
Test Greensheet

“Use this macro for large quotes of prose and such. It justifies everything like a paragraph, except with no indentation.”

– The Author

*“This macro is good
For shorter quotes
Or things like song lyrics:
It centers.”*

– The Author

TODO: This is a test greensheet. :TODO

This is a test Greensheet.

This is some text. This is some text. This is some text. This is some text. This is some text. This is some text. This is some text. This is some text. This is some text. This is some text.

Directions

1. Do one thing.
2. Do another thing.
3. Do something else.

Dungeon Directions

1 Dungeon Mechanics

These are instructions on how the Dungeon works, and what to do in them.

Directions

1. If you are here, you are about to descend into the dungeon. When you enter the dungeon, you will be confronted by choices on the sign. Do what the sign tells you. There are some signs that may improve or decrease your CR. Keep track of this, as there are some signs with CR challenges. You must either match or beat the CR listed as a group to overcome the challenge. Otherwise, you must do what the sign tells you to do. If a sign says "You may go to sign x or sign y", go to the corresponding sign. You may only go to the previous sign if the current sign specifies. If you are reduced to 0 CR in the dungeon, you are expelled from the dungeon and cannot return to the dungeon for 30 minutes. All negative CR effects go away once you leave the dungeon.

The Dread Ritual of Mind Shackling

The ritual of mass mind control invented by wizards long ago. It is a ritual to magically mind control many humans. It can only be performed when the sun is highest in the sky thirty minutes before game end.

This ritual can only be performed 30 minutes or less until game end.

The ritual has five steps:

First eight people must gather and stand in a circle in the ritual chamber within the dungeon

Second the ritual wand stored in the dungeon is required and must be held by the person leading the ritual

Third the ritual leader must chant: mens agitat molem, ten times after each mens agitat molem the other six people must chant: mind to mind

Fourth the Idol of Domination (777) must be placed in the centre of the circle

Fifth destroy and consume the ritual wand

Congratulations go get a GM

People who you know want to accomplish this ritual: Count Serpentis Gulfin

The Deadly Ritual of Bloody Demise

The ritual of mass murder invented by wizards long ago. It is a ritual to magically poison many humans. It can only be preformed when the sun is highest in the sky thirty minutes before game end.

This ritual can only be preformed 30 minutes or less until game end.

The ritual has five steps:

First eight people must gather and stand in a circle in the ritual chamber within the dungeon

Second the ritual wand stored in the dungeon is required and must be held by the person leading the ritual

Third the ritual leader must chant: mors omnibus, ten times after each mors omnibus the other six people must chant: death to death

Fourth the Idol of the Reaper (666) must be placed in the centre of the circle

Fifth destroy and consume the ritual wand

Congradulations go get a GM

People who you know want to accomplish this ritual: Ruby Xavier

The Pure Ritual of Natural Metamorphosis

The ritual of mass human to tree conversion invented by wizards long ago. It is a ritual to magically convert many humans into trees. It can only be performed when the sun is highest in the sky thirty minutes before game end.

This ritual can only be performed 30 minutes or less until game end.

The ritual has five steps:

First eight people must gather and stand in a circle in the ritual chamber within the dungeon

Second the ritual wand stored in the dungeon is required and must be held by the person leading the ritual

Third the ritual leader must chant: mundus senescit, ten times after each mundus senescit the other six people must chant: tree to tree

Fourth the Idol of Nature (811) must be placed in the centre of the circle

Fifth destroy and consume the ritual wand

Congratulations go get a GM

People who you know want to accomplish this ritual:

Power Society Member

You are a proud member of the Power Society. The society has had a longstanding tradition of only accepting the best of those monsters who have proven themselves worthy. Once a member commits to joining, there is no abandoning the Society. This society is run by a hierarchy system: new members are “Minions” intermediate members are “Fledglings” longtime members are “Warriors”, officers are “Generals”, and the leader is known as the “Master”. Currently, the Master is Ruby who has fought many battles to protect his title. Many believe Ruby will take the Power Society to heights of influence unforeseen!

