

A Sourcebook for **CHAMPIONS**[®]

#441

ATLANTIS[™]



by Patrick E. Bradley



Atlantis

Author: Patrick E. Bradley

Developer: Bruce Harlick

Editors: Bruce Harlick & Heike Kubasch

Cover Art: Greg Smith

Interior Illustration: Storn Cook, Mike Naylor, Greg Smith, various illustrations from Dover Publications (see bottom of page)

Project-Specific Contributions:

Pagemaking & Layout: Donald Dennis, Wendy Frazer, Nick Morawitz, James Whitehouse

Cover Graphics: Don Dennis

Art Direction: Ray Greer

Editorial Contributions: Ray Greer, Steve Peterson, Heike Kubasch, Coleman Charlton

Proof Reading: Maggi Perkins

Series Editor: Bruce Harlick

ICE Staff-

Sales Manager: Deane Begiebing

Managing Editor: Coleman Charlton

President: Pete Fenlon

CEO: Bruce Neidlinger

Editing, Development, & Production Staff:

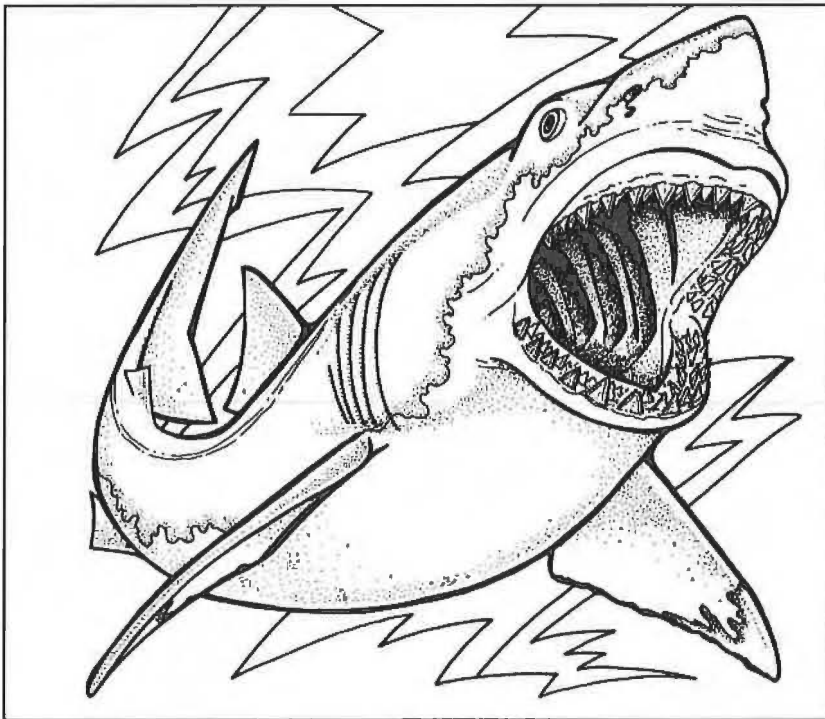
John Curtis, Donald Dennis, Bruce Harlick, Wendy Frazer, Nick Morawitz, Jessica Ney-Grimm, Michael Reynolds

Sales, Customer Service & Operations Staff:

Olivia Johnston, Dave Platnick, Monica Wilson

Shipping Staff:

David Morris, Daniel Williams



*Atlantis*SM is Hero Games' trademark for its superhero roleplaying game using the Hero system.

Champions[®] and *Champions, The Super Roleplaying Game*SM are Hero Games trademarks for its superhero roleplaying game using the Hero System.

*Hero System*SM is Hero Games' trademark for its roleplaying system. *Atlantis* © 1995 Hero Games. All rights reserved.

Champions Copyright © 1981, 1984, 1989 Hero Games. All rights reserved. *Hero System* Copyright © 1984, 1989 Hero Games. All rights reserved. Other trademarks are property of their respective holders.

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying (except Character sheets for personal use only), recording, or computerization, or by any information storage or retrieval system without permission in writing from the publisher: Iron Crown Enterprises, Inc., P.O. Box 1605, Charlottesville, VA 22902.

Dover Publications illustrations are from: *Ready-To-Use Nautical and Seashore Illustrations*, *Sharks of the World Coloring Book*, and *Whales and Dolphins Coloring Book*.

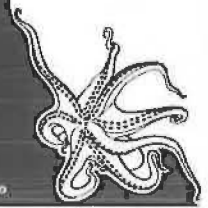
Printed in U.S.A., First Printing 1995

Produced & Distributed by Iron Crown Enterprises, Inc., a licensed manufacturer of Hero Games.

