

King Triton (531)

- *desc*: An elderly merman with a completely white beard
- *CR*: 2 γ : 0 β : 6 α : 0 *Tarot*: Judgement
- *blues*: History and Structure of Atlantican Society
- *greens*: Picking Locks Signing the Treaty Battling Depression
- *abils*: First Aid Merengue
- *mems*: Depression Packet (*mems*: Open at 5:30 pm if your β is 6 or higher and no treaty has reached the Complete state this game (negative). Open if either Willow or Ariel expresses a desire to stay (positive). Open if you dance Merengue in game. (positive) If anyone outside of your family finds out about your depression (negative). Open if you see a purple headband. (???) PAGE 6: Do not open until instructed to do so. (???) PAGE 7: Do not open until instructed to do so. (Positive)) Open at 1.5 hrs into game
- *items*: The Trident (567) Medicinal Tablets (729)
- *whites*: Treaty
- *stats*: *CR*: 2 γ : 0 β : 6 α : 0 *Tarot*: Judgement

Iris (580)

- *desc*: An elderly merwoman with all the airs of the cultural elite
- *CR*: 3 γ : 0 β : 0 α : 0 *Tarot*: The Devil
- *blues*: History and Structure of Atlantican Society The Assassin's Guild
- *greens*: Picking Locks
- *abils*: Merengue Remove Disguise
- *items*: A Tiny Gold Key (691) A Beautiful Necklace (433)
- *stats*: *CR*: 3 γ : 0 β : 0 α : 0 *Tarot*: The Devil

General Gladius (598)

- *desc*: A stern merman wearing a military uniform
- *CR*: 3 γ : 0 β : 0 α : 0 *Tarot*: Temperance
- *blues*: History and Structure of Atlantican Society History and Structure of European Society The Guardian's Guild
- *greens*: Picking Locks Signing the Treaty How to Perform a Background Check Persuading the Mafia
- *abils*: Psychlim: Shape shifting Disrupted
- *mems*: Open if you see a purple headband Background Checks (*mems*: Open if you do a background check on badge 481. Open if you do a background check on badge 531. Open if you do a background check on badge 580. Open if you do a background check on badge 649. Open if you do a background check on badge 237. Open if you do a background check on badge 312. Open if you do a background check on badge 270. Open if you do a background check on badge 386. Open if you do a background check on badge 143. Open if you do a background check on badge 615. Open if you do a background check on badge 276. Open if you do a background check on badge 397. Open if you do a background check on badge 271. Open if you do a background check on badge 347.)
- *items*: Prototype Weapon (320)
- *stats*: *CR*: 3 γ : 0 β : 0 α : 0 *Tarot*: Temperance

Pearl (237)

- *desc*: A stunningly beautiful mermaid
- *CR*: 2 γ : 0 β : 0 α : 2 *Tarot*: Justice
- *blues*: History and Structure of Atlantican Society The Magician's Guild (*greens*: How to Induct a New Magician)
- *greens*: Picking Locks Love Potion Spells and Potions Soul Sacrifice Ariel's Amulet
- *abils*: Sense Magic Lesser Dispel Greater Dispel Monster Transformation (*greens*: Rawr!) Siphon Soul
- *mems*: Open if you see a purple headband Open at 3:00 M Envelope (*greens*: Spells and Potions A New Magician *abils*: Lesser Dispel Sense Magic)
- *items*: Black Pearl (288) A large, wooden amulet (440) An amulet carved from shell (640)
- *stats*: *CR*: 2 γ : 0 β : 0 α : 2 *Tarot*: Justice

Morvyn (649)

