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## Sebastian

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Where to begin? The beginning is so far in the past, it's hard to trace the convoluted path that has led you to this day. You guess it all began with King Neptune, who was both King Triton's grandfather, and your father. Although can you really call him your father? He never accepted you, never acknowledged you, never did anything for you.

He was jealous of Pacifica in every way. From the bounty of the harvests on the Central Pacific Basin, to the beauty of the kingdom's only princess, your mother Jade. Neptune started a war over it. A war that devastated both Pacifica and Atlantica. In the end, he got what he wanted though. His aggressive military tactics led to a breach in the castle wall, and the successful capture of your mother. Neptune carried her off, back to Atlantica, and by the time a successful counterattack was mounted to retrieve her, you had already been conceived.

Upon discovering the pregnancy, the Royal Family burned for revenge. Your mother's brothers wished to just kill you and storm Atlantica - but your mother was a seer, and even as her rage burned hot, she saw more clearly than her siblings. You were her best chance at revenge. You were the legitimate heir to the Atlantican throne. You were born two months before Poseidon. That made you the rightful heir. Jade persuaded her brothers to spare your life, and to put out the word that she had died, so that she might raise you in secret.

And so it was done. You lived with your mother at the The Assassins Guild, a place of utmost secrecy. The only thing that grew faster and stronger than you was your hatred of Neptune and what had done to your mother. Neptune had to pay. When he died in battle when you were 5, you were dismayed, but not deterred. His descendants carried the same sin in their veins. How dare they sit on your throne? Their blood would quench your thirst for revenge.

Although you didn't inherit your mother's gift of foresight, you were not without your own talents. From a young age, magic flowed in your veins, and you studied hard from the moment you could read. When you were 14, Jade had a vision that the fate of both Pacifica and Atlantica were intimately tied to The Trident. Despite your youth, you relished the chance to strike back at your father, and so set out on a decades long quest to find it. The search kept you away from home for months at a time. Your mother died, alone in the Guild, while you risked life and fin in the icy waters of the Ross sea, chasing what turned out to be another dead end.

Years of painstaking research eventually led you to Atlantica. With a few words whispered in the right ears, you persuaded Pacifica to attack the Angola plain of Atlantica by sneaking through the neutral kingdom of India. The operation gave you the perfect cover to infiltrate Atlantica as you blended in with a group of Atlantican refugees. Soon, you established yourself in court, and made your extensive magical powers available to the then current King, Poseidon. You rose through the political ranks quickly, as well as the ranks of the Magician's Guild. You were soon among those elected to the Court of Advisors, with easy access to the King's ear. This put you in position to continue your search for The Trident, which you wasted no time in exploiting.

It took you more than a decade, but you eventually traced the trail of The Trident to the fjords of Norway, and a nixie by the name of Titania. Unfortunately, in your excitement, you weren't subtle enough in your search, and ended up exposing the wrong people to the wrong ideas. As a result, Poseidon got there first, and persuaded Titania to give him the The Trident as you looked on from a secret cave. You fantasized about blasting him out of the water with a particularly vicious spell, but with the power of The Trident, he would certainly have bested you in the fight. You beat down your frustration, and hastened to return to the palace before the King. It was not yet time to show your hand.

You studied the problem from every angle, but there didn't seem to be a simple way to claim the The Trident. Your best hope was to somehow be named the legitimate heir to the throne, a feat made harder by the King's numerous children. What you wanted was control of Atlantica Unfortunately, proof of your lineage was frustratingly hard to come by, with your mother and father both dead. You had to make a move to keep the situation under control - but at the same time, you couldn't risk the kingship passing too far from the Neptune lineage, for fear of losing your claim to the throne. What you needed was a young,

foolish King on the throne - and a way to eliminate him cleanly when the need arose. So you arranged to have a baby Atlantican girl kidnapped and taken to the Assassins Guild to be raised as the perfect, deadly match for Triton - Poseidon's third child. Then you waited, and watched - and when Triton was just old enough to take the throne, you smuggled a dozen Pacifican assassins into Atlantica to kill the royal family. Triton was *conveniently* off on an Explorer's Guild expedition at the time, allowing him to escape the carnage.

Meanwhile, the girl had been successfully converted to a sleeper agent. When Athena was delivered to you, you quickly and seamlessly integrated her into the Atlantican court. Within a year, Triton was married to Athena, and the pieces were in place. The perfection of your plans faltered when they managed to have a healthy daughter named Ariel, undoing much of your work. Maybe you should have killed Triton when you had the chance.

