

# Terra Nova Larp

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# 1. Welcome

*In a world ruled by the undead, remnants of civilizations struggle for last of the arable land. In a world no longer their own, the past has become only a myth - until NOW. Heroes will rise, and nothing will be the same again. Where will you stand?*

## 1.1 Welcome to Terra Nova!

Terra Nova is an international fantasy larp in Croatia, organized since 2012. The first main storyline ended in 2015., and story moved forward. Since this was also an excellent opportunity to move the rules forward, to make them simpler, more versatile and more fun for players.

### 1.1.1 What is larp?

Larp is an activity about portraying a role, whether you want to receive a character from organizers or write one yourself. Unlike theater, there's no lines to remember or audience to impress - it's only important to relax and play along with other participants. Have fun, and help others have fun as well. It's easy, and everyone can participate.

### 1.1.2 Creating and playing a character

While signing up, unless you decide to write a character by yourself, you will be given a choice of the style of content which you would wish to participate in. E.g. if you express romance, politics, coming of age stuff or combat, it will be written in your character and you will be given options to participate in it.

Some of these will have an influence for all characters in game - politics will have an influence on everyone playing, and weapon conflict can happen anywhere - so even players not opting for that gameplay may encounter it as victims of circumstance. Apart from that, all players should have some consistent way to make a living.

Should you wish to play a GM-written character, it will be written specially for you, and with your feedback. All characters will be written before the start of larp, and character connections will be written in.

Your experience on this larp will differ, depending on the character you play. Perhaps you'll play a warrior, perhaps there will be romance involved, or you'll be a shopkeeper trying to feed your family. You will be expected to role-play your character who will have some personal goals, group goals, a daily job, and perhaps even a dark, grim fate if you want to play that.

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On top of that, you can expect to be involved in daily rituals and traditions of your community, as well as plots of others, including combatants, politicians, and other factions in the setting.

For role-play we will assume the rule of normality. The in-game environment is bare, and survival can be difficult. However, that situation is considered normal for its' inhabitants. What is extraordinary to us would be normal to them, and vice versa.

### 1.1 Costume and gear

Cloth should ideally be of natural fibers. Authentic historical designs are preferable, but fantasy designs of the same or better quality will work too. See Bonelands Setting Info document for more cultural info. Your gear should ideally be sturdy and functional. If you're wearing modern footwear, camouflage them by gaiters or leg wraps.

The larp will be played in warmer months of the year, and it will require the use of camping equipment. If you have modern camping gear, it will be away from the play area, in an off camp. If you have a period camping gear, it can be inside the play area. Remember that camp needs to look in-character, so keep any obviously modern items (including cell phones, plastic bottles, drink cans, food wrapping, wet tissues, toothbrushes etc.) out of sight.

Terra Nova allows the use of realistic-looking larp-safe foam weapons. We use weapons with latex finish (known as latex weapons) or realistic-looking molded foam weapons (such as those produced by Calimacil). "Boffer" weapons covered with duct tape or cloth are not acceptable for use on this larp.



If you have trouble getting everything that's required, contact us. We know a few suppliers and have some craftspeople who can help you to get the gear you need.

If you're on a tight budget, keep in mind:

- basic costume can be had cheaply
- someone might have room in their tent, or perhaps you can split the cost of a tent with another player - never hurts to ask
- if you find that weapons are outside of your budget, you're still welcome to join - there are plenty of perfectly viable and fun character concepts which you can play without ever needing larp weapons

Besides gear for your character and camping gear, you'll also need food, water, toiletry supplies, and something to eat/drink from.

## 1.2 What we offer

- A high fantasy environment which allows you to be a hero, villain, power behind the throne, scholar, lover, beggar, craftsman, wizard or anything else you might want to try to portray in such an environment.
- Rules, meta-techniques and play philosophy which will allow you to play a large variety of scenes.
- You can create your own character, or already get a pre-written character from us with relationships, purpose and meaning, taking into account your preferences.
- A place to set your tent on, a toilet nearby and information on any other logistical or equipment needs that you might need.

## 1.3 What we require of you

- Read the documents to get a grasp of safety rules, mechanics and the setting.
- Sign up / create your character on time.
- Bring an costume and other gear for your character.
- You need to be OK with some touch and contact, for example handshakes, someone touching your shoulder etc. Also, during regular play you might get struck with latex weapon, carried to the healer, and have a simulated surgery performed on you.
- Terra Nova is an outdoor activity. By participating you accept risks normally associated with outdoor activities. You agree not to hold any organizers liable for any injuries which might occur during the larp.
- You agree to act responsible, to take care of yourself and your fellow players and avoid any risky behavior that could lead to injuries.
- Be respectful to the play area, and to the nature. Don't damage or litter the environment.
- Play nicely and play along with others. React to their play as you believe it's appropriate - always show a reaction and accept other peoples' play.
- Play for drama and fun. Don't play to win at all costs.
- Never ever stop the larp to argue out-of-character whether something happened or not. Play along and remember the points above. This is a play, not a sporting match.
- If you find yourself in a situation which you as a player find uncomfortable, you must use the safe words cut and brake to the best of your ability.
- You must respect and act according to the safe words and other calls. Don't ask for explanation.
- Never confuse character for the player behind it.
- Treat other participants of the larp with respect.