- *desc*: An elderly merman with far off eyes
- *CR*: 1 γ : 0 β : 0 α : 0 *Tarot*: The Moon
- *blues*: History and Structure of Atlantican Society History and Structure of European Society The Merchant's Guild
- *greens*: Picking Locks Casting the Tarot Breaking the Spell Breaking the Spell The Truth about your Father's Death
- *abils*: No. Swing
- *mems*: Casting the Tarot (*mems*: Open if you cast Tarot for badge 481. Need: Death, Hanged Man, 481's "Tarot Score". Open if you cast Tarot for badge 531. Need: The Emperor, The Tower, 531's "Tarot Score". Open if you cast Tarot for badge 580. Need: The High Priestess, The Empress, 580's "Tarot Score". Open if you cast Tarot for badge 598. Need: The Empress, Strength, 598's "Tarot Score". Open if you cast Tarot for badge 237. Need: The Chariot. The Magician, 237's "Tarot Score". Open if you cast Tarot for badge 312. Need: The Hierophant, Death, 312's "Tarot Score". Open if you cast Tarot for badge 270. Need: Judgment, The Empress, 270's "Tarot Score". Open if you cast Tarot for badge 386. Need: The Hermit, Wheel of Fortune, 386's "Tarot Score". Open if you cast Tarot for badge 143. Need: The Fool, The High Priestess, 143's "Tarot Score". Open if you cast Tarot for badge 615. Need: The Hanged Man, The Magician, 615's "Tarot Score". Open if you cast Tarot for badge 276. Need: The Lovers, The Tower, 276's "Tarot Score". Open if you cast Tarot for badge 397. Need: The World, Strength, 397's "Tarot Score". Open if you cast Tarot for badge 271. Need: Temperance, The Chariot, 271's "Tarot Score". Open if you cast Tarot for badge 347. Need: The Sun, The Fool, 347's "Tarot Score".)
- *items*: Enslavement (748) Identity Protection (438)
- *stats*: *CR*: 1 γ : 0 β : 0 α : 0 *Tarot*: The Moon

Hermes Aquilino (312)

- *desc*: A solemnly dressed priest of the Church of the Tides
- *CR*: 2 γ : 2 β : 0 α : 0 *Tarot*: The Hermit
- *blues*: The Explorer's Guild History and Structure of Atlantican Society
- *greens*: Picking Locks Securing The Falkland Plain
- *abils*: Religious Rites Forgery
- *mems*: Open if you see a purple headband
- *stats*: *CR*: 2 γ : 2 β : 0 α : 0 *Tarot*: The Hermit

Adriana (270)

- *desc*: A pretty young mermaid with a tiara
- *CR*: 2 γ : 0 β : 0 α : 0 *Tarot*: The Lovers
- *blues*: History and Structure of Atlantican Society The Explorer's Guild
- *greens*: Picking Locks Signing the Treaty The Ballroom Dance Showcase Roster for the Ballroom Dance Showcase
- *abils*: Merengue
- *mems*: Open if you see a purple headband
- *stats*: *CR*: 2 γ : 0 β : 0 α : 0 *Tarot*: The Lovers

Ariel (386)

- *desc*: An innocent looking human woman with flaming red hair
- *CR*: 1 γ : 0 β : 0 α : 0 *Tarot*: Justice
- *blues*: History and Structure of Atlantican Society History and Structure of European Society
- *greens*: Picking Locks Where is the Music Box?
- *abils*: First Aid Swing
- *mems*: Open if you see a purple headband
- *items*: A Beautiful Emerald Bracelet (891) Syringe (112)
- *stats*: *CR*: 1 γ : 0 β : 0 α : 0 *Tarot*: Justice

Ash (143)

- *desc*: An 16 year old human boy with curly red hair
- *CR*: 1 γ : 0 β : 1 α : 0 *Tarot*: The Magician
- *blues*: History and Structure of European Society
- *greens*: Picking Locks Addicted!
- *abils*: Swing
- *mems*: β Packet (*mems*: Open when 30 minutes pass in game if your β is 1. Open when 1 hour passes in game if your β is 1. Open when 1.5 hours pass in game if your β is 1. Open when the banquet starts if your β is 1. Open when 2.5 hours pass in game if your β is 1. Open when 3 hours pass in game if your β is 1. Open when 3.5 hours pass in game if your β is 1. Page 8: Open when instructed to do so.) Questions (*mems*: Start with this page open pre-game. You may read through it before game start. How powerful is the Atlantican military? (Ask Gladius) How unified is Atlantica politically? (Ask King Triton or Manta) Can Atlantica afford another war? (Ask Morvyn) How loyal are Atlantican citizens to the King? (Ask Osiris) Are you willing to pass sensitive information to unknown buyers for a price? (Ask Hermes) How loyal are Pacificans to the Queen? (Ask Jared) What is the current state of Pacifica's military? (Ask Jared or Valerie) How likely is Europa to get involved in an undersea war? (Ask Ariel) How would Atlantica react to a draft? (Ask Gladius) How strong is the Assassin's Guild militarily? (Ask a member of the Assassin's Guild) About how many magicians are there in the Magician's Guild? (Ask an Atlantican Magician) If anyone in your family finds out about your addiction, give them this packet and tell them to open it.
- *stats*: *CR*: 1 γ : 0 β : 1 α : 0 *Tarot*: The Magician

