
Picking Locks

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The Ballroom Dance Showcase

You love The Neptune Ball. It is an annual event of great beauty and culture. This year, your secret relationship with Mirage has enamored you to the ball even more. So much so that you asked your father if you could help organize the ball. Triton agreed to let you organize the dance showcase just before the banquet.

In order to make this the best, and most romantic ball ever, you've decided on an ambitious plan. You want to have at least **two couples** dance each of **three kinds** of dance at the showcase.

The three dances are:

1. Merengue, the national dance of Atlantica.
2. Cross-step waltz, the national dance of Pacifica.
3. Swing, the national dance of Europa.

You need to get four or more people (two couples minimum) to agree to perform each dance. You do not need the same four people for all three dances, but there is also no limit to how many dances any one person can perform. You **may** be one of the performers. Unfortunately you only know one dance so far. You simply must get people to teach you more.

You will have to get people to teach you, and to teach each other how to dance before the showcase at **3:50**. You should plan the showcase to take 10 minutes or less with one song per dance type, and for the showcase to wrap up just in time for the banquet to be served. Appropriate music will be provided by the band.

Of course, you will also need an audience. Make sure people attend the showcase!

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How to Perform a Background Check

As a member of the Guardian's Guild, you have the ability to perform a background check on anyone in game. This process will take some time, but may provide you with valuable clues as to the identity of your mafia suspect.

To do a background check on someone:

1. Spend 3 minutes engaged in conversation with your target. You need this time to deduce what would be most useful records to check. Try to get as much information about their past out of them as possible.
2. Go to the library and sit in front of one of the bookshelves. Get a decking hand 1 (From the "Picking Locks" greensheet, lock difficulty 1.) In this case, it represents you looking through official documents to find what you need.

Once you have completed these task, you may open the "Catching The Mafia Contact" mempacket page corresponding to your target's badge number.

Once you have found your suspect, you may continue to perform background checks on people if you want to.

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Casting the Tarot

You have the ability to use the Tarot to cast someone's fortune. You did not always have this ability – it developed during your long captivity. You aren't sure whether Ursula did something to you, or whether this is innate magic power that has bloomed under the ocean, where magic develops much more substantially than on land. Regardless of its origin however, this ability is incredibly useful. It is certainly part of why Ursula hasn't gotten rid of you yet.

The Tarot is a powerful aid for gathering information, but it is difficult to use without the target's permission. For castings that take less than a few hours to perform, you *must* have the target's permission and cooperation. The quickest casting is a 3 card cast, and is your standard casting.

How to cast someone's Tarot:

1. Acquire verbal permission from the target to read their fortune.
2. Find a quiet place where you won't be disturbed (or overheard), and settle on the floor or at a table with your target.
3. A good caster always knows his target. Roleplay at least 1 minute of discussion with the target to learn about their past, and what they wish to learn about their future. At the end of this time, have the target tell you their "Tarot" Score. (The other two necessary cards are listed in the "Casting the Tarot" notebook.)
4. Cast the Tarot:
 - (a) Verify which 2 other cards you need. (Refer to the triggers in the "Casting the Tarot" notebook). Your goal is to get all 3 necessary cards in your "Reading Hand." If at any point that you realize that the current distribution of cards makes this impossible, you may restart the mechanic from step (b).
 - (b) Shuffle the Tarot deck twice thoroughly.
 - (c) Deal out 7 cards. This is your "Working Hand".
 - (d) Set aside 1 card from your "Working Hand" to keep. This is your "Reading Hand".
 - (e) Repeat steps (c) and (d) twice more, so that you have 3 cards total in your "Reading Hand". You will have 1 card left unrevealed.
 - (f) If you have succeeded in collecting the necessary cards, open the associated page of the "Casting the Tarot" notebook and **read out loud** what is written on the page. You must deliver this information honestly to your target.
 - (g) If you have not achieved the correct "Reading Hand", you *may* start over from step (b). There is no penalty for failure, and no obligation to continue.
5. Pick up the cards, the reading is now complete. You may wish to roleplay giving advice in an attempt to draw additional information out of your target, as the tarot is often cryptic.

You cannot read your own Tarot in game because you already read it pre-game. The spirits were unusually helpful this time, and gave you some useful information about your readings at the ball:

- The people with the Devil in their draw are all current or former Assassins.
- The people with the Magician in their draw are all current, former, or potential Magicians.
- Those with The Lovers in their draw are in a secret relationship with someone.

Breaking the Spell

Many years ago, you were put under a spell by a powerful magician, Ursula. You have been struggling under her control for quite some time, and have been steadily weakening the curse as time went on. Now the spell is on its last legs, and Ursula is too distracted to properly strengthen it. This is your chance!

Your progress towards breaking the spell is measured in points. You can earn 1 point by meditating for 2 uninterrupted minutes out of the presence of Ursula. This is repeatable, but only once every half hour. Additionally, each of the actions you perform from the list below earns you 2 points towards breaking the spell. Each action can only count once.

1. Touch the trident for an uninterrupted 10 seconds.
2. Have a magician cast Lesser Dispel on you.
3. Drink a Healing Potion (red) when unhurt.
4. Talk to a human about the surface world for 3 minutes.

When you reach 8 points, the spell noticeably weakens. Remove your Enslavement (999) magical effect. You are no longer compelled to do Ursula's bidding! But the spell is not fully broken. You are still bound to protect her identity by the Identity Protection (999) magical effect.. In order to break the second layer and reveal your former captor, you must complete the steps in the research notebook entitled Breaking the Spell. Open it to page 2.

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6. Repeat steps 3-5 until you have fulfilled your success condition or you run through the deck. If you run out of deck, you must start over from step 1.

Success Condition by Lock Difficulty:

Lock Difficulty	Required hand
0	Straight of 4
1	Straight of 5
2	Straight of 6
3	Straight of 7
4	Straight of 8

Aces can count as high or low, but wrapping is not allowed. (IE: Q, K, A, 2, 3 is **not** a valid 5 card straight.)

You may notice that several locks start out impossible. This is intentional. If you attempt to pick a lock and fail, you may try again immediately (continue the session), or you may give up (end the session). If you have tried to pick a lock twice in the same session, the third time you try to pick the lock in the same session, you may reduce the lock difficulty by 1. Failing twice with the new lock difficulty will allow you to reduce it further, down to a minimum of 0.

There may be other ways to reduce the difficulty of a lock.

