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## History and Structure of Atlantican Society

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### History of the War:

The war with Pacifica began several generations ago. No one remembers why Pacifica attacked on that fateful day, but the aftermath is well remembered. Many thousands of Atlanticans 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. Although Atlantica has appealed to the other major power, India, for aid, India has remained resolutely neutral in the conflict. Relatively recently, Atlantica has won a string of strategic victories. From this position of power, King Triton has generously chosen to extend the olive branch to Pacifica.

King Triton opened negotiation talks with the Pacificans nine years ago. Negotiations have been rocky. In the first eight years, several cease fires were issued and broken, and despite every effort, no meaningful progress was made in that time. However, in the past two years or so, Princess Adriana has joined her father in negotiations and it seems that progress is finally being made. 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.

### History of the Royal Family:

King Triton is the current ruler of Atlantica. He has ruled for almost 35 years and it is generally accepted that he is a good and benevolent ruler despite the terrible misfortunes that have defined his rule.

His reign began in blood, when his father, King Poseidon, and his entire family except his little brother, Osiris, were killed by Pacifican assassins. It is still a mystery how the strike force got into the palace. Triton took up The Trident, and rallied the kingdom to repel the ensuing invasion.

King Triton took a wife soon after assuming the throne. Queen Athena was beautiful, gracious, and well loved by the people. They had 2 beautiful children. Princess Adriana, the younger daughter, has recently blossomed into a persuasive diplomat. The older Princess was named Ariel; Ariel spent almost all of her time with the Explorer's Guild and often neglected her royal duties.

However, all is not well in Atlantica's royal family. Prince Osiris has become paranoid and delusional as the years have gone by. He publicly and loudly claims all kinds of conspiracies are afoot. Twenty one years ago, Queen Athena was kidnapped and killed by Pacifican assassins. Princess Ariel ran away from her royal duties and married a human prince. The whole affair was hushed up by the royal family, so little is known about how she managed it. But, since Triton dissolved the The Magican's Guild almost immediately after, rumor has it that she used magic to become human. In the years since these tragedies, Triton has become reclusive, erratic, and whispers are surfacing that he may no longer be fit to be King.

### Religion:

Most Atlanticans subscribe to the Church of the Tides. The church worships the Moon Goddess for her power to control the tides. The church preaches love, forgiveness, and the salvation of the weak. It is believed that your soul will be reincarnated again and again until you live a life pure enough to earn you a place among the stars. The care of your eternal soul is particularly important, because there are spirits that dwell in the center of the earth, who if given the opportunity, would imprison your soul for eternity.

While the Goddess can be benevolent and grant powerful boons, The Church of the Tides also believes that some individuals are cursed by the moon to be shape shifters (merfolk who can change between merfolk, human, and sharks), forever without a true form or identity. Shape shifters are unable to control their transformations, and when they do transform, are a menace to everyone. The priests of the church have therefore taken it upon themselves to protect the citizens of Atlantica from shape shifters, hunting them down wherever they appear to terrorize an innocent community.

**Guilds:**

The economy and government of Atlantica center around the guilds. As far back as anyone can remember, Atlantica has had four guilds that provide a division of tasks to help Atlantica run smoothly. They each elect 1 official for a 2 year term that make up a council that advises the King. Members of the royal family may belong to guilds but may not be elected to the council (they are not barred from holding high ranks in the Guilds, and the representative to the council is not necessarily the most powerful Guild Member). The guilds are:

- **Explorer's Guild:** Composed of explorers, cartographers, archaeologists, historians, librarians etc. They handle the acquiring and storing of data (of all kinds) for Atlantica.
- **Merchant's Guild:** Composed of traders, economists etc. They claim that despite the recent lull in the war, Atlantica is still on the brink of economic collapse.
- **Guardian's Guild:** In charge of the military and police force of Atlantica. Their most prestigious role is to guard the royal family.
- **Magician's Guild:** Formally dissolved 14 years ago, but reinstated recently. Their seat on the council has not been reinstated.

Despite the dissolution of the Guild, Sebastian retained his position as the court Magician. Since the reinstatement, Triton has tasked Sebastian with strictly regulating magic in Atlantica, and Sebastian takes his job very seriously. Sebastian has an aggressive program that requires all magicians to register in a national registry, and submit all intended projects for review. As one of the most powerful magicians in Atlantica, even before the dissolution of the Magician's Guild, none wish to incur his wrath. However, there are unconfirmed rumors that a few, very powerful, magicians refused to register. If they exist, they are considered criminals.