STOCK #441

ISBN 1-55806-242-4

Table of Contents



Introduction	4
How To Use This Book	5
Designer's Notes	5

Chapter One

Atlantis Then	6
In The Beginning	6
Poseidon and Cleito	7
The Rise Of Atlantis	7
The Ten Kingdoms	7
The Ancient Island Of Atlantis Map	7
Ancient City Of Atlantis Map	8
Atlantean Magic	8
The Fall Of Atlantis	9
Atlantis vs. The Amazons	9
The Slave Revolt	9
The Final Days	9
The New Era	10
Transformation	10
A New Life Undersea	10
Atlantis Through The Ages	13
The Age Of Exploration	13
Atlantis Around World War II	13
The Blood Rebellion	13
The Red Tide Revolt	14

Chapter Two

Atlantis Now	16
Atlantis After World War II	16
The Surface Queen	16
Reconciliation With The Sea People	18
Continued Silence	18
The Return Of Poseidon	19
Atlantis And Lyonesse	20
Atlantis Today	20
Maps of Atlantis	21
Orichalcum: The Wonder Metal	24
The Royal Court	24
Timeline Of Important Events	26

Chapter Three

Atlantean Character Sourcebook	28
Atlantean Physiology	28
Typical Atlantean	28
Atlantean Package Deal	29
Atlantean Characters	30
Queen Catherine (Victory Siren)	30
Prince Tak'errik (Sea Guard)	34
Princess Tak'narina	36
The Atlantean Forces	37
Tel'sren, High Priestess Of The Elemental	
Church	40
Typical Acolyte	42
Typical Priest	42

Standard Powers And Spells	42
Koriel	44
Red Tide	46
Ashlook The Barbarian	48
Typical Barbarian	49
Typical Siren	50
Lobster Men	51

Chapter Four

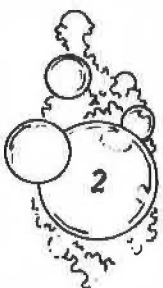
Other Characters	53
The Sea Lords	53
Lethal Eel	54
Starfish	55
Mako	57
Stingray	59
Independent Characters	60
C.R.A.B. (Crustaceous Roving Attack Bot)	60

Chapter Five

Atlantean Bestiary	62
Animals	63
Blue Whale	63
Barbarian War Shark (Tiger Shark)	64
Mythical Creatures	65
Giant Sea Horse	65
Hippocampus	66
Kraken	67
Leviathan	68
Atlantean Dolphin	69
Sea Serpent	70
Abyssal Worms	71
Giant Lobster	72

Chapter Six

Environment	73
New Talent	73
Underwater Movement	73
New Advantages	73
Power Works Normally Underwater ...	73
Diving And Divers	73
Underwater Hazards	74
Drowning	74
The Bends	74
Nitrogen Narcosis	74
Pressure	75
Underwater Perception	75
Sight	75
Hearing/Radio	75
Smell	75
Combat	76
Throwing Things	76
Weapons	76



Special Effects, Skills, and Power Changes	76
Special Effects Changes	76
Powers And Skills	77
Changes In Skills	77
Changes In Talents	78
Changes in Powers	78
Changes in Advantages	79
Changes in Limitations	79
Underwater Equipment	80
SCUBA Gear	80
Rebreather	80
Swim Fins	80
Jim Suit	80
Speargun	80
Bang Stick	80
Underwater Vehicles	80
Propeller Sled	80
Small Exploration Submarine (Conseil)	80
Large Exploration Submarine (Nemo)	81
Quarkstar IV Multi-use Submersible	82
Quarkstar IV	82
Exploration Robot (Arronax)	83

Chapter Seven

Scenarios	84
First Contact	84
Mysterious Sinkings	84
Getting The Heroes Involved	84
What's Going On	84
Here Come The Heroes	84
What The Navy Knows	84
The Briefing	85
Voyage To The Bottom Of The Sea	85
Atlantis Revealed	86
The Grandeur Of Atlantis	86
The Queen	86
The Messenger	87

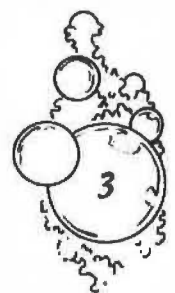
Additional Information	87
Shouldn't We Call The Navy?	87
What Are The Villains Doing?	87
The Pillars Of Hercules	87
What's A Hero To Do?	88
Stopping The Missile	88
What They Don't Know Will Hurt Them	88
The Final Battle	88
All's Well That Ends Well	88
Troubleshooting And Other Options	88
Education Of A Prince	89
A Whale Of A Tale	89
Tide Of Evil	90
Water, Water Everywhere...	90
The Barbarians Are Revolting	90
Unholy Alliance	90
Help From Above	90
Atlantis Invades	90
Toxic Time Bomb	90
Invasion Of Atlantis	91
A Pretty Gem	91
Atlantis And The United Nations	91
Old Enemies	91
Atlantis vs. VIPER	91
Operation: Seasnake	91

Appendix A: Using This Book

With Other Campaigns And Genres	92
Champions	92
Dark Champions	92
Fantasy Hero	92
Star Hero	93
Other Hero System Genres	93

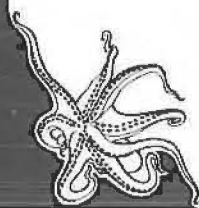
Bibliography And Suggested Reading

Bibliography	94
Suggested Reading	94
Suggested Viewing	94
Suggested Comics	95





Introduction



"Looks like you were right about those ship sinkings Jaguar, they were definitely intentional," Defender said over the radio. "I just wish we knew why that mysterious woman was doing it."