Ritual for New Member Induction 1. Two members of rank Fledgling or higher must be present. 2. The two members spar until one is dealt a wound. This wound is non-lethal; the loser suffers a -1CR for 60 seconds, after which they will heal. 3. The spilt blood is fed to the new member and they gain induction into the Power Society. 4. The ritual is complete after the Minion member joins the two more powerful members in the chant:

*“For blood, for power, for glory!
For treasure, and for fame!
For blood, for power, for glory!
The world trembles at our name!”*

Loremasters Guild Member

You are a proud member of the Loremasters Guild. The Guild is always searching for new members to aid in the trying quest to discover all there is to know in the universe. The leader of the Guild, Count, is very finicky about research projects, new members, and the extent to which members dedicate themselves, but he is well tolerated because his results cannot be argued with.

Ritual for New Member Induction 1. Two members of the Loremasters Guild must be present. 2. The two members sit silently while the potential member discusses his/her research in great detail without stopping for the two members to discuss their own research. 3. Once the new member has dominated the discussion, each individual must shake hands with each other individual. 4. The ritual is complete after the chant:

*“Though my quill is forever dry,
My pages forever full,
Together, as one, we will discover
The extent of the universe.”*

(Rhyming is for children.)

Repairing Wards and Runes

1 How to repair runes and wards

These are instructions on how to repair the wards that protect the inside of the castle.

Requirements

1. Forsythia (347)
2. Ward and Rune Repair Manual (694)
3. A deck of cards

Directions

1. Tear up the Forsythia (347)
2. Get a level 3 hand in decking
3. Replace the sign with the one under it.

2 Repair Rune

This gives directions on how to repair the teleportation rune

Requirements

1. Two Forsythia (347)
2. Ward and Rune Repair Manual (694)
3. A deck of cards

Directions

1. Make sure all wards are functional in the castle.
2. Tear up your two Forsythia leaves.
3. Get a level 4 hand in decking
4. Replace the sign with the one under it.

Breaking Wards and Runes

1 How to break runes and wards

These are instructions on how to break the wards that protect the inside of the castle.

Requirements

1. Holy Book of Groznak (111)
2. Forsythia (347)
3. A deck of cards

Directions

1. To break a ward in the Castle, go up to it and say "'By the power of Groznak, I break this ward!'"
2. Tear up the Forsythia (347)
3. Get a level 2 hand in decking
4. Replace the sign with the one under it.

2 Sabotage Rune

This gives directions on how to sabotage the teleportation rune

Requirements

1. Two Forsythia (347)
2. Holy Book of Groznak (111)
3. A deck of cards

Directions

1. Break all wards in the castle.
2. Tear up your two Forsythia leaves
3. Declare "'By the power of Groznak, I break this rune.'"
4. Get a level 3 hand in decking
5. Replace the sign with the one under it.

Summoning Groznak, the God of War

1 Summmoning the God of War

These are instructions on how to summon the God of War

Requirements

1. Holy Book of Groznak (111)
2. Two Gingko Leaves (234)
3. Two Bilberries (847)
4. Sacrificial Dagger (148)
5. A deck of cards
6. Four disciples
7. This ritual can only be preformed 30 minutes or less until game end.

Directions

1. Break all wards in the castle.
2. Gather with Disciples in the Ritual Chamber in the Dungeon.
3. distribute Gingko Leaves to 2 disciples, Bilberries to 2 disciples.
4. Have each Disciple chant "Deum belli esse venturum. Slaughteous Groznak ueniunt!" while decking until they each get a level 2 hand.
5. Make a wound attack against yourself using the Sacrificial Dagger.
6. Watch the slaughter.

Raise Dead Ritual

1 Raise Dead Ritual

You have the power to raise the dead! The zombies you raise are your obedient minions who will loyally do your bidding without fail. Your minions are your slaves and will follow your orders until death claims them a second time. As of now, this ritual has only been successful for raising humans and weak monsters, like goblins.

Requirements

1. An assistant to hold down the corpse as it flails back into this world.
2. A potion made in a cauldron (Nightshade x1, Eyebright x2, Bleeding Heart x3)
3. A black candle

Directions

1. Stand over the corpse and have your assisstant hold down the body.
2. Light a black candle and place it at the head of the corpse.
3. Make an incision in the belly of the corpse.
4. Pour the potion into the incision. The incision should heal itself.
5. Within 30 seconds, begin the chant:

*This soul has been brought to the brink!
Hanc animam ad Viventes regnum!
I am giving you a second birth!
Quia ego vir vester facere imperata!*

6. Repeat chant x6

Inducting Followers

1 Creating Disciples of the God of War

These are instructions on how to induct people into your faith.

