
Picking Locks

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Signing the Treaty

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The Ballroom Dance Showcase

You love The Neptune Ball. It is an annual event of great beauty and culture, and a celebration in honor of the Moon Goddess. 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. The showcase is one of the most important parts of the Ball, as dance is the pinnacle of reverence for the Moon Goddess.

On the one hand, you are excited. The organizer and all participants of the showcase are often blessed by the Goddess for doing well. You have to be careful though. Rarely, the organizer is cursed for mocking or otherwise dishonoring the Goddess if things go poorly. You are determined to do well though, and there is no way your father would have let you take on this task if he thought you couldn't handle it.

You don't know exactly what will please the Moon Goddess most, but you can take a few really good guesses:

1. You should represent all three dance forms (see below).
2. You should have exactly 2 couples perform each dance.
3. You should have as many unique dancers as possible (minimize the number of repeated performers).
4. You should start when the moon is highest in the sky (10:30).

You will need to submit a roster to the royal conductor so he can prepare the music (hand the "Roster for the Ballroom Dance Showcase" sheet to a GM or NPC) at least 20 minutes before the showcase is supposed to start

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 will have to get people to teach you, and to teach each other, how to dance the different kinds of dances before the showcase at **10:30**. Appropriate music will be provided by the band (assuming you manage to submit the roster in time!).

If things don't go quite your way, and you aren't able to fulfill every requirement, you should persevere anyway. Not having a performance at all will surely upset the Goddess more than a few last minute dance substitutions.

Of course, you will also need an audience. Do encourage people to attend.

Roster for the Ballroom Dance Showcase

You need to fill out and submit this dance roster to the royal conductor at least **20 minutes** before the showcase is to begin.
(Find a GM or NPC and give them this sheet.)

| Dance | Couple | Lead | Follow |
|------------------|--------|------|--------|
| Swing | 1 | | |
| Swing | 2 | | |
| Cross Step Waltz | 1 | | |
| Cross Step Waltz | 2 | | |
| Merengue | 1 | | |
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Addicted!

You are addicted to Red Seaweed (632). Normally you would smoke Red Seaweed (632), but since that doesn't really work under water, you've been chewing it. To your great frustration, chewing is far less effective at calming your cravings. You can already feel your dose this afternoon fading, and you have only one left.

Throughout the evening tonight, you will have to continue to take doses of Red Seaweed (632). You will need to acquire more doses from your dealer. See the "(Memory/Event Packet for Questions)" membook for details of this mechanic.)

1. Within 5 minutes of 10:15 am, you must take 1 dose.
2. Within 5 minutes of 11:30 am, you must take 2 doses.
3. Within 5 minutes of 12:15 pm, you must take 2 doses.
4. Within 5 minutes of 12:45 pm, you must take 3 doses.

If you don't get your doses on time, you start to experience withdrawal. Once you hit withdrawal, you go into a confused rage. You must make a knock out attack on the first person you see with your full CR. If you miss multiple doses, you must attack 1 new person for each missed dose. Once you have attacked as many people as doses you have missed, you must fall unconscious for 5 minutes. Withdrawal applies each hour you don't get your doses.

Red Seaweed (632) has some positive effects and some negative effects. Immediately upon consumption, it will boost your CR by 1 for 10 minutes, but then it will reduce your base CR by 1 for the ten minutes following that. The buffs do not stack or cancel each other out.

N.B. If anyone in your family finds out about your addiction, give them the mem-packet related to this.

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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 entry way and put both hands on the "G packet" for 30 seconds. Then lift the sign and write the person's name on "G packet 2".
3. Return 5 minutes later and cross out their name on "G packet 2." (This will help you keep track of who you have investigated.)

Once you have completed these task, you may open the "Persuing the Mafia" 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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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.

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.

As a seer, you have an uncanny ability to observe someone and figure out what they desperately need to know. You may observe a character for 30 seconds without talking to them, and then you may reveal to them what question the tarot can answer for them. Use this ability to encourage people to get their tarot read.

1. Badge number 481 needs to know what danger the banquet holds.
2. Badge number 531 needs to know the immediate danger facing his family.
3. Badge number 580 needs to know the danger right under her nose.
4. Badge number 598 needs to know the immediate danger lurking for his lover.
5. Badge number 237 needs to know to safeguard her power.
6. Badge number 312 needs to know how best to exact revenge.
7. Badge number 270 needs to know a secret about her mother.
8. Badge number 386 needs to know about the immediate dangers to Atlantica.
9. Badge number 143 needs to know where the greatest opportunity for growth is.
10. Badge number 615 needs to know where the flaw in his plan lies.
11. Badge number 397 needs to know how to save Pacifica.
12. Badge number 271 needs to know why the treaty might fail.
13. Badge number 347 needs to know how best to influence the treaty.
14. Badge number 276 needs to know who not to trust.

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 2 minutes.

When you reach 8 points, the spell noticeably weakens. Remove your Enslavement (748) 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 (438) 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.

Note: Ursula's death is not automatically to your benefit. Spiteful as she is, Ursula set her spell to steadily drain your lifeforce in the event of her demise to pay her debt to the spirits as fully as possible. If Ursula dies in game, you must finish breaking the first layer of the spell before the end of the Ball, or wither away shortly thereafter. The second layer is not quite as deadly to leave in place, but you would dearly like to be able to fully explain your ordeal, and this Ball represents your best opportunity to complete that task.

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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 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.

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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- (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.

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

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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.

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...

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.

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. It also has the useful property of healing the wounds of the target, and therefore being able to masquerade as a common, benign healing potion.

