

## GM Notes:

This is a random collection of notes for PRAWN 3. It does not explain how to run a PRAWN game or the combat mechanics. Those are in PRAWN 1 and readily available there.

### *Special Thanks*

Thanks to Josh Rachlin and Chad Bergeron who ran PRAWN 3 at Intercon G and also sent me revisions and suggestions. Thanks to all the players of PRAWN 3 at Intercon G.

### *Setup:*

You will need:

- **Many pieces of flotsam.** They are listed as parts in the packet stuffing list below. There are 142 points worth of parts stuffed into character packets. You should have about 20-30 more points worth of flotsam available to throw into the pool as needed (and as stashes).
- **Hit Points.** We use gummy bracelets now instead of keychains. There are 148 hit points in the game.
- **Bottles of alcohol.** We suggest those plastic “airline” bottles filled with potable water.

You may wish to have:

- **Food.** You don’t need food, and there are no scheduled feedings, but it never hurts to have a few pieces you can throw into the pool if things go slow.
- **Inflatables.** Having inflatables around will let people rest while staying in the pool.
- **Plastic Grocery Bags.** Since players will have to carry props, like parts, around with them, give them grocery bags to hold stuff with.

### *Packet Stuffing*

Every player gets:

- Their character sheet
- The PRAWN 3 Player Hand Out.

In additions, Members of Parliament (MPs) and those listed as “Gets Parliament sheet” get the Parliament Hand Out. That’s 11 Parliament sheets.

| Character          | HP | Parts           | Notes                                  |
|--------------------|----|-----------------|--|
| Pietr Braincoral   | 7  | 7 points worth  | Starts with alcohol. MP                |
| Brassy’s Fish      | 9  | 0 points worth  |  |
| Lady Snootberry    | 7  | 15 points worth |  |
| Sir Archfiend      | 7  | 13 points worth | MP                                     |
| Les Poissons       | 7  | 9 points worth  | Gets Parliament sheet                  |
| Die Fische         | 7  | 11 points worth | Gets Parliament sheet                  |
| Queen Fishtoria    | 7  | 15 points worth | Gets Parliament sheet                  |
| Ian Dunross-Fish   | 7  | 4 points worth  | MP                                     |
| Gregory Gravel     | 9  | 3 points worth  |  |
| Urchin             | 7  | 3 points worth  |  |
| Bottlenose         | 9  | 1 point worth   |  |
| Menerva Lamprey    | 7  | 5 points worth  | Starts with the silver brick (uranium) |
| Charlotte Danfish  | 7  | 5 points worth  | Starts with alcohol                    |
| Archfishop Swimmer | 7  | 9 points worth  | MP                                     |
| Fishop Scaryface   | 7  | 7 points worth  | MP                                     |
| The Watchfish      | 9  | 3 points worth  | MP                                     |

|                          |   |                 |                                |
|--------------------------|---|-----------------|--------------------------------|
| Hans Bert Moebius        | 7 | 3 points worth  |                                |
| Prince Lutefisk          | 7 | 15 points worth | Gets Parliament sheet          |
| Lady Kelpfish            | 7 | 7 points worth  | All her parts should be green. |
| Barbelthroat Carpetshark | 7 | 7 points worth  | MP. Starts with alcohol.       |

## ***Timeline***

Unlike PRAWNS 1 and 2, there are few scheduled and unscheduled events. Instead, most of the plot is internal to the players. There are no feedings and no scheduled times for hands to remove fish from the pool. However, there are a few timed events.

Because this game does not have a break in the middle like previous games, be generous and allow your players to leave the pool to use the facilities. Also, if players are starting to suffer from hyperthermia, they may dry off and keep playing outside the pool. If needed, just declare the entire room part of the Thames and that players do not need to be in the pool if they don't want to.

**The Wedding:** This is scheduled for 50 minutes into game; however, it may run early. It needs to run by 1 hour, and if it doesn't then have the vote for PM happen at that time and hold the wedding whenever.

**Voting for PM:** This should be held directly after the wedding, or as late as 1:10 into the game.

**Parliament:** Directly after the vote. Again, if not by 1:20, then start it and rush it.

0:45: (that's 45 minutes into the game) Brassy's Fish handout 1

1:30: Brassy's Fish handout 2

## **Random Events (Feeding/Fishing/Flotsam)**

**Fishing:** If things are really boring, put a piece of food into the pool tied to a string. Whoever tries to take the food is caught and the rest of the fish need to devise a way to keep that fish from being pulled from the Thames and eaten.

**Feeding:** Always good for a laugh. Toss a few pieces of food into the Thames and stand back and watch the frenzy.

**Flotsam:** Every once in a while, toss a piece of flotsam into the Thames.

## ***Notes***

**How to vote for PM** It's a simple plurality. Call out the candidates and have players hold up hands. No cheating. Whoever has the most hands wins. If there is a tie, have a tiebreaking vote. Brassy's Fish do not get a vote. Female fish *do* get a vote, as do foreigners, but may not run for Parliament.

**Lady Kelpfish's Bocor gift.** It is designed so she can be a backup mage if Danfish cannot find a third to stop the Fishop of Puddles, or if Snootberry dies before the ritual is completed. If it doesn't become relevant, you can always give her a special power at some point when she needs it, and if you forget, and she asks during game wrap say that it was wrapped into the chip that was put in her head and that for all other fish, the chip would have just made them loyal to Dunross-Fish and not given them special abilities.

**Lady Kelpfish's Handout:** She gets this when she gets the chip in her head.

**Anyone else getting chipped:** Tell them: You now have an SPL chip in your head. You must now obey Ian Dunross-Fish. Not only that, you can neither think nor speak ill of him, no matter what. Example: "oh, you have proof that Dunross-Fish did something to my brain? Why that wonderful fish. I am so glad he decided to do this, and I'm sure he did it for my best interests."

**Anyone becoming a Brassy's Fish:** Gets the Additional Brassy's Fish handout. Have 3 or 4 handouts ready, just in case.

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