

made for
Mote.





Tidal Heist

a game of magic, merfolk, and theft

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 3-5 players

 1-2 hours

Setting

Luminesce, the Tidal City

Luminesce is a prosperous and ancient city-state, chaotically configured atop an archipelago of small islands at the edge of the Empire of Fortune. Luminesce is home to glistening temples, mercantile treasures, crooked alleyways, and murky canals.

The low streets of Luminesce are often submerged under its unpredictable and powerful tides. Its most valuable treasures are always kept in the higher stories of its buildings.

The Plunderers of Atlantis

Luminesce is not just a city of merchants and adventurers - it is also a city of thieving opportunists. Many of its beautiful and unique treasures were originally plundered from the underwater kingdom of Atlantis, or lands even farther away. In its halls can be found the Ever-Open Eye of the prophet Suubha, stolen from Corallium; the Gilded Antlers of the Elk King, pilfered in the siege of Orith; and the Scepter of Slumber, lifted from The Depths Eternal.

But it is Omirri, the Soul of the Reef that your team has its eyes set on reclaiming.

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Setting

The Mission

You are a team of merfolk infiltrators, tidal wizards, and magical sea creatures who have come together for an important heist.

You must steal back Omirri, the Soul of the Reef. With every passing day, the Queen of Atlantis feels her power wane a little more. Should her magic ever falter, the natural water pressure of the oceanic depth would collapse upon Atlantis, destroying its beautiful and timeless architecture. Return Omirri to its rightful home in Atlantis, and your underwater kingdom will continue to flourish.

It is high tide.

Tonight, a high tide will flood the low streets of Luminesce for an hour or two - hopefully long enough to get inside the Grand Palace of Rue and then escape with the Soul of the Reef. You know that it's kept in a safe on the third floor, much higher than the tides will naturally reach. This heist will involve a combination of careful reconnaissance, clever wit, elemental magic, land-walking, safe-cracking, and a fast escape! There's very little time.

Luckily, your team of expert operatives is the best the ocean has to offer.

Characters

Each player chooses a character from the list below. If you have fewer than five players, omit the characters at the end of the list. For example, in a three player game, choose among Whips, Brine, and Mare.

Tip

One of the players can also act as a Facilitator, tasked with keeping the story moving forward and prompting discussion and action on an off-platform chat service like Discord.

If the player acting as Facilitator also wants to control a character, Whips is an excellent choice, as they like to hang back and relay information.

Whips

Psychic Octopus Mastermind

You tracked the tides, brought together the team, and planned this entire operation. Will your keen intellect and psychic powers help keep your crew safe as it traverses Luminetian ground?

Gifts

TELEPATHY

While submerged in saltwater, you and your teammates can all communicate with one another psychically. With great effort, you can even project your psychic voice into nearby Luminetian minds.

TIME WARP

Time passes more slowly for you, giving you extra time to hatch elaborate plans. How do you use this slow time to your advantage?



Note.



Brine

Merfolk Safe-Cracker

You were raised by thieves. Your siren mother would lure sailors off course and toward rocky inlets, where your father would breach their punctured hull and loot their precious cargo. They taught you how to be methodical, crafty, and nimble. The mechanists of Luminesce pride themselves in the construction of uncrackable safes. Can you crack one? Will you need to do so out of water?

Gifts

SAFE-CRACKING

Trained well by your parents, you are an expert in the arts of picking locks, disarming traps, and cracking safes.

EMERGENCY EJECT

In a moment of great danger, you can eject a burst of black ink, propelling yourself away from whatever threatens you and clouding the area.

Mare

Tidal Wizard

Child of Atlantean nobility, you were trained from birth in the magics of tidecraft. When you were young, you held Omirri in your hands and it shared with you its gifts. If the Soul of the Reef cannot be reclaimed, you will be among the last generation of tidal wizards. Can your magic change the tides of history? What are the limits of your power?