Love Potion

You have created a special potion that is unknown to other magicians. This potion causes the victim to become completely enamored of you. They are compelled to obey you in a reasonable manner and not obstruct you in any way. The potion does have some limits though. For example, you cannot compel the victim to kill anybody or help you do so, although you can order them not to stop you from doing so yourself.

In order to maintain the potion's effect in the scope of game, you must perform a "ritual" once in every 15 minute span of time (0 - 14 on the clock, 15 - 30 on the clock, etc. You can skip the ritual in the 15 minute period in which you administer the potion, but try not to miss the one directly after.) This ritual can be performed anywhere in the 15 minute span - so 2 one minute long rituals starting at 4:14 would take care of your needs for two ritual time periods. The ritual is mildly suggestive and may involve kissing - you do not have to roleplay, but tell your target what you're doing and tell any observers what they see.

If you miss a 15 minute window, the spell will not break yet, but the next ritual must be **5 minutes** in length to qualify. If you miss a second window, the spell will break, so be cautious. Once the ritual is complete, tell your target "You are mine, forever" to seal the deal.

In order to administer the potion, the victim must either be a willing or helpless victim, or you may stick **three** stickers on the target without their knowledge. The **three** stickers must be applied at least 1 minute apart. It does not matter if the stickers are noticed and removed before all are applied. The only way to fail in administering a potion is to be noticed while attempting to place any of the stickers. Dots are out of game knowledge for anyone except for the player applying them.

The potion is PURPLE in color and takes 30 minutes to brew.

The required ingredients are:

1. A healing potion
2. A poison (not deadly poison)
3. 2 Black Pearl (999)

This potion is brewed as any other potion would be.

How to Brew a Potion:

1. Acquire the necessary ingredients.
2. Stand in front of an unused cauldron for one minute. At the end of this time, destroy the ingredients (they have been consumed by the potion), swap the cauldron sign to "Full of liquid" and write down the color of the potion you are brewing.
3. Return after the duration listed above in the spell and potion list and stir the potion for 1 minute. Put both hands on the sign for this time.
4. Take the appropriate potion from the envelope below the cauldron, erase the color, and swap the sign back to "An Empty Cauldron".

Spells and Potions

The spells and potions a magician can use are based on their level. Spells are represented as ability cards and are used as instant abilities. All potions follow a standard brewing strategy (see below the list). Potions have distinctive colors and can be recognized by magicians by their color (Lay people don't know what color the different potions are). Potions are represented as item envelopes that can be obtained at the cauldrons where they are brewed. You cannot dump out or steal potions that you did not brew. (This is a kludge.)

Potions can be administered in 2 ways. A willing or helpless target can drink the potion, in which case, the person administering the potion should hand over the potion item envelope to the target. A conscious, but ignorant target can also be injected with a potion. The person administering the potion must successfully stick a certain number of stickers on the target without being caught in the act, by the target or anyone else. (Stickers can be acquired at the cauldrons. If caught in the act, tell your observer that you were clearly trying to prick your target with a small syringe.) If the potion requires multiple dots to be effective, these dots must be applied at least 1 minute apart, but do not lose effect until the potion is applied. It does not matter if the stickers are noticed and removed before all are applied. Dots are out of game knowledge for anyone except for the player applying them. The person who is attempting to administer a potion should then find a GM, explain who the potion is targeting, and hand over the potion. The GM will handle the rest.

Each magician can only brew 2 potions at a time.

Here are the known spells and potions that may be useful this evening:

1. Level 1

- (a) Healing Potion (RED) - 15 minutes to brew. Can cure wounds (the target will wake up, fully healed after 10 seconds) and heal most poisons.

Ingredients required: A Sea Snake Tail (999), A frond of Sea Fan (999) **Dots required:** 1

- (b) Lesser Dispel - Instant spell. Can completely remove a magical effect of level-2 or lower. Can be used on magical locks to increase your "working hand" size by 1. Can disrupt shape shifters momentarily.

2. Level 2

- (a) Sense Magic - Instant spell. Can be used to determine someone's α score and detect magical effects.

3. Level 3

- (a) Poison (GREEN) - 20 minutes to brew. This poison can be only cured with a healing potion AND First Aid/A medkit, OR an exceptionally powerful magical artifact. It will take some random amount of time (up to 30 minutes) to affect the target if injected, but will take effect immediately if drunk.

Ingredients required: Black Sea Urchin (999), Angler Fish Lure (999) **Dots required:** 3

4. Level 4 - No useful spells or potions

5. Level 5

- (a) Transformation Potion (ORANGE) - 30 minutes to brew. This potion will transform a merperson into a human or vice versa. This transformation reduces your CR by one until reversed (your CR cannot go below zero).

Ingredients required: Squid Tentacle (999), Bioluminescent Sponge (999), A Barnacle (999) **Dots required:** 3

6. Level 6

- (a) Greater Dispel - Instant spell. Can break spells up to level-4. Can be used on magical locks to reduce the necessary decking hand by two (decking hand requirement cannot be reduced below 1). Can disrupt shape shifters temporarily.

7. Level 7

- (a) Deadly Poison (BLACK) - 90 minutes to brew. This poison **cannot** be cured with a healing potion or First Aid. It will affect a target almost instantly (within approximately 5 minutes) if injected, and instantly if consumed.
Ingredients required initially: Ice Fish Blood (999), Electric Eel's Hunter's Organ (999), Swordfish Meat (999)
Ingredients required after brewing: Conus Snail (999), Deep Sea Clam (999)
Dots required: 5

Many magicians also develop their own private spells and potions.

How to Brew a Potion:

1. Acquire the necessary ingredients.
2. Stand in front of "An Empty Cauldron" for 1 minute. At the end of this time, destroy the ingredients (they have been consumed by the potion), swap the cauldron sign to "A Bubbling Cauldron" and write down the color of the potion you are brewing. If you are interrupted or otherwise cease to tend the potion before the 1 minute is up, you retain the items.
3. Return after the duration listed above. (Potions cannot over brew) If the potion is the Deadly Poison, spend 1 minute adding the additional ingredients at this time.
4. Take the appropriate potion from the envelope below the cauldron, erase the color, and swap the sign back to "An Empty Cauldron".

Dangerous Ingredients: Some ingredients are never meant for beneficial or benign potions.

1. Lionfish Spine (999) is a powerful hallucinogen.
2. Conus Snail (999) is very poisonous, even on it's own.
3. Black Pearl (999) is known to cause victims to become dangerously compliant,
4. Bell from a Man-of-War (999) is able to alter the consumer's mind in dangerous ways.
5. Squid Tentacle (999) is able to alter the consumers body in dangerous ways.

