
Truthing

My character is evaluating your character's statement with truthing magic. This interaction is out-of-game, and we must both go "not here." You must answer honestly as an out-of-game statement. Complete the following steps, speaking quietly so other players do not overhear your answers. Then give me back this greensheet:

1. Rate how straightforward your recent statement was on a scale of 1-3 (1 = completely dishonest, 2 = ambiguous, 3 = completely honest).
2. Rate how knowledgeable you are about the topic of your statement, again using a scale of 1-3 (1 = completely uninformed, 2 = somewhat informed, 3 = well-informed). For example, an Etruscan cook might know a great deal about Etruscan recipes (3), could make reasonable guesses about Assyrian cuisine (2), and can't speak with any confidence at all about esoteric legal philosophy (1).

Bluffmaster

Bluffmaster is a game of skill, represented out-of-game as a game of chance. It involves gambling, and many great fortunes have been lost and won at a Bluffmaster table.

To play, you must sit down with a few other players around a triangular table designed specifically for Bluffmaster. Bluffmaster requires at least three and no more than five players. Bluffmaster is played in “Sets” of three rounds each.

At the beginning of each round, every player must add 10 gold pieces to the central pool of winnings, as “ante.” Then each player rolls a 20-sided die to determine who will bet first for the round; the highest roll starts. No abilities may be used to manipulate this initial roll, and all players can see the result of the roll. Resolve any ties by re-rolling.

Players in a Bluffmaster game act in turn, in clockwise rotation (acting out of turn can negatively affect other players). When it is a player’s turn to act, the first verbal declaration or action she takes binds her to her choice of action; this rule prevents a player from changing her action after seeing how other players react to her initial, verbal action.

Then the round officially begins. Each player rolls a 20-sided die, keeping the result hidden until the end of the round.

After this roll, players bet on their chances of winning the round based on their first roll. Until the first bet is made, each player in turn may “check,” which means they do not place a bet, or “open,” which means they make the first bet. After the first bet, each player may “fold,” which means they drop out of the round and lose any bets they have already made; “call,” which means they match the highest bet so far made; or “raise,” which means they match the highest bet already made and add an additional bet of their own. All subsequent bets must match this new total. All bets go into the pot, and will be claimed by whoever wins the round. Betting ends once each player has either “folded” and left the round, or “called” and matched the current bet. If only one player remains, and the rest have “folded,” that player wins the round automatically.

A sample round of betting might go as follows. Abernathy, Bri, and Columbia are betting after their first roll. Abernathy rolled a 16, Bri rolled a 7, and Columbia rolled a 17. Abernathy bets first. Since a 16 is relatively high, Abernathy “opens” by betting 20 gold pieces. Even though Bri’s score is lower, she “calls,” betting 20 gold of her own. Columbia is confident in their score, so they “raise,” matching the earlier bet of 20 gold and adding 10 additional gold (making the total bet 30 gold pieces). Abernathy “calls” again, adding 10 more gold to stay in the set. Bri doesn’t think she can keep up with her low roll, and “folds,” leaving the round.

After the first round of betting, each player must roll a second 20-sided die, keeping the result hidden. Victory in the round will depend on the sum of each player’s two dice.

After this second roll, the players bet again based on the strength of their current dice. It follows the same rules as the initial bets.

After all players have finished betting, each player (who has not “folded”) has the opportunity to use a single ability to affect either their roll or the roll of another player. There are three abilities that players can use in Bluffmaster, each representing a different style of play, and resolve in the following order: *reroll*, which allows you to re-roll a single die belonging to them or to another player (note that this does not allow you to look at a die you would not normally be able to see). After *reroll* comes *subtract*, which allows you to subtract 3 from any player’s total. The last ability to resolve is *add*, which allows you to add 3 from any player’s total roll. You cannot use a given Bluffmaster ability unless you have its corresponding ability card. If you plan to use an ability, you must take out the ability card and choose a target before abilities are declared.

You may only use an ability once per Set unless you know otherwise. As players get used to the idiosyncrasies of the specific Bluffmaster tables at this resort by playing in more Sets, their abilities may grow more powerful.

At the end of the round, after all players have placed their bets and all abilities have been used, the player with the highest

combined score (modified by any abilities) wins the round and takes the money in the pot for themselves. Ties are resolved by an open roll of a 20-sided die; no abilities can be used to modify this roll. If present, the hosts of the game must then offer an alcoholic drink to anyone who is still in at the end of the round. This process repeats for two more rounds with the same players. After that, the Set is finished, and players may depart or join in as they wish.

