Treaty:

* A small parcel of land that both sides have laid claim to in the past

1. Pacifica and Atlantica both want, turns out that actually only important to Atlantica (**Hermes finds out that not important to Pacifica - related to religion?)**

* prisoners of war:

1. Someone in Atlantican royal family vs several crucial Pacifican generals are all POW. **Manta and Desara can torpedo the treaty here easily**
2. No exchange, partial exchange, full exchange

* Ceasefire or Peace?

1. Ceasefire
2. Peace

If Peace:

1. Reparations
2. History of war (triton is getting pressure from the people).  **Desara RN to find out what started it (tied in with manta’s story)**Open borders
3. Open Borders:
4. Sharing cultures through dance causes Triton to slowly value it more and more **Jared effects by teaching dances.**
5. Polio vaccine
6. Humans gave Atlanticans a polio vaccine that pacifican’s want. Ariel convinced Eric to give it to them.
7. Costly in time and merman power.
8. Indian Aggression:
9. military alliance against india. -
10. Valerie is persuing a RN to reveal this and then to get advanced weapons to combat it.
11. If she fails, this leads to a disaster after end game where india overruns much of atlantica/pacifica
12. Alliance by Marriage: Marrying of an Atlantean princess to a Pacifican prince
13. Both sides would like this to happen to make sure peace is more secure. The youngest princess, who is in love with someone else, is the ideal choice, but would vehemently oppose this once she discovered her love to the delegate/would oppose it from the beginning.  **Love triangle (Caspian, Adriane, Jared)**

1 Prisoners Of War

2 Gaza Strip

3 Monetary Compensation

4 Ceasefire or Peace?

5 Polio Vaccine

6 Marriage

7 Open Borders

8 Military Pact

Guild council can veto the treaty 2x by having at least ⅔ present members file a formal objection some time before the signing is completed. This prevents the particular iteration of the treaty from going through, unless they withdraw their objection.

Humans under water:

* Spell of protection cast on the castle and grounds by Manta. The focus is a large rose quartz in the treasury. If it is destroyed, it would shatter the spell. (There are a few protections on it that must be puzzled out for anyone to succeed in this).
* Amulets are also available in game (magic users can make them at the forge) that would protect a human should the general spell be destroyed.

Once agreed upon, treaty needs to be announced and up for public comment for 5 minutes. (allows seduction to wear off) Then highest ranking official on both sides need to sign it.

Wounding:

Will attract sharks to both the victim and the attacker. (Put on a red headband so the NPCs can target you).

Sharks have a CR of 6 (no one person can handle a shark. Highest: King Triton (3) + his Triton (+2) )

NPCs Wear a black headband.

Trident can wound/kill without attracting sharks

Assassin’s Guild

Assassins guild puts tattoos on their agents. Tag Athena and one of the pacificans. Manta grew up there.

**Guilds:**

Atlantis had 5 guilds, now only 4. They elect 1 official ever 2 years that make up a council that advises the King.  Members of the royal family may belong to guilds but may not be elected to the council (they are not barred from holding high ranks in the Guilds, and the representative to the council is not necessarily the most powerful Guild Member).

* **Explorers’ Guild**  - Explorers, cartographers, archeologists, historians etc. Most are treasure hunters (Urchin, actively recruiting)
* **Merchants’ Guild** – Represents traders, economists etc. Insists to King Triton that Atlantis cannot handle a treaty that is anything other than a military cease-fire right now. Things have gone downhill the last 10 years. (Aldric)
* **Artisans’ Guild** – Represents the craftsmen of Atlantis (no members present)
* **Guardians’ Guild** – In charge of security and the military of Atlantis.  (Gladius)
* **Magicians’ Guild** – Formally dissolved, must meet in secret (Manta, Ursula, actively recruiting must have an alpha score > 2 to join [alpha indicates magical talent – Valerie and Adriana are both eligible] )

Feast at the ball

* ½ way through game
* NPC Plant (Triton’s little brother) dies -
* manta orchestrated having a food that he has a rare allergy to at the feast.
* it is part of his power grab

Wishing Star - trail of riddles:

* Start with story teller? - trail of packets (don’t know how long it is)  “if you wish to quest for it”
* Logic puzzles (set of clues to determine an order)
* Sudoku
* random collaborative steps (minimum 3 for at least 1 step?)