Soul Sacrifice

This ritual is far more potent than simply siphoning a little piece of a soul. It is also far more dangerous and time consuming. The reward is worth it though. To actually sacrifice a royal soul to the spirits will go a long way toward paying off your debts.

Since this ritual involves the spirits crossing over into this world and devouring the victim's soul from the inside out, the victim will thrash around, and needs to be restrained. Therefore, you need **two** people to help you. If someone (ie: Ariel) wishes to use this ritual to absolve a specific debt, he or she must be one of your helpers.

To perform the Ritual:

First Knockout or restrain a member of royalty and bring them to the Runic Circle.

Second Have your two helpers restrain your victim.

Third Outline the circle in Runic Chalk. If the circle is already chalked, you will have to remove the chalk that is present and lay down your own lines.

Fourth Perform a minute of chanting magical rituals. The person wishing to absolve their debt to you must participate as well. Feel free to use a call and repeat style. The victim will be in intense pain throughout all of this.

Fifth Killing blow them with a 10 count. This is the only situation in which you may killing blow anyone.

After the killing blow, the victim is dead, and the spirits leave their body. Any of your helpers with debts to you should consider them paid.

Ariel's Amulet

Finishing Ariel's shell amulet should be trivial. You just need to:

1. Find the Runic Circle
2. Trace the circle in chalk
3. Spend 3 minutes in uninterrupted meditation with the shell amulet in your hands.

Once it is complete, things get a little trickier. You have to convince Ariel that she can save her daughter by putting the shell amulet around her neck and wishing for her soul to be saved. This will trap Ariel in the same kind of debt that you are trapped in. The spirits on the other side greatly appreciate new servants, and this will probably nullify much of your debts to the spirits - assuming she stays alive long enough to be useful to them.

You should consider Ariel's debt to you resolved if you accomplish this.

If you get Ariel to make this wish, give her your "M Envelope" and tell her to open it.

Rawr!

As an absolute last resort, when all is lost and you are under attack, you have the ability to turn into a giant monster. Though this form carries with it immense power, you have made only the most basic preparations, and as such, it quickly takes its toll and loses strength.

When you use your Monster Transformation ability, call a game halt and negate any combat attacks currently being used on you, *including* waylays. You turn into a giant monster. Discard any red headbands that you are currently wearing and put on a black one. Your CR becomes **20**, but every time you perform any type of **attack** or **resist**, your CR permanently drops by **4**. When your CR becomes 4, you no longer lose CR.

Advantages of Being a Monster:

- You can resist waylays
- You are immune to poisons
- You no longer need a weapon to make wound attacks.
- You do not become bloody from wounding other players
- You treat all bulky items, including bodies, as 1 hand bulky.

Disadvantages of Being a Monster:

- You are still unable to killing blow
- You are immune to healing, so don't get beaten up!

Note: Giant monsters are scarier when no one knows that they're getting weaker. Your true power is in intimidation. Consider being consistent with your attacks by attacking with less than your full CR. Don't go too low, though - performing an attack the target resists at the wrong time could be fatal to you!

This transformation is irreversible within the scope of game, so most of your previous goals become moot. However, this form comes with a terrible price that must be repaid immediately. Your new goal becomes to perform a ritual to pay back the spirits, then to escape the palace with your life. (This is a simplified version of "Soul Sacrifice")

First Knockout or restrain a member of royalty and bring them to the Runic Circle. Once they are inside the circle, they are automatically restrained as long as you are in the room. (Tell your victim this)

Second Perform a minute of chanting magical rituals.

Third Draw blood from your victim (use your ability).

Fourth Killing blow them with a 10 count. This is the only situation in which you may killing blow anyone.

Fifth Escape the palace (leave game).

Spells and Potions

The spells and potions a magician can use are based on their level. Spells are represented as ability cards and are used as instant abilities. All potions follow a standard brewing strategy (see below the list). Potions have distinctive colors and can be recognized by magicians by their color (Lay people don't know what color the different potions are). Potions are represented as item envelopes that can be obtained at the cauldrons where they are brewed. You cannot dump out or steal potions that you did not brew. (This is a kludge.)

Potions can be administered in 2 ways. A willing or helpless target can drink the potion, in which case, the person administering the potion should hand over the potion item envelope to the target. A conscious, but ignorant target can also be injected with a potion. The person administering the potion must successfully stick a certain number of stickers on the target without being caught in the act, by the target or anyone else. (Stickers can be acquired at the cauldrons. If caught in the act, tell your observer that you were clearly trying to prick your target with a small syringe.) If the potion requires multiple dots to be effective, these dots must be applied at least 1 minute apart, but do not lose effect until the potion is applied. It does not matter if the stickers are noticed and removed before all are applied. Dots are out of game knowledge for anyone except for the player applying them. The person who is attempting to administer a potion should then find a GM, explain who the potion is targeting, and hand over the potion. The GM will handle the rest.

Each magician can only brew 2 potions at a time.

Here are the known spells and potions that may be useful this evening:

1. Level 1

- (a) Healing Potion (RED) - 15 minutes to brew. Can cure wounds (the target will wake up, fully healed after 10 seconds) and heal most poisons.

Ingredients required: A Sea Snake Tail (999), A frond of Sea Fan (999) **Dots required:** 1

- (b) Lesser Dispel - Instant spell. Can completely remove a magical effect of level-2 or lower. Can be used on magical locks to increase your "working hand" size by 1. Can disrupt shape shifters momentarily.

2. Level 2

- (a) Sense Magic - Instant spell. Can be used to determine someone's α score and detect magical effects.

3. Level 3

- (a) Poison (GREEN) - 20 minutes to brew. This poison can be only cured with a healing potion AND First Aid/A medkit, OR an exceptionally powerful magical artifact. It will take some random amount of time (up to 30 minutes) to affect the target if injected, but will take effect immediately if drunk.

Ingredients required: Black Sea Urchin (999), Angler Fish Lure (999) **Dots required:** 3

4. Level 4 - No useful spells or potions

5. Level 5

- (a) Transformation Potion (ORANGE) - 30 minutes to brew. This potion will transform a merperson into a human or vice versa. This transformation reduces your CR by one until reversed (your CR cannot go below zero).

Ingredients required: Squid Tentacle (999), Bioluminescent Sponge (999), A Barnacle (999) **Dots required:** 3

6. Level 6

- (a) Greater Dispel - Instant spell. Can break spells up to level-4. Can be used on magical locks to reduce the necessary decking hand by two (decking hand requirement cannot be reduced below 1). Can disrupt shape shifters temporarily.

