

OUTGUNNED ADVENTURE

A PROJECT BY: Two Little Mice

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FREE LEAGUE



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THE FALL OF ATLANTIS

The Fall of Atlantis is a Mission Dossier designed especially for **ADVENTURE**.

Mission Dossiers are Mini Cinematic Campaigns that include everything you need to start playing, without any additional set-up: Adventurers, Enemies, Rival, and everything else!

CAMPAIGN SUMMARY

In 1936, the Adventurers are hunting an artifact on behalf of a wealthy Austrian sponsor, **Professor Kasper Wieloch**.

After risking their life for the professor, the Adventurers discover that, in truth, he is a Nazi officer tasked with searching for the lost **Island of Atlantis**.

In the city that disappeared under the waves, Wieloch hopes to find **Poseidon's Trident**, a mythical artifact that can grant control over the oceans.

It's up to the Adventurers to stop evil Professor Wieloch and prevent Poseidon's Trident from falling into the wrong hands.

THE SHOTS

Fall of Atlantis is divided into 3 Shots:



Frozen Legacy: Professor Wieloch sends the Adventurers into the frozen landscape of **Greenland** to search for the tomb of Viking explorer Erik the Red. After facing deadly traps and surviving a ship that was literally suspended over an abyss, the Adventurers find a mysterious **cipher disk**.



The Way to Atlantis: After returning to Wieloch's estate in Austria, the Adventurers must solve **Calcidius' Enigma** to find the words they need for the cipher disk. After finding the coordinates of the island of Atlantis, they discover that Wieloch is actually a Nazi officer. What ensues is a confrontation in the sky, as the Adventurers fight their way onboard a huge **zeppelin**.



Poseidon's Fury: The Adventurers crash on the island of Atlantis and will have to brave its many pitfalls in order to find Poseidon's Trident before their Rival. A thrilling **Moment of Truth** awaits!



ADVENTURERS AND RIVAL

In the next pages you'll find **4 Adventurers** ready for action, a detailed description of Poseidon's Trident, and of the evil **Rival** who's after it.

HANDOUT

Each shot in this Cinematic Campaign comes with drawings or diagrams that will help you understand and explain any complex scenes, riddles, and traps you will encounter. Be careful, however, as some of them may contain **spoilers**!

The good news is that, at the end of this Dossier you will also find some convenient handouts that you can share with the Adventurers without revealing any important secrets.

If you have the time, you can print them on some nice yellowish paper and turn them into actual props to make your adventure even more immersive.

PRO TIPS

Each page of this introductory Shot will be flanked by a page with some Pro Tips for Directors. These are useful tips that will help you manage every Scene.

No need to thank me,
I always have your back!



THE DAREDEVIL

Jason O'Donnell

Reluctant Hero

Jason is always ready for action, and he never backs down from a challenge. Destiny has been trying to make him a Hero, but he is stubbornly dodging the call.

THE CAPTAIN

Alaska Everhart

Dreamer

Alaska dreams about traveling the World in her trusty seaplane and going on great adventures. While she is a hopeless dreamer, Alaska has proven time and again that her feet are firmly on the ground.



THE SMUGGLER

June (Segong Ye-jun)

Born Rebel

Some treasures are truly priceless. Nevertheless, June will certainly try to sell them to the highest bidder. To her, adventure is just a job, but it is the best job in the World.



THE PROFESSOR

Raymond Suri

Cowardly Lion

Not all adventurers have muscular bodies and loaded pistols. Some wear glasses, avoid unnecessary dangers, and do their best to not destroy everything they touch. Raymond Suri is one such adventurer!



THE TREASURE

According to the legend, **Poseidon's Trident** is an artifact that grants its wielder control over the waters and all the powers of the sea god. If it were to end up in the hands of the Reich, the Trident could permanently alter the course of History and lead Nazi Germany to victory.

At the beginning of the Cinematic Campaign, the Adventurers still don't know what they are looking for. Only during the second Shot, *The Way to Atlantis*, do they discover that Wieloch is trying to find the lost city of Atlantis and get his hands on the Trident.

THE RIVAL'S STORY

Professor Wieloch believes that there is a legendary Trident on the **Island of Atlantis**, a magical artifact of divine – or perhaps alien – origin, that grants control over the tides.

According to Wieloch, the ancient Atlanteans used Poseidon's Trident to become a superpower in their time, but were ultimately crushed by its immense magic.

THE TRUTH

Poseidon's Trident does exist, but anyone who holds it loses their mind and becomes possessed by the evil spirit of the sea god. The denizens of Atlantis knew this, and hid the Trident in the **Temple of Poseidon**, hoping to keep its uncontrollable power at bay.