Players may decide to leave the table early if all other players agree to excuse them. This is an irregular occurrence: if and when it happens, the players must decide how they wish to split whatever money is currently in the pot. It is technically possible (but terribly impolite) to steal the pot without winning by simply taking all the coins on the table. This is an interruptible mechanic.

Notes

- Credit for these rules goes to Wikipedia's "Betting in poker" page.

Soul Magic

To work an act of Soul Magic, you must:

1. Have the ability to perform that type of magic.
2. Get the specific ingredients as well as one serving of food– alcohol does not count. The food and other ingredients are consumed by your magic, unless you specifically know otherwise.
3. Chant the relevant incantation three times without being interrupted. You cannot attempt this step if you have been unconscious at any point in the last twenty minutes.

Immediately after chanting, roll a d20. At this point, your ingredients are consumed. If you roll is above the magic's "Risk" level, you automatically succeed and can go get the resulting potion from its envelope. Otherwise, you suffer the result that corresponds to your roll:

- 1, The magic succeeds, but you and everyone within 1 ZOC take one point of psychic damage.
- 3, 4: The magic succeeds, but you fall unconscious for five minutes.
- 5, 6: The magic succeeds, but you and everyone within 1 ZOC become unable to speak anything but gibberish for five minutes (though your listening comprehension skills are intact).
- 7, 8: The magic fails, wasting your ingredients. You and everyone within 1 ZOC take 1 point of psychic damage and are rendered unable to speak anything but gibberish for five minutes (though your listening comprehension skills are intact).
- 9, 10: The magic fails, wasting your ingredients. You and everyone within 1 ZOC take 2 points of psychic damage.
- 11, 12: The magic succeeds, but you and everyone within 1 ZOC fall unconscious for five minutes.

Through the rituals from your youth and your innate power, you have the ability to make the following Soulblade potions with relatively low risk to yourself. Unless you learn otherwise, you cannot perform any other types of Soul Magic. Additionally, while you can tell other people what ingredients and incantations are needed for a potion, you cannot transfer the ability to actually craft the potion.

- **Psychic Healing Potion:**
 - Incantation- "Talaina sato virumqueca"
 - Specific Ingredients: 2 servings of alcohol
 - Result: Gleaming Purple Oil
 - Item Number: 0021
 - Effect: Open if you ingest this.
 - Risk- 5
 - Envelope: B
- **Alcoholism Remedy (Rare):**

- Incantation- "Pandan turport iuvatir."
 - Specific Ingredients: Bag of Brown Powder
 - Result: Sparkly Green Fluid
 - Item Number: 0020
 - Effect: Open if you ingest this.
 - Risk- 7
 - Envelope: C
- Acute Poisoning Remedy:
 - Incantation- "Calden triasidra somza."
 - Specific Ingredients: Herbs
 - Result: Thin Brown Liquid
 - Item Number: 0017
 - Effect: Open if you ingest this.
 - Risk- 8
 - Envelope: D

Fortune Telling

Talk to a living person for 2 minutes and get to know them. Roll a d20; if you roll a 2-20, you can read their fortune, and, by kludge, you must immediately relay the fortune by showing them the page in your book. On a 1, you are unable to read that person's fortune, and they take 1 point of psychic damage instead. You can try to read their fortune again in the future.

You can read someone's fortune without their consent. However, you must still show them your findings immediately, and they are still take 1 point of psychic damage if you roll a 1. Moreover, once you attempt to read someone's fortune without having their permission, you cannot try reading anyones fortune for five minutes afterwards.

You can only read one fortune for any one person. No two fortune tellers will read the same fortune for one person. Fortune-telling offers all manner of rewards– valuable information, insight into the deeper workings of your world, and extra magical powers. Seize the day, and read as many fortunes as you can.

Soul Magic

To work an act of Soul Magic, you must:

1. Have the ability to perform that type of magic.
2. Get the specific ingredients as well as one serving of food— alcohol does not count. The food and ingredients are consumed by your magic, unless you specifically know otherwise.
3. Chant the relevant incantation three times without being interrupted. You cannot attempt this step if you have been unconscious at any point in the last twenty minutes.

