

ECHO CITY TEAM UP #2: UNDER THE SEA

COMPATIBLE WITH THE
SENTINELS OF ECHO CITY
SUPERHERO RPG
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INTRODUCTION

Echo City Team Up is an ongoing series of resources for the *Sentinels of Echo City* roleplaying game. You will need a copy of those core rules to use this booklet.

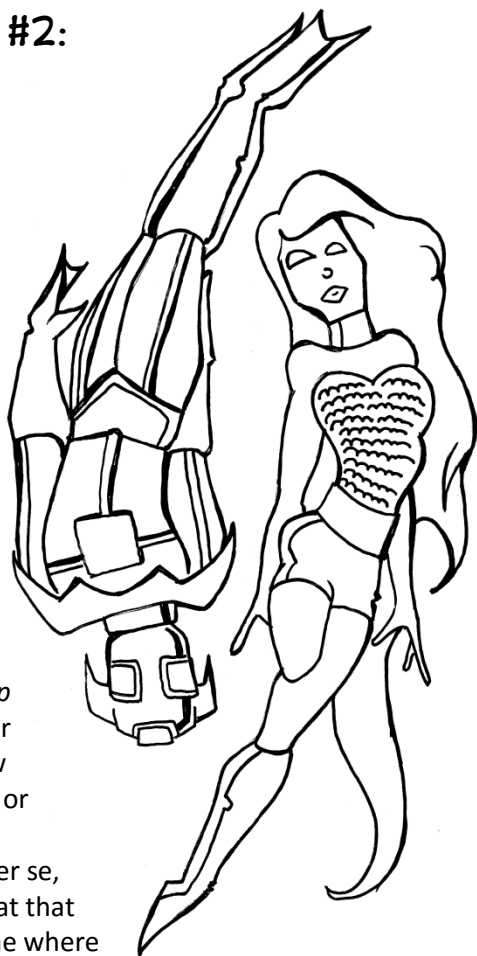
Each issue of *Echo City Team Up* provides a location, suggestions for including that location in play, new villains and heroes, and new traits or talents for the game.

This is not a linear adventure per se, and is presented in a flexible format that allows you to plug it into your game where and how it best fits. The characters in Appendix A are options for you to use, but are not required to play this scenario, nor are you required to have only two characters participate.

This issue is designed at Challenge Level 8.

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OVERVIEW

In the waters of the Atlantic Ocean, the mutant overlord Wave Master seeks ancient relics of the lost city of Atlantis, careless of the damage he does to the environment in the process.

HOOKS

You can use any of these hooks, or one of your own design, to get the supers involved in this scenario:

- ◆ An Atlantean detects the presence of intruders amid the wreckage of the Ascetic Traveler, secretly asking Meridia to scout.
- ◆ The heroes have been sent to recover the treasure from the Ascetic Traveler as a mission for Project Javelin.
- ◆ Silverfish's sensors detect anomalies emitting from the area of the Ascetic Traveler.

CON CHECKS AND DEPTH UNDERWATER

A character with scuba gear or other adaptations (such as *amphibious*) is not required to make a CON check to survive at depths of up to 100'.

