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## Spells and Potions

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*If you have this greensheet, your  $\beta$  score should be zero. If necessary, set it to zero when you receive this sheet.*

The spells and potions a magician can use are based on their level. Spells are represented as ability cards and are used as instant abilities. All potions follow a standard brewing strategy (see below the list). Potions have distinctive colors and can be recognized by magicians by their color (Lay people don't know what color the different potions are). Potions are represented as item envelopes that **must be obtained from the GM. TELL A GM WHEN YOU –START– BREWING A POTION.** You cannot dump out or steal potions that you did not brew. (This is a kludge.)

Potions can be administered in 2 ways. A willing or helpless target can drink the potion, in which case, the person administering the potion should hand over the potion item envelope to the target. A conscious, but ignorant target can also be injected with a potion. The person administering the potion must successfully stick a certain number of stickers on the target without being caught in the act, by the target or anyone else. (Stickers can be acquired at the cauldrons. If caught in the act, tell your observer that you were clearly trying to prick your target with a small syringe.) If the potion requires multiple dots to be effective, these dots must be applied at least 1 minute apart, but do not lose effect until the potion is applied. It does not matter if the stickers are noticed and removed before all are applied. Dots are out of game knowledge for anyone except for the player applying them. The person who is attempting to administer a potion should then find a GM, explain who the potion is targeting, and hand over the potion. The GM will handle the rest.

*There is no mechanic for leveling up in game.*

**Each magician can only brew 2 potions at a time.**

As a magician, you are aware of some of the spells and potions that magicians of different levels can make and cast. Here are the known spells and potions that may be useful this evening:

### 1. Level 1

- (a) Healing Potion (RED) - 15 minutes to brew. Can cure wounds (the target will wake up, fully healed after 10 seconds) and heal most poisons.

**Ingredients required:** A Sea Snake Tail (183), A frond of Sea Fan (326) **Dots required:** 1

- (b) Lesser Dispel - Instant spell. Can completely remove a magical effect of level-2 or lower. Can be used on magical locks to increase your "working hand" size by 1. Can disrupt shape shifters momentarily.

### 2. Level 2

- (a) Sense Magic - Instant spell. Can be used to determine someone's  $\alpha$  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.



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### CR Boost Potion

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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".



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## Picking Locks

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(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.





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## How to Induct a New Magician

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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  $\alpha$  score of 2. Magicians of level 2 and higher have a "Sense Magic" ability which allows them to determine the  $\alpha$  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  $\beta$  score to 0.

