
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. Many 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 been 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 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. Narissa 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. Mirage can sign in Narissa's place, should Narissa be dead, but then Mirage will have the unenviable task of returning to Pacifica and explaining to Queen Venus why her daughter didn't come back. Should both Narissa and Mirage be dead, technically Desara has the authority to sign a treaty, but at the point where the crown princess of Pacifica and one of your country's most prominent diplomats are dead, you should be *very* wary of signing so much as a ceasefire with Atlantica.

In addition, Pacifican law dictates that "no peace shall be established with a foreign power without a joining of the blood lines." In other words, Pacifica will accept no treaty for peace without a marriage between a member of Pacifican royalty, and a member of Atlantican royalty.

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, Princess Narissa has stepped up to fill her father's role. Narissa commands border patrols and leads small skirmishes regularly, as well as acts as a general in more major battles. Narissa is also quickly becoming an accomplished diplomat, and as such has been entrusted with the delicate Neptune Ball political situation. she is much beloved by her mother, Queen Venus, though she can be just as harsh on Narissa 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 – if you are lucky enough to have them. 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 legitimate contracts openly. 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:

- Negotiate for and sign a fair treaty with Atlantica. A peace treaty must be accompanied by a royal marriage.
- Find an item marked “valuable” to bring back for your Queen. A “A Pacifican Signet Ring (879)” will not suffice. It must be a item that Queen Venus doesn't already have.

The Assassin's Guild

Only the highest ranking officials actually know the full plans of the Assassin's Guild. They have fingers in many plots, and pull many strings. The guild is heavily involved in Pacifican politics, but only as a shadow player. 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.

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

- 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 is located in the icy waters of The Bering Strait.
- A magical contract entered unwillingly can be broken with a Pactbreaker Ritual.
- The Assassin's Guild does not train magicians.

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. 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.

Trivia

- The guild has several branches, each with a small standing army, along with numerous spies and sleeper agents stationed all over the undersea world that could be pulled in to fight with enough notice.