Requirements

1. Holy Book of Groznak (111)
2. Cave Fungus (512)
3. Candle (098)

Directions

1. Persuade someone to join your faith.
2. Light a candle.
3. Read aloud from the Holy Book "'You now serve Groznak, the eternal slaughterer. May blood fill your footprints where ever you tread.'"
4. In order to complete this ritual, the disciple must knock out another player.
5. Congratulations! Your faith grows.

How to Build a Golem

After examining the golem laboratory of the great (and long dead) gnomish artificer Zumwalt, you believe you have managed to work out how to reproduce her work and build a golem of your own. There are enough parts here for exactly one golem, but you will need Zumwalt's notes to put it all together and make it work. The golem is also keyed to Zumwalt's voice, but luckily you have deduced that Zumwalt left an alternative way to command her constructs: anyone who holds Zumwalt's control rod (An Ornate Rod (490)) can command her golems.

To build a golem, you will first need to find all of Zumwalt's notes. It seems as if Zumwalt was experimenting with a bizarre piece of technology known as a *printing press* and has many copies of her journal. You will need to find a complete copy of each section to begin construction:

Requirements

1. Zumwalt's Golem Construction Manual, Part 1 (991)
2. Zumwalt's Golem Construction Manual, Part 2 (992)
3. Zumwalt's Golem Construction Manual, Part 3 (993)
4. Zumwalt's Golem Construction Manual, Part 4 (994)
5. Zumwalt's Golem Construction Manual, Part 5 (995)
6. A deck of cards

Once you have the parts, gather at least three members interested in constructing a golem into the golem laboratory. Place all the golem notes on the table in front of everyone and verify that all five parts are present. Then at least two players must get a level 3 hand in decking. While doing so, discuss the intricacies of golem construction and your plans for the golem.

Upon completing the ritual the golem is constructed, but inactive. Find a GM before proceeding further.

To activate the golem, you must possess An Ornate Rod (490) and point it at the golem, while all members incant "Exper-giscendum" five times.

After this point, anyone with the control rod may order the golem around. It moves slowly but is extremely powerful. You may also dispatch the golem to join either the monster or human army by traveling with it (and its control rod) to the end of The Windy Corridor. Write a missive on the sheet at the end of the corridor, as if you were commanding an army; the golem will head out immediately and cannot be recalled.

How to Steal

1 Theft

How to steal an item from somebody

Requirements

1. You must have this Greensheet
2. You must have a sticker
3. You be able to name an item that your mark has which is one hand bulky or less

Directions

1. Choose your mark
2. Put a sticker on them without them noticing. If anyone notices you putting the sticker on, you must tell them that you are attempting to steal an item from them.
3. Once the stickering has been accomplished, go tell a GM.
4. You must be able to name a specific item that you want to steal. Not "an herb" or "a weapon" but specifically "One Bleeding Heart" or "A Rope".
5. The GM will get the item for you. If the player does not have that specific item, you will not get anything. Otherwise, the GM will bring you back the item.
6. Enjoy your ill-gotten gains!

The Battle (GM Reference)

This greensheet is a GM-only reference for the battle mechanics, as well as an end-of-game reference.

Human army strength is $3d4 + 3$

Monster army strength is:

Each committed monster army adds 1

– Ezekiel +1: This is the Fae leader, who sits on top of an existing character. At game wrapup, ask the player representing Ezekiel if he wishes to participate in the battle. If so, Monster army strength gets +1. The player does not necessarily have to have their armies commit.

– Human poisoning ritual: +2

– Human enslavement ritual: +1

– Humans to trees ritual: +1

– Golem Army: +1 (this army must be deployed using the Golem control rod. Turns out he has an army of golems in the basement)

– Goblins orb: +1 (if, at the end of the game, the player wielding this orb has their armies commit, their army gets +1 strength)

There is a location/sign titled “A windy cavern”. This is in an out-of-the-way place (the end of the really long corridor). This has a set of forms that have a check-box for either going to war or peace, and a field for what army is being represented. We need to tell people that they cannot fake being from another army unless they know otherwise. This ballot is not an in-game item and you cannot interact with it unless you know otherwise (only the wizard can do so.) The wizard can annotate it as follows:

Triangle: Wizard thinks this army is dangerous and should be killed. +1 on the “sue for peace” die roll

Circle: Wizard thinks the army is good and shouldn’t be killed. -1 on the “sue for peace” die roll

By default players have a 2/6 chance of successfully suing for peace.

