

A Sourcebook for **CHAMPIONS**®

#441

ATLANTIS™



by Patrick E. Bradley



Atlantis

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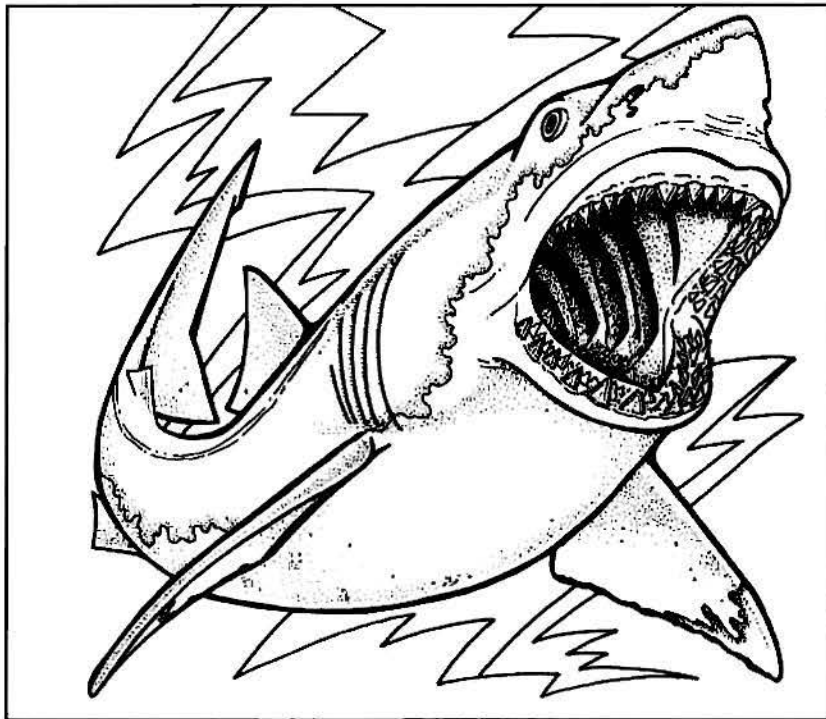
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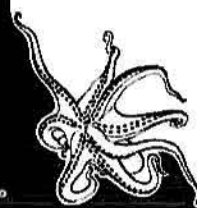
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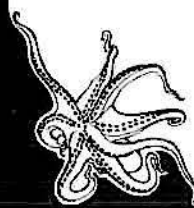
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Introduction



"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.

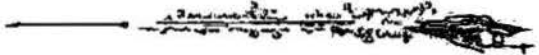
The Champions stared out the front window in astonishment as fifteen humanoids swam into view, each carrying a formidable looking weapon, and each apparently breathing water as easily as the fish surrounding them.

"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.

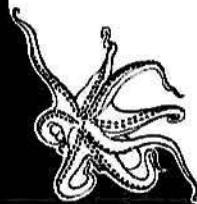
This project couldn't have happened without the support of several people. I would like to say thank you to Bruce Harlick who has been more than patient and very supportive of my writing. Thanks Bruce! As always, I wouldn't have been able to finish this book without the support of my wife Joy who must 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!





Atlantis Then



"I believe you said something about Atlantis?" Defender said to Seeker.

"I was kidding!"

"I don't believe our captors share your sense of humor," Obsidian said.

"I still think we should make a break for it. They couldn't do anything to stop us!" Quantum insisted.

"They've made no aggressive move against us," Defender pointed out. "They may just feel they're defending their home from outsiders. Let's not make this situation any worse than it already is."

Defender continued to guide the submarine where the "Atlantean" soldiers directed him. He studied the weapons that the soldiers carried, but could not determine either their function or their power. Jaguar had suggested that they might be mystical in nature, but Defender dismissed that idea offhand. There was no such thing as magic after all. Ahead he saw huge strands of kelp stretching from the ocean floor almost to the surface. The huge kelp bed covered a vast area between two mountain ranges and an abyss. The soldiers appeared to be guiding them towards the center of the kelp bed.

"Looks like they could use a bit o' landscaping around 'ere," Seeker said, breaking Defender's train of thought.

"Do you think they mean to take us in there?" asked Obsidian.

"Looks like it," said Defender.

"I still don't like it," grumbled Quantum.

Defender ignored the comment of his fellow Champion and concentrated on piloting the small submarine. As they neared the gigantic kelp strands, the heroes parted allowing the submarine to pass through into a brightly lit area beyond. On the sea floor they saw a large circular city. Several more "Atlanteans" stopped and stared at the vessel and its escort.

"Perhaps you could enlighten me about this 'myth' of Atlantis," said Obsidian.



In The Beginning...

"Listen then, Socrates, to a tale which, though passing strange, is yet wholly true, as Solon, the wisest of the Seven, once upon a time declared."

—Critias, from Plato's Critias.



Poseidon and Cleito

In the early days of the gods' rule over the world, Zeus, Poseidon, and Hades divided the world into the sections that would be their domain. Poseidon chose a small, narrow island off the coast western Africa. The island was covered with deep fertile forests and plains surrounding beautiful mountains. Exotic and common animals populated the paradise, making it a jewel of great value to Poseidon. The sea god brought mortals to the beautiful island, choosing the people very carefully for their traits of beauty and wisdom. He knew that Athena had established a city to produce great men of wisdom and courage, and Poseidon wanted to produce people of similar ilk. The first two humans he chose were Evenor and his wife Leucippe, whom he ordered to build their home on the plains of the island. They did as they were bid and soon had a child; a daughter named Cleito.

As Cleito grew to adulthood, her beauty blossomed and Poseidon took an intense interest in her. Years after her parents had died in a tragic accident, Poseidon visited her and seduced her. Poseidon was so taken with her that he dug three deep channels around the hill where she lived and filled them with water so that she would be protected. Eventually, the inevitable happened: Cleito became pregnant.

Over time Cleito had five pairs of twin boys by Poseidon, who they named Atlas and Gadius, Ampheres and Euaemon, Mneseus and Autochthon, Elasippus and Mestor, Azaes and Diaprepes. Poseidon wanted the island's peoples to be ruled by each of his sons because of their divine heritage. He divided the island into ten separate kingdoms and made each son a king of a territory. Poseidon gave his oldest son Atlas the city and territory settled by Cleito's parents, which was renamed after him. Eventually the entire island took its name from Atlas becoming the country of Atlantis.



The Rise Of Atlantis

"This palace they proceeded to build at once in the place where the god and their ancestors had lived, and each successive king added to its beauties, doing his best to surpass his predecessors..."

—Critias, from *Critias* by Plato.

The Ten Kingdoms

King Atlas (no relation to the Atlas that held the world on his shoulders) was appointed by Poseidon to be the sovereign king over his other brothers. He ordered that every five years the kings of all the lands would meet to discuss matters of state and to pass laws governing the continent. These laws would be inscribed on large tablets of the finest gold and displayed for all to see. The kings would meet at the temple of Poseidon that was built in the center of the canals surrounding the castle. There,

the kings would sacrifice a bull and cremate it, then don deep blue robes to pass their laws. In the center of the temple, decorated in gold, silver, and orichalcum, stood a huge statue of Poseidon surrounded by hundreds of sea nymphs, all looking down on a pit where the ashes of the bull smoldered.

The people of Atlantis prospered from their knowledge of the sea by trading their goods and resources with distant lands and other peoples. Their orichalcum, a mystical, copper-like metal that glowed with an "inner fire," was sought after everywhere they went. The Atlanteans would, in turn, import unusual goods and animals to their own island. It is a tribute to the resourcefulness and ingenuity of the Atlanteans that they were actually able to transport elephants to their homeland. Along with the other goods they brought to their island they also imported slaves.

The slaves were brought to Atlantis to build the glorious cities and villas that had been planned to make the island nation the brightest spot in the known world. The slaves were treated well compared to slaves in other countries. They were allowed to keep small belongings, it was made illegal to separate slave families, and, after a specified number of years of service, slaves were set free. Some would remain as paid servants after their period of servitude had ended because they had been treated so well.

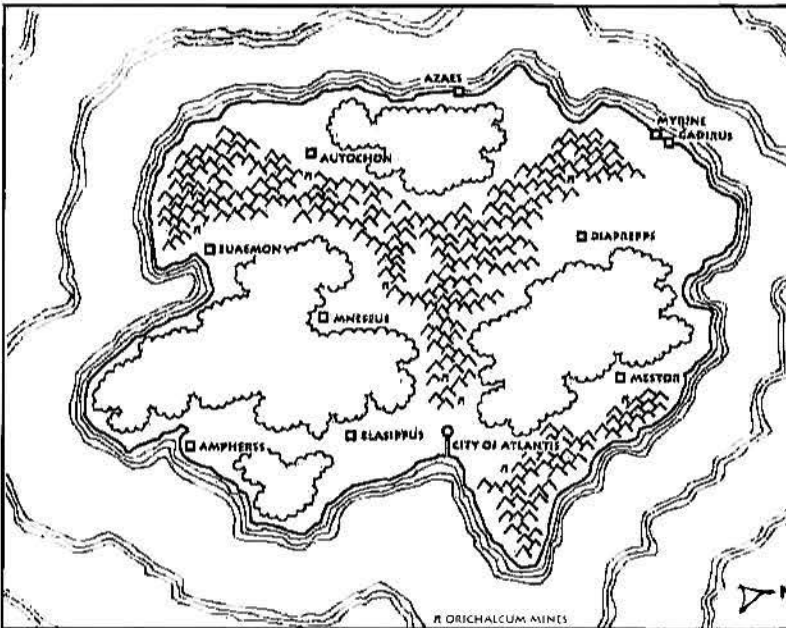
With the menial tasks being taken care of by the slave population, the Atlanteans devoted themselves to matters of art, literature, music, philosophy, and magic. The Atlanteans took each of these areas to new heights, surpassing even those of Athens. Their culture flourished along with their wealth and sea power. As far as the Atlanteans were concerned, it was a veritable Eden.

The Ancient Island Of Atlantis Map

The island of Atlantis was roughly elliptical in shape, some 530 km long from north to south and 350 km wide from east to west. The center of the island was mostly mountainous, with a range extending to the eastern coast where the city of Atlantis is located. The city of Atlantis sat on a fertile plain used for farming.

- City Of Atlantis. This was the capital of the nation of Atlantis and seat of the central government. (See detailed map.)
- Orichalcum Mines. Slaves toiled in the earth to bring up the prized metal for their Atlantean masters.
- City Of Elasippus. Closest city to Atlantis. Elasippus provided most of the ships for the Atlantean navy and merchants.
- City Of Mneseus. Location of the famed Elemental College library. Every spell known to the mystics of the Elemental schools was guarded here.

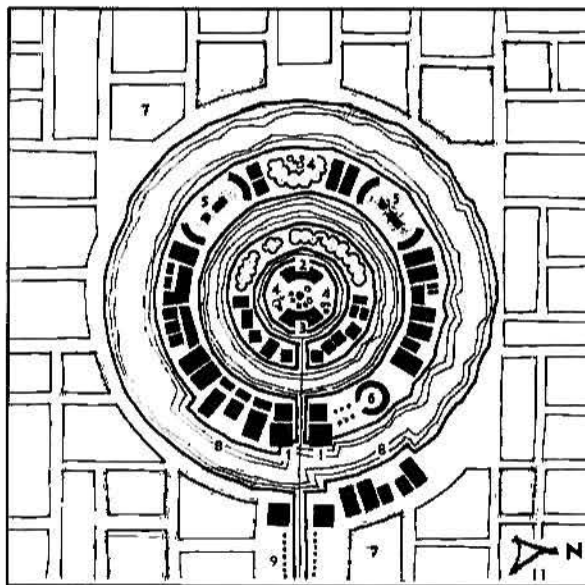




1: Watchtowers. The watchtowers were manned by the best of the Atlantean forces. None but true Atlanteans and their guests or slaves were allowed to enter the city.

2: Royal Palace And Barracks. The chief King and his family lived here, guarded by the Atlantean army.

3: Temple Of Poseidon. The ten kings met here every five years to pass laws and air disputes to be settled. The Temple of Poseidon was also the center of worship for the entire island. Many citizens made a pilgrimage to the temple every two years to show their devotion. The temple was crowned with a 300 foot statue of the sea god. Inside was a smaller statue with Poseidon riding in a chariot pulled by hippocampi. Two dolphins attended him on either side.



THE CITY OF ATLANTIS - THEN

- City Of Mestor. The Atlantean Games were held here every six years. Athletes from all over Atlantis came to compete here. Slaves were also allowed to compete, rewarded with their freedom and Atlantean citizenship if they won.

Ancient City Of Atlantis Map

The city of Atlantis was the most beautiful of all the cities in the ancient world. Atlantean architecture was far advanced of anyone else at the time and the building spires were covered with gold, silver and orichalcum. The city was a center of pleasure and enlightenment and, later, the center of debauchery and hedonism.

- 4: Atlantean Springs. Hot and cold springs, fed from underground sources, were used for bathing. There were separate baths for royalty, commoners, men, women, and horses.
- 5: Horse Racetracks. Daily races were held here, with special races held at the beginning of every new year.
- 6: Stadium. Yearly tournaments were held here to determine the champions that would represent Atlantis in the next Atlantean games.
- 7: Outer City. Mainly merchant quarters and warehouses. The shopping here was not to be equaled except in Athens.
- 8: Harbors. Atlantean ships returning from and departing for the far reaches of the world moored here.
- 9: Canal To The Sea. This canal led to the sea and was crossed by bridges to allow land passage from ring to ring.

Atlantean Magic

Among all the disciplines that flourished on Atlantis, the study of magic was unsurpassed anywhere in the world. So much so that a specific college was founded for the study of the arcane. Magic users from all over the world would travel to Atlantis just for the chance to study with the great sorcerers of the Elemental College.

The Elemental College consisted of four schools. The School of Water, the School of Fire, the School of Air, and the School of Earth. While most students would study one or two schools, the most



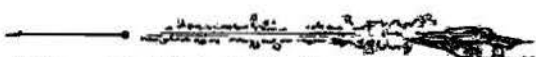
powerful magic users were masters of all four disciplines. The division between each school was not as clear as it might seem. While spells in each of the schools included the use of that school's specific element, they also included mastery of everything within the domain of that element. For example, the School of Air would not only include the spells to create windstorms and other wind effects, but also the ability to fly and the control of any flying animals.

Most spells created by the Atlanteans used orichalcum as an ingredient, using its innate magical properties to enhance every spell effect. Only a few spells actually required the use of orichalcum to be cast, but these spells were more effective than the same spells that didn't use the precious metal.

GM's Note: In gaming terms add 20% more active points to any spell effect when orichalcum is one of the components.

Example: *Lerar, a fire elemental sorcerer, wishes to cast a flame blast spell at an attacking group of Amazons. The normal spell effect is a 5d6 EB, Area Effect Cone with an active cost of 50 points. Fortunately for Lerar, he's brought along a small pouch of ground orichalcum with him and he includes it in his spell casting. An additional 20% of 50 points is 10 more active points on the spell which makes it a 6d6 Area Effect Cone. Lerar hopes it will be enough to stun the Amazons, allowing him time to get to safety.*

Weapon makers would often work with elemental sorcerers when making magical weapons and infuse a vein of orichalcum into the center of the weapon, making it easier for the sorcerers to enchant it with mystical properties. Even normal weapons made with orichalcum were superior to weapons made without it. They had a sharper edge and maintained it with minimal upkeep.



The Fall Of Atlantis

"To the perceptive eye the depth of their degradation was clear enough..."

—Critias, from *Critias* by Plato.

Atlantis vs. The Amazons

The location of Atlantis remained a mystery to all but a few people for centuries. It was only known to be west of the Pillars of Hercules, or what is now called the Straits of Gibraltar. That quickly changed when an Amazon scout ship happened upon the island nation after being blown off course by a fierce storm. After reconnoitering the area they discovered the city of Gadrius, a beautiful city ornately covered in silver, gold, and orichalcum. Needless to say, the Amazons were dumbfounded. They immediately sailed back to their homeland and reported what they had found. The queen of the Amazons ordered her armies to sail at once to Atlantis and take what they could.

The defenses of Gadrius were unprepared for such an onslaught, and they were conquered in less than a day. The Amazons looted the city and put all men to the sword in a massive slaughter that lasted days. Before they could start their march onto the other cities of Atlantis, a contingent of the Army from the city of Atlantis arrived and drove the Amazons back into the sea.

At the next meeting of the kings, King Atlas (the current king was always named Atlas) ordered that the defenses of the island be improved to counter any further invasions. The armies of Atlantis became one of the finest armies in the known world. No one dared to challenge them in combat. The Amazons were repelled every time they attempted to invade the island.

The Amazons that had been captured in battle were forced into slavery by the Atlanteans and given the most menial, degrading, and back-breaking tasks the Atlanteans could devise. They were treated brutally, even raped or tortured to death by their "owners" who sought out their own personal vengeance. As the Atlanteans became increasingly cruel, they began to treat all of their slaves as menials deserving less than human treatment. Slaves were no longer released at the end of their servitude, but kept in inhuman conditions until their death. Eventually, the slaves' hatred and anger boiled over, and a cost was to be exacted in blood.

The Slave Revolt

The rumblings of revolt came to a head when several slaves were killed in a mining accident at the orichalcum mines north of the city of Atlantis. Rumors surfaced among the slaves that the slaves had been killed because they had refused to follow orders. Whether the rumors were true or not did not matter to the slaves of Atlantis, they had endured too much and wanted their freedom, and vengeance.

A small band of slaves in the western city of Azues overpowered the guards at the armory and went on a rampage through the city, looting and killing in an attempt to gain their freedom. Word swept across the island and soon most of the other cities were under siege from their own slaves. Hundreds of Atlanteans and slaves were killed before order could be restored by the Army. In the aftermath the kings decided to move the suspected ring leaders of the slave revolt to a small island just off the southern coast of Atlantis, where they wouldn't be any further problem and would not become martyrs to the cause. There they were forced to fend for themselves and mine orichalcum for the Atlanteans.

The Final Days

After centuries of philosophical and mystical enlightenment, the burdens of materialism came crashing down on the Atlanteans. Their greed and cruelty grew to such heights that they began to threaten other lands with conquest.



The citizens of Atlantis had become covetous and hedonistic. They were no longer the beautiful, enlightened people that had originally settled the island; they now spent their days in debauched pursuits and cruel pleasures. Their daily perversions offended Zeus and the other gods, and they were angered by the Atlanteans' threat to other lands. Zeus passed judgment on Atlantis, he would destroy the island and its people in a single day.

Poseidon knew that there were still a few devoted and good people on Atlantis and they did not deserve the punishment Zeus had decreed. Neither did the slaves who had been brought to Atlantis against their will. Poseidon secretly sent one of his dolphins to warn his priests of the coming destruction.

The dolphin told the priests to gather the good people in the temple, and once the rain started to incant a specific spell over a sacrificial fire. On the slave island, Poseidon's other dolphin offered the slaves a chance to escape the judgment of Zeus. Many slaves thought it to be a trick by the Atlanteans, but some chose to believe Poseidon's emissary and followed his instructions.

The rain started falling just as the sun rose and by early morning a terrible storm engulfed the island. The winds uprooted trees and knocked over wooden structures and still the winds increased. The ground began to shake, the columns fell and the people ran in terror trying to escape their impending doom. But it was all for naught. A mystic force kept the Atlanteans out of the temple, and all ships in the harbors were destroyed by wind and lightning. Volcanoes erupted and earthquakes swallowed whole cities as the destruction of Atlantis reached its peak. Finally the earth no longer trembled and the volcanoes quieted. Their work had been done. Slowly the island sank, and by sundown no trace of the once proud nation of Atlantis remained on the surface.



The New Era

"At once, our nation was dust and sea water, and we were left alive. There was no joy in us."

—King Tretan I, shortly after the Great Upheaval.

Transformation

On the slave island and in the temple of Poseidon, all the devotees fell into a gentle sleep as the island crumbled around them. The ringed center of the city softly settled onto the bottom of the sea while the slave island drifted southward and settled onto the sea bottom across from the city on the other side of a vast chasm. Once the debris had fallen and the sea was quiet again, the Atlanteans and the slaves awoke from their deep sleep to find they had undergone a startling transformation. They had been changed by Poseidon's magic so they could breathe water as easily as they had breathed air

before the upheaval. They also found they could see in the darkness of the ocean as clearly as they had on land and they could move about freely even under the pressure of the depths. The survivors were overjoyed that they had lived through the ordeal, but the euphoria quickly changed to despair when the enormity of the disaster settled in. Thousands of people, many of the survivors' friends and family included, had been killed. The gold and silver spires proclaiming their achievements lay strewn about the ocean floor, a monument to their folly. Their world had literally been shattered. Many truly wished they had perished with the rest of their people.

Poseidon's dolphins appeared to both the Atlanteans and their former slaves and told them that the ocean was now their domain and warned them never to breach the surface again. They also told the two peoples that they would have to work together to survive in the wild depths of the ocean. Reluctantly, both former slaves and Atlanteans agreed.

A New Life Undersea

The Atlanteans and their former slaves began building a new way of life and a new city of Atlantis, although the former slaves were not allowed to live in the city. They discovered and cultivated a species of kelp that grew to tremendous proportions, enough to cover the city with a great dome. They found that the leaves could be used to weave fabric for clothes, its branches could be made into baskets, and the small fruits that grew on it could be eaten or fermented into wine. By hunting fish and growing crops on the sea floor, the Atlanteans were able to forge a living for themselves on the bottom of the ocean. Former masters and slaves worked side by side to rebuild their lives and their city to the past glory they had known on land. Past prejudices and hatreds were forgotten in the effort to just survive. At least until the gods left Earth.

Since the upheaval both the former slaves, now calling themselves the Sea People, and the Atlanteans were devoted worshippers of Poseidon. When the priests of Poseidon would call on the powers of their god, they could work near-miracles. When the Olympian gods mysteriously left Earth, Poseidon could no longer answer the prayers of his followers. When the priests no longer exhibited divine powers, belief began to wane. However, the elemental sorcerers still wielded their mystical powers. Many of the sorcerers saw an opportunity to control the destiny of the Atlantean people, and began to sway the people towards the ways of magic, forming the Elemental Church. The priests of Poseidon were not about to let their followers stray from the fold without a fight, and unfortunately the Sea People were caught in the middle.

The priests of Poseidon began preaching that Poseidon had abandoned them because they had allowed the impure, the Sea People, to intermingle with Poseidon's chosen people. This explanation did much to satiate the fears that had gripped the Atlanteans since the loss of the priest's powers. The



Elemental Church went along with this explanation, but pointed out that Poseidon had abandoned them for good and that *they* were the only true path. The resulting chaos marked the first dark chapter of the new life of the Atlanteans. The Sea People were driven from the city, and some were beaten and killed. They were forbidden to ever cross the chasm again. The Atlantean army made frequent raids on the Sea People, driving them back into the stone age. Finally, King Araltas called a halt to the killing when it became obvious that no amount of killing would bring back the favor of Poseidon, and the Elemental Church became the officially recognized religion of Atlantis. The priests of Poseidon faded almost completely into obscurity.

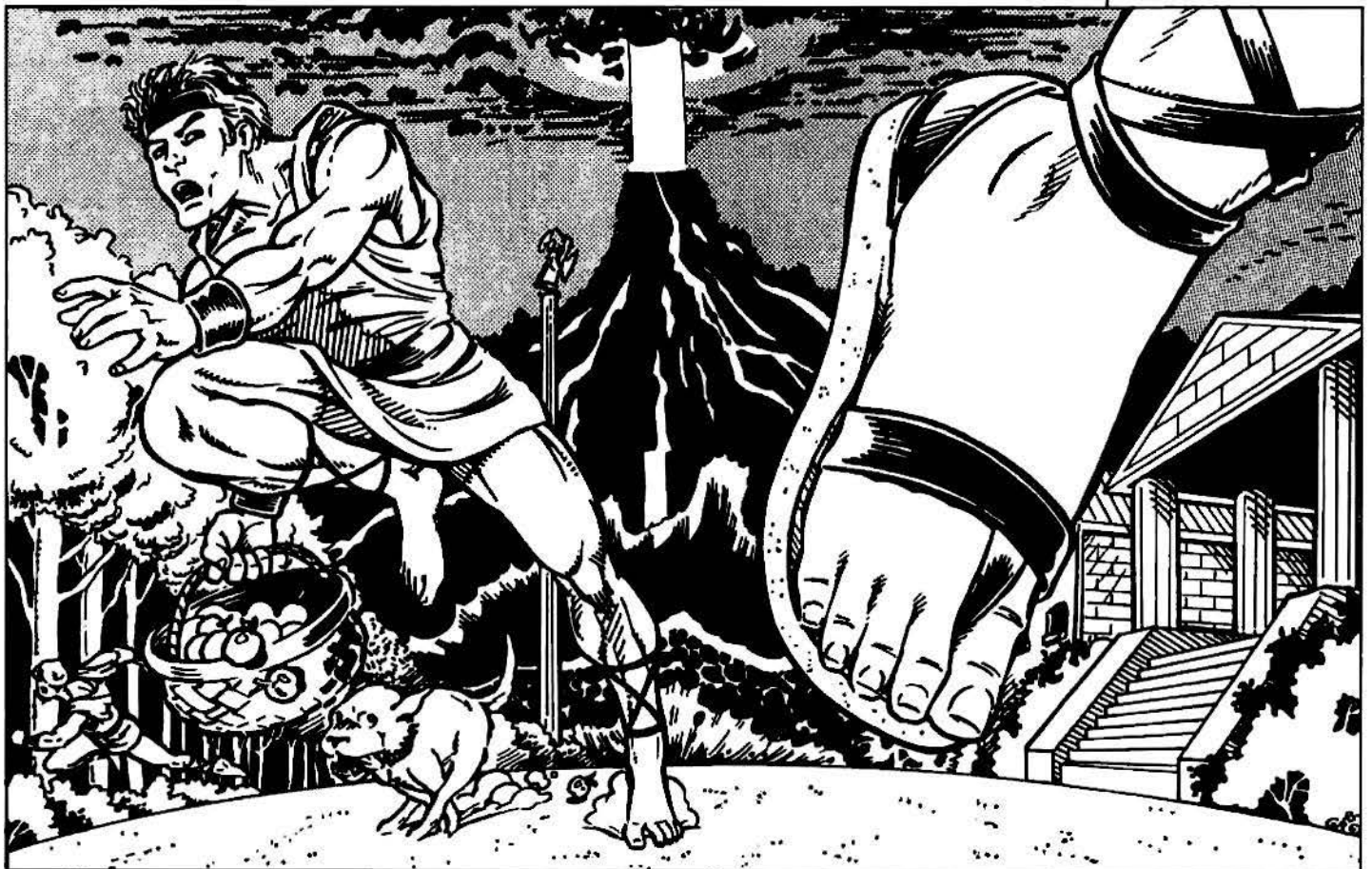
The City

Once the Sea People had been driven out of the city, the Atlanteans, after embracing the teachings of the Elemental Church, began to reinvent their society. They erected new spires of gold and silver and started mining orichalcum again; using the metal in Church rituals, weapons, and jewelry. The temple of Poseidon narrowly escaped destruction at the hands of Church revisionists, by the emotional pleas to the King by a small groups of loyal Poseidonists who argued that although Poseidon appeared to have abandoned them, he did save the Atlanteans from the wrath of Zeus and should at

least have a monument. The King agreed, but passed a law forbidding religious rituals to be conducted in the temple due to pressure from the Elemental Church.

With a new life undersea, the Atlanteans again turned towards inner enlightenment and mystical study. Several classes within the new society developed to deal with the day to day issues of food gathering and preparation as well as metal mining and smelting. A new palace was built on the site of the old one and a new building was constructed adjoining it and was used by the Elemental Church as a temple and study enclave. The Temple of Poseidon became little more than an attraction for the Atlanteans, but the Poseidonists continued to hold rituals at the temple in secret.

The city developed surrounding the central ring and was divided into three sections. The residential section reflected the importance of the people living there, with the most important people living in large houses closer to the central rings and less important inhabitants living in smaller dwellings on the outskirts of the city. In the merchant sector Atlanteans could barter or buy food, exquisite works of art, books (printed on specially treated paper made from kelp leaves), jewelry and anything else they might need. Finally, a large portion of the city was set aside for cultural and entertainment spots. Farming, hunting, mining, and metal refining were all located outside the kelp dome covering the city.



The Barbarians

Driven from the city and hunted by the Atlantean army, the Sea People learned to survive in the wilderness surrounding Atlantis. The survivors scattered into the mountains, taking refuge in the many caves they found there. Lacking suitable land to grow food, the Sea People turned to hunting and gathering to live. This hard life toughened the Sea People, making them a hearty race who became expert hunters and, later, expert warriors. They started raiding outlying farms and "ranches" for food and animals, angering the Atlanteans. However, when the army would give chase, the Sea People would scatter into the mountains leaving no trace behind. It wasn't until after the Sea People killed an Atlantean farmer that they were called barbarians by the people in the city.

The society developed by the barbarians was unsophisticated, brutal and evil by Atlantean standards, but from the point of view of the barbarians it was only what the seas, and the Atlanteans, had made of them. The Sea People formed clans that would sometimes work together for hunting and raiding, and sometimes fight amongst each other over matters of territory or food. The clan became the primary governing body, and every man was expected to give his life in defense of his clan.

The barbarians became masters of using what the sea gave them for survival. A young barbarian was expected to track down a wild shark and capture and train it as a test of his manhood. The trained sharks were then employed for defense of the clan's territory and for warfare. The barbarian's use of sharks so alarmed the Atlanteans that the army began training dolphins to defend the city and outlying areas. Even with the use of their war sharks, the barbarians remained only a minor threat to the security of Atlantis.

The Sirens

The Atlanteans and the Barbarians were not the only people living under the sea. The Sirens had been living both under the sea and on land of a small island not far from Atlantis for thousands of years. Contrary to popular belief, the Sirens did not have the bodies of birds with the faces of women. They were beings of pure sound that could take on many forms with their mystic sonic abilities. It was rumored that they were once powerful sorceresses who specialized in the magic of sound, and who had discovered a way of transforming themselves into beings of coherent sonic energy. Their practicing and their spell-casting could be heard for miles over the ocean waves and was blamed for the wreck of many ships when curious captains and crews ventured too close to the treacherous coastline of their island.

Since their bodies were made of pure sound, they no longer needed to remain on the surface. When they found that their magics worked far better underwater, they permanently moved into a series of acoustically perfect caves under their island of Cerilon. There they pursued their craft, taking no interest in the affairs of either the

Atlanteans or the Barbarians. This is not to say that they were hostile towards them; they just had no interest in what they considered insignificant events. Anyone who visited the caves would be politely asked to leave; anyone who refused to leave of their own volition was dealt with harshly. For years the Kings of Atlantis tried to establish contact with the Sirens with no success. Each messenger would be sent back empty handed with the message that the Sirens desired no contact with outsiders. The Sea People made few, if any, attempts to contact the Sirens for fear of being destroyed by their powers.

However, 150 years ago, for some unknown reason, the Sirens again took on human forms. This changed nothing; they still desired no contact with outsiders and they still had very formidable powers to enforce their desire for privacy. Some priests of the Elemental Church theorized that they may have been trying to regain something that was lost in their original transformation into beings of pure sound. Others thought that they may have been growing weaker and could no longer maintain their coherent sound forms. Still others fear that it may be a sign that they have other devious plans and have taken human form to better carry them out. Whatever the truth may be, the Sirens are keeping silent.

The Royal Family

With the complete destruction of the other cities in the Great Upheaval, the need for the ten Kings vanished and a need for a new system of government arose. The people still wanted the central figure of a King but they also wanted a more diverse way of voicing their concerns, and they also wanted their Church to have a position in the new structure. It was decided that only descendants of the original King Atlas could rule as King (or Queen), but his/her powers would be limited so as not to be absolute. The King would still command the army in matters of defense, but the newly formed Council of Ten would have command of police forces within the city. The Council of Ten consisted of elected members from different sections of the city and the outlying areas of Atlantis serving limited terms and formulating laws for the consideration of the King. The Elemental Church would also maintain its own guard and provide counsel to the King.

Even with the power divided amongst the different branches of the government, the people still followed the direction of the Royal Family. Their smallest comment on any subject would at times be taken as law, much to the chagrin of the priests of the Elemental Church, who felt the people should turn to *them* for guidance. While the priests were jealous of the popularity of the Royal Family, they publicly supported them while secretly trying to stifle their authority. Over the centuries the balance of power shifted several times with some Kings refusing to be tied down to the dictates of the church while others became mere puppet rulers.



The Royal Family was still expected to continue the blood line, but marriage to other royalty quickly became unfeasible. King Altur II decreed that his oldest son would take his bride from the common citizens of Atlantis. This custom became very popular with the people of Atlantis and continues to this day. Over the years, the choosing of the heir's mate has become draped in ceremony openly, and is a matter of deal making behind closed doors. The process usually concludes with the Prince or Princess married to the child of a very influential family.

Atlantis Through The Ages

"We are no longer of the surface world, we shall live our lives within the bosom of the depths."

—King Altur II.

The Age Of Exploration

Although Poseidon had forbidden the Atlanteans from ever breaching the surface, as the centuries passed, several adventurous, or rebellious, Atlanteans did venture to the surface. While most of these ventures were uneventful, there were many times when they were not. As surface man ventured further and further in his desire to learn what was beyond the horizon, it became only a matter of time before surface man and Atlantean would meet. Sightings of men and women able to swim with the speed of a fish and who disappeared under the waves led to the stories and legends of mermaids and renewed theories of Atlantis. Myth continued to be the extent of Atlantean involvement with the affairs of man, but that was to change during the second quarter of the Twentieth Century.

Atlantis Around World War II

"The matters of the surface men have no bearing on Atlanteans. We will not become involved."

—King Tritus.

The Blood Rebellion

Seeker looked nervously around at the assembled court. So far Obsidian had managed to get their Atlantean hosts to be very accommodating, but the Australian wasn't used to this sort of formality. Blimey, he wasn't even wearin' a shirt. The Big Guy's experience with royal custom on his homeworld was apparently doing the trick though. The rest of the Champions seemed to agree with his assessment, as they remained silent while Obsidian conferred with the Atlantean Priest. Finally he turned and addressed them.

"Good news, my friends. The Cleric has agreed to allow us to remain here for the royal court. The Queen's Orator will be reciting the history of Atlantis' Blood Rebellion to entertain the court, and the Priest has promised to cast a spell to allow each of you to understand the Atlantean tongue as I do now. It should prove interesting..."

Twenty minutes later, they stood in awe at the splendor of an operating Monarchy's idea of a real court. Her Royal Majesty, Queen Catherine, Ruler of the Atlantean Realm, High Priestess of the Sirens of Cerilon, looked down at them indifferently from her impressive throne as the Orator stepped from behind a curtain and made his way to the center of the chamber. The Orator, a very old gentleman even by Atlantean standards, was slow to start, but once he found his voice the room was entirely his to command. His dramatic tone carried across the room, transporting each person backward in time to a dark period of Atlantis's history...

World War Two was a very difficult time for the Atlanteans. The War above was coming dangerously close to them with the German developments in submarine technology. Below the chilly waters of the Atlantic Ocean, the residents of Atlantis were growing quite nervous. From the Elemental Church's magical scrying, the Atlantean King, Tritus, learned of the conflict above. He learned of the British, the Americans, the Germans, and the Japanese. King Tritus claimed that Atlantis would not become involved in the conflict, but many Atlanteans were unsure of his ability to fulfill that promise. Others questioned the wisdom of such a position, thinking that the war would eventually come to them unless they did something. Information about the activities of the Landers was not guarded closely, so the Atlanteans learned about the surface world. Many Atlanteans were curious about this "democracy" that was so treasured by some of the surface people. They wanted to investigate it further to learn more about it. The King dismissed such notions as foolish, especially coming from his daughter, Princess Tak'rral. Tak'rral, however, had other plans in mind. She coveted the throne of her father. She knew she would never ascend to the throne while her brother was in the way, but she had no desire to kill him. She devised a way to use this surface ideal to her own advantage.

The heir to the throne of Atlantis was Tak'larren. He was deeply concerned; his father did not seem to understand the degree of the dissent among Atlanteans over the Lander's war above. He had never seen the Kingdom so agitated. Someone was feeding the fire of hatred among his people. There was a movement afoot that would see Atlantis drive the Landers from the Sea in a torrent of blood.

While considering the problems his father must face, Prince Tak'larren often wandered far from the center of Atlantean influence to watch the Germans' new submarine vessels. These machines were not yet capable of reaching depths that could seriously threaten Atlantis, but they worried him



nonetheless. The Germans were all but invisible to the surface vessels as they approached them from below, much as the Atlanteans often did. But the Atlanteans only spied upon the ships; these German machines stalked their prey with the silent efficiency of a shark, and struck with deadly precision. Then they left the survivors to perish in the sea.

This was how Prince Tak'larren found an American Lander, Catherine Banks. Unknown to her, the ship she had booked passage on had been secretly carrying munitions. When the explosive torpedoes struck it, the ship was destroyed. Catherine miraculously survived. The Prince came upon her after she'd been floating on the surface for two days. In spite of her wounds and exhaustion, she refused to give up. Her courage and strength impressed him, and he found that he did not want the girl to die.

He could not help her, for to do so would break the Atlanteans' decree of non-interaction with the surface, but he also couldn't leave her to die. Instead, he took some of the wreckage from the ship and dragged it through the water searching for a friendly vessel. When he found one, the Prince placed the debris in their path, alerting them to the other ship's fate. Now they would rescue the girl, he thought, and returned to await their arrival.

She was still alive and struggling against the sea that would claim her life. He knew that the ship would soon arrive, though. Unfortunately, her fatigue combined with the wounds that she'd received in the attack proved too much. Just as the ship arrived, she slipped quietly below the surface, drifting slowly past him. Overcome with remorse over his inaction, the Prince took her body and fled far below the waves; to a place seldom visited by Atlanteans. Cerilon, home of the Sirens.

Although the Sirens were reluctant to help, the sincerity of the Prince's plea won them over, and they agreed to listen to his story. After hearing of the girl's survival following a terrible disaster at sea, Casillia, their Queen, spoke to him alone in her chambers. She told the Prince that there was a chance that the girl might be saved; however she would only agree to attempt it if the Prince would give himself willingly to the Queen for one night. In desperation, he agreed.

The Sirens took the girl's body away and led the Prince to the Queen's bedchambers. Afterwards the Prince was told to leave and not return for seven days. He did as they bid him, but dared not tell his father, King Tritus, what he had done. At the appointed time he returned to Cerilon. The girl had been saved as agreed, Queen Casillia told him, but now she was a Siren. She would never be allowed to leave Cerilon. Furious, the Prince left and returned with several loyal retainers whom he trusted to keep silent. They crept into Cerilon, freed Catherine, and returned to Atlantis.

Although disoriented, Catherine adjusted quickly and learned to use the strange powers the Sirens had granted her. She had become one of them, sharing their vocal powers. She had fallen in love with the dashing Prince who saved her life and

rescued her from Cerilon.

Queen Casillia wasted no time in sending her Sirens to attack Atlantis in retribution for what she perceived as an act of treachery on the part of the Prince. The King managed to make a truce with the formidable Queen, but only by agreeing to banish Catherine from Atlantis. Knowing of Tak'larren's love for the girl, and that to be separated from her would cause him pain, Casillia agreed.

Under guarded escort, she was led from Atlantis and told never to return under penalty of death. She was devastated over the loss of her love, but soon found an outlet for her pain in a cause as she used her powers to fight in the war above as a superheroine called Victory Siren.

Meanwhile, in Atlantis, rebellion was brewing. A surface vessel, sunk by one of the German U-boats Tak'larren had witnessed, had come dangerously close to crashing down on a farm dwelling near the city. Debris from the vessel littered the fields to the north of the city. A faction of Atlanteans, angered by this intrusion, were in favor of attacking the surface dwellers while they concentrated on one another. They believe that with some clever strategy the Landers would blame one another for the attacks and destroy themselves. Tak'larren came out of his depression when he discovered that his younger sister was responsible for the unrest. She fostered dissent among the troops of King Tritus, telling them of the democracy that the Landers fought for. She took it as her cause to promise them a free Atlantis when she ruled, but Tak'larren saw it for what it was: a lie to gain power and promote hostility toward the surface.

The Red Tide Revolt

In 1943 the unrest in the Atlantean court turned to open warfare when Princess Tak'rral attempted a coup with the help of the Captain of the Guard, Ked'durrlan. Tak'larren sided with the King, as did most of the soldiers. The majority of the citizens sided with the Princess, some taking up arms against the Monarchy, others quietly approving. The Elemental Church proclaimed that it would not take sides in the conflict, but King Tritus accused them many times of covertly aiding the rebel forces. Fueled by Queen Casillia's hatred of Tak'larren, the Sirens became involved in the fight. Their mystic powers devastated the soldiery of Atlantis.

From 1943 through 1945, Princess Tak'rral waged a guerrilla war against Atlantis. Known by the surface folk as Red Tide, she would occasionally recruit powerful Landers and their surface technology. The war was going badly for the King.

After World War II ended in 1945, Victory Siren returned to Atlantis in an attempt to reconcile with the King and hopefully rejoin Tak'larren, her true love. The Atlantis she found was only a shadow of what she had left. The once proud and united people were now cowed by the threat of a rebel victory, and many had become "sympathizers" and formed informal militias. People were afraid



to speak out against the rebels for fear of being murdered in the night by a mob. This is democracy, Tak'rral had told them. Rule of the majority, and of course Tak'rral ruled the majority.

