

THE CONFLUENCE

A LARP by Olivia Montoya

Players: 3-13

Runtime: 2.5-5 hours

Intensity: 4 out of 5

CW: death/murder, existential horror, relationship problems, character to character antagonism

What You Need:

- video chat platform that can handle as many players as you have
- online deck of cards with jokers removed
- collaborative document editing platform accessible by all players

This is a game about sad immortals, where players explore themes of memory, love, loneliness, guilt, and making difficult decisions. The game requires a facilitator, who can also play.

Pre-Game Setup:

Make a document for each player that is editable by all players. Copy and paste the character sheet info on the last page into each document, or make a copy of the template at: <http://bit.ly/theconfluencesheet> Each character must be assigned a number from one to the total number of players.

Set up a video call for all players, and make links to each player's document available to all. You will want to go over whether there's any content you don't want explored in the game, what tone you want the game to be, and what safety tools you plan on using. (For more information, check out: <http://bit.ly/ttrpgsafetytoolkit>)

When you are ready to begin, you should read the following introduction:

Up until very recently, you thought you were a normal person. Then something changed inside you. Something woke up. Now you're different, stronger, able to do impossible things, know impossible knowledge. You don't know why, though. All you do know for sure, is that one day shortly after these discoveries, you felt powerfully drawn to somewhere in your world. You traveled there, only to find a window in the fabric of reality. Something felt so, so familiar about this place, about these circumstances. You approached the window, and through it you saw others like you, but could not reach them physically, only through your voice. That is

where you stand now, drawn to the confluence of universes. Maybe now you'll finally have some answers.

How to Play:

This game has 3 rounds, each lasting approximately 30 minutes to an hour.

Before the first round, players should fill out the background and world sections of the character sheet. When everyone is done with this, each should draw a card from the online deck of cards, and mark which card they drew in their character sheet. The meanings of the cards for the first round are as follows:

First Round Card Meanings:

Card	Meaning
A	You have a memory from before your current life of accidentally killing someone, or many someones. It was so easy, and not the first time such a thing had happened. How did this happen?
2	You have a memory from before your current life of loving someone. They grew old and died. You didn't. Perhaps this wasn't the first time such a thing has happened to you. Describe this experience.
3	You have a memory from before your current life. You were soaring through the stars... or you were the stars. Infinite, unending, vast, ancient. Describe this experience.
4	You have a memory from before your current life. You created something from nothing. It wasn't like you, but it was alive. Alive, but not forever. What did you create, and how did you treat it?
5	You have a memory from before your current life. There were people who once worshipped you, bringing you offerings and singing your praises. It was a long time ago, so, so long. Describe it.
6	You discovered something strange about yourself since you changed. Something happened to you that would have killed a mortal person. But apparently you're not mortal any more. What happened?
7	You discovered something strange about yourself since you changed. You can extend your consciousness and see anything you'd like, far and wide across the universe. You did this, and gained incredible knowledge. What did you do with it?
8	You discovered something strange about yourself since you changed. You can create and change things and change your appearance with only a thought. What did you create or change, and what did you do with it?
9	You discovered something strange about yourself since you changed. You can travel great distances in an instant. How did you learn this, and where did you go?
10	You discovered something strange about yourself since you changed. You are powerful and dangerous. You hurt someone. How did this happen, and how far did it go?
J	You have a plan for the future, now that you are strong. You could do anything with your power, change the world for better or for worse. It all depends on how you feel. What will you do, and why?

Card	Meaning
Q	You have a plan for the future, now that you are filled with knowledge. You have the information and power to change your world, forever. What do you plan on doing, and why?
K	You have a plan for the future, now that you sense the infinity inside yourself. You faced adversity in the past, and now you can respond to it. What happened, and what do you plan on doing?

The suits of the cards determine how characters feel about the card's meaning.

- Hearts mean joy or love.
- Diamonds mean anger or fear.
- Spades mean sadness or guilt.
- Clubs mean uncertainty or emptiness.

The meanings of the suits will also be used for any other card draws during the game.

Each character will also roleplay remembering a former connection to another character this round. The suit of the card you drew for round 1 will determine what type of connection that their character had with your character. Round 1 character connections are determined by your character number. For this round, it is the person with the next highest number. For the player with the highest number, their connection is with the person with the lowest number.

Before roleplay begins, each player should fill out the sections of **their connection's** character sheet regarding the connection they have to your character. For the purposes of this activity, the character whose sheet is being edited is called Character A and the character of the person editing it is called Character B. After this is done, everyone should go back to their own character sheet and read what is there and prepare to include the answers in their roleplay at some point during round 1.

At this stage, the facilitator should let the players know that they can begin to roleplay.

Round one cannot end until every player has shared a revelation from the card they drew. The round can go on for as long as you'd like, or the facilitator can announce any time after each revelation is shared that the doorways are closing, and that round's confluence is over.