Making Potions:

* Poisons
* Manta and Ursula CAN make them
* Need materials from the explorer’s guild (mostly means urchin will be their source)
* very visible poison (obvious what killed the person)
* Explorer’s guild only unlocks after banquet
* Potions
* Standard potions:
* lvl 1:  Healing potion - 15 min to make
* Antidote to poison
* cure wounds
* lvl 1: Lesser Dispel - instant spell
* can break a single gate on a strong spell??
* Will also disrupt shape shifters for a time, causing them to swap to their other form.
* lvl 3: Poison - 30 min to make
* can be cured with a healing potion
* the target gets 10 min warning before they die to try to acquire a healing potion
* lvl 5: Transformation potions - human <-> mermaid
* lvl 6: Greater Dispel - instant spell
* takes 1 minute to cast
* can completely remove an  ensorcelling spell
* lvl 7: Poison - 90 min to make
* cannot be cured with healing potion
* target gets 5 min warning that they are going to die.
* Many magicians research their own private spells, but until they are tested  by the magician’s guild for expected response, they cannot be listed in this manual.
* There are enough details in this manual for you to identify any potion that come across that is listed here.
* Manta - lvl 5
* Hallucination potion
* Ursula - lvl 7
* Love potion
* Valerie - lvl 4
* Buff - ++ CR

Break the ensorcelling spell:

* Meditate for 2 minutes undisturbed
* talk to various people
* Spend something between 5min and 4 hrs away from Ursula (1 time use)
* get some to try to lift the curse
* touch the trident

Human-Pacifican Weapon Exchange

Possibly: General has a hidden weapon prototype that Desiree has to examine before determining that the sale is good?

Religions

* Atlantica:
* National religion - “Church of the Tides”
* Worship the moon (controls the tides)
* Superstitiously afraid of shape shifters - cursed by the moon
* Humans:
* Worship the Sun
* Hunt the squid (Eric/Aldric’s father was killed on a hunt)
* Pacifica
* The squid is their God’s manifestation in the ocean
* The Kraken is the avatar on earth
* All squids are holy
* hate humans b/c they hunt squid
* Plot of land plot -hermes is in charge of this
* figure out why pacifica wants the land
* Find out that no kracken wrecks in this place
* Talks to humans to find out about other possible wrecks
* Back to the records to verify a kraken wreck in north sea
* Re-translate scrolls. Turns out they were mis-translated (north rather than south sea)

Line of Succession:

To determine who is next in line of succession, follow the list below until you find the first eligible candidate. Assume all classifications that could have multiple members (more than one male child for example, process in order of age).

Bastards of proven lineage ***ARE*** eligible. For example, a bastard cousin *is* considered in the line of succession as appropriate.

Women who marry into another line of succession forfeit their position in line for the throne of their old kingdom.

From your reference point (whoever just lost power ie: killed, discredited) power passes to:

* Male children
* Female children
* Husband or Wife
* Brothers
* Sisters
* Brothers-in-law
* Sisters-in-law
* The Father
* The mother
* Uncles on the **Father’s** side
* Uncles on the **Mother’s** side
* Aunts on the **Father’s** side
* Uncles on the **Mother’s** side
* Male cousins on the **father’s** side
* Male cousins on the **mother’s** side
* Female cousins on the **father’s** side
* Female cousins on the **mother’s** side

If power passes, the acting monarch is only a steward until confirmed post game. If the discredited person manages to restablish their eligibility, they can reassume power immediately.

In order to pass power to the acting monarch:

This must happen as soon as possible after the loss of a ruler.

* Their eligibility must be verified by at least 1 Atlantican (using the chart above).
* They need to take an oath to protect Atlantica.
* They need to accept the Trident from an Atlantican citizen.

The process of confirming the monarch is much more involved (and out of the scope of the game).

%%If the acting monarch is killed or discredited before being confirmed, the reference point resets to the last confirmed monarch.

If for some reason, no eligible candidate can be  found, the council of guilds will elect a new monarch in a closed meeting as soon as possible. (out of the scope of the game)

Notes from 10/22

Aldric gets Tarot cards.

if any of the Past cards show up in the Past slot, he gets a piece of info about their past.

If he gets any info, he has to share at least one.

Aldric can speak to the dead

   Spying observers?

   Ask someone how they died?

   Ask someone their relationship?

   Ask someone what they learned from beyond the grave (part of the greensheet, or shortcut. Vindictive spirits won't help him)?

   If there is stuff that they have to tell someone, they can do it through him?

   NPCs can possess Aldric to have him speak something (each one can only possess him once)

There is one wild card that lets him make up whatever he wants.

No NPC Doctors

Add Medkits (1 hand bulky) and Knives (becomes bloody after first use)

You can only wound and killing blow with knives

If you killing blow someone, the sharks will specifically target you (common knowledge).