Victory Siren was completely appalled by this desecration of the ideals she fought so hard for. The perversion of the concept of democracy, used to direct a would be megalomaniac's bloody will! Victory Siren persuaded King Tritus to pardon her and allow her to remain in Atlantis. After all, he'd only banished her to appease Queen Casillia, who was now his bitter enemy. Victory Siren traveled to Cerilon, where she faced Queen Casillia in a combat of power, wit, and will. The crafty Queen cheated, but Tak'larren arrived and thwarted her plan, making the fight a fair one. Victory Siren defeated Queen Casillia, and by Siren law the Queen now owed Victory Siren her life for sparing it. Victory Siren ordered Casillia to direct the Sirens to defend Atlantis and to give up her mad plan of vengeance. Casillia agreed.

With the Sirens now a force for Atlantis, the rebels became desperate and bold. The Church, fearing an imminent defeat, no longer helped Tak'rral, making her furious and brash. Victory Siren and Prince Tak'larren thwarted her plans for domination of Atlantis.

In a desperate gamble, the Princess went to her lover, Tem'hekrin, a powerful Priest. She bid him to perform an ancient and dangerous ceremony to make her One with the Sea. The final ingredient of power turned out to be Tem'hekrin's soul, but the

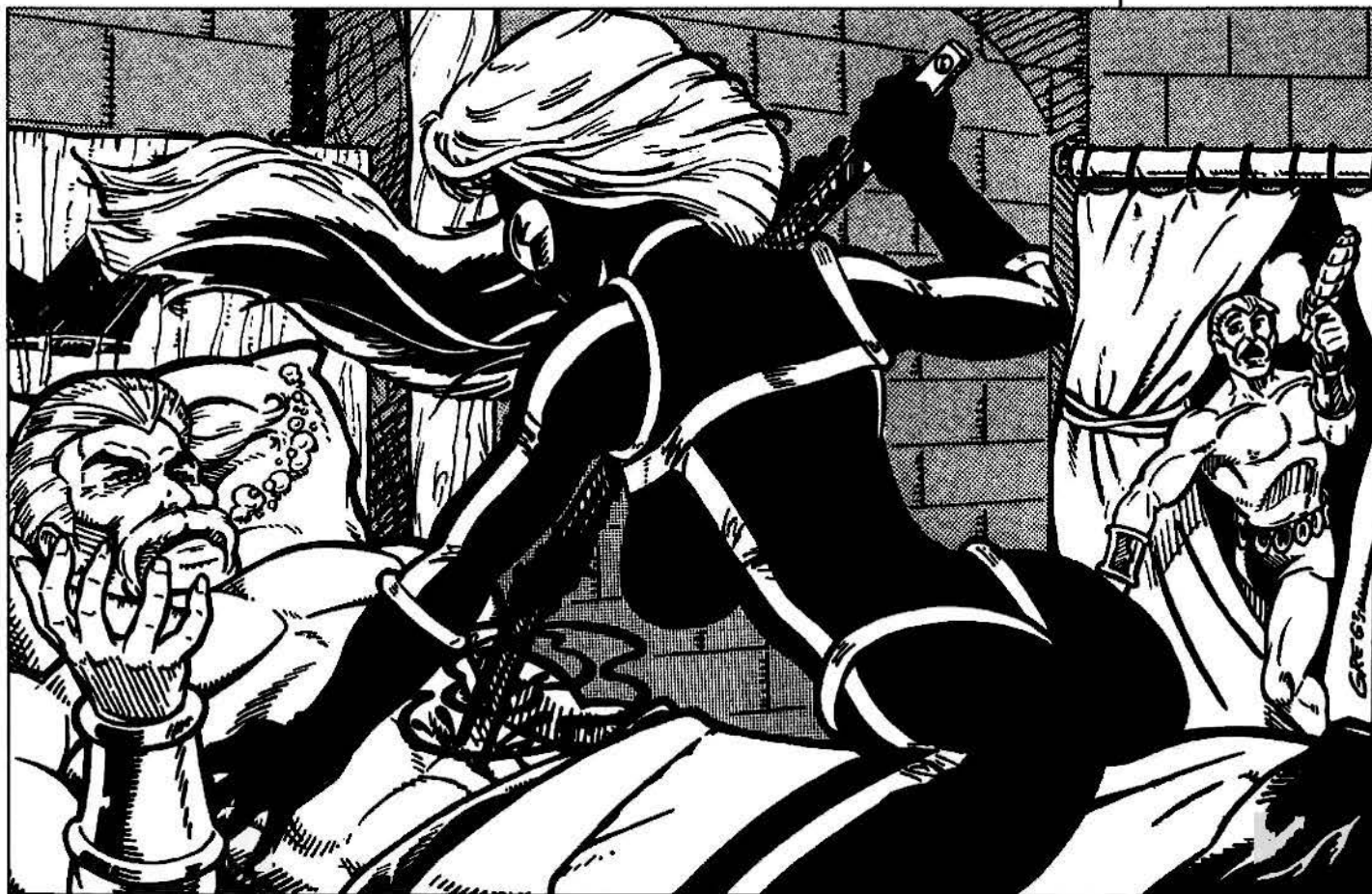
spell worked. With her newfound powers the Princess was able to infiltrate the Royal compound and kill her father. A sure way, she believed, to destroy the Atlantean Empire's resistance to her will.

Unfortunately for her, just the opposite occurred. The assassination of King Tritus exposed her to the Atlanteans for what she really was. They feared her no longer, but instead lusted for her destruction. Fearing for her life, she fled.

Tak'larren assumed the throne by right of succession. Under King Larren, Atlantis was renewed in its will to persevere as a Kingdom. Every last rebel was driven out of hiding. Some were imprisoned, some killed, but Princess Tak'rral was not among them. Finally taking the move that his Father would not, King Larren declared The Princess an exile, taking away her name and heritage.

Stripped of her followers, and any chance at the throne, she became Rral the Dispossessed of Atlantis. She wandered the sea for years afterward, coveting the power that had almost been hers, and plotting revenge at any cost on the brother who had claimed it for his own. After several unsuccessful attempts to regain her position as a rebel leader, she eventually vanished from all knowledge, never to be heard from again.

At least not yet...





Atlantis Now



The Queen dismissed the Court and the great throne room emptied, leaving the Champions and the Queen alone.

"Is that it?" asked Quantum. "What happened next?"

Queen Catherine rose from her throne and moved towards the heroes. A look of concern crossed her regal face.

"The events that transpired next still affect our lives to this day," she said quietly. "Come, I shall conduct you through my kingdom so that you may know my people and that they may know you. But beware, there are those who will resent your presence, and many of them are capable of great violence."

The heroes looked at each other for reassurance.

"Nice to know when you're wanted," Defender said.

A slight smile appeared on the Queen's face.

"Follow me," she spoke, "and I will show you the wonders of Atlantis and tell you of the dark times of our recent history."

Atlantis After World War II

"How can we claim to be enlightened when close our eyes to the wonders of the surface?"

—King Larren.

The Surface Queen

The next twenty-five years was a time of rebuilding for Atlantis. Under the direction of King Larren the Atlanteans entered a prosperous era of unprecedented splendor not seen since the days before the Upheaval. King Larren, in arguably one of the few unpopular decisions of his rule, did not take an Atlantean for his bride, but instead married Catherine (Victory Siren) Banks and made her his Queen. Together they began reforms intended to give Atlanteans more direct rule over themselves and reduce the power of the Royal Family and the Elemental Church, and centralizing it in the Coun-



cil of Ten and a proposed House of the People. They proposed that both the Royal Family and the Church become advisors to both bodies, but have very little actual governing power.

While their ideas were very popular with the people they were not so popular with the Church, which put the Church in a difficult position. Speaking out against the reforms angered the people and turned many of them away from the Church. However by keeping silent, they appeared to support the reforms which, along with the loss of their police force, was something they did not want. The priests secretly organized many of the faithful into groups designed to cause civil unrest and openly oppose reform without being publicly connected to the Church. The High Priest of the Church, Tel'kelven, used this unrest to point out that the people did not want these reforms. His arguments were powerful and persuasive, and the King and Queen found themselves fighting a losing battle against public opinion. Soon, public demonstrations turned into armed conflict and police and the Church placed the city under martial law "for the safety of all citizens."

King Larren knew the Church was behind the civil unrest, but was continually frustrated by his inability to find concrete proof of the Church's involvement. The only way he could see to restore order and calm, was to give in to the Church's request to stop all efforts at reform and return to the traditional values of the ancestors. However, Catherine still believed in the reforms they had proposed and was not ready to give up on them so quickly. She set out, on her own, to find proof of the Church's involvement. She went back to the one source she felt could answer all of her questions, the Sirens.

The Queen Casillia readily received Catherine, having anticipated her visit, and brought her to her scrying chamber. She showed Catherine what she had asked to see: the secret meeting place of the leaders of the Church's rebel groups and the priests involved. Claiming it was an accident, she also showed Catherine a glimpse into the past showing the Siren Queen's tryst with Prince Tak'larren and the birth of the resulting child. Catherine was devastated. She left the Sirens' caves fully intending to leave Atlantis, and Larren, forever, but she could not bring herself to turn her back on the people of Atlantis. She returned to the city and presented the information to Larren who quickly acted upon it and brought the Church's secret activities into the light. The Church reacted quickly, denouncing the acts of a few radicals in the Church and promising their swift capture and punishment. The accused priests were found dead in their chambers, apparently having committed suicide. Now that the plot had been revealed the Church was left with no recourse but to openly back the reforms the King and Queen advocated. Even with the backing of the Church, the reform process had been so damaged by the civil unrest that it was decided to suspend the reforms temporarily to allow for a period of healing and reconsideration.

The Church had won, but only for a short time.

Queen Casillia was not pleased. She had hoped that by showing Catherine Larren's past indiscretion she would open a path to and a union between herself and Larren. Unfortunately for her, the incident only served to bring Larren and Catherine closer together. Larren explained the deal that the Queen had forced upon him to save Catherine's life. Catherine understood the nature of his sacrifice and realized that it was the only reason that she was alive today and married to the only man she ever loved. Early in the next year, they had their first child; a boy. However, their happiness had not gone unnoticed by the Siren Queen. She became increasingly jealous of Catherine and spiteful towards Larren until she could stand no more. If she could not have Larren for herself then neither would Catherine.

She struck shortly after Prince Tak'errik's fifth birthday. King Larren was touring farms that had been recently raided by the barbarians when a rock wall he stood next to collapsed unexpectedly, killing him. All of Atlantis gathered in the city to mourn the loss of their King and to express their sympathy to the royal family. Catherine was shattered by the news. What she and the rest of Atlantis did not realize was that the Queen Casillia had actually caused the accident. Casillia had followed the King for days, waiting for just the right moment to strike. When she saw him standing by the wall she cast an ultrasonic spell that shattered the base of the wall causing it to tumble on top of the King. Afterwards, she went back to her cave and wept for eight days. Finally she transformed herself back into a being of sound and allowed her coherent form to dissipate until she was no more. Three months after Larren's death, Princess Tak'narina was born.

The next two years were punctuated by controversy and debate. By Atlantean law Catherine was the next in line for rulership of Atlantis, but many felt that a "Lander" was not fit to rule the city under the sea. However, Prince Tak'errik and Princess Tak'narina were still too young to assume rulership. The deciding factor came from a most unexpected area; the barbarians.

The barbarians took advantage of the confusion and lack of leadership to escalate their attacks and start raiding the city of Atlantis itself. Since Catherine had not legally been made Queen, she had no actual authority over the army so the command of the army had been given, temporarily, to the Council of Ten who could not reach a consensus about what action to take. Fortunately, the general of the army believed in the sovereignty of the Queen, so when Catherine came to the General with a plan for defending the city he followed orders without question. Catherine, using her still active sonic powers, led the army on a sweep of the outskirts of the city driving the barbarians back across the abyss. This victory convinced the people of Atlantis that Catherine was indeed fit to rule Atlantis and she was quickly confirmed as Queen.



Within a few weeks of being confirmed as Queen, a strange turn of events occurred that helped substantiate that Catherine was, apparently, worthy of the lofty position she had been elevated to. A group of the Sirens of Cerilon appeared at the edge of the city requesting, not demanding, entrance and an audience with the Queen. The Queen was, at first, reluctant to receive the Siren delegation but eventually agreed.

The Sirens told the Court that an ancient prophecy had been fulfilled. The prophecy said that when a stranger ruled proud Atlantis and the Sirens were without a leader, then they should go to the city and make the Atlantean ruler their own. Catherine was overwhelmed by the revelation. She did not expect to be appointed High Priestess of a group of beings that had caused so much conflict in her life, but the Sirens pointed out that she was unique by the fact that she had been chosen to carry the powers of the Sirens. Catherine graciously accepted the position and Cerilon became part of Atlantis.

Reconciliation With The Sea People

Queen Catherine realized that the standoff with the barbarians could not go on forever. If any type of peace were to be achieved one side or the other had to make the first move. Catherine decided that it would be the Atlantean side. Making peace with the barbarians was not as easy as she first thought. Each clan had to be dealt with individually, and the clan leaders were disinclined to listen to the Atlantean proposals without the acceptance of the other clans. With most of the clans unwilling to talk with the other clans, it seemed hopeless to make any peace last. So Queen Catherine did something unprecedented in the history of Atlantis, she invited all the clan leaders to meet with her at a neutral spot located near the Abyss.

At first, the barbarian's reaction was pretty much what the Atlanteans expected, they did not trust the Atlanteans and they certainly did not trust their Lander Queen. Jokingly, one barbarian clan leader said that if she were to come alone to the meeting place then they would meet with her. To his surprise she agreed to do just that. This shocked both the barbarians and the Atlanteans. The Atlanteans felt she was foolhardy to go through with it, and the barbarians were shocked that she had enough bravery to meet with them. The clan leaders had no choice but to meet with the Queen after she had accepted the challenge. The meeting was tense; the clan leaders trusted neither Queen Catherine or each other. Somehow Catherine managed to get them to sit down at the table and listen to her proposals. She argued that neither the barbarians nor the Atlanteans could continue with their relationship as it had been; and if it did continue, many people on both sides of the Abyss would be needlessly killed. The barbarians pointed to centuries of hardship forced upon them by the

Atlanteans and to the basic needs of the Sea People for food that forced them to raid the Atlantean farms. While little was resolved during that first meeting, the clan leaders did promise to stop raiding the Atlantean farms for the duration of the talks and the Atlantean army agreed to stop hunting the Sea People.

Over the next several years the talks made great progress. Eventually a treaty was agreed upon that recognized the right of the Sea People to live in peace and provide for themselves as long as they did not threaten the city of Atlantis. In return, Atlantis would begin trading food and other necessities with the Sea People. Eventually, Catherine hoped, the Sea People would be allowed to become full citizens of Atlantis and the division and hatred between the two peoples would give way to friendship and cooperation.

Continued Silence

Riding high on the popularity of the reconciliation with the Sea People, Queen Catherine next proposed that Atlantis reestablish contact with the surface world. She never anticipated the debate and controversy that her suggestion would cause. The populace was evenly divided among those who advocated contact with the surface world and those who vehemently opposed contact. Again the lines were drawn between the Queen and the Church. The Church's new High Priestess, Tel'sren, was highly outspoken against the plans of the Queen, claiming that the Queen was finally showing her true alliance; with the surface people and not with the Atlanteans.

The Isolationists, as they came to be called, argued that contact with the surface would contaminate their way of life and destroy everything that they had built over the centuries. They said that the surface men were uneducated, uncivilized, and dangerous as their past two world wars had proved. How could anyone sane believe that they would not bring their wars and destruction to the Atlanteans' peaceful undersea kingdom?

The Affiliators, those who believed in reestablishing contact with the surface world, felt that trade and information with the Landers would be beneficial. It would expand Atlantean understanding of the world and bring enlightenment to the people of the surface. The Isolationists were not convinced. Demonstrations and conflict with police escalated to the point that the Queen was forced to announce that any plans to contact the surface world would wait until the right time. This ended the unrest, but the debate continued on with both sides of the argument trying to sway the people of Atlantis.



The Return Of Poseidon

The Elemental Church enjoyed several centuries of unquestioned spiritual leadership of the Atlantean people. They did not permit any other form of religion and actively squelched any attempt by the Poseidonists to meet or recruit new members. During her reign, Queen Catherine attempted to promote religious tolerance and the right to worship any religion of choice (Queen Catherine herself was a Christian), a policy that had met with limited success. While the actual persecution of worshippers of other religions stopped, they were still not allowed to preach their beliefs in public. However, when Kel'dren, leader of the Poseidonists, had a vision, the worshippers of Poseidon had to go public.

Kel'dren had seen a vision of Poseidon rising from a bed of kelp and circled by a pod of dolphins rising to the surface. The vision was so powerful that Kel'dren could only see it as a prophecy of the return of Poseidon. He was right.

Poseidon had placed that vision in Kel'dren's mind to let his faithful followers know that he was returning and that they should prepare for his coming. The Poseidonists took to the streets, informing the population of Atlantis that Poseidon was returning and that all should fall down and worship him once again lest they be destroyed by an angry and unforgiving god. They were more successful than was comfortable for the Elemental Church.

Most Atlanteans had always held a small measure of fear of the Greek god's return and potential retribution for the Atlanteans' lack of faith. Many were swayed by the Poseidonists' view that by worshipping Poseidon now they might assuage the god's anger when he discovered the lack of faith displayed by the Atlanteans. Many others were still angry about being abandoned by the gods so many centuries before, and felt the Elemental Church would protect them against any vengeance wreaked by the gods. Most Atlanteans, however, were undecided about which way to turn and looked towards the Queen for guidance.

The Queen held her own views of this imminent return of Poseidon. Coming from the surface world, she realized that beings of incredible power that could be mistaken as gods did indeed exist. She did not see this Poseidon as a god that she needed to worship, however, but she did respect the history and beliefs of her adopted home. She announced that the official stand of the Royal Family was to wait and see if Poseidon did indeed manifest himself and see what he wanted, if anything. They didn't have long to wait.

Two weeks after Kel'dren's vision, one of Atlantis' small kelp farmers was working out in his field when a pod of dolphins formed a circle around one of his kelp beds. The pod remained there for two hours, never surfacing for air or paying any attention to the farmers nearby. The activities of the dolphins were fantastic enough, but the farmer

and his family were even more amazed by what happened next. A bright blue light shone from the interior of the kelp strands and a huge white-bearded man with the tail of a fish wearing a spectacular crown of gold emerged. The powerful being raised his trident above his head and spoke: "Poseidon has returned."

The reaction of the faithful was swift and jubilant. Hundreds of Poseidonists poured into the street proclaiming their living god had returned and that the unrighteous would fall before his might. Hundreds of other Atlanteans, fearful and uncertain of their own faith, fell in with them creating chaos and panic. The police force of the Elemental Church brutally attempted to put down the uprising but were overcome by the fevered pitch of the worshippers. The throng of worshippers stormed the Elemental Church and would have destroyed it if Poseidon himself had not arrived and ordered the fighting to cease.

No one dared to question the orders of a twenty foot tall sea god, and everyone put down their arms. Poseidon then ordered that the King be brought before him to answer his questions. The police force saw no other choice than to go immediately to the palace and bring the Queen to Poseidon. They were surprised to find that the Queen was more than willing to go with them even though her advisors cautioned her against it.

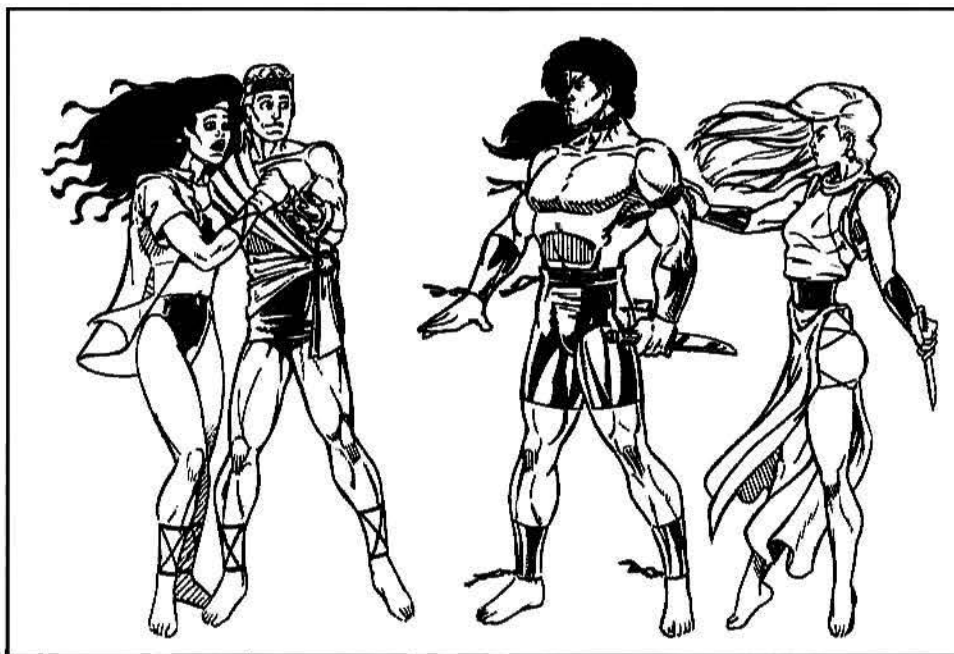
Once Catherine was brought before Poseidon, he demanded an accounting of their lives since the Great Upheaval. Catherine recounted the history of Atlantis to him up until that time. He asked her why his people no longer worshipped him, and she explained that as the centuries has passed and the people did not hear from him, that they had found solace in other forms of faith.

Poseidon was not pleased by what he heard. He then asked Catherine if she would worship him now that he had returned. She simply replied, no. The Atlanteans feared that her answer had doomed her. Poseidon, however, did not strike her down immediately. Instead, he asked her why. Did she not believe in his power? Catherine told him that while she did respect him and believe that he was a being of great power, that her belief in the one God and His son was the basis of her faith. A dreadful silence fell over the crowd as they waited for Poseidon to annihilate the Queen. He did not, however. Instead he proclaimed that the Queen was indeed a brave woman to speak the truth to him in spite of the danger of arousing his anger. He also stated that he was proud of the way the Atlanteans had developed over the centuries, but that there were things that they did need to improve on. He said he would not direct them but, that they must find their own way now in the world. He announced that he would monitor them but their fate was in their own hands now. With that he disappeared in a sudden whirlpool and has not been seen since.

Author's Note:

Some of the material covered in this section is based on material originally printed in *Kingdom Of Champions*.





rounded by hostile attitudes and an unfamiliar environment of high technology, three of the Atlanteans decided to try to escape. Unfortunately, during their escape two of the Atlanteans were accidentally killed by their Lyonesian pursuers and the third was severely injured. This changed the minds of the ruling council, and they decided to make reparations to the Atlantean people by allowing the Atlanteans to return to their home and establishing limited contact with Atlantis. The Oracle managed to translate the Lyonesians' intentions and the Atlanteans reluctantly agreed. As a show of good faith, the Lyonesians sent back a selection of their technology.

Initially the Atlanteans were outraged by the death of the two explorers, but when the survivors explained that they had been treated relatively well and the two deaths were accidental it helped to

Atlantis And Lyonesse

While contact with the surface world had been banned since ancient times by the order of Poseidon, that did not stop curious Atlanteans from exploring the ocean world around them. They discovered wondrous landscapes and interesting species of undersea creatures. Much of this knowledge was brought back to Atlantis and used to make life better for the Atlanteans. While the information about the surrounding world excited the imagination of the Atlantean people, very few left the city and surrounding areas to live out in the wilderness. However, Atlantean exploration continued and it was only a matter of time until they discovered Lyonesse.

Actually, to say that the Atlanteans discovered Lyonesse is inaccurate. The truth is more like the Lyonesians discovered the Atlanteans when they entered the area of the sea bed that Lyonesse rested on. A group of five Atlantean explorers entered the valley thinking it was a good place to rest after a long journey. Due to the darkness they did not notice the well-hidden town nearby; however their presence was noticed by the Oracle. During the night a group of Lyonesians captured the Atlanteans and brought them before an emergency meeting of the ruling council.

To say the Lyonesians were baffled would be an understatement. They had never met another race of beings living underwater as themselves although they had heard legends of Atlantis. Many thought that the Atlantean explorers were a group of spies sent by the surface and should have their memories erased immediately. However, not all the ruling council members were convinced of this. Some saw the Atlanteans as fellow neighbors of the undersea world and should be freed unharmed.

The Atlanteans were unable to understand what was transpiring because of the language barrier and were justifiably frightened by their sudden capture by this previously unknown people. Sur-

assuage much of the anger. The Atlanteans sent a message back to Lyonesse indicating their willingness to talk and Lyonesse responded by sending a small team of negotiators to meet with the Atlanteans. Since that time, the Atlanteans and the Lyonesians have established a limited trade agreement and have exchanged ambassadors. Relations are tenuous at best, as the Lyonesians' xenophobia stifles closer relations with the Atlanteans, and the Atlanteans are distrustful of that xenophobia. Until the two cultures can overcome their mutual fears, better relations will continue to evade them.

Atlantis Today

"Atlantis! Magical land of myth and legend. This is my home."

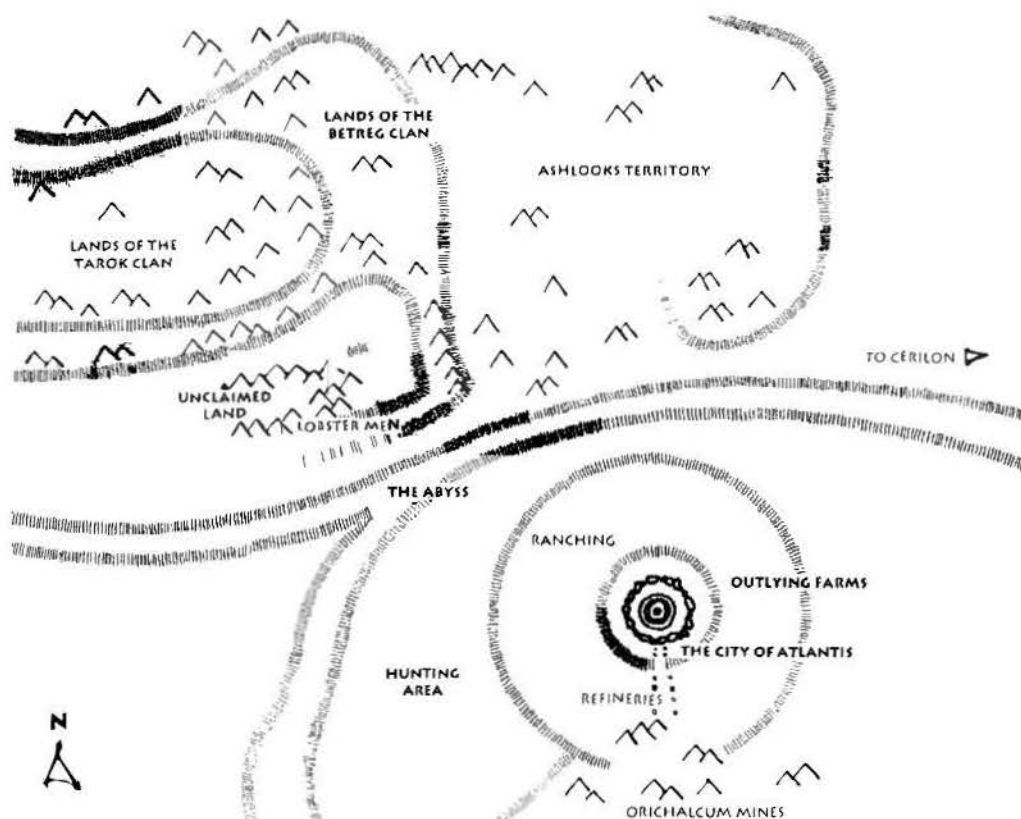
—Queen Catherine.

Maps of Atlantis

Atlantis: Overall View

Atlantis is located about 500 miles east of the Azores at a depth of 350 feet. It's situated in the midst of a mountain range with several gullies and flat areas grown over with kelp.





Map Key

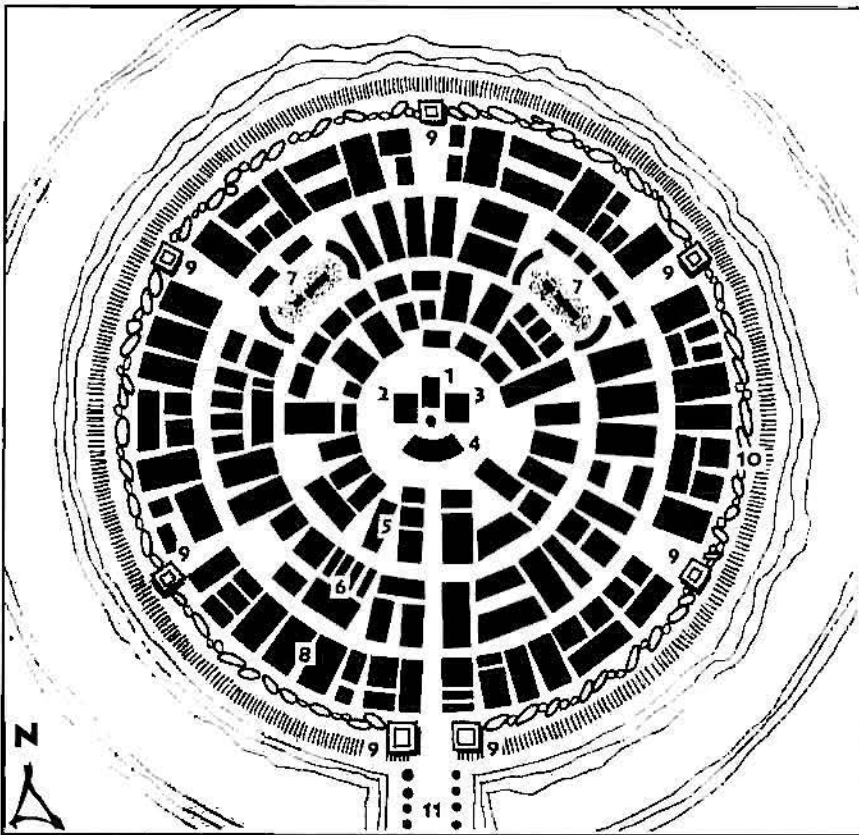
- **City Of Atlantis.** This is the center of the Atlantean Empire and sits on top of a raised sea mountain at a depth of 350 feet below the surface. A "dome" of an unusual species of kelp covers the city and protects it from the pressure of the depths.
- **Outlying Farms And Ranches.** Rural Atlanteans lead lives of kelp farming and fish "ranching" and rarely involve themselves with Atlantean city life.
- **Hunting Areas.** Hunting parties regularly venture into this area to gather fish.
- **The Abyss.** The Abyss is a three mile deep trench that separates the Atlantean lands from those claimed by the Sea People. While the Abyss itself does not prevent one party or the other from crossing over it, it has been recognized as a dividing line. Occasionally, parties crossing the Abyss at too great a depth have met their doom at the hands (or jaws) of the creatures living in the Abyss. Few Atlanteans have ventured into the Abyss and returned to tell the tale. Those that have, have told stories of gigantic creatures and a strange tribe of "lobster men" that even the Sea People fear.
- **Ashlook's Territory.** Ashlook has united three of the five Sea People clans. The two of the three clans were among the most powerful. The third clan was Ashlook's original clan.
- **Lands Of The Tarok Clan.** One of the two clans that have not freely joined Ashlook and the most vehemently opposed to Ashlook's actions. It was the Tarok clan that first agreed to meet with Queen Catherine years ago.
- **Lands Of The Betreg Clan.** The only other clan to not join Ashlook voluntarily. The Betreg Clan is one of the most powerful of all the clans and has not yet decided on its course for the future. They maintain cordial relations with both Ashlook and the Tarok clan.
- **Unclaimed Area.** This area is avoided by the Sea People as well as the Atlanteans. It is rumored that this is the home land of the "lobster men".
- **Orichalcum Mines.** After the Great Upheaval the Atlanteans discovered a large vein of orichalcum in the mountains south of the city. Since that time they have mined the metal for use in both magical spells and everyday uses.
- **Refineries.** After the orichalcum is mined it is refined into a useful form in mystically powered furnaces.



Map: City Of Atlantis

Map Key

- 1: Royal Palace. The home of the Royal family and still center of government. The palace was rebuilt from the ruins of the original palace and has been restored to surpass its original splendor. The Royal Palace is also the center of Atlantean high society functions.
- 2: Royal Guard Barracks. The Royal Guard are housed and trained here.
- 3: Elemental Church. This is the main worship center of the Elemental Church. The High Priestess and high ranking priests live and study here. A large contingent of the Church's police force are housed and trained here as well. The Church Guard and the Royal Guard maintain friendly, if strained, relations.
- 4: Temple Of Poseidon. Topped with a 300 foot statue of Poseidon, the temple went unused for hundreds of years. Now it is used by Kcl'dren and his followers. The Poseidonists have no guard force.
- 5: Upper Class Housing. The cream of Atlantean society lives in this ring, including Royal retainers and servants.
- 6: Middle Class Housing. This area also contains most of the recreational activities for Atlantis.
- 7: Sea Horse And Hippocampus Race Tracks. As on land, (sea) horse racing is the sport of kings in Atlantis. The biweekly races are extremely popular with all Atlanteans and open to all comers.
- 8: Merchant And Warehouse Ring. Artisans, merchants, and craftsman ply their trades here. Lower class housing is also available here.
- 9: Guard Towers. Soldiers of the Atlantean Army keep constant watch for any intruders attempting to enter the city.
- 10: Kelp Ring. Incredibly long strands of blue kelp form a dome over the city, hiding it from view.
- 11: Royal Avenue. Rebuilt from the original road leading to the center ring of Atlantis. It is still used for special processions, festivals, and celebrations.



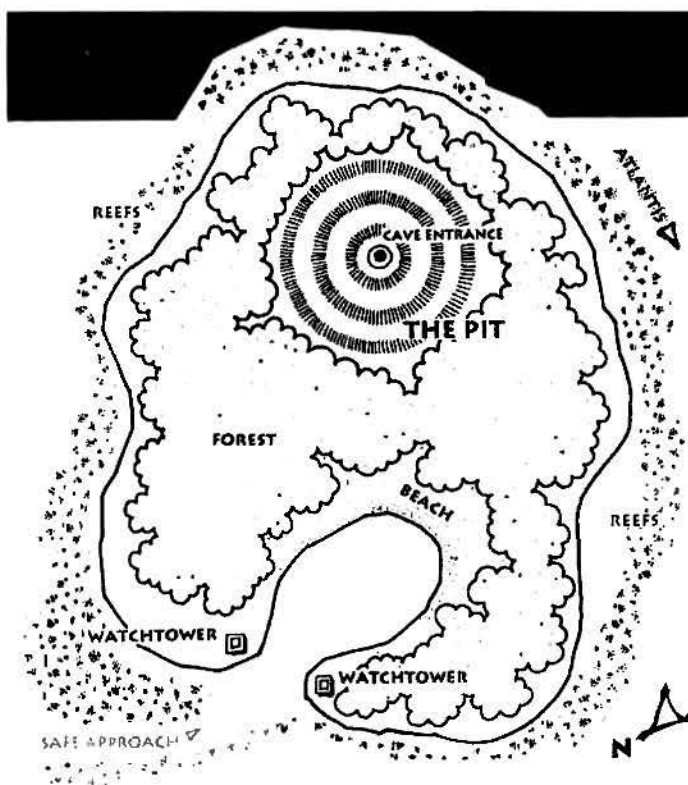
THE CITY OF ATLANTIS - NOW



Map: Island Of Cerilon

Map Key

- Reefs. Jagged coral reefs make it impossible for ships to approach the island except through one specific channel.
- Watch Towers. Well hidden towers give the Sirens the ability to guard the lagoon just in case a ship does find the safe passage into the island. The Sirens have little or no defense against intrusion from the air.
- Beach. The Sirens will meet anyone who lands on the island here and politely ask them to leave. If the intruders choose not to, the Sirens will "encourage" them to leave with their powers. They will resort to killing if they have to. The lagoon's bottom is littered with the remains of ships whose crews refused to leave quietly.
- The Pit. This acoustically perfect pit leads directly into the caves underneath the island. The practicing of the Sirens echoes out through the pit and into the surface world.
- Cave Entrance. This cave leads directly into the cave system underneath the island.

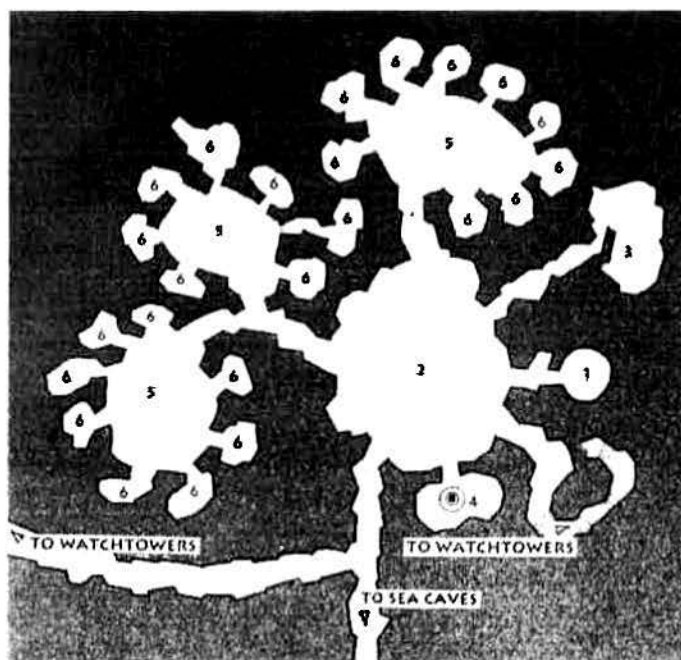


THE ISLAND OF CERILON

Map: Caves Of Cerilon

Map Key

- 1: Pit Bottom. This is the main exit to the surface. The acoustics of the Pit make this area perfect for practicing spells.
 - 2: Main Assembly. The Sirens perform their rituals and gatherings in this area. It is also acoustically perfect.
 - 3: Queen's Quarters. Not currently in use. These quarters are lined with orichalcum and are beautiful. The Sirens keep the room in readiness just in case the Queen of Atlantis wishes to visit.
 - 4: Scrying Pool. The Sirens use this pool to monitor the outside world. Occasionally a talented Siren is able to view the past and future in this pool.
 - 5: Smaller Assemblies. These areas allow the Sirens to gather in smaller groups. These areas, like the rest of the cave system, are acoustically perfect.
 - 6: Siren's Quarters. The Sirens can meditate and study in private here.
- Passage To Watchtowers. The only other exit to the surface. The passageway splits halfway down. One passage goes to the North Tower, the other to the South Tower.
 - Passage To Sea Caves. This passage leads to a series of underwater caves that are heavily used for magical study and exit to the ocean.



THE CAVES OF CERILON

Orichalcum: The Wonder Metal

Since the Atlanteans settled the island of Atlantis they have been fortunate to be the world's sole possessors of orichalcum, the copper-like metal that glows with an inner fire. Why Atlantis is the only source of the metal remains a mystery, but it has been theorized that the metal came from a meteorite that crashed to earth millions of years ago. Wherever it came from, the Atlanteans have enjoyed its benefits from their earliest history. The early Atlanteans quickly discovered its innate mystical properties, learning that objects made with the metal were able to take a mystical "charge" much more easily than those without orichalcum as part of their makeup. They also found that the copper colored metal would enhance the effectiveness of their spells. Ground up and added to spells requiring components it increases the spells' power noticeably. Each of the Schools of Elemental Magic has researched how to use the orichalcum to its best advantage. They eventually learned an entire set of spells that could only be cast using orichalcum.

Fortunately for the Atlanteans, the Great Upheaval also sank the area of the Atlantean mountains where the majority of the orichalcum was located. It took many years, but the Atlanteans rediscovered the location of the metal and began mining it once again. They built mines and refineries to process the orichalcum into its usable form and have discovered many new uses for the metal. The refineries and smelters are powered by the intense mystic fires created by the School of Fire of the Elemental Church. The smelters are unapproachable due to the boiling water, so the orichalcum must be placed in the fires by the workers with long poles. The steam is captured and vented to the city to be used for heating purposes. Other metals are also mined and refined as well, but the primary focus of all ore processing is the orichalcum.

Orichalcum, unknown to the Atlanteans at this time, has other non-mystical properties that could make it desirable to the surface men. Orichalcum also has the ability to absorb radiation and render radioactive objects inert. The discovery of this property will be startling and will bring Atlantis into a position of prominence in the world community and/or make it the target of hostile attacks by countries or organizations wishing to possess the metal. Whatever happens, orichalcum will be at the center of Atlantean society and history for many years to come.

The Royal Court

The Queen

The Queen is still the head of the Atlantean political structure and the final word in all legislative matters. Queen Catherine has been pushing for the reforms that her and her husband started years ago, slowly turning power over to the Council of Ten and the House Of The People. The Queen also favors establishing relations with the surface world and has instituted measures to bring that about, including sending the Prince to the surface world to continue his education and act as a special envoy (See "Education Of A Prince" in the Adventures section.) The Queen is also pushing for many different types of changes that have many supporters as well as many detractors.

The Queen has also established a policy of religious tolerance allowing the Poseidonists to practice their religion freely without fear of official reprisals. Since the institution of this policy there have been a few unofficial reprisals from unknown Atlanteans on unsuspecting Poseidonists. The Elemental Church has investigated each of these incidents but has been strangely unable to apprehend any suspects.