Sebastian (615)

- *desc*: A stately, elderly merman wearing magician's robes
- *CR*: 1 γ : 0 β : 0 α : 2 *Tarot*: The Emperor
- *blues*: The Magician's Guild (*greens*: How to Induct a New Magician) History and Structure of Atlantican Society
- *greens*: Picking Locks Shapeshifter Potion Proving Your Lineage Spells and Potions
- *abils*: Lesser Dispel Sense Magic Teleport
- *mems*: Open if you see a purple headband Open at 3:00
- *whites*: Atlantican Line of Succession Opening Remarks
- *stats*: *CR*: 1 γ : 0 β : 0 α : 2 *Tarot*: The Emperor

Mirage (276)

- *desc*: A young mermaid with a friendly smile
- *CR*: 4 γ : 0 β : 0 α : 0 *Tarot*: The Devil
- *blues*: A Brief History of Pacifica The Assassin's Guild
- *greens*: Signing the Treaty Picking Locks
- *abils*: Cross Step Waltz
- *items*: An official looking document (322) Knife (351)
- *stats*: *CR*: 4 γ : 0 β : 0 α : 0 *Tarot*: The Devil

Valerie (397)

- *desc*: An imposing merwoman with vigilant eyes
- *CR*: 3 γ : 0 β : 0 α : 2 *Tarot*: The Magician
- *blues*: A Brief History of Pacifica The Magician's Guild (*greens*: How to Induct a New Magician)
- *greens*: Spells and Potions CR Boost Potion Picking Locks Finding Proof of Indian Aggression
- *abils*: First Aid Lesser Dispel Sense Magic
- *mems*: Open at 3:00
- *stats*: *CR*: 3 γ : 0 β : 0 α : 2 *Tarot*: The Magician

Caspian (271)

- *desc*: A beautiful young merman with a regal bearing
- *CR*: 2 γ : 0 β : 0 α : 0 *Tarot*: The Hermit
- *blues*: A Brief History of Pacifica
- *greens*: Picking Locks Signing the Treaty
- *abils*: Psychlim: Shape shifting Disrupted Cross Step Waltz
- *items*: A Pacifican Signet Ring (879)
- *whites*: Treaty
- *stats*: *CR*: 2 γ : 0 β : 0 α : 0 *Tarot*: The Hermit

Desara (347)

- *desc*: A merwoman with an intelligent look
- *CR*: 3 γ : 0 β : 0 α : 0 *Tarot*: The Devil
- *blues*: The Assassin's Guild A Brief History of Pacifica
- *greens*: Picking Locks The History of the War Acquiring Weapons to give Pacifica the upper hand.
- *mems*: W packet
- *items*: Lionfish Spine (122) Troop Deployment Plan (598)
- *stats*: *CR*: 3 γ : 0 β : 0 α : 0 *Tarot*: The Devil

Osiris (481)

- *desc*: A middle aged merman with a rugged and wild look.
- *CR*: 4 γ : 0 β : 0 α : 0 *Tarot*: The World
- *blues*: History and Structure of Atlantican Society The Explorer's Guild
- *greens*: Picking Locks
- *mems*: Open if you see a purple headband
- *items*: Knife (351) An old book of Pacifican Law (909) My Will (632) My Will (632) My Will (632)
- *stats*: *CR*: 4 γ : 0 β : 0 α : 0 *Tarot*: The World

Arnav (324)

- *desc*: An reporter with Indian features and a studied look.
- *CR*: 2 γ : 0 β : 0 α : 0 *Tarot*: Wheel of Fortune
- *blues*: History and Structure of Atlantican Society
- *greens*: Picking Locks
- *mems*: Open if you see a purple headband
- *stats*: *CR*: 2 γ : 0 β : 0 α : 0 *Tarot*: Wheel of Fortune