7. Level 7

- (a) Deadly Poison (BLACK) - 90 minutes to brew. This poison **cannot** be cured with a healing potion or First Aid. It will affect a target almost instantly (within approximately 5 minutes) if injected, and instantly if consumed.
Ingredients required initially: Ice Fish Blood (999), Electric Eel's Hunter's Organ (999), Swordfish Meat (999)
Ingredients required after brewing: Conus Snail (999), Deep Sea Clam (999)
Dots required: 5

Many magicians also develop their own private spells and potions.

How to Brew a Potion:

1. Acquire the necessary ingredients.
2. Stand in front of "An Empty Cauldron" for 1 minute. At the end of this time, destroy the ingredients (they have been consumed by the potion), swap the cauldron sign to "A Bubbling Cauldron" and write down the color of the potion you are brewing. If you are interrupted or otherwise cease to tend the potion before the 1 minute is up, you retain the items.
3. Return after the duration listed above. (Potions cannot over brew) If the potion is the Deadly Poison, spend 1 minute adding the additional ingredients at this time.
4. Take the appropriate potion from the envelope below the cauldron, erase the color, and swap the sign back to "An Empty Cauldron".

Dangerous Ingredients: Some ingredients are never meant for beneficial or benign potions.

1. Lionfish Spine (999) is a powerful hallucinogen.
2. Conus Snail (999) is very poisonous, even on it's own.
3. Black Pearl (999) is known to cause victims to become dangerously compliant,
4. Bell from a Man-of-War (999) is able to alter the consumer's mind in dangerous ways.
5. Squid Tentacle (999) is able to alter the consumers body in dangerous ways.

A New Magician

You are now a magician, level 1. Change your α score to 2.

As a magician, you have the ability to cast spells and make potions, but only up to your skill level. It is not possible within scope of game to increase your skill level. You know about many spells and potions, even those beyond your ability, thanks to the spirits. . .

You are not a born magician, instead your power comes from the spirits *on the other side*. While they are very powerful, and can allow you to do almost anything once you learn to communicate with them, they extract a heavy price. You are already deeply in debt to them from the wish you made. You will have to pay them back someday, somehow. The full impact of this has not hit you yet, but you feel ill at ease, and angry at being tricked into this.

If you remove your amulet, you may not use any of your new abilities, but removing or destroying the amulet will not affect your debt. Only an exceedingly powerful magical artifact could absolve you - if you can figure out how to use it...

Picking Locks

(This greensheet details how to attempt to break into a lock protected by magic. (Assume all locks in game are magical unless you know otherwise).)

Magical locks, while more secure than mundane locks, are still susceptible to being picked. Picking locks is a delicate and often time consuming process. The difficulty of picking a lock depends on the lock itself. If anyone asks what you are doing, you must tell them that you are fiddling with the lock in an obvious attempt to break in.

How to Attempt to Pick a Lock:

1. Shuffle the deck twice thoroughly.
2. Deal out **1** card. This is your *working hand*.
3. Deal out 5 cards in a line above your working hand. This is your *dynamic library*.
4. You may swap out a card in your *working hand* with a card in your *dynamic library*.
5. Discard all 5 cards in your *dynamic library*.
6. Repeat steps 3-5 until you have fulfilled your success condition or you run through the deck. If you run out of deck, you must start over from step 1.

Success Condition by Lock Difficulty:

Lock Difficulty	Required hand
0	Straight of 4
1	Straight of 5
2	Straight of 6
3	Straight of 7
4	Straight of 8

Aces can count as high or low, but wrapping is not allowed. (IE: Q, K, A, 2, 3 is **not** a valid 5 card straight.)

You may notice that several locks start out impossible. This is intentional. If you attempt to pick a lock and fail, you may try again immediately (continue the session), or you may give up (end the session). If you have tried to pick a lock twice in the same session, the third time you try to pick the lock in the same session, you may reduce the lock difficulty by 1. Failing twice with the new lock difficulty will allow you to reduce it further, down to a minimum of 0.

There may be other ways to reduce the difficulty of a lock.

Shapeshifter Potion

You have created a special potion that is unknown to other magicians. This potion causes the victim to become a shapeshifter permanently and undetectably - even the strongest magical detection will not be able to tell the difference between a victim of this potion and a natural shapeshifter, and no dispel can remove it, no matter how powerful.

This potion is particularly finicky. It requires Lionfish Spine (999), a very rare Pacifican herb that rapidly loses it's potency. Any sample you obtain in game, or potion you brew from it will expire at 5:00 pm. The potion must therefore be administered before that time if it is to have any effect.

In order to administer the potion, the victim must either be a willing or helpless victim, or you may stick **three** stickers on the target without their knowledge. The **three** stickers must be applied at least 1 minute apart. It does not matter if the stickers are noticed and removed before all are applied. The only way to fail in administering a potion is to be noticed while attempting to place either of the stickers. Dots are out of game knowledge for anyone except for the player applying them.

The potion is GOLD in color and takes 30 minutes to brew.

The required ingredients are:

1. Lionfish Spine (999) (Damien is supposed to be providing you with this)
2. Squid Tentacle (999)
3. A Barnacle (999)

This potion is brewed as any other potion would be.

How to Brew a Potion:

1. Acquire the necessary ingredients.
2. Stand in front of an unused cauldron for one minute. At the end of this time, destroy the ingredients (they have been consumed by the potion), swap the cauldron sign to "Full of liquid" and write down the color of the potion you are brewing.
3. Return after the duration listed above and stir the potion for 1 minute. Put both hands on the sign for this time.
4. Take the appropriate potion from the envelope below the cauldron, erase the color, and swap the sign back to "An Empty Cauldron".

Proving Your Lineage

For as long as you can remember, you have hungered for your birthright - the throne of Atlantica. Your quest for the The Trident ended in frustration, the Music Box has been an unforeseen complication, and the risk of losing your claim is always looming. As inconvenient as the treaty talks are, they have at least afforded you one advantage. They have given you the distraction you needed to contact the Assassin's Guild, which may have finally given you access to the necessary items to prove your claim.

You will need to prove two things in order to demonstrate that you have a legitimate claim to the throne. The primary objective is to prove that you are King Triton's uncle. To do this, you will need to prove both that Jade was your mother, and that Neptune was your father.

In order to prove that Jade was your mother, you will need to acquire your birth certificate from Mirage. This is an item you have long sought, but have only managed to locate with the help of the Assassin's Guild. If you acquire "An official looking document (999)", you may open it.

