
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. Jared 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 Jared's place, should Jared be dead, but then Mirage will have the unenviable task of returning to Pacifica and explaining to Queen Venus why her son didn't come back. Should both Jared and Mirage be dead, technically Desara has the authority to sign a treaty, but at the point where the crown prince 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, Prince Jared has stepped up to fill his father's role. Jared commands border patrols and leads small skirmishes regularly, as well as acts as a general in more major battles. Jared is also quickly becoming an accomplished diplomat, and as such has been entrusted with the delicate Neptune Ball political situation. he is much beloved by his mother, Queen Venus, though she can be just as harsh on Jared 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 concieve, 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 Magician's Guild

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.