
History and Structure of Atlantican Society

History of the War:

The war with Pacifica began several generations ago. No one remembers why Pacifica attacked on that fateful day, but the aftermath is well remembered. Thousands of Atlanticans have died in the war. While the balance of power has tipped back and forth over the decades, the two kingdoms seem fairly evenly matched. Although Atlantica has appealed to India for aid, India has remained resolutely neutral in the conflict. Relatively recently, Atlantica has won a string of strategic victories. From this position of power, King Triton has chosen to extend the olive branch to Pacifica.

King Triton opened negotiation talks with the Pacificans nine years ago. Negotiations have been rocky. In the first eight years, several cease fires were issued and broken, and despite every effort, no meaningful progress was made in that time. However, in the past two years or so, Princess Adriana has joined her father in negotiations and it seems that progress is finally being made. King Triton has invited a delegation of Pacificans to attend this year's Neptune Ball to sign the treaty that has been half a year in the making.

History of the Royal Family:

King Triton is the current ruler of Atlantica. He has ruled for almost 35 years and it is generally accepted that he is a good and benevolent king despite the terrible misfortunes that have defined his rule.

His reign began in blood, when his father, King Posieden, and his entire family except his little brother, Osiris, were killed by Pacifican assassins. It is still a mystery how the strike force got into the palace. Triton took up The Trident, and rallied the kingdom to repel the ensuing invasion.

King Triton took a wife soon after assuming the throne. Queen Athena was beautiful, gracious, and well loved by the people. They had 2 beautiful children. Princess Adriana, the younger daughter, has recently blossomed into a persuasive diplomat. The older Princess was named Ariel; Ariel spent almost all of her time with the Explorer's Guild and often neglected her royal duties.

However, all is not well in Atlantica's royal family. Prince Osiris has become paranoid and delusional as the years have gone by. He publicly and loudly claims all kinds of conspiracies are afoot. Twenty one years ago, Queen Athena was kidnapped and killed by Pacifican assassins. Princess Ariel ran away from her royal duties and married a human prince. The whole affair was hushed up by the royal family, so little is known about how she managed it. But, since Triton dissolved the The Magican's Guild almost immediately after, rumor has it that she used magic to become human. In the years since these tragedies, he has become reclusive, erratic, and whispers are surfacing that he may no longer be fit to be King.

Religion:

Most Atlanticans subscribe to the Church of the Tides. The church worships the moon for it's power to control the tides. The church preaches love, forgiveness, and the salvation of the weak. It is believed that your soul will be reincarnated again and again until you live a life pure enough to earn you a place among the stars. The care of your eternal soul is particularly important, because there are spirits that dwell in the center of the earth, who if given the opportunity, would imprison your soul for eternity.

The Church of the Tides believes that some individuals are cursed by the moon to be shape shifters (merfolk who can change between merfolk, human, and sharks), forever without a true form or identity. Shape shifters are unable to control their transformations, and when they do transform, are a menace to everyone. The priests of the church have therefore taken it upon themselves to protect the citizens of Atlantica from shape shifters, hunting them down wherever they appear to terrorize an innocent community.

Guilds:

The economy and government of Atlantica center around the guilds. As far back as anyone can remember, Atlantica has had four guilds that provide a division of tasks to help Atlantica run smoothly. They each elect 1 official for a 2 year term that make up a council that advises the King. Members of the royal family may belong to guilds but may not be elected to the council (they are not barred from holding high ranks in the Guilds, and the representative to the council is not necessarily the most powerful Guild Member). The guilds are:

- **Explorer's Guild:** Composed of explorers, cartographers, archaeologists, historians, librarians etc. They handle the acquiring and storing of data (of all kinds) for Atlantica.
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- **Guardian's Guild:** In charge of the military of Atlantica. Their most prestigious role is to guard the royal family.
- **Magician's Guild:** Formally dissolved 14 years ago. Used to be a voice for Atlantica's magicians to ensure that magic was being employed for Atlantica's best interest and not being exploited.

Despite the dissolution of the Guild, Sebastian retains his position as the court Magician. Triton has tasked Sebastian with strictly regulating magic in Atlantica, and Sebastian takes his job very seriously. Sebastian has an aggressive program that requires all magicians to register in a national registry, and submit all intended projects for review. As one of the most powerful magicians in Atlantica, even before the dissolution of the Magician's Guild, none wish to incur his wrath. However, there are unconfirmed rumors that a few, very powerful, magicians refused to register. If they exist, they are considered criminals.

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The Neptune Ball: The attendee list for the King's private party includes:

- The Europa representative, Queen Ariel. It has been 14 years since Ariel forsook Atlantis, so there is great speculation as to why she has chosen to attend this year.
- The Pacifican representative, Prince Jared and a small delegation of diplomats.
- The Explorer's Guild representative, Hermes.
- The Merchant's Guild representative, Morvyn.
- The Guardian's Guild representative, General Gladius.

The Explorer's Guild

As a member of the Explorer's Guild, you have access to certain information and supplies that are not readily available to the general populace of Atlantica.

History:

The Explorers Guild has a rich history of adventure and bringing wealth into Atlantis. The mission of the Guild is to explore and document uncharted areas of the sea, find and collect valuable flora and fauna, and bring back any sunken treasure or undersea wealth that they can lay their hands on.

Current members of the Explorers Guild have access to the Explorers Guild supplies, which are useful for a variety of medicinal and construction purposes. They also have access to the Guild archives, where the records of the Guilds activity are stored.