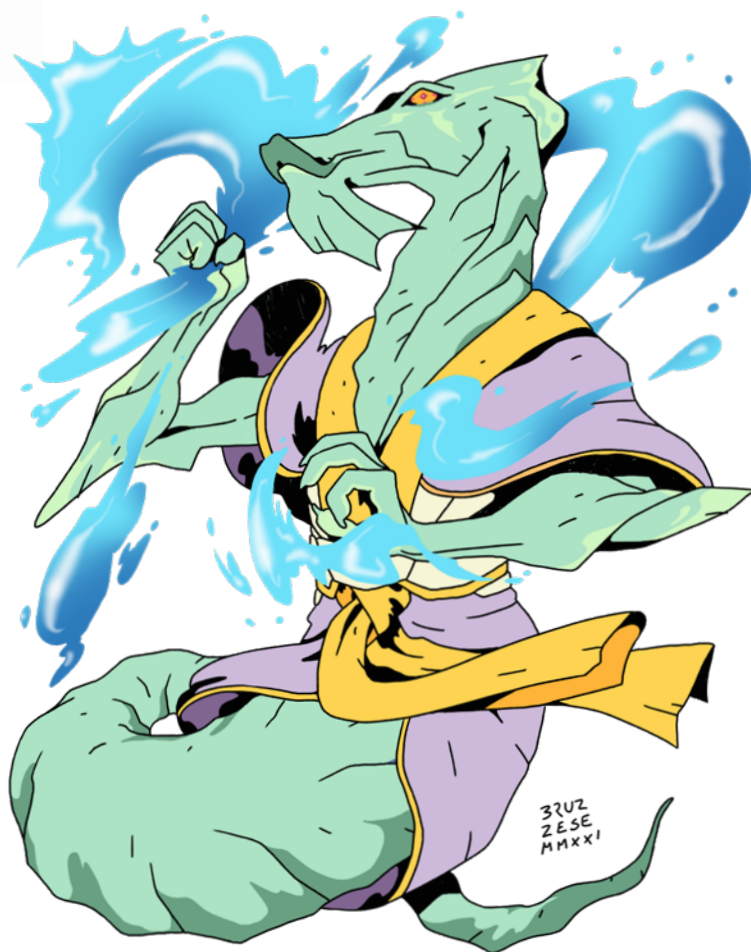
Gifts

TIDALKINESIS

You can manipulate where water settles and how quickly it flows. You can cause water to flow upwards, pool in strange places, and even float through the air in a bubble.

THE TERRIBLE STORM

You can influence the weather, conjuring up storm clouds and rainfall. With great effort, you can even call down lightning and a mighty deluge.



Flummox

Anglerfish Assassin

You are a nightmare of the oceanic depths, a sinister light emerging from the darkness in order to lead others astray. You hunt and kill in the name of Atlantis. How will you secure the palace halls without raising an alarm? Do you know when to stop?

Gifts

HYPNOTIC LURE

Your bioluminescent fin ray can dazzle and enchant, allowing you to mesmerize and draw in unsuspecting prey.

DEVOUR

You have a giant mouth lined with sharp fangs. You can crunch through bone or swallow things whole. Yikes!

Rofello

Luminetian Traitor

Luminesce is built from stolen land and plundered treasures! Its conquest of Atlantean waters is a matter of grave injustice, and you have forsaken your old allegiances. You are a human Luminetian, a lamp-lighter familiar with all the alleyways and architecture of Luminesce. How long have you been working with the Atlanteans? How much longer til you get caught?

Gifts

LAND-WALKING

You are a human. You have legs that can easily walk across dry land, and lungs that can easily breathe air. You can safely navigate the world above water.

SECRET PASSWORDS

You've overheard the Grand Palace guards whispering their secret passwords and insider lingo. You're confident that you could fool people into believing that you are one of them.

Mote.

Up next...
Playing the Story

Playing the Story

Mer-heist of the century

Tidal Heist plays out across a sequence of locations, each with its own challenges and intrigue. This sequence starts with The Murky Canals, and then proceeds through The Flooded Floor, Reaching Omirri, Recovering Omirri, and finally Returning To Atlantis.

In the beginning...

You and your plucky crew have already planned out your daring heist. Or, at least, you've got part of a plan. And we all know what happens to even the best-laid plans once the adventure begins...