- Always keep in mind that this larp is a product of collaboration, not competition - and act that way.
- Show up on time and stay until the end of the event.
- Portray your culture and character to the best of your ability.
- Stay in-character at all times while in play area.

## 1.4 Gameplay ideas

If at any point you become bored, here's some instant gameplay ideas:

- try and earn (or otherwise obtain) some money
- plot against your business competition
- go to the tavern, get a drink and talk about your past, dreams and hopes to the bartender and/or your friend
- get into an argument about your hobbies with someone (e.g. argue why gardening is better than fishing or vice versa)
- get into a religious argument
- seek spiritual counsel
- sacrifice something important because of your belief
- talk to someone from your faction about how other factions are inferior to yours
- lie to frame someone
- kill someone (if your character has a valid reason to do so)
- help your friend in his pursuits
- take a walk around the forest and report your findings
- go out of your way to enforce the rules and values of your society
- marry someone
- exact vengeance for some wrongdoings you know of
- hire someone to do stuff for you, and give them tasks to do

## 2. Safety rules and calls

To keep everyone safe and happy, we will establish some safety rules.

1. The game features some contact, and we expect you to be OK with touch. However, never touch another player's intimate zones during play. Don't use these areas to hide game items.
2. Never take other players' items (including weapons) without their explicit permission.
3. Never enter other players' tents without their explicit permission and presence.
4. If there are minors present, don't give them alcohol or tobacco.



5. Don't bring illegal drugs. We'll ban you from the game and call police on you.
6. We'll be out in the nature and injuries can occur. You participate at your own risk.
7. Never play out wrestling or hand to hand combat unless both participants agree to it.
8. Never hit players in head, neck or groin (with larp weapons or otherwise). If you are hit by accident you may or may not take the hit, as you wish.
9. Never strike players hard or fast with weapons. Swing nicely and safely, with care.
10. Keep yourself well hydrated, and make sure your friends are well hydrated too.

Two most important safety calls are "cut" and "brake".

- You can (and should) say **cut** if you need to declare an emergency, such as if your foot is broken. You can also say it if you feel your personal boundaries are somehow crossed or about to be crossed and you need to extract yourself out of the situation now. Everyone who hears it must stop role-playing until the situation is resolved. Some other larps use words such as hold or zastoj (which means hold in Croatian) for the same purpose - while we will use cut and we suggest you to use cut too, you should recognize other forms in case someone uses them.
- If the situation is escalating out of your comfort, use **brake** to tone it down. It means "it's been OK so far, but do not go any further". If it's directed to you, you should de-escalate the play or go in another direction. Brake does not stop the game. If you're doing Ars Amandi, doubletap has the same meaning.

In addition, two other calls (non safety-related) are possible during the larp.

- **Meta** followed by the question is used to discreetly inquire about some aspect of the larp.
- **Time freeze** is used by GMs only (and very sparingly, if it happens at all). Close you eyes and hum loudly until GM calls to continue.

Hand or weapon above the head signal is used for off-game signal (Some other larps use "fingers crossed" sign for that, but here we'll use hand above the head). It's used only sparingly (e.g. if your character has died alone in the forest so you're walking back to the camp).

## 3. General rules

### 3.1 The Two Rules

Terra Nova larp uses the [DKWDDK](#) philosophy: you can do what you can show. Instead of hard mechanic rules, it rewards acting, presentation and believability. It has only two rules which must always be followed:

1. **When something happens to you, accept it and show a reaction which you feel appropriate.**
2. **When you do something to another player, accept their reaction without questioning it and keep playing.**

Everything - literally everything - follows from these two rules. Here are some examples.

## 3.2 Specific instructions and examples

### 3.2.1 Battle

Light armor - including everything up to and including chain mail - will protect against the first blow on the armored location. Heavy armor - which has to be rigid metal, like plate armor - will protect against two blows. Against heavy two handed weapons, damage spells or arrows, count armor as if it were one section lower.

Role-play hits, wounds and your reactions to them to the best of your ability in accordance to the location and severity where you received them. If in doubt, scream and drop to the floor.

Let's say you're in combat and you get slashed lightly with a dagger. It's not a serious wound that would put you down (if it missed a major muscle), but it would hurt, bleed and eventually slow you down and wear you out. On another extreme, a solid, wide-arc swing to the middle of your chest with a halberd or a heavy two-handed sledgehammer would probably outright drop you down if you had armor on you.