If a shark sees combat of any sort (including other sharks) they go into shark mode.  (NPCs should be capped).

Base CR - 2

Triton - 2 (5) [trident sets to 5]

Adrianna - 2

Ariel - 1

Willow - 0 (Run away)

Minerva - 4

Gladius - 3

Hermes - 2

Jared - 2

Valerie - 3

Desiree - 3 (4 once get vaccine)

Caspian - 4

Manta - 1

Aldric - 1

Ursula - 2

Osiris - 3

Shark - 3-5

Sharks vary in CR and in attack patterns (unpredictability is scary)

Desiree Research Notebook

pg 1: make contact, examine the weapons for 3 min.

pg 2: looks good, seal the deal. Open next pg after 5 min in posession of prototype.

pg3: something doesn't feel right. Go talk to a weapons expert like Jared, a mature human, or a powerful magician.

pg 4: There is definitely something wrong. Examine weapons uninterrupted for 3 minutes.

pg 5: These things are rigged to blow!

The Dungeons (mostly explained in the rules doc)

* Palace has dungeons.
* only the current ruler of atlantica has the power to throw people into the dungeons.
* The target must be willing or helpless, and escorted to the dungeons.
* Decking mechanic to escape (only visible inside the cells)
* there is also a public key that can’t be taken but can be used to let people out
* Doors also have a very high CR (16)
* After 15 min, automatic escape
* Triton knows to be generous with Parole (everyone else knows that it exists)
* if leave the palace, considered criminals
* Can’t physically interact with things on the other side but can verbally interact with people.

Willow’s Explosion Timer

Willow starts the game with an alpha of 0. At several points in the game, she increases her alpha score. If unchecked, she goes boom at 3:30.

Triggers

30 Minutes into game - Go “not here” for 5 minutes. You can still hear and see everything around you, but cannot interact with it in any way. At the end of this time, increase your alpha by 1.

1 hour into game - Go mute for 10 minutes. At the end of this time, increase your alpha by 1.

1:30 - You go blind for 2 minutes. You can blink your eyes open long enough to find a wall, but after that you must keep your eyes closed for 2 minutes.

Open as the banquet is starting - A group of friendly spirits that only you can see appear out of thin air and smile down at you. You can use them to heal any wounded person or to break any attack based restraint with a 30-count, after which they are totally fine. You can use this ability even if you are restrained or wounded yourself. Increase your alpha by 1.

2:30 - The friendly spirits have turned into demons dripping with blood! They’re out to kill you, run! Roleplay accordingly. If you are forced to stop moving (remember your run away ability), you are knocked out. After a minute, the ghosts dissipate. Increase your alpha by 1.

This isn’t fun anymore. You should seek help.

3 - Bolts of purple fire stream from your eyes and perform a CR 5 wound attack on the first two people you see (unassistable). If you can’t see two people, run around until you do. Tell people out of game that this is clearly beyond your control. Increase your alpha by 1.

This is really serious. You need to find help for these people, and help for yourself, fast.

3:30 - You explode in a burst of radiant fireballs. You wound everyone within 3 ZOC of you (this is not considered combat, and cannot be resisted). Your body doesn’t exist anymore, so carry all of your items out of game and fill out a death report.

·         How many major powers under the sea?

o   Three

o   easy

o   searching the archives gives you the answer

o   Everyone but willow

·         Where is the Assassin's Guild?

o   The Bering strait

o   med]

o   told to search the pacifican embassy

o   Minerva, Desara, Caspian, Sebastian

·         Who was the King of Atlantica when the war with Pacifica started?

o   Neptune

o   med

o   searching the archives gives you the answer

o   Manta

·         Among the Explorer's Guild, the Guardian's Guild, and the Merchant's Guild, which guild has the oldest current or most recent leader?

o   E/G/M

o   hard

o   Find names from people, spend 30 seconds to look up ages. Otherwise takes 10 minutes to look up a name first.

o   Morvyn, Madam Pearl, Gladius, Minerva, Osiris, Hermes, Adriana

·         Between the patron animals of the \pPacifica{}n and the \pAtlantica{}n religions, which is the top predator?

o   Sperm Whale

o   hard

o   Can search archives to learn to that need to search Church of Tides holy book

o   Caspian, Jared, Desara, Valerie, Hermes

·         What is the name of the Province in which the polio vaccine was developed?

o   W/e

o   impossible

o   Can search archives to learn that was developed on land. Then need to go look through Ariel’s papers.