Talks with the Sea People went well for many years. The Queen honestly felt that a lasting peace could be achieved. Then the Sea People, clan by clan, started withdrawing from previous agreements and soon the outlying farms were being raided again. Rumors reached the city of a new leader of the Sea People that was uniting the clans in a war against the Atlanteans. The disappearance of once abundant schools of fish (due to over-fishing by the surface world) was being used as a catalyst to band the clans together. Unlike in the past, the new attacks were more brutal and vicious, leaving many farming families dead. Battles between the army and various raiding parties intensified, sometimes with the army coming out on the short end. Rumors have recently surfaced that the barbarians have allied themselves with Koriel and the Sea Lords and are now plotting the downfall of the city of Atlantis itself. In response to this new threat, the Queen has started beefing up the strength of the army and has requested that the Church strengthen the police force to be used as reserves in case of a massive barbarian attack. The Queen has also secretly taken steps to contact surface world heroes to help repel any superpowered invasion. She has also mobilized the Sirens to help defend the City as well as their own island of Cerilon.

Another concern for the Queen is her advancing years. Although the transformation she underwent with the Sirens slowed her aging process down to be equal to that of an Atlantean, the many years are finally catching up to her. Her powers are diminishing and she tires a little more easily these days and has little tolerance for long legislative meetings. Her advancing age is motivating her to



push through the governmental reforms that she and her late husband started years ago. She would like nothing more than to have the majority of her duties turned over to the people.

The Prince

Growing up in the shadow of his father was difficult for Tak'errik, so much was expected of him at an early age. At a time when boys his age were playing sports, he was assisting his mother with royal duties and functions. He handled his position with dignity and grace as was expected of him. As he grew into young manhood his duties increased to the point where he was taking his mother's place at important events. The people of Atlantis have great affection for their Prince and the statements he makes have great effect on public opinion. He has championed his mother's cause for both governmental reform and reestablishing contact with the surface world. He even agreed to go to the surface world to continue his education and begin the contact process. His mother asked him to search for a worthy group of surface superheroes who would be willing to assist Atlantis in case of an emergency. He has also been charged with trying to get the surface world to stop polluting the oceans and stop over fishing.

Tak'errik is uniquely qualified to make contact with the surface world due to his mixed heritage. This heritage allows him to spend more time out of the water than regular Atlanteans as well as giving him a portion of his mother's powers and abilities. Critics of the Queen's policies of establishing contact argue that the Queen is merely using the Prince's popularity to sway public opinion and that the Prince should remain at home where he is needed.

The Princess

With much of the Atlanteans' attention fixed on Prince Tak'errik, many Atlanteans overlooked the Queen's other child; Princess Tak'narina. Being the second born allowed Tak'narina the freedom to explore interests other than royal duties and functions. Tak'narina is an accomplished dancer and storyteller and has performed many times at royal banquets and other more public functions. She is also fondly thought of by the Atlantean people, but more in the way of being the "darling" of the royal court. Many do not know of her keen mind and martial arts ability. Like her brother, she is able to spend more time out of water than normal Atlanteans.

Tel'sren, Priestess Of The Elemental Church

The leader of the Elemental Church, currently Priestess Tel'sren, has always served as an advisor to the King or Queen with varying degrees of influence. Tel'sren inherited her position from the previous priest, Tel'kelven, but has had little success in influencing Queen Catherine, since the Queen views the Church as oppressive and power hungry. Tel'sren is dedicated to strengthening the power of the Church and repressing other religious views. This particular point is the major source of conflict between the Priestess and the Queen. Consequently, she only attends meeting of great importance usually sending a lower level priest or priestess to attend regular meetings.

The Priestess also maintains a group of fanatically loyal agents that secretly enforce the will of the church. When any of these agents are caught, their actions can never be directly connected with any member of the church and many times the suspects are not convicted of any serious crimes. This sends a chilling message to the citizens of Atlantis and drives the Queen to continue her reforms remove the police force from under the jurisdiction of the Church. The Queen has a long and hard fight ahead of her as the Priestess will not surrender up her power easily.

Ambassadors

Queen Catherine has created two positions within her court that Atlantis has never had: foreign ambassadors. It was her contention that a position for a representative from the Sea People would help improve relations between them and the Atlanteans. Unfortunately, just before an ambassador was to be named, the clans backed out of talks with the Atlanteans for unknown reasons. Queen Catherine has kept the position open in hopes that one day the Sea People will come back to the talks.

The other position was opened for a representative from Lyonesse and was eagerly filled. The Lyonessean Ambassador attends every meeting of the royal court and secretly sends every scrap of information he can back home. The Ambassador also makes regular tours of the city and outlying areas making notes and sending back that information to Lyonesse. The Atlanteans keep a close eye on him as his inquisitiveness has made several members of the Royal Court uncomfortable. The Ambassador is, of course, a spy.

Lyonesse's xenophobia is what motivated them to take up the offer of sending an ambassador to Atlantis in the first place. The Lyonesseans still do not trust the Atlanteans and fear that they may, someday, make a move against Lyonesse. By placing an Ambassador in the Atlantean Court they hope to learn of any plans the Atlanteans may be making and to discover any weaknesses they may have in case they need to counter-attack or even launch a preemptive strike.



The Cleric

The Cleric was originally brought to the Court as an ambassador from Cerilon but has become an advisory position to the Queen. The Siren Cleric's powers have been of great help to the Queen and the Atlanteans on more than one occasion alerting them to attacks from the barbarians or other dangers. The Cleric is also able to cast spells of understanding allowing clear communication between the Lyonessian ambassador, or other visitors, and the rest of the Court.

The Cleric is also the spokesperson of the Queen to the Sirens of Cerilon, who follow the dictates of the Queen with little or no question. They feel that if prophecy has dictated that the Queen of Atlantis is to rule over the Sirens then they have no reason to question it. Catherine has not abused this power and has tried to instill in the Sirens a desire to find their own path rather than look upon her as some sort of prophet. She is very uncomfortable with the role the Sirens have cast her in.

The Orator

The Orator is an indispensable position in the court. The Orator serves as a living record of Atlantean history and law. Written records in Atlantis are difficult to come by (not impossible) so the Orator is responsible for keeping track of important information as well as entertaining the court with stories and fables from Atlantean history.

The Orators come from a monk-like sect with no political connection to any other faction in Atlantis. Neutrality and objectivity are the commandments of the Orators and have been since the inception of the order 3000 years ago. The Order was originally created because it was thought to be impossible to keep any kind of written records of laws underwater except by engraving them in gold as was done previously. This practice continued, but the Atlantean Kings felt it was desirable to have more than just the end product, the laws, recorded for posterity. A small group of bright Atlanteans were brought together and trained in memorization techniques and observation as well as being indoctrinated with the beliefs of non-interference. Under no circumstances would an Orator knowingly modify the events he/she witnessed. However, human beings being what they are, occasionally either a King or High Priest managed to influence the Orators to favorably portray events from their perspective. Eventually though, the offending Orator would be removed and the history repaired as much as possible.

Today the Orators still keep an oral tradition but have developed a method of writing underwater. A waxy "ink" distilled from the leaves of the fantastic kelp surrounding Atlantis was found to be permanent and a "paper" made from the leaf fibers absorbed the ink but not surrounding water. The Orators now keep written records of many things that they had not in the ancient past, such as elements of daily life, public opinion, and even artistic changes.

Timeline Of Important Events

- 1897 BCE: Atlantis settled by Evenor and Leucippe.
- 1401 BCE: Amazons invade Atlantis.
- 1397 BCE: Atlantis wars against Athens. Atlantis defeated for the first time.
- 1385 BCE: The Great Upheaval destroys the island of Atlantis and the city sinks beneath the waves.
- 10 BCE: Olympian gods mysteriously leave Earth.
- 20 CE: Sea People persecuted by the Poseidonists.
- 25 CE: King Araltus decrees a halt to the killing of the Sea People. The Elemental Church becomes the primary religion of Atlantis.
- 245 CE: Atlanteans discover the Leviathan. The creature nearly destroys the city before a way is found to drive it off.
- 1917 CE: Atlanteans first view a submarine.
- 1939 CE: a merchant ship, sunk by a German U-boat crashes at the edge of the Abyss. King Tritus asks Atlanteans to remain calm.
- 1940 CE: Catherine Banks is rescued by Prince Tak'larren and taken to the Sirens. The Sirens exact a promise of a favor from the Prince before reviving Catherine and granting her the power of the Sirens. Angered by the terms of their favor, Tak'larren spirits Catherine away and returns to Atlantis. The Sirens attack Atlantis and King Tritus is forced to exile Catherine to appease the Queen of the Sirens. Catherine becomes the superheroine Victory Siren.
- 1941 CE: Angered by the intrusion of the surface men into their realm, many Atlanteans revolt. Led by Princess Tak'rral they attempt to topple the monarchy. The Princess has supporters in the Elemental Church, and many suspect that the Church is providing the rebels with covert help in spite of its public declaration of neutrality.
- 1945 CE: Victory Siren returns to Atlantis and aids Prince Tak'larren in his struggle to keep his father in power.
- 1946 CE: With the power of Victory Siren, the King's forces overwhelm the rebels and victory seems close. Faced with the prospect of defeat, Tak'rral strikes a bargain with a sorcerer of the Church and is transformed into a being of great power. With her power she is able to get into the city of Atlantis and assassinate her father. King Larren banishes all rebels. King Larren and Victory Siren are married.
- 1947-1960 CE: Rral, now calling herself Red Tide, wreaks havoc on Atlantic shipping and fishing in spite of King Larren's forces.
- 1974 CE: Prince Tak'errik is born.
- 1978 CE: Last reported incident with Red Tide.
- 1979 CE: King Larren is assassinated. Princess Tak'narina is born.
- 1981 CE: Queen Catherine becomes monarch.



1984 CE: Poseidon returns as mysteriously as he and the other gods had disappeared. Poseidonism becomes officially recognized as a religion once again.

1987 CE: Upon completing his rites of adulthood, Prince Tak'errik is given a special artifact by the Elemental Church, a ring with which he can call upon the power of all water spirits. He begins training in the ways of water sorcery with Koriel, one of the most powerful Church sorceresses. Koriel's young daughter, Krinelle, is a fellow student and becomes like a little sister to the Prince.

1988 CE: Koriel begins a reign of terror against the surface dwellers following the disappearance of her child. Queen Catherine condemns her actions and brands her an outlaw. The Church refuses to continue the Prince's training unless Koriel is pardoned and allowed to return to Atlantis. The Queen refuses.

1990 CE: Like his late father, the youthful Tak'errik is prone to wandering to the outer edges of the Empire, close to surface vessels. He witnesses Koriel capsize a Coast Guard cutter. He battles the sorceress and drives her off and then proceeds to save the crew of the ship. The press dubs him Sea Guard.

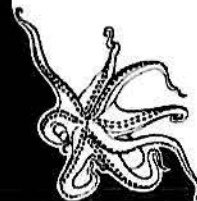
1991 CE: Amid growing tension with the Church, Queen Catherine decided it is time for her son to explore the other half of his heritage, in preparation for the day when Atlanteans can reveal their existence and live in harmony with humans. Prince Tak'errik goes to live with the surface folk to learn their ways as Erik Banks. He attends school in New England, but continues to operate as Sea Guard when the need arises.

1993 CE: Sea Guard joins the Coast Guard. He becomes a special operative for them, covering search areas and saving lives from the fury of the sea and sea-based supervillains. He makes no secret of his identity; only his Atlantean origin.





Atlantean Character Sourcebook



"Truly remarkable," Defender remarked. "A species of humanity completely adapted to life underwater, able to breathe water and survive tremendous pressure. Truly remarkable."

"Maybe to you, but I could stand to see a little more of the dry land," grumbled Jaguar.

"Yeah, you know 'ow kitties just love water," Seeker said, a wry smile on his face. Jaguar did not look amused.

Solitaire ignored her companions' repartee. Her gaze was out the windows of their mystically powered vehicle. She, unlike Defender, readily accepted the magical aspects of everything she saw. Truly remarkable? Yes, it was. But not beyond the realm of her studies.

"I would be interested in seeing any information you have on the anatomy and physiology of your people, your majesty," Defender said, interrupting Jaguar and Seeker. "I would like to study the evolutionary..."

"Evolutionary!" Solitaire burst out suddenly. "These are a changed people Defender, changed by the hand of a powerful mystic being overnight. Why must you doubt what you see?"

"Because I am a scientist, Solitaire," Defender replied quietly. This was not the first time they had had this discussion.

"I can have the information you require readied for your inspection, Defender," said the Queen. "Perhaps the ultimate truth lies somewhere in between your two views."

Solitaire blushed with embarrassment and Defender fell silent and looked out the window.

'Queen Catherine is truly a wise woman,' thought Solitaire.

Atlantean Physiology

"We are masters of the underwater realm, what need do we have for what lies beyond the surface?"

—Tel'sren, High Priestess of the Elemental Church.

The Atlanteans have been mystically changed to survive in the depths and pressure of the ocean. Their physiology allows them to move between depths with little or no difficulty. They have webbed fingers and toes to aid them in moving through their watery environment. They are stronger than an average human and more agile, all benefits of their adaptations to the ocean realm. They generally have blond hair and blue-green eyes, but they can also have hair ranging in color from white to dark brown and can have blue or green eyes. Men are able to grow facial hair, but only the more elderly men of Atlantis do so. Their skin is pale due to lack of exposure to the sun and they can only stay out of the water for one hour before feeling any ill effects. Excessive heat accelerates this effect. They are, however, amphibious and have no difficulty in breathing air for extended periods of time. Atlanteans are, on an average, taller than surface humans by about two inches.

Typical Atlantean

15 STR	14 DEX	15 CON	12 BODY	10 INT
10 EGO	10 PRE	10 COM	4 PD	4 ED
3 SPD	6 REC	30 END	28 STUN	

Powers and Skills: Life Support, can breathe underwater, immune to pressure and cold; +8" Swimming (10" total); UV Vision; Underwater Movement

Disadvantages: 2x STUN From Dry Heat Attacks; Dependence On Water 2d6 Every Hour; Distinctive Features (Pale, Gills, Webbed Fingers And Toes)



Atlantean Package Deal

If you or your players want to create Atlantean characters and run a campaign in Atlantis, or if you are looking to create Atlantean NPCs (and I know you will) then the package deal below might help. The GM must approve any skills the character(s) might have because many technological skills would not be available without a very good reason.

Example: A good friend of Prince Tak'errik has been allowed to join him on the surface world to learn of the Landers' ways. Since he has been on the surface world for a year or two, the GM decides it is allowable for him to take TF: Ground Vehicles and Combat Driving. A character new to the surface world would not have access to these skills.

Atlantean Racial Abilities Package

Ability	Cost
Increased CHAR Maxima:	
STR 23	3
CON 23	6
BODY 22	4
Life Support: Breathe Water, Safe	
Enviroments: Extreme Cold And Pressure	11
+8" Swimming	8
UV Vision	5
Underwater Movement	3
Disadvantages	
Package Bonus	0
2x STUN From Heat And Fire	20
Dependence On Water, 2D6 Per Hour	0
Distinctive Features, Pale, Gills And	
Webbed Fingers	10
Package Cost:	8

Atlantean Water Arts

Atlantean Water Arts is the martial arts form developed by the Atlanteans shortly after the Great Upheaval. Possibly having the same roots as Pankration, Atlantean Water Arts have been developed for use in the fluid underwater environment. Maneuvers are patterned after the movements and abilities of undersea life and are graceful, and almost dance like in nature. Atlantean Water Arts are practiced heavily by the Army and Police forces, but many citizens, especially farmers in the outlying areas, have learned the arts as well. It is usually frowned upon for members of the Royal family or Elemental Church to learn Water Arts, but it is not forbidden. Some Acolytes and Priests are practitioners as well as Princess Tak'narina.

Atlantean Water Arts

Maneuver	PhsPts	OCV	DCV	Damage	Effect
Shark's Nudge (Passing Strike)	1/2	5	+1	+0	STR +v/5; FMove
Dolphin Strike Punch (Fast Strike)	1/2	4	+2	+0	STR +2D6 Strike
Mako Tail Strike (Offensive Strike)	1/2	5	-2	+1	STR +4D6 Strike
Nautilus Block (Martial Block)	1/2	4	+2	+2	Block, Abort
Octopus Escape (Martial Escape)	1/2	4	+0	+0	+15 STR vs. Grabs
Eel's Dance (Flying Dodge)	1/2	5	—	+4	Dodge All Attacks, Abort; FMove
Embrace Of The Squid (Crush)	1/2	4	+0	+0	STR +4D6 Crush, Must Follow Successful Grab

Skills

Acrobatics
Contortionist
KS: Atlantean Water Arts
PS: Dancer
WF: Staff
WF: Swords

Talents

Underwater Movement

Elements

Weapons +1 Use Art With Swords
+1 Use Art With Staff

Style Disadvantage -10

Optional Rules: All maneuvers except the Block and Dodge take a 3D6 location roll.

Naming Conventions

The Atlanteans use several prefixes with their names to indicate both position and function in the Atlantean society. The Atlanteans use these prefixes in much the same way as the English use terms such as Sir, Lady or Lord except the sex of the individual is rarely indicated. Those in line for the throne are allowed to use the prefix Tak'. The monarch would drop this title when crowned. The Queen also does not use this prefix. The religious leader of the Elemental Church uses the prefix Tel' while priests use the lesser Tem'. Recently, with the establishment of the Poseidonists, a new set of prefixes has come into use. Similar in structure to the Elemental Church titles, the High Priest of Poseidon would use Kel' while lesser priests would attach Kem' to the front of their names.

The chart on the following page shows most of the common prefixes and their proper usage as well as examples.

Author's Note:

The maneuvers below were designed using *The Ultimate Martial Artist* by Steven S. Long. If you don't have it, I highly recommend that you go out and buy it. RIGHT NOW! (Okay Steve, where's my ten bucks?)



Atlantean Characters

Queen Catherine (Victory Siren)

Background: The life of Catherine Banks reads nearly like a fairy tale come true. In 1940 she was a passenger on a ship bound for the Mediterranean, visions of the monuments of Greece filling her imagination, all the while unaware of the important cargo in the ship's hold. Unfortunately the commander of the German U-boat was. The first torpedo slammed into the bow of the ship, the second hit the cargo hold and destroyed the ship. Catherine was thrown from the deck by the force of the first explosion and so escaped the fate of her fellow passengers. She clung to a piece of wreckage hoping against hope for rescue. The ocean lashed at her, threatening to drag her into the deadly darkness, but she refused to succumb.

Prince Tak'larren spotted the surface woman in distress. He was amazed at her denial of her fate. This was a woman who did not deserve to die, her fighting spirit should not be extinguished. The rescue ship he surreptitiously alerted arrived too late. Catherine slipped beneath the waves before the ship could rescue her. Tak'larren rushed to her aid, but it was too late.

Tak'larren could not accept this. He hoped that there was still a spark of life to stave off the final clutches of death long enough for him to get her to the one place that could help her. The island of Cerilon; home of the mythic Sirens.

Tak'larren knew that there would be a price to pay, but he was prepared to do anything to save the life of this wondrous surface woman. Queen Casillia herself agreed to help Catherine if the Prince would spend one night with the Queen of his own free will. At first, the Prince refused, but when the Queen reminded him of what was at stake, he relented. The Sirens took Catherine away and the Queen led the Prince to her bed chamber. In the morning the Prince was told to leave and not return for one week.

Catherine awoke to the sounds of enchantingly beautiful music. Surely the voices of angels, she thought. She found herself in a dazzling chamber of crystal surrounded by beautiful women whose voices produced the exquisite music. One of the Sirens approached her and told her of her ordeal and how she had been saved from death by the magics of the Sirens and the bravery of the Prince of Atlantis. She could hardly believe it, but here she was, alive and well. The Siren also told her that to save her they had to imbue her with the power of the Sirens, she had become one of them.

A week later the Prince returned, fully expecting to be reunited with the extraordinary woman he had rescued. He was. However, the Queen had other ideas about Catherine's future. The Queen dictated that Catherine would never leave the island of Cerilon, for the secrets of the Sirens were not for the outside world.

This enraged the Prince, who accused the Casillia of going back on her word. Catherine was also angry, but unable to speak due to a spell placed on her by the Queen. Tak'larren was forced to leave, but he had no plans of letting Catherine remain a prisoner of the Sirens.

Prefix	Usage	Example
Bet'	Court Cleric.	Bet'jhad
Dak'	Police officer of any rank.	Dak'webb
Dorak'	Ambassador or other dignitary.	Dorak'G'ujath (Lyonesian ambassador)
Ked'	Military officer of high rank.	Ked'durrlan (Captain of the palace guard) Ked'kernen (General of the Atlantean Army)
Kek'	Person in the military. Often used on its own to address a soldier.	Kek'tarlan Kek'
Kel'	High Priest of the Poseidonists.	Kel'dren

Prefix	Usage	Example
Kem'	Poseidonist Priest.	Kem'tred
Kep'	Military officer of low rank.	Kep'tain
Mat'	Court Orator.	Mat'gren
Pat'	Artist, writer or artisan.	Pat'brad
Tak'	Those in line for the throne. Royalty.	Prince Tak'errik Princess Tak'narina
Tel'	Current High Priest of the Elemental Church.	Tel'sren Tel'kelven
Tem'	Priest of the Tem'sren Church.	Tem'koriei Elemental



That night, Tak'larren gathered five of his bravest and most loyal guards and infiltrated the domain of the Sirens. With amazing skill and luck, the Prince's band stole into chambers of the Sirens and liberated Catherine from her "quarters". They left as quickly and skillfully as they had come with the impression that the entire raid had gone unnoticed. It had not.

Tak'larren returned to Atlantis with Catherine and asked his father to grant her sanctuary within the great city. The news enraged King Tritus. Not only had his son disobeyed the laws of Atlantis forbidding contact with the surface world, but now he risked bringing the ire of the Siren Queen down on them. He refused. When Tak'larren explained that he had fallen in love with the surface woman, Tritus agreed to give her temporary sanctuary.

The Prince spent the next few days tending to his guest and telling her about the glories of his underwater kingdom. The more time Catherine spent with Tak'larren, the more she realized she was falling in love with him. The Prince asked her to marry him and she accepted. They had just broken their news to King Tritus when the Sirens attacked.

The King dispatched the army to repel the invaders, but their weapons were no match for the might of Queen Casillia and her Sirens. The army managed to hold them off for a short time but it was only a matter of time before their defenses crumbled before the onslaught. Seeing no alternative, King Tritus called for a truce and met with Queen Casillia. The Queen, knowing that Catherine could not be held against her will for long, demanded that Catherine be banished from Atlantis, never to return. The King saw no option but to agree. On the next day, Catherine was led to the edges of the Atlantean Empire and ordered never to return.

Heartbroken, Catherine did as she was bid and returned home to Boston. She returned to her job as a secretary at the naval shipyard, but found little happiness. She could only think of her lost love below the sea. One night, when she went looking for her boss to have him sign some important papers, when she stumbled on a group of Fifth Columnists planting explosives on a new ship. The saboteurs rushed her, but received a sound thrashing for their troubles. Catherine used her sonic abilities to quickly defeat the spies. She fled not wishing anyone to know about her abilities. After reaching home, she decided that she needed to use her powers to defend her country. Taking inspiration from the masked mystery men and women that had appeared of late, Catherine created a new identity for herself. She would call herself Victory Siren!

Throughout the war years, Victory Siren became one of America's greatest weapons against the Nazi menace. Working with such notables as Vanguard, Knight Owl, and Captain Future she helped bring the war at home and abroad to a successful conclusion. In the final days of the war, however, Catherine still yearned to be with her one true love. When the war ended she decided that she would return to Atlantis or die trying.

When she arrived at Atlantis, it was under siege from a powerful band of rebels and Sirens. A blanket of fear covered the city. She could not believe that this was the glorious city she had left just five years earlier. Using her powers to fight her way to the Royal Palace, she presented herself to the King who, surprisingly, welcomed her back to Atlantis. He asked for her forgiveness and her assistance in fighting off the rebel forces led by his own daughter. She agreed to help King Tritus and suggested a course of action. The rebels' strength came from their alliance with the Sirens, Catherine's plan would end that association. She traveled to Cerilon and challenged the Queen of the Sirens to single combat; to the death. Casillia accepted, seeing her chance to inflict even more pain on the Prince.

The two women fought fiercely, countering the best the other could throw. Even though Casillia attempted to use a weapon forbidden by the terms of the challenge, Catherine managed to defeat her with the timely arrival of Tak'larren. Catherine spared the Queen's life on the condition that the Sirens stop aiding the rebels and help defend Atlantis. Casillia agreed, informed Catherine that the slate was now wiped clean between them.

With the help of the Sirens, the rebels were quickly routed and scattered to the furthest reaches of the Empire. Rral was not finished with her plans. Using her new powers, she slipped into the city and the palace and assassinated her father. Her triumph was shortlived; Catherine arrived with the Royal Guard and drove her out of Atlantis. Larren declared his sister Rral, the Dispossessed of Atlantis.

Shortly after the burial of King Tritus, Larren ascended to the throne and took Catherine as his Queen. Together, Larren and Catherine moved to rebuild Atlantis and to make social changes for the better. They decided to put off having children until Atlantis was stable and prosperous once again. Finally, they had a child whom they named Errik. While Catherine was pregnant with their second child, Larren was killed in an accident.

By Atlantean law, the Queen should become the Atlantean leader if the King dies. However, there was great opposition to a Lander becoming ruler of Atlantis. If Catherine could not be Queen then who would rule? The social and political changes wanted by the late King were not in place or not ready to be accepted, and Catherine feared ruling power falling into the hands of the Elemental Church. Devastated as she was, Catherine realized that for the good of the people of Atlantis she had to defend her right to rule. It was an uphill battle, but her spirited defense of Atlantis against the Sea People affirmed her right to ascend the throne.



Since the death of her husband, Queen Catherine has been working to better Atlantis and give more governing power to the people. This has earned her the respect of the people and the enmity of the Elemental Church. Her recent decision to send the Prince to the surface world to learn more of his surface heritage has been controversial, but has been supported by those who share her belief in establishing contact with the Landers.

Personality: Queen Catherine is the very image of a regal and beautiful monarch. She holds the trust she has been given as sacred and inviolate. Everything she does is done for the good of Atlantis and its people. Her strong sense of justice serves her well in her dealings with the Elemental Church and the Royal Court. She is very intelligent and is rarely fooled by those who try to set their schemes in her Court. Once she decides on a course of action, she is quick to act and always follows through on the consequences of her plans.

In private, she is still much the same as she is at Court; regal, strong-willed, and charming. However, in the company of close friends she reveals a side that tires of the burdens of rulership. She still misses Larren and has no interest in suitors. She would love to turn over the majority of her duties to the Council of Ten or to Prince Tak'errik. Until that time, however, she will continue to rule to the best of her ability. Her people deserve no less than that.



Quote: "I may be the Queen, but I am ruled by the will of the people."

Powers/Tactics: Queen Catherine still wields the powers of the Sirens given to her over half a century ago. While her skill in battle may have waned slightly, the potency of her powers has not. She is able to produce sonic vibrations that can cause various effects: from controlling a target's actions to destroying a wall. She is also able to project a barrier of sound as well as generate a sonic field to protect herself. She can also detect sounds around her and target them. Over the years she has developed the skills necessary to maneuver in Court and lead the people of Atlantis. Due to the magical nature of her powers, she is more vulnerable to mystical attacks.

Appearance: Queen Catherine stands 5'8" tall and weighs 120 lbs. She has blonde hair with small touches of gray and blue eyes. She appears nowhere near close to her actual age, but more like a surface woman in her late thirties. As Queen of Atlantis, she has access to the best that Atlantean fashion has to offer. She usually chooses light blue shades and garments made of diaphanous cloth that give her freedom of movement underwater. The Queen's crown is made of the finest gold and orichalcum with jewels and pearls set into the front. She only wears the crown during official functions and in large public appearances. During World War II, Victory Siren wore a white body suit with blue leggings, and red boots, belt, and gloves. A gold "V" was emblazoned on her chest and she wore a white helmet with a small "V" on the forehead. In the later years of the war, she added a short blue cape attached with a gold rope.

Queen Catherine

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
12	BODY	4	11-	
18	INT	8	13-	PER Roll 13—
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack 4d6
16	COM	3	12-	
8	PD	5		Total :32 PD/ 24 rPD
10	ED	6		Total: 33 ED/ 23 rED
4	SPD	12		Phases: 3, 6, 9, 12
7	REC	0		
36	END	0		
29	STUN	0		

Total Characteristics Cost: 109

Movement: Running: 6"/12" Swimming: 14"/56"

Powers & Skills

Combat Training:

Combat Skill Levels: 2 Levels w/ all Combat (16)

Sirens Powers:

Sonic Elemental Control (35 points), powers do not work in vacuum (28)

a - **Siren's Cry**: EB 11d6, Stun Only, ½ END Cost (28) [3]

b - **Call of the Sirens**: EB 7d6 NND [Hard ear covering, Sonic Defense] (28) [7]

c - **Siren's Scream**: RKA 3 ½d6, ½ END, Concentrate (½ DCV), Reduced by Range, Act. 14- (16) [3]

d - **Summons of the Siren**: Mind Control 11d6, ½ END, Concentrate (½ DCV) (23) [3]

e - **Aura of the Sirens**: Force Field 24 PD/23 ED, 0 END (28) [0]

f - **Siren's Wall**: Force Wall 10 PD, 9 ED, 9 Hexsides, 0 END (30) [0]

g - **Siren's Wings**: Flight 21", x4 NCM, 0 END (28) [0]

Passive Sonar: Spatial Awareness (defined as hearing), Concentrate (½ DCV), not in vacuum, 360 degree Sensing with hearing group, not in vacuum, Ultrasonic Hearing (28)

Life Support: Breathe underwater, Safe Environments: High Pressure/Vacuum, Extreme Heat and Cold (11)

Swimming: +12" (14" total), x4 NCM (17) [1/5"]

Background Skills:

AK: Atlantis 15- (3)

Atlantean: native accent (4)

Bureaucrats 13- (3)

High Society 13- (3)

KS: Atlantean Law 15- (3)

KS: History Of Atlantis 15- (3)

Mimicry 13- (3)

Oratory 13- (3)

Perfect Pitch (3)

Stealth 13- (3)

Tactics 13- (3)

Total Powers & Skills Cost: 325

Total Character Cost: 434

Disadvantages: 100+

Hunted by :

Koriel, as powerful, 11- (10)

Ashlook, more powerful, 11- (15)

Reputation:

Legendary World War II Heroine, 11- (10)

Rivalry:

with Tel'sren, Professional (5)

Psychological Limitation:

Protective Of Atlantis, (common, strong) (15)

Code Vs. Killing, (common, strong) (15)

Strong Sense Of Justice, (common, strong) (15)

Public ID (10)

Vulnerability:

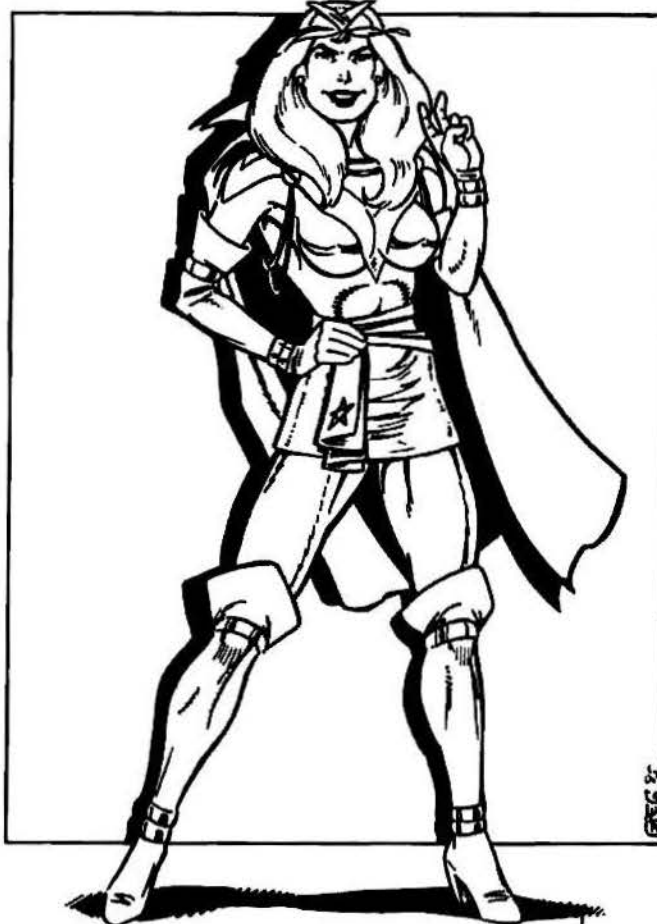
1 ½x STUN from Magic Attacks (10)

Watched by:

the Elemental Church, more powerful, NCI, 11- (10)

Hero Bonus (209)

Total Disadvantage Points: 434



Prince Tak'errik (Sea Guard)

Background: As the only son of the late King Larren, Tak'errik had to assume a great deal of responsibility early in his life. When most children his age were out playing, Errik was attending to Court functions and assisting his mother. When there was time, his mother would tell him of the world she had come from; the surface world. It was a strange place of technical marvels, wondrous lands, and people whose powers rivaled those of the ancient gods. He grew up longing to visit the world of his mother's birth. His mother told him that, when the time was right he would see those wonderful sights for himself.

As the years went on, Errik grew more and more into the role of the Prince of Atlantis. As he approached the age when he would take the rites of passage, he was summoned to the office of Tel'sren, High Priestess of the Elemental Church. She told him that it had been foretold that a member of the Royal family would one day wield the powers of the Elemental Church, and that it was to be him. Errik was shocked and thrilled at the prospect. He knew that relations between the Church and his mother were not good, but presented with the opportunity to bridge the gap between them he could not refuse. Tak'errik was presented with the Ring Of The Water Elemental and brought to Tem'koriel for training.

Tak'errik learned quickly from Koriel and was soon wielding the power of the ring like a master. He and Koriel become more than just teacher and student, they became close friends.

When Krinelle vanished and Koriel left Atlantis to seek her revenge, Tak'errik felt he had to go after her. The two met in battle at the site where Koriel had capsized a Coast Guard cutter. He pleaded with her to return to Atlantis and forget her madness. She would not listen, and tried to kill her former student and friend. Using all the skill and power he had learned from her, Errik managed to drive her off but failed to capture her. He rescued the crew of the cutter and brought them safely to shore. There he was greeted by the cheering masses of families and reporters who heard of his valiant efforts. Although he quickly returned to the sea, it was not fast enough to avoid being photographed and nicknamed "Sea Guard".

When he returned to Atlantis, he told his mother about what happened. She decided that it was time for him to go to the surface world and learn about the other side of his heritage. The announcement fueled the fires of controversy, but Tak'errik was determined to go. He arrived in Boston in secrecy and took on the name Eric Banks. He spent a great deal of time learning his way around the city and finally found a place to live. The gold and jewels supplied by his mother allowed him to set himself up very nicely and even enroll in college. Like his mother, he discovered the desire to use his abilities for good. He adopted the nickname he had been

given and used his powers to rescue hapless boaters and bring ocean going criminals to justice. Two years later his activities caught the attention of the Coast Guard. They approached him with an offer to join them as a special operative. Tak'errik had gained a great deal of respect for the Coast Guard and decided to accept the offer.

Since that time he has been very active as Sea Guard. His "Eric Banks" identity is publicly known but his Atlantean origins are unknown even to his superiors in the Coast Guard.

Personality: Tak'errik is a dedicated young man. He takes his powers and responsibilities very seriously and inwardly frowns on those who use their abilities frivolously. He has a strong sense of right and wrong inherited from his mother. While he does not see things in black and white, he rarely questions his own actions. He can be difficult to befriend but once his respect is earned, he will stand by his friends to the death. He is alarmed at the callous disregard some surface people have for the oceans and sees himself as the protector of the seas.

Quote: "The manner you treat the oceans appalls me. Would you stab the mother that bore you?"

Powers/Tactics: Sea Guard wields the power of the Ring of the Water Elemental as well as his own Atlantean abilities. His dual heritage allows him to remain out of the water without discomfort indefinitely. He is, however, more susceptible to heat than normal humans. With the ring he can form a fist of water to bash a foe or create a wall of water to protect himself. The ring also allows him to fly through the water at tremendous speeds.

In combat, he will make sure that innocents are out of harms way then request the villain surrender. If he has to engage in combat he will try to restrain his target with the "Hand Of The Elemental". Only if that fails will he use the "Fist Of The Elemental".

Appearance: Tak'errik stands 6'3" tall and weighs 225 lbs. He has sandy brown, shoulder length hair pulled back into a pony tail and green eyes. His classic Greek features reveal his Atlantean ancestry. As Sea Guard he wears a light blue skin tight-shirt zipped down the front with the Coast Guard emblem on the right side of his chest and the rank of (honorary) Lieutenant on his sleeves. He wears dark blue gloves and pants with no boots. His belt is white with two slanted red stripes at the front. He wears the Ring of the Water Elemental on the outside of his glove on his right hand.



Sea Guard (Prince Tak'errik)

Val	CHA	Cost	Roll	Notes
30	STR	20	15-	1600 kg; 6d6 [3]
24	DEX	42	14-	OCV: 8/DCV: 8
23	CON	26	14-	
14	BODY	8	12-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
18	PRE	8	13-	PRE Attack 4d6
20	COM	5	13-	
10	PD	4		Total: 10 PD
10	ED	5		Total: 10 ED
5	SPD	16		Phases: 3,5,8,10,12
11	REC	0		
46	END	0		
41	STUN	0		

Total Characteristics Cost: 158

Movement: Running: 6"/12" Swimming: 37"/1184"

Powers & Skills

Combat Training:

Combat Skill Levels: +2 Levels w/ EB & TK (6)

Ring of the Water Elemental Powers, OIF:

Water Powers Elemental Control (30 points)
(20)

a - **Fist of the Elemental:** EB 9 1/2d6, 1/2 END
(20) [3]

b - **Wall of Water:** Force Wall 11 PD, 8 ED, 10
Hexsides, 1/2 END (2) [2]

c - **Hand of the Elemental:** Telekinesis 35 STR,
1/2 END, Affects all parts (21) [3]

d - **Spirit of the Elemental:** +20" Swimming,
x32 NCM, 0 END (20) [0]

Atlantean Racial Powers:

Life Support: Breathe underwater, Safe
Environments: High Pressure/Vacuum,
Extreme Heat and Cold (11)

Swimming: +12"(14" total), x4 NCM (17) [1/5"]

UV Vision (5)

Underwater Movement (3)

Background Skills:

AK: Atlantic Ocean 13- (3)

Atlantean: native (0)

Bureaucratics 13- (3)

Computer Programming 8- (1)

Concealment 13- (3)

Criminology 13- (3)

Deduction 13- (3)

English: native accent (4)

High Society 15- (7)

Navigation 11- (3)

Riding 14- (3)

Shadowing 11- (3)

Stealth 14- (3)

Systems Operation 8- (1)

Tactics 13- (3)

Well-Connected (3)

TF: Helicopters, Riding Animals, Water Vehicles
(5)

Total Powers & Skills Cost: 197

Total Character Cost: 355

Disadvantages: 100+

Distinctive Features:

Gills And Webbed Fingers, easily concealable,
major reaction (10)

DNPC:

Princess Tak'narina, less powerful, useful skills,
11- (5)

Hunted by

Koriel, as powerful, 11- (15)

The Sea Lords, more powerful, 8- (10)

Psychological Limitation:

Protector Of The Sea (common, strong)

Code Vs. Killing (common, strong) (10)

Hunts Koriel (uncommon, total) (15)

Public Identity: Sea Guard (10)

Secret Identity: Prince Tak'errik, Prince Of Atlantis
(15)

Vulnerability:

2x STUN From Heat Attacks (20)

Watched by:

the Elemental Church, more powerful, NCI, 11-
(10)

Hero Bonus (10)

Total Disadvantage Points: 355



Princess Tak'narina

Background: Being second in line for the throne of Atlantis has its advantages. You aren't expected to show up at all the courtly functions, and nobody's watching you all the time to make sure you're acting like the good little Princess you're supposed to be. In other words, you can have a lot of fun and nobody will care!

That was how Tak'narina grew up in the Palace. Since most of the pressure was on her older brother, she was free to fill her days however she pleased. She still had to show up at the really important functions and know which utensil to use with which course, but mostly she got to do what she wanted to do. She spent a great deal of her early life trying to find ways to annoy her oh-so stern brother, but eventually gave it up for a lost cause. She found that she had a real talent for dancing and singing and so pursued those studies. She also found she had an aptitude for roughhousing, so she learned Atlantean Water Arts from the Captain of the Guard. On her eleventh birthday, she discovered something else. She was singing when suddenly all the glass in the room shattered. The Queen recognized the sound immediately; the Siren's Cry. Narina had inherited her mother's powers.



After her brother left Atlantis for the surface world, Narina found that more and more was expected of her. Training to use her powers wasn't much fun either. She also wanted to find out if she could annoy her brother now that he was living among the Landers.

With her mother's permission, Tak'narina has recently joined Tak'errik on the surface world. And guess what? She can really annoy him!

Personality: Unlike her brother, Tak'narina rarely takes anything seriously. She's out to have fun and see what the surface world has to offer. She often tags along on Sea Guard's missions just to get some excitement into her life and to annoy her big brother. She loves practical jokes and makes Errik the butt of them as often as possible. She even patterned an outfit for herself after Errik's Sea Guard costume just to harass him. Errik often reminds her of her position and responsibilities, but Narina just brushes them off and is off on her next adventure.