Immediately after chanting, roll a d20. At this point, your ingredients are consumed. If your roll is above the magic's "Risk" level, you automatically succeed and can go get the resulting potion from the GM. Otherwise, you suffer the result that corresponds to your roll:

- 1, 2: The magic succeeds, but you and everyone within 1 ZOC take one point of psychic damage.
- 3, 4: The magic succeeds, but you fall unconscious for five minutes.
- 5, 6: The magic succeeds, but you and everyone within 1 ZOC become unable to speak anything but gibberish for five minutes (though your listening comprehension skills are intact).
- 7, 8: The magic fails, wasting your ingredients. You and everyone within 1 ZOC take 1 point of psychic damage and are rendered unable to speak anything but gibberish for five minutes (though your listening comprehension skills are intact).
- 9, 10: The magic fails, wasting your ingredients. You and everyone within 1 ZOC take 2 points of psychic damage.
- 11, 12: The magic succeeds, but you and everyone within 1 ZOC fall unconscious for five minutes.

Through careful training and sheer intellect, you have the ability to make the following Soulblade potions with relatively low risk to yourself. Unless you learn otherwise, you cannot perform any other types of Soul Magic. Additionally, while you can tell other people what ingredients and incantations are needed for a potion, you cannot transfer the ability to actually craft the potion.

- Psychic Healing Potion:
 - Incantation- "Talaina sato virumqueca"
 - Specific Ingredients: 2 servings of alcohol
 - Result: Gleaming Purple Oil
 - Item Number: 0021
 - Effect: Open if you ingest this.
 - Risk- 5 Envelope: B
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- Acute Poisoning Remedy:
 - Incantation- "Calden triasidra somza."

- Specific Ingredients: Herbs (0000)
- Result: Thin Brown Liquid
- Item Number: 0017
- Effect: Open if you ingest this.
- Risk- 8
- Envelope: D
- Chronic Poisoning Remedy (Rare):
 - Incantation- "Aroiza mi kairilu shierafu."
 - Specific Ingredients: 4 Emeralds (not consumed, even on a failure) and a sewing needle (always consumed)
 - Result: Thick Black Goop
 - Item Number: 0018
 - Effect: Open if you ingest this.
 - Risk- 10
 - Envelope: E

Ghost

Take this greensheet upon dying if you had a soul at time of death.

You feel this island's strange energy ripping your soul from your body, transforming you into a ghost, and you suddenly have a great many insights into the afterlife. Your corpse disappears, leaving all the items that are still on your person in its place. Put on a solid-colored headband, signifying you are a ghost.

Most living creatures cannot see or hear ghosts, but ghosts can see and hear each other. Ghosts cannot manipulate physical matter or leave this island. However, you can still freely walk around this resort as you did in life; you still cannot pass through solid material or enter locked areas. If you hear the ringing of a bell, you are instinctually compelled to seek out the source of the music.

Based on your condition at the time of your death, you may have some other special abilities . . .

- If you had a psychic health score over 0 at the time of your death, you can talk freely, though only ghosts and a few strange living creatures will hear you. Otherwise, you are rendered mute.

- If your psychic health was at least 4 at the time of your death, you earn a special ability. Get an ability card from the G packet.

- If your psychic health max was at least 7 at the time of your death, you earn a special ability. Get an ability card from the H packet.

(Out-of-game notes: The last five minutes before your character's death seem hazy; they cannot remember where they died, who was near them etc. Also, please try to be discreet ghosts to avoid distracting players whose characters cannot see or hear you.)

Etruscan Diadem Negotiations

In a private meeting with the Etruscan treasurer, you presented the possibility of buying the Diadem from the merchant Paldeen. Given the legendary status of the Diadem, the treasury has authorized you to offer a maximum of 1,000,000 coins for it. However, this is an astronomical sum, and the treasurer fervently hopes you can obtain the Diadem for less.

You have a check that will allow you to pay for the Diadem, once you strike a bargain with Paldeen.

Scythian Diadem Negotiations

In a private meeting with the Scythian treasurer, you presented the possibility of buying the Diadem from the merchant Paldeen. Given the legendary status of the Diadem, the treasury has authorized you to offer a maximum of 2,000,000 coins for it. However, this is an astronomical sum, and the treasurer fervently hopes you can obtain the Diadem for less.

Cryseon currently has a check that will let you pay for the Diadem, once you strike a bargain with Paldeen.

Scythian Communication Machine

Scythia owns a pair of extremely valuable military communication machines. You have traveled to Cos with one of these machines in your trunk, while its counterpart is safely stored at Scythian military headquarters. The counterpart machine at HQ does not have any buttons, so, while you can communicate your intentions to HQ, they cannot send messages back to you.