·         How many years ago was the last meeting of the Magician’s Guild?

o   Zero  (fourth letter)

o    impossible

o   Will try 14, won’t work. Look through his papers

**Thrones**

**T**hree

Sperm W**h**ale

The Bering St**r**ait

Zer**o**

**N**eptune

M**e**rchant’s Guild

Whatever we want (s)

Eternal  vs Eteunal  Ete\_nal

Thr**e**e

The Bering Strai**t**

Whatever we want (E)

Ze**r**o

**N**eptune

Merch**a**nt’s Guild

Sperm Wha**l**e

Disneyland Trip Notes

Procession to start the game: Manta reads out everyone in pairs.

Map - be aware of where your quarters are. You are in the throne room.

Pull out these people for these reasons:

   Manta (Give him script)

Feel free to paraphrase

Welcome to the Neptune Ball! I am \cManta{}, adviser to the \cKing{\King}, and court Magician. I hope that this night proves fruitful, as our nations cry for the end of this war.

Our host tonight is \cKing{\King} \cKing{}, mighty sovereign of \pAtlantis{}. My \cKing{\King}, please stand, and give us a few words.

(wait)

I will now introduce the remainder of the guests. When I announce you, please stand and be recognized. First, \cPrincess{\Princess} \cPrincess{} of \pAtlantis{}.

(wait)

\cPlant{\Prince} \cPlant{} and \cPriest{}, representatives of the Explorer's Guild.

(wait)

\cGeneral{\General} \cGeneral{}, representative of the Guardian's Guild, and \cGeneral{\their} \cQueen{\spouse}, \cQueen{}

(wait)

\cSlave{}, representative of the Merchant's Guild, and \cSlave{\their} \cWitch{\spouse}, \cWitch{}.

(wait)

\cAriel{\Queen} \cAriel{}, representative of \pAmerica{}, and \cAriel{\their} \cWillow{\offspring}, \cWillow{}.

(wait)

\cPrince{\Prince} \cPrince{} of \pPacifica{}, and \cPrince{\their} bodyguard, \cBodyguard{}.

(wait)

And finally, \cSpy{} and \cDiplomat{}, diplomats of \cPacifica{}.

(wait)

Thank you for all attending. Regretfully, XYZ of the Guardian's Guild and Merchant's Guild could not be present, but their voices will be heard through their chosen representatives. Please let the castle staff know if you have any needs, and feel free to explore our magnificent castle at your leisure. The banquet will be held at T+2, and everyone is expected to attend.

Healing:

healing potions

first aid valerie

few healing kits scattered around game (1 hand bulky, 1 time use)

Indian Aggression Notebook – coordinates to scry on.

* Talk to Triton or Gladius. Learn what need to prove aggression.
* Do research in the library
* Do research in the Explorer’s guild – accurate maps of indian ocean (item x)
* Do research in your own papers
* Item hunt to make the scrying mirror work (X, Y, Z if need to break in)
* Use the scrying mirror to show Triton and Jared.
* Talk to pacificans – why care so much
* Contact family – are you sure
* Talk to Osiris or forge signature for declaration
* Present to King
* Pacifican’s papers – gets a date
* Research in Explorer’s Guild - shipwreck instead, acquire an official report
* Research in library – discredit the spotter
* Use this info to persuade the Pacifican’s that GS is not so important.

4/15/14

Charactersheets

* Ariel – get pacificans to stop blowing up ship. Wants to trade polio vaccine to Jared outside of treaty.
* Morvyn – wants as many concessions as possible, wants Pacifica to pay for pain to him as human and atlantican. Giant squid etc. does not actually want to torpedo the treaty
* Jared cares way less about the treaty – just cares about vaccine and marriage
* King is just war weary

Bluesheets

* Guardians – Ceasefire; no trust for peace; POWs (peace would get them POWs). Refuse military alliance
* Explorers – Access to Gaza strip; ceasefire = access, peace = control
* Merchants – Guild wants monetary compensation; peace good for economy; guild would like open borders for trade, but Morvyn is super opposed as a xenophobe but cares more about standing in the guild/ does actually want an end to the war.

Membooks

Fix Triton's membook to use treaty's language

Treaty – mono veto system.

* Tenants stay the same – POWs auto come with peace
* 5 people have to pass the treaty, anyone can walk in and veto it.
* Just sign it in a specific place
* Signing a new treaty implies rescinding your approval of the previous ones
* Official: Jared and Triton sign it and display for 15 minutes to end of game (and no vetos)
* Official: all 5 (or all living) signatures are on it. Becomes official immediately.