

# Nar Shun

## Demographics:

Aliases: Nar Shun  
Age: 227  
Height: 6'3"  
Weight: 185  
Hair Color: Blonde  
Eye Color: Gray  
Birthplace: Atlantis  
Power Source: Atlantean High Magic and Relics  
Group Affiliation: None  
Occupation: Senator of the Atlantean Republic, High Mage  
First Appearance: Prime Wardens #34

## Background:

Nar Shun looked out from his tower located near the heart of Atlantis, Sapphire of the Seven Seas. From his vantage point, he could see the invaders closing in, a fleet of wooden ships so thick that their sails blocked out the rising sun. Already the ships were launching flaming pitch from catapults over the city walls. Several Atlantean mages were weaving magical incantations to smother the flames or divert the deadly missiles before they found their mark. It wasn't enough. Several ancient buildings were already aflame. Nar Shun knew that today would see the fall of his beloved city.

The invaders were known to him. Long time subjects of the Atlantean people, they had been kept in their subservient role for centuries. In arrogance, the Atlanteans disregarded them as a possible threat. Years have seen their numbers swell and now they came to overthrow their masters.

Nar Shun turned away from the window and the destruction outside. He returned to his work, an edge of urgency now added from seeing the invaders so close. Nar Shun was crafting a powerful ritual that would save his beloved wife, Sharisha and only child, Gwen Sha. They would be spirited away to a safe place, far from Atlantis and the attackers that were most certainly clambering even now to the city gates. Someday, once the uprising subsided and Atlantis was rebuilt, they could return home. Until then they would be safe.

Seconds dragged on for an eternity as Nar Shun worked the Atlantean High Magic. He was unsure if it was mere perception or if the magic was starting to take hold, warping time and space to his will. Arcane sigils appeared in the air before him and ripples started forming into a circle, as reality unraveled and reformed. The portal was almost complete, and once his wife and daughter arrived they would be on their way.

A scream tugged at Nar Shun's ear, sounding distant but very familiar. He glanced out the window, diverting only a shred of his concentration from the delicate mystical work at hand. The ritual must have taken much longer than he realized to finish. The invaders had already made landfall and were scrambling over the walls and through now shattered gates.

His wife stood in the courtyard, the bodies of two Atlantean warriors at her feet. Dozens of the invaders pressed her on all sides. His daughter, her green eyes wide in terror clung at her mother's silken dress. The shock of seeing his wife caused Nar Shun's attention to waiver. He moved to fling a mighty spell at the invaders to protect his wife, just as the invaders moved to cut her down. With his attention diverted, Nar Shun didn't notice as the portal suddenly spun out of control behind him.

Time moved slowly for Nar Shun as he watched his spell transform the first few invaders into puddles of harmless sea water. Several more moved from behind his wife, cutting her down with their barbaric weapons. He could see his daughter turn to run, and the invaders reaching to drag her back. Before Nar Shun could react, the portal behind him flared brightly. He shouted in frustration as he was sucked into the resulting vortex, and his last views of Atlantis disappeared in a bright flash.

Nar Shun found himself suddenly in frigid waters, riding along a gentle wave. A simple incantation bent the water to his will, and soon he found himself standing on a chariot of water pulled by two sea horses made from waves. He looked out in all directions and saw no sign of land. No sign of Atlantis, or the invaders. He figured that the spell must have flung him to some far off place.

With some mystical divinations, he was able to discern the reality of the situation. He hadn't been flung miles from his home. He had been flung years into the future; thousands of years. Atlantis lay sunken at the bottom of the seas. His people were all dead, and the invaders now ruled the planet. Rage overcame him. He vowed to bring the same fate to the invaders that his people had succumbed to. Earth would drown, and the last Atlantean would see to it that nothing stood in his way.

### **Description:**

As an Atlantean, Nar Shun is tall and very athletic. He wears flowing teal robes adorned with gilded jewelry that marks his station of senator among the Atlantean people. He has pointed ears and thick blonde hair that ends just above his shoulders. His eyes are stormy grey and almond shaped. His jewelry and clothing have a water/sea motif. He always stands proud and defiant, as the last noble Atlantean among the slave race upstarts.

## **Villain Card:**

Nar Shun, Vengeful Atlantean HP: 80

Set up: At the start of the game, put Nar Shun's character card into play "Vengeful Atlantean" side face up. Search the villain deck for Trident of the Seven Seas and put it into play.

Game Play: At the start of the villain turn, flip Nar Shun if there are 10 or more water cards in the villain trash. Whenever a relic is played from the villain deck, play an additional villain card. At the end of each villain turn, Nar Shun heals H HP for each relic he has in play.

Advanced: At the end of the villain phase, each villain relic also heals three HP.

Nar Shun, Wielder of the Seven Seas

Gameplay: At the end of each villain turn, each non Villain target takes H-2 melee damage. If at the start of the Villain turn, the villain deck is empty, the major land masses of earth are swallowed up by water and the heroes lose.

Advanced: Play an additional villain card each turn.

## **Villain Deck:**

Hydroblast x3

One-shot, Water

Deal the hero target with the highest HP two projectile damage. Increase this damage by one for each two Water cards in the villain trash.

Torrential Downpour x2

One-shot, Water

Reveal the top three cards from the villain deck. Place revealed relics into play, and place the remaining cards into the villain trash.

Tidal Wave x3

One-shot, Water

Destroy all environment cards. Destroy one Hero ongoing, equipment, or relic card for each two water cards in the villain discard pile.

Trident of the Seven Seas

Relic, HP 8

At the end of the villain turn, Nar Shun deals the hero target with the most HP 2 melee damage.

Crown of Atlantis

Relic, HP 12

The number of Water cards needed to flip Nar Shun is decreased by two. If this card is destroyed while Nar Shun is on the Wielder of the Seven seas side, flip Nar Shun immediately. Whenever a water card is placed in the villain trash, Nar Shun heals one HP.

Wall of Water x2  
Ongoing, Water, HP 5  
Nar Shun is immune to damage.

Drowning Undertow x2  
One-shot, Water  
The hero target with the least amount of HPs may discard any number of cards from his hand. That target then takes five melee damage minus the number of cards discarded.

Dragging Whirlpool x2  
One-shot, Water  
Each hero takes one melee damage, plus an additional melee damage for each equipment or relic he possesses.

Raging Torrent x2  
Ongoing, Water  
At the end of the villain phase, Raging Torrent deals the hero target with the most HP, H-2 projectile damage.

Heavy Flooding x2  
One-shot, Water  
All non-Villain targets take 1 melee damage. Increase this damage by one for every three Water cards in the villain trash. The maximum amount of this damage cannot exceed H.

Atlantean Storm Orb  
Relic, HP 6  
Whenever a water card is placed in the villain trash, each hero target suffers one lightning damage.

Atlantean Secrets x2  
One-shot  
Nar Shun heals five HP. Shuffle the villain trash and reveal cards until a relic is revealed. Put it into play. If no relic is in the trash, each villain relic heals 3 HP.

Tome of the Hydromancer  
Relic, HP 10  
If the first card played during the Villain turn is a Water card, discard it and draw a replacement card.

Gilded Armor of the Deep  
Relic, HP 12  
Reduce all damage dealt to Nar Shun by one plus the number of villain relics in play.