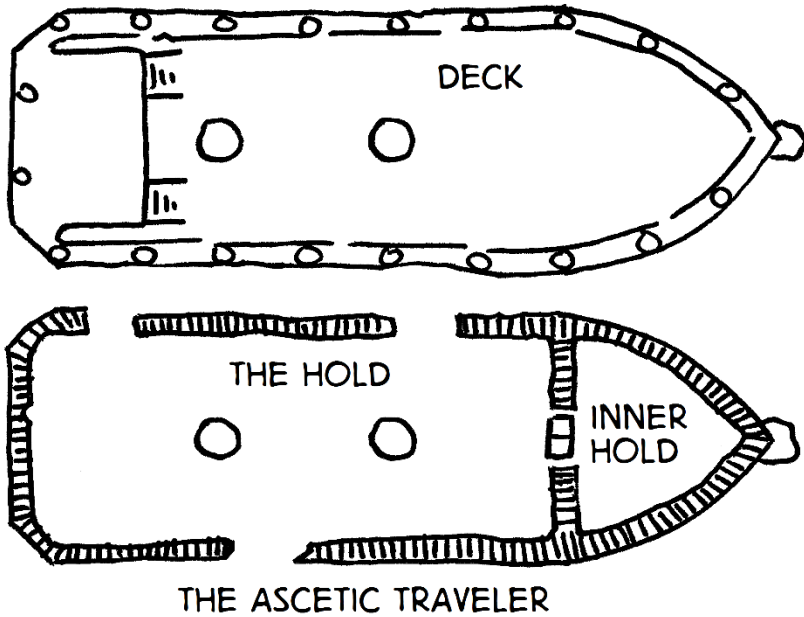
- ◆ A standard CON check is required each turn at depths between 101' and 250'. Characters with CON 14+ do not make this check.
- ◆ A standard CON check at -4 is required each turn at depths between 251' and 1000'. Characters CON 14+ do not make this check.
- ◆ A superhuman CON check at +4 is required each turn at depths over 1000'. Characters with standard CON (13-) cannot dive to these depths without exceptional gear or a submarine.

ATLANTEAN KELP

This magical plant life was maintained by the people of Atlantis for non-amphibious visitors. Someone eating Atlantean Kelp gets the amphibious trait for 1d6 hours, but must also roll a standard CON check or be ill for 1d6 hours, taking -1 to STR.

WRECK OF THE ASCETIC TRAVELER

This ironically-named pirate ship was used to carry plunder quickly that had been captured to larger ships, returning these to the legendary pirate who called himself the Jack of Spades. The Ascetic Traveler hit a major storm during a run, and was sunk here, its golden treasure lost... until now.



THE DECK. The deck is covered in barnacles. Several large (10' wide) holes lead into the hold.

THE HOLD. 12 huge piranha (page 7) scour this chamber, searching for the hidden hold. They have just broken through, and are moving through the treasures in the hold, when the supers arrive.

INNER HOLD. A superhuman STR check is required to break open the door, or it will sustain up to 30 points of damage (against AC 10), but is likely broken open with piranha moving in and out. The bounty, consisting of several chests filled with gold coins, is hidden here. One of the chests also has a scroll with a command word that releases the Horn of Poseidon from its mounting in the ruined temple (page 5). One piranha will continue to search through chests as the others engage the supers.

It will take 1d6 rounds after the supers arrive for that piranha to find the (waterproof) scroll. When it does, it will flee, leaving the others behind to battle the supers.

Each of the piranha has a radio transmitter that communicates back to Wave Master. These could lead back to Wave Master in a number of ways:

- ◆ A successful standard INT check allows the character to reverse engineer the signal, tracing it back to its source (Wave Master and the ruined temple, about 10 miles away).
- ◆ One or more of the piranha could flee, leaving a trail that Meridia or Silverfish could follow with a successful standard *sense* FEAT (at -4).

CLAIMING THE BOUNTY

- ◆ A single character who keeps the plunder from the ship increases his Resources rating to 18; two characters each increase their Resources to 17; three or more characters each increase their Resources to 16. If existing Resources are better than these ratings, take +1 to existing Resources instead. However, this is technically stealing (the treasure rightfully belongs to the Americas Department of Historical Preservation, who have legally claimed the wreck if it is ever found), meaning that the Resources increase comes with a penalty of level x7 XP for any heroic character taking part of the treasure.
- ◆ Turning the bounty over results in both an XP bonus of level x5 XP, and an increase of +2 to Resources (for those with Resources of up to 10) or +1 to Resources (for those with Resources 11 or better), as the heroes are entitled to the posted reward. Turning over the bounty gives an additional XP bonus of level x10; in addition, declining the reward (giving it to charity instead, for instance), gives another level x10 XP bonus.