Your machine is equipped with four buttons that could potentially correspond to four possible messages for HQ, though you currently have only three courses of action in mind. Exactly one button must be pressed at all times. The machine will send out a magical pulse at the end of sunset to tell HQ which message you've chosen, and then your orders will be promptly executed.

- 0 or 3 = no escalation in military activity
- 1 = a series of moderate anti-Etruscan activities
- 2 = an all-out, multi-pronged attack on Etruria

You've currently got "0" pressed. "2" will definitely lead to major conflict; "1" may also provoke Etruria and cause war. There may very well be snoops and spies poking around this machine, so, while you've got it stored behind a solid lock in the trunk you share with your spouse, you should still keep an eye on it.

NOTE: Traditionally, the "0" button sends a message saying that you want no military activity, while the button with the highest number corresponds to an demand for an all-out attack. However, you currently don't have four different plans, which is why "3" has been coded to equal "0."

Etruscan Communication Machine

Etruria owns a pair of extremely valuable military communication machines. You have traveled to Cos with one of these machines in your trunk, while its counterpart is safely stored at Scythian military headquarters. The counterpart machine at HQ does not have any buttons, so, while you can communicate your intentions to HQ, they cannot send messages back to you.

Your machine is equipped with three buttons that correspond to three messages for HQ. Exactly one button must be pressed at all times. The machine will send out a magical pulse at the end of sunset to tell HQ which message you've chosen, and then your orders will be promptly executed.

- 2 = "no escalation in military activity"
- 1 = "a series of moderate anti-Etruscan activities"
- 0 = "a multi-pronged, all-out attack on Scythia"

You've currently got "2" pressed. "0" will definitely lead to major conflict; "1" may also provoke Scythia and cause war. There may very well be snoops and spies poking around this machine, so, while you've got it stored behind a solid lock in your trunk, you should still keep an eye on it.

NOTE: Traditionally, the "0" button would send a message saying that you want no military activity, while the button with the highest number corresponds to an demand for an all-out attack. However, you don't want snoops deducing your intentions easily, so you've had the numbers swapped.

Wedding Ritual

A wedding is a solemn ritual, handed down for millennia. For a full minute, the couple must stand together before an altar, while the altar's flame is burning. They must vow to be faithful and to take care of one another; these vows may be composed ahead of time, or spoken *ex tempore*, from the heart. This exchange of vows is interruptible. Each person being married must be accompanied by a "witness of honor"—some friend, relative, mentor, or other person they care about deeply. The two witnesses of honor must stand behind the couple while they exchange vows in order for the marriage to be valid. However, everyone present at the resort is expected to be in attendance; being absent from the ceremony is considered a sign of disrespect.

Wedding altars themselves are unusual artifacts, laden with many enchantments. Their flames only burn for the ten minutes while the sun sets on the first day of summer. If the marriage is valid, then the altar will produce temporary, illusory bracelets around the wrists of the happy couple. The older partner receives a golden bracelet, while the younger will have a silver one.

In order for a marriage to be valid, both partners and their witnesses must be alive, conscious, and unrestrained. Furthermore, neither partner can be under the age of 18 or already married to somebody else, and the two partners cannot be closely related by blood. After the marriage, the younger spouse takes on the surname and the citizenship of the older spouse.

Divorce does not exist. Marriages are ended only by the death of one or both partners.

Appraise

If you personally examine an item closely enough to see its item number, you may be able to estimate how much it is worth.

- Item 0000-0003 are worth less than 1 gold coin each.
- Item 0004 is worth 10 gold coins.
- Item 0005 is worth less than 1 gold coin.
- Items 0006-0012 all seem to be worth less than 1 gold coin. If you have reason to believe they are worth more, see a GM for a more accurate appraisal.
- It is difficult to evaluate the worth of items 0014-0015. Ask a GM.
- It is impossible to accurately evaluate the worth of items 0016-0020.
- Item 0021 is worth about 20 gold coins.
- Item 0022 is worth 1 gold coin.
- It is impossible to accurately evaluate the worth of item 0023.
- Items 0024-0027 all seem to be worth less than 1 gold coin. If you have reason to believe they are worth more, see a GM for a more accurate appraisal.
- Items 0028-0030 are worth 10 gold coins each.
- It is impossible to accurately evaluate the worth of items 5555, 6666, 7777, 8888.
- Item 9999 is worth 1 gold coin.

