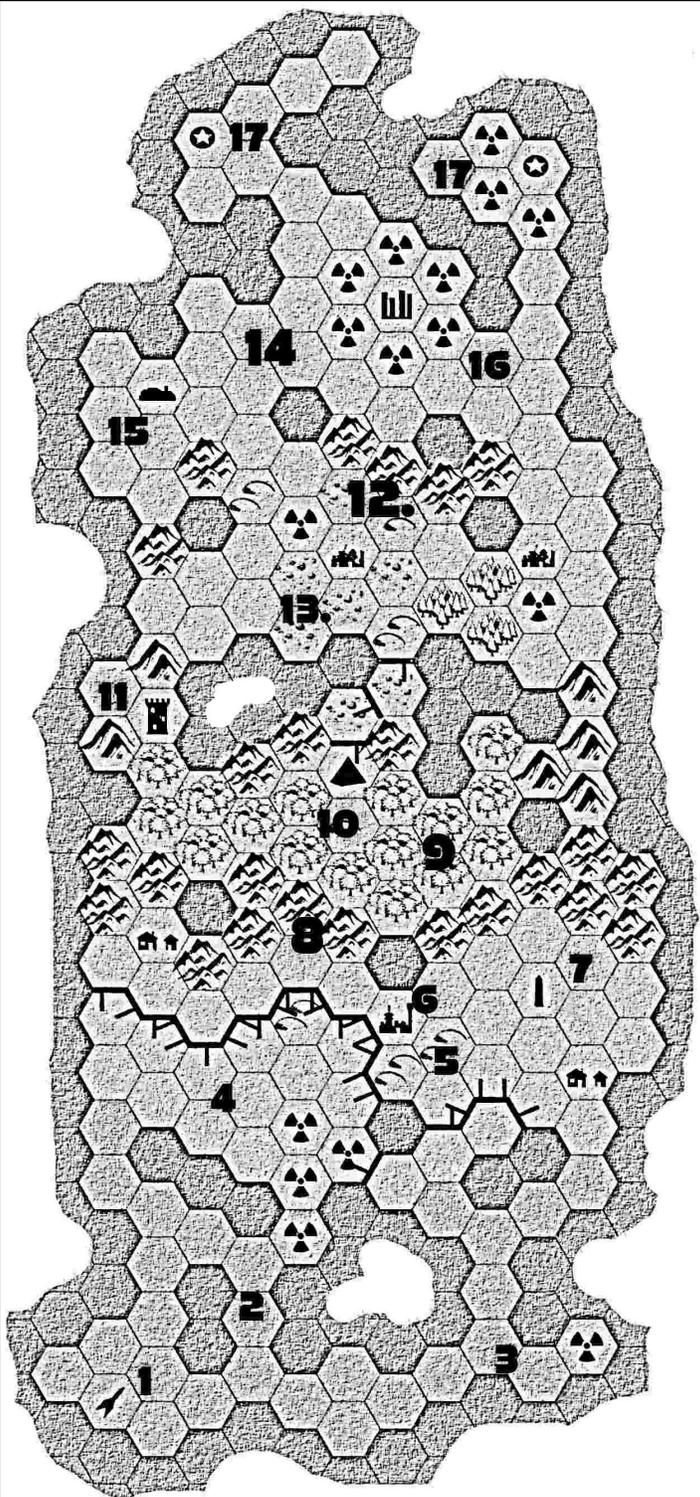


# Ancient Ark of the Atlanteans

by J. E. Geoffrey

When the inhabitants of the continent Atlantis saw the end coming they created a giant ark out of the smaller of Earth's two moons. They went away and never looked back, trying to find a new place to live, never noticing that the removal of the second moon averted the disaster. 15,000 years later their ark is still slowly making its way through space, the inhabitants having long forgotten the purpose of their world and their own history. They are content to live, strife and die in their own small universe, creating civilizations and destroying themselves in an endless circle.



1 Hex = ca. 100 Miles / 160 km

1. **Old Spaceport:** rotting old sublight ships used to colonize worlds along the ark's path, only tribes of Vacuum Scavengers live here, prospecting the airless surroundings just outside the entry with crude selfmade spacesuits

2. **The Darklands:** without the skylights of the living areas these areas are now iruled by albino apes and a species of fungoids living in small principalities and chieftains

3. **Skyraiders of the Dark:** this small kingdom belongs to a reclusive folk riding bats into the lands of light only for cattle- and slaveraids

4. **The Lowlands:** partially radioactive from a reactor leak under it, only outcasts from the highlands and mutants live here

5. **The Highland Plains of Udd:** fertile land, inhabited by human iron age societies in a plethora of small principalities and domain

6. **The City of Atl'sun:** chief human population center in the highlands, center of scholarship, arts and political intrigue, the inhabitants claim to have created the skylights in the past

7. **The Monolith:** a mysterious monolith in the middle of the grasslands (outsiders might recognize it as part of the ark's computer system)

8. **The Guardian Mountains:** sparsely inhabited, dragons are said to live here, saber-tooth tigers and savage cavemen certainly do

9. **The Jungle of Claws:** dragons **do** live here! Also a few human, halfhuman, and nonhuman tribes. Ruins of old, advanced civilizations can be found under the trees, some of the sites still inhabited by the mechanoid servants of the Old Ones, and by weird cults worshipping them in obscene rituals

10. **Pyramid of Plenty:** ruled over by the giant godking Teshk, this giant arcology houses the majority of humans in the ark. Claiming to protect them from the outside their god demands frequent sacrifices to satisfy his hunger for human flesh

11. **Tower of the Mage:** a society of scholars under the rulership of The Mage are studying the lore of the past to gain some of their glory, reclusive, but not even the godking dares to come here

12. **The Twilight Lands:** due to multiple hot atomic wars fought in the area the skylights in this part of the ship are partially broken, people here have developed various biological or technical means of surviving in constant twilight

13. **Grasslands of the Technomads:** ruins of old cities strewn across the place scavengers roam this area on ancient, barely working vehicles, and sometimes riding on the huge ratbeasts of the planes

14. **Desert of Glass:** this place was bombed so hard during the wars that parts of the ground is molten into glass, even in the twilight this place becomes an oven during the day, at night vicious glasstorms can shred any living being to pieces

15. **Serpent City:** this place is the furthest from civilization as one can get. It's a vile hive of wretched villaines and a favorite destination to exile the unliked of any society to. If the journey there doesn't kill them, the locals might

16. **The Radiant City:** in the middle of the desert and surrounded by radioactive wastelands this city seems to be an utopia compared to the rest of this world, a place of technological wonders and advanced civilization. Nobody outside of the city believes it to be more than a

legend. The elite here is aloof, and the workers in the sterile undercity are scheming against them

17. **The Techdomes:** Two domes responsible for the working of the ark, a last memory of the ancient builders, serviced by ancient, crumbling robots