

ATLANTIS LARP RULES

PREMISE

Atlantis is a heroic sword & sorcery story set in a mythologically inspired setting. Characters are notables of their people, some may even be called heroes, that explore the islands earning Glory and sending treasures back to their off-stage cultural strongholds. Atlantis is a bright setting, but still a perilous one, the future is hopeful for the characters and the ruins of a bygone age hide dark and terrible secrets. The game relies on good roleplay and the honor system, players are expected to set their own challenges in order to make a fun experience rather than just seek the quickest path to an easy victory. This is much more interesting and the gods are watching!

ATLANTIS GAME ROLES & CALLS

Player: a participant whose only responsibility is to portray an immersive character, keep the play space decorum and IC, and play well with others.

Guide: a player who has accepted the extra role of being a referee, storyteller and scene maker for others. They help frame quests, offer visions, and hand out rewards.

Game Master: the game organizers and runners who oversee the overall gameplay. They approve monster and myth concepts, write lore and seed the gamespace with treasures.

Time Out/Time In: Game stops for emergencies and safety.

Oh Mother: an in character call to let someone know to slow down, ease up or change subject.

CONDUCT & DISCLAIMER

Atlantis is a game for mature adults. Participants should be fairminded, forgiving, and kind to each other. Personal quarrels should be resolved between participants first before asking for staff to intervene. No harassment, constant negativity, bigotry or misogyny will be allowed at the game. Physical contact should be done respectfully, hard striking, unexpected grappling or shoving is not allowed. Cheaters and rules exploiters will be asked to stop or be disinvited from the game.

EVENT FORMAT

Participants in Atlantis create a character to join one of the three Cultures, this is your loosely allied team in gameplay, though internal conflicts are allowed you will be sharing Glory and resources with your Culture. Each Culture will have an area that is their encampment with a Shrine to their deities, this communal area is a focus of their roleplay and should be decorated well. Each event will start with an opening ceremony followed by a culture workshop that will bring your characters into play. Gameplay goes until Sunday at noon where there will be another closing ceremony followed by communal camp clean up. All participants must be in character in any in game spaces the entire time between the two ceremonies. The only exception to this is out of game areas like bathrooms, parking lots or during a time out.

Turn In: Before the closing ceremony a culture must turn in all of its Glory, Coins and Amber so the Guides can tally the scores and announce the victors!

DRAMATIC PLAY & SETTING CHALLENGES FOR YOURSELF

All participants at Atlantis are quest givers! Make up challenges, obstacles and needs to generate more action. The rules are a base guideline, making things more difficult or adding steps makes for a better story! Players are encouraged to make things more interesting rather than always take the quickest mechanical path to a result. This drama is the main content of this game.

***Example:** You decide that your leg is broken by a solid hit from a massive club in a fight. Normally this is just one wound but instead a healer will need to acquire some sticks and make a brace for it, you need special herbs and potions to numb the pain and now you walk with a limp for the rest of the day and cannot flee with your warband. Maybe this leads to you being captured? Maybe a daring rescue is needed? Maybe you meet a foreign healer that demands a favor for finally mending your leg. This sort of play could result in gaining Glory for your trevails!*

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WORLD SETTING

Atlantis was the home of the Atlanteans who worshipped the Titans, their ruins dot the mainland and their relics hold keys to strange powers. Monsters and ghosts haunt this land, driving out interlopers. Ancient magic makes those who die here exist as shades, with a chance to return to the land of the living or doomed to wander forever. The archipelago is far out in the western ocean, hidden by storms and currents, only navigable with keystones left behind by the long vanished Atlanteans. So far three different peoples have found their way to the archipelago's shores: The Aquilonian Republic, The Barbarian Tribes and the Thalassian Sea Kingdoms. These cultures now strive against each other to survive, thrive and discover the sources of divine power. Perhaps one day they can claim the source of the Atlanteans power and make themselves masters of the world once more!

WORLD THEMES

Truth Behind the Myth: The inhabitants of this world do not understand modern science, they are deeply superstitious. Magic is very real to them even if it's not always the explanation. Characters should lean into supernatural explanations for phenomena.

Sword & Sorcery: Big heroes, dreadful sorceries, terrible monsters. Brave mortals must stand against the supernatural with naught but their skill and heart. Magic comes from the temperamental gods or from unholy sources. There is always a price to be paid for power.

The Gods are Real, but Invisible: The gods only walk the world in stories and visions but their hand is felt everywhere. Those that deny their existence meet a messy end.

Ruins of a Bygone Age: there was an age undreamed of where wonders were possible but now we only have ruins, relics and stories.

Clash of Cultures: the three cultures have very different values, traditions and beliefs. They each believe that theirs is superior and the others are backwards. The conflict and confusion between them is key to keeping the game lively!

CHARACTER CULTURES

Three cultures that characters can be part of, each with their off-screen home in the Atlantean archipelago.