You will **also** need to prove that Neptune is your father. This is somewhat trickier to prove, as the evidence is quite scarce. You believe that your mother hid **her journal** someplace in Atlantica to prevent it from falling into the wrong hands. You should look for a Pacifican artifact, hidden in plain sight. If you acquire "A Dusty, Old Journal (999)", you may open it.

There may be alternate proof to be found, but you don't know where to begin looking for it.

With demonstrable proof of who your mother and father were, you can summon the court genealogist (find a GM; the pages can help). You may present the necessary documents to the court genealogist who will verify your lineage. It is up to you whether you wish the presentation of documents to be a highly public ceremony or not, but if your claim is verified, pages *will* spread the announcement throughout game that you are in fact of royal birth and in the line of succession.

You must confer with the court genealogist before you can summon the court justice and lay claim to the throne.

Spells and Potions

The spells and potions a magician can use are based on their level. Spells are represented as ability cards and are used as instant abilities. All potions follow a standard brewing strategy (see below the list). Potions have distinctive colors and can be recognized by magicians by their color (Lay people don't know what color the different potions are). Potions are represented as item envelopes that can be obtained at the cauldrons where they are brewed. You cannot dump out or steal potions that you did not brew. (This is a kludge.)

Potions can be administered in 2 ways. A willing or helpless target can drink the potion, in which case, the person administering the potion should hand over the potion item envelope to the target. A conscious, but ignorant target can also be injected with a potion. The person administering the potion must successfully stick a certain number of stickers on the target without being caught in the act, by the target or anyone else. (Stickers can be acquired at the cauldrons. If caught in the act, tell your observer that you were clearly trying to prick your target with a small syringe.) If the potion requires multiple dots to be effective, these dots must be applied at least 1 minute apart, but do not lose effect until the potion is applied. It does not matter if the stickers are noticed and removed before all are applied. Dots are out of game knowledge for anyone except for the player applying them. The person who is attempting to administer a potion should then find a GM, explain who the potion is targeting, and hand over the potion. The GM will handle the rest.

Each magician can only brew 2 potions at a time.

Here are the known spells and potions that may be useful this evening:

1. Level 1

- (a) Healing Potion (RED) - 15 minutes to brew. Can cure wounds (the target will wake up, fully healed after 10 seconds) and heal most poisons.

Ingredients required: A Sea Snake Tail (999), A frond of Sea Fan (999) **Dots required:** 1

- (b) Lesser Dispel - Instant spell. Can completely remove a magical effect of level-2 or lower. Can be used on magical locks to increase your "working hand" size by 1. Can disrupt shape shifters momentarily.

2. Level 2

- (a) Sense Magic - Instant spell. Can be used to determine someone's α score and detect magical effects.

3. Level 3

- (a) Poison (GREEN) - 20 minutes to brew. This poison can be only cured with a healing potion AND First Aid/A medkit, OR an exceptionally powerful magical artifact. It will take some random amount of time (up to 30 minutes) to affect the target if injected, but will take effect immediately if drunk.

Ingredients required: Black Sea Urchin (999), Angler Fish Lure (999) **Dots required:** 3

4. Level 4 - No useful spells or potions

5. Level 5

- (a) Transformation Potion (ORANGE) - 30 minutes to brew. This potion will transform a merperson into a human or vice versa. This transformation reduces your CR by one until reversed (your CR cannot go below zero).

Ingredients required: Squid Tentacle (999), Bioluminescent Sponge (999), A Barnacle (999) **Dots required:** 3

6. Level 6

- (a) Greater Dispel - Instant spell. Can break spells up to level-4. Can be used on magical locks to reduce the necessary decking hand by two (decking hand requirement cannot be reduced below 1). Can disrupt shape shifters temporarily.

7. Level 7

- (a) Deadly Poison (BLACK) - 90 minutes to brew. This poison **cannot** be cured with a healing potion or First Aid. It will affect a target almost instantly (within approximately 5 minutes) if injected, and instantly if consumed.
Ingredients required initially: Ice Fish Blood (999), Electric Eel's Hunter's Organ (999), Swordfish Meat (999)
Ingredients required after brewing: Conus Snail (999), Deep Sea Clam (999)
Dots required: 5

Many magicians also develop their own private spells and potions.

How to Brew a Potion:

1. Acquire the necessary ingredients.
2. Stand in front of "An Empty Cauldron" for 1 minute. At the end of this time, destroy the ingredients (they have been consumed by the potion), swap the cauldron sign to "A Bubbling Cauldron" and write down the color of the potion you are brewing. If you are interrupted or otherwise cease to tend the potion before the 1 minute is up, you retain the items.
3. Return after the duration listed above. (Potions cannot over brew) If the potion is the Deadly Poison, spend 1 minute adding the additional ingredients at this time.
4. Take the appropriate potion from the envelope below the cauldron, erase the color, and swap the sign back to "An Empty Cauldron".

Dangerous Ingredients: Some ingredients are never meant for beneficial or benign potions.

1. Lionfish Spine (999) is a powerful hallucinogen.
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3. Black Pearl (999) is known to cause victims to become dangerously compliant,
4. Bell from a Man-of-War (999) is able to alter the consumer's mind in dangerous ways.
5. Squid Tentacle (999) is able to alter the consumers body in dangerous ways.

To Move the Music Box

You have hidden the Music Box (999) in ROOM NUMBER. If you suspect that someone is trying to find the Music Box and restore it, you will have to stop them. One way you can do this is by moving the Music Box. Unfortunately you won't have a lot of time to do so, so it will become progressively more difficult.

If you choose to move the Music Box from one location to another, it must be moved in this order. You should find the next packet before you begin the process of moving the box, especially since the box is two hands bulky and unstashable (except in the special packets).

You may use Lesser Dispel to assist in **breaking** the locks, but you may NOT use Lesser Dispel to assist in reinstalling them. Installing or breaking locks is otherwise the same as on the Picking Locks greensheet.

To move the Music Box from ROOM NUMBER to ROOM NUMBER

1. Find "Packet B" in ROOM NUMBER
2. Go to "Packet A" and break the magical lock of difficulty 3.
3. Take the Music Box to "Packet B".
4. Install a magical lock with difficulty 1.
5. Place the box in "Packet B"

To move the Music Box from ROOM NUMBER to ROOM NUMBER

1. Find "Packet C" in ROOM NUMBER
2. Go to "Packet B" and break the magical lock of difficulty 2.
3. Take the Music Box to "Packet C".
4. Install a magical lock with difficulty 2.
5. Place the box in "Packet C",

To move the Music Box from ROOM NUMBER to ROOM NUMBER

1. Find "Packet D" in ROOM NUMBER
2. Go to "Packet C" and break the magical lock of difficulty 1.
3. Take the Music Box to "Packet D".
4. Install a magical lock with difficulty 3, then install a **second** magical lock with difficulty 2.
5. Place the box in "Packet D"

Picking Locks

(This greensheet details how to attempt to break into a lock protected by magic. (Assume all locks in game are magical unless you know otherwise).)

