

	SETTING (underwater steampunk - alternative history where Nemo's Nautilus remained active for decades on, into the 1880s)			
	The industrial age started early as a means to compete between the very active colonial powers of the world. Regular use of the seas was difficult with Captain Nemo's amazing Nautilus being a thorn in the side of these powers. But one ship couldn't be everywhere, and so countries continued the expansion of sea travel/transport. While the Nautilus was still admired & feared, it disappeared for years but was replaced by technologically advanced pirate ship/submarines. Determined not to back down especially with thoughts that these advanced pirates must be funded by their enemy global powers, the high seas have become extremely dangerous. The most notable of pirates is Lord Dread, captain of the Dreadknot pirates, a ruthless group with incredibly advanced submersible ships that seem hell-bent on accumulating wealth, increasing his fleet's power and even adding the fabled Nautilus as his prized possession.			
	Spring, optics, steam, gunpowder and related mechanical technology has changed society rapidly. In reaction to this, so has the development & popularity of ritual and religious belief and related mystical powers. Related to this & the storm of mankind's impact on the inner seas, forces from deep within the oceans have arisen.			
	After several incidences, the occasional "mad" story of merpeople became confirmed. King Triton, leader of the merfolk, currently has a truce with global powers on land as they have no interest in overlapping these worlds (with the occasional dreamy and curious mermaid which act as ambassadors and sirens of the sea). The reasons for staying hidden so long is that the merfolk have powerful mystics that allow them to take human form when out of water (how handy for this party! ;-)). They have had no need to use the steampunk developments as they remain simple, happy & elegant folks that get all they need from the sea.			
	Atlantis and their Atlantean residents are still a myth. Rumors are that these people are more advanced humans that gave rise to the merfolk. Other rumors say that they are humanoid aliens with telekinetic powers which they use to live under the sea - keeping their land unreachable by those on land since merfolk can be their guradians... but who knows? There's no evidence of such people, but they do keep the intrigue of the sea alive and well.			
	As everyone knows, the Nautilus has been exploring the sea for decades, using advanced metals & technology to travel where none has gone before. Historians and collectors have helped carry word of Captain Nemo's adventures, as he has no love for the colonial powers on land, he longs to explore and learn more about the natural world and makes it his duty to help those in need. Rumors of Nemo's death in the 1860s were apparently greatly exaggerated, but there was no question that the Nautilus was larger, more powerful and advanced after his return (which seemed to coincide with Lord Dread's arrival in the world). Only a lucky few are allowed to be part of Nemo's crew, and only a couple have been allowed on board and off to report what they've found (academics).			
	At this time, a few chosen eclectic groups have received a mysterious invitation from Captain Nemo asking you to experience a one-time special tour of the Nautilus, receive gifts and a special announcement. And once on the Nautilus, our story continues...			
	LOGISTICS Plan to be at the Omaha Henry Doorly Zoo between 7 & 7:20pm and head through the guest services entrance and head directly toward the aquarium (walk straight ahead after the entrance & it's just left of the butterfly pavilion - past the jungle & <i>not</i> toward the giant glass desert dome). At the aquarium you'll check in, pay \$20 fee, get your character information and picture taken. Around 7:30pm the party will start in earnest with everyone in character. I will have mini notepads and pens available, but feel free to bring your own stylized version. Lastly, as far as staying in character - clearly we're at the zoo where there will be some zoo staff and likely other events around the zoo that night, so I recommend either ignoring them as you can or treating them as part of the Nautilus service crew. Lastly, since several of you are first-timers, here's the barebones of what to expect for my events: 1) Check-in: take some time for yourself to become acquainted with your character on paper, and learn what your character is supposed to know. 2) Perform: make your character's traits/position obvious to others as you interact with me and your fellow characters. Refer here for some help in etiquette. 3) Mingle: try to meet everyone at the party at least once (use your real first name, your character's last name) 4) Deduce: collect clues/information about others, collaborate, bribe, etc 5) Put it all together: You'll be given some notice, then will be asked to write down who you think committed the crime(s) of interest. 6) Climax: the story is revealed to everyone together (in character) 7) Epilogue: we'll go through some of the other answers, usually give awards to those with best answers, outfits, acting, etc, and say good-night by 11pm. A few will often meet up afterwards for food/drinks and to discuss what happened some more (some Halloween parties we can go crash afterwards :-)). Most important detail - have fun! You definitely shouldn't take yourself or anyone too seriously - it's a good excuse to meet good people, dress up, and play make-believe with others - something we don't do enough of! Please let me know if you cannot attend for any reason. The more notice I have, the more likely I can find a replacement for your character.			