"It would 'ave been easier if she spoke English an' not that mumbo jumbo she was spoutin''," Seeker said.

"Your 'English' probably appeared as 'mumbo jumbo' to her as well," replied Obsidian.

"Strewth!" said Seeker, "I do believe the big guy is developin' a sense of humor!"

"Quiet Seeker!" snapped Quantum, "We're nearing the mystery woman's last reported location, and I, for one, want to make her pay for the deaths of those sailors."

Seeker sat back into his seat and put his mouth in neutral. The Champions' submarine glided silently along the trail of their quarry in hopes of capturing the woman who appeared to be responsible for the sinking of at least twelve ships in the last two weeks. At least 150 men had been killed in those unprovoked attacks. The Champions had kept her from claiming another ship, but she had disappeared before they could capture her. Defender had managed to place a tracer on her before she escaped.

"Jaguar! Several man sized objects are closing on us rapidly, take evasive action!" ordered Defender.

Jaguar turned the submarine's controls quickly to try to avoid the unknown threat. The sub's hull moaned as the stress of the sudden turn threatened to shake the vehicle apart, but she held together as Jaguar set in a new course. A sudden explosion rocked the sub.

"Blast!" yelled Defender, "They've destroyed our port engine."

"Maybe we can still get away with one," said Jaguar.

"It's no good, they have us surrounded," said Defender.

"Who has us surrounded?" asked Seeker.

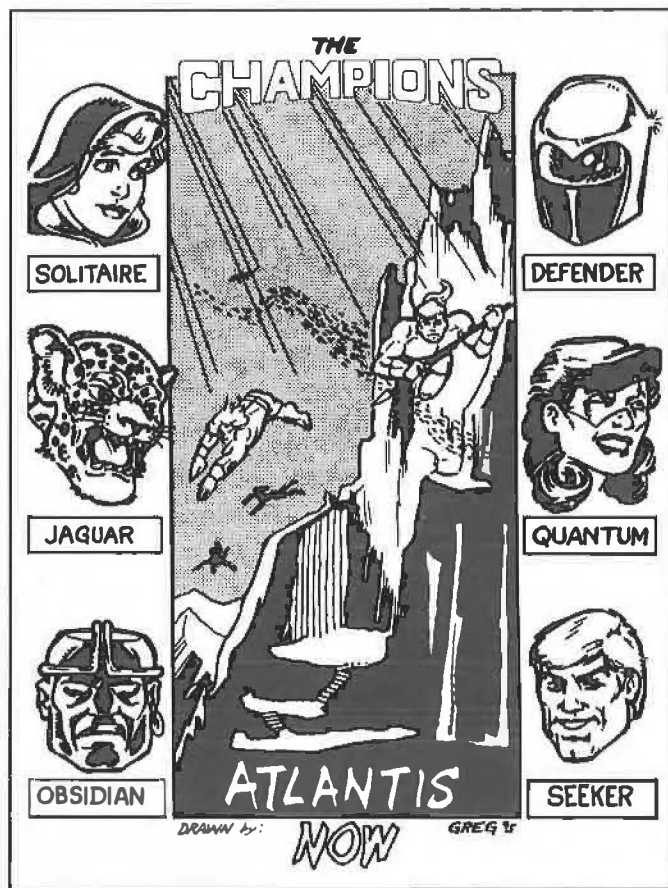
"They do," announced the normally quiet Solitaire, pointing out the window.

The Champions stared out the front window in astonishment as fifteen humanoids swam into view, each carrying a formidable looking weapon, and each apparently breathing water as easily as the fish surrounding them.

"Where did they come from, Atlantis?" asked Seeker, partly joking.

An ominous silence fell over the submarine...

Atlantis is the Champions source book for adventuring in the undersea kingdom of Atlantis. Players will meet a people with their own culture and become an integral part of an evolving epic storyline dating back nearly 4000 years. Players will discover a society in transition, poised at the brink of social upheaval; a nation with a secret that could change the world. So suit up and take the plunge, and dive into the underwater world of Atlantis!





How To Use This Book

Atlantis contains everything you and your players will need to immerse your heroes into the mysterious lost world of Atlantis. As the GM, you should be familiar with most aspects of this book, especially the history of Atlantis. Players should only learn of Atlantis through discovery and exploration to maintain the sense of mystery going throughout the heroes' adventures.