Magical locks, while more secure than mundane locks, are still susceptible to being picked. Picking locks is a delicate and often time consuming process. The difficulty of picking a lock depends on the lock itself. If anyone asks what you are doing, you must tell them that you are fiddling with the lock in an obvious attempt to break in.

How to Attempt to Pick a Lock:

1. Shuffle the deck twice thoroughly.
2. Deal out **1** card. This is your *working hand*.
3. Deal out 5 cards in a line above your working hand. This is your *dynamic library*.
4. You may swap out a card in your *working hand* with a card in your *dynamic library*.
5. Discard all 5 cards in your *dynamic library*.
6. Repeat steps 3-5 until you have fulfilled your success condition or you run through the deck. If you run out of deck, you must start over from step 1.

Success Condition by Lock Difficulty:

Lock Difficulty	Required hand
0	Straight of 4
1	Straight of 5
2	Straight of 6
3	Straight of 7
4	Straight of 8

Aces can count as high or low, but wrapping is not allowed. (IE: Q, K, A, 2, 3 is **not** a valid 5 card straight.)

You may notice that several locks start out impossible. This is intentional. If you attempt to pick a lock and fail, you may try again immediately (continue the session), or you may give up (end the session). If you have tried to pick a lock twice in the same session, the third time you try to pick the lock in the same session, you may reduce the lock difficulty by 1. Failing twice with the new lock difficulty will allow you to reduce it further, down to a minimum of 0.

There may be other ways to reduce the difficulty of a lock.

Signing the Treaty

As someone involved with the treaty negotiations, you know about the signing procedure for the treaty. A treaty exists in one of four states: Incomplete, Drafted, Ratified, and Vetoed. A treaty is considered Incomplete until a choice has been circled for every relevant article, and a signature from the acting ruler of Atlantica and the currently highest ranking Pacifican in game. At the start of game, this is King Triton and Prince Jared respectively. Once complete, a treaty can be Vetoed by anyone with veto power on the list below. Once Vetoed, a treaty can not be made valid again by any means, and a new one must be drawn up.

1. The acting ruler of Atlantica (King Triton at the start of game)
2. The current highest ranking Pacifican (Prince Jared at the start of game)
3. Hermes, the representative from the Explorer's Guild.
4. Gladius, the representative from the Guardian's Guild.
5. Morvyn, the representative from the Merchant's Guild.

A complete treaty is considered Ratified if it has signatures from every player involved in talks that currently holds veto power, or it has been publicly displayed for at least 15 minutes, has no vetoes, and the Neptune Ball is over. If a member of the guilds is dead, their signature is not required to ratify a treaty and their veto is lost - however, if a representative for Atlantica or Pacifica cannot be found, the treaty cannot be signed. A treaty, once ratified by the former method, cannot be made invalid - only physical destruction of that copy can make it invalid at that point.

In order for a signature on a new treaty to be valid, the previous version of the treaty must be first made invalid, either through a veto, by physically destroying it, or if it cannot be found.

Battling Depression

You are clinically depressed and under a huge amount of stress at the moment. Your mental state is extremely fragile, and to make matters worse, you have to hide this fact to remain fit as ruler.

You start with a β score of 6, which represents your level of depression. Your score can never go higher than 8, and when it hits 0, you sink into a depression that only large amounts of therapy can help you with. Differing depression levels should affect your roleplaying in different ways:

β 6-8: You have your depression under control. You don't need to act noticeably depressed.

β 3-5: You are starting to spiral into depression. You should show occasional flashes of dark thoughts, and be generally less energetic.

β 1-2: You are on the verge of losing it. Act clearly depressed and seek ways to alleviate your depression as soon as possible.

β 0: You have lost the battle with depression and need professional help. Curl into a ball (or something similar) and talk to yourself for 10 minutes. After this time, your score becomes 1. All future gains, but not losses, to your β are halved.

Here are events that can improve your β score:

1. +2 points: Talk to a family member for at least 1 minute. This can only trigger once per half hour, regardless of who you talk to.
2. +2 points: Consume one of your Medicinal Tablets (999) (destroy it). You may do this in response to losing β .
3. +4 points: Get the treaty ratified. If this happens in game, this also raises your β score cap by 2 points.

Here are events that can penalize your β score:

1. -2 points: If you have a fight with a family member.
2. -2 points: Major setback in treaty negotiations (vetoes by the guilds, you fight with Pacificans, etc.)
3. -2 points: See or learn of the death of a guest OR
4. -4 points: See or learn of the death of a family member.
5. -4 points (Post Game): Fail to sign the treaty.

A ruler who has gone into a depressive fit is not fit to rule, so make sure to keep your β score high, especially going into the post game if the treaty is looking tenuous.

Your Depression Packet has different triggers that may increase or decrease your β score. These triggers are ingame knowledge for your character. You may strive for them or avoid them as you wish.

Spells and Potions

The spells and potions a magician can use are based on their level. Spells are represented as ability cards and are used as instant abilities. All potions follow a standard brewing strategy (see below the list). Potions have distinctive colors and can be recognized by magicians by their color (Lay people don't know what color the different potions are). Potions are represented as item envelopes that can be obtained at the cauldrons where they are brewed. You cannot dump out or steal potions that you did not brew. (This is a kludge.)

Potions can be administered in 2 ways. A willing or helpless target can drink the potion, in which case, the person administering the potion should hand over the potion item envelope to the target. A conscious, but ignorant target can also be injected with a potion. The person administering the potion must successfully stick a certain number of stickers on the target without being caught in the act, by the target or anyone else. (Stickers can be acquired at the cauldrons. If caught in the act, tell your observer that you were clearly trying to prick your target with a small syringe.) If the potion requires multiple dots to be effective, these dots must be applied at least 1 minute apart, but do not lose effect until the potion is applied. It does not matter if the stickers are noticed and removed before all are applied. Dots are out of game knowledge for anyone except for the player applying them. The person who is attempting to administer a potion should then find a GM, explain who the potion is targeting, and hand over the potion. The GM will handle the rest.

Each magician can only brew 2 potions at a time.