Quote: "What's the matter big brother? Aren't you happy to see me?"

Powers/Tactics: Tak'narina has all the abilities of a normal Atlantean and, like her brother, she can remain out of water for any length of time. She is also more vulnerable to heat than surface humans. She is able to create a sonic blast with the powers she has inherited from her mother, but because she lacks training the effort exhausts her quickly. She has mastered most of the major maneuvers of the Atlantean Water Arts and can hold her own in hand to hand combat. Narina is also an accomplished singer and dancer, although her dance techniques are best viewed underwater.

In combat, she will rush headlong into the fray using her sonic blast on superpowered targets and her martial arts on normals. Usually she has to be rescued by Sea Guard.

Appearance: Tak'narina is a beautiful Atlantean girl in her mid teens. She has long blonde hair, stands 5'9" tall and weighs 125 lbs. When adventuring with her big brother she wears a costume patterned after his. It consists of a light blue bikini top with dark blue bikini bottoms. She wears a white belt identical to Sea Guards and dark blue boots and gloves. When not adventuring she loves to dress in fun clothes.

Princess Tak'narina

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	800 kg; 5d6 [2]
21	DEX	33	13-	OCV: 7/DCV: 7
20	CON	20	13-	
13	BODY	6	12-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
15	PRE	5	12-	PRE Attack 3d6
22	COM	6	13-	
8	PD	3		Total: 8 PD
9	ED	5		Total: 9 ED
5	SPD	19		Phases: 3, 5, 8, 10, 12
9	REC	0		
40	END	0		
36	STUN	0		

Total Characteristics Cost: 136

Movement: Running: 6"/12" Swimming: 14"/56"

Powers & Skills

Combat Training:

Combat Skill Levels: +1 Level w/ Water Arts (3)

Martial Arts—Atlantean Water Arts (23)

Maneuver	OCV	DCV	Damage
Octopus Escape	+0	+0	STR 40 Escape
Shark's Nudge	+1	+0	5d6+V/5; FMove
Dolphin Strike	+2	+0	7d6
Mako Tail Kick	-2	+1	9d6
Eel's Dance	—	+4	Dodge, FMove, Abort

Siren Heritage:

Siren's Cry: EB 10d6, 2x END (33) [10]

Atlantean Racial Powers:

Life Support: Breathe underwater, Safe

Environments: High Pressure/Vacuum,
Extreme Heat and Cold (11)

Swimming: +12" (14" total), x4 NCM (17) [1/5"]

UV Vision (5)

Underwater Movement (3)

Background Skills:

Acrobatics 13- (3)
Atlantean: native (4)
Contortionist 13- (3)
English: native accent (4)
High Society 14- (7)
KS: Atlantean Water Arts 13-(3)
Perfect Pitch (3)
Persuasion 12- (3)
PS: Dancer 13- (3)
PS: Singer 13- (4)
Riding 13- (3)

Total Powers & Skills Cost: 131

Total Character Cost: 267

Disadvantages: 100+

Distinctive Features:

Style Disadvantage (10)
Gills And Webbed Fingers, easily concealable,
major reaction (10)

Hunted by:

Koriel, more powerful, 8- (15)

Psychological Limitation:

Thrill Seeker (common, strong) (15)
Code Vs. Killing (common, strong) (15)
Does not care for the responsibilities of her rank
(common) (10)
Mischievous Prankster (common) (10)

Public Identity (10)

Reputation:

Mischievous princess, 11- (10)

Rivalry:

Big Brother (5)

Unluck: 2d6 (10)

Vulnerability:

2x STUN From Heat Attacks (20)

Watched by

the Elemental Church, more powerful, NCI, 8-(10)

Watched By Royal Guards, as powerful, NCI, 11-(10)

Total Disadvantage Points: 267

The Atlantean Forces

Atlantis maintains a standing army and an internal police force. Training for both branches is similar, and many Atlantean men and women have been members of one force or the other at one point in their lives. Both forces are trained in the Atlantean Water Arts, a martial art developed shortly after the Great Upheaval, and carry a small allotment of equipment for defense.

The Church and Royal Palace each maintain their own guard drawn from the best of the Army or Police forces. They are given additional training and ceremonial and functional weapons. These positions are rarely open, as most stay in them until they retire.

Typical Army Soldier Or Police Officer

15STR 14DEX 15CON 12BODY 10INT
10EGO 10PRE 10COM 4PD 4ED
3SPD 6REC 30END 28STUN

Powers and Skills: 30 pts. Equipment; Life Support: can breathe underwater, immune to pressure and cold; +10" Swimming (12" total); UV Vision; Underwater Movement; Riding 12-; Tactics or Deduction 11-; KS: Atlantean Military Protocols or Atlantean Law 11-; 1 Level w/ All Combat, Atlantean Water Arts: Shark Nudge (+1, +0, 3d6+v/5", FMove); Dolphin Strike Punch (+2, +0, 5d6); Mako Tail Kick (-2, +1, 7d6); Nautilus Block (+2, +2, block, abort)

Disadvantages: 2x STUN From Dry Heat Attacks; Sense of duty; Dependence On Water 2d6 Every Hour; Distinctive Features (Pale, Gills, Webbed Fingers And Toes); Distinctive Features (Uniform); Watched by superiors 11-; Rivalry with other branches of service



Typical Royal Guard Or Church Guard

Use the characteristics for the Typical Atlantean Soldier Or Police Officer and add 1 point of DEX, 2 points of INT, 2 points of EGO and 3 points of PRE. Add 5 more points for Equipment and add 1 more level for all combat. Increase their Psych Lim Sense Of Duty from Moderate to Strong and add Experience to cover any left over cost.

Typical Atlantean Weaponry And Armor

Atlantean weaponry varies from the simple sword to the complex mystical engineering of the Elemental Church. Listed below are several examples of Atlantean weaponry that characters might find themselves facing.

Short Sword

Effect: 1d6 HKA AP, +1 OCV, OAF

Cost (Active/Real): 25/14

The Atlantean Short Sword has a keen edge thanks to the orichalcum-steel alloy, which will penetrate armor effectively. Those that can afford it will have a sword made with a vein of orichalcum running down the center of the blade. This allows the sword to take an enchantment of the buyer's choice. The Short Sword is the standard weapon of both the Army and Police forces.

Dagger

Effect: 1d6-1 HKA, Ranged, +1 OCV, OAF

Cost (Active/Real): 18/10

Like the Short Sword the Atlantean Dagger maintains its sharp edge due to the orichalcum in the blade. While the dagger can be thrown, its effectiveness underwater is diminished considerably. Most daggers are decorated with ornate handles featuring undersea creatures both real and mythical.

Armor Vest And Helm

Effect: Armor (+4 PD +4 ED), Hardened, OIF Vest And Cap, Act 11- (Covers Locations 4-5, 9-13)

Cost (Active/Real): 15/6

This is standard issue armor for all Army and Police forces. The armor does not restrict the wearer's movements or swimming ability. The light metallic plates are infused with orichalcum to help deflect some blades.

Cost: 15/6

Stone Rifle

Effect: 2D6 RKA, OAF, 2 Clips Of 6 Charges, Act 15- Jammed

Cost (active/Real): 30/9

The Stone Rifle is an ingenious piece of mystical engineering and design. A stone pellet is fed into a barrel with an Earth Crystal at one end. When the trigger is pulled, a small crystal strikes the Earth Crystal discharging a 1/6th of its mystical charge and propelling the stone pellet forward with incredible force. The above description represents

the manner in which the Army and Police officers carry their weapon. They carry two crystals that are easily replaced in battle. The stone pellets must be carefully made or the gun will jam.

GM's Note: The mystics of Atlantis have developed other rifles similar to the Stone Rifle that have Fire, Water and Air effects. Use the above as a template to create those weapons.

Firebolt Weapon

Effect: 3d6 RKA, OAF, Bulky, 6 Charges, Act 15-

Cost (Active/Real): 45/13

The Firebolt Weapon is a large weapon consisting of a large Fire Crystal with two handles on either side. When activated, a small Fire Crystal is placed at the focal point of the larger Fire Crystal and a white hot bolt of mystic fire energy is launched at the target. The Firebolt weapon is usually only used by the Army, although the Police forces have a few in their possession.

Atlantean Vehicles

Even though the Atlanteans are able to get around easily on their own, they have found a use for vehicles, especially in cases of defense. Vehicles are made from a light volcanic stone infused with orichalcum and mystically charged to provide propulsion and light. Controls and functions are kept necessarily simple. The Atlantean civilians use vehicles sparingly, but the military and police forces use them extensively. Below are some examples of Atlantean military vehicles.

Attack Sled

Val	CHA	Cost	Notes
15	STR	0	200 kg; 3d6
11	BODY	0	
1	SIZE	5	
5	DEF	9	OCV: 5/DCV: 5 Phases: 4,8,12
14	DEX	12	
3	SPD	6	

Total Characteristics Cost: 32

Movement: Swimming: 20"/160"

Abilities & Equipment:

Movement:

Swimming: +18" (20" total), x8 NCM, Has turn mode (22)

Running: -6" (0" total) (12)

Equipment:

Stone Gun: RKA 2d6, AF, OAF, Bulky, Limited Arc of Fire (one hex row straight ahead), 4 clips of 15 charges (16) [4x15c]

Spotlight: Change Environment (Dark to light), 8"r, 0 END, Persistent, OIF, Bulky (20) [0]

Total Abilities & Equipment Cost: 46

Total Vehicle Cost: 78

The attack sled was designed to give the average soldier more maneuverability and firepower without the disadvantages of a larger vehicle. The operator lies behind a protective "wind" screen and drives it via two handlebars. The weapons, lights, and propulsion are all operated at the handlebars.



The Stone Gun fires small stone pellets propelled by the mystic energy of the weapon. Since the weapon is mounted in the front of the sled it can only fire at what is in front of it.

Troop Transport

Val	CHA	Cost	Notes
35	STR	0	3200 kg; 7d6
15	BODY	0	
5	SIZE	25	
6	DEF	12	
12	DEX	6	OCV: 4/DCV: 4 Phases: 4,8,12
3	SPD	8	

Total Characteristics Cost: 51

Movement: Swimming: 14"/56"

Abilities & Equipment:

Movement:

Swimming: +12" (14" total), x4 NCM (17)

Running: -6" (0" total) (0)

Equipment:

Top Mounted Fire Gun: RKA 2d6, AF, OAF, Bulky, Requires 2 Men to operate, 2 clips of 10 charges (15) [2x10c]

Spotlight: Change Environment (Dark to light), 8"r, 0 END, Persistent, OIF, Bulky (20) [0]

Total Abilities & Equipment Cost: 40

Total Vehicle Cost: 91

The Troop Transport is a large vehicle capable of bringing up to twelve men and their equipment to the field of conflict. The armor of the vehicle provides only a little protection, so it is usually escorted by Attack Sled or Attack Vehicles. The Troop Transport has a top mounted "Fire Gun" that shoots tiny mystic fireballs at a rapid pace. The gun requires two men to operate it and uses its crystal ammunition quickly, so it is only used in extreme circumstances. The vehicle itself, like most Atlantean vehicles, is not difficult to operate.

Attack Vehicle

Val	CHA	Cost	Notes
50	STR	0	25 ton; 10d6
18	BODY	0	
8	SIZE	40	
15	DEF	39	
10	DEX	0	OCV: 3/DCV: 3 Phases: 6,12
2	SPD	0	

Total Characteristics Cost: 79

Movement: Running: 6"/12" Swimming: 8"/16"

Abilities & Equipment

Movement:

Swimming: +6" (8" total), has turn mode (5)

Equipment:

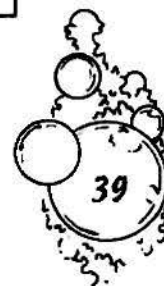
Water Doom Cannon: EB 15d6, OAF, Bulky, 8 charges, Act 14- Jammed, Limited Arc of Fire: 180 Degrees forward (18) [8c]

Top Mounted Fire Gun: RKA 2d6, AF, OAF, Bulky, Requires 2 Men to operate, 2 clips of 10 charges (15) [2x10c]

Total Abilities & Equipment Cost: 63

Total Vehicle Cost: 143

The Atlantean Attack Vehicle is the equivalent of a surface tank. It is well armored and has fantastic firepower. The firepower is provided in the form of a huge "Water Doom Cannon" The cannon does not shoot water but, instead, fires a bolt of mystic energy that causes the water near a target to explode with tremendous force. It also has a Fire Gun mounted on top of its bulky frame just like the Troop Transport. Unlike most Atlantean vehicle, the Attack vehicle is a complex piece of arcane engineering and must be piloted by a trained individual. Since its construction, the Attack Vehicle has never been used.



Tel'sren, High Priestess Of The Elemental Church

Background: Sren grew up the daughter of an affluent Atlantean family who were strong supporters of the Elemental Church. As Sren approached the age of ascension, her family allowed her to go through the Church's spiritual testing. The results astounded the priests. Sren had tremendous magical potential and the priests encouraged her parents to pledge their daughter to the Church. They did so without hesitation.

Sren entered the First College at the age of fourteen, about one year earlier than most applicants, and immediately began to excel in all her studies. By the end of her third year she had mastered the College of Water and began her studies into the College of Fire. She soon came to the attention of the current High Priest Tel'kelven, who saw in her even greater potential than just her mystical abilities. He took her under his wing and instructed her in the ways of the Church and the politics of Atlantis. Sren, now Tem'sren, was an eager student, wanting to learn anything that Tel'kelven would teach her. Within a few years, she had mastered all four of the elemental colleges and earned her position as Tel'kelven's aide. Many saw her as the logical successor to the position of High Priestess of the



Church, which is what Tel'kelven was grooming her for. However, neither he nor Tem'sren were prepared when Tel'kelven succumbed to disease and died. Tem'sren was quickly voted into the office of High Priestess by the College Representatives with little debate. Tel'sren assumed her new duties and immediately established herself as the spiritual and political leader of the Elemental Church by making several public appearances and establishing new policies within the Church. Many felt that she was moving too fast, but far more felt that she was finally exercising the Church's "muscle". While it was true that she was riding the wave of her popularity, she was still getting the job done and expanding the Church's power base and proving she was the best choice for the position.

Over the past few years, she has consolidated her power and become very effective in government and a worthy political adversary for the Queen. She continues to work to expand the influence of the Church and works towards discrediting the Poseidonists.

Personality/Motivation: Tel'sren has spent most of her life connected with or in service to the Elemental Church and is completely devoted to the causes of the Church. Tel'sren has accepted the role of spiritual leader of the Elemental Church and taken it to heart. She isn't a fanatic; she just feels that the position of the Church is always correct. While she finds herself in nearly constant conflict with the Queen and does not have a great deal of respect for her personally, she does respect the position and will never act openly against the crown. Her main goal in everything she does is to expand the influence of the Church. She will do this by nearly any means necessary. She continues to use the secret group of fanatics organized by Tel'kelven to disrupt social events and cause civil unrest and then blame the incidents on either the Poseidonists or the "will of the people". She is very careful to not overuse this secret order and to distance herself from their actions even though she is the architect of most of their actions. The Royal Court is suspicious of her activities but has not been able to gather enough evidence to prove any of their suspicions.

Tel'sren is truly concerned for the spiritual health of the Atlanteans and feels she can use any means at her disposal to bring her people into the fold. Personally, she is a very amiable and caring person, but can be very manipulative when necessary. When dealing with another person with different beliefs, she will treat the person as a lost child who doesn't have any concept of the true path to spirituality.

Quote: "Bow to the wisdom of the Elemental Church my child."

Powers/Tactics: Tel'sren is a master of the four colleges of the Elemental Church. Her spells take the form of either earth, air, fire, or water and can control anything within these elements. While her power is not as great as those priests and priestesses who focus on one college, her mastery of the different colleges marks her as a great sorceress. She is very skilled in political dealings and is a very skilled orator.

Tel'sren will avoid combat if at all possible since most of her spells are not aimed at conflict. She prefers to use her orator skills to talk her way out of combat. If forced into combat she will attempt to subdue her attackers with spells designed to remove them from combat without seriously injuring them.

Appearance: Tem'sren is an Atlantean female standing 5'8" tall and weighing 130 lbs. She has light blond hair and gray eyes. She looks to be in her early thirties, but is actually in her late forties. She wears the traditional robes of the High Priestess of the Elemental Church. The robes are made out of a green-blue light flowing material that does not restrict her movement underwater. Her robes are marked with the four symbols of the schools of the elemental church (pyramid, cube, octahedron, and icosahedron) and the symbol of mastery over all schools (the dodecahedron) on the back. She wears a dark blue cap tied to her head with a light green scarf.

Tel'sren

Val	CHA	Cost	Roll	Notes
18	STR	8	13-	300 kg; 3½d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
18	PRE	8	13-	PRE Attack 4d6
16	COM	3	12-	
6	PD	2		Total: 6 PD
8	ED	5		Total: 8 ED
4	SPD	12		Phases: 3, 6, 9, 12
10	REC	6		
50	END	10		
27	STUN	0		

Total Characteristics Cost: 112

Movement: Running: 6"/12" Swimming: 10"/20"

Powers & Skills

Combat Training:

Combat Skill Levels: +1 Level w/ Magic Spells (3)

Elemental Church Magic Powers:

Spirit of the Elements: Variable Power Pool (50 pt pool), Gestures, Elemental Effects Only (-1/4) (67)

Atlantean Native Powers:

Life Support: Breathe underwater, Safe Environments: High Pressure/Vacuum, Extreme Heat and Cold (11)

Swimming: +8" (10" total), (8) [1/5"]

Underwater Movement (3)

High Priest Skills:

AK: Atlantis 15- (5)

Bureaucratics 13- (3)

Conversation 13- (3)

Elemental Magic Skill 16- (9)

High Society 15- (7)

KS: Atlantean History 15- (5)

KS: Elemental Church Teachings 16- (6)

KS: Magic Spells 15- (5)

Oratory 15- (7)

PS: Priest 16- (6)

Total Powers & Skills Cost: 148

Total Character Cost: 250

Disadvantages: 100+

Dependence:

Dependence on water, 2d6 per hour (5)

Distinctive Features:

Gills And Webbed Fingers, easily concealable, major reaction (10)

DNPC:

Aide, Less Powerful, Useful Skills, 14- (10)

Psychological Limitation:

Devoted To Causes Of Church (common, total) (20)

Seeks To Expand Church (common) (10)

Public Identity (10)

Reputation:

Head Of the Elemental Church, extreme, 11- (15)

Rivalry:

Queen Catherine, professional (5)

Vulnerability:

2x Effect From Other Elemental Attacks (20)

2x STUN From Heat And/Or Fire Attacks (20)

Watched by:

the Royal Court, as powerful, NCI, 11- (8)

Bonus (17)

Total Disadvantage Points: 250



Typical Acolyte

13STR 13 DEX 15 CON 12 BODY 13 INT
13EGO 10 PRE 10 COM 4 PD 4 ED
3SPD 6 REC 30 END 27 STUN

Powers and Skills: 20 Points For Spells; Life Support, can breathe underwater, immune to pressure and cold; +8" Swimming (10" total); UV Vision; Underwater Movement; KS: Church Dogma 11-

Disadvantages: Dedicated To Church, 2x STUN From Dry Heat Attacks, Dependence On Water 2d6 Every Hour, Distinctive Features (Pale, Gills, Webbed Fingers And Toes), Reputation 8-

Background: Acolytes are the novices of the Elemental Church. They are moderately trained in the use of Elemental Magic. Acolytes usually perform the services for the average citizenry and are the representatives of the Church people will most likely see on the "streets" of Atlantis. They often venture out of the city, dispensing Church dogma to the outlying farms and ranches. Lately they have met with more and more resistance to Church philosophy as greater numbers of farmers turn to the Poseidonists. Still, they tend their dwindling flock faithfully even in the face of scorn and outright violence.

Motivation: Most acolytes are very loyal to the Church and will nearly always act in the best interests of the Church.

Powers: Freshly initiated Acolytes have not yet been trained in the mystic arts. They do, however, receive an intense introduction to the dogma and policies of the Church, after this they are trained in the School that they have been assigned to. Acolytes wield only weak spells, usually just powerful enough to perform their duties and defend themselves.

Appearance: Acolytes wear robes made out of very light material in one of four colors; red (fire), brown (earth), blue (water), or gray (air) depending on the School they are in. The robes are also marked with the symbol of that School on the front and back. Acolytes are forbidden to wear anything on their heads.

Typical Priest

13 STR 15 DEX 16 CON 12 BODY 15 INT
15 EGO 15 PRE 10 COM 6 PD 6 ED
3 SPD 8 REC 50 END 27 STUN

Powers and Skills: 40 Points For Spells; Life Support, can breathe underwater, immune to pressure and cold; +7" Swimming (9" total); UV Vision; Underwater Movement; Bureaucratics 12-; Scholar; KS: Church Dogma 13-; PS: Priest 12-; KS: Church History 12-; KS: Spells 12-

Disadvantages: Dedicated To Church; 2x STUN From Dry Heat Attacks; Dependence On Water 2d6 Every Hour; Distinctive Features (Pale, Gills, Webbed Fingers And Toes); Reputation 11-

Background: The priests of the Elemental Church generally occupy themselves with serious magical research and Church services for the lower nobility. They rarely venture outside the city, except to occasionally check on the work of their Acolytes or deal with other pressing matters. There are four mid-level priests, each in charge of a different college of magic and each reporting directly to the High Priest. While many priests may be schooled in the different disciplines, the four mid-level priests are chosen based on their expertise in all disciplines. Elemental Priests might not make good player characters, due to their scholastic nature, but there are certainly exceptions to the rule. Characters designed as priests should focus heavily on Knowledge skills, especially skills dealing with magic. Priests, especially, should not have access to technological skills.

Motivations: Each priest has his own agenda. Many are truly dedicated to guarding the best interests of the Church. Many others, though, are heavily involved in the politics of the Church and Atlantis in general. There are factions that follow Tel'sren faithfully and there are other who would just as soon see her stripped from power, presumably to be replaced by themselves.

Appearance: Priests wear robes made of the same material that the High Priestess wears, in the colors of the Schools that they have mastered. The symbols of the Schools they have mastered are placed on the front of their robes, with their first School symbol placed on their back. Priests who have mastered all the Schools wear white robes with a dodecahedron (indicating the cosmos) placed on their front and back. All priests wear a light green beret-type hat during important Church functions.

Standard Powers And Spells

School Of Air

Life's Breath

The Priest creates a bubble of air around his target that replenishes itself. With this spell a Lander can survive underwater indefinitely.

Effect: Life Support, Can Breathe Underwater, Safe In Cold And Pressure, Persistent, Gestures, Act. 14-OAF Orichalcum

Active Cost: 16; **Real Cost:** 6; **END Cost:** 0



Lightning Bolt

The Priest brings two crystals together in his hand and gestures, and a blast of electrical energy lashes out towards his target. This is a very effective spell for the Atlanteans.

Effect: 2D6 RKA, Personal Immunity, Act 14- Gestures, OAF Crystal

Active Cost: 37; **Real Cost:** 13; **END Cost:** 3

Spell Of Understanding

This spell allows beings speaking different languages to understand one another. It was developed by the Sirens, but the secrets were stolen by a brave, or foolhardy Acolyte.

Effect: Universal Translator, Area Effect (12" Radius), Usable By Others, Act 14- Concentrate (1/2 DCV), Gestures, OAF Sea Shell

Active Cost: 60; **Real Cost:** 20; **END Cost:** 0

Wind Gust

The Priest is able to summon a blast of wind that he can direct at a target.

Effect: 8D6 EB, Double Knockback, Takes Full Phase, Act 14- Gestures, Side Effect Of 35 Active Points, OAF Bird Feather

Active Cost: 70; **Real Cost:** 19; **END Cost:** 7

School Of Fire

Fireball

The Priest creates a ball of fire that explodes when it hits or gets near its target. Even underwater, the effect can be devastating.

Effect: 8D6 EB Explosion, Takes Full Phase, Act 14- Gestures, OAF Fire Crystal

Active Cost: 60; **Real Cost:** 18; **END Cost:** 3

Fire Blast

The Priest fires a bolt of flame from his Fire Crystal at his target.

Effect: 8D6 EB, Act 14- Gestures, OAF Fire Crystal

Active Cost: 40; **Real Cost:** 15; **END Cost:** 4

Wall Of Fire

The Priest can summon a wall of fire between himself and his attacker. Anyone attempting to go through the wall will be burned.

Effect: 2d6 RKA Damage Shield, Force Wall (6 PD/6 ED), Linked To RKA, Takes Full Phase, Act 14- Gestures, Side Effect (Wall Damages Caster, -1/2) OAF Orichalcum

Active Cost: 75; **Real Cost:** 19; **END Cost:** 7

School Of Earth

Part Earth

The Priest can part any type of earth to allow him to pass. This does not cause any disruption of the surrounding area.

Effect: 4" Tunneling (4 DEF), Act 14- Gestures, OAF Orichalcum

Active Cost: 20; **Real Cost:** 7; **END Cost:** 1

Stone Blast

The Priest is able to fire rocks from his hand for a powerful attack.

Effect: 8D6 EB, Act 14- Gestures, OAF Orichalcum And Stones

Active Cost: 40; **Real Cost:** 15; **END Cost:** 4

Wall Of Earth

The Priest causes a wall of earth to rise up between him and his attackers.

Effect: Force Wall (6 PD/6 ED), Takes Full Phase, Act 14- Gestures, OAF Orichalcum, Must Be On Naked Earth (-1/2)

Active Cost: 30; **Real Cost:** 9; **END Cost:** 3

School Of Water

Fins Of The Shark

When a Priest casts this spell, it allows him to swim at increased speeds.

Effect: +10" Swimming, x4 Non-combat, Act 14- Gestures, OAF Shark's Tooth

Active Cost: 15; **Real Cost:** 5; **END Cost:** +2

Fist Of Water

The Priest creates a fist out of water, visible even underwater, that strikes his target with devastating force.

Effect: 8d6 EB Physical, Act 14- Gestures, OAF Water Vial

Active Cost: 40; **Real Cost:** 15; **END Cost:** 4

Summon Hippocampus

The Priest is able to summon a Hippocampus to do his bidding.

Effect: Summon (115 Point Creature), Takes Full Phase, Act 14- Gestures, OAF Hippocampus Scale

Active Cost: 53; **Real Cost:** 16; **END Cost:** 5



Koriel

Background: Koriel was a normal Atlantean with no interest in or care for events of the surface world. Although Her Highness the Queen had tried to encourage a peaceful coexistence with the Land, most Atlanteans were agreed that they were not ready to meet their co-inhabitants of Earth. Koriel was no different. Her greatest joy in life came from her single child, a baby girl, delivered to her at the same time as the news of her mate's accidental death.

She raised her child, Krinelle, in the traditions of the Elemental Church, giving her the benefit of her years of magical study. Krinelle was a star pupil and many of her acquaintances suspected that she would someday surpass her mother's power as an Elemental Priestess.

But Krinelle was not as dedicated to her studies as her mother thought she should be. She frequently wandered to the borders of the Atlantean realm, far from protection. Eventually her bravery outstripped her ability and she wandered too close to the surface.

Koriel found that the harpoon had caught her little girl instantly. Those monsters had pulled her baby from the waves like an animal. Koriel knew that the Queen, a former Lander herself, would never let her reap the vengeance she was due. So, well outside the Atlantean sphere of influence, Koriel began her bloody revenge. Believing Krinelle dead, she swore to turn the sea red with the blood of her daughter's murderers, until surface men no longer dared to venture onto the ocean.

Personality: Koriel is consumed with her hatred of surface people and all things associated with them. Her belief in the righteousness of her cause is total. Should she discover that Krinelle is still alive, she will not rest until she discovers her daughter's true fate. She considers herself to be a patriotic Atlantean, but refuses to acknowledge the Queen because of her surface origins. She is actively looking for others to join her cause in deposing Queen Catherine.

Koriel views herself as a defender of Atlantis and the seas in general. Boats that are net fishing or dumping garbage in the water are most likely to draw her wrath. She has no compunctions about killing, but in spite of her strong feelings, she has found that she is not a cold blooded murderer. Koriel will normally let the sea do her work for her, leaving boatless victims to drown. Were she to come upon a submarine, it would incur her anger as an "invader" and would be dealt with as such. She is very uncomfortable out of the water and will leave her native element only with great reluctance. As vicious as she can be, she will never allow a child, surface or Atlantean, to come to harm because of her actions or the actions of others.

Quote: "My power is all that's left to me, and I will use it to turn to sea red with the blood of my child's killers!"

Powers/Tactics: Koriel is a formidable practitioner of elemental sorcery. She has mastered the college of elemental water power and has even developed some spells of her own. Had she not turned down the path of vengeance and destruction she might have eventually risen to the level of High Priestess of the Elemental Church. As it is, most of the spells she has focused on have been spells usable in combat. Example spells are listed below:

Hand of Vengeance: Telekinesis, 40 STR, Gestures (60/27). With this spell Koriel creates a giant hand of water which she uses to crush or punch her opponent. END Cost: 6.

Watery Grave: 2d6 RKA, AVLD (Life Support, Force Field), Act 14- Gestures, OAF Water Vial (75/27). Koriel created this spell to specifically deal with Landers. A column of water rises up and forces itself down the throat of her target, drowning the victim. END Cost: 7.

Fist Of Water: 12d6 EB, Gestures (60/27). This is a variation of a standard spell. The Energy Blast takes the form of a large fist that Koriel directs towards her target. END Cost: 6.

Sea's Curtain: Invisibility To Sight Group, 0 END, Gestures, OAF Water Vial (45/20). Koriel uses the sea to hide herself from her enemies. END Cost: 0.



Wall Of Water: Force Wall (6PD/ED), Gestures, OAF Water Vial (30/13). A wall of water appears between her and her attackers. END Cost: 3.

Koriel uses guerrilla tactics when going after her targets. She will wait in ambush and surprise her prey with a devastating attack designed to take out her target quickly. After her target is disabled, she will leave anyone left alive to fend for themselves against the fury of the sea. Her victims rarely survive.

In more standard combat, she will split her pool between attacks and defense. She will shift between spells until she finds an effective attack and continue to use it, perhaps drawing points from her defenses if she is winning. If the tide of a battle turns against her, she will shift more points into defenses and cast spells to aid her escape. In a battle where she has allies, such as Ashlook or The Sea Lords, she will use ranged attacks from the rear of any attack and will flee if it appears her "friends" are losing the fight.

Along with her mystical abilities, Koriel has magically altered her body to be stronger and more agile than the normal Atlantean. Just as a normal Atlantean, Koriel can breathe underwater but she can swim at a much higher rate than the average Atlantean. Koriel can also track targets underwater similarly to a shark.

Appearance: Koriel is a beautiful Atlantean woman standing about 5'9" tall with a thin build and weighing around 120 lbs. She has short blond hair and glowing blue-green eyes. Her outfit is primarily blue consisting of a dark blue body suit with her right leg covered and the other mostly exposed except for a boot. Her shoulders and upper arms are bare and she wears long blue gloves. She wears a small vial of water around her neck and over her heart she wears the brooch she gave to her daughter.

Koriel

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [2]
26	DEX	48	14-	OCV: 9/DCV: 9
20	CON	20	13-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
21	EGO	22	13-	ECV: 7
15	PRE	5	12-	PRE Attack 3d6
20	COM	5	13-	
20	PD	16		Total: 25 PD, 5 rPD
10	ED	6		Total: 15 ED, 5 rED
5	SPD	14		Phases: 3, 5, 8, 10, 12
8	REC	0		
40	END	0		
30	STUN	0		

Total Characteristics Cost: 154

Movement: Running: 6"/12"
Swimming: 17"/136"

Powers & Skills

Combat Training:

Combat Skill Levels: +2 Levels w/ all Combat (16)

Elemental Church Magic Training:

Spirits of Water: Variable Power Pool (60 pt pool), Can change powers as a 0 Phase Action, Water effects only, Only near or in water (90)

Water Slipping: 75% Physical Damage Reduction, only vs. Water (20)

Magic Robes: Armor +5 PD/+5 ED, OIF, Act. 11- (6)

Atlantean Racial Powers:

Life Support: Breathe underwater, Safe Environments: High Pressure/Vacuum, Extreme Heat and Cold (11)

Swimming: +15" (17" total), x8 NCM (25) [1/5"]

UV Vision (5)

IR Vision (5)

Underwater Movement (3)

Tracking Scent, Only in Water (5)

Discriminatory Smell, Only in Water (2)

Priest Skills

Atlantean: native (0)

Concealment 13- (3)

English: fluent conversation (2)

KS: Elemental Church 13- (5)

KS: Magic Spells 15- (5)

KS: Sea Based Supervillains 13- (5)

Magic Skill 20- (17)

Stealth 14- (3)

Total Powers & Skills Cost: 224

Total Character Cost: 378

Disadvantages: 100+

Berserk:

if children threatened 11- Recover 11- (15)

Dependence:

Dependence on water, 2d6 per hour (5)

Distinctive Features:

Gills And Webbed Fingers, easily concealable, major reaction (10)

Hunted By

the U.S. Navy, more powerful, 8- (15)

the Atlanteans, more powerful, 8- (15)

Sea Guard, as powerful, 8- (10)

Psychological Limitation:

Protective Of Children (common, total) (15)

Dislikes Being Out Of Water (common, strong) (15)

Hatred Of Surface People (common, strong)

Reputation:

Elemental Sorceress, 8- (5)

Vulnerability:

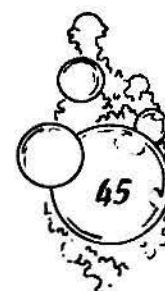
2x Effect From Flashes (20)

2x STUN From Heat and Fire Attacks (20)

2x STUN From Magic Elemental Attacks (10)

Villain Bonus (113)

Total Disadvantage Points: 378



Red Tide

Background: When does a good child go bad? Or was the child ever good to begin with? Tak'rral, daughter of King Tritus and sister to Tak'larren, was never happy with what she had. Throughout her life she never seemed to be content being the Princess of Atlantis, she wanted more. She never quite knew what it was she wanted more of until she reached her teens. She wanted power. She wanted wealth. She wanted to be Queen! But with her brother Larren next in line to the throne, and her father in perfect health, she knew it would be years, or perhaps never, before she would ascend to the throne. She started scheming, using the limited knowledge of the surface world and practicing on the fears of the Atlantean people she started a movement towards democracy; her democracy. She played both ends against the middle, supporting her father's desire not to change and fueling the fires of the democracy movement all the while make moves to ensure that she would become the ultimate ruler of Atlantis. She urged the people to demand that Atlantis attack the Landers, she fostered dissent among the troops promising them an Atlantis ruled by democracy if she were ruling. Her secret plans were uncovered when her brother stumbled upon her talking with the Captain of the Guard, trying to convince him to help her overthrow the King. Larren confronted Rral and a bitter argument broke out between them, but before Larren could inform his father, Rral initiated her plans.

Most of the soldiers sided with the King, as did Larren, but Rral had the support of the Captain Ked'durrlan and his most trusted men. She had also managed to get covert support from the Elemental Church promising them a more "friendly" relationship if she won. Unexpectedly, the Sirens also sided with Rral's rebellion. Rral was truly pleased. Her father and brother could not hold out for very long and eventually the throne of Atlantis would be hers.

King Tritus' forces managed to force Rral into fighting a guerrilla war, but even so the fight was taking its toll on the Royals. Many of the citizens sided with the Princess, and those that did not became the targets of her soldiers. Some citizens even formed militias to aid Rral in her fight. Somehow, it was not quite enough. Rral secretly went to the surface world, where she was known as Red Tide, and traded Atlantean gold for equipment and recruited superpowered Landers. She was poised for the final strike when everything turned against her.

Catherine Banks returned and turned the Sirens against her. Without their support the Church withdrew its aid, not wishing its involvement to become known. With Catherine explaining to the people the true meaning of democracy, even the people of Atlantis turned against Rral. With one final strike, King Tritus' army defeated the rebels and scattered them to the far corners of the sea. Rral barely escaped capture and went into hiding to plot her vengeance.

She realized that she would need power to exact her revenge and take one final stab at gaining the throne. She went to her lover, Tem'hekrin, and asked him to change her into a being of power.

Hekrin opened a book of ancient magic, created at the depths of Atlantis' decline into darkness and found the spell that would change her. He did not realize that the cost of this power would be his own soul. Hekrin cast the spell and Rral was transformed into a being who would be one with the ocean. Not pausing to mourn the passing of her lover she used her new powers to infiltrate the Royal Palace and sneak into her father's bedchamber, where she killed him. Catherine and Larren discovered her and she fled. The next day, Larren stripped Rral of all title and holdings and declared the Dispossessed of Atlantis.

This defeat did not deter her in her quest for vengeance. Over the next several years

she attempted to kill her brother and his Lander wife several times, but each time she was defeated. After an attempt to raise an army failed, she disappeared from Atlantean memory.

Today, she wanders the ocean coveting power, and involving herself in petty schemes with other ocean villains. She is waiting for just the right opportunity to strike once again at the city of Atlantis!

Personality: Red Tide is a psychopathic schemer who is consumed with her desire for vengeance. Her desire for power is so fanatical that she must be in charge of everything she is involved with. Most other villains have learned to steer clear of her, but there are those who see advantages with an association with her.



Quote: "You crave power? You know nothing until you have beheld the power of the seas, and that power will be mine!"

Powers/Tactics: Red Tide is a woman infused with the powers of a water elemental. She can shoot blasts of water from her body and turn into a creature made of water, which allows her to become invisible in water and pass through any opening that water can. She is also partial to attacking by engulfing her target with her watery body and attempting to drown him. She can also teleport from one location to another as long as there is water at her destination. She actually transports her spirit to the desired location and then forms a new body out of the water there. She is very difficult to hurt physically but is vulnerable to energy attacks, especially electrical attacks.

In combat, she prefers to sneak up on her targets and attempt to drown them. If that fails she lashes out with her water blast. While she is psychopathic, she is not stupid. If the battle starts going against her, she will use all her abilities to retreat to fight another day.

Appearance: Rral is 5'10" tall and weighs 130 pounds. She has long green hair and light blue eyes. She has the look of a surface woman in her late twenties and has not aged since her transformation. As Red Tide, she wears a black body suit that covers her whole body. Her mask covers everything but her hair and only has two red holes for her eyes. There is red piping along the edges of her gloves and boots and along her shoulders and down her front. A small circular wave emblem is placed on the left side of her chest.

Red Tide

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	800 kg; 5d6 [2]
27	DEX	51	14-	OCV: 9/DCV: 9
28	CON	36	15-	
13	BODY	6	12-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
25	PRE	15	14-	PRE Attack 5d6
14	COM	2	12-	
12	PD	7		Total: 12 PD
18	ED	12		Total: 18 ED
5	SPD	13		Phases: 3, 5, 8, 10, 12
11	REC	0		
56	END	0		
50	STUN	10		

Total Characteristics Cost: 187

Movement: Running: 6"/12" Swimming: 20"/160"
Teleport: 10"/640"

Powers & Skills:

Combat Training:

Combat Skill Levels: +3 Levels w/ all Combat (24)

Spirit of the Sea Powers:

Water Powers Elemental Control (30)

- a - **Water Form:** Desolidification [affected by electricity], 0 END, Cannot pass through solids (20) [0]
- b - **Water Form:** Invisibility to Sonar, Spatial Awareness, Sight Group, 0 END, Difficult to Dispel, Only in water (21) [0]
- c - **Watery Death:** Drain 4d6 BODY, 0 END, Won't work on targets with Life Support: Self-Contained Breathing or Need not breathe (20) [0]
- d - **Water Fist:** EB 12d6 (30) [6]
- e - **Water Protections:** 75% Resistant Physical Damage Reduction (30)
- f - **Water Passages:** Teleport 10", x64 Increased Range, Only to another area with water (30) [1/5"]
- g - **Arms of Water:** Stretching 7", x4 Non-Combat Stretch, 0 END (30) [0]

Atlantean Racial Powers:

Life Support: Breathe underwater, Safe

Environments: High Pressure/Vacuum,

Extreme Heat and Cold, Immune to Aging (14)

Swimming: +18" (20" total), x8 NCM (28) [1/5"]

UV Vision (5)

Passive Sonar: Spatial Awareness, Only in water (20)

Underwater Movement (3)

Background Skills:

AK: Atlantic Ocean 13- (3)

Atlantean: native (0)

English: native accent (4)

High Society 14- (3)

Oratory 14- (3)

Persuasion 14- (3)

Seduction 14- (3)

Stealth 14- (3)

Tactics 13-

Total Powers & Skills Cost: 330

Total Character Cost: 517

Disadvantages: 100+

Dependence:

Dependence on water, 2d6 per hour (5)

Distinctive Features:

Gills And Webbed Fingers, easily concealable, major reaction (10)

Hunted by:

Sea Guard, less powerful, 11- (10)

UNTIL, more powerful, 11- (20)

the Coast Guard, more powerful, 11- (20)

Psychological Limitation:

Seeks Vengeance On Atlantis (common, strong) (15)

Hatred Of Royal Family (common, strong) (15)

Psychopathic (common, strong) (15)

Reputation:

Dangerous Sea Villain, 11- (15)

Vulnerability:

1½x STUN From Electricity (10)

1½x BODY From Electricity (10)

Villain Bonus (272)

Total Disadvantage Points: 517



Ashlook The Barbarian

Background: The mammoth war hammer caved in the challenger's skull with a sickening thud. Ashlook raised his massive arms in triumph and howled his fearsome war cry as his opponent's body was quickly pulled away to feed the sharks. The tribe danced and drank, celebrating the defeat of a challenger to Ashlook's rule.