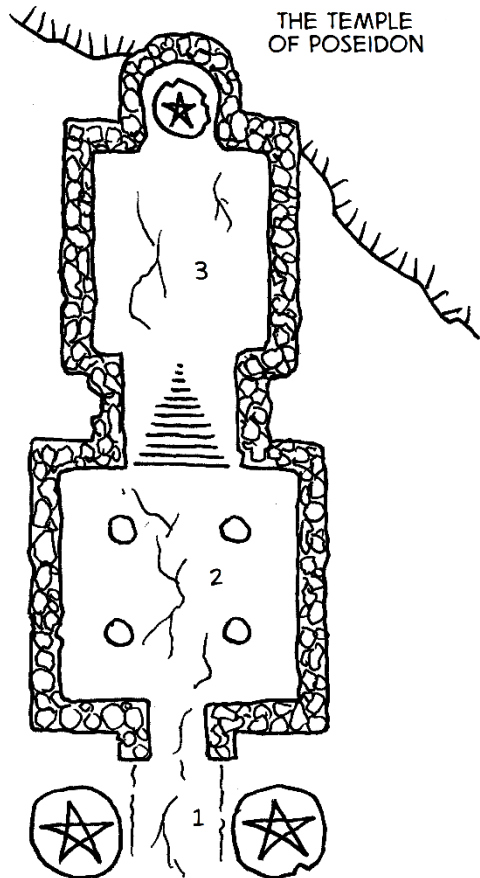
THE RUINED TEMPLE

This ancient Atlantean temple was dedicated to Poseidon, one of the gods to whom the Atlanteans paid homage. The temple is now in ruins on an ocean ledge (at a depth of about 250'), overlooking a ledge that falls off into an abyss that is several thousands of feet deep. The temple is located about 10 miles away from the wreck of the Ascetic Traveler.

1. ENTRY. A **gargantuan sea snake** (page 7) makes its lair here. It has been trained by Wave Master, and will attack anything moving through this area.

2. UPPER HALL. This was a meeting area for Atlanteans in the distant past. Now it is in ruins. Stairs lead into the lower hall.

3. LOWER HALL. **Wave Master** (page 7) is here with **6 huge piranha** (page 7). If the scroll has been recovered and returned to Wave Master, he has read it (an action that takes one round) and frees the Horn of Poseidon as the supers enter. He will use this against the supers (and to inspire his allies) before engaging in battle with the supers.



Once the Horn of Poseidon has been freed, the statue will begin to crumble at the beginning of the following round. All within the temple suffer 4d6 damage per turn from falling debris (a FEAT is allowed to take half damage). Once the temple has dealt 50 points of damage, the precipice it rests on crumbles, and the entire temple falls into a trench that is several thousand feet deep.

Wave Master will refuse to leave the temple, staying with it if it falls into the abyss...

THE HORN OF POSEIDON

The Horn of Poseidon grants the bearer the ability to breathe underwater and communicate with sea life, granting +4 to CHA checks when interacting with such creatures. When the horn blows, it serves as both a *shout of inspiration* to your allies, and a *shout of intimidation* to your enemies. This may be used three times per day, no more than once per turn, and only works while underwater.

FALLOUT

The following events may take place after the supers encounter Wave Master:

- ◆ He will want revenge. His wealth and the size of the ocean mean that he could find any number of ways to insinuate himself into the game in the future.
- ◆ Atlanteans consider the Horn a sacred item, and would expect it to be handed over to them. If it isn't, the supers can expect an aggressive response from them.
- ◆ Project Javelin considers the Horn a powerful artifact that should be controlled and studied, and would expect the supers to surrender it to them.