Here are the known spells and potions that may be useful this evening:

1. Level 1

- (a) Healing Potion (RED) - 15 minutes to brew. Can cure wounds (the target will wake up, fully healed after 10 seconds) and heal most poisons.

Ingredients required: A Sea Snake Tail (999), A frond of Sea Fan (999) **Dots required:** 1

- (b) Lesser Dispel - Instant spell. Can completely remove a magical effect of level-2 or lower. Can be used on magical locks to increase your "working hand" size by 1. Can disrupt shape shifters momentarily.

2. Level 2

- (a) Sense Magic - Instant spell. Can be used to determine someone's α score and detect magical effects.

3. Level 3

- (a) Poison (GREEN) - 20 minutes to brew. This poison can be only cured with a healing potion AND First Aid/A medkit, OR an exceptionally powerful magical artifact. It will take some random amount of time (up to 30 minutes) to affect the target if injected, but will take effect immediately if drunk.

Ingredients required: Black Sea Urchin (999), Angler Fish Lure (999) **Dots required:** 3

4. Level 4 - No useful spells or potions

5. Level 5

- (a) Transformation Potion (ORANGE) - 30 minutes to brew. This potion will transform a merperson into a human or vice versa. This transformation reduces your CR by one until reversed (your CR cannot go below zero).

Ingredients required: Squid Tentacle (999), Bioluminescent Sponge (999), A Barnacle (999) **Dots required:** 3

6. Level 6

- (a) Greater Dispel - Instant spell. Can break spells up to level-4. Can be used on magical locks to reduce the necessary decking hand by two (decking hand requirement cannot be reduced below 1). Can disrupt shape shifters temporarily.

7. Level 7

- (a) Deadly Poison (BLACK) - 90 minutes to brew. This poison **cannot** be cured with a healing potion or First Aid. It will affect a target almost instantly (within approximately 5 minutes) if injected, and instantly if consumed.
Ingredients required initially: Ice Fish Blood (999), Electric Eel's Hunter's Organ (999), Swordfish Meat (999)
Ingredients required after brewing: Conus Snail (999), Deep Sea Clam (999)
Dots required: 5

Many magicians also develop their own private spells and potions.

How to Brew a Potion:

1. Acquire the necessary ingredients.
2. Stand in front of "An Empty Cauldron" for 1 minute. At the end of this time, destroy the ingredients (they have been consumed by the potion), swap the cauldron sign to "A Bubbling Cauldron" and write down the color of the potion you are brewing. If you are interrupted or otherwise cease to tend the potion before the 1 minute is up, you retain the items.
3. Return after the duration listed above. (Potions cannot over brew) If the potion is the Deadly Poison, spend 1 minute adding the additional ingredients at this time.
4. Take the appropriate potion from the envelope below the cauldron, erase the color, and swap the sign back to "An Empty Cauldron".

Dangerous Ingredients: Some ingredients are never meant for beneficial or benign potions.

1. Lionfish Spine (999) is a powerful hallucinogen.
2. Conus Snail (999) is very poisonous, even on it's own.
3. Black Pearl (999) is known to cause victims to become dangerously compliant,
4. Bell from a Man-of-War (999) is able to alter the consumer's mind in dangerous ways.
5. Squid Tentacle (999) is able to alter the consumers body in dangerous ways.

CR Boost Potion

You have created a special potion that is unknown to other magicians. This potion causes the target's CR to increase by 2 for **10 minutes**. You have previously conducted a ritual on yourself that causes this potion's effect to last longer on you. If you consume this potion yourself, your CR will increase by 2 for **30 minutes**. These CR buffs DO NOT stack. **You, and only you, may consume this potion in response to an attack. This is a useful property, so try to keep at least one of these on hand.**

In order to administer the potion, the victim must either be a willing or helpless victim, or you may stick a single stickers on the target without their knowledge. Dots are out of game knowledge for anyone except for the player applying them.

The potion is BLUE in color and takes 30 minutes to brew.

The required ingredients are:

1. Bell from a Man-of-War (999)
2. A Sharks Tooth (999)
3. Swordfish Meat (999)

This potion is brewed as any other potion would be.

How to Brew a Potion:

1. Acquire the necessary ingredients.
2. Stand in front of an unused cauldron for one minute. At the end of this time, destroy the ingredients (they have been consumed by the potion), swap the cauldron sign to "Full of liquid" and write down the color of the potion you are brewing.
3. Return after the duration listed above and stir the potion for 1 minute. Put both hands on the sign for this time.
4. Take the appropriate potion from the envelope below the cauldron, erase the color, and swap the sign back to "An Empty Cauldron".

Picking Locks

(This greensheet details how to attempt to break into a lock protected by magic. (Assume all locks in game are magical unless you know otherwise).)

Magical locks, while more secure than mundane locks, are still susceptible to being picked. Picking locks is a delicate and often time consuming process. The difficulty of picking a lock depends on the lock itself. If anyone asks what you are doing, you must tell them that you are fiddling with the lock in an obvious attempt to break in.

How to Attempt to Pick a Lock:

1. Shuffle the deck twice thoroughly.
2. Deal out **1** card. This is your *working hand*.
3. Deal out 5 cards in a line above your working hand. This is your *dynamic library*.
4. You may swap out a card in your *working hand* with a card in your *dynamic library*.
5. Discard all 5 cards in your *dynamic library*.
6. Repeat steps 3-5 until you have fulfilled your success condition or you run through the deck. If you run out of deck, you must start over from step 1.

Success Condition by Lock Difficulty:

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Answer the questions below, writing down the answer in the space provided. Take the letter indicated in parenthesis after the question, and put it in the appropriate space at the bottom of this sheet. Once you think you know the final answer, find a GM and tell them. You **may** guess, even if you don't have all of the letters yet. If you are correct, you will be provided with your prize. However, if you are incorrect, you must wait **5** minutes before submitting another answer.

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Answer: Atlantica – Take “t”.

Questions:

1. Who gave Poseidon the trident? (1 word, take 1st letter of 1st word)

2. Between the patron animals of the Pacifican and the Atlantican religions, which is the top predator? (2 words, take 2nd letter of 2nd word)

3. Among the Explorer's Guild, the Guardian's Guild, and the Merchant's Guild, which guild has the oldest current or most recent leader? (3 words, take 3rd letter of 2nd word)

4. Who created the Necklace of Diana? (1 word, take 1st letter of 1st word)

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11. How many major powers under the sea? (1 word, take 1st letter of 1st word)

12. What is the national form of dance in Atlantica? (1 word, take 1st letter of 3rd word)

13. Where is the Magician's Guild Crest now? (2 words, take 4th letter of 2nd word)

14. What is the name of the Province in which the polio vaccine was developed? (1 word, take 3rd letter of 1st word)

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You have chosen to embark on a quest for the fabled wishing stone. This magical artifact is one of the most powerful artifacts known under the sea, and can grant many wishes to the one who controls it. The stone does not appear to just anyone however, and you must prove your worthiness.