"Bring a woman to my cave so that I may grace her with my favor!" Ashlook ordered. With that, he turned and entered his cave.

Ashlook grabbed a bottle of kelp wine and was just about to drink when he heard a soft voice from the entrance of the cave.

"So," she said, "this is the mighty Ashlook. I must say that I'm surprised that such a muscle bound barbarian could be such a clever warrior."

Ashlook turned to face the brazen woman; anger in his eyes.

"You presume much to speak to me in this way woman! However, you are very comely. I will forgive your presumptions if you please me."

The woman sneered with contempt.

"Your manly charms hold no interest for me," she said as she gestured towards him.

A powerful bolt of water lashed out sending Ashlook slamming into the back wall of the cave and pinning him there.

"I am Koriel, and I want to know if you will help me, or shall I kill you?"

Pinned helplessly against the wall, Ashlook saw no other alternative than to agree.

"What is it that you want from me sorceress?" he asked.

"I need you and your tribes in my plans to overthrow the surface queen. I will transform you into a being of fantastic power and together we will bring down the towers of the palace around their surface ears and then rally the people to destroy the Landers world! Will you help me, or shall I destroy you?"

The thought of pillaging the city of the pompous ruler excited his limited imagination, and the prospect of gaining unimaginable power was definitely to his liking.

"I bow to your wisdom, Elemental Sorceress."

Personality: Ashlook is the barbarian's barbarian. He lives for fighting, wenching, fighting, looting, fighting, looting, and fighting. While the transformation that gave him his fantastic strength has also made him loyal to Koriel, his skills in raiding and warfare that made him the terror of Atlantis have not diminished. His leadership has made his tribe the most successful barbarian horde in recent memory. Even without Koriel's intervention, he would still be a major threat to the security of the city, but now he and Koriel are a force to be reckoned with.

In combat, Ashlook is never content to lead from the rear. He intentionally seeks out the toughest enemy opponent and/or leader to best in single combat just to prove his right of leadership over the tribe. His hatred of the city dwellers has driven him to raid and conquer more and more of their territory keeping the city's army very busy.

Quote: "You fight like a woman! I will show you how a man of my tribe fights."

Powers/Tactics: Ashlook possessed tremendous strength before Koriel's spells enhanced them to their current level. He delights in the destruction his super strength allows him to commit, and enjoys destroying enemies with a single blow of his mighty war hammer. He has the standard Atlantean ability to see in the dark, but is also able to see heat traces left by his foes. His skin has been toughened to repel most killing attacks, but Koriel's spell has left him vulnerable to magical attacks.

In combat, Ashlook will use most of his levels in offense counting on his toughness to protect him from most damage. However, if his opponent has the ability to hurt him too badly, he will then shift his skill levels to defense to live to fight another day. Koriel has also given him the ability to speak English and a mental shield.

Appearance: Ashlook stands 7'1" tall and weighs about 350 lbs. He has green eyes and no body hair. His skin has been changed to blue by Koriel's transformation, making him distinctive among both Atlanteans and barbarians. He wears no armor except a bronze helmet in the shape of a shark's head. In battle he usually wears a kilt-like garment decorated with tribal symbols and gold ornaments and nothing else.

Ashlook The Barbarian

Val	CHA	Cost	Roll	Notes
80	STR	70	25-	1600 ton; 16d6 [4]
18	DEX	24	13-	OCV: 6/DCV: 6
35	CON	50	16-	
16	BODY	12	12-	
13	INT	3	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
25	PRE	15	14-	PRE Attack 5d6
10	COM	0	11-	
30	PD	14		Total: 30 PD/15 rPD
22	ED	15		Total: 22 ED/15 rED
4	SPD	12		Phases: 3, 6, 9, 12
23	REC	0		
70	END	0		
74	STUN	0		

Total Characteristics Cost: 231

Movement: Running: 6"/12"
Swimming: 12"/24"



Powers & Skills

Combat Training:

WF: Common Melee Weapons (2)
Combat Skill Levels: +4 Levels w/ Hand-to-Hand
Combat (20)
Combat Skill Levels: +2 Levels w/ all Combat (16)
20 +4 Levels With HTH Combat
16 +2 Levels With Combat

War Hammer: Hand Attack +5d6 (20d6 total),
OAF (7) [1+]

Barbarian Abilities:

Tough Skin: Damage Resistance: 15 PD/15 ED
(15)

Tireless in Battle: ½ END Cost on STR (20) [4]

Focused Mind: Mental Defense (9 pts.) (5)

Life Support: Breathe underwater, Safe
Environments: High Pressure/Vacuum,
Extreme Heat and Cold (11)

Swimming: +10" (12" total)(10) [1/5"]

UV Vision (5)

IR Vision (5)

Underwater Movement (3)

Background Skills:

AK: Atlantis and Surrounding Area 12- (3)

Atlantean: native (0)

English: fluent with accent (3)

KS: Ocean Warfare 12- (3)

Sea People War Language: native accent (3)

Survival 11- (3)

Tactic, 12- (3)

Total Powers & Skills Cost: 137

Total Character Cost: 368

Disadvantages: 100+

Dependence:

Dependence on water, 2d6 per hour (5)

Vulnerability:

2x STUN From Magic Attacks (20)

Psychological Limitation:

Loyal To Koriel (common, strong) (15)

Overconfident (common, strong) (15)

Seeks To Conquer (common) (10)

Distinctive Features:

Blue Barbarian, concealable w/effort (15)

Villain Bonus (185)

Total Disadvantage Points: 368



Typical Barbarian

20 STR	15 DEX	18 CON	13 BODY	10 INT
12 EGO	13 PRE	10 COM	8 PD	4 ED
3 SPD	8 REC	36 END	32 STUN	

Powers and Skills: 20 Points For Weapons; Life Support, can breathe underwater, immune to pressure and cold; +10" Swimming (12" total); UV Vision, Underwater Movement; Riding 12-; Stealth 12-; Survival 11-; Tracking 11-; Tactics 11-; Concealment 11-; Animal Handler 11-; KS: Clan Laws 11-; Language: Sea People War Language, fluent with accent; 1 Level with all combat; 1 Level with hand-to-hand combat.

Disadvantages: 2x STUN From Dry Heat Attacks; Loyal To Clan; Loves Battle; Dependence On Water 2d6 Every Hour; Distinctive Features (Clan Markings); Distinctive Features (Pale, Gills, Webbed Fingers And Toes); Reputation 8-

Background: The Sea People are a tough race. Living in the wilderness of the oceans, they have learned to use what the ocean provides and take whatever else they need. They are expert warriors and hunters and are a fearsome sight to Atlantean farmers. The Sea People society is patriarchal, with women delegated to tasks such as child rearing, food preparation, and entertainment. Men may have as many wives as they can afford to feed. Male children are quickly taught to defend the clan and provide for the family. Female children are often promised to other families, or even clans, to gain an alliance or other favor.



Motivations: The driving force behind each barbarian is the clan. Each man promises to die in defense of his clan and to kill any who threaten it. All other activities revolve around providing for the family. The Sea People men will stop at nothing to get what they feel they need.

Powers/Tactics: Each male barbarian is trained in the arts of hunting and combat from the time they can first move around on their own. They are also taught to fight with a war shark.

The Sea People will use the terrain to their advantage and will never attack a target unless there is a reasonable chance for victory. In combat, they are fierce and will fight to the death if need be. They rarely retreat unless there is nothing to be gained by staying and fighting. The Sea People use swords, pole arms, nets and other simple weapons. Many have taken to using war hammers, like the great Ashlook.

Appearance: The Sea People's physical appearance parallels the life they lead. They are more muscular than the Atlanteans and generally have more body and facial hair. Hair and eye color are similar to the Atlanteans. The Sea People also have gills, pale skin, webbed fingers and toes. Warriors will paint clan symbols of power on their skin prior to going into battle. Sea People clothing is usually kept simple, usually a kilt like garment or even briefs for men and wraparound dresses for women. Most Sea People wear some type of jewelry, either bracers, necklaces or earrings but little else ornamental.

Typical Siren

Background: The Sirens are descended from a group of sorceresses that came to the island of Cerilon about the time that Atlantis was being settled. Where they originally came from has been lost to history, but it is known that they were seeking the freedom to practice their arts away from the fearful eyes of those that did not understand. The original sorceresses specialized their studies on the magic of sound. Their practicing could be heard over the ocean waves and the hapless sailors that heard the sounds were often drawn to the source by their own curiosity. Most of them smashed their ships on the treacherous reefs surrounding the island. Those that survived and lived to return told tales of beautiful women who lured them to the island and tried to seduce and murder them. Eventually stories changed, and the Sirens became strange creatures that were half women and half bird.

The Sirens would make frequent trips to the mainland to find other women adept at the magic of sound and bring them back to the island to develop their talent. Hundreds of years went by when they discovered a way to become that which they studied. They could transform themselves into beings of coherent sound energy. With this they hoped to achieve a better understanding of the nature of their magic.

After a thousand years, they found that something was missing. They could not achieve total comprehension of sonic magic. The Sirens decided to return to their physical forms and begin again. That was 150 years ago, and still they search for understanding.

Motivation: The Sirens are dedicated to nothing but their own mystical studies. They desire no contact with the outside world and wish to be left alone. Unfortunately, with the fulfillment of the ancient prophecy concerning the Queen of Atlantis, they have been forced to become involved in the affairs of the Atlanteans and even the surface world. They still allow no visitors to their island, except the Queen, and still search for "what was missing".

Powers/Tactics: The Sirens are experts in the use of mystical sound energies. This energy can take many forms from energy blasts to precognition.

They will seek to end combat quickly. Their first attacks will be designed to drive off their attackers, their next attacks will become more powerful until they are forced to kill their target.

Appearance: The Sirens appear to be beautiful women of many races. They are always dressed in white diaphanous robes that dance about them on the sonic aura that surrounds them. The sonic aura sounds like pleasant music with no discernible source and traveling up and down the musical scale. Their voices are musical and contain a slight echo.

Siren

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	100 kg; 2d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
25	CON	30	14-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
13	PRE	3	12-	PRE Attack 3d6
22	COM	6	14-	
2	PD	0		Total: 15 PD/ 13 rPD
5	ED	0		Total: 18 ED/13 rED
3	SPD	5		Phases: 4, 8, 12
7	REC	0		
50	END	0		
28	STUN	0		

Total Characteristics Cost: 74

Movement: Running: 6"/12" Swimming: 2"/4"
Teleport: 10"/160"



Powers & Skills

Sirens Powers:

- Sonic Elemental Control (20)
a - **Siren's Scream:** EB 8d6, Stun Only (20) [4]
b - **Siren's Torment:** EB 4d6 NND [Hard ear covering, Sonic Defense] (20) [4]
c - **One with Sound:** Desolidification [affected by sonics] (20) [4]
d - **Wall of Sound:** Force Wall 8 PD, 8 ED over 8 Hexsides (20) [4]
e - **Spirit of Sound** Teleport 10", x16 increased ranged (20) [1/5"]
f - **Siren's Aura:** Force Field +13 PD, +13 ED, 0 END, Act. 14- (13) [0]

Passive Sonar: Spatial Awareness (defined as hearing), Concentrate (½ DCV), not in vacuum, 360 degree Sensing with hearing group, not in vacuum (25)

Ultrasonic Hearing (3)

Discriminatory Hearing (5)

Telescopic Hearing: +6 Range Mod with Hearing Group (9)

Enhanced Hearing: +3 Hearing PER Rolls (6)

Life Support: Full Life Support (30)

Swimming: +12" (14" total), x4 NCM (17) [1/5"]

Siren Skills

- High Society 12- (3)
KS: Magic Spells 12- (3)
Mimicry 11- (3)
Perfect Pitch (3)
Stealth 12- (3)

Total Powers & Skills Cost: 226

Total Character Cost: 300



Disadvantages: 100+

Dependence:

on Sound Or 1D6 Per Turn (10)

Distinctive Features:

- Sonic Aura (Pleasant Sounds), Not Concealable, Minor Reaction (15)
Mystic Aura, Concealable, Minor Reaction (10)

Psychological Limitation:

- Devoted To Queen (common, total) (20)
Driven To Study Magic (common, strong) (15)
Seeks Solitude (common, strong) (15)

Reputation:

- Seducers And Killers Of Men, 11- (15)
Mythical Beings, 8- (10)

Susceptibility:

2D6 Per Phase From Counter Sonics (20)

Vulnerability:

2x STUN From Counter Sonics (10)

Watched by:

Atlanteans, as powerful, NCI, 11- (10)

Bonus (50)

Total Disadvantage Points: 300

Lobster Men

Background: Little is known about the origins of the so-called Lobster Men. Their real name is known but is unpronounceable by human tongues. It consists of a series of clicks and whistles made by the Lobster Men's claws. Early Atlantean explorers came upon them near the mountains across the abyss. When they tried to make contact with them they were fiercely attacked and many of the Atlanteans were killed. The surviving Atlanteans escaped but were not pursued. Since that time, both the Atlanteans and the Sea People have learned to stay clear of that area. What little that is known about them has been learned at the cost of many lives.

Motivations: The Lobster Men live only to serve their living goddess who gives them life. Their goddess is a Giant Lobster (see Bestiary) that lives in a series of caves in the mountains that the Lobster Men defend. There is some biological link between the two, but so far it is unclear exactly what it is.

Their society is very primitive and communication between them and any other races has been impossible so far. They usually attack interlopers on sight, but rarely venture outside of their own territory.



Powers/Tactics: The Lobster Men's bodies provide natural armor and their claws prove effective weapons in hand to hand combat. The Lobster Men are also able to fashion primitive weapons which they use with astonishing efficiency. They usually favor pole arms and shields presumably made from the bodies of fallen comrades. Their "eye stalks" allow them to see completely around themselves and they are able to hear in the ultrasonic range so they are nearly impossible to surprise.

In combat, they have no apparent tactics except to drive off or kill their target. Once the target has moved out of the Lobster Men's territory they will cease attacking. There have been cases of the Lobster Men taking captives, but they are never seen again. It is feared that they are sacrificed to their living goddess.

Appearance: Lobster Men appear to be man sized lobsters with some humanoid features. Their back legs are larger than their others allowing them to stand erect. They have two large front claws and four other "legs" that they are able to grasp and manipulate objects with. They are a grayish green in color. Their shields are always red.



Lobster Men

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	800 kg; 5d6 [2]
13	DEX	9	12-	OCV: 4/DCV: 4
20	CON	20	13-	
10	BODY	0	11-	
5	INT	-5	10-	PER Roll 10-
8	EGO	-4	11-	ECV: 3
15	PRE	5	12-	PRE Attack 3d6
2	COM	-4	9-	
5	PD	0		Total: 13 PD/8 rPD
4	ED	0		Total: 12 ED/8 r ED
3	SPD	7		Phases: 4, 8, 12
9	REC	0		
40	END	0		
33	STUN	0		

Total Characteristics Cost: 43

Movement: Running: 6"/12" Swimming: 5"/20"

Powers & Skills

Combat Training:

Combat Skills Level: 2 Levels w/ Hand Weapons (6)

Assorted Weapons (20)

Lobster Men Racial Abilities:

Claw Strike: Hand Attack +3d6 (8d6 total) (9) [1+]

Shell: Armor +8 PD, +8 ED (24)

Life Support: Breathe Underwater, Safe

Environments: Extreme Pressure/Vacuum,
Extreme Heat/Cold (11)

Swimming: +3" (5" total), x4 NCM (8) [1/5"]

Underwater Movement (3)

Extra Limbs: 4 (5)

Ultrasonic Hearing (3)

UV Vision (5)

360 Degree Sense: Sight Group (10)

Survival 11- (3)

Total Powers & Skills Cost: 107

Total Character Cost: 150

Disadvantages: 75+

Distinctive Features:

Lobster Man, Not Concealable, Extreme
Reaction (25)

Physical Limitation:

No Fine Manipulation (frequently, greatly) (15)

Psychological Limitation:

Protective Of Giant Lobster (common, total) (20)

Vulnerability

1½x STUN From Heat Attacks (10)

Watched by:

Atlanteans, as powerful, 8- (5)

Total Disadvantage Points: 150



Other Characters



The Sea Lords

Membership: Lethal Eel, Starfish, Mako, Stingray. The Sea Lords will only recruit those who have similar beliefs in protecting the ocean from those that would destroy it.

Origin: After Dr. Lester Lee and his brother Alex were nearly killed by an explosion caused by Axion Oil, they discovered that they had developed mysterious powers. Using their new abilities, and calling themselves Lethal Eel and Starfish, they began attacking Axion's oil rigs and other facilities. Their revenge on one company was not enough. There were too many other companies and individuals that were despoiling the oceans who needed to be taught the error of their ways. It was during one of these "lessons" that UNTIL was waiting. The two brothers dove into the water to escape the trap, but the UNTIL agents were ready for them. A group of underwater agents dove in after them. When they saw the two villains with another creature, the agents assumed they were all in it together and fired at all of them. The other creature, who would later be called Mako, tore into the agents leaving not one alive. Lethal Eel recognized Mako's condition as the result of genetic experimentation and offered to help him in return for his help in their cause. Mako agreed.

Stingray joined the group, now calling themselves the Sea Lords, when Starfish found him wounded, drifting in the ocean. Starfish brought Stingray back to the Sea Lords' base where Lethal Eel operated and saved his life. Stingray pledged his life and abilities to the Sea Lords in gratitude for saving him.

Goals: The Sea Lords, or at least Lethal Eel, see themselves as defenders and avengers of the oceans. They seek the utter destruction of those who pollute or otherwise harm the ocean environment. They will occasionally work with others who have similar goals or will aid them with theirs.

Tactics: The Sea Lords employ hit and run tactics against their targets. They will usually send Stingray in to reconnoiter and find any information they might find useful. Once they have this information, Lethal Eel will carefully plan their attack. Mako usually stays outside of the fight as backup or to aid in their escape. Stingray will attempt to weaken any strong characters so Starfish can take them out with his powers or strength. Once Mako is brought into the fray, the rest of the Sea Lords will back away and let him go. If he ever gets captured, they will rescue him, but usually after he has recovered from being berserk.

Group Relations: The Sea Lords are united by tragedy and betrayal, and see themselves as brothers. They all respect Lethal Eel who treats them fairly and will never desert a team member for long. Stingray fears Mako, but Mako keeps his distance, which is fine with Stingray. Starfish likes everyone, even the nice shark.

Reputation: The Sea Lords have a reputation as a lightning fast eco-terrorist group with the means to back up their threats. There are those extreme eco groups that support the actions of the Sea Lords and have provided them with aid when asked.

Scenario Use: The Sea Lords have a grudge against Axion oil and seek its utter destruction. They will also go after other polluting targets with equal zeal. They will occasionally work with other villains and groups as long as the plan is to the Sea Lords benefit. It is possible that the Sea Lords will go after other supervillains who plan to create a catastrophic eco-disaster.





Lethal Eel

Background: From The Journal Of Dr. Lester Lee
Oct. 18, 1994

With the completion of my initial experiments, I now fully expect to find the missing link of DNA necessary to give air breathing mammals the ability to breathe freely in either an underwater or air environment. Eventually, it may even be able to give humans the ability to live underwater as easily as they have lived on the land.

Personal Note: The chemicals I have analyzed from the sample sent to me by my brother Alex prove that Axion Oil has been dumping toxic waste into the ocean. He's meeting me tomorrow so that we can plan what to do next.

Oct. 19, 1994

After working feverishly through the night, I succeeded in isolating the DNA strand in fish that could allow air breathers to breathe water. I was working with the DNA of an electrical eel when I stumbled upon it. I can't wait to tell Alex when he gets here.

Oct. 23, 1994

They thought that they had killed me and Alex, but they were clumsy. They hid their bomb under a heavy piece of equipment that protected us from the brunt of the blast, but they couldn't hide the fact that they were from Axion Oil. They tried to kill us to keep us from telling the world about their toxic dumping, but they only made their problem worse. The explosion changed us, mutated us, giving us the powers to take down those murdering profiteers and any other despoilers of our precious oceans. No longer can they hide behind their facades of "respectability". I will find them no matter where they are and I will destroy them. They will come to no fear at the mention of the name of the Lethal Eel.

Personality/Motivation: Lethal Eel was a brilliant marine biologist and geneticist. Now he's a brilliant fanatic with the power to back up his beliefs. He sees himself as the avenger of the oceans, destroying boats and facilities belonging to those companies polluting the ocean. Unfortunately, he is so blinded by his hatred and his beliefs he often causes more damage to the environment than his targets. In those situations he still blames the "polluter" rather than himself. He sees things in a black or white fashion. To him you're either part of the solution or part of the problem, and he has ways of dealing with problems. He is also extremely protective of his brother who he feels he has to look after now because of the damage to his brain caused by the explosion. Whenever he thinks about that incident, it fuels his hatred for Axion Oil even more and bolsters his determination to wipe them and others like them from the surface of the ocean.

Lethal Eel continues his research into marine biology, studying the effects of pollution its source to eliminate what he terms the "assassins of the seas". Little compassion is given to those in their employ, whether they are guilty of anything or not. Lethal Eel will nearly always resort to killing in situations regarding polluters, otherwise he will respect life and try to avoid the use of killing force.

Quote: "Fear the avenging touch of the Lethal Eel!"
(Usually signed to notes at sites of attacks.)

Powers/Tactics: The explosion in the lab somehow spliced the DNA of the electric eel into Lester Lee's DNA and gave him the ability to generate powerful blasts of electricity. Lester can control this electricity to create discharges ranging from mild stings to lethal bolts of energy. His body also generates an electrical field around him to shock attackers. He cannot, however, turn it off. The eel's DNA also gave Lester the ability to breathe underwater, see in the darkness of the depths and swim at incredible speeds. His dexterity has also been enhanced to fantastic levels allowing him to wriggle in and out of most tight spots. He is very knowledgeable about marine biology and genetics and has received many awards in both fields.

In combat, Lethal Eel will either use his energy blast or his killing attack depending on his intended target. If he believes his victim is involved with polluters, such as Axion Oil, he will try to kill them. If not, he will only use as much force as is necessary to overcome his enemies. If he is pushed too far, he could resort to killing force. His knowledge of tactics will let him know if he is in too deep and he will use his incredible swimming speed to escape.

Appearance: Dr. Lester Lee is an Amer-Asian man in his late thirties. He has black hair, brown eyes, stands 5'10" tall and weighs 185 lbs. As Lethal Eel he wears a black full body costume yellow electrical bolts highlighting his arms, legs and chest. Wrapped around the bolts on his chest is a symbol of an eel. His black mask covers all his face except his mouth. His eyes are covered by goggles.



Lethal Eel

Val	CHA	Cost	Roll	Notes
40	STR	30	17-	6400 kg; 8d6 [4]
33	DEX	69	16-	OCV: 11/DCV: 11
25	CON	30	14-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack 4d6
14	COM	2	12-	
15	PD	7		Total: 15 PD
20	ED	15		Total: 20 ED
7	SPD	27		Phases: 2, 4, 6, 7, 9, 11,
12				
13	REC	0		
50	END	0		
43	STUN	0		

Total Characteristics Cost: 208

Movement: Running: 6"/12"
Swimming: 12"/24"

Powers & Skills:

Combat Training:

Combat Skill Levels: +3 Levels w/ EC (9)
Combat Skill Levels: +2 Levels w/ all Combat (16)

Electric Eel Powers:

Electric Eel Elemental Control (37)

- a - **Electrical Blast:** EB 13d6, ½ END (44) [4]
- b - **Lightning Blast:** RKA 4d6, ½ END (38) [3]
- c - **Electric Eel Aura:** RKA 3d6, Damage Sh., 0 END, Persistent, Always On (50) [0]

Swimming: +10" (12" total) (10) [1/5"]

Life Support: Breathe Underwater, Safe
Environments: Extreme Pressure/Vacuum,
Extreme Heat/Cold (11)

UV Vision (5)

Slippery Like An Eel: +55 STR, Only for
breaking out of Grabs (27) [+5]

Background Skills:

Contortionist 16- (3)
Double Jointed (3)
Paramedic 13- (3)
SC: Genetics 13- (3)
SC: Marine Biology 14- (4)
Tactics 11- (3)

Total Powers & Skills Cost: 269

Total Character Cost: 477

Disadvantages: 100+

Enraged when:

Brother hurt 14- Recover 11- (13)

Hunted by:

UNTIL, more powerful, NCI, 11- (25)
the Coast Guard, more powerful, NCI, 11- (25)

Psychological Limitation:

Hatred Of Axion Oil (common, strong) (15)
Protective Of Brother (common, strong) (15)
Seeks Vengeance For Damage To Oceans
(common, strong) (15)

Reputation:

Violent defender of the seas, 11- (15)

Secret Identity: Lester Lee (15)

Unluck: 2d6 (10)

Vulnerability:

2x STUN From Heat Attacks (20)

Villain Bonus (209)

Total Disadvantage Points: 477

Starfish

Background: Dr. Alex Lee was a crusading environmentalist trying to prove that Axion Oil had been illegally dumping millions of gallons of toxic waste into the ocean. Just by chance, he managed to get a sample of the waste and sent his results to his brother, Lester, for analysis. What he hadn't realized was the lengths Axion Oil would go to cover up its illegal dumping operations. On the day he went to visit Lester and learn the results of his analysis, he learned the hard way.

The explosion threw him fifty feet from the lab, slamming him hard into a chemical container and dousing him with chemicals. He lay in a coma for four days before regaining consciousness; but he wasn't the same. He had suffered brain damage. He also had tremendous strength and the ability to fire incredibly powerful bolts of cosmic energy. With his brother, he escaped from the hospital and helped him on his quest for revenge on Axion Oil and other companies like it. He doesn't fully understand what they are doing or why, but goes along with it just to be near his brother and to fight to save the fishies.

Personality/Motivation: Starfish is a child in a man's body; a powerful man's body. The explosion that gave him and his brother their powers also robbed Alex of his considerable intelligence. He worships his brother Lester and will do anything he asks of him. Like Lester, Alex harbors a deep hatred of polluters in general and Axion Oil in particular for hurting the animals of the sea. He chose his own codename because he thinks starfish are "neat".

Quote: "You hurt the nice dolphins, now I'm gonna hurt you!"

Powers/Tactics: The lab explosion gave Alex the ability to breathe underwater just like his brother and activated his mutant abilities as well. Alex became incredibly strong and resistant to damage and also developed the ability to project powerful bolts of energy strong enough to kill. He can also protect himself with a force field.

Alex loves to fight. When in combat he will raise his Force Field and wade directly into hand to hand combat. He usually uses his Energy Blasts for inanimate objects such as oil rigs and fishing boats but he will use his blasts on targets that seem resistant to his fists.

Appearance: Alex Lee is a large Amer-Asian man standing 6'8" tall and weighing 300 lbs. The accident that gave him his powers also caused him to grow much larger than his brother. He has short cropped black hair and brown eyes. As Starfish he wears a yellow and blue full body suit. His gloves and boots are blue and his headgear does not cover his face. His belt is black and he has a large starfish symbol on his chest.





Starfish

Val	CHA	Cost	Roll	Notes
55	STR	45	20-	50 ton; 11d6 [5]
18	DEX	24	13-	OCV: 6/DCV: 6
25	CON	30	14-	
12	BODY	4	11-	
8	INT	-2	11-	PER Roll 11-
15	EGO	10	12-	ECV: 5
18	PRE	8	13-	PRE Attack 4d6
10	COM	0	11-	
21	PD	10		Total: 41 PD/20 rPD
21	ED	16		Total: 41 ED/21 rED
4	SPD	12		Phases: 3, 6, 9, 12
16	REC	0		
50	END	0		
53	STUN	0		

Total Characteristics Cost: 157

Movement: Running: 6"/12" Swimming: 22"/44"

Powers & Skills:

Combat Training:

Combat Skill Levels: +2 Levels w/ all Combat (16)

Cosmic Powers:

Cosmic Power Multipower: (70 pt pool) (70)

u - **Star Fire:** EB 14d6 (70/7) [7]

u - **Star Field:** Force Field +20 PD/+20 ED, 0
END (60/6) [0]

u - **Star Shower:** RKA 4d6, 3x END Cost (60/3)
[18]

Swimming: +20" (22" total) (20) [1/5"]

Life Support: Breathe Underwater, Safe

Environments: Extreme Pressure/Vacuum,
Extreme Heat/Cold (11)

UV Vision (5)

Ultrasonic Hearing (3)

Underwater Movement (3)

Total Powers & Skills Cost: 144

Total Character Cost: 301

Disadvantages: 100+

Berserk when:

Attacked with fire 14- Recover 11- (25)

Enraged when:

Brother hurt 14- Recover 8- (15)

Hunted by:

UNTIL, more powerful, NCI, 11- (25)
the Coast Guard, more powerful, NCI, 8- (20)

Physical Limitation:

Must "Star Bathe" Once Per Day Or Lose Powers
(10)

Psychological Limitation:

Protective of Brother (common, strong) (15)
Likes To Fight (common, strong) (15)

Reputation:

Powerful Fighter/Defender Of The Seas, 11- (15)

Secret Identity:

Alex Lee (15)

Vulnerability:

1½x STUN from Heat Attacks (10)

Villain Bonus (36)

Total Disadvantage Points: 301



Mako

Background: Matt Brody did not take the news that he was dying very well. He had grown up on the mean streets of Atlantic City able to take care of himself in any situation. He was a fighter, and to die of cancer seemed too cruel a joke to him. He had to find a way to lick it, no matter what the cost. His search took him far and wide. He'd make his way by pulling armed robberies and working for various gangs. It was while working for one of these gangs in Miami that he heard a rumor that a VIPER base nearby was doing some kind of strange medical research and was looking for guys to help. Matt figured he didn't have anything to lose by finding out more about it, so he hooked up with a couple of other thugs and signed on as VIPER agents.

The pay was good and the pickings were sweet, but that wasn't what he had signed on for. With a little bit of checking he found out that the VIPER scientists were working with Mako sharks and trying to find out why they didn't get cancer. This caught Matt's attention immediately, as it should have, since the nest leader himself had planted the rumor. Matt volunteered for anything the scientists wanted to throw at him as long as there was a chance to cure the cancer.

Matt went through exhaustive batteries of tests and preparations. Finally, the chief scientist informed him that they were ready to try an experimental treatment to see if they could cure his disease. Matt was elated. He couldn't wait; neither could the Nest Leader, who was anxious to see the results of the treatment. The treatment included modified mutagenetic DNA from a mako shark. The Nest Leader had been warned that the results could not be predicted. The Nest Leader didn't care; if they had a cure for cancer then they could sell it to the world for the highest bidder, if not, then there were plenty more where Matt came from.

Matt was immersed in a large tank filled with liquid and hooked up to an oxygen mask. The scientists injected the serum and sat back to see what would happen. Matt's pain was excruciating. His whole body felt as if it were on fire and eventually he passed out.

When he woke up he was still immersed in a tank, but he no longer had the oxygen mask. He panicked when he realized that he was actually breathing water! But that wasn't tall; his skin was now a grayish color and his mouth was full of sharp teeth. When the scientists showed him a mirror he was horrified. He was starting to grow a tail and fin on his back. He tried to smash his way out of his tank, but the glass was too thick. The scientists smiled and told him the experiment was a success, the cancer had been cured! They assured him that they were working on trying to find a way to reverse the side effects of the serum and that he should be patient. But as the days went on, and he changed more and more, he found that he was losing his memory of who he was. That made him angry. Finally the transformation stopped. He had been changed into a man-shark, possibly more shark than man. When the scientists

showed the results of their work to the Nest Leader, he ordered them to stop trying to find a way to reverse the change and leave Matt the way he was. In this form he would be very useful to VIPER. This enraged the thing that used to be Matt Brody. He smashed his way out of the tank and killed the Nest Leader and three scientists before VIPER guards could arrive. He managed to escape the base and flee to the open ocean.

He wandered the oceans for weeks, following a dim spark of instinct. One day he was near an oil platform when two costumed figures dived into the water near him. They were followed shortly by several other men wearing SCUBA gear and carrying weapons. The costumed men were Lethal Eel and Starfish and they were being chased by UNTIL agents. The UNTIL agents mistakenly thought that Matt was with the other two costumed criminals and attacked. It proved to be their last mistake. Matt tore into the agents and killed them all. Lethal Eel immediately recognized Matt as a victim of some type of genetic engineering and offered to help him if he could help them in their quest to defend the ocean. Matt barely understood Lethal Eel, but was convinced by Starfish to come with them. He has remained a member of the Sea Lords since then and has been given the code name Mako.

Personality: Mako is driven by the animal side of his personality to hunt, stalk, and kill his prey. He hardly speaks, since most of his identity has been submerged beneath the personality of the shark. He has a fondness for Starfish and can usually be found in his company.

Quote: "Mako like kill!"

Powers/Tactics: In addition to enhanced physical abilities, Mako has most of the skills and attacks of a Mako shark. He is quick, agile, and skillful in combat. His teeth are razor sharp and his jaws have a tremendous bite power. He can also use his tail as a weapon if needed.

In combat he will stalk his target before moving in for the attack. Once he has drawn blood he will usually go into a feeding frenzy and attack anything that moves near him. It is very difficult get him back from this berserk state. The other Sea Lords have learned to steer clear of him until he has come back to his senses.

Appearance: Mako is a large humanoid shark with gray skin and a white underbelly. He stands 6'4" tall and weighs 310 lbs. His eyes are pitch black, like bottomless pits, with no iris. His hands have only three thick digits that were once fingers and he has a fin on his back and a shark's tail. His wide mouth is full of sharp, white shark's teeth. He wears a pair of black swim trunks with a "SL" labeled on both legs.





Mako

Val	CHA	Cost	Roll	Notes
35	STR	25	16-	3200 kg; 7d6 [3]
30	DEX	60	15-	OCV: 10/DCV: 10
28	CON	36	15-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 14-
9	EGO	-2	11-	ECV: 3
28	PRE	18	15-	PRE Attack 6d6
2	COM	-4	9-	
15	PD	8		Total: 15 PD/ 8 rPD
10	ED	4		Total: 10 ED/ 5 rED
7	SPD	30		Phases: 2, 4, 6, 7, 9, 11,
12				
13	REC	0		
56	END	0		
45	STUN	0		

Total Characteristics Cost: 179

Movement: Running: 6"/12"
Swimming: 17"/272"

Powers & Skills

Man-Shark Abilities:

Bite: HKA 1½d6 (3d6+1 w/ STR), 0 END (37) [0+]

Tail Swipe: Hand Attack +3d6 (10d6 total) (9) [1+]

Shark Hide: Damage Resistance 8 PD, 5 ED (7)

Swimming: +15" (17" total), x16 NCM (30) [1/5"]

Tracking Scent (10)

UV Vision (5)

Enhanced Perceptions: +3 PER Rolls (9)

Life Support: Breathe Underwater, Safe Environments: Extreme Pressure/Vacuum, Extreme Heat/Cold, Immune to Disease (14)

Tail: Extra Tail (5)

Underwater Movement (3)

Background Skills:

Stealth 15- (3)

Tracking 14- (9)

Concealment 12- (5)

Shadowing 11- (3)

Total Powers & Skills Cost: 154

Total Character Cost: 333

Disadvantages: 100+

Berserk when:

He smells blood 14- Recover 8- (30)

Dependence:

On being in salt water, 2D6 Per Turn (15)

Distinctive Features:

Shark-like Appearance, Not Concealable, Extreme Reaction (25)

Hunted by:

the Coast Guard, more powerful, NCI, 8- (20)

VIPER, more powerful, NCI, 8- (20)

Physical Limitation:

No Fine Manipulation (frequently, slightly) (10)

Psychological Limitation:

Loves To Kill (common, total) (20)

Public Identity (10)

Villain Bonus (83)

Total Disadvantage Points: 333



Stingray

Background: Raymond Starking discovered his mutant powers while playing water polo as a teenager. He accidentally slammed into an opposing player and nearly killed him. Fearing what he was becoming, and what might happen to him because of that incident, he ran away from home. He eventually made his way across country to Hudson City, where he ended up running with a street gang just to get money to live. On several occasions he ended up using his powers to get away from the police or defend himself in a fight. This ability drew the attention of Ananais Topps, who was always on the lookout for talent. Topps had Mr. Right and Mr. Left bring Ray to his office where he made him a very attractive offer. Work for him or die. Ray took the wiser course of action.

Topps had Ray trained in the use of his abilities and in some other useful skills. Ray would be sent on missions to procure items that Topps was interested in. On one mission, Ray was directed to steal the research prototype of a set of artificial gills. He brought them back to Topps who located a buyer for them. However, the buyer wanted proof that they worked. Topps had Ray taken to a research surgeon under Topps' employ and had the gills implanted into Ray's throat. After the surgery, Ray was taken to the ocean and thrown in while Topps and the mysterious buyer watched. Fortunately for Ray, the gills worked. However, now there was another problem. Since the gills were the prototype, the buyer needed them to figure out how to duplicate them. And since they were implanted in Ray...

Topps shrugged and ordered Mr. Left and Mr. Right to "Retrieve the merchandise. I don't care how." The two thugs smiled and pulled out their guns and fired. The first slug hit Ray and went through him. Obviously Topps' thugs used AP rounds. With what strength he could muster, Ray dove below the water and swam out to sea. But the effort became too much for him. He lost consciousness and began to sink.

He woke up staring at the face of Starfish leaning over him. He was too weak to show the reaction he felt. Lethal Eel told him that they had found him half dead near their base and brought him to it and removed the bullet. He would live.

Ray was grateful and offered to join the Sea Lords to pay them back for saving his life. The Sea Lords accepted Ray into their ranks and gave him the code name Stingray.

Personality: Ray is still the streetwise cocky kid he once was, but now feels he has a purpose to his life. He has come to enjoy using his powers and sometimes gets in over his head thinking he can take on nearly anyone. He is completely loyal to the Sea Lords, especially to Lethal Eel, and would never betray them. He might even go so far as to lay down his life for the others.

Quote: "Can't touch me, but I can touch you!"

Powers/Tactics: Ray's mutant powers can disrupt his target's nervous system with varying effects ranging from causing his victim to fall unconscious



to actually killing them. His skin is also toughened and he can swim at tremendous speeds. He is agile in combat and skilled in the use of his powers. The artificial gills implanted in his neck allow him to breathe underwater for an unlimited period of time. Stingray is also an accomplished thief and is often sent on covert missions for the Sea Lords to find information.

In combat, Stingray will use his abilities to take out or hamper the most powerful targets counting on his agility to keep himself out of harms way. He will almost always be the last to leave a fight.

Appearance: Ray Starking is a young black man in his early twenties standing 5'10" tall and weighing 175 lbs. He has very short black hair and brown eyes. The artificial gills implanted in his neck look like half dollar sized mesh circles. As Stingray he wears a dark gray body suit with "wings" attached from under his arms to the side of his costume. The underside of the wings are yellow. The body suit does not cover his neck so it doesn't interfere with the operation of the artificial gills. He also wears a pair of UV Vision goggles.



Stingray

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	800 kg; 5d6 [2]
26	DEX	48	14-	OCV: 9/DCV: 9
23	CON	26	14-	
12	BODY	4	11-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
18	PRE	8	13-	PRE Attack 4d6
10	COM	0	11-	
10	PD	5		Totals 10 PD/8 rPD
15	ED	10		Total: 15 ED/ 8 rED
5	SPD	14		Phases: 3, 5, 8, 10, 12
15	REC	10		
46	END	0		
40	STUN	3		

Total Characteristics Cost: 148

Movement: Running: 6"/12" Swimming: 17"/136"

Powers & Skills

Combat Training:

Combat Skill Levels: +1 Level w/ Multipower (3)

Mutant Powers:

Multipower (50 pt pool) (50)

u - **Disruption Blast:** EB 5d6 NND [CON Roll at -2], No Range (50/3) [5]

u - **System Poison:** RKA 3d6+1, No Range (50/3) [5]

u - **Nerve Poison:** Drain 2d6 BODY, Continuous, Uncontrolled (50/5) [5]

Damage Resistance: 8 PD, 8 ED (8)

Swimming: +15" (17" total), x8 NCM (25)

UV Goggles: UV Vision, OAF (2)

Artificial Gills: Life Support: Breathe Underwater (5)

Underwater Movement (3)

Background Skills:

KS: Diving 12- (3)

Lockpicking 14- (3)

Security Systems 12- (3)

Stealth 14- (3)

TF Boats, Scuba (2)

Total Powers & Skills Cost: 121

Total Character Cost: 269

Disadvantages: 100+

Distinctive Features:

Detects As Mutant, easily concealable, major reaction (10)

Artificial Gills, easily concealable, major reaction (10)

Hunted by:

Genocide, more powerful, NCI, 8- (20)

UNTIL, more powerful, NCI, 11- (25)

Psychological Limitation:

Enjoys Using His Powers (common, strong) (15)

Overconfident (common, strong) (15)

Grateful To Sea Lords (common, strong) (15)

Secret ID: Raymond Starking (15)

Unluck: 1d6 (5)

Vulnerability:

2x Effect From Drains And Transfers (20)

Villain Bonus (19)

Total Disadvantage Points: 269

Independent Characters

C.R.A.B.

(Crustaceous Roving Attack Bot)

Background: "Perhaps," Tyler thought, "The answer lies not in these human forms but in the forms of others."

The Siren had long thought about why the ultimate understanding of their mystic arts had eluded them for so long. Tyler had begun to wonder if going back to their human forms would only cause the same mistakes and lack of comprehension that they had known before. She had to know if her theories were right.