Tips for telling:

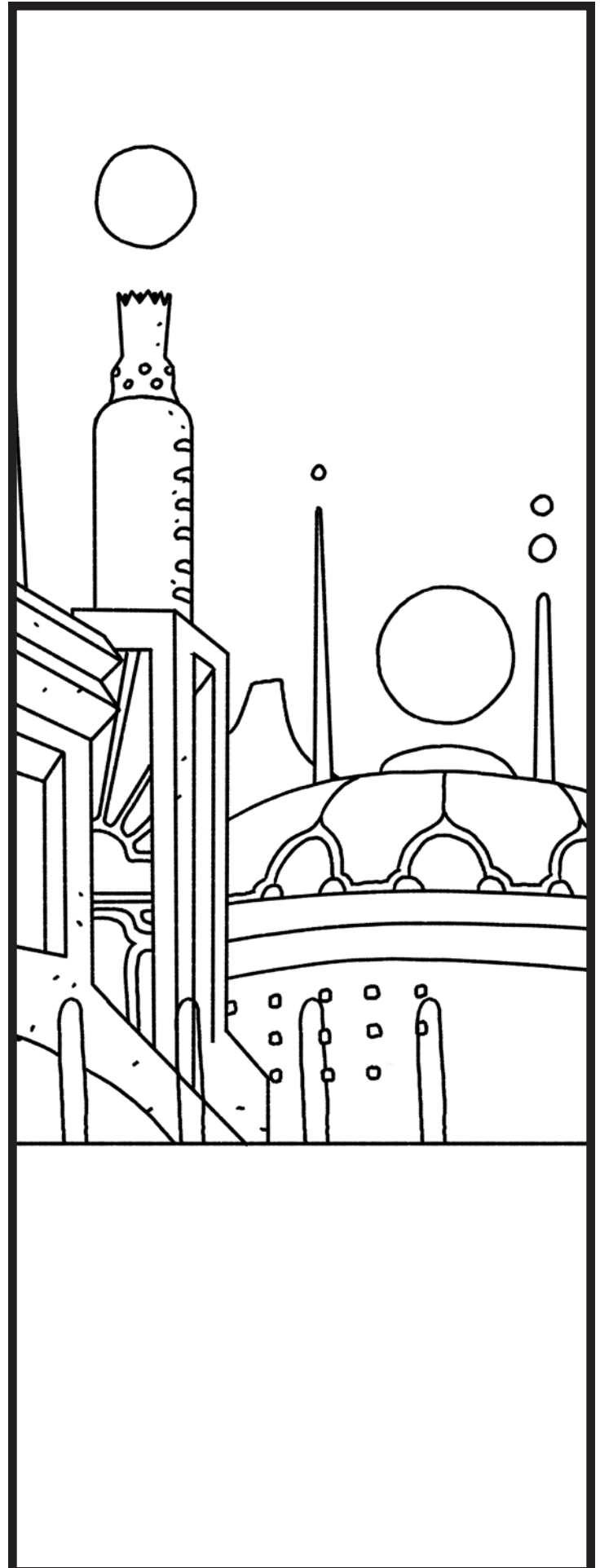
☾ What kind of problems or obstacles could arise as you traverse these hostile, dirty waters? Any player, and especially the facilitator, can and should introduce dangers and twists to the journey.

👁 Add details as you go, using emotes.

For example:

/a group of fishermen: cry out as they stab the water repeatedly with harpoons, trying to catch dinner
/the waste in the murky water: fills my gills with a burning feeling

🔑 Talk with your fellow players about how you'll solve the ultimate challenge of Tidal Heist: the Omirri is kept in a safe on the third floor, far higher than the floods will naturally reach. What will you do?





