Items

* Library
  + Sponge that glows in the dark
* Dungeons
  + Barnacles
* Banquet Hall
* Explorers Guild
  + Ice fish blood
  + Squid tentacle (not innocent)
  + Angler fish lure
  + Electric Eel thingy
  + Deep sea clam
  + Man-of-War bell (not innocent)
* Caves
  + Sea urchin
  + Snails (not innocent)
  + Black Pearl (3 in game – 1 on her, 1 in treasury, 1 in caves)
* Residential Wing
* Garden
  + Sea Fan
  + Shark’s tooth
* Pacifican Suite
* Kitchen
  + Sea snake tail
  + Swordfish meat

1. Healing Potion
   1. Sea Snake Tail - c
   2. Sea fan- c
2. Latent Poison
   1. Sea Urchin– c
   2. Angler fish lure – i
3. Transformation
   1. Squid tentacle
   2. Bioluminescent sponge
   3. Barnacles
4. Deadly Poison
   1. B4
      1. Ice fish blood – i
      2. Electric Eel thingy – i
      3. Swordfish meat - c
   2. After
      1. Poisonous Snails
      2. Deep Sea Clam – i
5. Buff Potion
   1. Man-of-war bell
   2. Shark’s tooth
   3. Swordfish meat
6. Shapeshifter
   1. Hemlock
   2. Squid tentacle
   3. Barnacles
7. Love potion
   1. Latent poison
   2. Healing potion
   3. Black Pearl x2

Magic!!!

Royal family are enforcing the ban.

Adriana – mild enforcer: Okay with everything except transformation and latent poison (the 2 she can identify)

Triton – medium enforcer: throws in jail, says “don’t do it again”.

Osiris – strict enforcer: wants to knock people out, restrain them and then go prove to the king what they are doing. Actively looking for magicians

Hermes – after the reward

ALL of the royal family can throw people in jail and grant clemency.

Imaginary guards will restrain the person.

Royal person must escort them to the dungeons. (Cannot be used to counter a combat ability because you must be able to escort the person to the dungeon)

Jail only holds 3 people so need to release someone to put a 4th in.

Pacificans should know:

1. Valerie is a magician and keep it quiet
2. Magic is illegal in atlantica
3. Docet
4. Magicians who did not disavow magic are considered criminals

Bags of gold – currency: reward for

Music Box:

1 hand bulky

Minerva looking for it – RN

1. Ask Sebastian about the music box.
2. Memories revived, find the picture of the inscription in the libary!
3. Meditate on the inscription for 2 minutes
4. Realize it is lyrics. Go find a musical instrument and someone to help her, and spend 3 minutes trying to remember the music.
5. Dance with someone in the banquet hall! (need to find someone who knows merengue or can teach you another dance.)
6. Music revived, follow the faint notes (interact with signs on the wall labeled with musical notes that have arrows in them that point to packet A)

-- If manta moves it –

1. Find 3 green stars to lead you to (Trail or numbers) which room packet B is in.
2. Build something to amplify the notes! (Takes 3 items. The 2nd # of each item is the room to search). Go to packet C
3. Somebody is clearly moving it. Get a magician to cast “perceive magic” on location B. (follow the glowing dots to the location). Go to packet D.

Manta can move it – Greensheet?

Move to B: Break the magical lock (decking 4), reestablish (decking 3 x 2)

Move to C: Break the lock (decking 3), reestablish (decking 4 x 2)

Move to D: Break the lock (decking 2), reestablish (acquire some item decking 5 x2)