Unfortunately, the Trident called to a **mysterious creature** from the depths of the ocean, causing the fall of Atlantis.



THE RIVAL

Professor Kasper Wieloch appears to be a wealthy benefactor, an approachable character who hires the Adventurers to carry out a dangerous mission. Behind his facade of friendly Austrian professor, however, hides an officer of the Nazi Ahnenerbe, the notorious para-scientific unit of the SS.

Wieloch is a man of discipline, strict with himself and with others, who spent his whole life in the shadows and is now itching for a chance to prove himself to the World. Too many people laughed at his research about Atlantis. It's time for him to rise and get his revenge.

Wieloch can rely on **2 Strong Spots**:

- ◆ **Private Army:** Wieloch is a high-ranking officer of the Nazi army and can rely on a generous number of soldiers willing to die for him.
- ◆ **Luminary:** Nobody knows Atlantis and Poseidon's Trident like Professor Wieloch. He could even recite Plato's *Timaeus* from memory.

Wieloch's **Weak Spot** is his own insecurity. The Rival knows that many people consider him delusional because of his research, and he loses his cool easily when mocked or underestimated.

Wieloch's **Wish** is to get his hands on Poseidon's Trident, so as to allow the Führer to control the oceans and win the impending War. By doing this, he hopes to gain a place of honor in the new Reich, and to finally earn the respect he deserves.



K. Wieloch



Sample File

SHOT .1

FROZEN LEGACY

REACH THE TOMB
OF ERIK THE RED.
FIND THE KEY.

FROZEN LEGACY

In **Frozen Legacy**, the Adventurers must find a path through the frigid ice of **Greenland** to search for the legendary tomb of the Viking explorer **Erik the Red**. According to their sponsor, Professor Kasper Wieloch, the treasure trove amassed by Erik the Red hides a rare **artifact**.

SHOT SUMMARY

- ◆ **Scene 1:** The Shot begins as the Adventurers climb an imposing wall of ice. Their effort is repaid when they finally reach the top and find a **mausoleum** that appears to be the tomb of Erik the Red.
- ◆ **Scene 2:** The **fake Christian tomb** of Erik the Red turns out to be a cunning trap. The Adventurers need to avoid it or deal with it in order to find a secret passage at water level.
- ◆ **Scene 3:** In an underground cave, the Adventurers must face Odin's challenge to prove that they are worthy of the hidden treasure. Only true Vikings have the knowledge that's needed to avoid a **deadly trap**.
- ◆ **Scene 4/ 5:** After making it through the secret passage, the Adventurers find a huge abyss that plunges into the depths of the earth. Nestled at the center of this chasm, suspended in the void, there is a massive **Viking ship**. The treasure is in the hull of that ship, but a single misstep could cause everything to crumble.
- ◆ **Scene 6:** Inside the ship, the Adventurers finally find the coveted artifact, a **cipher disk** that will lead them to the lost city of **Atlantis**. But there's no time to celebrate, as the ship starts to fall into the abyss, and the Adventurers must rush to get away before it's too late.

PREFACE

Erik the Red was possibly the greatest Viking explorer of all, and over his eventful life, he witnessed incredible things and accumulated unimaginable wealth.

At the beginning of the year 1000, he retreated to Greenland, a land he had discovered, to spend his last days like a true Viking, refusing to follow his son's example and convert to Christianity.

The Shot opens with the Adventurers climbing a frozen cliff in Greenland as they search for the tomb of the legendary explorer, armed with nothing but their thirst for adventure and a mysterious amulet, **Odin's Key**.

Days before, the Adventurers were hired by **Professor Kasper Wieloch**, a wealthy luminary who entrusted them with Odin's Key and pointed them to a cliff in Greenland, asking them to retrieve a priceless and ancient artifact that is rumored to be located in the lost tomb of Erik the Red.

Not even Professor Wieloch knows what the artifact is, but it's pretty clear that he is willing to pay good money to any Adventurer who succeeds in retrieving it.

KEY ITEM

On the next page, you will find a description and an illustration of Odin's Key.

This precious artifact is a **Key Item**, as such, the Adventurers can never lose it. For more information on Key Items, refer to the relevant chapter in **Section 4: GEAR** of **ADVENTURE**.

YOUR HERO

Toward the end of this dossier, you'll find 4 Sheets for as many Adventurers ready for action.

Allow the Players to freely choose their favorite, or to make any alteration they feel is needed to make the character truly theirs.

If you have the Outgunned Adventure rulebook on hand, you can also come up with your own Adventurers for the Campaign. The only thing they need is a good motive to go on an adventure!