	Story	Who knows?	Rumors
Squid	Everyone knows the story of Captain Nemo & the battle with the giant squid. But few know that the Nautilus sustained great damage that would have destroyed them all. Nemo worked to stop the internal flooding, and after saving the ship, found himself lost outside to the sea. Thinking his life was lost, fortune smiled upon him, and he was returned to the Nautilus and her crew.	Nemo, crew1, Anemone	
Squid [The Curse]	An ancient and powerful sea hag came across Nemo, and sealed with him a Faustian deal of saving his life, returning him to the Nautilus with many many more years of life if he would expose the existence of merfolk to the rest of the world. The curse was that he could never again walk on land. No returning to visit his home, his friends, family and loved ones. No weddings, funerals, etc. Happy to be alive, yet dejected at the cost - it took years for the full impact.	Nemo, Anemone	Nemo is inhuman. Made deal with devil. Can't leave the sea. Immortal.
Exposing merfolk	Restored and returned to the Nautilus, Nemo then led the crew to the kingdom of the merfolk. There the ship "accidentally" captured a mermaid inside its water tanks. Nemo moved her to one of their aquariums and invited ambassadors of the world (political, religious & academic) to see his finding and had revealed the merfolk to the human world! Shortly after the exhibition, the mermaid injured herself in order to escape. Though, as he would soon find out, King Triton was enraged as Nemo captured his first daughter, Adella, and had worked for many lifetimes to keep the merfolk hidden from mankind.	Nemo, merfolk, crew1, everyone?	
Number 1	While admired for his cunning, Nemo & Number 1 were near coming to blows. No.1 thought they should use the power of the Nautilus for more control over the seas. To create another Nautilus that he would captain and help ensure they were respected. Nemo, who had no love of the empires, did not want to rule, but rather to explore, collect and learn. The last Nemo and his crew saw of No.1 & Chief Tink was when they were dropped off for a temp leave.	Nemo, crew1	
Number 1 [sabotage]	Increasingly frustrated, No.1 pined to have the Nautilus to himself. He found a friend in Tink who was also frustrated with Nemo's willingness to still endure many forces on land, including religious leaders who called her work abhorrent. Once Tink had documented much of how the Nautilus worked, they both took an extended leave ashore after sabotaging the Nautilus so that it wouldn't take effect until far out to sea.	Dread, Tink	
Merfolk battle	After Nemo left No.1 & Tink, they soon encountered the merfolk, Triton's forces attacked the Nautilus in an epic battle which had the opposite consequence than the merfolk hoped for as Nemo drove the ship deeper into the merfolk kingdom in hopes of escaping. That was the last anyone had heard or seen of the Nautilus for many months. All thought the crew and shipped were destroyed, including the merfolk, though even they could not go that deep to investigate.	Nemo, merfolk, crew1, everyone?	
Discovering Atlantis	As the Nautilus sensors were abuzz and the crew needed air and to fix the great damage impacted by No.1 & the merfolk, Nemo took a chance and burst through a thin rock barrier into a deep cave and discovered the domain of the Atlanteans, a first for mankind. Nemo also discovered that he could walk on this land, deep below the seas without consequences regarding his curse. The crew spent many months learning about these new people and Nemo fell in love with an Atlantean princess, Princess Kidagakash "Kida" Nedakh. He decided to stay and live with her and her people. Not wanting his crew to be stuck, he named his helmsman, Kadorus, to replace him and take on the new title of Captain Nemo and try to look like him. They also incorporated Atlantean technology into the Nautilus. Specifically, a powerful crystal artifact as a power-regenerative source for the ship that made it indestructible.	Nemo, crew1 (-Tink & Dread), Puffer	Nemo looked younger, improved. Above the gods rule. New Nautilus was the moving marvel of the world.