Playing the Story

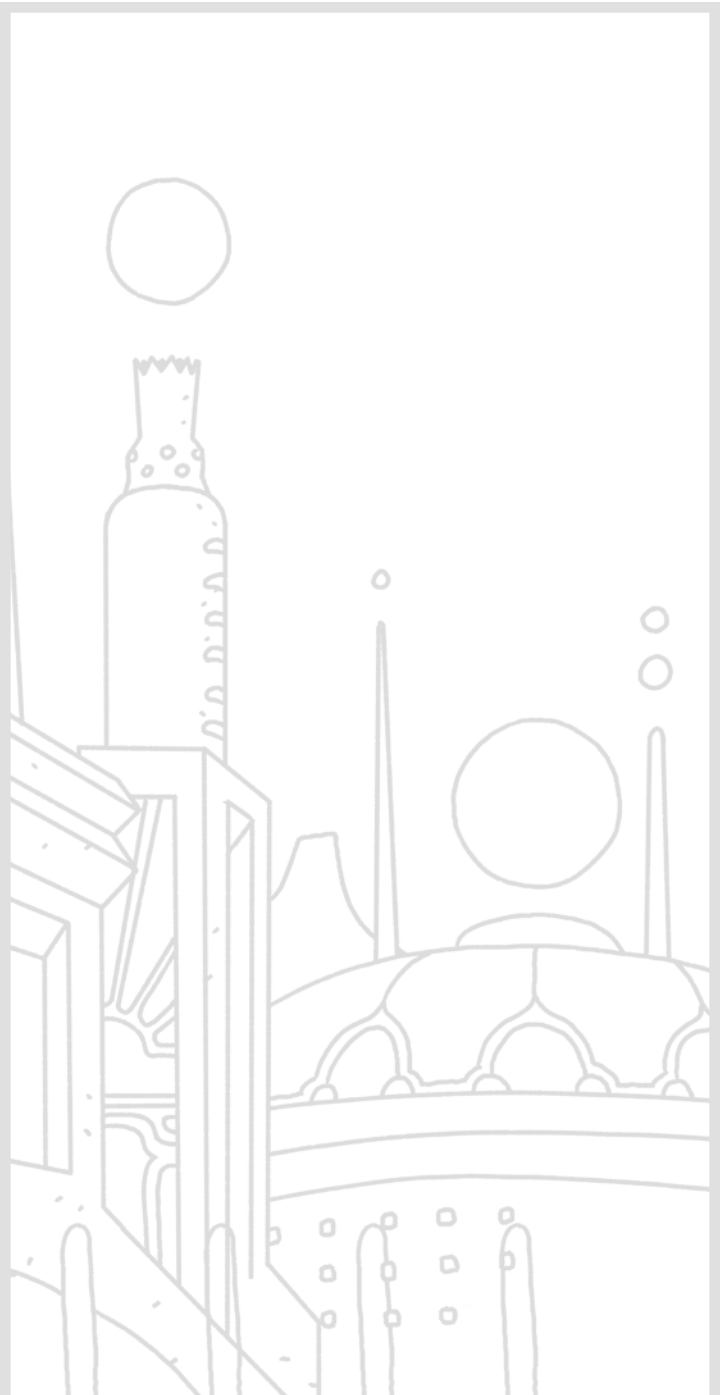
Chapter One: The Murky Canals

You begin the story in the murky canals that criss-cross Luminesce. The canals are grimy, winding, and busy. Gondoliers pilot their narrow boats along just above your head. Running along the canals are the cobblestone foot paths of the city, leading to bustling markets, resplendent palaces, and crowded apartments.

Ideas:

-  How do you avoid detection as you move through the canals?
-  Once you reach the Grand Palace of Rue, and the tides begin to rise, how do you break into the palace?

Perhaps you use a sewage access grate, flap your way in through a side window, or pick the lock of the front door once the floods rise high enough.



