com/FreeStuff/freedocs.htm> and downloading the free document describing it.

Briefly put, the Turakian Age takes place from approximately 73,000 BC (when civilization arises again after the wars of the gods during the late Primeval period nearly destroy the world) to 65,000 BC (when the peoples of the world overthrow Takofanes the Arch-Lich, causing an arcane cataclysm that remakes the world). It's followed by the Valdorian Age, the Atlantean Age, and several other time periods before history as humanity now knows it begins.

At this particular stage of the Hero Universe, magic is of course at a very “high” level — that’s why wizards and priests can cast spells, magical items exist, demons and gods can appear bodily in the world, and so forth. While a high level of magical “background energy” is a prerequisite for the existence of superhumans (as discussed in *Champions Universe* and related books), superhumans as they appear in the Champions Universe timeframe don’t yet exist. While it’s true that many wizards, demons, demigods, and other beings of the Turakian Age are every bit as powerful (in their own way) as any superhero or villain, they don’t possess “superpowers” (as that term is normally defined). The flavor/nature of magic during Turakian times isn’t “properly aligned” to create superhumans; instead, magic allows for the existence of spell-casters, arcane learning, and mystic monsters and beings.



chapter one:



THE TURAKIAN CHRONICLE

**A HISTORY OF THE
TURAKIAN AGE**