The damage you receive would depend on the weapon that hit you, how it hit you and should be determined by you. If you're wearing armor it will protect you from a few good blows (and if you're wearing chain or plate feel free to ignore any weak-looking and glancing blows). Even if you're the toughest guy in full plate, you should fall before you get a double digit number of solid blows. Now, if the weapon has holy, glowing runes on it it is reasonable to assume it will do more damage than a normal one. Probably even burn your flesh as it passes through it. Try to imagine it. And hope your healer has a salve for burns. But at least you don't need to fear





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infection that you'd certainly get if that filthy undead cleaver cuts you. That wound should probably be cauterized or the infection will spread.

By now you're probably wondering: "Why would I do that? Nobody needs to know, I'll just get done what needs to be done quickly so I can return to play." The answer is: to create fun and interesting situations for everyone around you. To add to the atmosphere and experience of the larp. To make your opponent's play more satisfying. To play fairly and use your imagination. Add to the atmosphere of the battlefield, of the pain and blood at the healer's table. Remember, this is collaboration. Others will do the same for you and around you. This larp is about experience, not quick respawns.

So when you fight be considerate towards others. Swing in a controlled manner, and don't hit too hard. Make it look good. And never count other people's hits. If you're wearing some armor that got pounded on, you'll probably need to get it repaired by a blacksmith to restore its' functionality. A blacksmith should have tools which should really be required to fix the armor, such as anvil and a hammer, perhaps even a small forge. The more the better. Fixing the armor will probably take some time, and a few copper coins... Someone knocks you out from behind? Play along and drop unconscious. Or don't, if you have a helmet on.

### 3.2.2 Healing

If you survive the battle, you should get healed. This is done by healers, who usually bring surgical replica instruments and spend some time treating your wound. This process should be played out and simulated in a similar way as a real surgery. You'd need to be brought up, have



your clothes removed from the wound spot, describe your wounds and how you got them to the healer (or just scream "AAAAAH THE PAIN THE PAIN!!!", whatever works for you), get the wounds washed, drink some water yourselves, have it spread out, get any debris, dirt or sword tips cleaned and removed from the wound, any broken bones set in place (a plastic shot cup discreetly wrapped in cloth and cracked produces a very satisfying "bone cracking" sound), and then stitched up, get a splint set, wound dressed in bandages (use fake blood or pre-bloodied bandages for better effect), and off you go to heal.

Unless you got a friendly apothecary who can mix you up an anesthetic potion or are lucky enough to have passed out, the entire process should hurt like hell, so do some good screaming as well while you're getting treated. In Terra Nova, you cannot get healed solely by spells, potions, salves, prayers or human sacrifices to your cruel gods, but they can all speed up the healing process. Unlike real recovery, which can take weeks or months, treated injuries on Terra Nova should heal in 2-3 hours after the treatment is finished. If

you get supernatural help such as mentioned above, they can heal in 20-30 minutes. You still need the surgery.

### 3.2.3 Professions

Now, we mentioned warriors, healers and blacksmiths - but what about other professions? Well, you can be anything which could have existed in the time period (and a few supernatural things, see rules for magic if you're interested in that option). You still need your tools of the trade. Playing a scribe? You will need your writing tools (as authentic as possible) and something to write on, like paper, papyrus or vellum. Playing a librarian? Make authentic-looking copies of lore texts and charge players money to read them in-game. Playing a farmer? You might want to bring a few potted plants and make a small garden, alchemists would probably be interested in your herbs. Innkeeper? It's also possible. Spoiled daughter of a noble? Better wear fancy clothes. Alchemist? Bring tubes, tools and ingredients! Dress up and take tools for your profession, whatever it is! And play along.

### 3.2.4 Love

If you wish to simulate lovemaking, this is done with a mechanic called *Ars Amandi*: lovers touch each others' hands, arms and shoulders. We recommend signing up for a workshop - they are typically organized on conventions. Organizers and players who used it before can also demonstrate the technique for you (just be certain to ask when they have time, not when the larp is about to start, though there will be a short demonstration before the larp). This is something that is optional, and if you're not comfortable with it that's OK too. It will involve only players who want such play.

### 3.2.5 Languages

To speak different languages in-character, you need to actually speak them. There are no shortcuts. Since this is an international larp, English will be referred to as "Common" in-character, and should be used for general communication at all times when there are players of other nationalities present. Two other languages will serve special purposes. [Esperanto](#) is a constructed language which will be referred to as "Old Tongue". You might encounter something written in it. [Aka-Tuk](#) is an incomplete constructed language, designed for Terra Nova larp to be used by Tuk-u tribals. Using elements of these two languages alongside English is completely optional, but encouraged for in-character feeling.