The Republic of Aquilonia - The Roman colony of Pladaerus Aquilon was settled by Sextus Pompey and the senate in exile in Atlantis after Caesar's coup. The Republic takes in refugees from the Empire and dreams of one day overthrowing the Emperor to reclaim power for the Roman Senate.

The Sea Kingdoms - Remnants from the Ancient Mediterranean world that came to Atlantis in previous centuries by mishap or to escape disasters and conquest. The Thalassian kings and queens are ruled by the Tyrant Kreoss in their main island city of Cythera.

The Barbarian Tribes - Migrated peoples from Europa and Africa have settled in the archipelago, driven to seek a new home by the wars of Carthage and Rome. The Tribes are ruled by a circle of druids and priests of their many gods who meet on great mounds found lining these strange shores.

Code of Honor: Civilised & Barbarian

Two different, sometimes conflicting, tenets of behavior, law and hospitality. A character may choose to adhere to one of these codes of honor, if they do so their word should be considered more highly than those who choose to be honorless or break their code when convenient.

PANTHEON OF THE GODS

Each culture has a pantheon of the five gods and one god that is especially favored by their culture. There are ways to earn the favor of the gods and get a special boon, which is generally a single use ability.

God of Rulers	God of War	God of Fertility	God of Death	God of Crafts
God of Fortune (Aquilonians)		God of the Sea (Sea Kingdoms)		
God of the Wilds (Tribes)				

ATLANTIS LARP RULES

CHARACTER BUILD

Choose a starting Path and then choose an Aspect or a secondary Path.

Experience: At your third Atlantis event gain another Aspect from your Path or choose a secondary Path. These can later be changed with a dramatic story.

BRAVE

Brave heroes are the best at fighting and survival. They may wield any weapon and wear any armor, and may bring them into play.

- **Hunter:** may have more than six arrows or three javelins and reuse missiles off the ground during a fight.
- **Champion:** may call Strong to overpower weaker foes, perform a feat or match a creature. They must rest in between uses of this ability.
- **Guardian:** have an extra Wound that can be healed normally.

SKILLED

Skilled heroes are the best at creatively solving practical problems. They may gather more resources, as well as repair broken equipment with an amber, tools and roleplay.

- **Artisan** - may craft items, repair faster, create masterworks.
- **Thief** - may use poisons, bypass locks and traps with care and time
- **Performer** - their art and music speeds wound recovery, and can distract monsters.

WISE

Wise heroes are the best at knowing many useful things. They may read and write, bind wounds to restore them and may gain extra insights into lore and mysteries.

- **Envoy** - start each event with extra wealth and two Influence
- **Healer** - provide healing in a short scene, perform advanced medicine, create potions with amber, tools and roleplay.
- **Priest** - Divine Magic - (Approval Req) calls upon the gods, makes sacrifices of amber for miracles.
- **Sorcerer** - Underworld Magic (Approval Req) pour out blood to invoke the powers of the netherworld.

COMBAT

Common Armaments: Anyone may wield knives, clubs, staves, spears and shortwords. Wear light armor and use small shields and bows. Arrows and Javelins are limited to six and three respectively. (throw rocks!)

Warrior's Armaments: Brave characters may use Heavy armor, large shields, two handed weapons, maces, hammers, axes, longswords.

Light Armor: blocks single hit from blades and arrows once per fight.

Metal Armor: resistant to one handed blades. Ignored by axes and maces

Shields: small (~24"), large (~40") larger shields are discouraged for not being fun Shields are broken by repeated strikes by two handed axes & clubs.

Helmet: 'shake off' a single hit to the shoulders or back once per fight.

Characters can suffer 2-3 Wounds before being defeated. Successfully striking a foe in an exchange deals one Wound. Always roleplay pain and injuries. Dramatic, heroic combat. Final Wound determines fatality: if it is a limb wound you are badly injured and out of the fight, if it is a torso wound you are bleeding to death.

Healing: Wise characters can treat wounds with medical roleplay. After a medical scene the injured person recovers a single Wound every ten minutes of rest in a safe place. Skilled Performer halve recovery time when performing nearby.

Characters start each day Fresh with three Wounds, but once injured the third Wound can only be healed by a nights sleep or a Healer's potions or Magic.

Death & Dying: If you suffer a mortal wound you die if more than 10 minutes passes without receiving healing. Certain poisons and effects are also Lethal. Go as a Shade to STYX, an IG location, to draw from the Urn of Ashes after at least fifteen minutes of waiting. Sacrificing two Coins allows you to redraw your malady from the urn or (optional) enter a death scene with a Spirit Guide. After the scene you reenter the Mortal World badly injured with a single Wound remaining.