The Murky Canals

Playing the Story

Chapter Two: The Flooded Floor

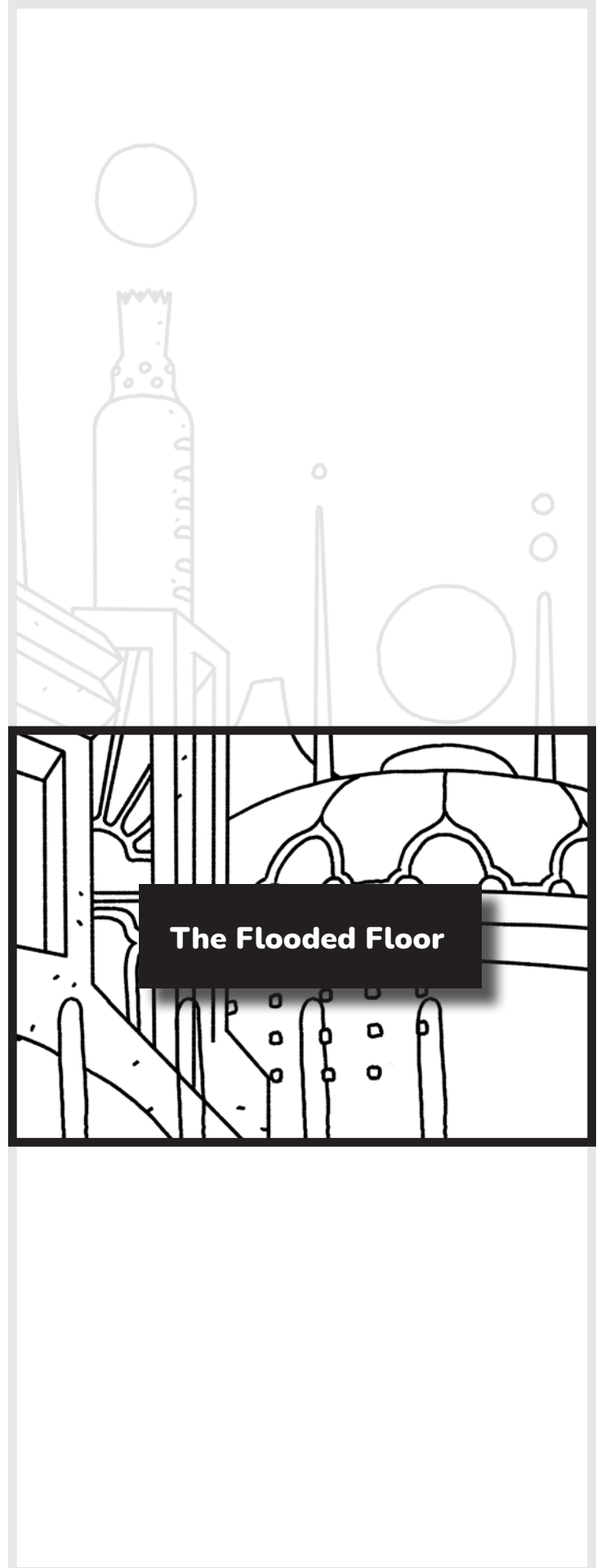
The floods rise high enough to partially flood the first floor of the Grand Palace of Rue. You can easily swim through its halls and into its rooms. Any humans you encounter will be wading through hip-deep water. The sconces still burn on the hallway walls, a few feet above the water line.

Ideas:

- 👁 Do you encounter guards or other passersby as you traverse the palace halls?
- 🌙 Where are you going, and how do you navigate?
- 🔑 Are you distracted by shiny valuables, or do you stay focused on the mission at hand?
- ★ Use custom emotes to build a sense of the palace atmosphere and scale.

For example:

/pillars: extend from the waterline into shadow, a hundred feet above
/(in gory detail) tile mosaics on the wall: depict the empire's centuries of piracy



Playing the Story

Chapter Three: Omirri

Reaching Omirri

The flooding partially fills the first floor, but Omirri is kept within a safe on the third floor. The crew must figure out a way to get to Omirri. This is an opportunity to come up with wild solutions to an impossible problem. Perhaps those solutions create new problems of their own, including raising the alarm or making the environment around you less stable.

