
Pandora

You are a human Prince enslaved by an evil witch and disguised as a merman against your will.

Your early life was a happy one, being pampered as a prince should in your castle in Europa. Your relations with your older brother were good, and your father doted on you twice as much, since your mother was lost at sea during a family outing when you were just a kid. The loss of your father when you were 11, affected you deeply for a time. But after a while, you went back to your carefree lifestyle, moving past your loss. You took full advantage of your position, wiling away your time, going through your lessons and flirting with the courtiers. All in all, it was a good life.

...a fact that changed abruptly on your 18th birthday when a monster attacked the palace.

It had been just a normal day for you. Your lessons in diplomacy were winding down and one of your favorite courtiers wanted to share dinner with you. The stage had just been set for a pleasant evening when shouts started ringing through the castle, followed swiftly thereafter by the sounds of battle. Quickly you ran to your room and donned your sword and chainmail vest before dashing out into the hallways to take command of the first band of palace guard that you saw. The battle had progressed to the balcony, and so you led your troops there, ready to fight to defend your home. When you got there, you saw a strange octopus-like creature. Unfortunately, it also saw you.

With inhuman speed, it grabbed you and threw you head over heels over the side of the balcony. You flipped end over end, rushing faster and faster towards the waves - and then, you knew no more.

You don't remember much of the next few days, only fading in and out of consciousness, and some dark THING forcing you to drink something. But when you came to, you were in a strange place. The floor was sand, the walls were stone, but strangest of all, the air was saltwater. You were beneath the sea - and yet somehow, still alive?

Your new surroundings surprised you, but no more than the sight of the beautiful creature that approached you soon after - a mermaid so perfectly formed that it drove all other thoughts out of your mind, including why you looked like her. She introduces herself as Ursula, brought you food and asked you a few questions. And when you were done, she kissed you on the cheek, which left you surprisingly lightheaded for hours after.

Living with her became your new routine, which in retrospect, you questioned surprisingly little. The questions about your life soon faded to her teaching you about strange new abilities that you didn't know you had - the reading of the Tarot - and truly bizarre questions that you nevertheless did your best to answer. And always at the end, she would kiss your cheek, and the lightheadedness would last a little longer each time.

It took you half a year to work up the courage to say no to the kiss, but when you did, you wished you hadn't. At first, she just seemed surprised. Then a terrible expression came over her's face. Ursula ORDERED you to submit, and to your shock, you did. And with a cruel smile, she left you, drained and alone.

From that day forward, Ursula dropped all pretenses. You were her slave, and she wasn't going to let you forget it. Your training continued, and she turned to ripping energy straight from your chest. though you tried to resist her at every turn, you continued to obediently follow orders. Unable to escape, and unable to disobey, you lived your days in misery, continuing to struggle against your magical bonds. You were forced to join the Merchant's Guild, and through your hard work and unwilling sacrifice, moved quickly through the ranks. You were Ursula's cover to rejoining the undersea country of Atlantica, and another tool in her corruption.

Though she assured you that the spell was perfectly inescapable, you found that continued resistance actually did weaken the hold that she had on you, though this was made much harder by being drained of life force daily. Though you had been forbidden long ago to touch anything in Ursula's room, you found that by exerting yourself mentally and taking advantage of a loophole in an offhand command you had carefully elicited from her, you could look at the books on the shelves of the room around you.

After much careful research while you were sure Ursula was asleep, you found the spell she had placed on you - and found how to most effectively go about removing it. You needed a place with a high concentration of magic, and preferably a magician, to deal with the spell. Unfortunately, that didn't fit any place where you could influence Ursula to go normally. But of course, the Neptune Ball, hosted at the Atlantican Palace, is your chance. The Palace is a place teeming with magic. You subtly made sure Ursula knew about it, and began to lay plans ever so painstakingly, to make your escape while there. And so, you bided your time until the day arrived.

Upon reaching the ball, you noticed a number of interesting things. Though Ariel had known you for a year before your disappearance, she didn't recognize you at all! You looked in a mirror, and suddenly understood why - your soul-draining at the hands of Ursula had aged you at least 30 years. You looked nothing like your old self anymore. That meant you couldn't count on her help, until you can convince her of your identity.

The other thing was also unexpected. General Gladius, your former arms instructor was in attendance! But not only was he a human at the time, he had been lost at sea in the same storm that killed your father all those years ago! You need to confirm that your old memories are true, and find out more. Then you must confront him about it, and see what really happened all of those years ago.

The last was the most unexpected of all. An old man shouting about the Wishing Stone. From your studies in Ursula's books, you found that the Wishing Stone is all too real, and has magical power that can break your curse. This may be an alternate, much quicker means to freeing yourself from servitude - *if* you can get your hands on it in the space of the ball. (If you wish to pursue this plot, find the "The Palace Storyteller" in the palace entryway.)

As the possibility of escape became more real, your thoughts turned to what you would do after you had broken your bonds. Leaving the undersea world forever was not actually as appealing as you had thought it would be; you had grown to love your life under the sea. Officially, though to Ursula it was just a cover story, you're here as the representative to the Merchant's Guild, so fulfilling that role as well as possible made sense. You understand the Merchant's Guild's objectives, but given your hatred of Pacifica from the viewpoint of two different countries, you think you can do better. While you ultimately want the treaty signed as much as the next person, you know that King Triton is going to be far too lenient with the Pacificans. You should do your best to squeeze them for all they're worth, extracting as many concessions as possible. Someone needs to look out for Atlantica, so it might as well be you!

Goals

- Break the spell binding you to Ursula!
- Acquire the Wishing Stone (204) - that could be an easy shortcut to removing the spell, or a powerful bargaining chip otherwise.
- Safeguard the agenda of the Merchant's guild and squeeze Pacifica for all it's worth - but get the treaty signed.
- Find out how Gladius survived the shipwreck and confront him about it.
- Make sure Ursula dies painfully.
- Read the Tarot for as many people as possible.

Note

- You were once known as Morgan, but everyone under the sea knows you as Pandora
- You have long been working away at the spell that Ursula uses to control you. There are standing orders that you cannot break until the spells are gone, such as not being able to directly harm her, or do anything to reveal her (check your magical effects for a full summary). However, new orders are now less potent. **No single order issued during the ball can compel you beyond 1 minute.** It may be useful to pretend otherwise, however - you suspect Ursula doesn't realize how close you are to freedom.
- Seers are not considered magicians.

Contacts

- Pearl (Alison Joy): Your enslaver. She is posing as your sister, and as a legal magician.
- Ariel: Your brother's wife and Queen of Europa.
- General Gladius (Jesse Wertheimer): Your old arms teacher and the merman who must know what actually happened to your father.
- King Triton (Chris Weil): Your King, and a reasonable merman.

Memory/Event Packets

- Casting the Tarot

Bluesheets

- History and Structure of Atlantican Society
- History and Structure of European Society
- The Merchant's Guild

Greensheets

- Picking Locks
- Casting the Tarot
- Breaking the Spell
- Breaking the Spell (out-of-game notebook)
- The Truth about your Father's Death (out-of-game notebook)

Abilities

- No.
- Swing

Items

- Enslavement (748)
- Identity Protection (438)

Stats

- | | | | |
|------------------|---|--------------|----------|
| - Combat Rating: | 1 | - α : | 0 |
| - γ : | 0 | - Tarot: | The Moon |
| - β : | 0 | | |