GMs should periodically check the ballot box. When decisions are made, annotations like the following should be written up on the “Army board” in the main room, which has columns for “Army” and “Latest Status Report”

Nothing: “Idle”

War: “On the march”

Peace: “Scout has not yet returned”

Some characters have non-traditional deployments:

Wizard: “There is a stirring in the astral plane...” (this is just a trick he’s doing to make it seem like something is happening)

Demon: “There is a stirring in the astral plane...” (the demons aren’t going to show up until the end of the battle)

Cleric: Ogres remain Idle.

The demon can kill the scouts to stir up a bit of chaos. This will cause an army to appear as if it might have sued for peace (“Scout has not yet returned”), but it will go back to its previous state after 10 minutes or so.

For Minotaur: When Sphinx has been trapped. Notify sphinx that they cannot leave the maze until it is complete and that they have a -5CR until they exit.

The Battle

The humans are massing to invade the monster's territory. Onyx has called his greatest strategists together to assess the human forces and what forces the monsters can muster to counter them. At present, no monster armies have been deployed, but characters may deploy their army during the course of play. Once a player has committed their forces to the monster army, they are fully deployed and cannot be revoked unless you know otherwise. A player's death will not affect the status of their army's deployment.

The battle will all come down to the relative strength of the monster and human armies.

The monster army strength will be equal to the number of armies deployed (unless you know otherwise, all of the character's armies are of equal strength). There may be modifiers in the game that further strengthen either the monster or human armies and tip the balance of power. If you are uncertain whether a given item or event is significant enough to sway the final battle, ask a GM.

Onyx's scouts report that, like the monster army, the humans are discussing over exactly which forces to mobilize and where to mobilize them. They estimate that the humans can muster $3d4 + 3$ armies (3d4 is the sum of three rolls of a 4-sided dice). Like the monster armies, the exact deployments of the human army won't be known until all monster deployments are completed, but there may be scout reports who provide updates on the status of both the monster and human deployment.

If the humans and monsters deploy the same number of armies, a massive bloodshed will ensue with no clear victor. If the monsters deploy at least 2 more armies than the humans, the humans will be routed and the monsters will continue to push into the human territory. If the humans deploy at least 2 more than the monsters, the monsters will be crushed and their territories will be extremely vulnerable to the human invaders.

To commit your forces to the combined monster army, head to the end of the windy cavern. There you can connect with your messengers to send missives to your forces to deploy. These missives are not in-game items, but you can head down the windy cavern with other players if you wish to do so and show them the missive. **You cannot impersonate another army unless you know otherwise.**

The Sphinx is an individual and does not represent an army, but is powerful enough to count as an army in its own right. It does not have to choose to join the monster army until the battle has begun.

It is also possible to send a missive telling your forces to flee the monster's battle and seek asylum with the humans. You believe this can be done with some degree of secrecy. However, there is a one-in-three chance that the humans will interpret your maneuver as a hostile action and attempt to wipe your army out. There may be modifiers which improve your odds of successfully negotiating with the humans.

The Supreme Leader is the head general in charge of deploying the monster armies against the human incursion. An extremely talented leader may be able to improve the monster army strength.

Polymorph Potion

This greensheet describes the human polymorph mechanic.

Decking Instructions

If a ritual or ability requires you to "deck a hand of strength N", what you will do is use a deck of cards to perform the following algorithm.

Note: any task in this game that requires decking can only be attempted by one person at a time.

Algorithm

1. If you are starting from a full deck, shuffle your cards six times.
2. Deal out six cards.
3. Choose up to two cards to keep and discard the rest.
4. Deal your hand up to six.
5. Discard all cards in your hand and return to step 2. If there are fewer than 6 cards left in your deck, return to step 1 instead.

During steps 2 or 4, check your hand and see if you have a hand of **strength N or greater**, where hand strength is declared below. To over-emphasize dramatically, if a ritual calls for a hand of strength N, a hand of strength over N still works.

If you have the hand you need, you may end the algorithm and declare success.

Should you run out of cards without finding the hand you need, check the ritual to see if this counts as failing or if you may begin again.

Difficulty levels

Level	Hand
1	Pair
2	Two pair
3	Three of a kind
4	Flush (of five cards)
5	Straight (of five cards)
6	Full house

Riddles of the Sphinx

1 Riddles

You have selected these riddles to ask the creatures here! You have selected some to challenge while others are intended for a more relaxed experience. You, of course, are known for making up riddles on the spot. These riddles are not in order.

