
King Triton

Ah Atlantica. Your beautiful kingdom. What tragedy it has seen. First the massacre of your family, then the assassination of Queen Athena, and finally the loss of Princess Ariel. Sometimes you wonder how it is still a functioning kingdom. Sometimes you wonder how you are still a functioning King.

Your father, King Poseidon was a good King. He brought Atlantica out of chaos with the help of the The Trident which he acquired on a dangerous quest many years ago. It was bestowed upon him by a freshwater spirit named Titania. The journey nearly killed him – but it was worth it. The Trident brought Poseidon the power to bring peace to Atlantica, and secure the borders against the militaristic Pacifica.

You grew up the middle child of 5, and so never envisioned yourself as King. Instead of studying the ins and outs of politics, you spent much of your youth in the company of the court cartographer. The thrill of the unknown tugged at your heart, and you were never so happy as when you were exploring some uncharted canyon, or previously unknown reef.

Thirty years ago, your carefree life all changed dramatically when Pacifica struck unexpectedly, and slaughtered your family. The only reason you survived was that you had lost track of time while exploring a supposedly bottomless crack in the ocean floor, and so arrived home well after dark. As you swam toward the castle, a sense of uneasiness grew inside you, and a metal taste started to build in your mouth. Sharks circled the palace, making approach nigh impossible for you. When the body of a merperson was thrown unceremoniously out of one of the upper story windows, only to be torn to shreds in an instant, you knew what was happening. No matter how fast the sharks converged, you had seen the flaming red hair of your own mother.

Anger welled up in you and you darted from your hiding place, without a thought in your mind but revenge. It was not until a bolt of electricity shattered the roof of the throne room and The Trident came sailing out of it toward you that the magnitude of what was happening hit you. As your hand closed around the The Trident, you knew you were your father's eldest living heir. The palace was awash in blood, both Pacifican and Atlantan that night.

A growing dread, your own adrenaline, and the lurking nightmares that threatened to swallow you, kept you from your rest that night. In the deepest hour of the night, a Pacifican army attacked, expecting to find Atlantica in disarray. Instead, they met the tip of The Trident, and the point of your soldier's weapons. You drove the army out, showing no mercy, and pursued them deep into Pacifica. In your rage and shortsightedness, you ordered fields and homes destroyed, families killed and livelihood's decimated. You wanted Pacifica to truly feel the pain that tore at your own heart.

Upon returning to Atlantica, you felt empty. There was no sense of satisfaction—no closure. You tried to rebuild what Pacifica had so callously destroyed. After a year of mourning, you took a wife, Queen Athena, in an attempt to raise the spirit of your people. She was beautiful, kind, and tried to help you to put the past aside gently and live again. Despite the life you built with Athena, and your 2 beautiful children, your past haunts you. You deeply regret the revenge you extracted against Pacifica.

If the fact that you are now king wasn't enough of a reminder of the loss of your family, cruel fate left you with one surviving brother. Osiris had been hidden at your mother's behest by the servants. While they managed to keep him from seeing anything, they couldn't stop him hearing everything. Osiris never recovered from the trauma. While some days are better than others, Osiris is always going on about conspiracies. He sees assassins everywhere. Not that you are in a much better state. You've been taking anti-depressants for 20 years or so, ever since you lost Athena.

Ten years after the raid on Pacifica, Athena was killed. You missed her at breakfast one morning and you went to her chambers to awaken her, for surely she had just overslept after the long sea-horse ride the two of you had taken the day before. When you opened the door to her chambers however, you were met with a horrific site. The entire room was in shambles, with many of her greatest treasures shattered. Since there was no body, you maintained hope that she might still be alive, only kidnapped for ransom. Yet, no ransom note ever came. After almost a year of searching in vain, you had to concede defeat. Your

beloved Athena was dead. You looked around you at Atlantica, and felt like you had failed her. Your beautiful country, which you were never meant to run, was in ruins. The gloom of worthlessness washed over you.

It was almost the last straw when Princess Ariel abandoned Atlantica for the human world. That was 18 years ago now. It wrenched your heart to lose her. Worse still, if word got out that contact was possible with the human world, who knew what changes might come to Atlantica. The destruction that humans were capable of wreaking on your world was incalculable. your father had never trusted them, and neither do you. You bent all your power on hushing up what you could, but there was no way to cover the gaping hole in your heart, and that of Atlantica.

