
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 observes you while in this process, you must tell them that you are fiddling with the lock in an obvious attempt to break in.

How to pick a Lock:

1. Shuffle the deck seven times.
2. Deal out a 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. Check to see if you can make a straight of the required size from the cards in your working hand and dynamic library. If not, discard 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 (by running out of deck), 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, and so on, 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 (no matter who administers the potion). 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 (288)

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

If you have this greensheet, your β score should be zero. If necessary, set it to zero when you receive this sheet.

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 **must be obtained from the GM. TELL A GM WHEN YOU –START– BREWING A POTION.** 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.

There is no mechanic for leveling up in game.

Each magician can only brew 2 potions at a time.

As a magician, you are aware of some of the spells and potions that magicians of different levels can make and cast. 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 (183), A frond of Sea Fan (326) **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 (843), Angler Fish Lure (412) **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 (270), Bioluminescent Sponge (542), A Barnacle (395) **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 (335), Electric Eel's Hunter's Organ (600), Swordfish Meat (875)

Ingredients required after brewing: Conus Snail (743), Deep Sea Clam (243)

Dots required: 5

8. Level 8 - No useful spells or potions

9. Level 9

- (a) Resurrection Potion (Silver) - 30 minutes to brew. This potion can be administered to a dead player within 10 minutes of their passing. It will revive them to full health as soon as the potion is consumed.

Ingredients required initially: Conus Snail (743), Black Pearl (288)

Ingredients required after brewing: Red Seaweed (632), Angler Fish Lure (412), A Sand Dollar (928) **Dots required:** N/A (target must be dead.)

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 or the Resurrection Potion, 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".

Illegal Magic:

All poisons are strictly illegal in Atlantica. Additionally, for historical reasons, transformations are also illegal. Making or possessing any of these potions is a severe crime.

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

1. Lionfish Spine (122) is a powerful hallucinogen.

2. Conus Snail (743) is very poisonous, even on it's own.
3. Black Pearl (288) is known to cause victims to become dangerously compliant,
4. Bell from a Man-of-War (279) is able to alter the consumer's mind in dangerous ways.
5. Squid Tentacle (270) 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. The wish must be made with the words

"I wish for the soul of my unborn Natalie 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 the wish *using those exact words*, give her your "M Envelope" and tell her to open it.

How to Induct a New Magician

New magicians appear with some frequency in both Pacifica and Atlantica. Inducting these magicians into the guild is a high priority, both as a matter of solidarity, and as a matter of safety, as the sealing magic of the ritual stabilizes their power. While many magicians realize their power while they are young, this is not always the case. Magicians have been documented discovering their powers as late as age 52, though these occurrences are exceedingly rare.

Two current members of the Magician's Guild may induct a promising candidate through the Guild's ancient rites of induction. Eligible candidates will have an α score of 2. Magicians of level 2 and higher have a "Sense Magic" ability which allows them to determine the α score of another individual.

First Find the guild crest - it has been removed from the main guild hall, but is likely still somewhere in the castle.

Second Both inducting members must spend 1 minute together tracing over the runic circle inscribed on the ground in front of the crest with Runic Chalk (828). You should explain the workings of the circle to the inductee for future inductions. The magical symbol resembles a six pointed star.

Third All three participants should observe a moment of silence for one minute as the magical energy filters through the inductee and the magical symbol.

Fourth One of the current members should swear in the inductee with a call and response swearing them to secrecy and to uphold the ideals and traditions of the guild. You will need to read the oath out of the Book (912) which is secretly a magical tome (though you'll actually be making up the oath). **The last sentence of the call and response needs to be "I formally accept admittance into <insert faction name here>"**

Fifth Take a greensheet and an ability card from under the guild crest and give it to the new inductee - they are now an active member.

The new member is inducted as a level-1 magician. Tell them to set their β score to 0.

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. **Read the “Transformation speech” to all onlookers (speech is below).** When preparations are complete, resume game.

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 can only talk semi-intelligibly - enough to yell threats, but not enough to have a conversation.
- You are still unable to perform killing blows
- 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).

Transformation Speech

The water around me starts to swirl and darken. In a heartbeat, the water is so inky that it obscures me completely. From the blackness comes first one tentacle, then a second. A terrifying monster, 3 times the size of a mer-person emerges as the cloud of ink dissipates. Before you floats a terror of the deep, enough to make even sharks turn tail and run.

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A New Magician

You feel a whole new realm awakening in your mind just beyond your awareness - and a piece of your soul slip away. The ensnarement of Pearl has sent you deep in debt to the spirits, powerful entities in another realm who now have a stake in your soul.

You are now a magician, level 2 (change your α score to 2 to reflect this). As a magician, you have the ability to cast spells and make potions, but only up to your current skill level. While there is no way in game to increase your skill level, the whispers of the spirits have given you knowledge of the power they promise to you in the future.

You are not a born magician, and so instead, your power comes from the spirits. 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 just 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 of your newfound predicament...