This potion is particularly finicky. It requires Lionfish Spine (122), a very rare Pacifican herb that rapidly loses its potency. Any sample you obtain in game, or potion you brew from it will expire at 12:00 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 (122) (Desara is supposed to be providing you with this)
2. Squid Tentacle (270)
3. A Barnacle (395)

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 (322)", 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 (224)", 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

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 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.

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.

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.

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.

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 Caspian 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 Caspian 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 hour, regardless of who you talk to.
2. +2 points: Consume your Medicinal Tablets (729) (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 are knocked unconscious.
2. -2 points: If you have a fight, verbal or physical, with a family member.
3. -2 points: Major setback in treaty negotiations (vetoes by the guilds, you fight with Pacificans, etc.)
4. -2 points: See or learn of the death of a guest OR
5. -4 points: See or learn of the death of a family member.
6. -4 points: Lose the throne.
7. -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

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 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.

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.

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 (279)
2. A Sharks Tooth (418)
3. Swordfish Meat (875)

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 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 |
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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.

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.

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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 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.

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.)

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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.

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

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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

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

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The Ballroom Dance Showcase Scoring

This is the scoring sheet for Adriana's Dance showcase. Use the table below to judge how well she accomplishes this task. Remember that she doesn't actually know the point value for any one thing.

| Requirement | Points per | Total |
|---------------------|------------------------------------|-------|
| 2 couples per form | +3 / couple | |
| 3 forms present | -10 / missing form | |
| Unique participants | +1 / unique | |
| Timely | +5 for on time; -5 for 10 min late | |
| Roster matching | -1 / person not on roster | |
| Total | | |

Once the showcase is complete, tally up Adriana's points. Give her the corresponding ability and tell her to open it immediately.

| Score | Consequence |
|------------------|-------------------|
| < 0 | Curse of the Moon |
| $0 \leq x < 15$ | Nothing happens |
| $15 \leq x < 28$ | Benefit |
| $x \geq 28$ | Benefit ++ |

Don't forget to hand out the benefit abilities to all participants!

GM Checklist

Pull these players aside to give them these items: Everyone: Pack of Cards, Red headband Ariel, Willow, Gladius: Green Headband Jared: Yellow Headband Pearl: Black Headband 2 Amulets Iris: Purple Headband Tattoo Mirage, Damien: Tattoo Triton: Trident Morvyn: Tarot Deck Gladius: Pen/Pencil

Make sure the music box gets placed

Have Osiris write a forged packet for Hermes and put it in the forgery sign.

Set everyone up in the banquet hall to hear Manta's speech.

GM Sheet for Wishing Stone Quest

THRONES T - Who gave Poseidon the trident? Titania Archives - Royal History H - What is the patron animal of the Atlantean religion? Sperm Whale Hermes R - Among the Explorer's Guild, the Guardian's Guild, and the Merchant's Guild, which guild has the oldest current or most recent leader? Merchants Guild Archives - The Guilds O - Who created the Necklace of Diana? Ophelia None - on flavor sign N - Who was the King of Atlantica when the war with Pacifica started? Neptune None - on flavor sign E - How many factions are in the Magicians Guild? Three None S- Where is the Assassin's Guild? The Bering Strait None

WASTREL W - What magical item is purported to bring marital happiness? The Glow Shell Archives - Magical history A- Who is the current queen of Atlantica? Athena OR Adrianna Athena S- Who is the current ruler of Pacifica? Queen Venus None T- How many major powers under the sea? Three None R- National form of dance in Atlantica? Merengue None E - Where is the Magician's Guild Crest now? The Caves None L - What is the name of the Province in which the polio vaccine was developed? Oslo Ariel

People can guess at any point, but take a 5 min penalty for getting it wrong. Whoever actually articulates the answer will get the stone.

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Shark

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You are a proud predator of the sea. As such, you should always walk, but walk with pride and devastating purpose. Your attacks are all knockout attacks. If you knock out someone *without* a red headband, show the target your Collateral Damage ability. You should only stop your feeding frenzy when one of three things occurs - every player in sight is unconscious, you have knocked out 2 players not currently wearing a red headband (you can knock out as many people in red headbands as you like), or you are subject to an attack you cannot resist. Once you have stopped being a shark, do not return to being a shark for 15 minutes.

Note: If you see a black headband, you can observe, but do not turn into a shark then or for 15 minutes afterward, even if you see red headbands. The sharks are scared of the thing that the black headband represents and therefore will not appear in the area. If you see a black headband while already a shark, flee and change back.

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Being a shark is the fun part of being an NPC. As an NPC, if you ever see a red headband (someone who is bloody), or a yellow headband (another shark), put on a yellow headband and roll a die. On a result of 1-2, your CR is 3. On a result of 3-4, your CR is 4. On a result of 5-6, your CR is 5. Now, go on a feeding frenzy. Generally prioritize the player(s) in the red headband(s), but attack anybody who gets in your way.

You are a proud predator of the sea. As such, you should always walk, but walk with pride and devastating purpose. Your attacks are all knockout attacks. If you knock out someone *without* a red headband, show the target your Collateral Damage ability. You should only stop your feeding frenzy when one of three things occurs - every player in sight is unconscious, you have knocked out 2 players not currently wearing a red headband (you can knock out as many people in red headbands as you like), or you are subject to an attack you cannot resist. Once you have stopped being a shark, do not return to being a shark for 15 minutes.

Note: If you see a black headband, you can observe, but do not turn into a shark then or for 15 minutes afterward, even if you see red headbands. The sharks are scared of the thing that the black headband represents and therefore will not appear in the area. If you see a black headband while already a shark, flee and change back.