### 3.2.6 Other advice

When in doubt, always involve other players in every interaction that you do. A large part of the larp fun is in that interaction. Don't play lone wolf characters. They are probably the least fun characters you can play on a larp.

Also, if the playtime is during the night, don't try to kill other players while they're sleeping. It would not involve them, and therefore it's bad form (plus, for safety reasons never fight next to tents or fire pits). However, you can e.g. capture the IC camp, and then (if you're there for the night) get the players as captives in the morning (including the characters from the camp whose players slept in the off camp). Don't simply execute them then - it's not a fun option as it robs your co-players of any meaningful play. Of course, to prevent this the other camp may employ scouts, guards, magical protection and much more.

If you're writing your character, keep it real. While it is perfectly fine to write a mighty warrior (if you can portray one well) or a simple farmhand, it's not realistic to write a warrior/mage/priest/rogue/something all at once (unless the GM specifically gives you the role of portraying a living deity).



And remember one thing. Realistic characters are not primarily defined with what they can do. When you think of your character, don't think of them simply as "a warrior". Think of them as someone's children, siblings, parents, friends, lovers. Our social relationships are what defines us the most, and what guides most of our reasoning and motivations. That tough-looking mercenary you see? He's not just a roguish warrior. Perhaps he has a family he's trying to support. Maybe he's got a problem with gambling or alcohol, and owes his money to a friend or a loanshark. What face would he show during work, and what during private time? What sort of internal struggles would he face? If he was your good friend, would you support him or judge him? Perhaps he has a lover with whom he shares his life details?

### 3.3 Special zones

The larp will feature some special zones: an off-zone if you need to blow off some steam (and not go out of character in the camp), and a zone which is used to play scenes which happen in different time or space (such as dreams, visions, memories of the past etc.) - it will be used both by organizers, but you can use it to play scenes you wish yourself. You can't use them to withdraw e.g. during an attack or similar. Going out-of-character should not happen in the game terrain, if you need to do so please go to the off-zone.

## 4. Magic

The purpose of a mage on Terra Nova is not to blow up the front lines, but to be a spiritual or mystical leader, a scholar and a sage of a community. This is not to say that magic would be useless in combat, far from it - but magic of Terra Nova is about utility and mysticism, not throwing hundreds of fireballs.

Magic in Terra Nova is very freeform - you are free to create your own spells, rituals, powers etc. as long as you can portray them well and follow the few guidelines outlined in this document. A good mage is quite a showman. You need to look the part - fancy robes, staves, feathers, bones, amulets, accessories etc.

Bring decorations, be showy. You need to portray those spells well. This involves not just acting skills, but any special effects you can (safely) pull off: spell components, hidden LED lights, pyrotechnics, etc. You can call your character a mage, wizard, sorcerer, conjurer, witch, druid, shaman, El-Tuk, priest or whatever fits your vision of a caster.



**A spell must include obvious material components, dramatic gestures and a loud verbal invocation of at least five seconds. The invocation should clearly state the magical source of the spell, target, what the spell does, and how to play it.**

Sample spell: a magician has a fancy chalice full of water. He makes a few flashy and dramatic gestures and slowly speaks: "I call upon powers of water to fill your lungs. Fall down and choke for one minute.", while pouring the water out of the chalice. His target starts choking, and attempting to get water out of their lungs.

All magic should originate from one of the following sources, and have one of the effects listed below:

### The Elements

- Air - affects movement of characters, pushing them or preventing passage, throwing weapons out of hands and forcing locks open. No lasting effects except for preventing passage.
- Earth - creates magical protection, roots target in place, disables traps.
- Fire - damage, rage and other spells which manipulate emotions.
- Water - healing, curing, paralyzing and other effects which manipulate health.



### The Forsaken

- Cold - creates magical protection, roots target in place, disables locks or traps.
- Disease - making victims sick, paralyzed or enraged. Manipulates the body.
- Undeath - heals the undead, damages the living, manipulates undead emotions.
- Void - affects movement of characters, pulling them or preventing passage. Forces the truth, manipulates the mind.

You may design up to five spells before the larp starts, according all the guidelines. Write them in your character sheet so that they can get confirmed by GMs. These spells should not require new visual aids to be recognized (these are limited to rage and protection variants). You may teach these spells to others and learn new spells from them if you choose to. They should be reacted to accordingly, e.g. a fireball is still a source of fire, not just mechanically a damage spell, and should be treated as such. **Do not use or pretend to use spells which your character doesn't know.**

Note: Earth, Cold, Disease and Void are considered dead or sealed powers. They cannot be directly communicated with. Their effect on this world is considered limited. They're still available for use and specialization, but the process will be more difficult - should you wish to use them, your character will need a special focus item (of your own design), and you'll get a special task that you'll need to perform in character every day if you wish to cast.