1. I appear once every “day”, twice each “year”, but thrice in “an era.” What am I?
2. A tall green hat sits atop my head, I’m always wearing my coat of red, I’m not always alone. What am I?
3. My presence is but once a day, my embrace is searing, my smile is beaming. What am I?
4. Dark is my skin, but of course I bleed red! Green daggers protect my sweet surprise. What am I?
5. What is the unique characteristic of the following words: coughing, thirsty, defiant?
6. Cut into me, write in me, use me for shelter, use me to calculate, burn me. What am I?
7. If you throw me from the window, I will leave a grieving wife. Bring me back, but in the door, and you’ll see someone giving life! What am I?
8. I rise before I am born, I shrink before I am gone. I am the greatest thing since the beginning of time! What am I?
9. Voiceless I cry, wingless I flutter. Toothless I bite, mouthless I mutter. What am I?
10. The wind blows my hat away, my dress is ever slipping. I often perch on a special throne made for me. At my liveliest you can see me fade! What am I?
11. I have street but no pavement. I have cities but no buildings. I have forests but no trees. I have rivers yet no water. What am I?
12. Only you can see me, examine me while you sleep, my hair stands up and deflects attacks to the prismatic egg with a flower inside! What am I?
13. What word can be written forward, backward, or upside down and can still be read from left to right?
14. I spend my life keeping pigs warm, I travel so much I usually need stitches, and I am forever searching for my long lost love. What am I?
15. I look at you, you look at me. I raise my right, you raise your left. What am I?
16. My owner can’t see me, though I protect the greatest treasure he or she possesses! Sometimes I wear a coat. Sometimes I wear a tail. Often I go naked. What am I?
17. What belongs to you but is something that others use more than you?
18. Twice ten are six of us. Six are but three of us, Nine are but four of us. Twelve are but six of us. Five are but four of us. Who are we?
19. Many have heard it, but nobody has ever seen it, and it will not speak back until spoken to. What is it?
20. When can you add two to eleven and get one as the correct answer?
21. Pronounced as one letter; written with three. Two letters are there and only two in me. I’m double; I’m single. I’m black, blue, and gray. I’m read from both ends and the same either way. What am I?
22. Can you name four days that start with the letter “T”?
23. One day Alice meets the Lion and the Unicorn in the Forest of Forgetfulness. She knows that the Lion lies on Sundays, Tuesdays, and Wednesdays but tells the truth on the other days of the week. The Unicorn, on the other hand, lies on Thursdays, Fridays, and Saturdays, but tells the truth on the other days of the week. Now they make the following statements to Alice: The Lion says, “Yesterday was one of my lying days.” The Unicorn says, “Yesterday was one of my lying days, too.” What day is it today?
24. Here are three answers: the first answer is Answer A. The second answer is Answer A or B. The third answer is Answer B

or C. There is only correct answer. Which is it?

25. Name a word in the Human English dictionary which has a silent “Z”.
26. I never was there, I am always to be. You have never seen me, nor will you. Nevertheless, I am the confidence of everyone. What am I?
27. Look at me. I can bring a smile to your face, a tear to your eye, or even a thought to your mind. But, I cannot be seen. What am I?

Directions

1. Ask as many riddles as possible during your time at this event.
2. Ask a riddle to each other creature at this event. Ten or more correct answers means that the monsters have won your vote!
(Add your own riddles to this list if you wish, these are only here to help if you get stuck.)

2 Answers

1. vowels
2. cherries
3. the sun
4. blackberries
5. they each have three letters that are in alphabetical sequence
6. log
7. the letter “N”
8. bread
9. the wind (from The Hobbit)
10. a candle
11. a map
12. the back of your eyelid
13. “NOON”
14. socks
15. a mirror
16. the back of your head
17. your name
18. letters
19. and echo
20. eleven o’clock. add two hours and it is one o’clock
21. “EYE”
22. Tuesday, Thursday, Today, Tomorrow
23. Today is Thursday because the lion’s statement can only be true on Thursdays and Mondays. The Unicorn shares no lying days with the lion so it must be lying.
24. the correct answer is the third answer. B or C is the only option that allows for only one of the three to be true.
25. rendezvous
26. the future
27. the past