Nautilus reborn	Once noticed back in the seas, the Nautilus was able to pass through the kingdom of merfolk freely as the altered ship was sensed as being blessed from the merfolk gods and the merfolk have been unwilling to attack the Nautilus since.	crew-, merfolk	
Lord Dread is born	When at port, Dread and a small group of mercenaries/thieves from ashore tried to take over the new Nautilus, but they were thwarted as Dread didn't know how this greatly altered ship worked and couldn't command the ship. So much had changed! In frustration, Dread broke a small piece of the main crystal shard and stole other treasures as he was forced from the Nautilus. Over the next several years, Dread become Lord Dread and used what he learned from the Nautilus & Tink to help construct his fleet, gather a sinister and effective crew and increase his power.	Dread, Tink, crew1	Secures Dread vs Nemo battle
Missing merfolk	Merfolk live for hundreds of years and while the mermen have military positions, the society is traditionally a matriarchy. But before they are considered to be adult members of the merfolk kingdom, each must make a pilgrimage as a test to explore a new part of the sea and return with evidence of a great deed (treasure, mystic power, kill a monster, etc). The last 12 to attempt this trip have yet to return, which is highly unusual and of grave concern to the merfolk kingdom. The merfolk didn't start going "missing" until after the Nautilus reappeared reborn.	merfolk	Nemo is responsible for missing merfolk
Missing merfolk, 2	Chancellor Chimaera has pushed for King Triton to go on the offensive and attack the humans, keep them away from the seas, increase merfolk numbers, etc. But after failed result with Nemo, Triton has been reluctant. After the merfolk start going missing, and soon to have one of his own daughters go on her pilgrimage, Triton becomes angry, frustrated and agrees to start preparing his military forces to attack the humans on the seas and coasts.	Chimaera, Triton	
Missing merfolk, 3	Chancellor Chimaera has a major case of xenophobia and fears the growing power of humans in the sea. He commands merguard Sashimi to capture the merfolk going on pilgrimage and, in secret, trades the merfolk to Lord Dread in exchange for human weapons. Lord Dread, unaware who this benefactor is, then has his right-hand Jawz sell the merfolk to wealthy buyers for huge profits.	Chimaera, Sashimi, Dread, Jawz	
Missing merfolk, 4	Duke Jabberjaw has procured several of his own merfolk slaves and keeps them in his dungeon for his own sexual and deviant purposes. He continues to push his merfolk fetish habit to the limits and several end up dead from his S&M exploits (all secret from his wife).	Jabberjaw, Jawz	
Missing merfolk, 5	Professor Delfin was given a dead merman to study from Duke Jabberjaw (story of "finding it"). He learned much about the biology and even of regenerative qualities of the merfolk that are stored in their fins. This regeneration is transferable to humans, but only at the cost of killing the merfolk (and they supposedly live for hundreds of years).	Delfin, Jabberjaw	
Investigating Nemo	Queen eMaRay was deeply troubled by the merfolk not returning from their pilgrimage. Soon one her daughters would be making the same journey and the Queen feared for her life. She started to frequent the mystic Anemone for consultation. Anemone convinced the Queen that Nemo would likely be the reason as this trouble didn't start until he came through. In fact, the mermaid, her eldest daughter, was initially caught by him and showed as a trophy to human leaders. To investigate, they plan to get a merfolk spy, Boto, on the Nautilus by having her appear human and use mystic power to be convincing as Nemo's daughter. The spell, while providing no evidence of it, would make all humans who hear her story of being Nemo's daughter, believe her. Boto stowed away on Nautilus...	eMaRay, Anemone, Boto	
Investigating Nemo, 2	The crew believed Boto and they made her a new crew member (helmsman). What they didn't know was Nemo was not the original Captain Nemo. So he believed she was the daughter of the original Nemo and honored him by keeping her aboard. In fact this later helped convince him of his want to have a family of his own. Due to the Nautilus' new protection, Boto wasn't able to communicate with Anemone or eMaRay and so would wait until the "gathering" to provide intel of: a) Nautilus is powered by mystical crystal shard that Nemo is very protective of, b) Nautilus is not involved with merfolk disappearance that she can tell (none were captured while she was aboard and no one spoke or knew of it). c) Night of the party, Nemo2 tells Boto that he is not her real father, along with his plans for her...	Boto, crew2, Nemo2	