Room -002

- *items:* **8**×Bioluminescent Sponge (542)
- *signs:* The Royal Museum (- **002**) The Royal Museum (- **002**) The Royal Treasury (- **002**) An Empty Pedestal (- **002**) Athena's Music Box (- **002**) The Bow of Artemis (- **002**) Necklace of Diana (- **002**) (*items:* Black Pearl (288)) Ruined Necklace of Diana (- **002**) Cassandra's Mirror (- **002**) (*items:* Cassandra's Mirror (145)) A Pedestal Displaying Nothing (- **002**) Ornate Box (- **002**) (*items:* A Dusty, Old Journal (224)) Open Ornate Box (- **002**) Blackboard (- **002**) (*items:* **5**×Runic Chalk (828)) A Bookshelf (- **002**) A Bookshelf (- **002**) (*items:* Rap Sheet (280)) A Bookshelf (- **002**) (*items:* Book (912)) Book of Lineage (- **002**) Atlantican Inheritance Pg 1 (- **002**) Atlantican Inheritance Pg 2 (- **002**) 0 Glowing Brick A Book of Royal History (- **002**) A Book of The Guardian's Guild History (- **002**) A Book of The Merchant's Guild History (- **002**) A Book of The Explorer's Guild History (- **002**) A Book of the History of Magic (- **002**) An ornate chest (- **002**) (*items:* Glow Shell (731)) An open ornate chest (- **002**) 1. North Stone (- **002**) North Stone Question (- **002**) South Stone Answer (- **002**) 2. East Stone (- **002**) East Stone Answer (- **002**) 3. South Stone (- **002**) South Stone Question (- **002**) 4. West Stone (- **002**) West Stone Answer (- **002**) Large Stone Lock (- **002**) Stone Lock Question (- **002**) Stone Lock Answer (- **002**)

Hall off of -002

- *signs:* Barnacles (**Hallway off - 002**) (*items:* **5**×A Barnacle (395)) The Dungeons (**Hallway off - 002**) Cells in the Dungeon (**Hallway off - 002**) Packet D (**the Dungeons**) Glowing Brick

Stairwell

- *signs:* The Palace Storyteller (**Stairwell**) The Story of the Wishing Stone (**Stairwell**) (*greens:* **10**×The Quest For The Wishing Stone) 1 Glowing Brick Apothecary (**Stairwell**) Apothecary (**Stairwell**) Apothecary (**Stairwell**) F packet (**Stairwell**) (*items:* A Letter from the Aquilino Family (321)) H packet (**Stairwell**) G packet (**Stairwell**) G packet 2 (**Stairwell**) A Bust of King Titus (**Stairwell**) A Bust of King Neptune (**Stairwell**) A Bust of King Posiden (**Stairwell**) A Bust of King Triton (**Stairwell**)

-013

- *signs:* The Banquet Hall (- **013**) The Banquet Hall (- **013**) The Band Stage (- **013**) (*items:* Clam-Shell Drum Set (445)) Saxophone (123) Guitar (386) Bass Guitar (345)) Glowing Brick Painting (- **013**) Painting (- **013**) Painting (- **013**) West Stone Question (- **013**) W Sign (- **013**)

Hallway near -015

- *signs:* The Explorer's Guild (**Hallway near -015**) The Explorer's Guild Inventory (**Hallway near -015**) (*items:* Ice Fish Blood (335) Ice Fish Blood (335) **4**×Squid Tentacle (270) **6**×Angler Fish Lure (412) Electric Eel's Hunter's Organ (600) Electric Eel's Hunter's Organ (600) Deep Sea Clam (243) Deep Sea Clam (243) **4**×Bell from a Man-of-War (279)) A Big, Disorderly Pile of Maps (**Hallway near -015**) (*items:* Map of India (631) Map of Atlantica (583) Map of Pacifica (717)) Glowing Brick A Bookshelf Full of Old Journals (**Hallway near -015**) (*items:* A Journal of the North Sea Shipwrecks (178))