High Ranking Officials:

Head of the Guild: Osiris

Representative to the Council of Advisors: Hermes

Betrayal:

If any member of the guild suspects another member of betraying the ideals and mission of the guild, they can submit a formal accusation. An independent investigation will be conducted by the guild over the next few weeks, and the judicial review board will make final ruling within a month. During the investigation, the accused is still considered a full member, and retains access to guild supplies and information.

Current Members:

- Osiris (Head of Guild)
- Hermes
- Adriana

Former Members:

- Ariel
- Triton

The Treaty:

As a member of the Explorers Guild, you are interested in having the treaty accomplish several things.

The most important is procuring the Falkland Plain. As a large, uncharted area of the ocean that has been rumored to contain great wealth, the Guild is eager to explore it, find the treasure within, and complete their knowledge of the oceanic region surrounding Atlantica. The region is clearly within Atlantan borders anyway. **In the absence of new information, if the treaty does not include Atlantica gaining control of the Falkland Plain, then you should highly consider vetoing the treaty.** If control cannot be established, making it a demilitarized zone is at least preferable to having Pacifica gain control of it.

The Guild would also be pushing for open borders, as it would give them a much wider range of area to operate in, for further exploration and understanding of the sea. Given a recent budget crisis, the Guild is also interested in the influx in cash that reparations would represent for Atlantica.

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The Treaty: In order to ratify the treaty, the head of the Pacifican delegation must sign it. Jared is currently in charge of the delegation and is considered Pacifica's primary representative. Should the unthinkable happen, it is important that everyone in the delegation understand the chain of command. Caspian can sign in Jared's place, should Jared be dead, but then Caspian will have the unenviable task of returning to Pacifica and explaining to Queen Venus why her son is dead. Should both Jared and Caspian be dead, technically Desara has the authority to sign a treaty, but at the point where the crown prince of Pacifica, and one of your country's most prominent diplomats, is dead, you should be *very* wary of signing so much as a ceasefire with Atlantica.

The Royal Family: Queen Venus is a wise and just ruler. The Queen always listens to the will of the people and advocates for their interests, and so is much beloved in Pacifica. She is not without fault, though, as she can often be covetous of wealth and wrathful in the face of insult. In one of her worse moods, the Queen demanded a token of respect be retrieved from Atlantica by the visiting delegation. Anyone who has worked directly with the Queen knows that painful punishment awaits those that do not fulfill her whims.

The former King Marcus was also beloved by the people, but was unfortunately a bit too hands on with his forays into the enemy field, and was killed years ago. In his place, Prince Jared has stepped up to fill his father's role. Jared commands border patrols and leads small skirmishes regularly, as well as acts as a general in more major battles. Jared is also quickly becoming an accomplished diplomat, and as such has been entrusted with the delicate Neptune Ball political situation. he is much beloved by his mother, Queen Venus, though she can be just as harsh on Jared as any of her other subjects.

Current Life in Pacifica: While far from peaceful, life in Pacifica is at least free and governed fairly. The war is thought of as a necessary evil, one which the people strive to take their minds off of with many festivals and religious ceremonies. Waltz is a popular pastime, and is partaken of by commoners and nobles alike.

- **Religion:** Pacificans worship the power of the squid, who are the incarnations of ancient Gods upon this land. Primary among these is the Kraken, whose crushing power represents the most ancient of Gods, and whose very passage consecrates the waters through which it passed. The humans, who hunt the squid, are your mortal foes for this very reason. The Kraken has only been sighted by merfolk half a dozen times, and the Falkland Plain is holy water, because it is the last place that the Kraken was sighted. On December 13th, 21 years ago, Julius Montague awoke to behold the Kraken as it swam above him, across the Falkland Plain. Despite near continual monitoring ever since (at great risk given that the Falkland Plain is on the border with Atlantica), the Kraken has not been seen again.

- **Polio:** Polio is the disease that threatens the very existence of Pacifica. The symptoms are flu-like at first, but quickly escalate into life-threatening territory. Even worse, if you survive the initial symptoms, you are permanently crippled, forever short of breath and have skin mottled by boils. It also reduces fertility, a condition that can be easily passed to your children. The disease has reached epidemic proportions, especially among the poor, and shows no sign of stopping.
- **The Black Market:** It is well known in Pacifica that there is a merchild smuggling ring of great influence. The ring smuggles children into and out of Pacifica, selling them to the families that can no longer concieve, either because of Polio or for other reasons. Queen Venus nominally opposes such criminal activity, but as their main focus is on stealing merchildren from outside of Pacifica, efforts to stamp them out have been half-hearted at best.
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Goals: Find an item marked "valuable" to bring back for your Queen.

The Assassin's Guild

As a member of The Assassin's Guild, there are a few things you know. In no particular order, these are:

- The Assassin's Guild is located in the icy waters of The Bering Strait.
- Children are often kidnapped and brought to the school to be trained from very early ages.
- All members of the Guild bear a tattoo on their left bicep, marking them.
- All members of the guild are highly trained in combat and subterfuge. Expect them to be excellent fighters and capable spies.
- The Assassin's Guild does not train magicians.

The Assassin's Guild Intentions:

Only the highest officials actually knows the full plans of the Assassin's Guild. They have fingers in many plots, and pull many strings. They are heavily involved in Pacifican politics. They do not overtly oppose the Queen, but there is certainly no guarantee that their ultimate goal is not at odds with the Queen's. The guild has also tried to infiltrate Atlantica. It is not known, even to most members of the guild, whether they were successful or not.

Missions and Guild Obligations:

The Assassin's Guild is not a club you can come and go from at will. Once you have been inducted, you owe your life to the guild and are obligated to carry out every mission assigned to you, without drawing suspicion to the Guild. On particularly dangerous missions, members are supplied with a suicide pill, should it become necessary. In very rare circumstances, the Guild may release someone from their obligation, but even once released from active duty, a member is never allowed to reveal Guild secrets on pain of death.

Should you discover that a Guild member has betrayed the Guild or abandoned their mission, it becomes your mission to remove this security risk. You should consider this on par with whichever mission you are currently serving for the Guild.

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- The Guardian's Guild representative, General Gladius.

History and Structure of European Society

The Royal Family:

The royal family of Europa is small. King Eric rules Europa, with his wife, Queen Ariel at his side. Ariel is from Atlantica. Much of the country was shocked to learn that communication between the nations was even possible, never mind the idea that Atlantica might be friendly, given ongoing altercations with Pacifica. Europa has not yet adopted Ariel as their Queen, despite her having lived among them for 14 years.

Eric's father was lost in a storm, 21 years ago. A regent ruled until Eric came of age, and then peaceably transferred power to the new King. Eric's brother was killed, 14 years ago, during an attack on the palace.

Religion:

The human kingdom of Europa practices a religion that worships the sun. The Sun God brings life to all things on the land. The summer solstice is the most sacred day of the year, and the midsummer festivals are elaborate and expensive. There is no greater omen than to be married under the noon-day sun on a clear day.

Humans fear the ocean, and its dark depths, for they conceal the mighty kraken. The kraken is hated by all and expeditions often set out to kill the beast. Only some of them return. It is believed that the storm that killed Eric's father was summoned by the kraken itself. Only a devil storm could have bested that crew and left no survivors.

Everyday life in Europa:

Life in Europa is simple. Europa is at peace with its neighbors, and so much of its populace is farmers. A few brave souls are fishermen, or mariners, but for the most part, the citizens of Europa prefer to stay on land and give thanks to the Sun God for his bounty.

Magic is extremely rare in Europa. There is very little magic to be found anywhere on land. Magicians are therefore regarded with some suspicion. They are not necessarily outcasts though, and a few, like Merlin, have become prominent advisors to rulers.

14 years ago, Polio was a big problem in Europa. It has devastated much of several previous generations. When you were last in Europa, people were desperately scrambling for a cure. You don't know if they succeeded in finding one.

Relationship with Atlantica:

Europa has slowly been building a tenuous relationship with Atlantica. Over the past couple of years, informal discussions have begun to occur between the two nations, led by Queen Ariel. Many people are hopeful that Atlantica could become a lucrative, new trading partner.

Pacifica: Europa has a much less amicable relationship with Pacifica. The merfolk of Pacifica attack European ships on sight, and the concept of trade talks is laughable. No one really knows for sure why Pacifica is so aggressive, but it may have something to do with the kraken.

The Guardian's Guild

As a member of the Guardians Guild, you are charged with the protection of Atlantica and all of its citizens.

History

The Guardians Guild has a rich and noble history. The guild has been the protector of Atlantica as far back as the records go. What began with a loose alliance of town militias has grown into one of the best organized and farthest reaching militaries under or above the ocean.

The Guild trains bodyguards for high ranking officials as well as managing the day to day of the war. Generals consult with King Triton and launch assaults against Pacifica, and so far, Atlantica is winning the war, although at a terrible cost. The Pacificans are devious and untrustworthy, but superior tactics and strategy have so far led to several key victories.

High Ranking Officials

Head of the Guild: Kratos

Representative to the Council of Advisors: General Gladius

The Treaty

As a member of the Guardians Guild, you are interested in having the treaty accomplish several things.

The two most important things to the Guardians Guild are the issues of the prisoners of war and the threat that “peace” poses to your nation. The Guild does not trust Pacifica. Without proof of their trustworthiness, you cannot in good conscience agree to more than a ceasefire. **In the absence of new information to prove their trustworthiness, or especially if the treaty includes a military alliance between Atlantica and Pacifica, then you should highly consider vetoing the treaty.** However, several important Atlantican officials have been captured, including the head of the Guardian's Guild, Kratos, and the continued success of the Guild's military ventures depends in significant part to their safe return. **In the absence of new information, if the treaty doesn't contain an exchange of Prisoners between Atlantica and Pacifica, then you should highly consider vetoing the treaty.**

The Guild is also against open borders, for similar reasons. There's no discernible benefit to Atlantica, and the additional security required would require time and funding that the Guardians Guild doesn't currently have.

A Brief History of Pacifica

You are a citizen of Pacifica, and therefore know much about the history of Pacifica, but little about the strange realm of Atlantica where you now find yourself.

History of the War: The war with Atlantica began several generations ago. No one remembers why Atlantica attacked on that fateful day, but the aftermath is well remembered. Thousands of Pacificans have died in the war. While the balance of power has tipped back and forth over the decades, the two kingdoms seem fairly evenly matched. Pacifica reached out to India in hopes of tipping the balance of power, but they have remained stubbornly neutral. Recently however, Pacifica has consolidated its forces for an inevitable, crushing counterattack while suffering minimal losses. It is from this position of power that Queen Venus has chosen to parlay with the Atlantican royal family.

King Triton has sought negotiations since a decade ago, but negotiations have always been rocky. Several cease fires have been issued and broken, and despite every effort, no treaty has materialized. Though hopes for this treaty are similarly slim, King Triton has invited a delegation of Pacificans to attend this year's Neptune Ball to sign the treaty that has been half a year in the making.

The Treaty: In order to ratify the treaty, the head of the Pacifican delegation must sign it. Jared is currently in charge of the delegation and is considered Pacifica's primary representative. Should the unthinkable happen, it is important that everyone in the delegation understand the chain of command. Caspian can sign in Jared's place, should Jared be dead, but then Caspian will have the unenviable task of returning to Pacifica and explaining to Queen Venus why her son is dead. Should both Jared and Caspian be dead, technically Desara has the authority to sign a treaty, but at the point where the crown prince of Pacifica, and one of your country's most prominent diplomats, is dead, you should be *very* wary of signing so much as a ceasefire with Atlantica.

The Royal Family: Queen Venus is a wise and just ruler. The Queen always listens to the will of the people and advocates for their interests, and so is much beloved in Pacifica. She is not without fault, though, as she can often be covetous of wealth and wrathful in the face of insult. In one of her worse moods, the Queen demanded a token of respect be retrieved from Atlantica by the visiting delegation. Anyone who has worked directly with the Queen knows that painful punishment awaits those that do not fulfill her whims.

The former King Marcus was also beloved by the people, but was unfortunately a bit too hands on with his forays into the enemy field, and was killed years ago. In his place, Prince Jared has stepped up to fill his father's role. Jared commands border patrols and leads small skirmishes regularly, as well as acts as a general in more major battles. Jared is also quickly becoming an accomplished diplomat, and as such has been entrusted with the delicate Neptune Ball political situation. he is much beloved by his mother, Queen Venus, though she can be just as harsh on Jared as any of her other subjects.

Current Life in Pacifica: While far from peaceful, life in Pacifica is at least free and governed fairly. The war is thought of as a necessary evil, one which the people strive to take their minds off of with many festivals and religious ceremonies. Waltz is a popular pastime, and is partaken of by commoners and nobles alike.

- **Religion:** Pacificans worship the power of the squid, who are the incarnations of ancient Gods upon this land. Primary among these is the Kraken, whose crushing power represents the most ancient of Gods, and whose very passage consecrates the waters through which it passed. The humans, who hunt the squid, are your mortal foes for this very reason. The Kraken has only been sighted by merfolk half a dozen times, and the Falkland Plain is holy water, because it is the last place that the Kraken was sighted. On December 13th, 21 years ago, Julius Montague awoke to behold the Kraken as it swam above him, across the Falkland Plain. Despite near continual monitoring ever since (at great risk given that the Falkland Plain is on the border with Atlantica), the Kraken has not been seen again.

- **Polio:** Polio is the disease that threatens the very existence of Pacifica. The symptoms are flu-like at first, but quickly escalate into life-threatening territory. Even worse, if you survive the initial symptoms, you are permanently crippled, forever short of breath and have skin mottled by boils. It also reduces fertility, a condition that can be easily passed to your children. The disease has reached epidemic proportions, especially among the poor, and shows no sign of stopping.
- **The Black Market:** It is well known in Pacifica that there is a merchild smuggling ring of great influence. The ring smuggles children into and out of Pacifica, selling them to the families that can no longer conceive, either because of Polio or for other reasons. Queen Venus nominally opposes such criminal activity, but as their main focus is on stealing merchildren from outside of Pacifica, efforts to stamp them out have been half-hearted at best.
- **The Assassin's Guild:** The Assassin's Guild is an extremely influential force in Pacifica. In generations past, the Assassin's Guild openly sold the skills of assassins, but in recent years, have cleaned up their act, and pursue only legitimate means in a purely open manner. The Queen has publicly pardoned the organization after an extensive audit, and has welcomed them back into the larger political discourse.
- **Magic:** Magic is free and celebrated in Pacifica, and is often employed to improve the lives of its citizens. Magicians are also often employed to supplement the armed forces and protect important figures.

Magic is not so free in Atlantica, and you have been warned repeatedly that revealing the identity of a magician in your party could compromise the safety of the magician in question, the whole diplomatic contingent, and even the possibility of signing a treaty tonight.

Despite the strict control of magic in Atlantica, tarot is still widely practiced. While readers are fairly rare in Pacifica, they are common in Atlantica, and many people take advantage of the foretelling abilities of the tarot.

Goals: Find an item marked "valuable" to bring back for your Queen.

History and Structure of Atlantican Society

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King Triton is the current ruler of Atlantica. He has ruled for almost 35 years and it is generally accepted that he is a good and benevolent king despite the terrible misfortunes that have defined his rule.

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The Assassin's Guild

As a member of The Assassin's Guild, there are a few things you know. In no particular order, these are:

- The Assassin's Guild is located in the icy waters of The Bering Strait.
- Children are often kidnapped and brought to the school to be trained from very early ages.
- All members of the Guild bear a tattoo on their left bicep, marking them.
- All members of the guild are highly trained in combat and subterfuge. Expect them to be excellent fighters and capable spies.
- The Assassin's Guild does not train magicians.

The Assassin's Guild Intentions:

Only the highest officials actually knows the full plans of the Assassin's Guild. They have fingers in many plots, and pull many strings. They are heavily involved in Pacifican politics. They do not overtly oppose the Queen, but there is certainly no guarantee that their ultimate goal is not at odds with the Queen's. The guild has also tried to infiltrate Atlantica. It is not known, even to most members of the guild, whether they were successful or not.

Missions and Guild Obligations:

The Assassin's Guild is not a club you can come and go from at will. Once you have been inducted, you owe your life to the guild and are obligated to carry out every mission assigned to you, without drawing suspicion to the Guild. On particularly dangerous missions, members are supplied with a suicide pill, should it become necessary. In very rare circumstances, the Guild may release someone from their obligation, but even once released from active duty, a member is never allowed to reveal Guild secrets on pain of death.

Should you discover that a Guild member has betrayed the Guild or abandoned their mission, it becomes your mission to remove this security risk. You should consider this on par with whichever mission you are currently serving for the Guild.

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The Merchant's Guild

As a member of the Merchants Guild, you are charged with safeguarding the economy of Atlantica and representing the common worker.

History

The Merchants Guild protects the economic interests of Atlantica, and represents traders, artisans, economists and many other sectors of the Atlantican economy. In the recent negotiations with Pacifica, the Merchants Guild has played a very prominent role. The guild has many demands and a large stake in the treaty. In fact, all of Atlantica has a larger stake than they know. Economists predict that Atlanticas economy will collapse within a decade if the war expenditures arent curbed.

High Ranking Officials

Head of the Guild: Nautilus – Nautilus is away on unexpected, urgent personal business and could not attend tonights ball.
Representative to the Council of Advisors: Morvyn

The Treaty

As a member of the Merchants Guild, you are interested in having the treaty accomplish several things.

Primarily, you would like to see peace between your two nations. The war has been a constant drain on the nations coffers, and the fear in the populace has damaged the economy. Peace would also offer many new trade opportunities, which would be the only way to reverse the damage inflicted by such a prolonged war. **In the absence of new information, if the treaty doesnt include peace with Pacifica, then you should highly consider vetoing the treaty.**

The Guild is also looking to receive reparations for the Pacificans aggression and the economic damage Atlantica has sustained. The war is essentially the fault of the Pacificans, and because of this, the Guild feels that receiving compensation to help speed along recovery is a valid demand. The Guild would further like open borders, as this would foster trade and begin to repair the massive damage the war has done to the economy.

History and Structure of Atlantican Society

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The Explorer's Guild

As a member of the Explorer's Guild, you have access to certain information and supplies that are not readily available to the general populace of Atlantica.

History:

The Explorers Guild has a rich history of adventure and bringing wealth into Atlantis. The mission of the Guild is to explore and document uncharted areas of the sea, find and collect valuable flora and fauna, and bring back any sunken treasure or undersea wealth that they can lay their hands on.

Current members of the Explorers Guild have access to the Explorers Guild supplies, which are useful for a variety of medicinal and construction purposes. They also have access to the Guild archives, where the records of the Guilds activity are stored.

High Ranking Officials:

Head of the Guild: Osiris

Representative to the Council of Advisors: Hermes

Betrayal:

If any member of the guild suspects another member of betraying the ideals and mission of the guild, they can submit a formal accusation. An independent investigation will be conducted by the guild over the next few weeks, and the judicial review board will make final ruling within a month. During the investigation, the accused is still considered a full member, and retains access to guild supplies and information.

Current Members:

- Osiris (Head of Guild)
- Hermes
- Adriana

Former Members:

- Ariel
- Triton

The Treaty:

As a member of the Explorers Guild, you are interested in having the treaty accomplish several things.

The most important is procuring the Falkland Plain. As a large, uncharted area of the ocean that has been rumored to contain great wealth, the Guild is eager to explore it, find the treasure within, and complete their knowledge of the oceanic region surrounding Atlantica. The region is clearly within Atlantican borders anyway. **In the absence of new information, if the treaty does not include Atlantica gaining control of the Falkland Plain, then you should highly consider vetoing the treaty.** If control cannot be established, making it a demilitarized zone is at least preferable to having Pacifica gain control of it.

The Guild would is also pushing for open borders, as it would give them a much wider range of area to operate in, for further exploration and understanding of the sea. Given a recent budget crisis, the Guild is also interested in the influx in cash that reparations would represent for Atlantica.

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The Magician's Guild

As a member of the Magician's Guild, you are part of a powerful cabal of magicians. The guild spans Atlantica and Pacifica, and has a long and storied history.

History:

The Magician's Guild began in Atlantica 300 years ago. At that time, Atlantica and Pacifica were friendly with each other, and so the guild soon expanded to incorporate magicians in both oceans. Information and spells flowed freely between the branches of the guild, and both countries profited from the exchange. For many years, the Magician's Guild worked closely with the Church of the Tides to hunt down shape shifters since some spells can be used to disrupt a shape shifter's transformation.

When relations between the countries soured, the Magician's Guild kept up friendly contact for some time, although the exchange of information was somewhat more limited. When King Triton disbanded the Magician's Guild in Atlantica, the Atlantan magicians either went to ground or fled to Pacifica. Only Sebastian, the King's trusted advisor, stood his ground. In the years since, Sebastian has persuaded Triton to relax the ban on magic. Registered magicians may now formally practice under Sebastian's strict watch. Even more, Sebastian has secretly revived the Magician's Guild, and the guild operates in the shadows even now.

Sebastian is currently the head of the Magician's Guild in Atlantica.

Secrecy:

Since magic is strictly regulated in Atlantica, it is imperative that all members of the Magician's Guild practice the utmost secrecy. Unregistered magicians are still sometimes put to death in Atlantica, and any breach in confidentiality risks exposing the entire Atlantan branch of the guild.

Betrayal:

If any member of the guild suspects another member of betraying the ideals, mission or secrecy of the guild, they can submit a formal accusation. An independent investigation will be conducted by the guild over the next few weeks, and the judicial review board will make final ruling within a month. During the investigation, the accused is considered to be on probation, and will have restricted access to guild resources. *(No in game effect.)*

Induction:

New magicians appear with some frequency in both Pacifica and Atlantica. Inducting these magicians into the guild is a high priority, both as a matter of solidarity, and as a matter of safety, as the sealing magic of the ritual stabilizes their power. While many magicians realize their power while they are young, this is not always the case. Magicians have been documented discovering their powers as late as age 50, though these occurrences are exceedingly rare.

Two current members of the Magician's Guild may induct a promising candidate through the Guild's ancient rites of induction. Eligible candidates will have an α score of 2. Magicians of level 2 and higher have a "Sense Magic" ability which allows them to determine the α score of a person.

First Find the guild crest - it has been removed from the main guild hall, but is likely still somewhere in the castle.

Second Both inducting members must spend 1 minute together tracing over the runic circle inscribed on the ground in front of the crest with Runic Chalk (999). You should explain the workings of the circle to the inductee for future inductions. The magical symbol resembles a six pointed star.

Third All three participants should observe a moment of silence for one minute as the magical energy filters through the inductee and the magical symbol.

Fourth one of the current members should swear in the inductee with a call and response swearing them to secrecy and to uphold the ideals and traditions of the guild. You will need to read the oath out of the Book (999)m which is actually a secret magical tome (though you'll actually be making up the oath).

Fifth Take a greensheet and an ability card from under the guild crest and give it to the new inductee - they are now an active member.

The new member is inducted as a level-1 magician. Tell them to decrease their β score to 0.

Note: This ritual can be conducted with just a single member of the Guild, but this may have post-game consequences for not upholding tradition. This variant of the ritual should be used with caution.

Spells and Potions: The spells and potions a magician can use are based on their level. Spells are represented as ability cards and are used as instant abilities. All potions follow a standard brewing strategy (see "Spells and Potions"). Potions have distinctive colors and can be recognized by magicians by their color (Lay people don't know what color the different potions are). Potions are represented as consumables that can be obtained at the cauldrons where they are brewed.

Potions can be administered in 2 ways. A willing or helpless target can drink the potion, in which case, the person administering the potion should hand over the potion consumable to the target. An ignorant target can also be injected with a potion. The person administering the potion must successfully stick a sticker on the target without being caught in the act by the target or anyone else. (Stickers can be acquired at the cauldrons.) The person who is attempting to administer a potion should then find a GM, explain who the potion is targeting, and hand over the potion. The GM will handle the rest.

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- Sebastian - Head of the Atlantican branch of the guild.
- Pearl - A powerful Atlantican magician.
- Valerie - A high ranking member of the Pacifican branch of the guild.

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Guilds:

The economy and government of Atlantica center around the guilds. As far back as anyone can remember, Atlantica has had four guilds that provide a division of tasks to help Atlantica run smoothly. They each elect 1 official for a 2 year term that make up a council that advises the King. Members of the royal family may belong to guilds but may not be elected to the council (they are not barred from holding high ranks in the Guilds, and the representative to the council is not necessarily the most powerful Guild Member). The guilds are:

- **Explorer's Guild:** Composed of explorers, cartographers, archaeologists, historians, librarians etc. They handle the acquiring and storing of data (of all kinds) for Atlantica.
- **Merchant's Guild:** Composed of traders, economists etc. They claim that despite the recent lull in the war, Atlantica is still on the brink of economic collapse.
- **Guardian's Guild:** In charge of the military of Atlantica. Their most prestigious role is to guard the royal family.
- **Magician's Guild:** Formally dissolved 14 years ago. Used to be a voice for Atlantica's magicians to ensure that magic was being employed for Atlantica's best interest and not being exploited.

Despite the dissolution of the Guild, Sebastian retains his position as the court Magician. Triton has tasked Sebastian with strictly regulating magic in Atlantica, and Sebastian takes his job very seriously. Sebastian has an aggressive program that requires all magicians to register in a national registry, and submit all intended projects for review. As one of the most powerful magicians in Atlantica, even before the dissolution of the Magician's Guild, none wish to incur his wrath. However, there are unconfirmed rumors that a few, very powerful, magicians refused to register. If they exist, they are considered criminals.

A note about tarot readings: Tarot readings, despite their mystical origins, are not considered magic and are therefore not subject to the same regulations. Tarot readings are common in Atlantica, and readers are often highly respected members of society.

The Neptune Ball: The attendee list for the King's private party includes:

- The Europa representative, Queen Ariel. It has been 14 years since Ariel forsook Atlantis, so there is great speculation as to why she has chosen to attend this year.
- The Pacifican representative, Prince Jared and a small delegation of diplomats.
- The Explorer's Guild representative, Hermes.
- The Merchant's Guild representative, Morvyn.
- The Guardian's Guild representative, General Gladius.

A Brief History of Pacifica

You are a citizen of Pacifica, and therefore know much about the history of Pacifica, but little about the strange realm of Atlantica where you now find yourself.

History of the War: The war with Atlantica began several generations ago. No one remembers why Atlantica attacked on that fateful day, but the aftermath is well remembered. Thousands of Pacificans have died in the war. While the balance of power has tipped back and forth over the decades, the two kingdoms seem fairly evenly matched. Pacifica reached out to India in hopes of tipping the balance of power, but they have remained stubbornly neutral. Recently however, Pacifica has consolidated its forces for an inevitable, crushing counterattack while suffering minimal losses. It is from this position of power that Queen Venus has chosen to parlay with the Atlantican royal family.

King Triton has sought negotiations since a decade ago, but negotiations have always been rocky. Several cease fires have been issued and broken, and despite every effort, no treaty has materialized. Though hopes for this treaty are similarly slim, King Triton has invited a delegation of Pacificans to attend this year's Neptune Ball to sign the treaty that has been half a year in the making.

The Treaty: In order to ratify the treaty, the head of the Pacifican delegation must sign it. Jared is currently in charge of the delegation and is considered Pacifica's primary representative. Should the unthinkable happen, it is important that everyone in the delegation understand the chain of command. Caspian can sign in Jared's place, should Jared be dead, but then Caspian will have the unenviable task of returning to Pacifica and explaining to Queen Venus why her son is dead. Should both Jared and Caspian be dead, technically Desara has the authority to sign a treaty, but at the point where the crown prince of Pacifica, and one of your country's most prominent diplomats, is dead, you should be *very* wary of signing so much as a ceasefire with Atlantica.

The Royal Family: Queen Venus is a wise and just ruler. The Queen always listens to the will of the people and advocates for their interests, and so is much beloved in Pacifica. She is not without fault, though, as she can often be covetous of wealth and wrathful in the face of insult. In one of her worse moods, the Queen demanded a token of respect be retrieved from Atlantica by the visiting delegation. Anyone who has worked directly with the Queen knows that painful punishment awaits those that do not fulfill her whims.

The former King Marcus was also beloved by the people, but was unfortunately a bit too hands on with his forays into the enemy field, and was killed years ago. In his place, Prince Jared has stepped up to fill his father's role. Jared commands border patrols and leads small skirmishes regularly, as well as acts as a general in more major battles. Jared is also quickly becoming an accomplished diplomat, and as such has been entrusted with the delicate Neptune Ball political situation. he is much beloved by his mother, Queen Venus, though she can be just as harsh on Jared as any of her other subjects.

Current Life in Pacifica: While far from peaceful, life in Pacifica is at least free and governed fairly. The war is thought of as a necessary evil, one which the people strive to take their minds off of with many festivals and religious ceremonies. Waltz is a popular pastime, and is partaken of by commoners and nobles alike.

- **Religion:** Pacificans worship the power of the squid, who are the incarnations of ancient Gods upon this land. Primary among these is the Kraken, whose crushing power represents the most ancient of Gods, and whose very passage consecrates the waters through which it passed. The humans, who hunt the squid, are your mortal foes for this very reason. The Kraken has only been sighted by merfolk half a dozen times, and the Falkland Plain is holy water, because it is the last place that the Kraken was sighted. On December 13th, 21 years ago, Julius Montague awoke to behold the Kraken as it swam above him, across the Falkland Plain. Despite near continual monitoring ever since (at great risk given that the Falkland Plain is on the border with Atlantica), the Kraken has not been seen again.

- **Polio:** Polio is the disease that threatens the very existence of Pacifica. The symptoms are flu-like at first, but quickly escalate into life-threatening territory. Even worse, if you survive the initial symptoms, you are permanently crippled, forever short of breath and have skin mottled by boils. It also reduces fertility, a condition that can be easily passed to your children. The disease has reached epidemic proportions, especially among the poor, and shows no sign of stopping.
- **The Black Market:** It is well known in Pacifica that there is a merchild smuggling ring of great influence. The ring smuggles children into and out of Pacifica, selling them to the families that can no longer concieve, either because of Polio or for other reasons. Queen Venus nominally opposes such criminal activity, but as their main focus is on stealing merchildren from outside of Pacifica, efforts to stamp them out have been half-hearted at best.
- **The Assassin's Guild:** The Assassin's Guild is an extremely influential force in Pacifica. In generations past, the Assassin's Guild openly sold the skills of assassins, but in recent years, have cleaned up their act, and pursue only legitimate means in a purely open manner. The Queen has publicly pardoned the organization after an extensive audit, and has welcomed them back into the larger political discourse.
- **Magic:** Magic is free and celebrated in Pacifica, and is often employed to improve the lives of its citizens. Magicians are also often employed to supplement the armed forces and protect important figures.

Magic is not so free in Atlantica, and you have been warned repeatedly that revealing the identity of a magician in your party could compromise the safety of the magician in question, the whole diplomatic contingent, and even the possibility of signing a treaty tonight.

Despite the strict control of magic in Atlantica, tarot is still widely practiced. While readers are fairly rare in Pacifica, they are common in Atlantica, and many people take advantage of the foretelling abilities of the tarot.

Goals: Find an item marked "valuable" to bring back for your Queen.

The Magician's Guild

As a member of the Magician's Guild, you are part of a powerful cabal of magicians. The guild spans Atlantica and Pacifica, and has a long and storied history.

History:

The Magician's Guild began in Atlantica 300 years ago. At that time, Atlantica and Pacifica were friendly with each other, and so the guild soon expanded to incorporate magicians in both oceans. Information and spells flowed freely between the branches of the guild, and both countries profited from the exchange. For many years, the Magician's Guild worked closely with the Church of the Tides to hunt down shape shifters since some spells can be used to disrupt a shape shifter's transformation.

When relations between the countries soured, the Magician's Guild kept up friendly contact for some time, although the exchange of information was somewhat more limited. When King Triton disbanded the Magician's Guild in Atlantica, the Atlantan magicians either went to ground or fled to Pacifica. Only Sebastian, the King's trusted advisor, stood his ground. In the years since, Sebastian has persuaded Triton to relax the ban on magic. Registered magicians may now formally practice under Sebastian's strict watch. Even more, Sebastian has secretly revived the Magician's Guild, and the guild operates in the shadows even now.

Sebastian is currently the head of the Magician's Guild in Atlantica.

Secrecy:

Since magic is strictly regulated in Atlantica, it is imperative that all members of the Magician's Guild practice the utmost secrecy. Unregistered magicians are still sometimes put to death in Atlantica, and any breach in confidentiality risks exposing the entire Atlantan branch of the guild.

Betrayal:

If any member of the guild suspects another member of betraying the ideals, mission or secrecy of the guild, they can submit a formal accusation. An independent investigation will be conducted by the guild over the next few weeks, and the judicial review board will make final ruling within a month. During the investigation, the accused is considered to be on probation, and will have restricted access to guild resources. *(No in game effect.)*

Induction:

New magicians appear with some frequency in both Pacifica and Atlantica. Inducting these magicians into the guild is a high priority, both as a matter of solidarity, and as a matter of safety, as the sealing magic of the ritual stabilizes their power. While many magicians realize their power while they are young, this is not always the case. Magicians have been documented discovering their powers as late as age 50, though these occurrences are exceedingly rare.

Two current members of the Magician's Guild may induct a promising candidate through the Guild's ancient rites of induction. Eligible candidates will have an α score of 2. Magicians of level 2 and higher have a "Sense Magic" ability which allows them to determine the α score of a person.

First Find the guild crest - it has been removed from the main guild hall, but is likely still somewhere in the castle.

Second Both inducting members must spend 1 minute together tracing over the runic circle inscribed on the ground in front of the crest with Runic Chalk (999). You should explain the workings of the circle to the inductee for future inductions. The magical symbol resembles a six pointed star.

Third All three participants should observe a moment of silence for one minute as the magical energy filters through the inductee and the magical symbol.

Fourth one of the current members should swear in the inductee with a call and response swearing them to secrecy and to uphold the ideals and traditions of the guild. You will need to read the oath out of the Book (999)m which is actually a secret magical tome (though you'll actually be making up the oath).

Fifth Take a greensheet and an ability card from under the guild crest and give it to the new inductee - they are now an active member.

The new member is inducted as a level-1 magician. Tell them to decrease their β score to 0.

Note: This ritual can be conducted with just a single member of the Guild, but this may have post-game consequences for not upholding tradition. This variant of the ritual should be used with caution.

Spells and Potions: The spells and potions a magician can use are based on their level. Spells are represented as ability cards and are used as instant abilities. All potions follow a standard brewing strategy (see "Spells and Potions"). Potions have distinctive colors and can be recognized by magicians by their color (Lay people don't know what color the different potions are). Potions are represented as consumables that can be obtained at the cauldrons where they are brewed.

Potions can be administered in 2 ways. A willing or helpless target can drink the potion, in which case, the person administering the potion should hand over the potion consumable to the target. An ignorant target can also be injected with a potion. The person administering the potion must successfully stick a sticker on the target without being caught in the act by the target or anyone else. (Stickers can be acquired at the cauldrons.) The person who is attempting to administer a potion should then find a GM, explain who the potion is targeting, and hand over the potion. The GM will handle the rest.

Current Members:

- Sebastian - Head of the Atlantican branch of the guild.
- Pearl - A powerful Atlantican magician.
- Valerie - A high ranking member of the Pacifican branch of the guild.

Trivia

- The Magician's Guild, despite being formally dissolved, continues to meet in secret up through the present day.

History and Structure of European Society

The Neptune Ball presents interesting challenges for human guests, given that it is being held at King Triton's palace in Atlantica, 20,000 leagues under the sea.

Breathing Under Water:

The humans who are in attendance at this ball have had a special spell cast on them by Sebastian, the King's most trusted advisor. Sebastian is the only magician allowed to practice most magic in Atlantica. The spell allows humans to breathe underwater while within the grounds of the palace (all of game space is within the grounds of the palace). You will be escorted back to the surface in the morning. **(You should consider game space closed.)**

The Royal Family:

The royal family of Europa is small. King Eric rules Europa, with his wife, Queen Ariel at his side. Ariel is from Atlantica. Much of the country was shocked to learn that communication between the nations was even possible, never mind the idea that Atlantica might be friendly, given ongoing altercations with Pacifica. Europa has not yet adopted Ariel as their Queen, despite her having lived among them for 14 years.

The royal couple has a daughter, princess Willow. She is 12 years old, and the pride and joy of the nation.

Eric's father was lost in a storm, 21 years ago. A regent ruled until Eric came of age, and then peaceably transferred power to the new King. Eric's brother was killed, 14 years ago, during an attack on the palace.

Religion:

The human kingdom of Europa practices a religion that worships the sun. The Sun God brings life to all things on the land. The summer solstice is the most sacred day of the year, and the midsummer festivals are elaborate and expensive. There is no greater omen than to be married under the noon-day sun on a clear day.

Humans fear the ocean, and it's dark depths, for they conceal the mighty kraken. The kraken is hated by all and expeditions often set out to kill the beast. Only some of them return. It is believed that the storm that killed Eric's father was summoned by the kraken itself. Only a devil storm could have bested that crew and left no survivors.

Everyday life in Europa:

Life in Europa is simple. Europa is at peace with it's neighbors, and so much of it's populace is farmers. A few brave souls are fishermen, or mariners, but for the most part, the citizens of Europa prefer to stay on land and give thanks to the Sun God for his bounty.

Magic is extremely rare in Europa. There is very little magic to be found anywhere on land. Magicians are therefore regarded with some suspicion. They are not necessarily outcasts though, and a few, like Merlin, have become prominent advisors to rulers.

Polio used to be a big problem in Europa. It devastated much of the previous generation, and in some ways, Europa is still rebuilding. Through the efforts of many dedicated scientists, and a particularly useful magician, a vaccine/cure was developed. The epidemic has been brought under control and now most of the population has been vaccinated. Polio pops up occasionally in outlying villages, but for the most part, it is a thing of the past.

Relationship with the underwater kingdoms:

- **Atlantica:** Europa has slowly been building a tenuous relationship with Atlantica. Over the past couple of years, informal discussions have begun to occur between the two nations, led by Queen Ariel. Many people are hopeful that Atlantica could become a lucrative, new trading partner.
- **Pacifica:** Europa has a much less amicable relationship with Pacifica. The merfolk of Pacifica attack European ships on sight, and the concept of trade talks is laughable. No one really knows for sure why Pacifica is so aggressive, but it may have something to do with the kraken.