She performed the ritual of "One With The Sound" and transformed her body into coherent sonic energy and left Cerilon to wander the world. She had not gone far when she came upon an interesting ocean creature she had never seen before. It had the shape of a large crab, but it was made entirely of metal and apparently functioned with the sorcery the Landers called "Hitek". She had to know more.

She entered the body of the metal crab and at once felt right at home. She found that she could control this wondrous body and do everything it could do. The only problem she found was the annoying voice telling her, in the surface tongue, to "return to base". She thought it strange that she even knew where this "base" was and who was talking to her. It was someone called the Nest Leader and he worked for VIPER. Well, apparently so did she. But she didn't want to "return to base" right at that moment and continued to explore her surroundings with her new body.

Before long though she found herself surrounded by other creatures like herself and several humans, wearing the garb that allowed them to breathe underwater, pointing weapons at her. Well, she didn't like that one bit. She tried to explain what she was doing but mistakenly fired a large explosive at them. The blast stunned the humans and Tylea decided that it might be best to leave rather than try to explain her mistake. She scuttled away as quickly as she could and hid in an underwater cave. She figured it was best to leave this body and continue her searching elsewhere, but when she tried to leave she found she couldn't. No matter what she tried, she was trapped inside this mechanical crab. After meditating on her predicament for some time, she came to the conclusion that she was trapped in here for a reason and that perhaps this was the key to the greater understanding that she sought. With that, she left the cave and left on her journey of exploration.

Personality: C.R.A.B. 128, or just C.R.A.B. as she prefers to be called, is a perky, naive being with an insatiable curiosity. She is always investigating everything unfamiliar she comes across. She is always friendly, wanting to learn from others whether they be Atlantean or Lander. She will not use her abilities to kill, she has developed a deep respect for all things living.

Quote: "Hi! What are you doing?"



Powers/Tactics: The Crustaceous Roving Attack Bot was designed by VIPER scientists to be the first line of defense for its underwater bases and has been give the ability to change its weaponry to perform various missions. The weapon pod rises out of the back of the robot and fires at its target. The C.R.A.B. is also equipped with two large claws capable of causing great harm to an opponent in hand to hand combat. The unit is also resistant to various types of damage. It is also capable of moving through any terrain.

Tylea knows all this, but doesn't know quite how to make it all work. Usually in combat she will accidentally fire off her weapon while trying to talk her way out of the situation. (She is currently packing a 7D6 EB Explosion (Concussion Cannon), 16 Charges (8 left currently). She hasn't been anywhere to reload or change weapons.) After firing her weapon she will usually beat a hasty retreat.

Appearance: C.R.A.B. is a large robotic crab with its name and number painted on the side just above the VIPER symbol. She is steel gray with red optical receptors. She "stands" 3'6" tall and 3'3" wide. She weighs 350 lbs.

C.R.A.B.

Val	CHA	Cost	Roll	Notes
45	STR	35	18-	12.5 ton; 9d6 [4]
23	DEX	39	14-	OCV: 8/DCV: 8
25	CON	30	14-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 13-
8	EGO	-4	11-	ECV: 3
15	PRE	5	12-	PRE Attack 3d6
2	COM	-4	9-	
20	PD	11		Total: 20 PD/ 20 rPD
15	ED	10		Total: 15 ED/ 15 rED
4	SPD	7		Phases: 3, 6, 9, 12
14	REC	0		
50	END	0		
51	STUN	0		

Total Characteristics Cost: 147

Movement: Running: 9"/18" Swimming: 17"/68"
Superleap: 25"/100"

Powers & Skills:

Combat Programming:

Combat Skill Levels: +4 Levels w/ Ranged Attacks (20)

Robot Powers:

Variable Equipment: Variable Power Pool (55 pt pool), Change at base, OIF, Act 14- Extra Time: Only to start powers (65)

Claws: HKA 1½d6 (3d6+1 w/ STR(m ½ END Cost, OIF (21) [1+]

Claw Bash: Hand Attack +4d6 HA, OIF (8) [1+]

Damage Resistance: 20 PD, 15 ED (18)

Full Life Support (30)

UV Vision (5)

High Range Radio Hearing (10)

Active Sonar Hearing (15)

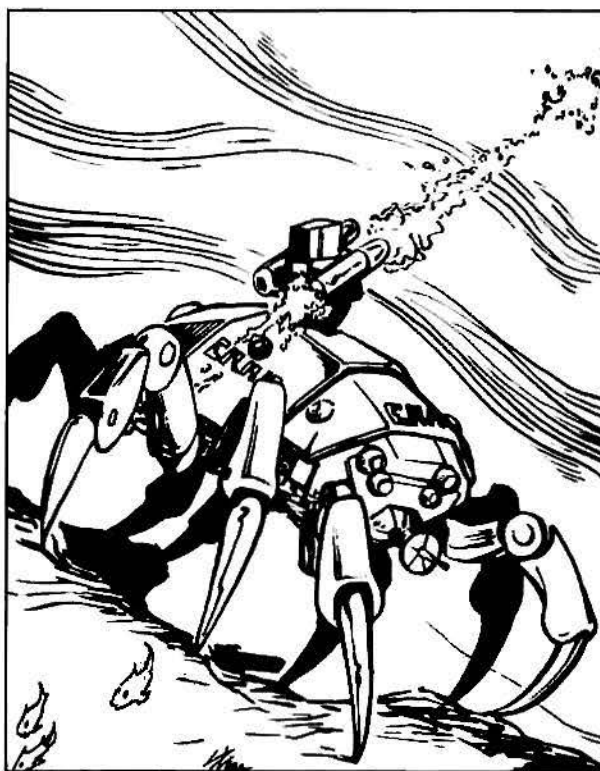
IR Vision (5)

Radar Sense (15)

360 Degree Sense: Sight Group (10)

Swimming: +15" (17" total) x4 NCM (20) [1/5"]

Running: +3" (9" total) (6) [1/5"]



Superleap: +16" (25"/13" total), x4 NCM (12) [1/5"]

Eye Stalks: Stretching 2", Eyes Only (-1) (5) [1]

Crab Arms: 4 Extra Limbs (4)

Underwater Movement (3)

Background Skills:

Computer Programming 16- (9)

Electronics 11- (3)

KS: VIPER 11- (3)

Mechanics 11- (3)

Mimicry 11- (3)

Security Systems 15- (7)

Stealth 14- (3)

Systems Operation 13- (3)

Tracking 13- (3)

Total Powers & Skills Cost: 301

Total Character Cost: 448

Disadvantages: 100+

Distinctive Features:

Giant Mechanical Crab, not concealable, extreme reaction (25)

Hunted by:

VIPER, more powerful, NCI, 11- (25)

Mechanon, more powerful, 11- (20)

Psychological Limitation:

Code Vs. Killing (common, total) (20)

Curious, Loves To Learn (very common, strong)

Unfamiliar With All Abilities (common)

Vulnerability:

2x STUN From Magnetic Attacks (10)

2x BODY From Magnetic Attacks (10)

1½x STUN From Electrical Attacks (10)

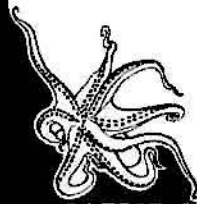
Bonus (203)

Total Disadvantage Points: 448

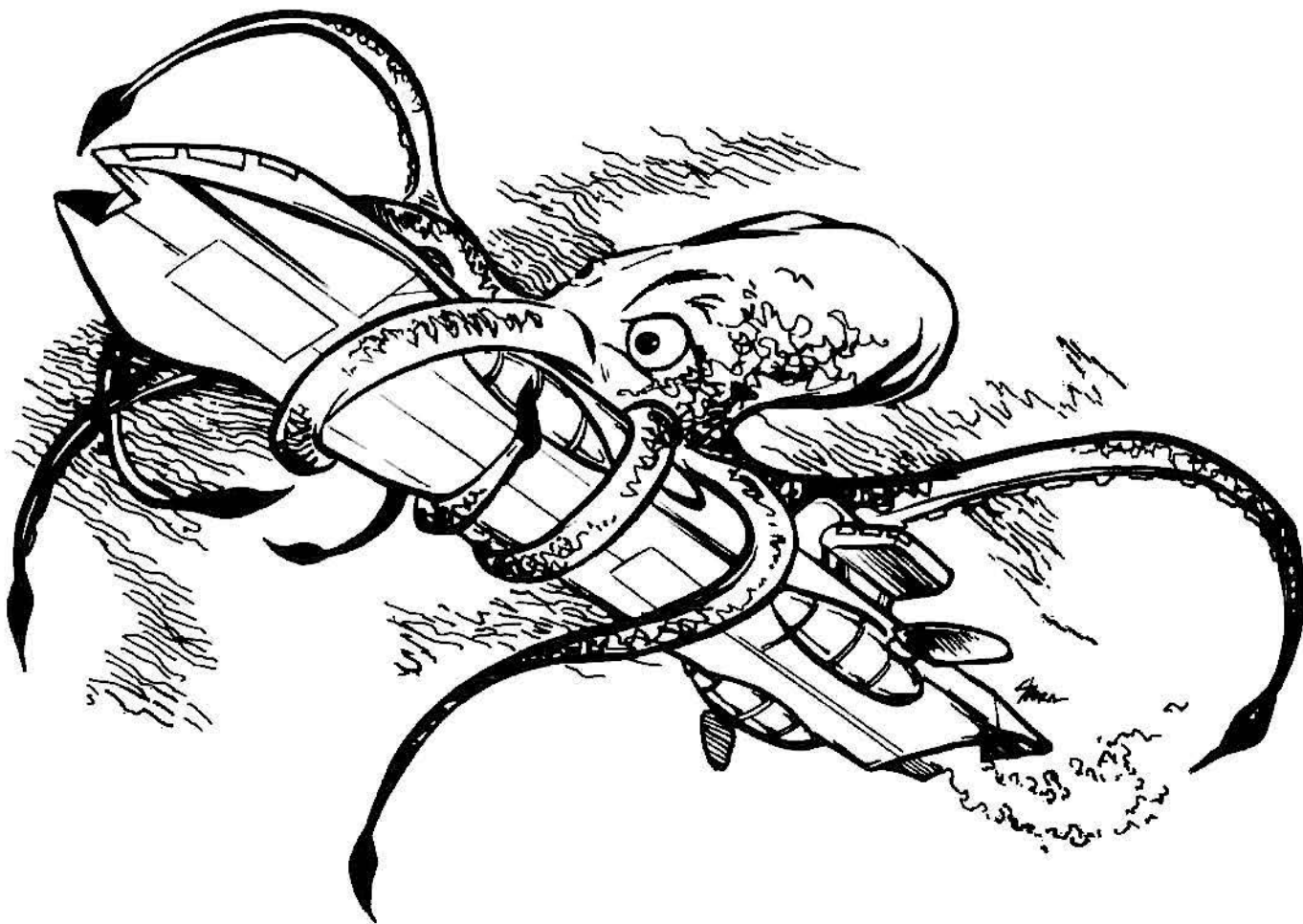




Atlantean Bestiary



The sea is full of life of all shapes and sizes with many animals never before seen by man. Any adventure involving Atlantis could not be complete without including the creatures that the Atlanteans and the Sea People encounter every day. The Bestiary below includes several real and mythical creatures that are found near the undersea empire of Atlantis that could be included in future adventures. Other sea creatures can be found in the *Hero Bestiary*, an incredibly well written and useful book that should be included in any *Champions* GM's library.



Animals

Blue Whale

Appearance: The Blue Whale is the largest animal known to exist averaging from 80-112 feet and weighing around 150 tons. Their hide is a mottled bluish gray with light coloring on the underside of their fins. Their head is triangular in shape with a huge mouth filled with baleen to strain krill. They have a (relatively) small dorsal fin about two thirds of the way down their back.

Ecology: Blue Whales can be found in nearly all the oceans of the world, even as far south as the Antarctic. They travel in pods of three to five whales and live up to 80 years. Their main source of food is krill, a small shrimp-like animals, which they strain from the sea through a comb-like material called baleen hanging in their mouth. They have few natural enemies except man.

Motivations: Normal animal motivations.

Combat Techniques: Blue Whales are non-aggressive and will not attack unless provoked or injured. If they do attack they will usually bump their target or ram it. (Treat the bump as a Strike and the ram as a Move Through.)

Other Names: The Blue Mountain (Atlantean name), the Sea That Moves (Sea People's name).

Rumors: The Blue Whale is a protector of those that live under the sea and will appear at the hour of their greatest need.

Blue Whale

Val	CHA	Cost	Roll	Notes
10/85	STR	0	26-	3200 ton; 17d6 [8]
15	DEX	15	12-	OCV: 5/DCV: 5
45	CON	70	18-	
37/52	BODY	54	19-	
6	INT	-4	10-	PER Roll 12-
5	EGO	-10	10-	ECV: 2
60	PRE	50	21-	PRE Attack 12d6
10	COM	0	11-	
22	PD	20		Total: 30 PD/ 8 rPD
14	ED	5		Total: 20 ED/ 6 rED
2	SPD	-5		Phases: 6, 12
11	REC	0		
90	END	0		Val after slash includes
65/80	STUN	0		bonus from Growth

Total Characteristics Cost: 195

Movement: Swimming: 8"/16"

Powers & Skills

Whale Abilities:

Growth: 15 Levels, 0 END, Persistent, Always On (100)

Whale Hide: Armor +8 PD, +6 ED (21)

Life Support: Safe Environment: High Pressure (3)

Swimming: +6" (8: total) (6) [1/5"]

Enhanced Perceptions: +2 PER Rolls (6)

Enhanced Hearing: +2 Hearing PER Rolls (4)

No Legs: Running -6" (0" total) (-12)

Total Powers & Skills Cost: 128

Total Character Cost: 323

Disadvantages: 50+

Physical Limitation:

No Fine Manipulation, (frequently, greatly) (15)

Cannot Leap, (infrequently, slightly) (5)

No Sense Of Smell, (frequently, slightly) (10)

Psychological Limitation:

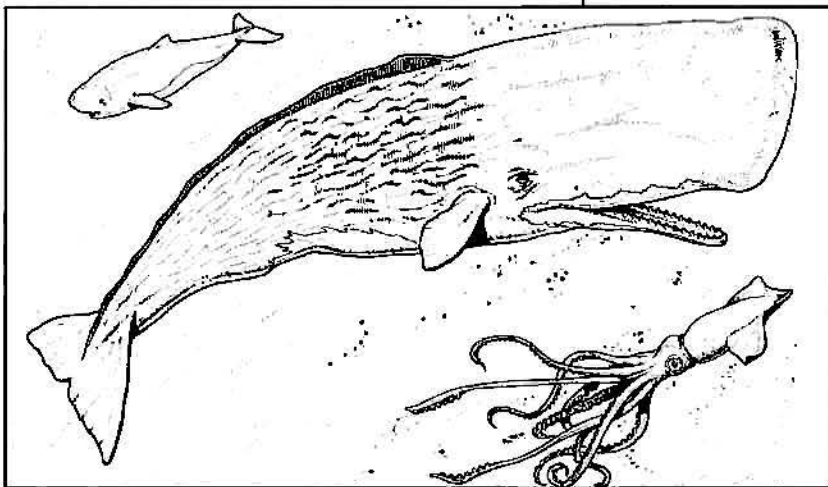
Timid (common) (10)

Susceptibility:

1D6 per minute when beached (uncommon) (5)

Creature Bonus (228)

Total Disadvantage Points: 323



Barbarian War Shark (Tiger Shark)

Appearance: The appearance of the Barbarian War Shark varies according to the type of shark the individual Barbarian managed to track down and train. The vast majority of the War Sharks are either Tiger Sharks or Hammerhead Sharks, although other species of sharks can be used. The below stats are for a Tiger Shark which has dark stripes across its back which fade with age. Each War Shark is painted with a unique design with an indelible ink made by the Sea People. Designs are a mixture of clan, family, and mystic symbols as well as a symbol representing the name of the shark. The Sea People believe that these markings give the shark increased power in battle, just as the markings painted on the warriors give them power in a fight. Tiger Sharks tend to average ten to sixteen feet and can reach sizes up to twenty-three feet. Their average weight is 2,200 pounds.





Ecology: The Tiger Shark is usually found in tropical waters but can range as far south as New Zealand and as far north as the northern United States. They eat anything they can catch including squid, sea turtles, and smaller sharks. They will even eat license plates, gas cans, or other inanimate objects.

As a test of manhood, each male child of the Sea People is expected to track down a shark, capture it, and train it in the art of warfare. Young warriors embark on their quest alone and are expected to find enough food to live on during their hunt. Most have to travel far from the land of the Sea People before they find a suitable specimen. Many do not return from this journey. Those that do are immediately recognized as adult males and are accorded positions in the clan dependent on the size and species of shark they capture. The larger and more ferocious the shark, the higher the position.

Motivations: Normal animal motivations. War Sharks are trained to defend their warriors in combat and follow their commands. Sometimes, in the heat of battle, a War Shark will enter into a feeding frenzy. It is up to the shark's warrior to bring him back under control before he injures another clan member.

Combat Techniques: A Tiger Shark will nudge its prey or circle it before moving in for the kill. When it attacks it will devour anything in its path. A War Shark will attack in much the same manner but usually only under the order of its warrior.

Other Names: Toothed Shadow (by the Sea People).

Rumors: It is believed by many that the Tiger Shark is actually quite gentle, undeserving of its vicious reputation. It may attack, or even kill, people but will rarely eat the remains.

Other Suggested Creatures From *Hero Bestiary*: Orca (Killer Whale), Great White Shark, Mako Shark, Sperm Whale, Giant Squid, and Dolphins.

Barbarian War Shark

Val	CHA	Cost	Roll	Notes
30	STR	20	15-	1600 kg; 6d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
14	BODY	8	12-	
6	INT	-4	10-	PER Roll 10-
6	EGO	-8	10-	ECV: 2
18	PRE	8	13-	PRE Attack 4d6
6	COM	-2	10-	
10	PD	4		Total: 10 PD
6	ED	2		Total: 6 ED
4	SPD	15		Phases: 3, 6, 9, 12
10	REC	0		
40	END	0		
40	STUN	1		

Total Characteristics Cost: 79

Movement: Swimming: 15"/60"

Powers & Skills

Shark Abilities:

Bite: HKA 2d6 (4d6 w/ STR) (30) [3+]

Ram: Hand Attack +2d6 (8d6 total) (6) [1+]

Swimming: +13" (15" total), x4 NCM (18) [1/5"]

Gills: Life Support; Breathe Underwater (5)

Tracking Scent (10)

Discriminatory Smell (5)

Underwater Movement (3)

Stealth 12- (3)

Atlantean: basic conversation (1)

Total Powers & Skills Cost: 81

Total Character Cost: 160

Disadvantages: 50+

Distinctive Features:

War Shark, concealable, extreme reaction (20)

Physical Limitation:

No Fine Manipulation, (frequently, greatly) (15)

Cannot Breathe Air, (infrequently, fully) (15)

Psychological Limitation:

Obeys Keeper (common, strong) (15)

Creature Bonus (45)



Mythical Creatures

Giant Sea Horse

Appearance: The Giant Sea Horse is nearly identical to its much smaller cousin. The Giant Sea Horse is about thirteen feet long from snout to tail with small fins on its side and a large rectangular fin on its back.

Ecology: The Giant Sea Horse is found off the western coast of Africa and in some parts of the Mediterranean. The Atlanteans have domesticated the Sea Horse, using it as a beast of burden and for riding. They can be found in small herds of eight to twelve animals and usually feed on kelp and other underwater vegetation.

Motivations: The Giant Sea Horse is an intelligent, spirited creature. They can be difficult to train, but once trained they are very loyal to their rider. Generally a Giant Sea Horse can only be ridden by one individual: the one it has been bonded to.

Combat Techniques: The Giant Sea Horse will use its tail to lash out at its target, or use its tremendous swimming speed to retreat from combat. The Atlanteans have trained their Sea Horses to use their large abdomens to protect their riders and ram their opponents.

Rumors: The Giant Sea Horse may be a mystical creation of the ancient Atlanteans.



Giant Sea Horse

Val	CHA	Cost	Roll	Notes
15/30	STR	5	15-	1600 kg; 6d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
18	CON	16	13-	
12/15	BODY	4	12-	
6	INT	-4	10-	PER Roll 10-
4	EGO	-12	10-	ECV: 1
15	PRE	5	12-	PRE Attack 3d6
12	COM	1	11-	
3	PD	0		Total: 3 PD
4	ED	0		Total: 4 ED
4	SPD	15		Phases: 3, 6, 9, 12
7	REC	0		
36	END	0		Val after slash includes bonus from Growth
29/32	STUN	0		

Total Characteristics Cost: 45

Movement: Running: 6"/12" Swimming: 15"/60"

Powers & Skills

Giant Sea Horse Abilities:

Growth: 3 Levels, 0 END, Persistent, Always On (20)

Swimming: 13" (15" total), x4 NCM (18) [1/5"]

Life Support: Breathe Underwater, Safe

Environment: High Pressure

Underwater Movement (3)

Total Powers & Skills Cost: 49

Total Character Cost: 94

Disadvantages: 50+

Distinctive Features:

Sea Horse, not Concealable, minor reaction (5)

Physical Limitation:

No Fine Manipulation, (frequently, greatly) (15)

Cannot Breathe Air, (infrequently, fully) (15)

Total Disadvantage Points: 95





Hippocampus (Adapted from *Hero Bestiary*)

Appearance: Hippocampi are marine mammals with the upper body of a horse and the lower body of a great fish. The upper body is covered with short, horse-like fur which varies in color as normal horses do. The lower portion is covered with scales that are usually a complimentary color to the upper body. The hooves of the front legs are usually webbed in the middle.

Ecology: Hippocampi live in tropical and subtropical seas and oceans. They roam the waters in herds of up to twenty individuals, grazing on kelp and other vegetation. Like horses on the land, Hippocampi are often captured by Atlanteans and Sea People and tamed to become fine riding animals.

Motivations: Hippocampi are intelligent and playful. Unless captured and trained, they have normal animal motivations. Once captured and trained they are very loyal and self-sacrificing.

Combat Techniques: Hippocampi usually avoid combat, using their great swimming speed to flee potential dangers. If cornered or if their young are threatened, they will attack by kicking or lashing out with their tails, biting only if the opponent is too close.

Other Names: Sea Horse, Aughisky, Swift Current (Sea People's name).

Rumors: Hippocampi are a gift from Poseidon to his subjects. The finest of Hippocampi are used to pull the god's chariots.

Hippocampus

Val	CHA	Cost	Roll	Notes
10/20	STR	0	13-	400 kg; 4d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
23	CON	26	14-	
13/15	BODY	6	12-	
8	INT	-2	11-	PER Roll 13-
13	EGO	6	12-	ECV: 4
15	PRE	5	12-	PRE Attack 3d6
10	COM	0	11-	
8	PD	6		Total: 11 PD/ 3 rPD
6	ED	1		Total: 9 ED/ 3 r ED
3	SPD	6		Phases: 4, 8, 12
9	REC	4		
46	END	0		Val after slash includes
34/36	STUN	4		bonus from Growth

Total Characteristics Cost: 74

Movement: Swimming: 9"/18"

Powers & Skills

Hippocampus Abilities:

Bite: HKA 1 pip (1/2d6 w/ STR) (5) [1+]

Kick/Tail Lash: Hand Attack +3d6 (7d6 total) (9) [1+]

Hide: Armor +1 PD, +1 ED (3)

Scales: Armor +2 PD, +2 ED, Act 8- (2)

Growth: 2 Levels, 0 END, Persistent, Always On (13) [0]

Life Support: Breathe Underwater, Safe Environment: High Pressure

Underwater Movement (3)

Swimming: +7" (9" total) (7) [1/5"]

Enhanced Perception: +1 PER Rolls (3)

Ground Movement: Running -6" (0" total) (-12)

Total Powers & Skills Cost: 41

Total Character Cost: 115

Disadvantages: 50+

Distinctive Features:

Unusual Sea Creature, not concealable, minor reaction (15)

Physical Limitation:

No Fine Manipulation (frequently, greatly) (15)

Cannot Leap (infrequently, slightly) (5)

Psychological Limitation:

Fear Of Flashes Or Bright Light (uncommon, strong) (10)

Susceptibility:

2D6 Per Turn when out of water (uncommon) (15)

Creature Bonus (5)

Total Disadvantage Points: 115



Kraken

Appearance: The Kraken is a huge, vaguely humanoid creature with six arms and a long fish tail. Its "arms" are actually tentacles it can wrap around its prey. It has two very dark eyes set in a bell shaped head and its skin is covered with protective scales.

Ecology: Where does a huge mythical creature make its home? Anywhere it wants. Seriously, the Kraken can be found anywhere it can swim to, but prefers to spend much of its time in the deepest waters of the ocean. The Kraken rarely needs to feed, but when it does nearly any large fish will do.

Motivations: The Kraken has standard animal motivations, although it prefers to be left alone and seeks solitude. The Kraken must follow the orders of Poseidon.

Combat Techniques: The Kraken relies on its tremendous strength to overcome its opponent, although it will use its Radiation Eye Blast against strong targets or under orders from Poseidon. If the Kraken becomes injured it will attempt to escape to deep water to heal.

Rumors: It is rumored that the Kraken received its Radiation Eye Blast as a result of a mutation due to the presence of radioactive waste dumped into deep trenches.

Kraken

Val	CHA	Cost	Roll	Notes
10/55	STR	0	20-	50 ton; 11d6 [5]
18	DEX	24	13-	OCV: 6/DCV: 6
30	CON	40	15-	
11/20	BODY	2	13-	
8	INT	-2	11-	PER Roll 11-
6	EGO	-8	10-	ECV: 2
30	PRE	20	15-	PRE Attack 6d6
2	COM	-4	9-	
25	PD	23		Total: 25 PD/ 25 rPD
20	ED	14		Total: 20 ED/ 20 rED
3	SPD	2		Phases: 4, 8, 12
20	REC	24		
70	END	5		Val after slash includes
41/50	STUN	10		bonus from Growth

Total Characteristics Cost: 150

Movement: Running: 6"/12" Swimming: 12"/96"

Powers & Skills:

Kraken Abilities:

Radiation Eye Blast: EB 14d6, 1/2 END (87) [3]

Tough Skin: Damage Resistance 25 PD, 20 ED (23)

Lack of Weakness -10 (10)

Mental Defense 21 pts. (20)

Regeneration 4 BODY per Hour (23)

Growth 9 Levels, 0 END, Persistent, Always On (60)

Life Support: Breathe Underwater, Immune to Disease and Aging, Safe Environment:

Vacuum/High Pressure, Extreme Heat/Cold (17)

Swimming: +10" (12" total), x8 NCM (20) [1/5"]

Passive Sonar: Spatial Awareness (25)

UV Vision (5)

Tentacles: 4 Extra Limbs (5)

Underwater Movement (3)

Total Powers & Skills Cost: 297

Total Character Cost: 447

Disadvantages: 100+

Distinctive Features:

Mythical Monster, not concealable, extreme reaction (25)

Psychological Limitation:

Must Obey Poseidon (common, total) (20)

Reputation:

Mythical monster of destruction, 14- (20)

Watched by

Poseidon, more powerful, NCI, 8- (10)

Vulnerability:

11/2x Effect from Magic (10)

Creature Bonus (262)

Total Disadvantage Points: 447





Leviathan

Appearance: Leviathan, a gigantic serpent-like creature of tremendous proportions with a cavernous mouth filled with sharp teeth, has one fin that runs the entire length of its body along its back. Its scaly hide is a dark blue-green and it has large yellow eyes. It is truly a monster of epic proportions.

Ecology: The Leviathan is a unique creature, making its home below the sea floor in the Atlantic Ocean. It can travel below the ocean floor to any place in the world, but rarely travels outside the range of the Atlantic Ocean. The Leviathan rarely needs to eat and spends most of its time sleeping, waking only to feed on large whales, Giant Octopi, or Giant Squid or in response to someone using the Horn Of Poseidon.

Motivations: Leviathan has normal animal motivations unless under the influence of someone wielding the Horn of Poseidon. Leviathan must obey the commands of the user of the Horn of Poseidon, but at the same time will try to seek vengeance on the foolish mortal who dared to wake it from its slumber.

Combat Techniques: Leviathan can shoot a huge cone of water from its mouth with tremendous force. It rarely uses this attack when hunting for food, preferring to try to wrap around its prey and squeeze it to death. It will then use its teeth to tear up its prey and eat it. If the Leviathan is forced to retreat, it will burrow into the sea floor and tunnel away to safety.

Other Names: The Hand Of Poseidon, The Death From The Deep, Kraken.

Rumors: The Sirens believe that there may be more than one Leviathan although they have never actually seen it.

Leviathan

Val	CHA	Cost	Roll	Notes
35/110	STR	25	31-	100 kton; 22d6 [11]
10	DEX	0	11-	OCV: 3/DCV: 3
50	CON	80	19-	
15/30	BODY	10	15-	
6	INT	-4	10-	PER Roll 10-
8	EGO	-4	11-	ECV: 3
40	PRE	30	17-	PRE Attack 8d6
2	COM	-4	9-	
30	PD	23		Total: 30 PD/ 20 rPD
30	ED	20		Total: 30 ED/ 20 rED
2	SPD	0		Phases: 6, 12
20	REC	6		
100	END	0		Val after slash includes
58/73	STUN	0		bonus from Growth

Total Characteristics Cost: 182

Movement: Running: 6"/12"

Swimming: 17"/68"

Powers & Skills:

Leviathan Abilities:

Water Blast: EB 13d6, Area Effect, Cone x8
Increased Area (108 Hexes on a side), 1/2 END (195) [9]

Resistant Skin:

50% Resistant Physical & Energy Damage
Reduction (60)

Damage Resistance (20 PD/20 ED) [20]

Lack of Weakness: -15 (15)

Growth: 15 Levels, 0 END, Persistent, Always On (100)

Life Support: Breath Underwater, Immune to Disease and Aging, Safe Environments:

Vacuum/High Pressure, Extreme Heat/Cold (17)

Tunneling 4" through DEF 4, Can close hole behind (30) [1/5"]

Swimming +15" (17" total), x4 NCM (20)

Active Sonar (15)

UV Vision (5)

Underwater Movement (3)

Concealment 12- (7)

Total Powers & Skills Cost: 492

Total Character Cost: 674

Disadvantages: 100+

Berserk when:

Takes BODY 14- Recover 8- (25)

Distinctive Features:

Huge Sea Monster, not concealable, extreme (25)

Hunted by:

the Atlanteans, less powerful, 8- (5)

Physical Limitation:

No Fine Manipulation (frequently, greatly) (15)



Psychological Limitation:

Must Obey Holder Of Horn Of Poseidon
(uncommon, total) (15) Seeks Revenge On Holder
Of Horn Of Poseidon (uncommon, strong) (10)

Reputation:

Mythical Monster, 14- (20)

Watched by:

the Sirens, less powerful, NCI, 11- (8)

Creature Bonus (446)

Total Disadvantage Points: 674

Atlantean Dolphin

Appearance: Atlantean Dolphins resemble normal Atlantic bottlenose dolphins, but their snouts are shorter and their bodies are not quite as long. In addition, they have an extra set of small feathery looking fins near their tail. The other striking difference is the addition of gills along the side of their "neck".

Ecology: Atlantean Dolphins are only found in the warm waters near Atlantis and in the Mediterranean Sea. They feed on sardines and herring like their Atlantic cousins, but they are rarely encountered by man.

Motivations: Atlantean Dolphins are protective of the Atlantean people but other than that have standard animal motivations. With the return of Poseidon the Atlantean Dolphins have been more visible to the Atlantean people and have on occasion talked to individual Atlanteans.

Combat Techniques: Atlantean Dolphins attack opponents like normal dolphins, ramming their targets and butting them with their snouts. Atlantean Dolphins are stronger and more agile than their Atlantic cousins and are devastatingly effective against sharks.

Other Names: Mythical Dolphin, Dolphin.

Rumors: Atlantean Dolphins are believed to be the avatars of Poseidon. It is unclear whether the Atlantean Dolphins are capable of speech or if their talking is a result of Poseidon's magic.

Atlantean Dolphin

Val	CHA	Cost	Roll	Notes
30	STR	20	15-	1600 kg; 6d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
12	BODY	4	11-	
18	INT	8	13-	PER Roll 13-
13	EGO	6	12-	ECV: 4
15	PRE	5	12-	PRE Attack 3d6
12	COM	1	11-	
10	PD	4		Total: 10 PD
8	ED	4		Total: 8 ED
5	SPD	20		Phases: 3, 5, 8, 10, 12
10	REC	0		
40	END	2		
36	STUN	0		

Total Characteristics Cost: 120

Movement: Swimming: 20"/40"

**Powers & Skills:****Dolphin Abilities:**

Swimming: +18" (20" total) (20) [1/5"]

Underwater Movement (3)

Life Support: Breathe Underwater, Safe
Environments: Extreme Heat/Cold, High
Pressure/Vacuum (11)

Sonar (25)

Ram: Hand Attack +3d6 (9d6 total), 0 END (13)
[0+]

Atlantean: native (0)

Total Powers & Skills Cost: 60

Total Character Cost: 180

Disadvantages: 50+**Physical Limitation:**

No Fine Manipulation, (frequently, greatly) (15)

Creature Bonus (115)

Total Disadvantage Points: 180



Sea Serpent

Appearance: The Sea Serpent is a large serpentine animal capable of wrecking ships within the coils of its body. It has a triangular snake-like head and blue-green scaly skin with a long fin running the length of its body along its back.

Ecology: The Sea Serpent is usually found in the warm tropical waters off the coast of Africa, but can be found as far north as the English Channel. Its preferred prey is whale or giant squid, although it has been known to attack medium sized vessels, mistaking them for food. It will make the most of its mistake and eat people. Due to a dwindling food supply, there are very few Sea Serpents left today.

Motivations: Normal animal motivations.

Combat Techniques: A Sea Serpent will attack from below, quickly encircling its prey with its long body and then squeeze the life out of it.

Other Names: Great Wall Snake, Kraken.

Rumors: Rumors of giant serpents capable of sinking ships have existed since man first started sailing the ocean. They have often been placed on maps as indications of Terra Incognita.



Sea Serpent

Val	CHA	Cost	Roll	Notes
10/55	STR	0	20-	50 ton; 11d6 [5]
14	DEX	12	12-	OCV: 5/DCV: 5
30	CON	40	15-	
16/25	BODY	12	14-	
5	INT	-5	10-	PER Roll 10-
8	EGO	-4	11-	ECV: 3
30	PRE	20	15-	PRE Attack 6d6
2	COM	-4	9-	
20	PD	18		Total: 20 PD/ 8 rPD
10	ED	4		Total: 10 ED/ 5 rED
3	SPD	6		Phases: 4, 8, 12
8	REC	0		
60	END	0		Val after slash includes
36/45	STUN	0		bonus from Growth

Total Characteristics Cost: 99

Movement: Swimming: 20"/40"

Powers & Skills:

Sea Serpent Abilities:

Bite: HKA 21/2d6 (5d6+1 w/ STR) (40) [4+]

Tough Hide: Damage Resistance: 8 PD, 5 ED (7)

Growth: 9 Levels, 0 END, Persistent, Always On (60) [0]

Life Support: Breath Underwater, Safe Environment: High Pressure (8)

Passive Sonar: Spatial Awareness (25)

Swimming: +18" (20" total) (18) [1/5"]

Running: -6" (0 total) (-12)

Total Powers & Skills Cost: 146

Total Character Cost: 245

Disadvantages: 75+

Distinctive Features:

Big Sea Monster, not concealable, extreme reaction (25)

Physical Limitation:

No Fine Manipulation (frequently, greatly) (15)

Reputation:

Terror Of The Seas, 14- (20)

Susceptibility:

1D6 Per Turn When Out Of Water (10)

Creature Bonus (100)

Total Disadvantage Points: 245

Abyssal Worms

Appearance: Abyssal Worms are gigantic segmented worms that are rooted to the ocean floor or chasm walls by piles of stone-like material. They are dark green and have a huge gaping mouth capable of swallowing large fish or mammals (including man) in one gulp. Abyssal worms never stop growing, so the older the worm the bigger it is.

Ecology: Abyssal Worms are found only at the bottom or walls of the Great Abyss that separates Atlantis from the lands of the Sea People. They are usually found in large groups of ten to twenty animals all "nesting" together along a rock ledge or along the bottom. They secrete a sticky substance that they use to glue their tail and rocks to the wall or ocean floor. As the Worm grows, it will break free of its nest and move lower to a new nesting location. The largest Worms are usually found at the bottom of the Abyss. Abyssal Worms use their stretching ability to suddenly lash out at large passing fish or mammals. The Worms at the bottom of the Abyss must satisfy themselves with the carcasses of large animals that float down to their level.

Motivations: Normal animal motivations.

Combat Techniques: The Abyssal Worm can only attack in one of two ways. The first is to attempt to swallow their victim. They can also wing their great bodies to "swat" away their target. Their sticky secretions work too slowly to be of much use in combat (hence the reason it's not listed in their stats below).

Other Names: Devil Of The Deep.

Rumors: The Leviathan and Abyssal Worms are somehow related.

Abyssal Worms

Val	CHA	Cost	Roll	Notes
10/70	STR	0	23-	400 ton; 14d6 [7]
10	DEX	0	11-	OCV: 3/DCV: 3
35	CON	50	16-	
10/22	BODY	0	13-	
4	INT	-6	10-	PER Roll 10-
6	EGO	-8	10-	ECV: 2
20	PRE	10	13-	PRE Attack 4d6
2	COM	-4	9-	
20	PD	18		Total: 30 PD/ 10 rPD
15	ED	8		Total: 25 ED/ 10 rED
3	SPD	10		Phases: 4, 8, 12
9	REC	0		
70	END	0		Val after slash includes
33/45	STUN	0		bonus from Growth

Total Characteristics Cost: 78

Movement: Swimming: 2"/4"



Powers & Skills:

Abyssal Worm Abilities:

Body Smash: Area Effect 28" Line for STR (70) [7]

Tough Hide: Armor +10 PD, +10 ED, Act. 15- (24)

Swallow: Entangle 7d6 DEF 7, 1/2 END, Extra Time: 1 Minute (35) [4]

Body Length: Stretching 6", 0 END, No Non-Combat Stretching (30) [0]

Growth: 12 Levels, 0 END, Persistent, Always On (80) [0]

Life Support: Breathe Underwater, Safe Environments: High Pressure, Extreme Heat/Cold (11)

Passive Sonar: Spatial Awareness (25)

Running: -6" (0" total) (-12)

Total Powers & Skills Cost: 203

Total Character Cost: 281

Disadvantages: 75+

Distinctive Features:

Abyssal Worm, not concealable, extreme (25)

Physical Limitation:

Blind (all the time, fully) (25)

Psychological Limitation:

Attacks any movement except other worms (common, total) (20)

Creature Bonus (136)

Total Disadvantage Points: 281





Giant Lobster

Val	CHA	Cost	Roll	Notes
30/60	STR	20	21-	100 ton; 12d6 [6]
12	DEX	6	11-	OCV: 4/DCV: 4
30	CON	40	15-	
14/20	BODY	8	13-	
3	INT	-7	10-	PER Roll 10-
6	EGO	-8	10-	ECV: 2
20	PRE	10	13-	PRE Attack 4d6
2	COM	-4	9-	
20	PD	14		Total: 30 PD/10 rPD
14	ED	8		Total: 24 ED/10 rED
2	SPD	-2		Phases: 6, 12
12	REC	0		
60	END	0		Val after slash includes
44/50	STUN	0		bonus from Growth

Total Characteristics Cost: 85

Movement: Running: 15"/30" Swimming: 5"/10"

Powers & Skills:

Giant Lobster Abilities:

Claws: HKA 2d6 (4d6 w/ STR) (30) [3+]

Growth: 6 Levels, 0 END, Persistent, Always On (40) [0]

Shell: Armor +10 PD, +10 ED (30)

Claws and Legs: 6 Extra Limbs (5)

Swimming: +3" (5" total) (3) [1/5"]

Running: +9" (15" total) (18) [1/5"]

Life Support: Breathe Underwater, Safe Environment: High Pressure (8)

Total Powers & Skills Cost: 134

Total Character Cost: 219

Giant Lobster

Appearance: The Giant Lobster looks just like its smaller cousin, only *much* bigger. It is about twenty-five feet from claw to tail and twelve feet wide, weighing 6.4 tons. Giant Lobsters are usually a light blue but can be a grayish green as well.

Ecology: Giant Lobsters are only found at depths below 200 feet in large caves or mountainous areas. They usually inhabit sub-tropical regions but can occasionally be found in colder climates.

Motivations: Normal animal motivations. There is a link between them and the Lobster Men. Whether this is biological or some other connection is not known at this time.

Combat Techniques: The Giant lobster will try to snap its target within its giant claws. Failing that they will try and smash it against a hard object like a large rock.

Other Names: Unpronounceable (Lobster Men name), She Who Waits In The Deep (Sea People Name), Hades Spawn (Atlantean Name)

Rumors: The Lobster Men are spawn of the Giant Lobster.

Other suggested creatures from *Hero Bestiary*: Dragon Turtle, Giant Crab, Air Elemental, Earth Elemental, Fire Elemental, Water Elemental, Ice Golem, Stone Golem, Kelpie and Water Nymph.

Disadvantages: 100+

Distinctive Features:

Big Ugly Lobster, not concealable, extreme (25)

Physical Limitation:

No Fine Manipulation (frequently, greatly) (15)

Cannot Leap (infrequently, slightly) (5)

Susceptibility:

1D6 Per Turn When Out Of Water (10)

Creature Bonus (89)

Total Disadvantage Points: 219





Environment

"Many, many steeples would have to be stacked one on top of another to reach from the bottom to the surface of the sea. It is down there that the sea folk live."