FOES IN THIS ADVENTURE

WAVE MASTER (VILLAIN 8)

Vincent VanWinters; Treasure Hunter; Cyborg Mutant; Resources 14
AC 19; HD 9d6 (hp 75); Move 40'; FEAT +12;

Bolt of Water (+5/1d6+4 or 1d10+4/30'); Strike (+8/1d8+4)

STR 15 (+4); INT 11 (+2); PWR 14 (+4)

DEX 9 (+1); CON 15 (+4); CHA 9 (+1)

Traits: Amphibious; Body Armor; Bolt of Water (1d8; see below);
Control Water; Pummel (1d8); Quickness; Regenerate

Drawback: Suffers damage out of water (see below)

Born to a wealthy offshore drilling family, Vincent VanWinters has assumed control of his family's empire, using the family enterprise as a front to search the seas for ancient artifacts and relics. He is fixated on the magic of ancient sea peoples, specifically the relics of ancient Atlantis.

Wave master wears a suit of armor that makes him appear as a mechanical man-shark. While he can use his bolt of water when on land, he takes -1 to the die (dealing a base 1d6). While underwater, he is able to enhance his attack with existing water, taking +1 to the die (dealing a base 1d10).

His regeneration only works when he is in contact with seawater (he cannot generate such water to heal himself). His armor is filled with 3 gallons of such water, which a filtration system continues to cycle and keep fresh, allowing his regeneration to continue. When out of water, he suffers 1 hp of damage per turn, and his regeneration ceases to function.

HUGE PIRANHA (CL 3)

AC 13; HD 3d6 (hp 10); FEAT +7; Swim 60'; 1 bite (+3/1d6)

Bio-engineered by Wave Master, these aggressive 3' fish are especially resistant to control by others (taking +4 to resist).

GARGANTUAN SEA SNAKE CL 8

AC 15; HD 7d10 (hp 60); FEAT +9; Swim 40'; 1 bite (+7/1d10); squeeze

This 30' sea snake constricts on a successful hit, dealing 2d6 damage each round; targets must roll a standard STR check at -2 to break free. This creature is a serpent (not a fish) and is immune to control powers specifically targeting fish.

APPENDIX A: UNDERSEA HEROES

Meridia is an independent hero who travels along the Eastern Seaboard, often helping animals in distress. Silverfish is a construct, the brain of a deceased oceanographer that was re-animated and attached to an artificial exoskeleton that allows him to explore the ocean and record data to help in his research. Both seek to defend the undersea realm from any threat to its safety and security.

MERIDIA (HERO 6)

Meridia of Atlantis; Former Soldier; Outsider; Resources 8

AC 18; HD 6d6 (hp 54); FEAT +9; Move 40'; Trident (+7; 1d8+4)

STR 14 (+4); INT 8 (+1); PWR 14 (+4)

DEX 16 (+5); CON 14 (+4); CHA 12 (+3)

Traits: Amphibious; Communicate with Undersea Creatures;
Summon Fish; Weapon (trident 1d8)

A warrior guard of Atlantis, Meridia was a serious and faithful soldier before she was exiled by her twin brother. She swims into battle with a fearsome trident, summoning a huge fish to help her when needed.

FISH, HUGE STURGEON (CL 6)

AC 15; HD 6d6 (hp 24); FEAT +8; Swim 60'; bite (+6/1d8)

SILVERFISH (HERO 6)

Maxfield Marx, Oceanographer; Cyborg Construct; Resources 10

AC 19; HD 6d6 (hp 47); FEAT +9; Move 40';

Bolt of Lightning (+7; 1d10+4; no range; see below)

STR 14 (+4); INT 12 (+3); PWR 14 (+4)

DEX 10 (+2); CON 12 (+3); CHA 8 (+1)

Traits: Amphibious; Body Armor; Bolt of Lightning (1d10; touch);
Sonar (120')

Silverfish's suit is equipped with mechanical gills that filter air from water indefinitely to support his brain activity. His suit is equipped with underwater jets that allow him to travel 100' per round underwater. His strike is from energized gauntlets that give him a 'power punch'. His sonar not only operates to 120', but is tied to a mainframe computer that records and analyzes data about all waters he explores.

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