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## Osiris

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You are Osiris, prince of Atlantica and conspiracy theorist extraordinaire. Due to unfortunate circumstances beyond your control **you are actually an NPC, scheduled to die of poisoning about 2 hours into game, in the middle of the banquet.** See a GM before game for details about this.

You are the only surviving brother of Triton. Your family was slaughtered when you were just a boy, and there was nothing you could do to stop it. This trauma has left you paranoid, and somewhat schizophrenic - a tragedy that modern Atlantean medicine has so far failed to correct. Your place as leader of the Explorer's Guild is sufficiently prestigious for a prince, so you are satisfied (though secretly, you are sure that it was a post given to you to get you out of the palace). Should tragedy befall your family again, you are perfectly ready and willing to support princess Adriana as the heir apparent, or even take on your brother's throne should the need arise.

As leader of the Explorer's Guild, you have spent a lot of time with many of Atlantica's youth. Your favorite is, of course, your niece, princess Adriana. She is a free spirit, and completely in love. While she thinks that she can hide it from everyone, it is as plain as day to you that Adriana is in love with Mirage. You would like very much to see these two love birds married, and hang the political fall out if Adriana doesn't marry the prince of Pacifica. You have been a driving force in getting those two to see each other ever since you found out, and you don't plan to stop now.

You cannot in good conscience support your brother's endeavor to make peace with Pacifica. You don't trust the people of Pacifica any farther than you can throw them. Any people who would harbor the monsters in the Assassin's Guild don't deserve any kind of consideration. While you are not involved in the treaty in any official capacity, you continue to do what you can to correct your brother's doomed course as an unofficial "mediator." Unfortunately, your bouts of mania make it somewhat difficult to maintain good rapport with everyone involved.

Despite everyone's belief that you are incompetent, you are incredibly perceptive, and can see that many ails trouble Atlantica. You try to warn people about them, but they seldom listen. The one thing you are most sure about is the fact that one of the Pacificans in the delegation is a spy sent to kill the Triton. The question is, which one?

Here is a short list of the things you have been trying to warn people of:

- Pacifica has sent a spy to kill Triton.
- The polio vaccine from Europa is actually toxic to merfolk.
- The Magician's Guild has joined with the Assassin's guild in secret, and is operating outside of the law.
- The mafia is growing incredibly powerful and needs to be dealt with.
- India is gathering it's resources to attack Atlantica.
- The black market trade of children that goes on in Pacifica is starting to corrupt the Church of the Tides in Atlantica.
- The Merchant's Guild is looking to overthrow the monarchy and establish a democracy.
- The Wishing Stone has reappeared, in the palace, tonight!
- Shape shifters are actually really common. The Church of the Tides is actively trying to keep this a secret.
- **Feel free to make additional things up. You are a little unstable after all.**

### Trivia

- You are 47 years old. Who wants to know?

## Goals

- Convince as many people of as many conspiracy theories as possible.
- Support Adriana, your favorite niece.
- Help Triton get the treaty signed - and make sure that it doesn't include peace!
- Prevent illegal magic use through your full authority as Atlantican Royalty. Magic is the root of all evil.
- Get your Tarot read. Somehow, you have a bad feeling about today... Even moreso than yesterday, the day before that, and the day before that...
- Give Adriana or Mirage the old book of Pacifican law you found. You have a hunch it'll be useful to them. **This book is crucial to the player's plots. Give it to them within the first 10 minutes of game.**
- Prevent the Pacifican assassin from killing the King.
- Make liberal use of your will packets to warn your allies and confuse your enemies in the case of your death. **Make sure not to use OOC information for these.** There are more in your room if you run out.
- (Out of game) Have an awesome and dramatic death in the middle of the banquet!

## Notes

- Your catchphrase should be something along the lines of "I'll tell you after the banquet." Feel free to invent increasingly ridiculous reasons for why.
- You are only somewhat crazy. You should spend 3/4 of your time or more perfectly lucid, if paranoid.

## Contacts

- Adriana (Aslanta Chen): Your favorite niece
- King Triton (Chris Weil): Your older brother and King of Atlantica.
- Hermes Aquilino (Brian Richburg): The representative you appointed from the Explorer's Guild whose job it is to see to the Explorer's Guild's interest in the treaty.
- Ariel (Nancy M): Your least favorite niece. A mermaid who turned traitor by becoming human, and has returned for unclear reasons. Is clearly up to something.
- Sebastian (Sean Shirato Almon): Advisor to the King. Is clearly up to something.
- Iris (Laurel Newman): A reclusive mermaid who usually keeps to herself. Is clearly up to something.
- Pearl (Alison Joy): A very nice mermaid who you often see at various functions. Is clearly up to something.

## Memory/Event Packets

- Open if you see a purple headband

## Bluesheets

- History and Structure of Atlantican Society
- The Explorer's Guild

## Greensheets

- Picking Locks

## Abilities

- none

## Items

- Knife (351)
- An old book of Pacifican Law (909)
- My Will (632)
- My Will (632)
- My Will (632)

**Stats**

- Combat Rating:	4	- $\alpha$ :	0
- $\gamma$ :	0	- Tarot:	The World
- $\beta$ :	0		

