

UNCOVER THE **SECRETS** OF THE ANCIENTS!

ACHTUNG!

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Explore the
mysteries of
fabled Atlantis

Shadows of Atlantis

MODIPHIUS[®]
ENTERTAINMENT

FFA[™]

The hunt for a terrifying super
weapon lost in the mists of history





Sample file

ACHTUNG!

Cthulhu



SHADOWS OF
ATLANTIS

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Contents

Introduction: Welcome to Atlantis! 5

What is Achtung! Cthulhu?	6
Plato's Atlantis	7
Lost History	8
Campaign Background	9
Projekt Atlantis	10
How To Use This Book	11
Campaign Overview	13
Pre-Campaign Preparations	13

Mission 1: Vienna.....15

Mission Introduction	16
Act One: A Strange Request	18
Act Two: Chaos & Truth	22
Debriefing: Enlightenment	30
Conclusion: Out of Time	32

Mission 2: Rome.....33

Mission Introduction	34
The Power Of Rome	34
Act One: New Arrivals	36
Act Two: Snakes & Labyrinths	42
Act Three: The Truth Will Out	50
Debriefing: Liberation	54

Mission 3: Egypt & Cairo.....55

Mission Introduction	56
Act One: Reflections	59
Act Two: Into Darkness	67
Debriefing: Duat Dreaming	78

Mission 4: Nepal79

Mission Introduction	80
Act One: Out of the Blue	81
Act Two: Waves & Stanzas	90
Debriefing: On the Threshold	96

Mission 5: India.....99

Mission Introduction	100
Act One: On with the Show	102
Act Two: A Rocky Road	106
Act Three: The Roots of the Mountain	109
Debriefing: Meltdown	118

Mission 6: Persia121

Mission Introduction	122
Act One: Heat & Dust	125
Act Two: Catching the Wind	130
Act Three: The Purifying Flame	133
Debriefing: The View Beyond	141

Mission 7: British Honduras.....143

Mission Introduction	144
Act One: The Fog of Memory	147
Act Two: Lost & Found	152
Act Three: Distant Echoes	156
Debriefing: Cross & Doublecross	164

Mission 8: Greenland & Atlantis165

Mission Introduction	166
Act One: Down to Business	167
Act Two: Over The Sea	171
Act Three: Into The Breach	182
Debriefing: To the Victor	196

Appendices199

Appendix A: Adversaries & Antagonists	200
Appendix B: New Tools of the Trade	204
Appendix C: Story Seeds	212
Appendix D: Handouts	216
Appendix E: Pregenerated Characters	223



Introduction

Welcome to Atlantis!



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Campaign Background	9
Projekt Atlantis	10
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Campaign Overview	13
Pre-Campaign Preparations	13

Introduction

Welcome to Atlantis!

David Freiherr von Zelazko looked at the report with a mixture of irritation and disbelief. So, she believed she had finally found a clue to her precious Atlantis after all these years, and all because of an accident of timing. Well, lucky her.

He shook his head in an attempt to clear his thoughts. Once, he had respected Mina — respected her strength and determination, her dedication to Weissler's cause. Her betrayal had been a bitter pill to swallow, although his anger was now tinged with a melancholy that only time could bring.

But this — this was what she'd always dreamed of, what she had sought all along. And with that strutting fool Schäfer's return from Tibet, it would appear that he and this Austrian archaeologist (whoever he was) had all but handed Mina her dreams on a silver platter.

And yet, something told him that it would not be so easy for her to realise those dreams — that a civilisation which had held on to its secrets for so long would not so easily give them up just because she desired them more than anything else in the world.

What is Achtung! Cthulhu?

Achtung! Cthulhu is a World War II-inspired setting for Lovecraftian roleplaying, where player characters investigate the dark machinations of madmen and monsters whilst battling to defend the world they know from the all-encompassing chaos that war brings.

This book has been created for use with Modiphius Entertainment's **2d20 system**. Set in late 1939 to mid-1940, the **Achtung! Cthulhu: Shadows of Atlantis** campaign takes agents from the cafés of pre-war Vienna to the deserts of North Africa, from the snowy mountains of Tibet to the ancient fire temples of Persia, and from the forests of South America to the frozen wastelands of the Arctic Circle in search of the remains of the Palladion, the technological wonder at the heart of the fabled lost civilisation of Atlantis. Their aim: to stop the shadowy forces

Core Values

To run this campaign, the GM will need a copy of the **Achtung! Cthulhu 2d20 Gamemaster's Guide**, and the group will need access to one (or more) copies of the **Achtung! Cthulhu 2d20 Player's Guide**.

of *Nachtwölfe* from acquiring the artefact and using it to build super weapons that will ensure Nazi success on the battlefields of Europe and beyond.

The information from this point onwards is for the GM only. If you plan on playing as an agent in the campaign, please stop reading now.

Projekt Atlantis is vital to the Reich's interests. If we can acquire this Atlantean technology we could shorten the course of the war by years.

- Mina Wolff