While you secretly manipulated King Triton's life, you continued to tend your other plans. Among them was the Magician's Guild. You maintained your position as elected representative to the Court of Advisors, and cultivated your standing with other magicians. One particularly powerful contact was Ursula. She gave you an anti-aging spell that if properly maintained meant you could essentially live forever. At the age of 52, you stopped aging, though you did your best to keep up appearances.

For a couple of years, things in Atlantica were stable. Then that stupid nixie decided to get involved again. You felt the brush of her power, late one night about 20 years ago. You traced the "scent" of it through the palace, like a shark on a blood trail. You found yourself in front of Athena's room. You envisioned of your carefully laid plans unravellings as Titania whispered the truth to Athena in dreams. You burst into the room, fear throwing caution to the currents. But there was no catastrophe waiting for you on the other side of the door. Athena slept soundly and the residue of Titania was already diluting. Still, when Athena slipped off in what she thought was a sneaky manner the next morning, you resolved to put this part of your plan into action.

A few weeks after Athena's return, you unraveled the spell that locked away her memories. You cloaked yourself in darkness, rendering yourself nearly invisible - at the cost of several brutally finicky potions - so you could watch and savor the moment of betrayal that would course through Triton before Athena killed him. But you waited in the King's chambers in vain. Athena never came to fulfill her mission. The next morning you learned that she was gone, and her room destroyed. The minx had staged her own kidnapping and gotten away with it - infuriating. Your best efforts weren't enough to track the former assassin. She had disappeared.

In the mean time, there were other matters to deal with. That fool Ariel managed to persuade some magician to turn her into a human, and ran away from home. This set Triton off into a rage that involved him disbanding the Magician's Guild. The guild was scattered, magic was harshly restricted, and your position in court was suddenly very tenuous indeed. Around this time, Ursula disappeared as well. You figured that she was involved in some way when she came to you a few weeks later, gravely wounded and in need of secret aid. She had with her a human princess. Ursula was so weakened that she needed your help concocting a powerful enough love potion to suppress her will and make her her slave. If only you'd managed to steal the recipe! Alas, a missed opportunity.

You went to work on Triton. It took years, but you slowly managed to ease the restrictions on magic. Today, registered magicians may practice openly, and the only "dark" magic, including poisons and transformation potions, remains banned.

You quickly got Ursula permission to practice, hoping that she would prove a fruitful ally in return for your previous assistance. Unfortunately, it seems that she is almost as power hungry as you. She quickly began to amass followers and challenge your position in the Magician's Guild. Ursula also rose to prominence in court, partly due to her sister's growing role in the Merchant's Guild. You worry that if Ursula is not kept in check, she may surpass you in influence.

As a pleasant twist in your story, you recently stumbled upon Athena's trail again. Your Guardian's Guild contact didn't know who she was, of course, but the timing of her appearance was enough to convince you. As the pieces for tonight began to fall into place, you wrote an anonymous letter to Athena, enticing her back to the court with lies about an assassination plot against Triton. You also wrote to the Assassin's Guild to inform them of her location, prompting them to send an assassin to

do away with Athena. Though bringing her here was a big risk, eliminating Athena will simplify your ascension to the throne, tie off a potentially dangerous loose end, and fulfill your desire for revenge against her. Suffice to say, you intend to help the assassination along in any way you can.

The Ball tonight is also host to peace talks between the nations. As advisor to the King, you can easily tell that peace is in Atlantica's best interest. As such, it needs to be stopped - at least until you can ascend the throne. Triton is not to be allowed to do good by Atlantica. It is your right to be the hero of the country and end the war your father started. In their letter, the Assassin's Guild told you that they are not terribly enamored of the idea of peace between the countries either. They have therefore sent Desara, another one of their agents, to stop the treaty from being signed. Given your own interest in stopping the peace talks, you arranged a meeting with her last night to fill her in on the most recent happenings in the negotiations. After verifying your identity and intentions, Desara promised to bring you Lionfish Spine, a rare ingredient that is key to your shape-shifter potion, and the other reason she came. The Lionfish Spine is only fresh for a short while longer, so you will have to make the exchange tonight, and brew the potion in the palace. Lionfish Spine is highly illegal and known to be dangerous, so you had better be on your toes around other magicians or those in the know. The shape-shifter potion is to be used to facilitate the most ambitious of your plots - ascending to the throne.

A golden opportunity arose earlier this morning when Triton forced Osiris to come ask you for a potion to help suppress paranoia. You brewed a potion, but not the one he asked for - instead, you brewed a deadly, slow acting poison. You don't know when it will trigger, but death will be swift - and one obstacle to the throne will be removed. That only leaves two, possibly three, people standing in your way to the throne - Triton, Adriana, and Athena. If you can prevent Athena from revealing her identity, or help to get her killed, she won't be a threat. That leaves the two current royals. One of them, you can use the shapeshifter potion to discredit - shapeshifters are reviled in Atlantica, and would never be accepted as ruler once you summon the Chief Justice to verify your claim. The other, you may have to get more creative for. Poison is always one option - overwhelming force is another. There may be more. Really, it would be hard to choose just one - you've been thinking about this for a long, long time.

And there there is the matter of the Music Box. This innocuous looking trinket that Athena had produced before her disappearance. You eventually realized that though it looked harmless, it played a song of protection for Neptune's line, and for Atlantica. As long as this box exists, it is a threat to all of your carefully laid plans - and protection for the bloodline you hate so much. It was clearly a powerful magical item, almost equal to The Trident - for when you tried to destroy it, your every attempt was thwarted. It took 11 years before you were even able to chip away at its barrier enough to steal it from its pedestal in the royal treasury. You hid it away in the castle and schemed about how to destroy it. It was clearly losing power, though you didn't know why. Regardless, the rate of decay was clear. The spell will finally be weak enough for you to truly secure the box at the end of the night - though actually destroying it will require some kind of magical artifact of great power.

Tonight will be a careful dance. You need to prevent the treaty from being signed, keep the Music Box (565) safe, and use the shapeshifter potion tonight. You may not have another chance at any of these. The rest of your plans are not so immediate. It would be convenient to complete as many parts as possible, but you *cannot* afford to have your ultimate plans revealed. Better to spend the night under the radar. Just act the loyal advisor, and pretend to help Triton ensure all his guests have a good time.

Remember, Atlantica is your country. It is your birthright. While the country could burn for all you care if Triton remains in power, more than anything you want to *rule* Atlantica, and lifting Atlantica to its greatest glory under your reign would be the sweetest revenge.

## Goals

- If the opportunity arises, find proof of your lineage and attempt to seize the throne by killing or discrediting those ahead of you in line. A good way to do this is to acquire the Lionfish Spine (122) and make the shapeshifter potion.
- Sabotage the Treaty. It is Triton's dream and you can't let him take credit for peace.
- Keep the Music Box (565) hidden. You've stashed it in the residential wing for now (Room 004) and need to keep it hidden from prying eyes.

- Investigate rumors of a Glow Shell (731) in the palace. If you can acquire it, it will greatly boost your magical powers post-game.

### Notes

- Having been raised at the Assassin's Guild complex, you know that all agents from the guild are suppose to bear a tattoo on their left bicep. You were never officially part of the Guild however, and therefore bear no such brand.
- The Runic Circle useful for magical rituals is in the -015.
- You are *Level 4* as an accomplished magician whose power has waned in recent years.
- You cast the breathing spell that allows the humans to breathe here, but have no special control over it now that it is cast.

### Trivia

- The King when the war started was Neptune.
- A Nixie named Titania gave Poseidon The Trident.

### Contacts

- King Triton (Chris Weil): Your nephew and the merman who is sitting on your throne.
- Pearl (Alison Joy): This is Ursula in disguise. She is a powerful magician and may prove a crucial contact. More likely she will prove an unwelcome adversary in your quest for power.
- Adriana (Aslanta Chen): Triton's younger daughter and heir to his throne.
- Osiris (Andy Piltser-Cowan): Triton's younger brother. he is more than a little crazy and is always yammering about conspiracy theories. Don't let him catch onto yours.
- Iris (Laurel Newman): This is Athena in disguise. You have no intention of revealing that you know her unless strictly necessary.
- Desara (Adina): Your Pacifican contact who is bringing you Lionfish Spine (122) and is supposed to help you sabotage the treaty.
- Mirage (Xavid): The assassin sent by the guild for Athena. Arrange for her mission to succeed.

### Memory/Event Packets

- Open if you see a purple headband
- Open at 3:00

### Bluesheets

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

### Greensheets

- Picking Locks
- Proving Your Lineage
- Shapeshifter Potion
- Spells and Potions

### Abilities

- Lesser Dispel
- Teleport
- Sense Magic

### Items

- Atlantican Line of Succession (in-game document)
- Opening Remarks (in-game document)

### Stats

- Combat Rating: 1
- $\alpha$ : 2
- $\gamma$ : 0
- Tarot: The Emperor
- $\beta$ : 0