End Game scenarios

1 End Game scenarios

2 The Dice Roll-skip if peace is chosen

1. 1. If the monsters lose the dice roll by more than 4: Your armies are crushed by the overwhelming forces of the humans. The end seems near for the monster species of Astyria.
2. 2. If the monsters lose the dice roll by 4 or less: Although they fought valiantly, your forces were defeated by the human army. It will be a long, bloody struggle to retain your existence.
3. 3. If the monsters tie with the dice roll: Your armies stalemate with the human army. The status quo is maintained. The future is yet to be seen if the monsters of Asyria will remain a powerful force in the world.
4. 4. If the monsters win the dice roll by 5 or less: After a long, bloody fight, your forces emerge victorious. You have successfully pushed back the human menace, and are ready to start the reconquest of human lands.
5. 5. If the monsters win the dice roll by 6 or more: Your forces sweep aside the human army in a tremendous victory. Already your forces have made great gains in their conquest of the human lands.

3 Rituals

1. 1. If no rituals are performed, nothing happens.
2. 2. If the kill ritual goes off: Massive amounts of humans start dying from an unknown cause.
3. 3. If the domination ritual goes off: A large number of humans shuffle off in a zombie like state towards the monster's territories. (If item 1. or 2. or peace in the previous section happens,) They are quickly found by human forces and return to normal. (If item 3. in the previous section happens,) Some eventually return home, but some are never seen again, rumored to be slaves in various monster kingdoms. (If item 4. or 5. in the previous section happens,) A short while later, there is a massive surge in the number of human slaves in the monster capital.
4. 4. If the tree ritual goes off: A large number of humans walk off into the nearest forest. Seemingly overnight, these forests double, triple, and even quadruple in size, even to the point where they start to encroach on human towns.

4 Supreme Leader-Only read if items 4. or 5. in the first section happen-don't read if peace happens

1. 1. If Onyx is the Supreme leader: Led by the massive, wise black dragon, the combined forces of the monsters work together to defeat the human army in a tactical display of brilliance.
2. 2. If Xavier is the Supreme leader: Led by the ancient lich, the monster army is bolstered by the re-animated corpses of their fallen enemies.
3. 3. If Ruby is the Supreme leader: Led by the vicious red dragon, the monster army's ferocity in the battle becomes legendary.
4. 4. If the vampire is the Supreme leader: Led by the Vampire, the monster army takes many human slaves during its drive into human territory
5. 5. If none of the above are true, don't read anything

5 If the God of War is summoned

1. 1. If item 1. or 2. in the first section happen: Although victorious, the human army, inspired by the blood lust of Groznak, turns on itself. Soon, the entire continent is embroiled in a bloody civil war between human nations.
2. 2. If item 3. or peace in the first section happen: Groznak's summoning inspires the armies to fight to the last man. At the end of the battle, not a single monster or human are left standing, and their respective nations soon turn on each other. The entire continent becomes awash in humans' and monsters' blood alike.
3. 3. If item 4. or 5. in the first section happen: Although victorious, the monster army, inspired by the blood lust of Groznak, turns on itself. Soon, the entire continent is embroiled in a bloody civil war amongst the monster nations.

6 Peace-skip if no one sues for peace

1. 0. If the God of War is summoned: Groznak declares that there can be no peace. Only war. All nations that sued for peace are awash in the entrails of their citizens.
2. 1. If all monster nations get peace: With the end of hostilities between humans and monsters, Astyria enters a golden age. Harmony, understanding, sympathy, and trust abound.
3. 2. If item 1. or 2. in the first section happens and the wizard lives: While the human armies triumph over the monster alliance, the monster nations that successfully sue for peace are welcomed by the humans. Trade flourishes, and both the peaceful monster nations and the humans improve their quality of life.
4. 3. If item 1. or 2. in the first section happens and the wizard dies: While the human armies triumph over the monster alliance, the monster nations that successfully sue for peace are at best treated coldly by the humans. Without a diplomat to vouch for them, tensions mount between the humans and the peaceful monster nations.
5. 4. If item 3. happens and the wizard lives: The monster nations that successfully sue for peace are welcomed by the humans. Trade flourishes, and both the peaceful monster nations and the humans improve their quality of life.
6. 5. If item 3. happens and the wizard dies: The monster nations that successfully sue for peace are at best treated coldly by the humans. Without a diplomat to vouch for them, tensions mount between the humans and the peaceful monster nations.
7. 6. If item 4. or 5. happens, the monster nations that sued for peace are considered traitors by the successful monster alliance. They are invaded in addition to the human lands.