-015

- *items:* **2**×Conus Snail (743) **6**×Black Sea Urchin (843)
- *signs:* The Caves (- **015**) A bed of clams (- **015**) (*items:* **9**×A Clam (704) A Clam (187)) A Black Pearl (- **015**) (*items:* Black Pearl (288)) The Magician's Guild Crest (- **015**) Runic Circle (- **015**) (*greens:* Spells and Potions Spells and Potions Spells and Potions *abils:* Lesser Dispel Lesser Dispel Lesser Dispel) Packet B (**Room 015**) Glowing Brick

-030

- *signs:* The Residential Wing of the Palace (- **030**) The Residential Wing of the Palace (- **030**) King Triton's Room (- **002**) King Triton's Papers (- **002**) General Gladius' Room (- **002**) General Gladius' Papers / Lady Iris' Papers (- **002**) Pandora's Room (- **002**) Pandora's Papers / Pearl's Papers (- **002**) Mercury's Room (- **002**) Mercury's Papers (- **002**) Adriana's Room (- **002**) Adriana's Papers (- **002**) Ariel's Room (- **002**) Ariel's Papers / Willow's Papers (- **002**) Sebastian's Room (- **002**) Sebastian's Papers (- **002**) Osiris's Room (- **002**) (*items:* **10**×My Will (632)) Osiris' Papers (- **002**) Packet C (**Room 030**) Glowing Brick

-032

- *items:* **5**×A Sharks Tooth (418) **5**×A Conch Shell (330)
- *signs:* The Palace Gardens (- **032**) A Rocky Outcropping (- **032**) (*items:* **20**×A frond of Sea Fan (326)) Glowing Brick East Stone Question (- **032**) East Stone Riddle (- **032**) E Sign (- **032**)

Room -034

- *signs:* The Pacifican Embassy (- **004**) The Pacifican Embassy (- **004**) Mirage's Room (- **002**) Mirage's Papers (- **002**) Jared's Room (- **002**) Jared's Papers / Valerian's Papers (- **002**) (*items:* A News Article (607)) Damien's Room (- **002**) Damien's Papers (- **002**) Packet A (**Room 004**) (*items:* Music Box (565)) A Desk (- **004**) (*items:* **5**×Waterproof Paper (701)) Glowing Brick

across from -004

- *signs:* The Palace Kitchens (**Across -004**) A jar of Sea Snake Tails (**Across -004**) (*items:* **20**×A Sea Snake Tail (183)) A Meat Locker (**Across -004**) (*items:* **5**×Swordfish Meat (875)) 5 Glowing Brick The Entrance to the Servants' Quarters (**Across -004**) (*items:* **11**×Red Seaweed (632)) **5**×An Empty Cauldron A Bubbling Cauldron Do Not Touch (*items:* **8**×A Red Liquid in a Bottle (939) **8**×A Green Liquid in a Bottle (221) **5**×An Orange Liquid in a Bottle (763) (*items:* Transformed (447)) **2**×A Black Liquid in a Bottle (106) **8**×A Blue Liquid in a Bottle (198) A Gold Liquid in a Bottle (925) (*mems:* Open if someone casts any form of dispel on you) A Purple Liquid in a Bottle (500) (*mems:* Open if 30 minutes pass without you hearing the words "You are mine, forever" from your lover. *items:* Madly in Love (470)))

Owned by GMs

- *greens:* The Ballroom Dance Showcase Scoring GM Checklist GM Sheet for Wishing Stone Quest **5**×How to be an NPC
- *abils:* Moon Blades Moon Cloak Moonsight Protection of the Moon Protection of the Moon Protection of the Moon Clarity of the Moon Dexterity of the Moon Truth of the Moon Truth of the Moon Truth of the Moon Truth of the Moon Temperance of the Moon Temperance of the Moon Moon Joy Psychlim: Shape shifting Disrupted Psychlim: Shape shifting Disrupted
- *items:* An old, fragile scroll (661) A Baby (268)
- *whites:* **10**×Treaty

Atlantica

- none

Pacifica

- none

India

- none

The Assassins Guild

- none

The Magican's Guild

- none

Polio

- none

polio

- none

Falkland Plain

- none

trench

- none

Europa

- none

Oslo

- none