Ideas:

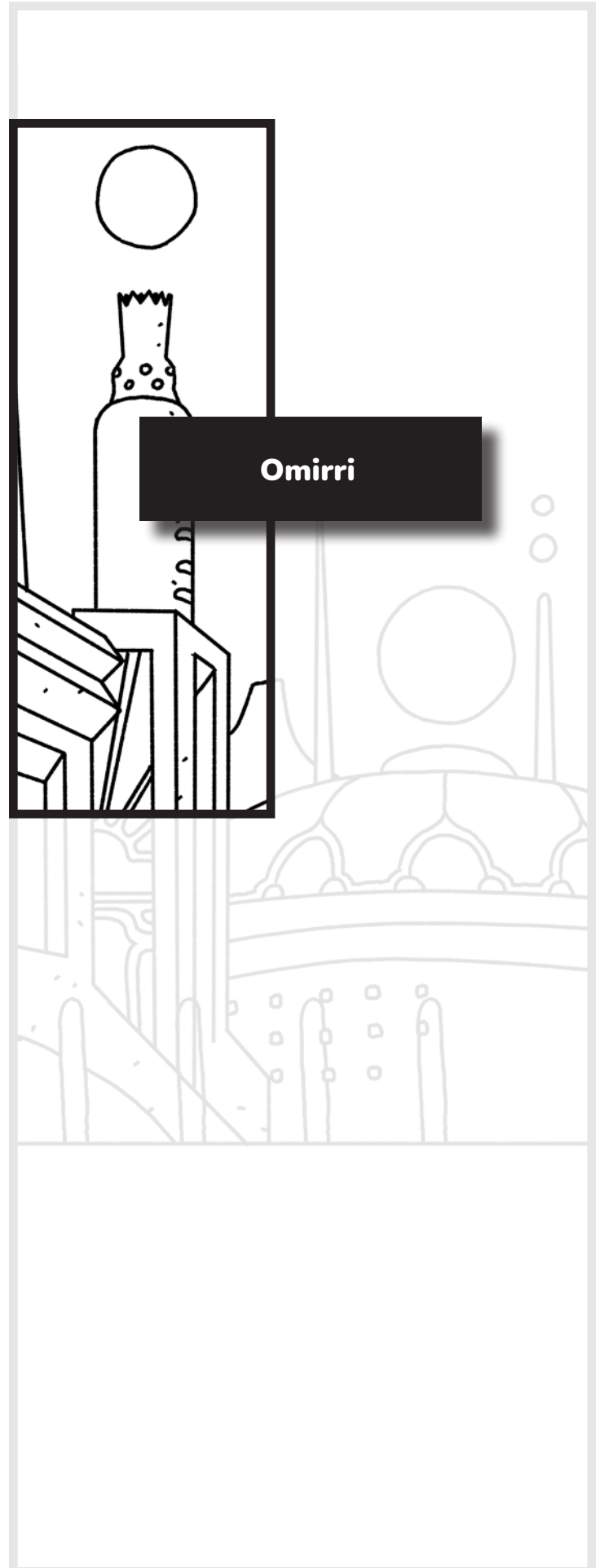
- ☾ Does Mare cause the tides to rise even higher?
- 🔑 Does Whips climb out of the water, holding their breath for several minutes?
- 👁 Does Flummox mesmerize a guard to do their bidding on dry land?

Extracting Omirri

Once you reach the area containing Omirri, you must extract it. Are you successful? What complications and obstacles do you face in reclaiming the magical artifact?

Tips:

- ☾ How is Omirri protected? Is it in a safe protected by runes? Or are there guards protecting it? Add tension and raise the stakes.
- 👁 What exactly is Omirri? A magical shell? A wand or staff? An orb of power? A person?



Playing the Story

Chapter Four: Return to Atlantis

Reaching Omirri

With Omirri successfully recovered, how does the story end? Do you escape Luminesce with guards in hot pursuit, or do you quietly slip out through the back canals?

Choose the perfect moment to end the story. It might be a wise-cracking zinger as you flee the palace, or a moment of quiet reflection as you look back on the gleaming city with the sun setting behind it, or a royal audience days later with the Queen of Atlantis. This is your story, so it's up to you.

Ideas:

- ☾ Will someone sacrifice themselves to make sure the Omirri is returned?
- 🔑 Will you all be caught and Atlantis collapses, ending 1,000 years of benevolent oceanic rule?
- 👁️ Or will you all escape unscathed having performed the perfect Tidal Heist?



The Escape!