—Hans Christian Anderson, *Fairy Tales*, The Little Mermaid.

Gaming characters underwater presents several new challenges to the players and the GM. I have provided the following rules to help you immerse your heroes in the world of underwater adventure. These rules are optional and should only be used if the GM and players feel comfortable using them to add a little more "realism" to their campaign. Feel free to use as much or as little of them as you see fit.

For most heroes, the undersea environment is as alien as the far reaches of outer space (or possibly even more so), and few are well-suited to deal with the special hazards and challenges that they might face there. The four main concerns for a hero's safety are: drowning, the bends, pressure, and nitrogen narcosis. All of these dangers can, of course, be avoided by the use of either a fully pressurized diving suit, a submarine or some other form of protection designed to keep the environment out. If a character buys life support to breathe underwater (5 points) and/or Safe Environments from high pressure and heat/cold then these hazards will be of little or no concern to that character. However, Life Support will not aid the hero in moving freely in the underwater environment. For that the hero can purchase the new Talent, Underwater Movement.

New Talent

Underwater Movement

The character is not hampered by the underwater environment and can move as freely as if on land. The character does not suffer any penalties to OCV, DCV, or DEX in or out of combat. This talent does not, however, aid the character with swimming, running, flying, or any other regular movement power.

- Underwater Movement Cost: 3 points.

New Advantages

Power Works Normally Underwater

This +1/4 Advantage can be used to negate any penalty to a power that would be affected by the underwater environment such as IR Vision, Radio Hearing, or Tracking Scent. Powers bought with

this Advantage do not get any penalty when being used underwater. This does not apply to any offensive power.

- Power Works Normally Underwater Cost Multiplier: +1/4 to use a power underwater with no penalty. Does not apply to offensive powers.

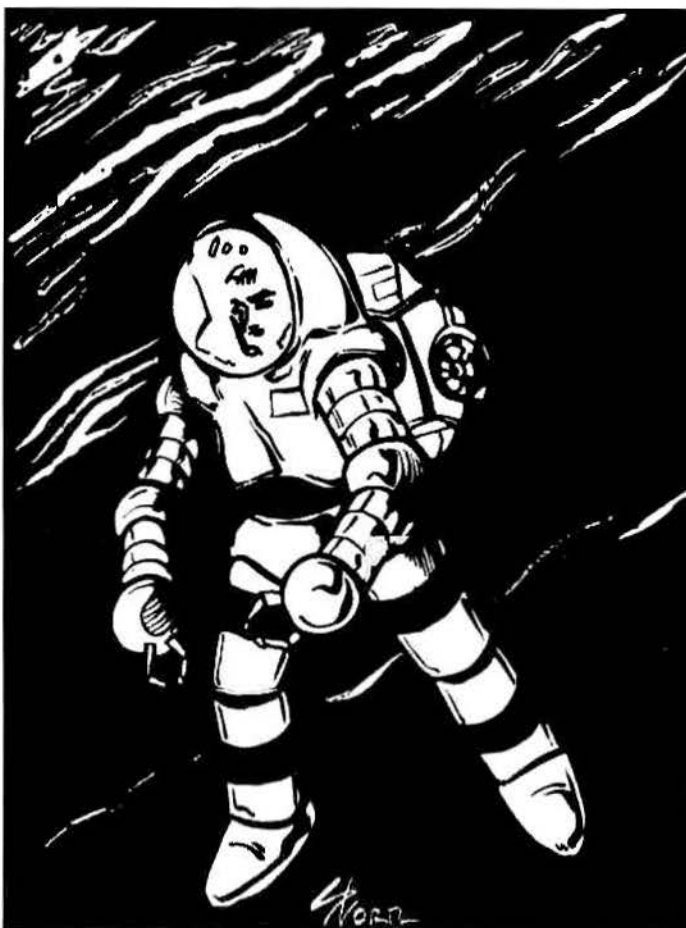
Diving And Divers

Characters wishing to become expert divers must first purchase TF: SCUBA under Recreational Vehicles. This will allow the character to use SCUBA equipment safely.

Characters with PS: Diver and/or KS: Diving can be considered knowledgeable and will have training in how to avoid the Bends and nitrogen narcosis as well as knowing when they are getting too close to the time or depth limits of safety. In addition, the GM may wish to allow characters with PS: Diver to purchase the Talent Underwater Movement giving professional divers the advantage over neophytes.

Author's Note:

Please note that most of these rules are adapted from material originally presented in *Scourge From The Deep* by Roger Lewis, Craig Thomas, and M.J. Wagner. This author thanks them for leading the way to Atlantis.



Underwater Hazards

Drowning

Probably the biggest concern the heroes will have when venturing into the underwater environment is drowning and how to avoid it (always preferable). Drowning is partially covered in *Champions* and the *Hero System Rule Book*, but we'll go over them again for convenience's sake.

A hero may hold his breath to avoid drowning but remember that hero does not get to recover even after Segment 12 and must spend a minimum of 1 END per phase. After the hero runs out of END he then uses his STUN as END until that reaches zero. After that the hero starts to drown taking 1 BODY per phase. A hero can slow this process down by voluntarily lowering his SPEED to 2, but this can only be done at the end of Segment 12.

The Bends

Decompression sickness, commonly called the bends, occurs when the body absorbs nitrogen from breathing compressed air and the diver spends a long period of time underwater and/or at great depths. As the diver ascends the pressure around him decreases, and can cause the nitrogen to form bubbles in the bloodstream. Unless the diver is placed in a decompression chamber or taken back to a lower depth, these bubbles can be deadly. Decompression therapy is an expensive and time consuming process. If a character has the bends, they will have to spend ten days in a decompression chamber. Characters with KS: Diving or PS: Diver will know the limits of safety and time. The GM needs to keep track of depth and time underwater for characters not using special protection. Use the following table for reference:

Depth (Inches)	Max Time At Depth W/O Decompression
53 ft. (8")	100 minutes
79 ft. (12")	50 minutes
105 ft. (16")	25 minutes
132 ft. (18")	10 minutes
145 ft. (20")	0 minutes

There is no limit to the time a diver can spend at depths less than 8".

If the diver goes over the maximum safe time, but not by more than 50 percent, then the diver must make a twenty minute decompression stop at a depth of ten feet before he surfaces. This allows some of the built up nitrogen to be eliminated from the body naturally through breathing. The nitrogen will be completely gone after the diver spends twelve hours at the surface. If the diver exceeds the safe time for the specific depths and does not make a decompression stop, or if he exceeds the safe time

by more than 50 percent or if he spends any time deeper than 20" then the diver will get the bends. The hero will lose 1 BODY each hour and be totally incapacitated until he gets into a decompression chamber. If he makes an EGO roll at -4 he may perform one action and must continue to make EGO rolls at -4 for each additional action he wishes to perform.

Example: Seeker has been searching for Koriel in series of caves. The caves are 11" underwater and he has spent 70 minutes in his search. Unsuccessful, he decides to head to the surface to inform his teammates of the status of his search. Unfortunately for him, he forgets his quick education in SCUBA diving and ascends without stopping to decompress. Shortly after reaching the surface Seeker's body is wracked with pain and he is incapacitated. As bad timing would have it, Koriel finds the heroes are before they can get Seeker into a decompression chamber. The Champions are forced to fight. Seeker wants to help out, so he attempts to make his EGO roll at -4. If he is successful, he will be able to perform one action; if not he will be helpless to do anything but watch his teammates battle a powerful foe.

A diver can breathe compressed oxygen, rather than compressed air, prior to and continuously throughout his ascent to avoid getting the bends even if he rises to the surface too rapidly. Breathing pure oxygen helps eliminate the excess nitrogen from the bloodstream much faster than normal.

Nitrogen Narcosis

Sometimes called "rapture of the deep", nitrogen narcosis occurs when a diver is breathing compressed air at depths greater than 100 feet (16"). The nitrogen in the compressed air can have an adverse effect. For every turn spent below 16" the hero must make a CON roll. If he misses the roll he will start acting as if he were drunk and his OCV and DCV should be lowered by half. The hero will not be able to make good judgments and will behave in a wildly erratic manner, possibly becoming reckless or silly. He may become wildly overconfident in combat or simply wander away from the fighting. Curing nitrogen narcosis requires that the hero go to, or more likely be taken to, a lesser depth. Once the hero is less than 16" below the surface and has taken a post-segment 12 Recovery (he lacks the judgment to voluntarily take a Recovery) the narcosis will be cured. Divers using pure oxygen in their SCUBA gear will suffer effects similar to nitrogen narcosis.

GMs Note: Depending on the roleplaying ability of your players you may wish to consider very carefully whether you want to use this rule or not. If you do use it, make sure that your players play this out properly, and do not treat it as just a silly way to have a combat session. One way to handle this is to exaggerate a character's Psychological Limitations, if they are applicable.



Pressure

It is quite possible that characters may find themselves suddenly thrust into the crushing pressure of the ocean depths without any protection. Airlocks fail, submarines exceed their "crush depths", villains blast you through walls. Hey, anything can happen.

Generally speaking, if a character is subjected to depths of 1,000 feet or greater with no special protection (such as special dive suits, or Safe In High Pressure Life Support) then they run the risk of being crushed to death by the pressure of the sea. Treat it as a Susceptibility of 1d6 BODY per segment. You may wish to increase the number of dice at lower depths, but it should never exceed 3d6.

Underwater Perception

Sight

While engaged in combat underwater, all characters must make sight PER rolls in order to find a target or change to a new one. All sight PER rolls are made at -2; in natural bodies of fresh water where there is more suspended matter present, characters suffer a -3 penalty to sight PER rolls. In addition, since it is so difficult to see things at a distance underwater, add a -1 per range doubling after the first to sight PER rolls in salt water and -2 for fresh water. An additional penalty of -1 per range doubling, including the first, can be tacked on for cloudy, murky or otherwise dirty water. Consult the table below for penalties based on water conditions and range.

Sight Perception Chart

Range	Salt Clear	Salt Murky	Fresh Clear	Fresh Murky
0-4"	-2	-3	-3	-4
5-8"	-5	-6	-7	-8
9-16"	-8	-9	-11	-14
17-32"	-11	-12	-15	-19
33-64"	-14	-15	-19	-24

Telescopic Vision

The bonus given by Telescopic Vision should only apply to the penalties given for distance and not to the penalties for water conditions. Thus someone with +6 Telescopic Vision could make a sight PER roll of an object 17" away in murky salt water with a roll of -6.

Infrared Vision

Since heat dissipates quickly in water, IR Vision will not work very well. Characters with Infrared Vision make PER rolls at a -2 per range doubling after the first in addition to any other penalties for water conditions and range.

Ultraviolet Vision

UV Vision is not affected underwater which makes it a very useful power to have. All Atlanteans and Sea People have UV Vision.

Hearing/Radio

While sounds travels better underwater than in the air, they are not easily understood or identified. Consequently all hearing PER rolls are made at -3. If the PER roll is not made the sound is unidentifiable.

Radio Hearing

Radio Hearing does not work very well underwater and all PER rolls suffer a -6 penalty.

Radio Listen And Transmit

Treat as Radio Hearing. Note: If the character cannot breathe underwater, then they cannot talk underwater and may not be able to transmit anyway.

High Range Radio Hearing

High Range Radio Hearing works slightly better underwater than Radio Hearing or Radio Listen And Transmit and only suffers a -4 penalty to all PER rolls.

Sonar

Sonar is more efficient underwater. Characters making Sonar PER rolls make them at +2 as long as both the character and the target are underwater. Characters using Sonar above the surface of the water cannot detect objects below the surface, since the water's surface bounces the Sonar back. Sonar is not 100% foolproof. Thermal layers or large number of small objects close together, such as a school of fish, could be misinterpreted or could make the target undetectable.

Radar

Radar works about as well as High Range Radio Hearing. Characters using Radar make PER rolls at -4.

Smell

Only characters that can breathe underwater can make smell PER rolls underwater. After all, taking a big sniff of water when you can't breathe it may make it necessary to use the Drowning rules above. The GM might not allow characters using Life Support through a focus to make Smell PER rolls. (Ever try to smell something through a facemask?)

Discriminatory Smell

Discriminatory Smell works normally underwater as long as the character can breathe underwater.

Tracking Scent

Tracking Scent does not work very well underwater because of the shifting currents. Tracking Scent PER rolls are made at -4 with an additional -2 for every hour that the trail is old. Strong currents can add a -1 penalty per hour.

GM's Note:

Characters with Life Support: Can Breathe Underwater can speak underwater normally unless the character takes the Physical Limitation Disadvantage "Can't speak while underwater".



Combat

Combat works differently underwater just as it would in any different environment such as outer space. Characters may have to learn to adjust to this new set of experiences if they are to survive.

Dexterity is the characteristic most affected underwater. OCV in hand-to-hand combat is at -2 and all DCV is at -1. OCV for ranged attacks is unaffected. Characters with the Talent Underwater Movement ignore all Dexterity, OCV, and DCV penalties.

Damage for all attacks based on strength is reduced by 2 DC after all other modifiers, such as damage increases for specific maneuvers. Knockback rolls get an additional 1d6.

Throwing Things

Throw attacks are virtually useless underwater unless the target is so close that throwing something at him is unnecessary. If the thrower is supported by a coral reef or the sea floor or some other form of stable support, then the maximum throwing distance for any type of throw is halved. If the character tries to throw anything without stable support, the thrower will be pushed backward 1/2 of the throwing distance and the object being thrown will travel the other 1/2 forward. The damage done by the throw is also halved.

Weapons

Few weapons work well underwater unless they are designed for underwater use or are very simple (like a club or knife). Simple weapons using Strength will have the portion of their damage that is based on STR reduced as above for normal Strength attacks. The GM should make the final determination on what effect the underwater environment will have on any particular weapon, but as a general rule thin, "aquadynamic" weapons will only have the STR portion of their damage affected. A wide, heavy weapon might have its damage reduced by as much as 2 DC.

More advanced weapons, such as guns, will not work underwater unless they have been specially designed to work underwater or special care has been taken to protect the mechanisms. Normal guns will simply not fire bullets. Other weapons, such as gyrojet pistols, will work as well as lasers, blasters, or sonic projectors as long as care has been taken to keep water out of their circuitry. Changing a power pack for one of these weapons underwater may breach any special protection and render the weapon useless. Weapons specifically designed to work underwater will function the best. Spearguns, ink sprayers or entangling nets are good examples of underwater weaponry.

Magic foci and weapons of advanced technological design (unless mentioned above) will work but may operate differently than normal if their Special Effects are altered by being submerged. Special Effects changes are covered below.

Special Effects, Skills, and Power Changes

Please keep in mind once again that these rule changes are optional and the GM should discuss these changes with the players before using them.

Special Effects Changes

Air

Air powers will have very little effect underwater. Even if the power uses its own supply of air, the water will dissipate the power too much for it to be effective. The actual effect of the power should be left up to the GM, however it should only operate at best at 1/2 effectiveness.

Electricity

Water conducts electricity very well, salt water even more so. Characters using electrical powers without proper insulation (or the Personal Immunity Advantage) may find themselves doing as much damage to themselves as they do to their target.

Electrical Force Fields and Force Walls can become minor Damage Shields and will affect the character using it as well as anyone touching it unless the character is fully insulated or has the Personal Immunity Advantage. The Damage Shield will do 1d6 normal energy damage for every 15 active points in the power.

Energy Blasts and Killing Attacks with electrical special effects become much more powerful in water. In fresh water add 5 points of effect for every 20 active points in the power; in salt water add 5 points for every 15 active points in the power.

Any attack underwater that channels electricity from the person using the power to the target will act as if it is an Explosion and an Area Effect (Line) attack. Damage will move along a single hex line from the target hex back to the person using the power and will stop. The character using the power will also take damage or be affected unless, as mentioned above, they are specially insulated. An EB or RKA that fires a projectile that releases a blast of energy when it hits a target (Like a speargun shaft with a special head that releases an electrical charge) acts as if it was an Explosion.

Fire

If the character's fire based power requires air for combustion then it will be useless underwater. All other types of fire, including chemical or magical flame, will work normally.

Ice

The higher the amount of impurities found in water, the lower its freezing temperature becomes. Ice powers will vary in strength underwater and will also vary according to the type of water the character is in.



Ice powers are broken down into two forms. The first is the type of power where the character projects cold matter from his/her person. The second type is the type where the character forms a field of cold within which the ice effects appear.

The first type may have frustrating results for the character. Ice darts will float up to the surface once fired and ice armor will make the person wearing it very buoyant. (Characters will rise upward at the rate of 3" per segment unless they use special weights or increase their mass using Density or Growth. Characters that can swim in their armor may counteract this tendency to bob up to the surface.)

The second type of powers will be unaffected or even enhanced. These might include an ice ram, which due to temperature conduction would naturally expand over a larger area. Add 1d6 damage for dirty, salty water, 2d6 for clean salt water or dirty fresh water, and 3d6 for clean fresh water. Ice blasts will be even more effective and may add another 1d6 to the above totals.

Mental Powers

The only problem characters with mental powers will have is making the PER roll necessary for achieving and maintaining line of sight. Characters should make PER rolls every phase they want to attack or maintain telepathic contact with a target. Characters with Mind Link do not have to make PER rolls to maintain contact.

Tossed, Thrown, or Projectile Attacks

See notes on Throwing in the above section on Combat for specific information on thrown attacks. Projectile attacks are at -2 per range doubling including the first. This is in addition to any other penalties due to range. Damage from projectiles would not be affected unless the shape of the weapon would be subject to water resistance (like a gun that fires a big plunger). Weapons like this would have their damage reduced by 2 DC at the GMs discretion.

Water

Powers with water special effects are unaffected for the most part when used underwater. Some types of powers, such as Telekinesis or Entangles or other non-attack powers, may be increased by 5 points per 20 active points in the power.

Light

Visible light is diffused by water so powers that emit light, like an Energy Blast, and that require light, or powers that don't work in darkness will not work well. Treat these powers as if they had the Reduced By Range Limitation in very clear water; subtract another 1 DC for every range doubling in natural, undisturbed water; subtract yet another 1 DC for every range doubling in murky or clouded water.

Other changes on powers using visible light are up to the GM. Powers using UV light will not be affected and powers using IR light will work at point blank or 1 hex range and not at all at greater ranges.

Sound

Sound travels approximately 4.5 faster underwater than it does in the air. This tends to make sonic powers much more effective when used underwater. Force Fields and Force Walls add 5 points for every 20 Active points in the power. Energy Blasts will act as if purchased with the Advantage Area Effect (Cone). A character may try to use his sonic powers without the cone effect for careful work (such as not hitting your ally standing next to the villain) but this is very difficult. The character should make a Control Roll of 9+(INT/5) modified by -1 per 10 active points in the power. If the character misses the roll the power spreads out into the normal cone and damage is calculated normally. Powers with the Advantage Area Effect (Cone) must also make the Control Roll to use the power in a focused manner.

Powers And Skills

Any power not listed here can be assumed to work in the same manner as it does on land with little or no difference. This doesn't mean that the power or skill is completely unaffected, it just means that the advantages and disadvantages of functioning underwater cancel each other out. For example, Superleap would allow more distance to be covered by each leap because of the buoyancy of the water. However, the force a character could use to jump would be less because of the greater effect on the character by water resistance, thus no change.

Changes In Skills

Acrobatics:

Acrobatics rolls should be made at -5 because of water resistance. Characters with Swimming or Underwater Movement ignore this penalty.

Breakfall:

Breakfall is mostly unaffected underwater. Due to the effect of the underwater environment on Knockback, Breakfall may actually be easier to use, again at the GMs discretion.

Climbing:

Climbing speed is halved underwater. This is a skill that would probably be used by a character who cannot swim or is very heavy trying to scale an underwater cliff.

Concealment:

Due to increased difficulty of sight PER rolls, Concealment becomes very effective underwater.

Disguise:

Preparing a disguise is difficult underwater, however if the character does manage to disguise himself he will have the advantage of the difficult PER conditions. Characters viewing the disguised hero receive a penalty from the Perception Table to recognize the hero.

GM's Note:

SCUBA tanks or any other tanks of compressed air can become dangerous in the right conditions. If an opponent manages to puncture the tank, the remaining air will be released all at once and the tank will explode for a 6d6 Physical Killing Explosion, centered on the tank.



Lip Reading:

Someone using Lip Reading must first make a sight PER roll with applicable modifiers in order to use this skill.

Martial Arts:

Blocks and Dodges are unaffected but damage from punches, kicks and throws will be affected as listed above. OCV and DCV penalties also apply.

Sleight Of Hand:

This DEX based skill would be subject to any penalties to DEX rolls for being used underwater.

Stealth:

Stealth rolls are made at -3.

Tracking:

Tracking may be completely useless underwater unless the target is traveling along the ocean bottom. All modifiers for sight PER rolls apply to Tracking.

Ventriloquist:

Due to the efficiency of sound underwater, the effectiveness of this skill is greatly increased. Characters trying to throw their voice only receive a -1 for every 3" of distance.

Changes In Talents

Combat Sense:

Characters with Combat Sense add +2 to their rolls while underwater.

Fast Draw:

Difficulty in moving quickly underwater severely hampers the usefulness of this skill. Characters using Fast Draw receive a -2 to their roll.

Find Weakness:

A character trying to find weakness on a target must first make a sight PER roll with all applicable modifiers to see the target and then attempt to make the Find Weakness roll.

Lightsleep:

This Talent is very effective underwater (assuming the character can sleep while submerged). Add +2 to any PER rolls the character may have to make to detect an intruder.

Changes in Powers

Armor:

A character's armor will still work normally to reduce damage he takes from attacks. However, depending on the type of armor the character is wearing, using a movement power underwater may be very difficult.

If a character's armor is not bought through a focus, but instead is a part of them (such as having very tough skin), then the character's underwater movement is unaffected except as noted below for specific movement powers. Armor that is not

aquadynamic or is particularly bulky or heavy reduces its wearer's Swimming or Running by up to half. If the character's armor is part of a suit that provides enhanced Swimming or Underwater Running, then the penalty is ignored. Please note that a suit that provides enhanced Swimming will not affect the penalty for Underwater Running and vice versa.

Clinging:

Clinging will only be effective as long as the special effects on this power do not require tight, dry surfaces. The GM should decide individually whether or not a character can cling to any particular surface.

Clairsentience:

Sight PER rolls made for Clairsentience underwater are subject to all applicable modifiers for normal sight PER rolls. Hearing PER rolls are made at +2. Any other sense usable with Clairsentience would be affected as for senses listed above.

Density Increase:

Density Increase is unaffected when used underwater. However, the GM may decide that a dense hero may more easily sink into the bottom muck than other characters and be more difficult to extract. Characters may have to make a STR roll to move along the bottom.

Energy Blasts:

See specific Special Effect Changes. If your special effect is not listed, consult with the GM to determine any effect the underwater environment may have on the power.

Entangle:

Water soluble entangles will lose 1 BODY and 1 DEF each turn while underwater. If the hero's entangle is a thrown item, a net, or entangle grenade, then it is subject to the modifications listed under Throwing Things above.

Flash:

The effectiveness of a Flash attack will depend on the sense or sense group the attack affects and the special effect of the attack itself. Light attacks that affect sight may be reduced in effectiveness while sound attacks that affect hearing may have their effectiveness increased. See specific Special Effect Changes for guidelines on handling changes to this power.

Flight:

Flying movement will be at least halved while underwater and may not work at all. Flight bought with the Limitation "Only Works Underwater" to simulate superspeed swimming will work normally. Flight powers relying on special effects that do not work well or at all underwater will be affected as per other powers with these special effects. For example, flight powers based on flame or fire powers will probably not work while flight relying on wings



may only work at 1/2 speed. The GM should make the final decision. A flight power can also be bought with the Advantage "Works Normally Underwater" and suffer no penalty with the GM's permission.

Force Field/Force Wall:

Again, the special effect of the power will determine the usefulness of these powers. See specific Special Effect Changes for guidelines on dealing with these powers.

Gliding:

Gliding will not work underwater unless bought with the Limitation "Only Works Underwater" or with the Advantage "Works Normally Underwater".

Images:

Images based on light projection special effects will not be as effective underwater as they would on land and suffer the same penalties for light based powers. Images that simply "appear" at a desired location may not suffer any penalties and thus be much more effective. Images based on other special effects may or may not be affected at the GM's discretion.

Missile Deflection And Reflection:

This power operates normally versus thrown weapons. The effect of the underwater environment on thrown weapons versus the slowing of a character's reaction time virtually cancel each other out. Missile Deflection versus energy attacks are affected by the standard OCV and DCV penalties.

Running:

Unless a character is weighted down in some manner, such as using diving weights or Density Increase, Running should not be allowed. Characters who are weighted down have their Running rate halved. Also, many surfaces underwater are slippery and may require a DEX or Acrobatics roll to allow full movement. The bottom of the sea or a lake can be soft and mucky and might be treated as an Entangle with DEF and BODY increasing with the weight of the character.

Swinging:

The distance a character can swing is halved while underwater and may not be able to be used at all.

Telekinesis:

Characters using Telekinesis may first have to make a sight PER roll to use the power to achieve and maintain line of sight on their target. Once the character makes his PER roll this power will work normally unless the power's special effect prohibits it.

Changes in Advantages

Explosions:

Physical Explosions, grenades, bombs, etc., are especially effective underwater and may have other effects besides just the normal damage. Add 5 points for every 20 Active points in the power and double the Explosion's radius. Also, anyone caught in the explosion is subject to a Flash versus Hearing Sense Group equal to 1d6 of Flash for every 3 DC of explosion that hits them. Energy Explosions work normally with no additional effects.

Sticky:

Certain types of sticky attacks may have their effectiveness reduced underwater. See specific Special Effect Changes for guidelines.

Changes in Limitations

Gestures:

Unless the character has bought the Talent "Underwater Movement" he must make a DEX roll to use a power requiring gestures.

Incantations:

Characters with powers that require Incantations may be limited by the underwater environment. If the character can breathe water or is using a focus that allows him to breathe underwater without restricting his mouth, as a SCUBA mouthpiece would, then the power can be used. Otherwise then the power would be useless.



Underwater Equipment

"He who commands the sea has command of everything."

—*Themistocles, from Cicero, Ad Atticum, X, 8.*

As your heroes venture into the unknown depths of the oceans, they're going to need to take certain precautions in order to survive or even just get around. Listed below are many "real world" items designed to help divers explore the underwater world.

SCUBA Gear

SCUBA is an acronym for Self Contained Underwater Breathing Apparatus. It usually consists of one, two, or three steel or aluminum tanks filled with filtered compressed air which deliver the air through a hose connected to a mouthpiece. The rig is worn on the diver's back and weighs about 50 lbs. out of the water and a negligible amount underwater. SCUBA tanks allow a diver to breathe underwater for about two hours.

SCUBA Gear: Life Support (5 points), OAF: SCUBA Gear, 2 charges of 2 hours. Cost: 5/2

Rebreather

A rebreather is SCUBA gear that recirculates exhaled air through a "scrubber" to remove carbon dioxide and returning clean oxygen to the user. The advantage of this gear is there is no "exhaust" so it's harder to detect a diver from the surface and the diver can stay underwater for much longer than with normal SCUBA equipment. It does have its drawbacks. Since the diver is breathing oxygen, the diver is limited to depths no greater than 50 feet. Below that level the oxygen becomes toxic to the brain.

Rebreather: Life Support (5 points), Invisible Power Effects (+1/2), OAF: Rebreather Gear, 1 charge of 6 hours. Side Effect if diver goes below 50 ft. Cost: 7/3

Swim Fins

Swim fins are worn by a diver on his feet to increase his swimming speed and to decrease the exertion needed to swim.

Swim Fins: +3" Swimming, 0 END Cost, OAF. Cost: 4/2

Jim Suit

A Jim Suit is basically a self contained exploratory suit capable of exploring the deepest portions of the oceans. It is named after Jim Jarret, the first person to use the suit. It is heavy and bulky out of the water (weighing about 300 lbs.) and constricts the wearer's movements. The diver is able to manipulate objects with claws mounted on the end of each of his arms. His vision is limited to small "porthole" type windows in the helmet of the suit. The advantage of this suit is that the diver does not have to go through decompression, no matter what depth he has been working at.

Jim Suit: Armor 3 PD/ED, Life Support (5 points) 1 charge of 2 hours; Safe In High Pressure, Linked to Armor, OIF: Jim Suit, Clumsy, Reduces character's movement by half (-1/2), Limits character's normal vision to forward only (-1/2). Cost: 17/4

Speargun

Probably the most common weapon for use underwater, most spearguns use a large "rubber band" to fire a sharp spear although some use compressed gas. They are fairly lightweight and easy to use.

Speargun: 11/2d6 RKA, OAF: Speargun, 3 Recoverable Charges, Act. 14-. Cost: 25/8

Bang Stick

The Bang Stick, or Shark Stick, is used to help divers defend themselves against shark attacks. As its name implies, it is a stick with shotgun shell attached at one end to supply the "bang". The shell is fired by pressing it up against the target. It is very effective in or out of the water.

Bang Stick: 2d6 RKA, OAF, Act. 14- No Range, 1 Charge, Extra Time (1 Phase to ready stick). Cost: 30/5

Underwater Vehicles

"They that go down to the sea in ships, that do business in great waters."

—*Psalms 107:23*

Propeller Sled

A propeller sled is a small electric motor and propeller with hand controls to pull a diver through the water at considerable speeds. The unit's battery will operate for several hours.

Propeller Sled: 7" Swimming, 4x Noncombat, 0 END, OAF, Bulky. Cost: 15/6

Small Exploration Submarine (Conseil)

The Conseil is a two man submersible capable of descending to very deep areas of the ocean, although not to the very bottom of the sea. It has two arms that can be operated by one of the passengers to pick up objects or repair underwater structures. Life support can last for several hours. The unique feature of this sub is the "glass bubble" passenger compartment giving occupants a complete view of their surroundings. High intensity lights aid in their viewing. The Conseil is no bigger than a compact car making it ideal for small scientific missions.



Conseil

Val	CHA	Cost	Notes
20	STR	0	400 kg; 4d6
12	BODY	0	
2	SIZE	10	
6	DEF	12	
12	DEX	6	OCV: 4/DCV: 4
2	SPD	-2	Phases: 6, 12

Total Characteristics Cost: 26

Movement: Swimming: 12"/48"

Abilities & Equipment:

Movement:

Swimming: +10" (12" total), x4 NCM, 0 END, OIF, Bulky (11) [0]

Running: -6" (0" total) (-12)

Equipment, OIF, Bulky:

Active Sonar (7)

Passive Sonar: Spatial Awareness (12)

High Range Radio Hearing (5)

Life Support: Self-Contained Breathing, Safe Environments: High Pressure/Vacuum, Extreme Heat/Cold (8)

Flood Lights: Change Environment 8"r, dark to light, 0 END, Persistent, Fragile (15)

Inertial Guidance: Bump of Direction (1)

Mechanical Arms: 2 Extra Limbs (5)

Total Abilities & Equipment Cost: 52

Total Vehicle Cost: 78

Disadvantages: 0+

Distinctive Features:

Conseil is a unique vehicle, not Concealable (15)

Physical Limitation:

Complex to operate (frequently, slightly) (10)

Can only move in water (infrequently, fully) (15)

Susceptibility:

1D6 per Phase if sub goes below 3000 feet (15)

Vulnerability:

11/2x BODY from Magnetic And Electrical Attacks (10)

Total Disadvantage Points: 78

Large Exploration Submarine (Nemo)

The Nemo is a large exploration submarine capable of transporting ten men to a depth of about 3,000 feet. Its main mission is scientific research but can be modified for other purposes. Like the Conseil, it has bright lights to illuminate its surroundings. This is a good, standard vehicle to get the heroes that will get the heroes to where they want to go.

Nemo

Val	CHA	Cost	Notes
55	STR	0	50 ton; 11d6
19	BODY	0	
9	SIZE	45	
6	DEF	12	
11	DEX	3	OCV: 4/DCV: 4
3	SPD	9	Phases: 4, 8, 12

Total Characteristics Cost: 69

Movement: Swimming: 17"/68"

Abilities & Equipment:

Movement:

Swimming: +15" (20" total), x4NCM, Has turn mode (16)

Running: -6" (0" total) (12)

Equipment

Flood Lights: Change Environment 16"r, dark to light, 0 END, Persistent, Fragile (18)

Active Sonar (7)

Passive Sonar: Spatial Awareness (12)

High Range Radio Hearing (5)

Ultrasonic Hearing (1)

Life Support: Self-Contained Breathing, Safe Environments: High Pressure/Vacuum, Extreme Heat/Cold (8)

Flood Lights: Change Environment 8"r, dark to light, 0 END, Persistent, Fragile (15)

Inertial Guidance: Bump of Direction (1)

Total Abilities & Equipment Cost: 56

Total Vehicle Cost: 125

Disadvantages: 0+

Distinctive Features:

Nemo is a unique vehicle, not Concealable (15)

Physical Limitation:

Complex to operate (frequently, slightly) (10)

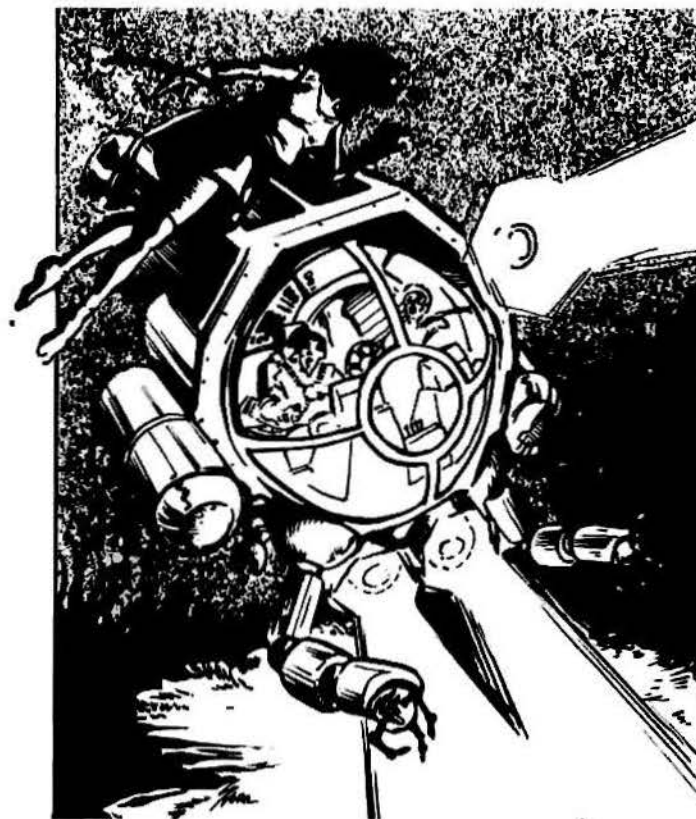
Susceptibility:

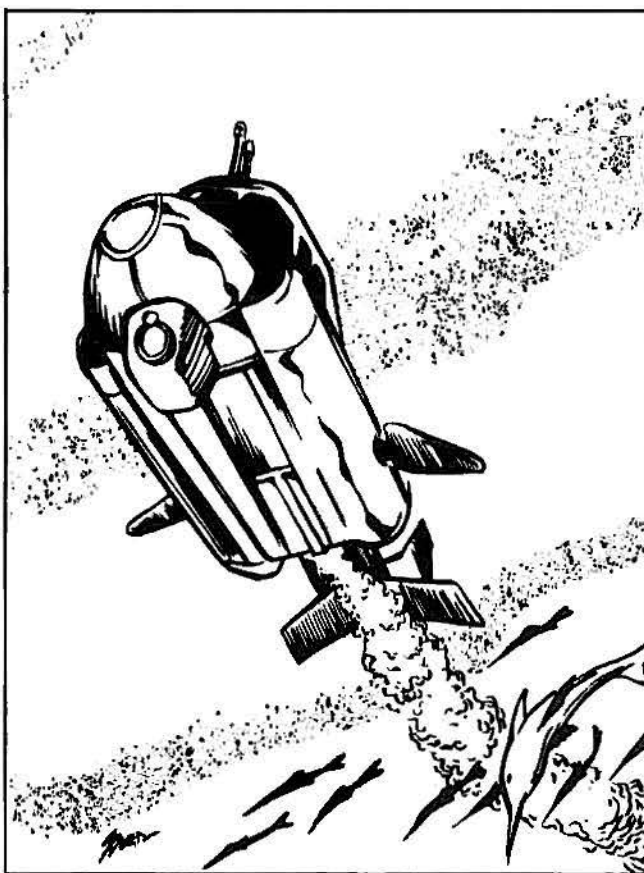
1D6 per Phase if sub goes below 3000 feet (15)

Vulnerability:

11/2x BODY from Magnetic Attacks (5)

Total Disadvantage Points: 80





Quarkstar IV Multi-use Submersible

The Quarkstar IV is the latest underwater prototype designed by Dr. McQuark. It is much larger than its predecessor, the Quarkstar III, but not quite as large as the Nemo. It can carry a crew of eight to a depth of 3000 feet. Unlike the Nemo, the Quarkstar IV is equipped with defensive armament that include eight torpedoes, a Force Field, a stealth system and the ability to send an electrical shock through the hull. The Quarkstar IV also comes equipped with an on-board computer that is capable of piloting the boat and firing its weapons as well as interpreting nearly any language.

Quarkstar IV

Val	CHA	Cost	Notes
50	STR	0	25 ton; 10d6
18	BODY	0	
8	SIZE	40	
10	DEF	24	
13	DEX	9	OCV: 4/DCV: 4
3	SPD	7	Phases: 4, 8, 12

Total Characteristics Cost: 80

Movement: Swimming: 17"/68"

Abilities & Equipment:

Movement:

Swimming: +15" (20" total), x4NCM, Has turn mode (16)

Running: -6" (0" total) (12)

Equipment

Electric Shield: EB 8d6, Stun Only, Damage Shield (30) [6]

Defensive Shield: Force Field +8 PD, +8 ED (8) [2]

Stealth System: Invisibility to Passive Sonar (Spatial Awareness) and Hearing Group (15) [3]

Batteries: END Reserve 44 END, 6 REC (5)

Torpedoes: RKA 3d6 AP, No Range Mod, OAF, 8 Charges (30) [8c]

Waldos: 2 Extra Limbs (5)

Robotic Probe: Clairsentience, Sight and Hearing Group, OAF, Fragile, Act 15- (13) [4]

Active Sonar (7)

Passive Sonar: Spatial Awareness (12)

High Range Radio Hearing (5)

Ultrasonic Hearing (1)

Life Support: Self-Contained Breathing, Safe Environments: High Pressure/Vacuum, Extreme Heat/Cold (8)

On-Board Computer: See Below (19)

Total Abilities & Equipment Cost: 163

Total Vehicle Cost: 244

Disadvantages: 0+

Distinctive Features:

Quarkstar IV is a unique vehicle, not Concealable (15)

Physical Limitation:

Complex to operate (frequently, slightly) (10)

Susceptibility:

1D6 per Phase if sub goes below 3000 feet (15)

Unluck: 1d6 (5)

Total Disadvantage Points: 198

On Board Computer

Val	CHA	Cost	Roll	Notes
20	INT	10	13-	PER Roll 13-
13	DEX	9	12-	OCV: 4/DCV: 4
3	SPD	7		Phases: 4, 8, 12

Total Characteristics Cost: 26

Abilities & Equipment:

Skills & Abilities:

Combat Piloting 12- (3)

Eidetic Memory (10)

English: native accent (for verbal commands)

Programs:

KS: Known Sea Life Sounds 13- (3)

KS: Known Sea Vessel Sounds 13- (3)

KS: Quarkstar IV 13- (3)

Lightning Calculator (3)

TF: Submarines (1)

Universal Translator, 11- (20)

WF: Vehicle Weapons (1)

Program: Navigate Sub From Point A To Point B (1)

Program: Alert Crew If Detect Large Object Movement (Man Sized Or Larger) (1)

Program: Fire Torpedo At Target (1)

Program: Perform Evasive Maneuvers (1)

Program: Activate Defenses 91)

Program: Identify Sound (1)

Total Abilities & Equipment Cost: 57

Total Computer Cost: 83



Exploration Robot (Arronax)

The Arronax is an undersea submersible robot capable of operating at any depth or temperature. It trails a long cable back to the "mother" ship where an operator controls its every move. The Arronax sends back television images of what it is seeing and can pick up and manipulate objects it finds. The Arronax is about the size of a clothes trunk so it can easily be transported to anywhere in the world.