## 4.1 Limitations of magic and specialization

For balance and visual purposes and to ensure maximum fun, some powers are restricted in normal play - you might still get rituals which allow you to do so.

- Magic should never be cast subtly
- You cannot cast in metal armor. Remember that you need to look the part.
- Mortals have difficulties casting Forsaken magic, and Undead have difficulties casting Elemental magic. Any spell cast under these circumstances will be very painful, and will cause permanent damage to caster's mind and soul. This use of magic is considered to be a very bad thing in-characters, and if it becomes public knowledge the perpetrators can expect to "disappear".
- As with the regular rules, you can only do what you can show and represent. You cannot really do a spell that will part the water, as you





will not be able to pull off a convincing performance. Though if you actually somehow manage to part the water, by all means do it. But we will not imagine you did something if you didn't show it properly.

- Direct damage spells will need to use soft spellballs representing the element used (red for fire, black for undeath). Protection spell will need a blue sash. Rage spell will need red facepaint.
- Magic cannot be used to heal by itself - though it can promote and speed up healing, about doubling the recovery rate.
- A spell will typically affect only one target and depending on the effect be instant, or last for about a minute unless you concentrate, channel and perform the spell longer. A protection/rage spell can last for up to an hour, but you can have only one up at the same time.
- No immunity spells. A protective spell can protect you against one effect or hit, and then it's spent.
- Rage spell will make the recipient very strong. Treat each blow received from them as two blows. If the spell modifies behavior in any way, it should be clearly described in its' invocation.
- Casting spells is exhausting and you must play it out. You cannot spam spells. About a minute has to pass before you can cast another spell. After a few spells, you will need to rest or meditate for a longer time (about an hour) before you can cast again. Apart from that, there's really no limit to how much you can cast in a day.
- Helpful spells which have a duration can end earlier if either caster or recipient wish it so.

**Optional:** You can specialize in a certain magical source (e.g. a fire mage) if you have the appropriate costume.

- You limit yourself to only one source of magic, and you can't cast spells from any other source.
- If your school is fire or undead, you can cast "greater" damage spells. The word "greater" must be said in casting for characters to understand what's going on. Greater damage spells should be treated as two strikes from a damage spell.
- Magical protection or rage will last for up to a day instead of an hour.
- Debuffs such as rooting, paralysis etc. will last for about five minutes instead of one.
- You might have a chance of contacting an avatar of your selected power.

## 4.2 Alchemy

Alchemy is similar to magic. You make potions, and both the act of making them and potions themselves should be flashy and fun.

You will need alchemical apparatuses, such as beakers, cylinders, flasks, test tubes, mortar and pestle, alembic or other stills, retorts etc. You don't need all of that for a basic kit, a few items will do if you're on budget, but the more the merrier. Non-plastic chemistry equipment is

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recommended (period gear would be awesome), and you should at minimum be able to grind and cook items. You can do any safe chemical reactions or interesting color patterns that you want to create interesting effects for those who look - however, end **potions that you hand out to other players should be harmless. They should not contain alcohol, common allergens, or any harmful or unpleasant ingredients, and must be safe to use.** If you give your potions to someone, please discretely tell them the actual ingredients.



Brewing a magical potion or a salve should take about 30 minutes, and you should specialize in some sort of potions, e.g. medicine if you want to be an apothecary and help out healers, poisons if that is your thing, hallucinogens for religious ceremonies of your culture or you can play a witch and brew love potions etc. If you wish to plant a potion in someone's food or drink, you will have to play it out - you can ask a nearby GM for assistance, to inform the victim after the deed is done.

Each potion should have a piece of paper attached that describes the effect. Other alchemists can identify the potion before using it by reading the paper tag - other players are to only read the description after using the potion. As with spells, design up to five potions for your character. You may teach others these recipes, or learn their own recipes.

### 4.3 Rituals

If you want to do a big effect not covered by these rules (or specifically breaking the limitations of magic in some way), you'll need rituals - long and complex performances. Good rituals should:

- have a ritual leader and multiple active participants
- be symbolical of what you're trying to accomplish
- represent powers that you're trying to use
- last for a while, and have identifiable parts

Three people chanting om for a minute while holding hands is not a good or very powerful ritual and it will likely do nothing. Great examples of modern rituals: marriages, funerals, Catholic church mass, presidential inaugurations, graduations etc. Let them be a guideline of how a ritual should look like.

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Societies of Terra Nova often see little or no difference between rituals of society, religion and magic. Often, a ritual will combine all three in some way. A successful ritual will typically be long, complex, well prepared and very meaningful for its' participants.

It is said that should the ritual have a blood sacrifice - like an innocent life - the success will be more likely, and the effect will be stronger. However, such magic is forbidden by all civilized people.