ATLANTIS LARP RULES

CRAFTING & GATHERING

Gathering areas are marked with a pot of amber and some colored ribbons. By roleplaying, gathering resources in the area for ten minutes or so, whatever makes sense for the intended craft, a character may take an Amber from the pot, Skilled characters may take two. The last person to gather collects the pot and the streamers, these are turned in for amber at the Gamemasters. Amber represents the value of raw materials and goods mechanically but Artisans should have props to represent their tools and materials. There are Mythic Materials that can be found that allow skilled artisans to create superior and magical items. Mythic Materials always have a dedicated prop.

Amber represents an abstracted amount of resources/value. It is spent when roleplaying crafting to create items, potions or repair items.

Weapons and Armor should be repaired after heavy use or a defeat.

Coins can be turned in for Glory or to purchase items and Amber. Coins are used for roleplay purposes. All characters start with one Coin, Envoys with four.

Artisans can spend Amber to replenish ammunition, repair items quickly, craft a plot related item or fashion a Masterwork to turn in for Glory.

Healers can spend Amber to brew potions that heal a wound, soothe the symptoms of disease or purge a poison. They can make other potions with Mythic materials with a Guides permission.

COUNCILS & INFLUENCE

Influence is the political power of your character. Each character starts with one Influence that they may keep or give to their leader. Influence is used to vote in a Council to pass laws, mete judgements and influence the game world through politics. Councils should have at least two thirds of the attending factions Influence present and most votes are by majority or unanimous as determined by the Guides.

MIRACLES & MAGIC

Priests and Sorcerers may invoke a spell with at least fifteen seconds of mystical roleplay and verbal incantation. Sorcerers must sacrifice a Wound worth of blood from a willing or helpless person during the invocation. Priests can invoke two spells before they must pray at their gods shrine to, sacrificing one amber per recovered spell. Priests and Sorcerers have access to three of the listed spells.

SPELLS

♦ BLESS

A weapon, item or armor is blessed with faint supernatural power- this has roleplay effects. The Blessing fades at dusk or dawn or once used for its purpose.

♦ CURSE

With a damning tone delivering a roleplay prompt (nightmares, blindness, infertility, stammer, deafness, blind rage, etc), the curse's duration is up to the victim but should last at least thirty seconds.

♦ FEAR

With red light or smoke, all who are nearby are afraid of you for a scene.

♦ HEAL

A Wound is healed miraculously!

♦ SPEAK TO THE DEAD *(Sorcerer or God of Death Priest only)*

Communicate with a corpse or a shade for a scene.

RITUALS

Rituals are long magical ceremonies to create miraculous effects. Sorcerers call upon unholy powers and their rituals are often abhorrent to the gods. The larger or more enduring the higher the cost in sacrifice, amber and risk. All rituals start with at least a one in six chance of calamity - the ritual has an unintended, terrible consequence! Talk to a Guide about performing a Ritual.

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GUIDES, FEATS & GLORY

Glory: the victory points in Atlantis! Glory is represented by blue marbles.

It is handed out by Guides for performing certain feats and then deposited in the Shrine of each culture with a declaration witnessed by at least three people telling the tale of how it was earned. This declaration ritual is important and should be celebrated by the characters!

Guides help set terms and goals for quests and feats as well as hand out Glory for their completion. Talk to them to work out your ideas!

Feats (1 Glory) Suffering and overcoming Dramatic Play with others help, winning a challenge, cleansing a shrine, performing a religious ceremony attended by others, sacrificing ten ambers worth or five coins, solving a mystery, putting on an entertainment show, holding court, crafting a masterwork, etc.

Great Feats (2 Glory) Winning a skirmish, defeating fell creatures, performing an elaborate religious ritual with many participants, sacrificing twenty ambers worth, recovering a relic, etc.

Mighty Feats (3 Glory) Winning a battle, thwarting a greater monster, unlocking an artifact, sacrificing thirty ambers worth or a human in a great ceremony, etc.

Glory is used by the Guides and GMs to determine which Culture is thriving and which are struggling in the story of Atlantis. The gods favor those who impress them!

MYTHS & MONSTERS

Monsters are only ever defeated in the stories by heroes with the direct intervention and help of the gods. They best fought with strategy and cleverness.

Monsters are always stronger than humans, tossing them around like children.

Their hides are impervious to unblest weapons and even those only injure but rarely kill them.

Creatures are lesser mythical beings, such as skeletons, harpies or satyrs, and can be defeated by mortals at great peril. Their strength can only be matched by Champions and blessed weapons hurt them much more than unanointed weaponry.

Monsters & Creatures are portrayed by your fellow players. Lift them by pretending they are scary, give them space to fight and don't mob them. If they are trying to escape a fight give chase but let them go if they continue to flee. Show love and support for the role people are playing in portraying these fun aspects of the game!

RELICS & ARTIFACTS

These can be found in the wilds and ruins of Atlantis. Relics are broken fragments of ancient origins and can often be assembled into a key or artifact that unlocks other powers or lore. Artifacts are functional items forged in the dawn days of the world by gods and great men. These possess strange powers once their secrets are unlocked. Offering up a relic to the gods is a powerful sacrifice.