You knew who had probably helped Ariel leave you. Ursula, a powerful magician who was always flirting with dangerous spells, and flaunting her magical prowess. She disappeared mere hours after Ariel left. When the Magician's Guild refused to give her up from wherever they were concealing her, you dissolved the Guild. Only Sebastian, your trusted advisor, was allowed to continue practicing magic. In the years since, Sebastian has persuaded you to relax your ban somewhat. Sebastian carefully regulates magic in Atlantica now, and the Magician's Guild has begun to rise in power again - though not yet enough to regain their spot on the council. Ursula never resurfaced, but rumors suggest that she continued to practice magic through the ban and outside of Sebastian's control. Ursula is a fugitive as far as you are concerned.

In your darkest hour, the spark of hope wormed its way into your mind: peace. That is what you could offer Atlantica. That is how you would have your reign remembered. Not in tragedy, and blood, but in peace and hope and renewal. It was as if you were a new person, looking out on the world. Peace with Pacifica - that was your guiding light. You sent emissaries, and opened communication channels.

It seemed your fate had changed. After ten years apart, you even reconciled with your estranged daughter Ariel. You learned that Ariel had given you a grandoffspring. Hope swelled in your chest, and life was worth living again.

Then talks stalled. Pacifica claimed that had apprehended spies from Atlantica at it's borders. Unfortunately for you, your youngest daughter Adriana was caught among them. She showed herself to be an unexpectedly brilliant diplomat however, smoothing the whole issue over with a dramatic tale of love and longing for the unknown world of Pacifica. Talks proceeded with new vigor, and optimism. It was even discussed that young prince Jared might make a fine match for Adriana.

The treaty with Pacifica was drafted, and will be signed at a special ceremony during the Ball tonight. The treaty has been five years in the making and will be your crowning achievement. Nothing must be allowed to sabotage this treaty, as the people of Atlantica cry for peace.

On a more personal and uplifting note, you recently met your daughter by the seaside and had the chance to invite her and her offspring to the ball. Both will be in attendance tonight, and you look forward to catching up with your daughter while showing Willow the wonders of Atlantica.

Goals

- Get the peace treaty signed.
- Arrange to have Adriana marry Jared as part of the treaty. Pacifica insists on this to have a full peace.
- Keep an eye out for illegal doings in the palace, especially restricted potions. Arnav can help with this.
- Make sure no blood is spilled at the Ball. Definitely don't let anyone die!
- Spend at least 5 minutes in private conference with each of your family members to renew ties.
- Manage your depression without anyone finding out – especially your family.
- Protect Atlantican heritage by preserving the artifacts in the treasury.

Trivia

- A nixie named Titania gave your father the The Trident (567).
- The Polio vaccine, which virtually eradicated what was once a deadly disease in Atlantica, was provided to Atlantica by humans.

Contacts

- Ariel (Nancy M): Your now-human daughter.
- Adriana (Aslanta Chen): Your younger daughter. She is a budding diplomat.
- Sebastian (Sean Shirato Almon): Your trusted advisor. He has been with you since the raid on Pacifica.
- Osiris (Andy Piltser-Cowan): Your conspiracy obsessed brother.
- Jared (Nick Knapp): The Pacifican prince, and an ideal match for Adriana.
- Mirage (Xavid): The diplomat in charge of the Pacifican delegation. She is a pleasant mermaid, committed to seeing the treaty go through.
- General Gladius (Jesse Wertheimer): The representative from the Guardian's Guild.
- Pandora (Rita): The representative from the Merchant's Guild.
- Hermes Aquilino (Brian Richburg): The representative from the Explorer's Guild.
- Arnav (Patrick): A reporter from The Daily Current, and both a boon and a thorn. He bring you news they scope out of plots and underhanded dealings to keep you ahead of the curve, but he is also merciless in his determination to publish everything they find, and everything that happens at the palace.

Memory/Event Packets

- Depression Packet
- Open at 1.5 hrs into game

Bluesheets

- History and Structure of Atlantican Society

Greensheets

- Picking Locks
- Battling Depression
- Signing the Treaty

Abilities

- First Aid
- Merengue

Items

- The Trident (567)
- Treaty (in-game document)
- Medicinal Tablets (729)

Stats

- | | | | |
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| - Combat Rating: | 2 | - α : | 0 |
| - γ : | 0 | - Tarot: | Judgement |
| - β : | 6 | | |

