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 proceess, 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 futher, 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 Jared 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 Jared at the start of game)

3. Hermes, the representative from the Explorer's Guild.

4. Gladius, the representative from the Guardian's Guild.

5. Pandora, 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.

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 (T+45min).

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 **T+45min**. 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		
Merengue	2		