For the Facilitator Only

During Round 1, the facilitator should use a random number generator to get a character number 3 times,

with at least a few minutes between each time. If they get the same number twice, they should try again. The facilitator should send the character associated with that number a secret message. The three messages should be sent in this order:

You feel knowledge flow into your mind. You are each the sole gods of your worlds. You are powerful immortals, but alone. The confluence is the only place you can meet others like you, once every 100 years. Tell them.

You feel knowledge flow into your mind. Your "lives" from before are a lie. You chose to sleep, to become like a normal person to escape the loneliness... or the guilt. Now you've woken up. Tell them.

You feel knowledge flow into your mind. You know that the confluence will happen again, and again. In two more cycles, the doorways will open wide enough to slip through, but disaster will befall whatever world you leave behind. Tell them.

In Between Times:

After the first confluence, each player may access any other character's sheet and add something into the After Round 1 section (that doesn't contradict anything else there) to tell that player what happens to their character in the 100 years after the first confluence. Players may not edit their own After Round 1 section.

As soon as each player's sheet has at least one entry to the After Round 1 section and everyone is done typing, they should switch to their own sheet and read their After Round 1 section. After everyone has had a chance to read and process, each player should draw another card and record it and its meaning on their sheet.

Second Round Card Meanings:

Card	Meaning
A	Before finally going to sleep and pretending to be mortal, you were awake for a long, long time. Most of the time you felt the emotion represented by this card's suit towards most of your fellow characters. You still attended each confluence. Ask another character to tell you a memory of you related to this emotion.
2	Before finally going to sleep and pretending to be mortal, you were awake for a long, long time. But something made you snap, related to an emotion represented by this card's suit. Tell another character what made you do something terrible to your world.
3	Before finally going to sleep and pretending to be mortal, you were awake for a long, long time. For some eons, you managed to resist the pull to come to the confluence, but something about one other character made you change your mind eventually. It was related to the emotion represented by this card's suit. Ask them what changed your mind.
4	Before finally going to sleep and pretending to be mortal, you were awake for a long, long time. The confluence was your only break from the tedium of the eons. You longed to see the only other people who understood your experiences. Then, someone said something related to an emotion represented by this card's suit. Ask a character what they said related to that emotion.

Card	Meaning
5	You loved another character once, and you have a memory of being together in the past. Something terrible happened because you left your world to join them. You eventually felt a strong emotion, represented by this card's suit, returned to your world, and rebuilt it from scratch. Remind that character what happened.
6	You loved another character, and you wanted them to come away with you to your world. They said no, despite your shared love. They couldn't abandon their world and their creations. Remind them of this relationship, and ask them why they couldn't go through with it. You feel an emotion represented by this card's suit in response.
7	You once were overcome with loneliness, and slipped away to another world during a confluence. Your world was destroyed, and you felt an emotion represented by this card's suit. Remind the character whose world you escaped to about the event.
8	You once were overcome with guilt for your actions regarding the world you created, and desired to wipe it all away, so you slipped into another world during a confluence. Remind the character whose world you entered of this incident, and why you returned, which is related to an emotion represented by the suit of this card.
9	You loved another character once, and they didn't reciprocate your feelings. You thought they would change their mind, if only you could spend more time together, so you slipped into their world during a confluence, causing destruction in your own. Ask the other character if they can remember what happened, and why you returned to your world. Their response makes you feel the emotion represented by this card's suit.
10	This isn't the first time you've slept, and spent time thinking you were mortal. You did it many times before. In fact, you've never managed to keep from choosing to sleep for longer than a few confluences. There's a part of you that wants to do this again, for a reason related to an emotion represented by this card's suit. Ask another character why they chose to stay awake in the past.
J	This isn't the first time you've slept, and spent time thinking you were mortal. You've only done it once before, but you managed to have a relatively long life before the confluence woke you up. The primary emotion you felt during that life is represented by the suit of this card. Ask another character how you reacted when you finally were woken up that time.
Q	This isn't the first time you've slept, and spent time thinking you were mortal. You've done it several times, all because of mistakes you've made. And it's always the same mistake, related to an emotion represented by this card's suit. Ask another character what that mistake was, and how they knew.
K	This isn't the first time you've slept, and spent time thinking you were mortal. You've done it several times before, for a variety of reasons. But this past time was different, in a way that is related to an emotion represented by this card's suit. Ask a character why you went to sleep this last time, and how they know.

As in round 1, each character will also roleplay remembering a former connection to another character this round. The suit of the card you drew for round 2 will determine what type of connection that their character had with your character. Round 2 character connections are determined by your character number. For this round, it is the person with your number plus 2 (if there are 3-8 players) or plus 3 (if there are 9-13 players). For the players whose numbers go above the number of players,

they should subtract the number of players from their final number.