**A note about tarot readings:** Tarot readings, despite their mystical origins, are not considered magic and are therefore not subject to the same regulations. Tarot readings are common in Atlantica, and readers are often highly respected members of society.

**The Neptune Ball:** The attendee list for the King's private party includes:

- The European representative, Queen Ariel. It has been 14 years since Ariel forsook Atlantis, so there is great speculation as to why she has chosen to attend this year.
- The Pacifican representative, Prince Jared and a small delegation of diplomats.
- The Explorer's Guild representative, Hermes.
- The Merchant's Guild representative, Pandora.
- The Guardian's Guild representative, General Gladius.

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## The Magician's Guild

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As a member of the Magician's Guild, you are part of a powerful cabal of magicians. The guild spans Atlantica and Pacifica, and has a long and storied history.

### History:

The Magician's Guild began in Atlantica 300 years ago. At that time, Atlantica and Pacifica were friendly with each other, and so the guild soon expanded to incorporate magicians in both oceans. Information and spells flowed freely between the branches of the guild, and both countries profited from the exchange. For many years, the Magician's Guild worked closely with the Church of the Tides to hunt down shape shifters since some spells can be used to disrupt a shape shifter's transformation.

When relations between the countries soured, the Magician's Guild kept up friendly contact for some time, although the exchange of information was somewhat more limited. When King Triton disbanded the Magician's Guild in Atlantica, the Atlantan magicians either went to ground or fled to Pacifica. Only Sebastian, the King's trusted advisor, stood his ground. In the years since, Sebastian has persuaded Triton to relax the ban on magic. Licensed magicians may now formally practice magic. There are still a few spells and potions that are illegal, and as the guild representative to King Triton's court, Sebastian is in charge of regulating magicians.

### Factions

While Sebastian is nominally the head of the Guild in Atlantica, this is far from the whole story. There are two factions in Atlantica who are vying for control of the guild. **The White Tower** is led by Sebastian and **The Society of Free Magicians** is led by Pearl. The White tower is a guild centered in the Atlantican capital whose strict regulations and scientific approach have produced many magical breakthroughs. The Society of Free Magicians are more lax in their book-keeping, and more dispersed, and as a result have developed many novel practical applications for magic. The two factions are well matched, and there is no resolution to this conflict in sight.

The Pacifican branch of the guild calls itself the **The Royal Spell Guard**, and is strictly loyal to Pacifica.

### Regulation of Magic:

Magic is strictly regulated in Atlantica. All members of the Atlantican Magician's guild are licensed magicians and so may practice freely. However, egregious acts of magic may cause authorities to revoke your license. Performing illegal magic is punishable by death.

### Inducting new Members

*Refer to the greensheet "How to Induct a New Magician" for details on the actual mechanics of induction*

All magicians take the induction of new members very seriously as each new member is sworn directly into a faction. The number of members of the faction is strongly related to how much power the faction wields within the guild.

### Spells and Potions:

The spells and potions a magician can use are based on their level. Spells are represented as ability cards and are used as instant abilities. All potions follow a standard brewing strategy (see "Spells and Potions"). Potions have distinctive colors and can be recognized by magicians by their color (Lay people don't know what color the different potions are). Potions are represented as item envelopes that **must be obtained from the GM. TELL A GM WHEN YOU -START- BREWING A POTION.**

Some ingredients are common across the ocean floor and easily obtainable. Some are rare or difficult to obtain, and acquiring them during the ball may be difficult. The Explorer's Guild collects rare and valuable items, some of which may be useful for potions. A few ingredients are known to be dangerous. *Refer to the "Spells and Potions" greensheet for details.*

Potions can be administered in 2 ways. A willing or helpless target can drink the potion, in which case, the person administering the potion should hand over the potion envelope to the target. An ignorant target can also be injected with a potion. The

person administering the potion must successfully stick a certain number of stickers on the target without being caught in the act by the target or anyone else. (Stickers can be acquired at the cauldrons.) The person who is attempting to administer a potion should then find a GM, explain who the potion is targeting, and hand over the potion. The GM will handle the rest.

**Current Members:**

- Sebastian - Head of The White Tower faction.
- Pearl - Head of The Society of Free Magicians.
- Valerian - A member of The Royal Spell Guard.

**Trivia**

- Each of the three factions stands at about 500 practicing members strong, though there are rumors of underground magicians.