

Sunk: Greed in Atlantis

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1 Situation

You and your companions have finally reached the lost city of Atlantis, only to find one building left standing against the crushing water. Curiously, this temple to ancient gods is, if a little damp, mostly dry. Inside this building is an Artifact of unimaginable power—and it must be yours.

2 Equipment

- A one hour kitchen timer
- A token to represent the Artifact
- At least one d6 and d8

3 Goal

Return to the surface alive, preferably with the Artifact.

4 Mechanics

When you encounter an obstacle that must be overcome, you must roll a d8 and a d6. If the d6's result exceeds the d8, narrate the obstacle being overcome. If the dice tie, then the obstacle is overcome, but with complications. If the d8 exceeds the d6, then the obstacle is insurpassable.

There are three ways to make another attempt at an obstacle:

1. If the approach to overcome the obstacle is related to your *passion*, you may reroll a single die.
2. If you possess the Artifact, then its power grants you a chance to reroll a single die. If you fail this attempt, then the Artifact falls into the hands of a rival.
3. By subtracting 3 minutes from the timer, you may reattempt the task, and may reroll both dice.

5 Cast

The following individuals were on the passenger manifest for the expedition:

Name	Passion
Dr Janine Shantz, Professor	Cryptoarchaeology
Yu Ching, Mechanic	Engineering
Henry Rutger, Spy	Espionage
Sandra McAndrews, Stowaway	Acrobatics

6 Obstacles

Using an easily adjustable kitchen timer, start the game with the time set to one hour. When the timer goes off, the game is finished, and crushing waters flood the ruins. The timer runs at all times, except as necessary for subtracting time.

Once the Artifact is acquired, its efforts to keep the water out are weakened - halve the time remaining on the timer.

In addition, the following obstacles present themselves between the expedition, the Artifact, and a safe return:

- Most of the temple is pitch black
- A wide, deep crevice divides the ruins
- An ancient guardian blocks entrance to the inner temple
- Intricate traps surround the Artifact for its safekeeping
- Damaged by the descent, the submarine has air enough for only one person to return.

These obstacles should all be addressed before the end of the game.

Only one person can truly possess the Artifact, but reaching it and returning is difficult without the others. If you are in current possession of the Artifact, place its token in front of you. Other players should feel free to throw obstacles in your path in attempt to claim the Artifact. If you fail to overcome the obstacle, they gain possession of it.

Potential obstacles include:

- Stones falling from the ceiling
- Native wildlife interfering
- A slippery incline
- Your companions are a lot of back-stabbing sneaks.