Limitations of rituals:

- A lot of plot-specific rituals will be described in in-character materials which you'll be able to find in-character - some of them might surpass default limitations. You may also try your own custom ritual for a specific effect you're trying to accomplish, but it has to look really impressive and results are not guaranteed. Unlike regular spells which are to be assumed to work, result of every ritual will be decided by the GM.
- Participation in rituals is difficult, and requires immense concentration. You may only lead one ritual, and participate in max. two others per day - and only if you're feeling well.
- Non-casters can also participate in rituals, even lead some if they are not too magical. But for determining results, a caster will be considered about three times as effective as a non-caster.



## 5. The setting

The setting of Terra Nova could be described as a post-apocalyptic fantasy. There has been an apocalypse, referred to as the Burning, where the world has been reshaped. Most of the life is centered in a few dozen places called Oases - it is said that once the entire world looked like them. Each oasis can feed tens of thousands of people, and it takes weeks of dangerous travel to travel between them. The rest of the world is a bone wasteland, dominated by the Kingdom of Rashalan, the undead society which dominates the known world, referred to as Bonelands. The two mortal factions are called Empire and Tribes, and both are vassal states to the mighty Undead Kingdom.

## 5.1 History

*It's said that the Burning happened almost seven centuries ago. More or less. According to legends, the ancient people had it easy. Perhaps the Burning was a punishment for their sins. Perhaps it was a gift from the Emperor to mankind, to forge us into stronger people. Perhaps it was a divine conflict, or maybe a natural disaster. Perhaps it was a salvation to all mortal life. Perhaps our ancestors were just lucky to survive this. Perhaps all records of old have been faked, or fantasies, fictional stories meant to test us, and the world has always been like this. Either way, the philosophers have been arguing about the meaning of this for ages, but one thing is certain: we survived our childhood, and entered the Third Age of mankind. Or perhaps it was the Undeadkind, as we are governed by our merciful overlords from the Kingdom of Rashalan.*

*Three major groups of people survived the Burning. The first ones were the remnants of the once-mighty Empire and founders of a new one. The second were the Tuk-u, natives of the land. And the third were the Undead, free of the will that once bound them.*

*It was the Undead that reshaped the world into Bonelands during and after Burning. Tuk-u were splintered - they were welcomed to join the New Empire, yet only some of them joined. The others, fearing the loss of their culture, refused the offer. They went away isolated themselves and picked up a few more stray survivors, including a small group elves, gnomes, fairies and creatures of myth.*

*We established our Empire and - apart from the Undead War which showed us how foolish we are, and led us to accepting their benevolent rule - we had centuries of progress before we saw these tribals again - now calling themselves simply Tribes, they spread themselves across the Oases unknown to us, and created a society that rivaled our own in size, if not sophistication.*

*First War of the Tribes started in 3E 314, as we sought to reclaim the land for the Emperor. It lasted a quarter of the century before the Undead put a stop to it. Didn't want their ~~livestock~~ subjects to die, so they mercifully implemented a peace treaty, and also forced the Tribes into being a vassal state. This conflict would end up with long lasting effects. There was much resentment after the war, and the faith in the Emperor himself has been shaken. The Old Temple movement emerged, resurrecting a heresy from many centuries ago, and dividing our people until Purity Wars started in 3E 396. This series of conflicts lasted for over a century, and was a time of unrest when bands of roving warlords were officially in power until the Hebenstreit Restoration in 3E 522 when emperor Johann IV took power, ended the Old Temple and united his people.*

*The Tribal plot was discovered then, which weakened our Empire - they were supporting the internal conflicts. We were in no shape for another war then, and they took some of our outer*

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*territories in the Second War of the Tribes, which lasted only for a year and which we lost in 3E 524.*

*Precisely fifty years later we recovered, and went for a glorious campaign - Third War of the Tribes - which lasted a decade, and in which we won back the lost territories. Proper recovery took decades, and consequences can still be felt. An area of special interest was Oasis Arelia, one of the few where war never happened and local population was at peace. Some called them enlightened, others called them traitors. The area around it was proclaimed a free area - where all nations could mingle. Either way, it became a place of trade and diplomacy, and one of the few .*

*Indeed, this might be the new beginning for all of us.*

*Lucius Danu de Alekta, Imperial historian*



## 5.2 Factions

### 5.2.1 The Empire



*"I sometimes hate what we became. A splintered people." -Hermann Marcus de Reinhard*

*"They tainted our culture with foreign influence. They forgot our heritage. I am ashamed of our imperial cousins." -Ak-Pat-Sho*

*"Of all the mortals, Imperials most closely approximate an actual civilization. Tread carefully."*

*-Lady Zironya of New Rashalan*

- Name of the people: Imperial.
- About 20% of the people are Tribals, or their descendants who still cling to remnants of their old culture. They're generally considered second rate citizens.
- Oases held: Alekta, Arelia, Artalkor, Ekkerhard, Grimrung, Hebenstreit, Hela, MacDougal, Mitorya, Orsepna, Reinhard
- Capital: Oasis Hebenstreit
- Government type: Empire. Emperor Johann VI rules over all. A Lord rules over each Oasis.

