

ATLANTIS

VI.2

AN UNDERWATER SETTING MADE BY RODRIGO PERALTA
FOR YEAR ZERO MINI, A RULES-LIGHT RPG BY MATT KAY

Year Zero Mini: <https://9littlebees.com/yzm/>

INTRODUCTION

The priests of Atlantis say that when a natural catastrophe sunk Atlantis to the bottom of the ocean, its people gathered in the temple of the gods and prayed for mercy. They say Poseidon answered their cry, turning the people into mermaids and encasing the city and its surroundings in a protective sphere that prevented the dangerous beasts that lurk at the bottom of the ocean from attacking them.

Many centuries have passed since, and the people of Atlantis have lived in relative peace. Occasional breaches in Poseidon's Wall, as the protective ethereal sphere has been named, have been handled by city's soldiers with relative ease. Of late, however, the breaches are becoming more and more frequent and dangerous. The city's scholars and sorcerers insist the sphere must be studied, but the priests of Poseidon who govern the city prohibit it entirely and will consider anyone who studies or tampers with the wall a heretic. Meanwhile, outside the wall, something evil and forgotten to the ages stirs.

Year Zero MINI

CHARACTER CONCEPT

Each Character starts with 10 Attribute points to spread out. Replace Background with Caste. Atlantean society is divided into three different Castes: Lowborn, Warborn, and Highborn.

LOWBORN

The lowborn caste is the most populous one. Of average build and height and with no redeeming features, they are the backbone of Atlantean society, undertaking the basic trades of Gatherer, Builder, and Crafter, among others. Lowborns are of Poor Wealth.

WARBORN

Born with greater strength, agility, and a larger build, the Warborn caste defends Atlantis and takes on more dangerous careers such as Soldiers, Hunters, and Explorers. Warborns have Average Wealth.

HIGHBORN

Taller and with attractive features, the highborn are the caste with the fewest members, they govern the city as Priests, Scholars, and Sorcerers. Highborns start out Well-Off.

MAGIC

Through chanting and intense prayer, Priests can summon the spirits of their ancestors to execute their will. Their ancestors can perform small immediate tasks on their behalf such as break down a door, or attack an enemy. Only something a mortal could have achieved in life can be performed by a Priest's spells. Priests use their magic with their Empathy Attribute.

Sorcerers, on the other hand, use precise arcane arts to manipulate the elements and bend reality to their will. Their spells are much more powerful and much more dangerous. Sorcerers use their Wits Attribute to cast their spells.

The more powerful a spell the more 6s needed for the roll to be a success. Whenever a Priest or Sorcerer cast a spell, they gain at least one Condition, regardless of whether a Test is involved, or not.

GROUP CONCEPT

The party should involve characters interested in adventuring the unknown, outside of Poseidon's Wall. Where they may encounter creatures never before seen, and places lost to time.

GM ONLY

In truth, the gods had little or nothing to do with the current situation of Atlantis. In the midst of his own undoing, the Mad Wizard King of Atlantis, envisioned only one way of saving his people. Using the last of his power he created the ethereal sphere and changed the people so that they might continue to live their lives in the depths of the oceans.

Now, ages past, the magic he left behind wanes and the sphere slowly begins to break apart. Without magical intervention the city of Atlantis will be doomed.

ADVENTURE SEEDS

- Scholars claim to have found long lost records written in stone of the history of Atlantis, but they are deep in an underground cave where a deadly kraken lives. Upon retrieval the church of Poseidon claims all the records and hides them away.
- A group of mermen and mermaids that have been living outside Atlantis for generations is discovered by the party. The last of their warriors died fighting off sharks that have been recently attacking the village. It is up to the party to bring them back safely, or help them find a new home.

- The school of sorcery engages in a coup against the priesthood in an attempt to wrest control of the city from them. Meanwhile the other castes are caught in the crossfire.
- With the increase in breaches, the people of Atlantis begin to question the rightful leadership of the priesthood. The priests begin hiring inquisitors to silence and control the restless population. Which begin to flee and take refuge outside Poseidon's Wall.
- During a breach a small brain parasite enters the city, it slowly begins spreading and infecting others in Atlantis. The infected will attempt to spread the virus by plotting to destroy what remains of Poseidon's Wall. The cure lies in a certain type of fish that feeds off the parasite.

SAMPLE CHARACTERS

SARREN — STR 2 AGI 3 WIT 2 EMP 4

Concept: Mischievous Highborn Priestess

Conviction: Life is meant to be lived to the fullest.

Impulse: Always rebel against the status quo

Friend: Nilosh has always accompanied me on my crazy adventures, saving my life on more than one occasion.

Asset: A necklace made from the bones of her ancestors, which help her to commune with them.

Wealth: Well-off

NILOSH — STR 4 AGI 3 WIT 2 EMP 2

Concept: Cunning Warborn Hunter

Conviction: I was born strong so as to protect the weak

Impulse: Never let your prey escape.

Friend: Zaruth treated my illness, when everyone else left me to die.

Asset: A trident given to him by his closest friend.

Wealth: Average

ZARUTH — STR 2 AGI 4 WIT 2 EMP 3

Concept: Cheerful Lowborn Crafter

Conviction: There is beauty in making things, not destroying them.

Impulse: Never let harm come to an innocent.

Friend: Nilosh has protected me from harm's way many times.

Asset: His grandfather's crafting tools.

Wealth: Poor

MITENA — STR 2 AGI 2 WIT 4 EMP 3

Concept: Cynical Highborn Sorcerer

Conviction: Swift death awaits those who would stand in my way.

Impulse: Never take no for an answer.

Friend: I have grown to like Sarren and would hate to see something happen to her.

Asset: A staff with a magical pearl.

Wealth: Well-off