Aronnax

Val	CHA	Cost	Roll	Notes
8	STR	-2	11-	75 kg; 11/2d6
15	DEX	15	12-	OCV: 5/DCV: 5
10	CON	0	11-	
8	BODY	-4	11-	
5	INT	-5	10-	PER Roll 10-
5	PRE	-5	10-	PRE Attack 1d6
10	COM	0	11-	
6	PD	15		
5	ED	12		
3	SPD	5		Phases: 4, 8, 12
4	REC	0		
0	END	-10		

Total Characteristics Cost: 21

Movement: Running: 6"/12" Swimming: 10"/20"

Powers & Skills:

Robot Abilities:

Takes No STUN (45)

Does Not Bleed (15)

Shrinking: 2 Levels (.25m tall, 1.6 kg mass, +4 DCV, +6 KB), 0 END, Persistent, Always On (27)

High Range Radio Hearing, OAF, Bulky (*Long cable*) (4)

Active Sonar, OAF (7)

Propellers: Swimming +8" (10" total) (9)

Floodlights: Change Environment 8"r, dark to light, 0 END, OAF, Fragile (13)

Full Life Support (30)

Programs & Skills:

AK: Area To Be Explored 11- (2)

Program: Swim From Point A To Point B (1)

Program: Pick Up Object (1)

Total Powers & Skills Cost: 154

Total Character Cost: 175

Disadvantages: 100+

Distinctive Features:

Squat Underwater Robot, not concealable (15)

Physical Limitation:

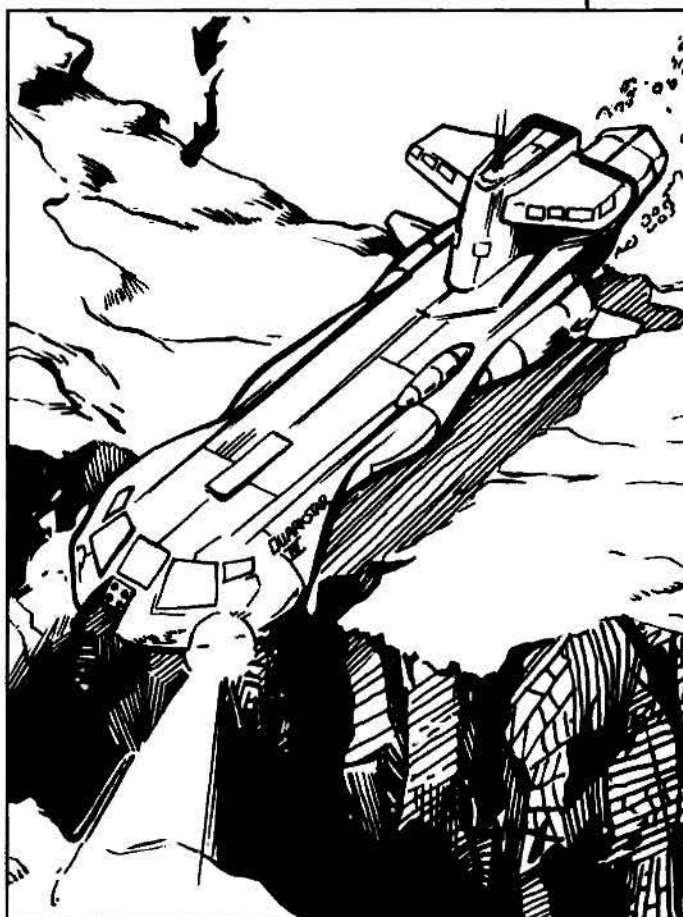
Can only move in water (infrequently, fully) (15)

Vulnerability:

2x BODY From Electrical And Magnetic Attacks (20)

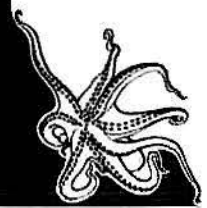
Bonus (25)

Total Disadvantage Points: 175





Scenarios



The following adventures and adventure seeds are designed to introduce Atlantis into your campaign. The GM should read over the adventures carefully and realize the ramifications of introducing Atlantis into their continuity. You may not wish to use some of the adventures; or you may choose to modify them to keep the existence of Atlantis a secret from the general populace. If you are a player please do not read any further.

Hey! I mean that now! Stop reading.

That's better. Okay, now that they're gone, let's get on to the adventure.

First Contact

This adventure is designed to introduce characters to the undersea kingdom of Atlantis. The reaction of the characters to the Atlanteans in this initial adventure should set the tone for the following adventures and adventure seeds.

Mysterious Sinkings

The adventure starts simply enough. A series of mysterious ship sinkings have virtually brought the fishing and shipping business on the Atlantic to a standstill. There have been no survivors from any of the sinkings and no official explanation has been offered. In nearly every instance, the seas were reported as calm when a sudden S.O.S. was transmitted and then abruptly cut off. Standard search procedures revealed nothing; the latest ship sunk was a U.S. Navy Destroyer armed with nuclear cruise missiles.

Getting The Heroes Involved

How the characters become involved will depend greatly on their relationship with the U.S. Government. If they have a good relationship with the government and have access to Classified information and have worked on sensitive missions before, they will be approached by the Naval representatives and asked for help. Characters with good government relations will be privy to the latest information that the Navy can provide.

The GM will have to be creative in involving characters who are not on such good terms with the government. The heroes could be investigating the sinkings at the behest of the wife of one of the sailors that was lost on the destroyer. She may feel that the Navy is not doing all they can to investigate the sinkings or is not giving her the answers she's looking for. Alternately, the heroes could become involved after finding a survivor of one of the lost ships who gasps out a tale of superpowered attackers that destroyed his vessel.

Other heroes, such as *Dark Champions* characters, could become involved if they are chasing a group of drug dealers or arms smugglers who are making an escape by sea when they could be suddenly attacked by an unknown group of supervillains; the Sea Lords.

What's Going On

The villainess known as Red Tide has studied the ways of the surface men well over the past 50 years and has learned that they possess a powerful "magic" of their own; the magic of nuclear destruction. Her plan is to steal a nuclear warhead with a delivery system and blackmail Atlantis into accepting her as their new ruler. She has managed to find the Horn of Poseidon and, with it, summon the Leviathan; but the power of the Leviathan is not enough for her plan. After seeing the wonders that the surface world has to offer she wishes to rule it as well. To do this she needs the "magic" of the atom.

She has duped the Sea Lords into helping her with her plan by convincing them that she has similar goals to their own. She has told them that she wants the polluters of the world's oceans wiped from the face of the sea forever. Lethal Eel agreed as long as their targets included ships of Axion Oil and that the environment would not be harmed. They started small, and slowly escalated up to a Navy Cruiser, which was part of Red Tide's plan all along.

Here Come The Heroes

Getting the heroes out to the site of the sinkings will be relatively easy, depending on their relationship with the U.S. Government. The Navy will be inclined to bring superheroes in on this case because of the possible involvement of other superpowered beings. (If the PCs are not so friendly with the Navy then getting out to the site of the sinkings might prove more difficult. See the section titled "Troubleshooting And Other Options" at the end of the adventure.)

The Navy will supply the heroes with transportation and as much information as they can give them. If the heroes have their own submarine, it may be superior to the DSRV (Deep Submergence Rescue Vehicle) that the Navy can provide and may even have defensive systems that the heroes might find useful. (If the heroes do use the DSRV, use the stats for the large exploration submarine Nemo in the Underwater Vehicles section.)

What The Navy Knows

The Navy's operation is being overseen by Captain David Richards of Naval Intelligence. He is cordial, but aloof, like most members of the Intelligence community. He will treat the heroes with



a modicum of respect, but wishes that it were not necessary to involve them at all. Once the heroes arrive at the site of the sinking they will be welcomed aboard the aircraft carrier U.S.S. Patriot, which is serving as the command post for the investigation and recovery operation. They will be taken to the briefing room and met by Captain Richards who will update them on the current situation.

The Briefing

Captain Richards will greet the heroes cordially and then begin the briefing.

"Two days ago at approximately 21:30 hours EST a distress signal was received from the Cruiser Sailfin. The Captain described a large sea creature and five superpowered beings attacking the ship. The super powered beings described by the Captain are known to us as the Sea Lords, a group of eco-terrorists who have been bothersome in the past but have never been this bold. They seem to have added a villainess known as Red Tide to their ranks. We believe they have been responsible for the recent wave of ship sinkings as well as the sinking of the Sailfin. However, the description of the creature given by the Captain defies all analysis."

At this point Captain Richards will produce a tape player and press the Play button. The recording is audible, but just barely. The signal is cluttered with the sounds of panic and alarm bells, orders flying back and forth and screams of terror.

CAPTAIN: "It's enormous, bigger than anything I've ever seen. It dwarfs the ship. Something, no someone is riding it. I think they're controlling it somehow."

SOUND: Horn sound in background.

CAPTAIN: "It's going under the surface now, maybe it's going away. No, it's come back. It's mouth is enormous, it's coming at us! Noooo!!!"

The Captain is interrupted by the sound of breaking glass, men's screams and the sound of water rushing into the bridge. Then the tape goes silent, then Captain Richards continues.

"That was the last contact we had. We located the Sailfin and sent down a remote control submersible robot to investigate the wreck. What we found, or rather what we didn't find, is what prompted us to bring you in on the investigation."

Captain Richards directs the heroes attention to a large computer screen. He brings up images of the sunken ship.

"From everything we can determine, the only reason the Sailfin sank was that it was hit with an enormous wall of water that flooded the ship and sent it to the bottom. Further investigation indicates that two UGM-109 Tomahawk cruise missiles armed with nuclear warheads are missing from the ship and can be assumed to be in the hands of the Sea Lords. So far we have received no indication of what they intend to do with the missiles, but we can assume that it can't be good.

"We want you and your group to find the Sea Lords and retrieve the cruise missiles before they can be sold to a foreign power or used against the United States. You will have access to any information we receive and any assistance we can give. Any questions?"

At this point the players should be encouraged to ask any questions they may have. Captain Richards will answer to the best of his ability, but most of the information he has he has already given to the heroes. He will provide the heroes with any equipment they feel they might need, but is very short of manpower at this time due to the salvage efforts on the Sailfin. He might be able to spare an extra sailor or two to pilot the DSRV if need be but would prefer that the heroes operate on their own. If the heroes are on good relations with Dr. McQuark he might be inclined to loan them his latest submarine the Quarkstar IV (See Underwater Vehicles) for their investigation.

Dr. McQuark has little information about the Sea Lords except their membership and a rough description of their powers and motives. He has no information about their backgrounds. He has some information on Red Tide, some of it going back to the 1940s, but not very much. He is unsure of what powers she possesses or what her motivations might be, but speculates that they must be similar to the motivations of the Sea Lords. He, of course, will know nothing of Red Tide's Atlantean origins.

If the heroes have any concerns about radioactivity from possible damage to the nuclear power plant aboard the Cruiser, Captain Richards will assure them that the power plant was inspected also and no radiation leaks were detected. The wreck is safe to inspect.

Voyage To The Bottom Of The Sea

The first matter of the heroes' investigation should probably be to check out the actual site of the wreck. The Sailfin lies in about 1,000 feet of water, making it difficult for salvage operations and investigations of the site. The Cruiser is lying on its side, broken in half by its impact on the sea floor. The bow has also been crumpled by the impact. Other than that the ship is relatively undamaged. There is small amount of activity as other crews struggle to retrieve the bodies of the drowned sailors and assess the damage to the ship. Upon further investigation they will find the missile launchers are missing two cruise missiles just as Captain Richards had said.

The heroes will probably learn little else from the actual wreck but should be encouraged to be thorough. About the time they are ready to give up and return to the surface, their sonar should pick up a strange object: a man-sized object just at the outer range of their sonar.



Atlantis Revealed

The object detected by the heroes' submarine is Prince Tak'errik, who has been investigating the mysterious sinkings on his own. He has been waiting for his own opportunity to approach the wreck, but accidentally wandered into the range of the sonar. If the heroes give chase, he will speed out of detection range as quickly as possible and rejoin the party of five Atlantean soldiers that volunteered to accompany him on this mission. The heroes will probably give chase, probably thinking that the blip might be one of the Sea Lords.

After chasing the blip for some time, the heroes will wander into a mountainous area that makes sonar detection difficult. Before they can proceed or back out of the area they will be attacked by a Giant Squid (see Bestiary section) who has mistaken the heroes' sub for a small sperm whale. The heroes might have a difficult time of fighting the beast off if they have not come prepared (by this time they are probably in about 300 feet of water) or even if they have come prepared. Either way, Prince Tak'errik will not turn his back on people in need of assistance. He will lead an attack on the Giant Squid and attempt to drive it away. Afterwards, he will check on the occupants of the small sub and most likely be forced into answering a few questions as well as asking a few questions himself. After he and the heroes swap information he will suspect the true motivations behind Red Tide's actions and ask the heroes to accompany him to his home.

The Grandeur Of Atlantis

The reception the heroes receive from Sea Guard and the rest of Atlantis will depend on their reaction to Sea Guard and his tale of the lost continent. If they are ready to believe Tak'errik, then they will be received relatively well. If not, Tak'errik may not bring the heroes to Atlantis at all.

The GM should use this opportunity to really give the players a detailed view of Atlantis, paying close attention to relaying the splendor, beauty, and fantastic aspects of the land under the sea. To set the mood the GM could have sweeping music playing in the background as he leads the players on their guided tour of Atlantis. (*Skyline Fire Dance* by David Lanz, or perhaps the soundtrack for *Star Trek: The Motion Picture* might fit the bill.)

The outsiders arrival in the undersea city will cause quite a stir throughout the community. Atlanteans will come from all over to see the surface people who have come into their domain. If the heroes are not rushed into the seclusion of the Royal Palace, then a mob might gather and impromptu protests on the part of the isolationists might erupt. The heroes will be guarded throughout their arrival. If the heroes have not made arrangements for surviving underwater, a priest of the Elemental Church will provide adequate life support for them to move about, but not too far. The heroes will be made comfortable

and Tak'errik will assure them that they will not be harmed and he wishes them to meet with the Queen just as soon as he can arrange it.

If the heroes pressure Tak'errik for any information, he will put them off, assuring them that they will discuss everything that has happened and what plans should be made. He will not answer anymore questions saying that he must confer with the Queen as quickly as possible.

The heroes will not have long to wait, so they shouldn't have too much time to get into mischief (although with PCs, anything is possible). They will soon be escorted to the Royal Court where they are brought before Catherine, Queen of Atlantis.

The Queen

Any of the PCs that have knowledge of World War II heroes should get a chance to recognize Catherine as the legendary Victory Siren. The Queen, of course, will speak English to the newcomers and will ask the Cleric to cast a spell of understanding so that all might understand one another. The Orator will be in attendance as will Princess Tak'narina, Kel'dren (Poseidonist High Priest), and of course Tel'sren. Everyone in the heroes' party will be considered dignitaries (unless they have arrived under less than friendly circumstances) and will be referred to using the Dorak' prefix (e.g. Dorak'seeker, or Dorak'defender). The Prince will introduce the heroes and ask them to tell their story. When and if they describe the sinking of the Sailfin, especially the part concerning the massive sea creature, the room will fall silent. The Atlanteans know the danger of the Leviathan. Then Tak'errik will divulge his thoughts. He believes that Red Tide plans to use these nuclear weapons to force the Atlanteans to recognize her as their new ruler. He will also suggest that the Lander heroes be allowed to assist him in stopping Red Tide's plan and given all the assistance possible. Reaction to this will be lively and divided, and will go along the following lines:

Queen Catherine:

The Queen will wholly endorse the Prince's plan and will want to pledge any help the Atlanteans can give. Her knowledge of superheroes and their value to the world will give her confidence in the PCs.

Tel'sren:

The High Priestess will acknowledge the danger that these weapons possess, but will use this to strengthen her arguments against contact with the surface. She will point out that the very existence of such weapons proves that the Landers are nearly as savage as the barbarians. She agrees that Red Tide must be stopped but the Landers should not be allowed to leave Atlantis and should not be involved with the mission. (Optional: Tel'sren may covertly plot to gain possession of the cruise missiles herself for some future plan.)



Kel'dren:

The High Priest of the Poseidonists will have reservations about the Landers. He feels they should help in stopping Red Tide and the Sea Lords but their knowledge of Atlantis may prove dangerous. He will propose seeking the guidance of Poseidon and retire to pray.

Princess Tak'narina:

The exuberant Princess will not only endorse the Prince's plan but will offer to join in the mission herself. She will probably be told to stay home.

Eventually the Queen will prevail on the basis of her sovereignty and will order the army to mobilize and take their orders from the Prince. Te'sren will insist that an Elemental Priest accompany the Landers as an "observer," and the Queen will consent. Before anything can be done, a wounded and beaten Atlantean will be brought into the Royal Court by the palace guards.

The Messenger

The unfortunate Atlantean tells the Queen that he has been given a message for her from Red Tide. She has ordered that Atlantis is to surrender immediately or she will unleash the power of the cruise missile on the city and reduce it to dust. The messenger also tells her that she should send her son, Tak'errik, to the Pillars of Hercules with their answer within twenty-four hours and that he should come alone.

Additional Information

Whatever plans the Prince and the heroes make, the PCs should be allowed time to ask as many questions as they see necessary. Below are some of the things they should find out:

The Leviathan:

The Leviathan is a legendary beast of destruction that every Atlantean, every barbarian and every Lyonessian fears from the day of their birth. The origins of the creature are masked in mystery, but it is known that through the Horn of Poseidon it might be possible to control the beast. It is obvious that Red Tide has found the Horn and is using it to force the Leviathan to do her bidding.

Red Tide:

The PCs should be able to easily discover the background of Red Tide. Either the Prince or the Queen herself will volunteer this information and warn the heroes that she is a powerful enemy capable of anything.

The Sea Lords:

The Atlanteans know nothing of the Sea Lords.

Shouldn't We Call The Navy?

The PCs might be thinking of calling in the Navy to help them. If they tell any Atlantean of their thoughts, they will be asked not to involve any other Lander in this crisis and will explain that the Atlanteans still wish to remain unknown to the surface world. Any involvement with other Landers could jeopardize this privacy. If the heroes insist, the Atlanteans will use whatever means necessary to stop them from doing so.

What Are The Villains Doing?

The heroes will probably not have had any contact with the surface world by this time, so they will not know of the other part of Red Tide's plan. She has sent a message to the United Nations stating that she is in possession of two nuclear armed cruise missiles and is willing to use them against a civilian target unless her demands are met. She has not yet specified her demands, and the Sea Lords are under the impression that the demands will be the cessation of pollution by the countries of the world as well as other ecological demands. They are unaware of her demands against Atlantis or even the existence of the undersea kingdom. The Sea Lords have also been led to believe that the nuclear weapons will only be used to bluff the world's leaders and will not actually be detonated. Red Tide has other plans. She is absolutely willing to use the missiles against both a surface target and Atlantis to gain what she wants. Red Tide plans to rule Atlantis and force the world to recognize her sovereignty over the undersea kingdom. She plans to use Atlantis to create an unstoppable army to conquer the rest of the world. If the Sea Lords discover the other part of her plan, she will try to convince them that this way they could make sure the world stops polluting the oceans. However, they will not go along with any plan if she intends to detonate any of the nuclear weapons.

The Pillars Of Hercules

Red Tide does not believe for a moment that the Atlanteans will accede to her demands or follow the conditions she has set at the meeting place. So she has set a trap for the meeting place as well as a demonstration of her seriousness to the leaders of the world. She plans to fire one of the cruise missiles at the meeting spot and detonate it, not only killing anyone the Atlanteans have sent to the "meeting," but making the Straits impossible to navigate. She has set the missile to detonate on impact.

At the same time, she plans to send the Leviathan to Atlantis to demonstrate her seriousness to the Atlanteans. She plans to destroy the orichalcum mines and surrounding farm areas in an attempt to bring the Atlanteans to their knees.



What's A Hero To Do?

At this point the heroes should get wind of Red Tide's actual plans. One way they might discover this information might be through scrying by priests of the Elemental Church. Visions of massive destruction by the Death From The Deep will convince the priests that the Leviathan is coming to destroy them all. The heroes might secretly contact the Navy, who will inform them of Red Tide's demands to the U.N. Another source of information might come from the Lyonessian Ambassador, who may have received a message from home about what is going on on the surface world and the immediate danger to Lyonesse.

Stopping The Missile

The heroes will be forced into walking into Red Tide's trap in order to tip her hand. Of course, once they arrive at the meeting spot the Navy, or the Atlantean Priest, will inform them that they are in the path of an oncoming cruise missile. So, the problem becomes how to keep from becoming so much radioactive dust.

If the heroes possess the power to stop or deflect the missile on their own, they should come up with their own plan. If they don't, or can't come up with a solution of their own, then it should be suggested that the Elemental Priest accompanying them just might be able to deflect or "catch" the missile before it can detonate. Then, possibly, the heroes can deactivate it (Demolitions roll at -5 should do it). If the heroes brought along a sailor to pilot the DSRV, he might secretly be a Navy SEAL who just happens to be trained in the disposal and disarming of nuclear weapons.

Once the missile has been launched, its launch site can be detected by most parties concerned. The Navy will immediately launch a strike force at the launch site in hopes of stopping the launch of the other missile and retrieving it. The Lyonessians will relay the launch location to the Lyonessian Ambassador, who will in turn relay it to the heroes. The Elemental Church will also be able to scry the launch site. They will relay the location to the heroes and they may send their own team to try and gain possession of this mighty weapon. If they do send a team of their own, they will delay providing the launch location to the heroes in order to gain time.

In any case, the heroes should be able to find out where Red Tide and the Sea Lords are headquartered: an abandoned oil platform off the coast of southern Morocco.

What They Don't Know Will Hurt Them

Before launching the cruise missile, Red Tide will send the Sea Lords out to patrol the surrounding ocean with the excuse that she suspects the heroes might be closing in on their location. Once they are out of the way, she will fire the missile. She knows that the Sea Lords will turn on her the

instant they learn of her treachery. After she launches the missile, she will use the Horn of Poseidon to order the Leviathan to attack the orichalcum mines and farm areas of Atlantis.

The Final Battle

After the heroes find Red Tide, it will be a simple matter to get to the location and stop Red Tide. When the heroes arrive, they will be met by the Sea Lords unless they manage to approach by stealth. Once they arrive, however, they will probably be quickly detected by the villains who will engage them in battle.

The heroes might gain allies if they can manage to convince the Sea Lords, especially Lethal Eel, that Red Tide has launched the other missile and it nearly exploded (or did explode if the heroes failed). If they can convince them of her treachery, they will turn on her. If not, they will simply think that the heroes are trying to trick them and continue fighting them. The Sea Lords will be very suspicious of any tale the heroes tell them, so the heroes should be very convincing.

If Red Tide feels threatened by the heroes, she might do any of several things to destroy or delay the heroes. She might summon the Leviathan to return to the oil platform and destroy it. She might also launch the other missile (which should be pointed directly at the campaign city), and bargain her way out of capture with the destruct button. She might also set the missile warhead to self-destruct to delay the heroes so she can escape. Any way it goes, it could get messy.

All's Well That Ends Well

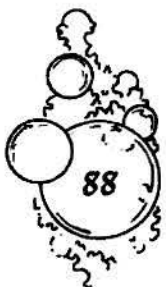
Once the heroes wrap everything up, the Navy should arrive to take charge of the villains and the remaining cruise missile. Prince Tak'errik will ask the heroes to not mention the existence of Atlantis or its involvement in this affair. He will tell them that it might be possible in the future that there will be contact between Atlantis and the surface men again. He will also tell them that, as far as he is concerned, the heroes will always be welcome guests in Atlantis.

Troubleshooting And Other Options

This section should hopefully help in dealing with any problems that might come up during this adventure. Feel free to adapt the adventure and any suggestions in this section to your own tastes.

Getting The Heroes Involved

Again, if the heroes are not on good relations with the U.S. Government or the Navy, they still might get involved in other ways. They may not have the access to information as easily as other heroes might but they still should be able to bring this adventure to a successful conclusion. The heroes could disguise themselves and sneak aboard



the U.S.S. Patriot to determine what is going on. The scuttlebutt should give them the idea of what's going on. Sometime the heroes should manage to get aboard a DSRV or "borrow" one to investigate the wreck site.

Another way for the heroes to become involved is for Sea Guard to come to them directly to ask for their help. He may have heard of the heroes' great bravery and feels they are the ones to help him stop Red Tide.

If the heroes don't go out to sea to investigate the sinking, they might get involved with the adventure when Red Tide announces her demands to the U.N. Of course, by then they will have to act quickly to get involved and they may never discover the existence of Atlantis.

Extra Help

If the heroes are way below the power level of Red Tide and the Sea Lords, they might get extra help from other heroes like C.R.A.B. from this book, or Zen Dolphin or the Cyberknights from *Allies*, or Sea Change from *Kingdom Of Champions* or even U.N.T.I.L. (see *Hero System Almanac 2* for more info).

If you want to bolster the villains' power they might add other villains to their roster. Ray, Mechassassin, or Ripper from *Classic Enemies* might be suitable for inclusion in this adventure.

If you don't want to use the Leviathan as the sea creature under Red Tide's control, you could the Kraken with or without its radioactive blast, or simply not have any giant sea creature at all.

You may also already have aquatic based villains or heroes that you may wish to use in place of any of the characters mentioned above. Feel free to use them as you see fit.

Getting Along With The Atlanteans

Things don't always go as planned, and the heroes might do something to offend the Atlanteans and land themselves in an underwater prison. The heroes might still be inclined to break out of jail and go out and save the day. Sea Guard might assist them in breaking out if he feels they are good of heart and spirit.

The Queen's decision might be overruled by angry factions of the isolationists and the Elemental Church. The heroes might find themselves in the unenviable position of having to defend the Queen AND stop Red Tide.

Here Comes The Cavalry

If you don't really feel like destroying your PCs in a ball of thermonuclear destruction (you can find complete stats on nuclear explosions in the *Hero System Almanac 2*), but they fail in their attempt to stop the cruise missile, you could always have the missile be a dud either through some malfunction or Red Tide's lack of technical knowledge.

If you really want a slam bang finish, the Navy could arrive before the end of the final battle and begin their attack on the oil platform, possibly endangering the heroes as well as the villains.

Education Of A Prince

This adventure seed is designed to involve Sea Guard and Tak'narina with the heroes once again, possibly getting them to join the heroes' group. This adventure depends on the heroes being based in a coastal city, preferably one where whaling is a part of its past. If the heroes are based in a landlocked city like Denver, then Sea Guard will probably not be asked to join the group. The adventure could take place when the heroes are visiting a coastal city where Sea Guard is based.

This adventure is also designed to introduce the heroes to Koriel and her desire for revenge. With any luck, the heroes will have a new enemy! Hooray!

A Whale Of A Tale

Koriel has been studying the history of her enemy, the surface men. She has discovered that whaling was once a prominent part of the target city's past and has reasoned that they, like all whalers and fishermen, should pay for the apparent death of her daughter. She has developed a spell that will make the water "sing" to any sea creature she chooses and has used it on a pod of five Blue Whales. She orders them to attack any ships or boats in the city's harbor. The heroes are called in to stop the attack.

Care must be taken not to seriously harm the whales. Koriel will not allow that to happen in any case, since they are an endangered species. Sea Guard and Tak'narina will arrive shortly after the heroes have to help them and will recognize Koriel. Sea Guard will try to reason with her but he will most likely be unsuccessful.

Whatever the outcome of the battle, the heroes will hopefully see the need to prepare to battle villains and other menaces from the deep, especially if the heroes have already been involved in the First Contact scenario. Having Sea Guard, and possibly even Tak'narina, in their ranks should provide them this preparedness. Sea Guard will be inclined to accept this offer since he is living on the surface to learn the ways of the Landers. This could be considered an extension of his education.



Tide Of Evil

This adventure seed is designed to re-introduce the heroes to Red Tide as a recurring villain. Hey, we all need those don't we? This time, Red Tide will be after revenge against the heroes who dared to interfere with her plans.

Water, Water Everywhere...

Red Tide has traced the heroes to their home city and has hired several supervillains to cause trouble on or near sites with water. She hopes to split up the team and draw individuals to these sites so she can destroy them. She will then teleport to the next site and attack the hero responding to that threat. If her plan succeeds, she will have eliminated her main enemy and then move onto her next plan to conquer Atlantis.

The villain she hires should be powerful enough to handle any one member of the PC team by themselves. Any number of villains from *Classic Enemies* or *Enemies For Hire* will do, or perhaps some GM created villains will fit the bill. Either way, the villains should be those that the heroes have never fought before and should have no reason to be causing trouble in the campaign city. (Just as a note, the Sea Lords will never work with Red Tide again after the First Contact adventure. They may be crazy, but they're not stupid.) Red Tide will also make sure that the villains do not deliver the final killing blow; she reserves that privilege for herself.

The Barbarians Are Revolting

This adventure seed is designed to involve the heroes directly with the city of Atlantis once again. This time they need to save the city from the combined might of Koriel and Ashlook the barbarian.

Unholy Alliance

Koriel has forged an alliance with Ashlook that in return for his support of her attack on Atlantis, they can have unlimited food and resources once she has taken over the city. She feels that once the Lander Queen is deposed, the citizens of Atlantis will rally behind her and aid her in her quest to wipe the surface men from the seas. She does not have any intention of honoring her agreement with Ashlook after she has taken over the city, and Ashlook has no intention of stopping at taking just food once he and his hordes are within the city.

Help From Above

The Queen will receive warning about the imminent attack from a member of Tarok clan who has managed to get the information from a spy in Ashlook's army. The clan leader of the Tarok clan has decided to warn the Queen because of his respect for her bravery in the past and hope for peace in the future. He will also tell the Queen of the incredible power Ashlook has been given by Koriel and that the Atlantean army may not be able to stand against an all out attack by the Sea People and Koriel.

Taking the warning seriously, the Queen has contacted her son, Tak'errik, and asked him to come with help to defend Atlantis from attack. Once the heroes arrive, she will ask them to go into the Sea Peoples' land and stop the plans of Koriel and Ashlook before they can attack Atlantis.

How they do this will be up to the players, but Ashlook might be inclined to enter into a test of strength between himself and the heroes. He respects strength and bravery and is overconfident in his new abilities. If the heroes win, he will not attack Atlantis at this time. He will not agree to anything beyond that. Koriel will try to tip the scales of the contest in Ashlook's favor so the heroes should be on their guard for any kind of tricks.

Atlantis Invades

This adventure seed is designed to introduce Atlantis to the campaign world at large. The GM may not wish to run this adventure for some time or until he is ready to reveal the undersea kingdom to the world. Unfortunately, this adventure will probably not make a very good impression for Atlantis on the countries of the world.

Toxic Time Bomb

The catalyst of this adventure is a matter of illegal dumping of toxic waste by unscrupulous businessmen. Toxic waste from Spanish factories was dumped directly over Atlantis and landed near an outlying farm. The farmer, his family and most sea life in the area grew sick and died before the waste could be moved by Acolytes of the Elemental Church. When it was determined where the waste came from. Reaction among the citizens was swift and angry. Many felt, especially the isolationists, that the surface men had to pay for their crimes. A coup, led by the isolationists, drove the Queen and the Royal Court from the city while the rebels planned their attack on the surface world. The rebels assembled an impressive army and came ashore at Cadiz, Spain and quickly took over the town. The event was picked up by Worldview News, and suddenly the secret of Atlantis was revealed.

The Queen herself will approach the heroes and ask for their help in calming the situation down. First the town of Cadiz must be liberated from the occupational force there, then those responsible for the dumping must be caught and brought to justice, and then the Queen must be reinstated into power. All in all, a real challenge for any group of heroes.





Invasion Of Atlantis

Once the existence of Atlantis has been revealed to the world, less respectable members of the world community might be inclined to "annex" the undersea kingdom for their own. Once again, the heroes are called upon to defend the jewel of the Atlantic from outsiders.

A Pretty Gem

Once the knowledge of Atlantis was released, the leader of a small country with access to high technology immediately saw the advantages of conquering the secrets of Atlantis. He assembled a fleet of attack subs, armored mercenaries and other specialists and set sail for the undersea kingdom.

The United States, or U.N.T.I.L., will summon the heroes (since they have had previous dealings with Atlantis) and inform them that this foreign power is making moves against Atlantis and that the Navy or U.N.T.I.L. will not be able to intercept them before they attack Atlantis. While the forces moving against the underwater city are high tech and powerful, they are not numerous. The Navy (or U.N.T.I.L.) feels that the heroes, with some help, might be able to defeat the forces and turn them away from their objective. The heroes should have enough time to get to Atlantis and warn the Queen before the enemy forces arrive. A clever, diplomatic solution might do as well as a battle in this scenario. Perhaps Atlantis will sign an alliance with the United States during the battle which will make the smaller power rethink its current actions.



Atlantis And The United Nations

After this adventure, Atlantis should be a fully recognized nation and member of the U.N. However, the road to sovereignty is a rocky one.

Old Enemies

Arrangements have been going on for some time to establish contact between Atlantis and the surface world. Now that Atlantis has allied itself with the United States, the U.S. is sponsoring its membership into the United Nations. Ambassadors are being exchanged and talks are proceeding. Then the day comes when Queen Catherine is scheduled to address the U.N. and the world. Unfortunately, one of Victory Siren's old enemies from World War II who is still alive (or perhaps a descendant), sees their opportunity for revenge. They plan to attack the Queen, kidnap her, and exact their revenge for past humiliations. The GM should look through *Golden Age Champions* to find a suitable villain and update them. (Suggestions include Doktor Teer and Professor Feder, Panzer Grenadier, or Kriegsmariner.) The villain will, of course, be prepared for any rescue attempt. Atlantis vs. VIPER

VIPER is everywhere, even under the sea, and once they find out about Atlantis, and orichalcum, they might just want to get their slippery hands onto it. Check out *VIPER* for more information.

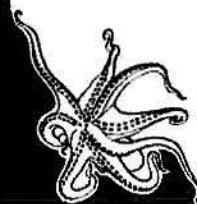
Operation: Seasnake

VIPER has several underwater bases manned with Aquatic Agents (VIPER underwater specialists) and equipped with Lamprey Water Fighter Suits and Moccasin Land/Sea Combat Craft. The one near Atlantis also has C.R.A.B. units at its command. (Use C.R.A.B. characters stats, except make them into automatons.) They will choose an opportune moment to attack and take over the orichalcum mines and try to hold them for as long as possible. Of course, they did plan on the interference of the heroes so they may have other equipment and/or villains to make sure the heroes do not succeed in their attempt to free the mines.





Appendix A: Using This Book With Other Campaigns And Genres



Champions

Since this book was written with a standard four color *Champions* campaign in mind, using this book in that type of campaign should not pose too many difficulties. The main problems with Atlantis in the campaign is if the GM already has his own version of Atlantis. The easiest thing for that GM to do is use this version of Atlantis as either another underwater civilization or as a colony of Atlantis settled long after the Great Upheaval.

Another problem might be that the GM might want a version of Atlantis that would make a good enemy for the players. The GM should alter the history so that Victory Siren does not become Queen and Tel'sren becomes ruler of Atlantis. Her ambitions might bring her into conflict with the surface world as well as the heroes. Sea Guard might then become a rebel against the Atlantean government and look to the PCs for help in his struggle. Koriel could become a sanctioned agent of Atlantis and be very formidable as an enemy. Tel'sren might also be in control of many of the creatures of the deep and be willing to send them against the cities of the surface world.

Another way to use *Atlantis* is to set the campaign in Atlantis, letting players create a group of Atlantean heroes dedicated to defending their beloved city. The Sea Lords, Koriel, Red Tide, and any other villains the GM would want to create would become the campaign's main villains with foreign powers and/or VIPER making nuisances of themselves.

Dark Champions

Using Atlantis in a *Dark Champions* campaign will take a little bit of ingenuity on the part of the GM. Let's face it, you wouldn't expect the Harbinger of Justice to be found swimming around in the depths of the Atlantic Ocean. So what's a fully armed, sometimes psychotic vigilante to do? The GM could make Atlantis the source of a new drug made from the leaves and sap of that wondrous seaweed growing around the city. Perhaps Ashlook and the Sea People are selling it to the surface people in order to raise funds and weapons to attack their "Atlantean Oppressors". Or perhaps Koriel plans to help the Landers to destroy themselves by supplying mystic weapons and/or drugs to various gangs in the campaign city and pitting them against each other or the local government.

Of course, the heroes might meet Sea Guard if they are involved with any cases that involves smuggling illegal cargo in by sea. Sea Guard will welcome any help he can get and might call on their knowledge of the campaign city to help him in his crusade for justice.

Another way to involve Atlantis is to use the political backdrop as a way to embroil the heroes in the intrigue of Atlantis becoming a member of the U.N. assassination attempts, deal making and other problems could keep the heroes busy for quite sometime.

More than likely Atlantis will remain only on the periphery of most *Dark Champions* campaigns, perhaps unreachable to the PCs.

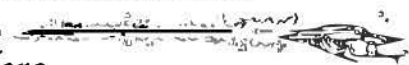
Fantasy Hero

If the GM has set his campaign in Mythic Greece, then the obvious use for Atlantis is as the legendary continent of Plato's stories. The most useful section of this book will be the "Atlantis Then" portion to provide a history of the mythic continent and its people. The "Bestiary" will provide the GM with plenty of creatures for the heroes to battle. Remember, at the height of its power Atlantis was formidable enough that only Athens was able to withstand its desire for conquest. The Atlanteans were, just before the Great Upheaval, greedy, depraved and cruel. They enslaved all those they conquered and took what they wanted from other lands. They would make a good enemy for the heroes.



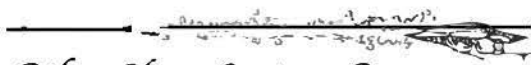
If you have a more traditional setting for *Fantasy Hero*, the GM might want to use Atlantis as a template for the home of the Merfolk and substitute their stats for the stats of the typical Atlantean. Perhaps, like the Atlanteans, the Merfolk had angered their god thousands of years ago and had been condemned to live out their lives below the surface of the ocean. The Elemental Church could become priests of the sea god, the Sea People could become another faction of the Merfolk and the Lobster Men could become... well, the Lobster Men.

Another way to use this book is, again, allowing the players to make up Merfolk or Atlantean characters. Characters could fight against the Sea People, the Lobster Men and explore forgotten ruins for treasure and long lost magic items.



Star Hero

In a *Star Hero* campaign, using *Atlantis* would require a lot of work. The GM might have to come up with an alternate history and use Atlantis as a template for a society living beneath the waves on a water planet. However, the GM could use Atlantis as is (possibly substituting high tech for magic) if he wanted to speculate that the continent of Atlantis was not destroyed in the Great Upheaval but transported through space to a water world. They would still want to be left alone and might be willing to keep the PCs captive to keep their existence secret. The GM would probably have to eliminate Queen Catherine from the mythos, but a similar Queen could be ruling.



Other Hero System Genres

Adapting *Atlantis* to other genres, like *Cyber Hero*, *Horror Hero*, or *Western Hero* will take a great deal of work and imagination, but it would not be impossible. For example, if the GM were running a *Western Hero* campaign he could place the heroes aboard a ship bound for Australia that is attacked by a Giant Squid or fantastic metal fish, and they are saved from drowning by a group of Atlanteans. Likewise, Atlantis could be hooked into the "net" in a *Cyber Hero* campaign and the heroes might run across Atlantis in cyberspace. (Okay, it's a little far fetched. So come up with your own ideas.)

The point is that Atlantis is a myth that transcends its time and place and can come to life in any world we can wish in on. Besides, you bought the book. You might as well use it.

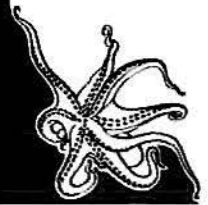
"'Classic.' A book which people praise and don't read."

—Mark Twain





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Suggested Reading

- Aquarius Mission*, by Martin Cadin. (New York: Bantam Books, 1978.) Probably not in print anymore but well worth a look through used book stores to find. It's the story of the crew of a super-sub that discovers a lost race of humanoids at the bottom of the sea. Hmmm...
- 20,000 Leagues Under The Sea*, by Jules Verne. Although the movie is one of my favorite films, the book is a must read. I highly recommend the version published by Naval Institute Press in 1993. It's the *complete* novel, never before released in English, and has been completely retranslated in its proper form. Beautifully illustrated with the original illustrations, it would be a wonderful addition to any library.
- The Secret Oceans*, by Betty Ballantine. (New York: Bantam Books, 1994) The story of the crew of the Turtle, a futuristic submarine and their adventures as they explore the Earth's oceans with a pair of sentient dolphins. The wonderful artwork is provided by twelve great artists. Worth the search.

Suggested Viewing

- Atlantis: The Lost Continent*, Universal. George Pal's classic of the destruction of Atlantis. A must see.
- 20,000 Leagues Under The Sea*, Walt Disney Studios, 1954. The classic story of Captain Nemo and his fabulous submarine *Nautilus*. Great inspiration. (Hey, what about Atlantis in the Victorian age? Hmmm...)
- The Abyss*, 20th Century Fox, 1993. I know it's not about Atlantis but it's a good film about first contact between surface dwellers and undersea creatures. It also gives a good idea of the type of equipment used underwater. If at all possible, see the "Special Edition". It's a little longer but a much better film than the theatrical release.
- Voyage To The Bottom Of The Sea*, TV Series and Movie. Often silly but a good way to get into the mood of adventuring underwater.
- Sequest: DSV*, TV Series. Another show to get into the mood of adventuring underwater. One episode actually deals with Atlantis.
- Man From Atlantis*, TV Series. Sometimes silly show (do we see a pattern here?) about a man who can breathe underwater and talk to fish. Stars Patrick Duffy in his first TV series.
- Stingray*, TV Series. Gerry Anderson and his puppets strike again! Fun to watch.

Suggested Comics

Prince Namor, The Sub-Mariner (pronounced sub-mare-i-ner, *not* sub-ma-reen-ner) is the oldest hero from Atlantis and arguably the best. He has been both hero and villain and has provided much of the inspiration for this book. Listing all his comic book appearances would take a book in itself, instead I have listed his solo titles below. It would also be worth it to find some of the reprints of his WWII adventures.

Namor: The Sub-Mariner, published by Marvel Comics.

Prince Namor, published by Marvel Comics.

Sub-Mariner, published by Marvel Comics.

The other Atlantean hero is, of course, Aquaman.

Hailed as the King Of The Seven Seas, he is probably the most recognizable aquatic hero in comics. He shares much in the inspiration for this book.

Aquaman, various series and mini-series published by DC Comics.

The Atlantis Chronicles, mini-series published by DC Comics. Highly recommended!

Sea Devils, published by DC Comics.





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