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- Names: Generic fantasy-inspired, medieval German, Italian or tribal (no dashes). They typically include “de X” in the end, where X is the name of the Oasis where they were born.
- Religion: Imperial Temple (officially)
- Clothing: medieval - but renaissance, metal armors and even steampunkish items and technology are possible. It should look beat-up, jury-rigged and “postapocalyptic”. Bone decorations welcome.

### 5.2.2 The Tribes



*“Our cousins went mad, declined civilized life, and joined the elves and spiritfolk. They’re unpredictable and cruel as the nature itself can be.” -Anshotel de Orsepna*

*“We endure, as we always have.” -Caildir Lagorúthion*

*“Nothing but a nuisance. They stopped being a threat long ago, like all mortals. Leave them to their own sad fates. Until the harvest comes, of course” -Dame Greystone of Yngvarsburg*

- Name of the people: Tuk-u names (3 syllables separated by a dash), or other
- Majority of the population is human, but if you wish to play a character which is neither human nor undead, Tribes is the faction it should be in.
- Oases held: they hold 9 Oases, but they believe naming them would be wrong.
- Capital: no official capital
- Government type: each oasis has a Council, run by a chief which is elected and also consisting of shaman, and three other members chosen for their skills



- Names: Tribal names, or other culture.
- Religion: Ancestor worship (publicly) / The Elements (privately)
- Clothing style: Tribal clothes for tribals, or appropriate clothes if playing nonhuman. Bone decorations welcome. No high technology.

### 5.2.3 Undead Kingdom of Rashalan



*"If there is one thing we can agree on with other nations, it's this: the Undead are disgusting. With Earth gone, they could not be Sealed anymore. The world is paying the price of our short-sightedness." -Lanara de Hela*

*"Once upon a time, the ancient Kingdom of Rashalan had ruled the world - and centuries ago, our time has come again. Praised be Paragons, who brought us back to our former glory! For the world is vast, and we are its rulers and protectors. Our civilization, once again, flourishes in the clear nakedness of Bonelands." -Lord Adaranth of Kolfinnopolis*

*"They... are our rulers. Our... benevolent Lords and Ladies of these lands, of this world devoid of Earth... Their might is unchallenged, as it must... as it should be." -Ersotal de MacDougal*

- Name of the people: The Undead
- As the Undead age, they lose their mind and personality until nothing is left. They depend on mortals having a healthy population, and harvesting them once they die. Long time ago they had no free will, but they have been a free people since the Burning.

- Oases held: none. They claim and live in the Bonelands as their natural habitat. Major cities: New Rashalan, Yngvarsburg, Deadmarsh, Kolfinnopolis, Delfinna Desert, Ellifort, Ilsaberg
- Capital: The City of New Rashalan
- Government type: Feudalism
- Names: any fantasy or death-related names. Can be from other cultures. Death does not discriminate. They typically display their titles and place where they have lived the most.
- Religion: Undead Paragon (not enforced)
- Clothing and technology: anything up to High Middle Ages - torn, dirty and bloody

## 5.3 Common religions

### 5.3.1 Temple of the Holy Emperor

- Official state religion of the Empire, spread by priests of the Temple
- Basics: Emperor is a focus of the divine energy which created mankind and the world, which is embodied in the current emperor (Johann VI), who embodies all the divine energy of previous emperors. Former emperors, saints and elemental spirits are also honored, but not to the same extent.



- Morality: every faithful person is a tool of the Emperor, brother or sister to other faithful, and should help other faithfuls and act as one with them. All property can be put in the service of Emperor, for the good of all. Faithfuls are morally and ethically the purest creatures, and unbelievers are worth less as people until they choose to convert or at least be in the service of the Empire. Theft, murder, rape, arson and infidelity are the worst sins, and perpetrators are purged from the society. Failing to help when crime is witnessed is the same sin as performing it yourself.
- Symbols: Shield, number 1. An altar will have a single candle and an offering of food.
- Rituals: First Blessing for babies, Second Blessing on the onset of adulthood, Wedding, Funeral and Daily Worship.
- Holy days: Solstices, equinoxes, Emperor's birthday

### 5.3.2 Ancestor Worship

- Official religion of the Tribes
- Very simple religion, celebrating good deeds of someone's ancestors
- No priests, private rituals
- Some say it's only a cover religion, and that Tribals are actually Elementalists