Nemo romance	Nemo and Ariel have the beginnings of a romance. She angers her father, Triton, by venturing out to meet him time and again. Triton regrets ever introducing them! They continue their long-distance relationship, sometimes going a month or two without seeing each other (in fact, it has been the longest time apart now before tonight's event). Ariel is excited to see Nemo as their previous discussions of having a life together leads her to believe that he'll ask for Triton's blessing to their union in marriage. She's been on extra-good behavior during this long time apart - something Triton is happy about, though worried.	Triton, Ariel, Nemo2	
Nemo romance, 2	After Nemo and Ariel's last visit, and due to her suggestion of having a medic on board, the Nautilus finds a good medic on land with no ties (something most of the crew needs to be cohesive). The medic, Octopussy, seduces Nemo and then a couple weeks later tells him that she's pregnant. Completely distraught, as Ariel & Nemo had a great love, he is convinced by Octopussy that they should marry and raise a family.	Ariel, Octopussy, Nemo2, crew2	
Nemo romance, 3	Octopussy worked for Duke Jabberjaw as it was her job to keep his sex slaves alive. The Duke decided to include her in an experiment to see if a merman could impregnate a human (it would sure make getting more easier!). After the disturbing deed, it was a success (who knew it was possible?!), and fearing what would come of her child, she escaped and sought refuge at ports hoping to reach the fabled Nautilus in sanctuary.	Jabberjaw, Octopussy	
Nemo romance, 4	Lord Dread, always determined to get the Nautilus, captures Octopussy after hearing of her mission to reach the ship from Spex. He confronts her alone and gives her an amulet and tells her that when Nemo wears it, he will be greatly susceptible to her suggestion. Dread tells her, that for her own benefit (and for any family she has as Dread will kill her and them if she doesn't obey), she should seduce Nemo and convince him to retire and start a family. He warns her that he would know if she didn't obey as he has spies even on the Nautilus.	Dread, Octopussy, Spex	
Nemo's heir & party plot	Nemo2 wants to retire, marry his true love, Ariel, and raise a family. His life has been far from ordinary and he longs for it, for the first time. He has made many friends and enemies in his and the original Nemo's travels. Too many unanswered questions to hand things over to a new heir without a clean slate. He has chosen a few candidates as Nemo3, but schemes the best way to choose is to see if they can solve a murder mystery with many enemies nearby. Nemo2 chooses Boto as the victim. She is Nemo1's illegitimate daughter, and while unqualified to take command, could be an undeniable choice as heir. Nemo2 approached Boto and told her that he was not her father as he is not the original Nemo. Out of guilt as it was clear to Boto that Nemo2 had nothing to do with the missing merfolk, she came clean to him who she was. She agreed to his scheme. He would invite many who may be guilty of the missing merfolk, state that he had an announcement, that he needed to reconcile with friends and enemies with gifts. He'd welcome all, self-introduce, and give a tour. Nemo2 would then announce his intentions to reconcile differences with those there, with words, actions and gifts. End of tour he has get drinks & snacks and gives Boto a special drink that contains a poison that kills the consumer, but then recover after all signs of being dead (think Romeo & Juliet). He then announces that he intends to marry, and pass the Nautilus to his daughter, Boto. There is cheer, drink and lots of congratulations, mingling, "please get to know your future Captain". Several congratulate her, shake hands, hug, kiss, etc (lots of exchanges with folks which could convey guilt later on)... Nemo2 starts to announce names of main suspect characters (-top 8). When done and starts talking about gifts, he is interrupted by Boto excusing herself, then passing out and dying on the floor. He goes to her and Octopussy says to get her to her quarters - Boto is carried away by Nemo2, Octopussy, Orco, Beaker & eMaRay. In the other room, Octopussy announces her as being dead. Nemo2 returns and says that everything has changed (though he doesn't seem overly distraught) and that there will be no reconciling until the case is solved. Great reward to the person(s) who identify the culprit, and great punishment to the guilty party.		
2nd death	After 10-20 mins, and ignoring the requests to study the body, he finally concedes and checks the body in his personal chamber where he finds Boto in new position, with lots of blood and this time very dead! Nemo2 is now enraged, the "innocent" girl was really killed by someone there! NO ONE WILL LEAVE UNTIL SOLVED! All weapons confiscated - everyone searched by Porpoise, emptied into box, etc. Noticeable change in Nemo2's mood.		
plot reveals	Nemo2 loudly accuses Lord Dread by revealing Dread to be a former crew member. Later Professor Delfin announces that Boto was mermaid, couldn't be Nemo's daughter. Octopussy cuts herself (?) and Delfin finds merfolk-hybrid impact on her blood.		