Before roleplay begins, each player should fill out the sections of **their connection's** character sheet regarding the connection they have to your character. For the purposes of this activity, the character whose sheet is being edited is called Character A and the character of the person editing it is called Character B. After this is done, everyone should go back to their own character sheet and read what is there and prepare to include the answers in their roleplay at some point during round 2.

It is suggested that characters' round two card actions be with their round 2 connections, but not required if it doesn't make sense.

As before, roleplay continues at least until each player has had a chance to act on their card. After this, the facilitator can say at any time that the doorways are closing on the round two confluence.

In Between Times:

After the second confluence, each player may access any other character's sheet and add something into the After Round 2 section (that doesn't contradict anything else there) to tell that player what happens to their character in the 100 years after the second confluence. Players may not edit their own After Round 2 section.

As soon as each player's sheet has at least one entry to the After Round 2 section and everyone is done typing, they should switch to their own sheet and read their After Round 2 section. After everyone has had a chance to read and process, each player should draw another card and record it and its meaning on their sheet.

Third Round Card Meanings:

Card	Meaning
A	You are feeling the emotion represented by this card's suit. The emotion comes from what has happened in the past 100 years. Pick a connection you have on your sheet, and ask them what you should do about it.
2	You are feeling the emotion represented by this card's suit. The emotion is strangely the opposite of what you've been feeling for the past hundred years. Tell one of your connections what you are feeling, and a reason why.
3	You are feeling the emotion represented by this card's suit. It's connected to finally seeing one of your connections again. Express that to them, and ask them if they return the feeling.
4	You are feeling the emotion represented by this card's suit. But you don't want to feel this way. Something about it feels wrong. Provoke one of your connections to say something to make you feel the opposite.

Card	Meaning
5	You are feeling the emotion represented by this card's suit. You want to continue to feel this way for a long time. Express how you are feeling to one of your connections, and encourage them to feel that way as well.
6	You are feeling a lot of different emotions, knowing that this confluence offers a rare opportunity. You feel open to just about anything, but you are leaning in a direction influenced by the emotion represented by this card's suit. If the first of your connections that speak mirrors this feeling, you will feel that way more strongly. Tell them. If the first of your connections to speak doesn't mirror it, you will remain open to suggestion. Tell them.
7	You are feeling a lot of different emotions, knowing that this confluence offers a rare opportunity. But there's one emotion you aren't feeling, represented by this card's suit. If one of your connections expresses something related to that emotion, respond negatively to it.
8	You are feeling a lot of different emotions, knowing that this confluence offers a rare opportunity. But there's one emotion you aren't feeling, strangely, represented by this card's suit. If one of your connections expresses something related to that emotion, respond positively to it, and become influenced by something they say.
9	You are feeling a lot of different emotions, knowing that this confluence offers a rare opportunity. The past hundred years have affected you a lot, which is why you're feeling like this. Tell a connection you have a story about this time related to the emotion represented by this card's suit.
10	You are feeling a lot of different emotions, knowing that this confluence offers a rare opportunity. The past hundred years have affected you a lot, which is why you're feeling like this. Ask a connection you have to tell you a story about their last hundred years related to the emotion represented by this card's suit.
J	You are feeling strangely empty of emotion at this special confluence. You want to feel something though. Anything. Pick one of your connections and ask them a question you think will spark the emotion in them represented by this card's suit.
Q	You are feeling strangely empty of emotion at this special confluence. You want to feel something though. Anything. Pick one of your connections and ask them to tell you something that made them feel the emotion represented by this card's suit.
K	You are feeling strangely empty of emotion at this special confluence. The past 100 years has drained you. Stay relatively quiet until one of your connections says something that resonates with the emotion represented by this card's suit. Then, you will feel that emotion. Tell them how you feel.

As before, roleplay continues at least until each player has had a chance to act on their card. After this, the facilitator can say at any time that the doorways are closing on the special confluence.

At the end of this last confluence, players much choose whether they are going to go back to sleep, slip away to another world (and if so, which world), or stay awake in their own world. After everyone has stated this, you should go around the group and each player can give an epilogue for their character and how they feel.

Character Sheet Sections

About the Character

Character name:
 Character pronouns:
 Apparent character age:
 Character appearance and personality:
 One sentence description of their world:
 Two sentence bio:
 One sentence about their current location:

Round 1

Card drawn:
 Card meaning:

Connection with: [Character B]
 Nature of connection:
 Why does [Character A] feel that way about [Character B]?

After round 1, what happens during the next 100 years?

Round 2

Card drawn:
 Card meaning:

Connection with: [Character B]
 Nature of connection:
 Why does [Character A] feel that way about [Character B]?

After round 2, what happens during the next 100 years?

Round 3

Card drawn:
 Card meaning:

What do you do?

Epilogue: