
Mirage

She left you. She left you to rot. You turn the thought over in your mind, worrying it like a sore tooth. You shouldn't poke and prod at it, but it feels so good. The fire inside you burns hot.

You are Mirage, a graduate of The Assassins Guild currently masquerading as a gifted diplomat. You and Athena were close friends who tried to run away together in your last year. Unfortunately, clever as the two of you were, the Guild was cleverer. The two of you were caught, and put on "trial". Being older than Athena, you were held almost entirely responsible for corrupting her. Ha! As if there was anything left to corrupt after 10 years in that miserable place. As punishment, you were put in suspended animation and held as collateral against Athena, while she went on her first mission. When Athena abandoned her mission however, the Guild did not kill you as threatened. Instead they bided their time, and left you suspended for many more years. Although suspended animation stops the aging process, it does not suspend the mind. Most people go crazy after even a few weeks of not being able to do anything but think. You were made of stronger stuff however, and you came through mostly unscathed.

The Assassins Guild finally brought you out of suspension, just 3 years ago. They fed your desperate hunger for news, revealing that Athena had abandoned her mission, and her dear friend, in order to go marry some fool of a General in the North Sea. You knew many years had passed, but surely you had not meant so little to Athena that she had forgotten about you. And yet, here was the proof.

In the midst of your seething, the Guild offered you a chance for revenge. Atlantica and Pacifica had recently begun peace talks. While peace is not an environment that The Assassins Guild normally approves of, Queen Venus is very much interested, and The Assassins Guild knows better than to upset her. They were therefore offering you a chance to become a diplomat, slip into Atlantica and kill Athena. To make the deal irresistible, the Guild offered to nullify your obligation to them if you succeed at killing her undetected. You could be free to go start your own life, your own way, without The Assassins Guild or treacherous friends to ruin it. It seems that the guild really did want Athena dead. They even arranged for a powerful ally, embedded in Atlantan politics, to assist you.

So you became a diplomat, after a few months of rehabilitation and updating your worldly knowledge. The Assassins Guild placed you on the fast track, and you were soon the head diplomat on the project.

Then fate stepped in. Cruel, sweet fate. You were in Atlantica, dancing the tiring dance of politics, pretending to care, pretending to be outraged on behalf of your country, etc, etc. You were so tired. So bored. So restless. You just wanted to get your hands on Athena and be done with this horrid, extended chapter in your life. But then, one late night, you were wandering the halls of the palace when you collided with an angel. She was gorgeous. No, she was perfect. You stared into her eyes for a heartbeat, then two. You ran your fingers self consciously through your uncombed hair. You must look a mess, with bags under your eyes from too many late nights up pouring over documents. You finally found your voice, and tried to stammer out an apology for the collision. Ever the graceful princess, she asked if you would join her in a stroll about the gardens. Somehow you managed to push the word "yes" out past your uncooperative lips. And the rest was, as they say, history.

Your angel was none other than Adriana, princess of Atlantica. In that instant the pain and boredom of politics evaporated. You threw yourself into the proceedings with vigor. After all, without good faith between the countries, how could you ever hope to see Adriana on a regular basis? To your great frustration, politics move slowly. You couldn't see enough of Adriana to satisfy either of you. Then she came up with a reckless, dangerous idea that you couldn't resist. She managed to sneak across the border into Pacifica to see you! It was the most glorious afternoon. No formal proceedings, no pretending to be nothing more than acquaintances. No trying to sneak off and snatch a few moments alone. She started to sneak across the border regularly to see you. It was wonderful. But it was also dangerous. So dangerous. If she were caught... and then she was.

You were working in the palace when you heard the news. Prince Caspian had apprehended a pair of merfolk crossing the border. One of them was princess Adriana. Nearly everyone was salivating at the thought of holding her hostage to gain the upper hand against Atlantica. You scrambled to find Caspian. He was the only level head that might listen to reason. To your dismay, he was already questioning Adriana. You contemplated the problem for a moment, then swam confidently into the interrogation chamber. You whispered a few things in Caspian's ear, regarded Adriana with an icy, disapproving look, and left. You hoped it was enough to get her released, without giving away anything. Luckily, Caspian saw the wisdom in releasing the princess of Atlantica unharmed. Adriana was escorted back to the border, and that was that.

Over the next few months, you worked tirelessly to bring the treaty to fruition. If diplomacy had started as merely a cover, it was certainly closer to an obsession by now. The Assassin's Guild had made it clear to you that they did **not** want the treaty to go through, but you are beyond their power now. Love rules your life. If the treaty fell through, you would never see your Adriana again. Ah Adriana, she brought light to your life that you hadn't known since before you were put in suspended animation. Unless... could you convince Adriana to elope with you? But no... she is a princess and could never marry a commoner like yourself. If only you could become royalty somehow...

In your search for a way to prove how precious Adriana is to you, you started on a quest for the fabled Glow Shell. The Glow Shell would make a fitting wedding gift. This shell is the stuff of legend, and it was to your immense surprise, that the cryptic chain of clues pointed to the Atlantica palace. Well, perhaps it was not so unusual. Perhaps some Explorer's Guild member had encountered one and brought it back to the palace without any idea as to the shell's true value. It would doubtlessly be locked up in the palace vault, thrown carelessly in some corner, instead of adorning the neck of the most beautiful mermaid in the seven seas. You will of course have to keep this quest a secret. Should the other Pacificans learn about the Glow Shell (731), they will most likely want to bring it back for the Queen of Pacifica.

Just this morning, one more wonderful piece fell into place. As you were walking through the market, you were accosted by a mermaid you didn't recognize at first. After only a few minutes discussion however, you realized who it was – Athena in disguise. She yammered at you as if nothing were wrong, as if she had never betrayed you. Athena wanted your help finding a Pacifican assassin. For a moment you thought she knew everything, and was about to attack you, but the moment of tension passed and she went on outlining her plan to trap the assassin. Just as well that she has no idea what you have planned for her tonight. But she seems to be well prepared. Finding a more subtle way of dealing with her might be a better idea than just taking the direct approach. Though you are prepared to do what is necessary if it comes to that...

Goals

- Kill Athena subtly, both for revenge and to clear your obligation to the Assassin's Guild.
- Deliver the official document (322) to Sebastian and secure his help in return.
- See that the treaty is signed. Make sure it is as favorable to Pacifica as possible.
- Avoid attracting the wrong kind of attention from your fellow Assassin, Desara, for trying to get the treaty signed.
- Find a way to convince Triton to let you marry Adriana, otherwise elope with Adriana.
- Acquire the Glow Shell (731) as a wedding gift for Adriana.

Notes

- You have a tattoo on your left bicep that marks you as an assassin from The Assassins Guild. All students of the school have the same tattoo, in the same place. See a GM to acquire a temporary tattoo before game.

Trivia

- The Assassin's Guild is located in the Bering Strait.

Trivia

- The Glow Shell is rumored to bring marital bliss to the lucky couple who possesses it.

Contacts

- Adriana: The love of your life.
- Iris: Actually Athena. She is here in disguise with some story about an assassin plot against King Triton.
- Caspian: The prince of Pacifica and your political rival for Adriana's hand in marriage.
- Desara: The other diplomat assigned to see the treaty through, a fellow assassin who will likely expect you to help torpedo the treaty. Desara is Valerie's sister.
- Valerie: Caspian's bodyguard and a capable magician in her own right. She seems suspicious of you. But then she is suspicious of everyone except her sister, Desara.
- Sebastian: The Atlantican contact that the Assassin's Guild has arranged to have assist you. His reasons are his own, but he will help you. You should approach him as soon as discreetly possible this evening.

Memory/Event Packets

- none

Bluesheets

- A Brief History of Pacifica
- The Assassin's Guild

Greensheets

- Signing the Treaty
- Picking Locks

Abilities

- Cross Step Waltz

Items

- An official looking document (322)
- Knife (351)

Stats

- | | | | |
|------------------|---|--------------|-----------|
| - Combat Rating: | 4 | - α : | 0 |
| - γ : | 0 | - Tarot: | The Devil |
| - β : | 0 | | |