This book contains a full history of the island nation known as Atlantis from mythological times up to the present day and full descriptions of important figures and related characters. Also included are supervillain groups intent on the conquest or destruction of Atlantis and villains dedicated to wiping surface dwellers from the face of the oceans. The last section of the book includes a detailed scenario intended to introduce players to the legendary city of Atlantis and its culture.

Also included in this book is a section dealing with adventuring underwater as well as using superpowers in an undersea environment. You will also find a section on underwater equipment and vehicles making it easier for your heroes to operate in an alien environment. An Atlantean bestiary is included to make your players stay in Atlantis interesting.

If you already have your own version of Atlantis in your campaign, then this book can be used to supplement your creation. Alternatively you could use Atlantis as another undersea civilization such as Lemuria, Lyonesse, or some other lost culture. If you would prefer to have a different version of Atlantis, say one based on an ancient super technology, feel free to adapt the characters and situations to that end. Most of the Atlanteans' abilities and accomplishments could also be attributed to technological devices and methods rather than mystical or mythical means. I encourage you to take the information on these pages and adapt it to your specific campaign in whatever manner you see fit. That's some of the most fun in game mastering; taking a published product and making it your own. Have fun!



Designer's Notes

Atlantis has been a part of comics since the early 1940s and continues in popularity to this day. Writers, artists, and even researchers have found inspiration in the legend of Atlantis for years; so there was a lot of material to consider. When I started this project I was faced with making a thematic choice based on the various versions of Atlantis found in both comics and movies. To me those choices boiled down to three approaches: mystical, technological, or a combination of both. I chose to take a mystical approach with a few

changes. I went back to the origins of the legend of Atlantis, from the works of Plato, and attempted to bring the mythological slant to this book. I felt that this allowed me to logically develop the Atlantean culture, from its magnificent beginnings through its degeneration and near destruction, to its rebirth as a fabulous city under the sea. I hope I have succeeded.

All of the characters and vehicles in this book were designed using *HeroMaker* (Version 2.11) for the IBM. I recommend that those of you that have a computer order it at your earliest opportunity. Not only does it make designing *Champions* characters a breeze, it also allows you to make changes on them easily so you don't have to keep tearing up those old character sheets with your erasers.

This project has been a long time in coming. After Brannon Boren and I wrote *Normals Unbound* we wanted to do another project together, again focusing on a subject from the comics that had not yet been done for *Champions*. Out of the several ideas we discussed, the idea of an Atlantis source book stuck out as the most promising and we decided to develop it. We both started jotting down our ideas, even going so far as to develop some of the characters we were using in our campaign, and we were off and running.

Well, life never turns out the way you plan. Things happen and plans have a way of going south. Brannon had an opportunity to pursue a pre-med degree, which he took. I decided to carry on with the project and sent the proposal into the guys at Hero who gave me the green light. So hours of research, one computer screen and three Gen Cons later (and I think some loss of blood) you now hold the completed book in your hands. Again, I hope I have made it something that not only you can use in your campaign but something you and your players will enjoy for quite some time.

This project couldn't have happened without the support of several people. I would like to say thank you to Bruce Harlick who has been more than patient and very supportive of my writing. Thanks Bruce! As always, I wouldn't have been able to finish this book without the support of my wife Joy who must think she was married to a piece of furniture rather than her husband. For the hours of gaming she gave up, for making the Gen Con trips possible, and for her constant love, I want to say thank you.

Okay, now that that's out of the way, let's suit up, check our air supply and dive into the underwater world of Atlantis!



Explore the Undersea Realm

Dive into adventure. *Atlantis*[™], the complete sourcebook of the undersea kingdom. The legendary realm of Atlantis comes to life in this amazing sourcebook. The *Atlantis* sourcebook is packed with history, background, and story possibilities. You'll find complete backgrounds, descriptions and write-ups of major Atlantean characters, creatures of the sea, spells, equipment, and much more. You can even create your own Atlantean characters! The story possibilities are endless; you'll add a new dimension to your *Champions* campaign with *Atlantis*!

Atlantis provides a wealth of background and information for players and GMs alike. Inside you'll find:

- New rules for underwater adventuring
- 18 characters
- Vehicles and equipment
- A complete superhero adventure and seven adventure seeds
- New martial art and racial package deals for Atlanteans
- 10 undersea creatures
- 18 spells of mighty Atlantean magic
- And more!



CHAMPIONS

THE SUPER ROLE-PLAYING GAME[®]

Produced and Distributed by ICE, Inc.
P.O. Box 1605, Charlottesville, VA 22902 USA



9 781558 062429

Made in U.S.A. #441

ISBN 1-55806-242-4 ICE1500

