

# *Plague Protocol of the Tides*

There is a pandemic afoot. Thus, this little two-part appendix – one about tabletop play, one about online play.

## The Tides – tabletop

**Generally:** Don't do this at all if infection levels are high. Maintain hygiene. Air the room to begin with, then take a break and air the room again right before you enter the Temple itself. Make sure the table is clean, and that you can sit with proper distance. DM, sanitize your hands before handing out papers.

- **Sanitizer**, keep a bottle on the table.
- **Exchange** of dice, papers etc. *Keep it to a minimum*, and never without sanitizing hands before and after.
- **Snacks and drinks** served individually. Common use platters, bowls and bottles are of the Beforetimes.

**Individual supplies:** Dice, post-its or masking tape, a black and a red pen. Exchange no objects between unclean hands.

**Warmup** – replace the status line with the following: You sit at the table. Players must challenge one of the others and briefly state why they are *better* than the other. The

challenged must deny it by briefly explaining why *they* are better. Then you stare balefully at each other for a moment and state your the value of your number in Menace. Whoever has the higher number is the best. Go until everyone has taken part in a contest. Keep it brief.

**Mechanics** – a few of the special mechanics of the game need to be handled a little differently.

- **Leadership** and the pirate coin. Instead of having the coin change hands, the DM keeps the character picture menu in public view, and (dramatically!) moves the coin from character to character on the menu when the leadership changes hands.
- **Dungeon map of the Temple.** Print enough copies (A4) that each player can have their own – though there is only one map in the fiction.
- **Playing cards** and flashback resources. People get a red card to begin with a kindness resource, and everyone should have a handful of post-its or stickers and one red and one black marker or pen. The DM handles the five black cards which are cruelty resources, as well as the coin. When *cruelty* is used on players, the victim must draw a black skull on a post-it and put it on themselves. *Kindness* is a red heart, placed on the recipient. *True strength* (from the Holy of Holies) is a half moon, *true weakness* is a star.

# The Tides – online

**Video meeting services:** The Temple of the Tides will certainly need a video meeting service with video, sound, text chat and file transfer.

- **Zoom** – at Fastaval we will use Zoom because you can do cool things with virtual backgrounds and the quality is good. Zoom does not support dice rolling (but see Dice).
- **Discord** – virtual backgrounds are impractical in Discord, but you can make do with changing nickname to denote character name and leadership.
- **Google Meet** – requires Chrome as browser in order to not be garbage, and the quality is a little less extravagant. However, you can get both virtual backgrounds and a diceroller with the Chrome extension Google Meet Dice Roller. (You need to restart the browser before it works.)
- **Roll20** – requires a lot of setup, but if you have the time, the energy and players who can know how to use it, go ahead.
- **Others** – adapt as needed.

**Video:** The most important thing is that you can see each other in video, in gallery view if possible. Using the pirate coin as background is the privilege of the leader. Ask people to change nicknames to their character names once they have been cast, and to use character backgrounds when they aren't the leader, if possible.

**Files:** As DM, use the scenario as two slightly differently named PDFs. Thus, you can switch between one that is open to where you are in the dungeon, and the other to the section Creatures. That is if you are not super old school, printing the whole scenario on paper.

The players will get four page character sheets, where the map of the temple is the last page. Thus, everyone always has the map handy, even though you aren't using roll20. Also, the character menu and the ghost instruction are separate PDFs, and the leader and character backgrounds are picture files.

Drop the menu in the chat when the players need to pick characters. Once people have chosen, drop the character sheets and backgrounds for the chosen characters in the chat, as well as the leader's background, for people to download (the characters are not THAT secret...)

**Individual supplies:** The players each need post-it's, broad masking tape or blank stickers. It is also a clear advantage if everyone has two screens or devices – one for the video chat and one for character sheets + maps.

**Dice:** 'Trust technology' is fine. You sit at home and roll your dice, and say what you have rolled. If you are more advanced than that, you can use an app/bot or the like to roll dice in the chat/service where everyone can see.

**Dungeon map:** As explained under files – the assumption is that everyone has the map attached to their character sheet. If you use roll20 or something like it, you can (also) handle the map in common.

**DM's notes:** You should keep track of some things on paper. Cultists, time and torches, the cruelty pool and who has used their kindness, as well as initiative and opponent hit points, all like being kept track of on paper.

**Warmup** – the status line is replaced with the following: Players must challenge one of the others by character name and briefly say why they are **better** than the other. The one challenged must deny it by briefly explaining why **they** are better. Then you stare balefully at each other for a moment and state the number value of your Menace skill. Whoever has the higher number is the better. Keep it brief, and going until everyone has taken part in a challenge. If there are only three of you and you use tech dice, you might roll for the conflicts and use it as a dice tutorial.

**Time:** With a few connection problems and a bit of lag, things take more time. Where the offline text gives three hours to crawl the dungeon, one hour for each phase of the tide, add fifteen minutes online in order to not make it too hard – then, each phase is about an hour and five minutes.

Insert a **break** about halfway, where you stop the real-time countdown. Take at least fifteen minutes, and ask your players to get up and move around, aside from doing the obvious break things. Long video meetings are physically taxing!

**Mechanics** – a couple of the special mechanics of the scenario need slightly different handling when playing online.

- **Leadership** and the pirate coin. The DM has the coin, and when the leadership changes hands, the DM holds up the coin in front of their webcam (close!) and reminds the players that whoever ends up as leader gets the coin sent in the mail, as well as how much **cruelty** remains (see below). When you are leader, you mark it by using a picture of the pirate coin instead of your character background.
- **Flashback resources.** Playing cards are a bit less useful when they cannot change hands. When **cruelty** is used on players, the victim must put a cross on a post-it and put it on themselves. **Kindness** is a heart, put on the recipient. **True strength** (from the Holy of Holies) is a half moon, **true weakness** is a star.