### 5.3.3 Paragonism

- Official religion of the Kingdom of Rashalan, led by paragons and priesthood
- Basics: Undead have been left to fend for themselves since they were created by the pure force of the unsealed essence of the Undeath. Undead have no gods, but they have paragons - undead who are considered holy, virtuous examples of one thing or another. Paragons represent the ideals of Undead society, and they're often meditated upon. Some paragons are long gone, others still walk these lands - they are revered by their followers, and treated with respect even by Undead who don't follow their path.
- Morality: depends on the paragon worshipped and emulated. However, as long as it doesn't damage the other Undead, a lot of it is acceptable. The attitude of the Undead towards humans depends on a Paragon they align with. Followers of Paragon Kolfinna are most numerous, believing humans should be closely monitored and controlled for any threats. Followers of Dead-paragon Yngvar believe that humans should be exterminated and brought to unlife. And followers of Paragon Del-fi-na believe humans should be allowed to grow with minimal influence and on best terms, since Undeath is an inescapable eventuality for them anyway.
- Symbols: drawings and bone carvings of paragons, shrines in their honor
- Rituals: private and public meditation, desecration
- Holidays: Day of the Undeath, celebrated by others as well as the summer solstice, was a day when Undead ensured their existence and downfall of mankind by killing Earth.



## 5.4 Banned religions

### 5.4.1 Elementalism

- With worshippers and their supporters hunted by the Undead, Elementalism is most widespread at Tribes - though there's still a few Imperials who secretly follow it. A



shaman (El-tuk) was traditionally always female, but since the religion went secret the gender norms got relaxed.

- Basics: The living world - not counting the undead - consists of four elements, air, earth, fire and water. Opposing them are the Forsaken powers, including the Undead, who murdered the element of Earth and replaced it in most of the world with their own essence. Elements are to be worshipped, because in that way the entire Creation is worshipped.
- Morality: Elements are parts of all people, so every life is precious. Violence is wrong, unless it's for food, self-defense, or more lives would be endangered by inaction. Material richness should not be strived for, because a life is more important.
- Symbols: symbols of air, earth, fire and water.
- Rituals: Ar-na, the Gaze of Challenge. Er-na, the Holy Travel. Or-na, the Water Challenge. Ur-na, the Hidden Paint. U-na, The Unity of All.
- Holy days: Solstices, equinoxes.
- Availability: Unrestricted.



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### 5.4.2 Unforgotten Temple

- Considered to be a heresy by the Temple of the Holy Emperor, and its' followers executed, Old Temple or Unforgotten Temple considers itself the original religion of the Empire, as it was worshipped before the Burning, before new ideas corrupted it.
- Basics: Claims that Imperial lineage died with Arael XV, during the Burning. Worships the First Emperor and the Last Emperor the most, but also every Emperor in the middle, and considers them all separate persons. The faithful shall be rewarded as subjects of the Eternal Empire, ruled by the First Emperor.
- Morality: Pragmatic, equates faith and duty. Accept the diversity and become stronger from it. Crimes against the common good are to be punished.
- Symbols: Altar with cloth, food offering, and two candles. The number two is considered holy.
- Rituals: Free form.
- Holy days: Day of Eternity (January 12). Almost every day is tied to one of the past Emperors.
- Availability: Very rare, mostly presented as a historical curiosity, available only if you have a very compelling reason to play it.

### 5.4.3 Primacy

- Considered to be a dangerous cult, and hunted by everyone else. It's a pyramid structure where one master has two apprentices.
- Basics: Gods, emperors, saints, elements, ancestors and everyone else failed the humanity and are responsible - directly or indirectly - for the current state of things. Humans should take things into their own hands, and use any means necessary - even unorthodox ones, or what others consider wrong - to ensure the primacy of mankind, because humans inherit the divine energy. Of course, humans should be (secretly for now) led by the Primacy supporters, because Primacy is mankind's legacy, right and destiny.
- Morality: Primacy supporters are concerned with the entirety of mankind. Every opportunity should be grabbed, secured, and brought under control. The ends justify the means, and sacrifices are acceptable as long as it fits the greater goals. Sins are inaction and betrayal of the Primacy.
- Symbols: Secret handshake
- Rituals: Initiation
- Holy days: Summer solstice. Other religions may celebrate the warmth on that day, but Primacy members remember it as the day when the fall of the mankind started, and they swear revenge on that day.
- Availability: Limited. Ask the GM.

## 5.5 The economy

You will be provided with a few copper coins once the larp starts. Use them as currency to buy / sell goods and services.

Sample prices:

- 1 cp = an apple, cheap drink etc.
- 2 cp = a simple meal.
- 5 cp = a single service of a healer, blacksmith etc. or another professional.
- 10 cp = very good daily salary.



## 6.0 Impressum

# Terra Nova larp

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Terra Nova is a non-commercial and non-profit larp organized by a group of friends. Terra Nova rules 2.0 have been brought to you by the current team of Terra Nova organizers: Zvonimir Barać, Ivana Delač, Ivan Kalinić, Miroslav Wranka, Ivan Žalac.

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