Answer the questions below, writing down the answer in the space provided. Take the letter indicated in parenthesis after the question, and put it in the appropriate space at the bottom of this sheet. Once you think you know the final answer, find a GM and tell them. You **may** guess, even if you don't have all of the letters yet. If you are correct, you will be provided with your prize. However, if you are incorrect, you must wait **5** minutes before submitting another answer.

EXAMPLE: Where are you? (1 word, take the 2nd letter of 1st word)

Answer: Atlantica – Take “t”.

Questions:

1. Who gave Poseidon the trident? (1 word, take 1st letter of 1st word)

2. Between the patron animals of the Pacifican and the Atlantican religions, which is the top predator? (2 words, take 2nd letter of 2nd word)

3. Among the Explorer's Guild, the Guardian's Guild, and the Merchant's Guild, which guild has the oldest current or most recent leader? (3 words, take 3rd letter of 2nd word)

4. Who created the Necklace of Diana? (1 word, take 1st letter of 1st word)

5. Who was the King of Atlantica when the war with Pacifica started? (1 word, take 1st letter of 1st word)

6. How many years ago was the last meeting of the Magician's Guild? (1 word, take 2nd letter of 1st word)

7. Where is the Assassin's Guild? (3 words, take 1st letter of 3rd word)

8. What magical item is purported to bring marital happiness? (3 words, take 4th letter of 2nd word)

9. Who is the current queen of Atlantica? (1 words, take 1st letter of 1st word)

10. Who is the current ruler of Pacifica? (2 words, take 5th letter of 2nd word)

11. How many major powers under the sea? (1 word, take 1st letter of 1st word)

12. What is the national form of dance in Atlantica? (1 word, take 1st letter of 3rd word)

13. Where is the Magician's Guild Crest now? (2 words, take 4th letter of 2nd word)

14. What is the name of the Province in which the polio vaccine was developed? (1 word, take 3rd letter of 1st word)

Final Answer:

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Spells and Potions

The spells and potions a magician can use are based on their level. Spells are represented as ability cards and are used as instant abilities. All potions follow a standard brewing strategy (see below the list). Potions have distinctive colors and can be recognized by magicians by their color (Lay people don't know what color the different potions are). Potions are represented as item envelopes that can be obtained at the cauldrons where they are brewed. You cannot dump out or steal potions that you did not brew. (This is a kludge.)

Potions can be administered in 2 ways. A willing or helpless target can drink the potion, in which case, the person administering the potion should hand over the potion item envelope to the target. A conscious, but ignorant target can also be injected with a potion. The person administering the potion must successfully stick a certain number of stickers on the target without being caught in the act, by the target or anyone else. (Stickers can be acquired at the cauldrons. If caught in the act, tell your observer that you were clearly trying to prick your target with a small syringe.) If the potion requires multiple dots to be effective, these dots must be applied at least 1 minute apart, but do not lose effect until the potion is applied. It does not matter if the stickers are noticed and removed before all are applied. Dots are out of game knowledge for anyone except for the player applying them. The person who is attempting to administer a potion should then find a GM, explain who the potion is targeting, and hand over the potion. The GM will handle the rest.

Each magician can only brew 2 potions at a time.

Here are the known spells and potions that may be useful this evening:

1. Level 1

- (a) Healing Potion (RED) - 15 minutes to brew. Can cure wounds (the target will wake up, fully healed after 10 seconds) and heal most poisons.

Ingredients required: A Sea Snake Tail (999), A frond of Sea Fan (999) **Dots required:** 1

- (b) Lesser Dispel - Instant spell. Can completely remove a magical effect of level-2 or lower. Can be used on magical locks to increase your "working hand" size by 1. Can disrupt shape shifters momentarily.

2. Level 2

- (a) Sense Magic - Instant spell. Can be used to determine someone's α score and detect magical effects.

3. Level 3

- (a) Poison (GREEN) - 20 minutes to brew. This poison can be only cured with a healing potion AND First Aid/A medkit, OR an exceptionally powerful magical artifact. It will take some random amount of time (up to 30 minutes) to affect the target if injected, but will take effect immediately if drunk.

Ingredients required: Black Sea Urchin (999), Angler Fish Lure (999) **Dots required:** 3

4. Level 4 - No useful spells or potions

5. Level 5

- (a) Transformation Potion (ORANGE) - 30 minutes to brew. This potion will transform a merperson into a human or vice versa. This transformation reduces your CR by one until reversed (your CR cannot go below zero).

Ingredients required: Squid Tentacle (999), Bioluminescent Sponge (999), A Barnacle (999) **Dots required:** 3

6. Level 6

- (a) Greater Dispel - Instant spell. Can break spells up to level-4. Can be used on magical locks to reduce the necessary decking hand by two (decking hand requirement cannot be reduced below 1). Can disrupt shape shifters temporarily.

7. Level 7

- (a) Deadly Poison (BLACK) - 90 minutes to brew. This poison **cannot** be cured with a healing potion or First Aid. It will affect a target almost instantly (within approximately 5 minutes) if injected, and instantly if consumed.
Ingredients required initially: Ice Fish Blood (999), Electric Eel's Hunter's Organ (999), Swordfish Meat (999)
Ingredients required after brewing: Conus Snail (999), Deep Sea Clam (999)
Dots required: 5

Many magicians also develop their own private spells and potions.

How to Brew a Potion:

1. Acquire the necessary ingredients.
2. Stand in front of "An Empty Cauldron" for 1 minute. At the end of this time, destroy the ingredients (they have been consumed by the potion), swap the cauldron sign to "A Bubbling Cauldron" and write down the color of the potion you are brewing. If you are interrupted or otherwise cease to tend the potion before the 1 minute is up, you retain the items.
3. Return after the duration listed above. (Potions cannot over brew) If the potion is the Deadly Poison, spend 1 minute adding the additional ingredients at this time.
4. Take the appropriate potion from the envelope below the cauldron, erase the color, and swap the sign back to "An Empty Cauldron".

Dangerous Ingredients: Some ingredients are never meant for beneficial or benign potions.

1. Lionfish Spine (999) is a powerful hallucinogen.
2. Conus Snail (999) is very poisonous, even on it's own.
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